

ORIGIN

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Description:

This is a complete re-envisioning of Hyrule the way it was meant to be. Old places look new and unfamiliar, dungeons you have scoured many times in the past no longer bear the same treasures or the same design. Secrets that were once common knowledge have been lost and are hidden in new locations. The entire world has changed and you have to change with it if you want to survive. This is Legend of Zelda: Origin.

Changes: (know what to expect from each quest)

1st —

- All heart containers have been split up into 20 HC Pieces
 - o 5 HC Pieces are now in newly added mini-games
- Individual cave systems/rooms throughout the overworld
 - o New caves introduce the magic and bomb upgrades
 - 4 magic upgrades, 3 bomb upgrades
- The 3-stair warps are now the locations of the magic upgrades
- Due to design of the quest, Whistle Warps no longer work
- New Dome of Trials is open somewhere in the overworld
- Each dungeon retains the original floor layout
 - o But each plays completely different
 - o Two items per dungeon to be found
 - Item based puzzles and obstacles
- Harder difficulty than original

2nd —

- Same as above plus +
- Location for each individual mini-game has swapped
- Location for the magic sword has changed
- Location for the bottle has changed
- Location for each individual dungeon has changed
- Location of the blue mail shop has changed
- 9 more completely new dungeons with original floor layout
 - o But each plays completely different
 - o Two items per dungeon to be found
 - Item based puzzles and obstacles
- Harder difficulty than original

3rd —

- Same as above two plus +
- Location for each individual mini-game has swapped again
- Location for both white and magic swords have changed

- Location for the bottle has changed
- Location for each individual dungeon has changed
 - o Can decide which of the two dungeons to play at any level
- Location of the blue mail shop has changed
- New shops have replaced old ones selling items
 - o From the previous quests for the gung-ho players
- New Heart containers have been hidden on the overworld
 - o In 4 new caves to explore
 - o Won at the Dome of Trials
 - o Can acquire now up to 24 hearts total
- Items in dungeons are now replaced by rupee amounts
 - o For gung-ho players to buy their wares
- New Gods of Poverty in dungeons that replace certain rooms
 - o Decision between poverty or losing some life
- Triforce in dungeons are now special uber-items
- Special surprise waiting for those who beat either level 9
- Insane difficulty throughout

Level Item Requirements: (learn the degree of freedom amongst the levels)

1st – (Bombs Recommended for all)

Level 1 – Arrow from shops

Level 2 – No requirements

Level 3 – Arrow from shops

Level 4 – Arrow from Shops, Bow/Long Bow from levels 1/3, Raft from level 3

Level 5 – Bracelet from Armos, Ladder from level 4

Level 6 – Bracelet from Armos, Arrow from Shops, Bow/Long Bow from levels 1/3, Hookshot from level 5

Level 7 – Bracelet from Armos, Arrow from Shops, Bow/Long Bow from levels 1/3, Whistle from level 5, Hookshot from level 5

Level 8 – Bracelet from Armos, Arrows from Shops, Bow/Long Bow from levels 1/3, Hookshot from level 5, Wand from level 6, Candle from Shops/Red Lantern from level 7

Level 9 – All items

2nd – (Bombs recommended for all)

Level 1 – No requirements

Level 2 – Hookshot from level 1

Level 3 – Hookshot from level 1, Whistle from level 2

Level 4 – Bracelet from Armos, Candle from Shops, Hookshot from level 1, Lens from level 2, Whistle from level 2

Level 5 – Bracelet from Armos, Arrows from Shops, Hookshot from level 1, Raft from level 4

Level 6 – Bracelet from Armos, Arrows from Shops, Hookshot from level 1, Bow from level 5

Level 7 – Bracelet from Armos, Hookshot from level 1, Raft from level 4

Level 8 – Bracelet from Armos, Super Bombs from Shops, Hookshot from level 1, Boots from level 4

Level 9 – All items

3rd – (Bombs recommended for all)

Levels 1-9 – Varies based on order chosen

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