The Legend of Zelda Remix DX ReadMe

by Alex-Link

I. Intro:

Thanks for downloading my second quest, which is a DX version of my first quest, The Legend of Zelda Remix. This quest mainly uses the BS tileset, with several custom tiles and other tiles transferred from both the Classic and Pure tilesets. The story of this quest is your basic Legend of Zelda story, meaning your main task is to save both Hyrule and Princess Zelda from Ganon by finding all the Triforce of Wisdom fragments, entering Ganon's Lair, and destroying him. I hope that you enjoy this quest, as it did take a while to finish not only because I upgraded the tileset from my first quest, but because I added new features and surprises to make it better as well. However, if there's anything that you might think is wrong with it, just message me and I will try to fix it ASAP.

II. Important stuff/tips:

1. This quest was created using ZQuest version 2.10, and, as such, only ZClassic version 2.10 should be used to play it; play it in another version at your own risk!

2. For those who played my first quest, please don't message me saying that this quest is similar to the first, I know it is! However, just like I mentioned before, I did add several new features including two custom bosses, new MIDIs, and a Golden Ring--good luck finding it by the way, if you do, let me know ;) So if you decide to rate/review this quest, please don't base your score on this because this is a quest of its own.

3. Keys are only used in dungeons; there are NO missing Keys in any of them, so if you find that you're missing one just remember to always kill all the enemies in the rooms, look for vague clues, push stuff around, etc.(though don't expect eye-popping clues, if any, on later levels of course). Also, never leave a dungeon without finishing and go to another dungeon to use a Key, since you might mess up; this is common sense!

4 (IMPORTANT!!!) You can virtually save in all locations, but just to be safe, try to save in the overworld or in dungeons. I made sure you could save even in the bosses' rooms, however, do NOT save in Ganon's room; you will encounter a minor bug that does allow you to finish the game, but Ganon will be beat and you automatically reach Zelda. So yeah, just don't save in Ganon's room if you want to fight him.

5. Do expect some optical illusions that don't need to be solved with the Lens of Truth (for example, some blocks may look solid while in fact they're not; this is common beginning at level 5, but it's just a part of puzzle-solving, not graphical errors).

6. When you find that you can't get to the next room, if you have the Map, you can always see the outline of the dungeon and so you might consider the existence of walk-through/bomb-able walls...

7. All the dungeons have a "trap room" in them, indicated by skull(s) in the room; some do have an item in them and some will just require patience to exit.

8. When Potions become available, always have them handy, you never know when you might need them!

9. Anything locked that has a Heart directly in front of it means mini-boss time.

10. Aside from Boss Key doors, a lock block with a Bubble tile in front of it means the same thing (boss time).

11. All dungeons, except for the first, have a secret in them.

12. And pretty much just have fun with the quest and explore!!!

III. Overworld areas in no particular order:

1. Link's Forest: a peaceful and compact forest, home of Link. Two Triforce fragments resonate from within...

2. Death Mountain: mountains that are not very fond of visitors, as they're infested with monsters and even falling rocks; could they be trying to protect something?

3. Ganon's Swamp: this small swamp is where Ganon's Lair is located; it never stops raining and it's full of tough creatures.

4. Frosty Hills: hills with very low temperatures and some rather depressed residents.

5. Hyrule Graveyard: this graveyard is home of several Ghinis that are known for tricking whoever enters their whereabouts.

6. Gerudo Desert: a desolate desert with unforgiving temperatures, desert monsters, and optical illusions. Legend has it a Triforce fragment lies somewhere in it, but nobody has yet to prove this.

7. Grasslands: ironically, these grasslands lay next to Gerudo Desert and they are full of vegetation and monsters.

8. Armos Heights West and East: these lands are guarded by Armos Knights, Moblins, and other creatures. In each one, there is a palace that holds a Triforce fragment; however, they both are protected by powerful dragons as rumored by legend...

9. Lake Hylia: just a rather peaceful lake with rather wise inhabitants.

10. Zoras' River/Zoras' Cove: these areas are home of many unwelcoming Zoras and other aquatic beasts. A Triforce fragment lays hidden beneath the waves...

11. Castle Exterior: the fact that the exterior of the castle is heavily-guarded is evidence that something is trying to be protected...

IV. Items and Equipment in the game:

1. Boomerangs: up to Fire Boomerang

2. Arrows: up to Silver Arrows

3. Potions: red and blue

4. Ocarina

5. Candles: up to Red Candle

6. Bait

7. Letter

8. Wand

9. Bombs: just regular

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10. Swords: up to Magical Sword

11. Shields: up to Mirror Shield

12. Rings: up to Golden Ring--note: the first ring is accessible, and the Red Ring is hidden, but the Golden Ring is pretty hidden (new item)

13. Bracelets: up to Gauntlet--note: the Bracelet is accessible, the Gauntlet is pretty hidden (new item)

14. Bows: up to Large Bow

15. Raft

16. Ladder

17. Book

18. Magical Key

V. Upgrades/miscellaneous:

1. 2 Bomb upgrades

2. You should end up with 16 Hearts in total--you get one by defeating each boss, and 5 are hidden.

3. 1/2 Magic upgrade

VI. Updates:

1. Fixed minor mistakes, nothing major.

2. Fixed a minor graphical error.

3. Fixed minor graphical errors in a puzzle in Level 6, as well as a few others. Tweaked custom bosses a bit as well.

4. Fixed a bug in Level 7 that allowed you to get infinite Heart Containers (credit to chiefbigcalf for letting me know).

5. Added extra bombs in level 3's boss to help just in case you might become stuck. Also, updated ReadMe file and added a Word version of it for convenience.

6. Added name intros to all bosses, modified one of the bosses, and added a few helpful hints throughout the game.

You may play the quest now, have fun! :)