

LOST ISLE

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Table of Contents

Section 1: What is Zelda Classic?

Section 2: How to get started?

Section 3: Background of Project

Section 4: Story of Lost Isle

Section 5: The New Subscreen and Items

Section 6: Enemies of Lost Isle

Section 7: Map of the Island

Section 8: FAQ / Tips

Section 9: Credits

Section 1: What is Zelda Classic?

Zelda Classic is a free program for designing and playing games in the style of Nintendo's The Legend of Zelda for the NES.

Originally designed from the ground up to be a perfect imitation of The Legend of Zelda, Zelda Classic was first publicly released for MS-DOS using the Allegro library, on June 2000. Included with this release was an editor named Z-Quest, allowing users to reuse Legend of Zelda gameplay elements to create their own custom "quests," or games. The latest releases of Zelda Classic have been ported to Windows (Linux and OS X versions are also under development).

Zelda Classic's accompanying editor, Z-Quest, allows anyone without any programming knowledge to easily produce Zelda-style games. Many new features have been added to Zelda Classic after its creation, including the ability to add new graphics, music, items, and enemies. Because of this flexibility, some users have completely departed from Zelda, instead using the Zelda Classic framework to create games based on other popular franchises, such as Metroid, Super Mario Bros, and MegaMan.

Zelda Classic is constantly improving and many versions have been released so far. Not many of the versions are stable and bugfree, but a special Zelda Classic version was made by the ZC developers for Lost Isle so that you can enjoy this quest without any unwanted behaviour.

Section 2: How to get started?

To play Lost Isle, you need the quest file "Lost_Isle.qst" and the Zelda Classic program to run the game. It is very important that you have the correct version of Zelda Classic! If you try playing Lost Isle with a wrong Zelda Classic version it may end up in buggy and unstable gameplay. So when downloading Lost Isle and Zelda Classic, **make sure that your Zelda Classic says Lost Isle Build in it** (Goto Misc -> About) like this:



When you open Zelda Classic the first time, you will see a warning message. Ignore it and click OK. After that you will see the intro of Zelda 1. You can skip it with enter. When the Zelda 1 style select file subscreen finally appears, you can choose any of the 3 files to start a new game.

To start a new game with Lost Isle:

- 1) Select a file with ENTER and type your name, then press ENTER again.
- 2) To choose a quest to play, in this case Lost_Isle.qst, press A (unless you already chose your own set of keys for ZC, A will be the left "Alt" key).
- 3) Press A again. Then click "Browse". Find the quest file (Lost_Isle.qst) and click OK 2 times.
- 4) After all that, press ENTER to start playing.

Section 3: Background of Project

DarkflameWolf's Side:

This quest was a long-standing dream of mine to create. Over 4 years ago, I had the ideas for the makings of this quest. It was around the time Hidden Duality was currently being made. I merely dismissed the notion because Zelda Classic at that time could not handle all the ideas and concepts that I wanted to include in the quest.

So for the longest time after Hidden Duality was finished, I waited for a worthy tileset and new features to come along so that I could build my dream quest. Alas, the wait was taking a bit too long and in the mean time, I started to work on what is now known as Isle of the Winds. It wasn't intended to be as big a quest that it ended up to be, but it won the hearts of many and pushed away a few more. Yet still no worthy tileset or features came along that would get my dream quest off the ground.

It was at this point I was starting to despair and I eventually ended up making what I thought to be my last quest, Ganon's Claim. I incorporated a few ideas from Lost Isle into it, like only limiting myself to the original Zelda items and a minimal life meter (which was later discarded in Lost Isle). I released this quest feeling it would be the last one I would ever make for Zelda Classic.

After a few months, I was still getting edgy about not doing anything with my creative juices. I kept looking for a great tileset and eventually decided that if Lost Isle was to ever be completed, it would have to be with an existing set. So I chose the best one available at the time which was Pure Tileset Extreme. It was at this point that I started talks with Peteo about working on this project with me. I knew for a fact that I could not complete this quest on my own and this would have to be a joint project. I was in no mood to create dungeon levels, and I needed a skilled and creative trick user to craft the masterful dungeon ideas and bring them to life. Peteo, with his excellent track record with Ages and Mega Man: Dr. Wily's Revenge, was the natural fit.

He wasn't totally on board with the project at first and I almost didn't get him signed on to the deal. I had to create my first section which is now known as Oderra Village and opening beach area. After viewing what I had created, within a couple days time, he was quickly excited about the project and was eager to get started on creating the dungeons. As I completed the second area, we went through extensive talks about level 1 and a few levels beyond that.

Once the quest was in the possession of Peteo and his amazing craft-making abilities, I was left with nothing much else to do but sit and wait for the quest's return so I could work on the next portion of it. So I eventually started on a project that I've always wanted to do: remake Wolfstyle. It was around this time that the Dance of Remembrance tileset came out and was an excellent set with which to craft my remake.

The original goal of the quest was to be a bonus, surprise quest to be included with Lost Isle that would be accessible after beating the main quest and within Wolfstyle DX would be an info man that reveals secrets about Lost Isle. It was a great idea at the time and one we would have gone with. However, Lost Isle was taking a bit longer than either of us could have expected and as a result, we had no choice but to release Wolfstyle DX early to the waiting masses.

After I finished the entire overworld, and every single cave system in the quest, I went forward and created the foundations of the final level and left the rest of the quest to Peteo. Despite a good deal of the quest being of Peteo's work, the entire concept behind every area and idea was mine from the start. If it were not for Peteo and his talents, this quest would never have come true. And after over 2 years of production, tears, hurtful words, arguments and blood (well maybe not blood), you finally have the quest in your hands! I hope you will enjoy this product just as much as we have enjoyed creating it and I personally thank everyone who has helped in the process to make this dream a reality. Thank you.

-Nina

Peteo's Side:

At the end of year 2005 I saw DarkFlameWolf's announcement thread about Lost Isle. I'm a big fan of Wolfie's work, so I was very excited to find out that Wolfie was still making one final quest. According to the description of the quest it was going to be just like a quest I'd love to play: Dark, sad, and gloomy.

Then I found out that Wolfie needed help to make this quest a reality, so of course I offered to help because the project was so promising and because I wanted to be part of a Zelda themed quest before I completely move on to 100% custom projects. So there we were, Wolfie and I, agreeing to work on the quest together.

First my assignment was only to make some graphics and a few dungeons for this quest, but because of Wolfie's busy life and because of my dungeon skills, I ended up making most of the inside areas of the game and even more. Naturally that resulted into some concerns... "Is it now Peteo's quest? Is he stealing it away from Wolfie?" and so on...

But she made a list of things that must be in the quest, a sort of guideline I must obey and respect, and I did. The quest still is pretty close to her original concept and ideas. I'm sure Wolfie is satisfied with the final result. I know I am. I couldn't be more proud of the work we've done together. Wolfie and I are two very different kinds of quest developers with very different quest design philosophies, but because of all the compromises we were able to make, both of us must be happy the way the quest ended up.

I want to thank Wolfie for giving me this great opportunity to work on her quest and trusting the finalization of this quest to my hands. I also want to thank all of our spectacular and hard working testers because without them, this quest wouldn't be as polished as it is now. I will also thank everyone who downloads this quest and gives it a try. Wolfie and I have worked very hard for this project so I hope it will entertain as many people as possible.

-Pete

Section 4: Story of Lost Isle

You (as Link) have crash-landed on a seemingly deserted island out in the middle of the ocean. With no real reference point to indicate where exactly you are in the world, you have no choice but to explore the island and find some way of getting off of it and back to the mainland. But it appears that there was once a civilization here that was thriving, but all that has turned to dust and dead bodies. Undead and foul creatures fill the villages and take shelter in the woods and creep through the dark corners of the island. What could have caused this great catastrophe and is this great evil still alive and well as you explore the very land that it destroyed? Welcome to Lost Isle.....

Section 5: The New Subscreen and Items



Displayed above is the new Subscreen specifically made for Lost Isle. We'll go in depth over each section and item in the following section (from left to right):

~Inventory~

- 1) **Quiver** – This indicates the type of quiver you have to carry arrows over the course of the game. At the start, it only holds a mere 255 arrows and can be upgrade to hold a further 245 making a total of 500 arrows. This is an essential item to have when utilizing the bow and arrow.
- 2) **Raft** – You'll find this item early in your quest and will be utilizing it to reach new areas across bodies of water on the island. You may only shove off and haul anchor at specific docking stations across the island. A mini-game somewhere on the island is centered around this item.
- 3) **Power Gauntlets** – A powerful item that comes in two varieties. You are able to push heavy rocks and obstructions from your path furthering your explorations of the island. You will find very late, the Giant's Gauntlet which will allow you to push gargantuan metal blocks from your path.
- 4) **Ladder** – Found fairly late in the game, but extremely useful. There are tons of holes, pits, broken bridges and lava rivers to cross on the island. It is with the use of this item that you will be able to traverse such hazards easily. You could possibly use this item to cheat at a certain mini-game.

5) **Flame Chip** – This is an attachment that fits in directly into the base of the wand and allows it to spread napalm fire on any target its magic directly comes in contact with. This is useful for providing extra damage to an enemy or burning a tree/bush or other flammable object.

6) **Heart Pieces** – Throughout the island you will find a total of 36 Heart Pieces scattered and hidden. Your job is to find them all to complete your life meter to a total of 16 hearts. Collect 4 Heart Pieces to gain a new Heart to your life meter.

~Items~

7) **Bombs** – These are plentiful and can usually be found in small caches hidden under bushes and flowers across the island. You can also buy them for a steep price at any of the three Deku shops. They are used for a variety of reasons that include blowing up rocks, walls, panels, enemies and more.

8) **Bow and Arrow** – You will find both of these items quite early in your quest and will make extensive use of them over the course of your journey. There will be many times where you are confronted with enemies that are stronger than your sword can defeat easily, this is where the more powerful bow and arrow will definitely help you. It also is helpful in reaching far-off enemies or switches. You can find an upgrade to the bow and an upgrade or two for the types of arrows you carry.

9) **Ocarina** – This is a useful item in many ways. Its initial use is to eliminate Sheikah face blocks planted across the island. It also activates triggers that react to sound and is able to play melodies that open up special doors in Bhalstok Castle. Later when you have acquired a Triforce Piece or two, you can start warping to various purple puffy trees scattered across the island.

10) **Wand** – A mechanical device that emulates the beam magic of various enemies. It hits hard and drains a significant amount of magic power doing so. It is useful for killing far off enemies or rebounding the beams off of mirrors to attack enemies or switches.

11) **Mystical Candle** – A strange item that utilizes magic to explode forth a ball of flame in front of you a fair distance. It can burn various plants and bushes and even light torches to illuminate the darkness.

12) **Boomerang** – You will find this helpful item in an unlikely, and very dangerous place on the island. It is helpful for stalling enemies both large and small. It can also trigger far-away switches that you cannot reach by other means. You may even stumble across a stronger version that flies farther.

13) **Potions** – You normally cannot buy potions in this game, but rather must find them in chests scattered across the island. There are 10 total potions you can find. You must carefully manage the potions you use to the amount left to find if you hope to succeed in this mission. You can combine 2 regular Potions into one big Potion if you're carrying a Potion and find another one. If you have a full bottle of Potion and find yet another Potion from a chest, you shouldn't pick it up just yet or it will go to waste.

14) **Live Fish** – A type of bait that attracts various types of enemies and leaves them vulnerable to attack when they bunch up around it. You can find two hidden in the depths of the island: one for you to give away and one for you to keep.

~Triforce Pieces~

15) **Triforce Piece** – Over the course of the game, you may stumble across one of the six Triforce dungeons that are hidden across the island. Inside is a unique challenge that you must overcome to retrieve the piece secured inside. Once acquired, it serves one of two purposes. The first is give you access to a whistle warp point nearby in the form of a purple puffy tree. There are six warp points across the island for quick travel with the triforce pieces. The second purpose, is when you gather all six pieces, you then have access to the catacombs underneath the Oderra Graveyard which houses a very powerful item for those worthy enough to seek it!

~Equipment~

16) **Sword** – You can reclaim your sword back from the sea in a nearby beach cave as soon as you start the quest. But you will soon find that you need more powerful items to help defeat the foes you will face. You may find two other upgrades to your sword as you progress. One of which will require a great deal of time, navigation, and trials to acquire.

17) **Shield** – You start off with a standard shield that blocks most attacks that are not fire or magic based. You will come across six

extra magic shields that are scattered throughout the island. Be wary about losing these shields to the Grasps that thrive on the island, they will snatch the shield away and leave you one less shield to utilize for the entire quest! Its also rumored that a masterful Dragon-scale Shield is hidden somewhere.

18) **Armor/Tunics** – You start off with a standard green tunic which provides little to no protection at all. You can find on the snowy peaks of Mt. Horgrus the Blizzard Mail which doubles your defense stat. It is also rumored that a masterful Dragon-scale Armor is hidden deep within the recesses of the island in a secret hide-away.

~Play Time~

19) **Time Played** – Lets you know just how many hours you have wasted away in front of this addicting game!

Section 6: Enemies of Lost Isle



In the image above, every single common enemy is depicted in the rough order you will encounter them going from left to right, top to bottom. Included below are short, small descriptions of each enemy and their attack patterns

(Note - There may be more 'unknown' enemies than what is displayed here):

- 1) **Crab:** A fairly single-minded enemy that pops up a few steps ahead and tries to ram you with its pincers. It can easily be avoided and is able to be struck from the side as it passes by.
- 2) **Mushboom:** A mindless plant that wanders around shooting rocks at anything that strays across its path. It can easily be dispatched with a single sword swipe or reflecting a rock back at it with your shield.
- 3) **Octorok:** A sentient octopus that can maneuver quickly across dry ground to bombard its prey with rocks. Can be dispatched with either your sword or reflecting its own rocks back at it.
- 4) **Cave Bat:** A relatively harmless cave dweller that flies randomly through the air stopping briefly to catch its breath. You can dispatch it however you see fit.
- 5) **Bubble:** Invincible creatures that have a tendency to circle around a particular object or structure. Can hurt you severely and prevent access to various areas.
- 6) **Asp:** Clever creatures that crawl around in the dark reaches of the island, once it crosses your path it does a full-blown charge at you in an attempt to attack you with its fangs. Kill it quickly before it strikes.
- 7) **Stalfos:** A fairly weak breed of undead that was raised from the corpses of the villagers who lived in Oderra. Now they are on a never-ending patrol of the places they once lived in.
- 8) **Aquamentus:** A cave-dwelling dragon that has sprouted wings but is unable to fly. It is fairly weak, but situates amongst harmful spikes and traps to defend itself against would-be slayers.
- 9) **Moblin:** A pig-like race that has made its home on the island and thrived. They are savage and wield mighty spears that they hurl at their foes. It is best to block their spears with your shield before closing in for the kill.

- 10) **Pill Bug**: A denizen of wet, moist climates. It is a hardy bug that has a predisposition to spit out rocks at its prey. It's best to reflect them back with your shield or move in with your sword.
- 11) **Gel**: Swamp muck that has coalesced into a solid form with minimal sentience. It searches out various food stuffs and devours them with its body. A simple slash will eliminate the pesky threat.
- 12) **Zol**: A form of swamp muck that occurs when two Gels merge to form a more formidable creation. Attacking one will cause it to split into two Gels unless the attack used is powerful enough to destroy it outright.
- 13) **Zora**: Amphibian menace that surfaces from various bodies of water to blast fire onto land-based prey. They can be shot at from afar with arrows or various magic devices.
- 14) **Armos**: Statues of a long-lost era stand silent and aloof, waiting for the careless adventurer to awake them from their slumber, upon which they will charge at the intruder until they fall. Avoiding these creatures may prove to be impossible in many situations.
- 15) **Goriya**: A bipedal creature that has taken residence in the local ruins and has armed itself with a boomerang. It is relatively dangerous and can take a beating before going down, be on your guard when facing this foe.
- 16) **Wall Master**: Mysterious creature that merges with the walls and can strike out suddenly to grasp the unwary traveler and pull them back to the beginning of whatever area they were in.
- 17) **Goblin**: A bulky, ugly creature that favors the pillaging of undead graves and prefers to align itself with unnatural forces. It wields steel spears with which it hurls at its enemy. Block and move in for the killing blow.
- 18) **Specter**: Apparition of intense hatred and loathing for anything living. It wanders the graveyard in search of fresh blood with which to feed on. It is invincible to all damage, its best to just ignore it and move on.
- 19) **Grasp**: An odd creature resembling the likeness of a severed hand. They thrive and have multiplied immensely across the island. Once its prey is in its grasp, it destroys its protection and may even eliminate your shield! Don't let it catch you, destroy it from afar!
- 20) **Mummy**: An unfortunate Oderra inhabitant who has been resurrected and endowed with special powers to withstand the toughest of blows. Bring in powerful weaponry to eliminate the hordes you will encounter.
- 21) **Peahat**: An air-based plant that flies randomly through the air, striking anything it touches with its razor-sharp blades. It rests briefly on the ground to suck nutrients and water from the earth; that is the time to strike.
- 22) **Gibdo**: A fresher corpse of a mummy that has been recently dead and bandaged. As a result, it has more life and vigor in its

decaying body and can move faster to intercept its victims, fortunately it is weaker as a result.

23) **Sky Cap:** A bouncing odd-looking creature that seems to suck the life out of anything it touches. It is best to stand back and shoot at this menace with arrows.

24) **Lynel:** A cross between a Lion, centaur and dog. It is a fearsome creature that guards its territory like a bulldog, it can shoot harmful fire blasts at its prey. Come prepared with equipment that can block flames.

25) **Vamp Bat:** A relative of the Cave Bat, this is a hardy species that has gained the ability to suck blood from its victims. Its attack pattern is just as aimless as its cousin and should provide little threat.

26) **Plague Knight:** A strange being whose origin is unknown. It is unclear where they came from, but one thing is for sure: they carry a mean sword and can block frontal attacks with their mirror shield.

27) **Viper Bat:** A deadly version of bat that resides in the darkest, most dank regions of the island. It is almost as if it steals the life it takes as it tries to gorge on the blood of trespassers.

28) **Stalfos Knight:** A stronger undead inhabitant that has been endowed with the ability to fire balls of flame at its opponents. Be prepared to block with sturdy equipment before swinging your sword.

29) **Deku Shrub:** A local inhabitant of the mystic woods surrounding the castle region, it is a relatively benevolent race until recent events have caused them to fend for themselves. They will now attack anything on sight.

30) **Dodongo:** Found rarely, but they tend to rove in packs. They prefer the cool shade of foliage and live deep in the forests of the island. They have impenetrable plate shielding and can only be harmed by utilizing an item that will inflict pain on their insides.

31) **Reach Frog:** A resident of the canyon in the castle region. They have multiplied out of control and pounce on anything and everything that comes across their path. A simple sword swipe will eliminate these threats.

32) **Acid:** A fiery denizen of the deep reaches of the island where magma boils and burns. It has a nasty habit of spreading flames wherever it goes. Destroying it will spawn several Acid Gels.

33) **Acid Gel:** A child version of its parent, with an annoying tendency to spread flames wherever it goes. Its best to eliminate it quickly before it blocks your path with walls of fire.

34) **Cultist:** Mysterious humanoid race that have infested the castle and surrounding region. They worship a deep, dark, evil god and plan on bringing him back to life to combat the terror that is already terrorizing the island. But can evil truly best evil?

35) **Vermin:** Rodent preferring the dankness of the caves and rotting structures to make its home. When encountering a threat, it

charges at full speed to bite its foe, strike it before it gets to you.

36) **Hydra**: Multi-headed dragon that can breathe flame and fire at its prey. It lives in the deep reaches of the world and has been rarely seen by adventurers. If encountered, be on your guard since it apparently has a way of attacking long after its heads have been severed.

37) **Sentry Drone**: A sentient drone that locks onto your position and fires bolts of electricity to kill you. It's best to get around them and strike from the sides when they phase in.

38) **Vire**: An evolved form of bat that can hop around and deal death upon anything that is unfortunate to be in its path. Destroying it will only spawn its de-evolved state, the Vamp Bats, a pesky menace indeed.

39) **Wizzard**: An agent of magic created by the dark forces that permeate the island. Conjured up from nothing but cloth and demonic energy, it is a deadly foe that cannot be stunned and fires powerful bolts of magic at its prey.

40) **Tektite**: Spider-like creature that lives on the high reaches of Mt. Horgrus. It hops around looking for food and insects for its daily sustenance. A simple sword strike will dispatch it from your path.

41) **Stalchild**: Preferring to be near the very evil that is permeating this island, one can find these undead near the places that evil dwells. They are fairly weak and wander aimlessly once they rise from the ground.

42) **Drone**: A mindless drone that wanders aimless in search of intruders. Their existence is a mystery and it is best to be cautious around them, they may look weak but they can take quite a beating.

43) **Kamikaze Drone**: A more sentient drone that sense intruders and charges them. Upon contact, it will detonate with amazing force taking out both itself and whatever hapless adventure crossed its path.

44) **Phase Drone**: A powerful drone that 'phases' in and out of existence as it wanders in search of intruders. It has powerful beams of electricity that it can fire at its target, be extremely cautious around this creation.

45) **Battery Tank**: Standard armor tank that fires blasts of flame at its target. It can take a huge beating and will trample over anything in its way with its tank treads. Stand back and attack from afar.

46) **Boomer Tank**: A heavy-set machination that has learned the use of the boomerang and is quite skilled at throwing it wherever its target moves. It's best to be on your guard when around these behemoths.

47) **Plague Soldier**: A mysterious being whose origin is a mystery. They are quick on their feet and able to stab swiftly at anything that gets in their way. They also have a metal shield with which to block all frontal attacks. A dangerous foe regardless of how prepared you

are.

48) **Swooper**: A mechanized bat. It was created for search and destroy missions. Its best to either avoid them completely or strike them as they come close, it is not wise to chase after these things.

49) **Stalmech**: A modified undead soldier with the ability to spout flames from its two jet blasters. It is fast on its feet and is able to chase down its prey as they run. Come prepared with long-range weaponry to defeat them safely.

50) **Flamgor**: A disembodied head that spits flames. It resides in the very core of the volcano in Mt. Horgrus and is a worthy opponent to many an adventurer.

51) **Magma Lord**: Evil demon spirits created by the evil power that dwells within the island. They are the last line of defense between you and the final being that awaits your arrival.

52) **Deathbo**: An ancient mummy hidden in the dark crevices of the world. It is said that but one touch of this dreaded creature could kill any mortal being. Adventurers would be wise to give this creature a wide berth or face the wrath of its death-inducing touch.

Section 7: Map of the Island



Points of Interest:

Chovian Fields - The fertile plains just south of Oderra village remain virtually untouched by the evil that has encroached upon this island. It provided an agricultural boon for the inhabitants with fresh soil and a variety of food sources. A natural spring in the southeast provided fresh water for the village and was visited daily. Niben Beach was used by the fishermen to sail out and catch fresh fish to bring home to their families every day.

Enemies Encountered: Crab / Mushboom / Octorok / Moblin

Rumors of Chovian Fields: There are few secrets to be had in this well-traveled part of the island. But for those who look hard enough, small treasures will reveal themselves for the daring explorer. A piece of the power of gold is said to be hidden here.

Oderra Village - The central hub of the society that once lived on this island. It was the focal point of life for the community. It

consisted of a central marketplace around the main square and various celebrations were enjoyed by the people at the New Year's solstice giving thanks for their bountiful gifts the island had provided them. It is now a barren, desolate town with nothing left but the living dead.

Enemies Encountered: [Stalfos](#) / [Peahat](#) / [Goblin](#)

Rumors of Oderra Village: For one who ignores the walls that are placed in front of them, you can find the inner depths of the village where a powerful weapon can be found which can strike far off targets. It's also suggested that a stronger version of this great weapon can be acquired by sleeping in the haunted windmill.

Oderra Graveyard - Separated from the village by the Anderith Trench, where lava flows off the mountain and out through to the sea, it is the burying place of the fallen. It was once a sacred place where the villagers would go to bury and pay their respects to the departed ancestors. It is now haunted by the fury and loathing of the undead who have been brought back to life by the vile power that has infected the island. However, many mysteries await those willing to brave the dangers of the grave.

Enemies Encountered: [Goblin](#) / [Specter](#)

Rumors of Oderra Graveyard: A weapon of great and terrifying power is said to dwell deep in the unholy catacombs that run underneath the entire graveyard. Only one pure of heart and carrying the power of gold has a chance to acquire this ultimate prize.

Dasa Woods - Once a forest teeming with game and food for the locals. It was a place where a young boy would go forth to hunt and capture game and come back to his family a man. By its proximity to the wastelands and the evil spreading from that vile place, it has now decayed and become a shell of its former self. The animals have fled leaving behind only that which was evil to begin with.

Enemies Encountered: [Asp](#) / [Dodongo](#)

Rumors of Dasa Woods: The forest has been stripped and most of its secrets have been laid bare, but there is still a magical device capable of burning through plants and objects and is said to be guarded by powerful guardians who are invulnerable to most conventional weapons.

Akavir Swamp - Lush marshlands that teem with animal and plant life. It is the final destination of all water on the island before it flows out through the Maaken River to sea. Encroaching on the half-submerged land-mass and saturated it with water to the point one cannot walk on it without getting soaked. It is an isolated place where few venture to dwell and was perfect for the establishment of the Morachs' home base of operations at the Ebenar Temple.

Enemies Encountered: [Moblin](#) / [Pill Bug](#) / [Crab](#) / [Goblin](#) / [Zora](#)

Rumors of Akavir Swamp: The vast expanse that is the swamp covers a lot of ground and houses myriad of little secrets. A piece of the power of gold is said to be hidden here.

Vasshingon Lava Flows - Once lush, fertile farmlands. Via the upheaval of the land by the evil powers residing in the island, the underlying lava sprouted forth from the earth and decimated the landscape with its scathing qualities. The lava drains out to sea at the flows' mouth near Saavaar Cove. The animals died, the plants withered. The strong ones resisted and adapted to the harsh climate and have become lethal predators, preying on the weak and weary. What vile secrets lurk beneath this façade of destruction?

Enemies Encountered: [Gibdo](#) / [Grasp](#) / [Mummy](#) / [Peahat](#) / [Crab](#) / [Pill Bug](#)

Rumors of Vasshingon Lava Flows: A powerful gauntlet is said to be hidden deep in the caverns beneath the flows, rumor has it that it can move heavy rocks from one's path. For the brave, a magical boomerang lies dormant within the flows. A piece of the power of gold is said to be hidden here.

Tahou Woods - Mystical forest enchanted with the powers of the fairies that lived there. It was once a magical place teeming with life but has since lost its original glamour and fallen into decay. Now no one has set foot here in years. The defining feature is the Hammerad Lake in the forest's interior. Up north beyond the forest lies the central governing monarchy residing in Bhalstok Castle filled with traps and tricks to ensnare the would-be treasure hunter. Along the coast of the woods lies the peaceful Kali Beach where it is rumored that a secret passageway beneath the forest leads to the castle interior.

Enemies Encountered: [Deku Shrub](#) / [Pill Bug](#) / [Moblin](#) / [Plague Knight](#) / [Crab](#) / [Zora](#)

Rumors of Tahou Woods: A deep, dark secret is lurking beneath this seemingly tranquil forest. An evil cult has infested this part of the island with their ilk and laid claim to the now-abandoned Bhalstok Castle. Where their secret entrance to their hide-out is, none can say. But woe be to the one who stumbles across it!

Glathriel Canyon - This beautiful canyon delves deep into the core of the island with the Keenan River running along the length of the entire canyon and eventually draining into the Yeven Basin. It was used extensively as a food and water source for the castle residents. Later in the war for the island against the rising evil, they utilized the caves strewn through the canyon to reach the fortress constructed in the west. Now all that is left of their efforts is the constant sound and flow of rushing water through the canyon.

Enemies Encountered: [Pill Bug](#) / [Reach Frog](#) / [Zora](#)

Rumors of Glathriel Canyon: For those seeking to be stronger

than they already are would do well to explore this canyon from top to bottom to find the elusive Glathriel Sword hidden amongst the cliffs. A piece of the power of gold is said to be hidden here.

Zakerand Fields - Lying just beyond the borders of the dreaded wastelands, this peaceful field has apparently escaped desecration from the vile force permeating from the volcano. For how long this will last, no one knows. With Barrachas Beach to the west, and the lower reaches of Horgrus Mountain to the east, it is a relatively quaint area where the youth of the island would come out and hide out from their parents.

Enemies Encountered: [Moblin](#) / [Mushboom](#) / [Octorok](#) / [Crab](#) / [Zora](#)
Rumors of Zakerand Fields: Few secrets remain in the little area of Zakerand Fields, but those who choose to explore would do well to find the raft man who has spent years perfecting his maze, even onto and through his death.

Xaagan Wastelands - The home to the only other village on the island. This enclosed area was a land full of trees and plants. The villagers lived in peace amongst the forest where they built their village in the canopy. The evil struck here first because of its strategic location within the circle of rock ridges. It decimated the land and plagued it with disease and decay. It is now just a barren wasteland with little life left other than the undead. The Bashir Oasis is a dried up husk and the Plague Fortress of the evil stands tall. What evil secrets are lurking inside its walls that will be sprung upon the world?

Enemies Encountered: [Gibdo](#) / [Lynel](#) / [Grasp](#) / [Stalchild](#) / [Sky Cap](#) / [Plague Knight](#) / [Drone](#) / [Vermin](#)

Rumors of Xaagan Wastelands: There is a priceless treasure under the sands where only the grip of the hands can pull you to. A hefty treasure is awaiting those who have a keen eye for landmarks. The oasis can be reclaimed as a safe haven for those with ingenuity. A piece of the power of gold is said to be hidden here.

Horgrus Mountain - The source of the evil lies underneath this volcano. The Horgrus summit constantly spews lava down through the Boreal Flows to the Anderith Trench and out to sea. The lava has cut off most passable routes up to the summit leaving it a dangerous climb for any adventurer. This once used to be a prime place for hunting game for the seasoned villager hunter, and a place of worship as indicated by the constructed Svalbard Temple at the peak. Unfortunately it is home to more vile things and few traces remain of the uses that this mountain might have held for the people.

Enemies Encountered: [Lynel](#) / [Stalchild](#) / [Tektite](#) / [Peahat](#) / [Battery Tank](#) / [Plague Soldier](#)

Rumors of Horgrus Mountain: The Svalbard Temple was once a place of great worship to the ancient Gods, but is now in disrepair. Some say that a powerful piece of armor lies on the altar deep within for those worthy enough to claim it. A piece of the power of gold is said to be hidden here.

Section 8: FAQ / Tips

Initial Quarry:

- When Link thinks to himself that his sword may not have washed up to shore that far, you better listen to him! Do not leave the beach area until you have recovered your sword, it could not have gotten that far.

Dead Men Tell No Tales:

- There are various undead residents taking up lodgings in the abandoned houses in Oderra Village. Their rumors and tales will subtly point you in the right direction of where to go next. And what they say changes after every major dungeon boss has been defeated, so check back with them often!

A Quick Exit Is A Profitable One:

- Once you have acquired the major item of a dungeon, it would be a wise move to leave and explore with it before going back and finishing it off. Do not worry, the areas that need to be blocked off until the boss dies will still be in place so you don't wander too far off the beaten path until you have completed the dungeon. But by exiting with the item before finishing can net you some extra HC pieces and items you wouldn't have gotten until later.

The Strength Of The Enemy:

- If you feel that the tasks set upon you are unreasonable and simply too hard for its own good, you are most likely right! This game will punish those who are not thorough in their explorations with every item they acquire. You must utilize every item to its fullest in your explorations to find all HC Pieces and necessary items and potions to make your future endeavors that much easier.

Save Often!:

- After you save, you will usually start pretty near the location where you saved. So always save when you get a new item or make any other progress in the quest.

Underground Transport:

- You will find a variety of warps underneath the entire island covered by mechanized plating. The price of entry will be but a bomb each time to use its warp, unless for some reason, the plate covering is faulty, then it'd only require a single bomb.

The Stout Heart of a Hero:

- 1 Before level 1: 4 hearts in life meter + 3 HC Pieces
- 2 Before level 2: 7 hearts in life meter + 1 HC Piece
- 2 Before level 3: 10 hearts in life meter + 1 HC Pieces
- 3 Before level 4: 13 hearts in life meter + 1 HC Piece
- 4 Before level 5: 15 hearts in life meter + 3 HC Pieces
- 5 Before Final Boss: 16 hearts in life meter

Section 9: Credits

Director:

Darkflamewolf

Design Leads
and Map Creation:

Darkflamewolf

Peteo

Lost Isle Map Painting:

NoeL

Graphics:

Peteo

Gashin

PrinceMSC

Mr. Z

Radien

WildBill

PureSet Crew

Music:

Lee Jackson

Robert Prince

Testers:

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elise

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Nate

Sephiroth

ShadowTiger

synbios1978

System Error

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