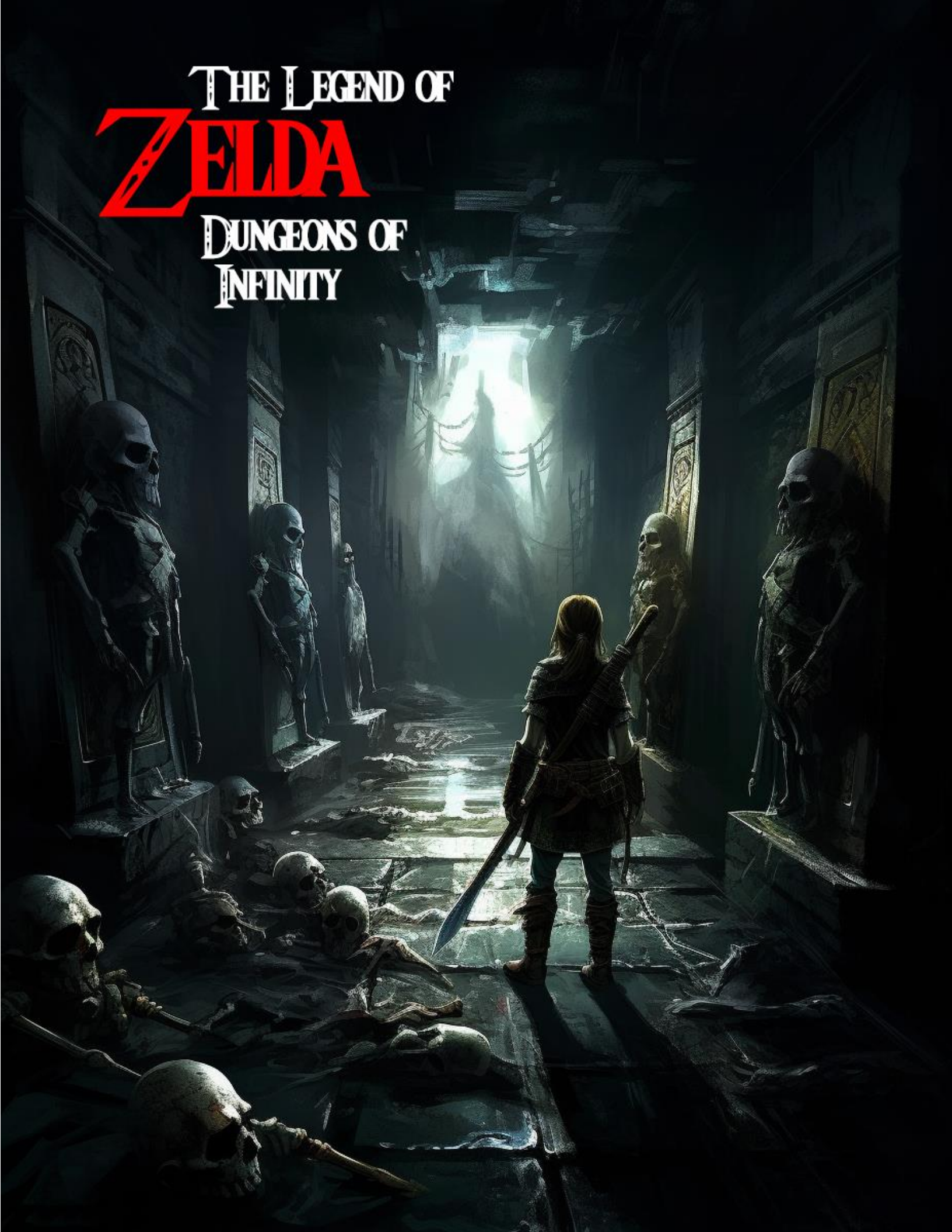


THE LEGEND OF
ZELDA
DUNGEONS OF
INFINITY



INTRODUCTION



The Legend of Zelda; Dungeons of Infinity is a procedurally-generated rogue-like 'Link to the Past' dungeon crawler. It's not a rom hack, it was created in Gamemaker Studio from scratch using the original assets. Many new features and assets were added to this game, but special care was put in to ensure it still looks, feels, and plays like the original game.

The goal of the game is to descend through the many enemy-infested dungeons to defeat Link's nemesis, Aghanim. Along the way you will find many weapons, items, and treasures that will help you along your quest.

This game is designed in the style of a Rogue-like dungeon crawler, which means:

- The dungeon layouts, items, and enemies are randomly generated every time you play.
- If you die, you will have to restart at the beginning. No continues or extra lives.

For experienced players, several challenges can be enabled from the starting menu screen.
For the ultimate challenge, drop your sword before entering the castle to enable the Swordless Quest!
Good Luck!

COPYRIGHT

Most assets found in this game are from the original 1993 SNES game The Legend of Zelda; A Link to the Past, and are the property of Nintendo. This game is fan-made and does not generate revenue for the creator. It is meant for personal use only. If you paid any money for it then please ask for a refund.

If you wait on the title screen, the full credits for this game will appear.

RECOMMENDED SYSTEM

- Windows 10 or later
- 4GB of RAM or more
- 400 MB storage space
- Dedicated graphics card
- Gaming monitor set to 1920x1080 or higher 16:9 resolution refreshing at 60hz or higher
- Modern game controller

TROUBLESHOOTING

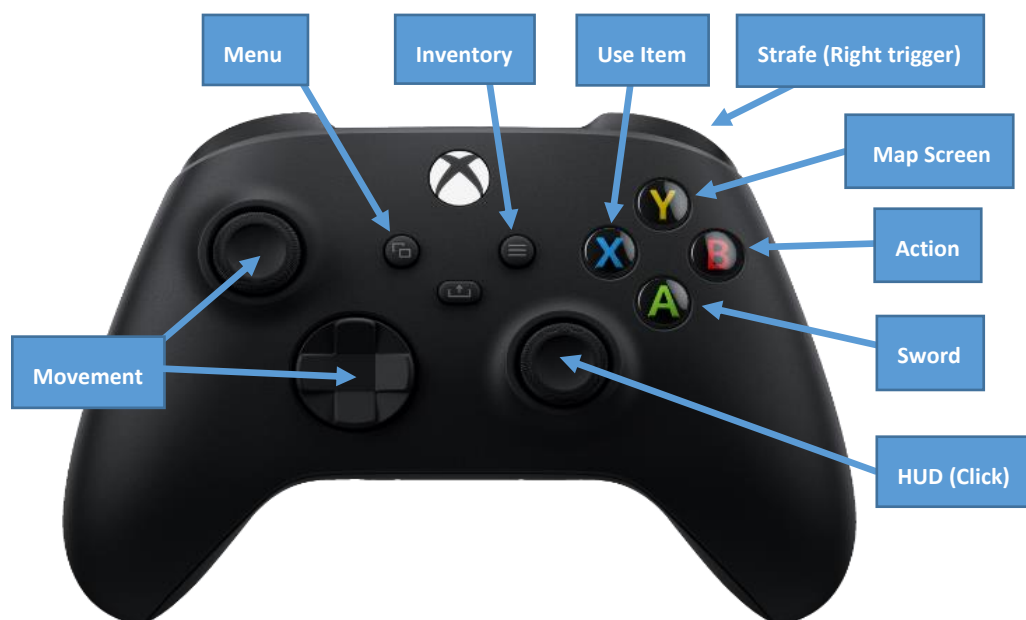
-If you have Steam running or installed, turning on your controller while the game is running may cause Steam to Alt-tab you out of the game. Best to turn on your controller before running the game.

-If you experience screen tearing, stuttering, or poor graphics performance, you can try some of the following suggestions:

- If using a TV, make sure the Game Mode is activated if available.
- Make sure your display is refreshing at 60hz or higher.
- Make sure the display is set to its recommended resolution.
- Some TVs have dedicated HDMI gaming ports that provide better performance. Display port is recommended over HDMI.
- You can try setting the Borderless option to 1 in the Options.ini file.
- If you experience slow-down in the dark rooms, your computer and/or graphics card isn't powerful enough. You can disable the lighting engine entirely from the options.ini file (Set Lighting to 0). This would not be recommended since the dark plays a large role in the game's fun and atmosphere.

USING THE CONTROLLER

The game is best played using a modern game controller (Xbox, Playstation, etc).
You can remap these actions in the user options before starting the game.



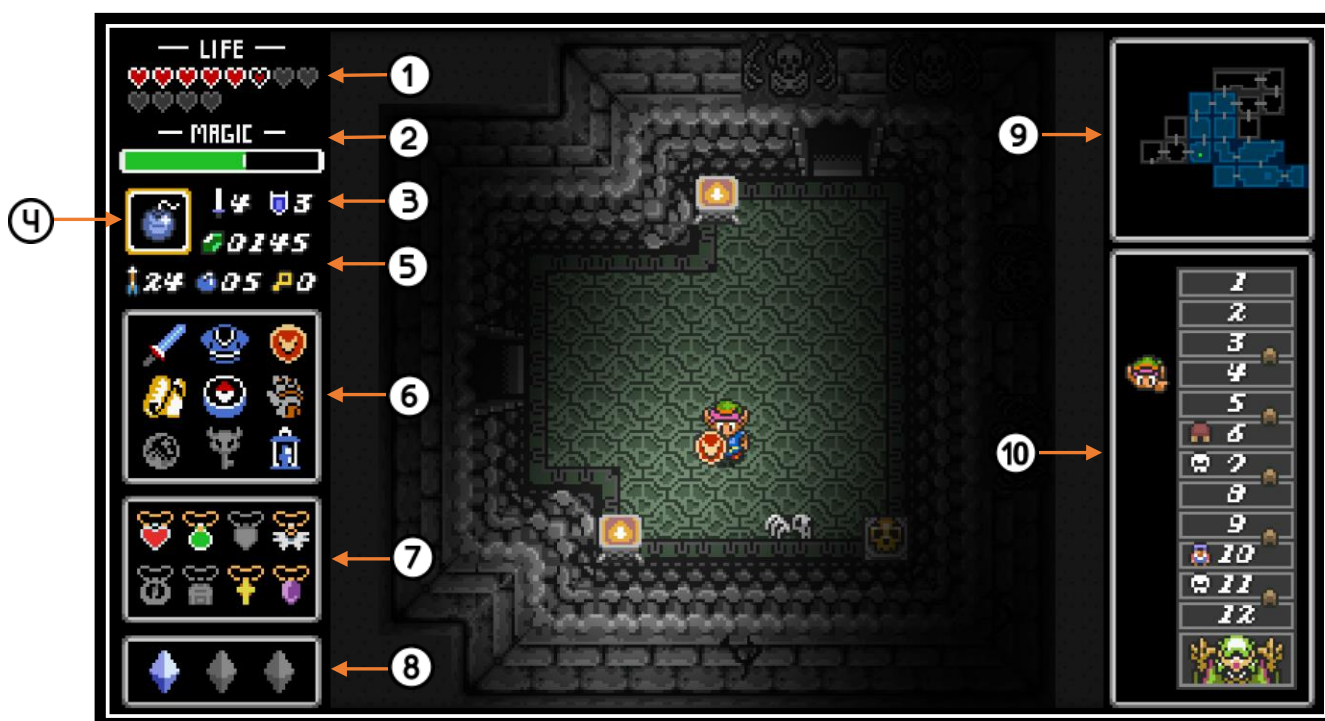
Menu	Opens the game menu to start a new game, quit current game, and change options.
Inventory	Opens the inventory screen. See inventory section for more details.
Use Item	Uses the item that is equipped. You can equip an item from the inventory screen.
Strafe	Hold to lock your facing direction.
Map Screen	Opens the large map screen. See map section for more details.
Action	Pick-up objects, throw objects, open treasures, light torches, speak to people, run
Sword	Swing your sword, put down certain items, select menu items, scroll text
Movement	Move Link
HUD	Hide / Show the on-screen HUD





You may also use the keyboard to play, but this isn't recommended. These keys can also be remapped.

Keyboard Keys:

<u>Ctrl:</u>	Sword
<u>Alt:</u>	Action
<u>Z:</u>	Use Item
<u>M:</u>	Map
<u>Shift:</u>	Strafe
<u>Enter:</u>	Inventory
<u>Esc:</u>	Menu
<u>Arrow Keys:</u>	Movement
<u>F1:</u>	HUD

MAIN SCREEN



1. Heart Containers	This shows how much energy you have. Collect heart containers to increase your maximum energy.	
2. Magic Meter	This meter shows you how much magic you have. Certain items consume magic when using them. Magic rods need to be charged using your magic at any charging stations.	
3. Attack / Defense	The higher the attack value the more damage you inflict on enemies with your sword and bow. The higher the defense value the less damage enemies can inflict on you. Upgrading certain weapons and items such as swords, tunics, shields, and power gloves increase these values.	
4. Equipped Item	This is the item you currently have equipped from your inventory. Press the Item button to use it. Press the Inventory button to open the inventory window to see and equip your items. See the Inventory section for more information.	
5. Rupees, Arrows, Bombs, Keys	Rupees let you purchase items from shops, arrows are used with the bow, bombs can be used to hurt enemies and blow up secret door passages, and keys let you unlock doors.	
6. Important Gear	Some important items you own are shown here. These items can also be seen from your inventory. Press the Inventory button to access it. See the Inventory section for more information.	
7. Pendants	Pendants that you own are shown here. Pendants give you bonuses and special powers. You can find them in treasure chests and shops.	
8. Boss Crystals	When you defeat a boss, you receive a crystal. You will need 3 crystals to enter Aghanim's lair on the final level.	
9. Mini Map	This shows you the map of the dungeon, and your location indicated by a green dot. Press the Map button to open a larger map screen showing more details. See the Map section for more information.	
10. Progress Map	This shows how far down in the game you are. Certain symbols are seen on specific levels:	
		Level Boss These levels have a boss you have to fight. Defeating a boss awards you a heart container and boss crystal.
		Rebel Village A place to relax, buy items, and speak to the locals. Many secrets are hidden here.
		Dwarven Mining Town Found deep beneath the earth, this town is home to a tribe of friendly miners. You will find shops, secrets, and lots of hidden gems.
		Save Spots These are camp sites found in-between certain levels where you can take a break by saving and quitting the game. See the Saving Your Progress section for more details.

SAVING YOUR PROGRESS

The only way to save and quit the game is to reach one of several save spots, located in-between levels. They are indicated by small tent icons on the progress map. Once you reach them you can either save and quit, or continue downwards.

You will lose your progress if you quit the game without reaching these save spots!



SAVE SPOTS

Once you reach the save spot you can choose to save and quit, or proceed downwards to the next level. To save and quit, walk up to the tent and hit the action button. A confirmation box will appear.



Once the game is saved you can quit the game and come back to it later.



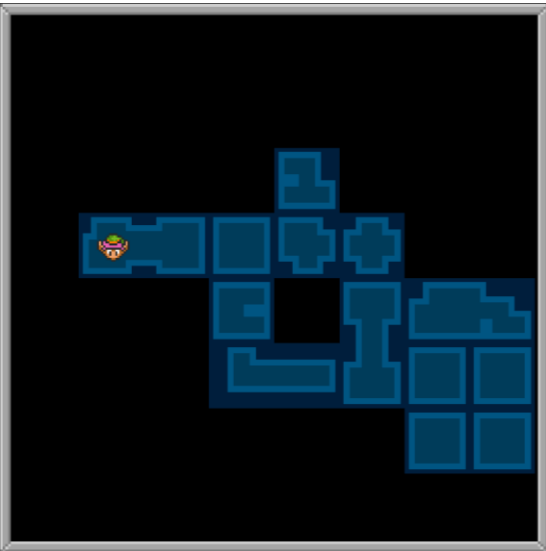
INVENTORY

You can access your inventory by pressing the Inventory button. Here you can manage your items.



1. Inventory Level	This is the size of your inventory. Find or buy bag upgrades to increase your inventory size.
2. Special Bags	You can find special bags that allow you to carry certain items inside those bags instead of taking up inventory space. Certain bags also increase your max limits for the item it carries.
3. Selected Item	Move the cursor around to select the item you want to manage.
4. Item Menu	Pressing the Sword button on the selected item activates the item menu. Here you can choose to equip, use, drop, or get info on the selected item. Some actions may be greyed out if you aren't allowed to perform that action. Press the Action button to cancel the menu.
5. Equip Item	This equips the item in the item slot on the main screen allowing you to use it while playing. Press the Item button to use the item in-game. You can also equip an item by pressing the Item button while the item is selected without accessing the item menu.
6. Use Item	You can use certain items directly from here, such as food, potions, etc. Certain items like bombs and orbs allow you to use them from the item menu, which would close the inventory screen and make Link pick-up that item to then use.
7. Drop Item	This drops the item out of your inventory, landing next to Link.
8. Item Info	This gives you information about the item.

LARGE MAP SCREEN



Press the map button to open up the large map screen. Here you can see your current position, rooms you've explored, unexplored rooms if you own the map item, and special locations and doors if you own the compass item. Special locations are not visible on the mini map, only the large map screen.

Note: The map and compass items are only good for the level you're currently playing. Once you descend to the next level you will lose them.



Owning the map item reveals unexplored rooms, shown in grey.



Owning the compass item reveals important locations and doors.



Owning both the map and compass items reveal everything.



Map Icons

	Link
	Exit
	Boss
	Locked Door
	Shop
	Fairy Room
	Crystal Switch
	Warp
	Zora's Gem Pond
	Kinestone Monument
	Rod Charger

SHOPS



You will encounter many shops during the game. Here you can purchase useful items that will help you along your quest.

To purchase or inspect an item, walk up to it and press the Action button. A menu will appear.

Select the Info option to read more about the item.

The number below each item is the price in rupees. Prices are randomly set by the shopkeepers and can vary at each shop.

CURSES



Sometimes treasure chests are cursed, and opening them will cause Link to become cursed.

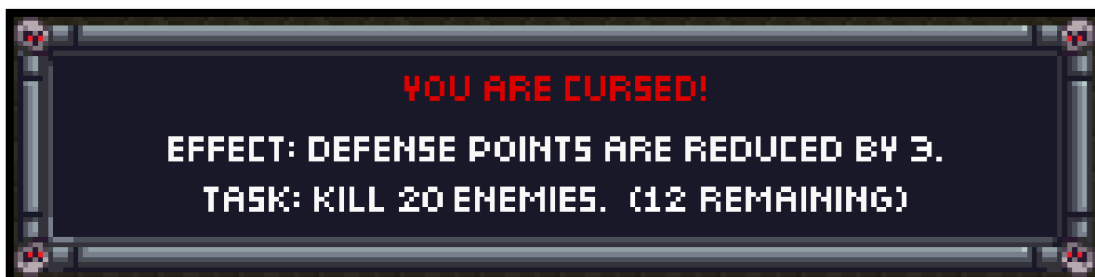
Curses inflict one of several negative effects on Link, which hinders his abilities.

To remove the curse, you must complete the task mentioned. Once the task is completed, the curse is removed.

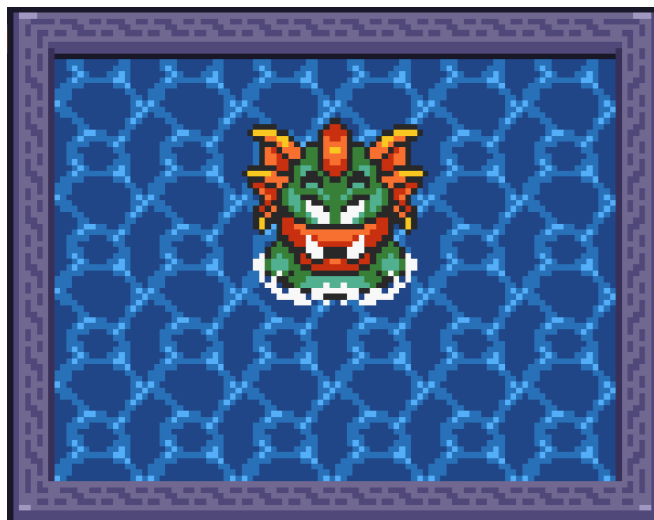
Curse effects and tasks are randomly selected, there are many combinations possible.

Some items can remove curses or block them entirely.

You can view the curse details at any point by opening up the Inventory screen.



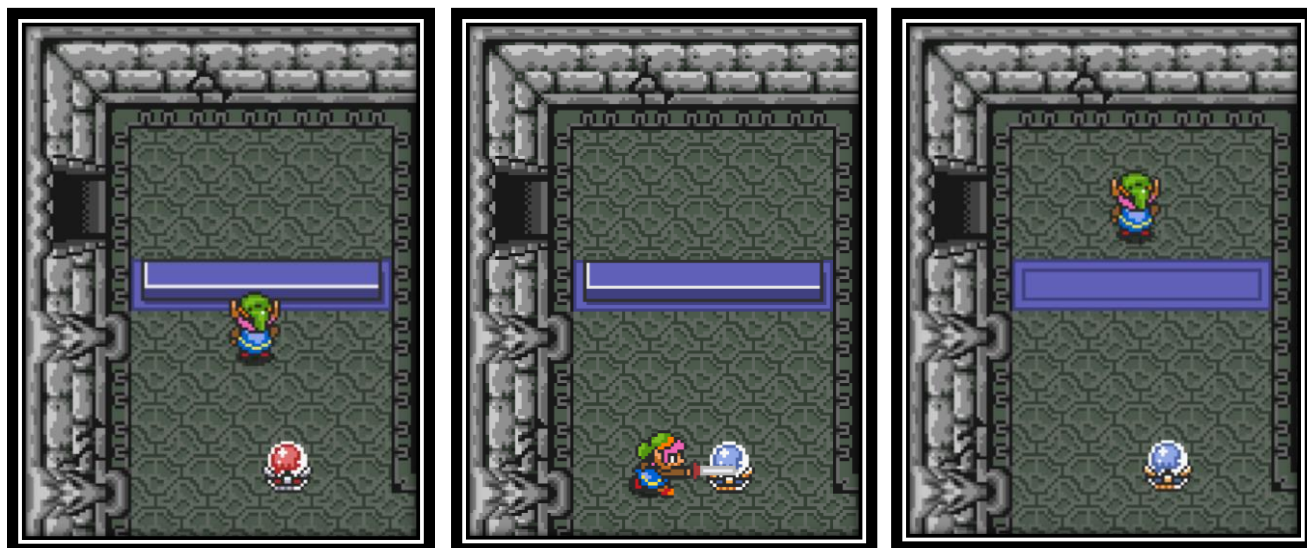
ZORA'S GEM PONDS



You will find Zora's gem ponds throughout the game. Here you can exchange gems for items. You can find gems throughout the game in treasure chests, special rooms, in pots, from killing enemies, etc. There are 9 different gem types found in the game, some more rare and valuable than others. Throw in 2 gems and Zora will appear and give you an item in exchange. To throw in a gem, either equip it and press the Item button, or Use it from the Inventory screen. Link will then hold it up. Toss it in the pond using the Action button. Throwing in more valuable gems will get you better items. The same gem combinations will always give you the same item, even if you already own it or you're at max upgrade, so beware to not waste your gems. If certain items are not allowed because of challenges, then rupees will be given instead.

SWITCH BLOCKS

Switch Blocks are immovable impassable blocks that can either be elevated or retracted into the ground by hitting a Crystal Switch. You can only pass through when the switch block is retracted. There are 2 colors of switch blocks, red and blue. When one color is elevated, the other is retracted. So if the blue switch blocks are elevated, you can pass through the red ones, and vice-versa. Hitting the crystal switch changes which color is retracted. The color shown on the crystal is the current switch block color that is retracted and passable.



RODS & ROD CHARGERS

You can find or buy several different magic rods throughout the game. These rods shoot magical beams that either destroy or transform enemies in various ways. See the rod descriptions for more information about what they do.

Each rod carries a number of charges, or shots. The amount of charges are indicated on the rod:



Once a rod runs out of charge, it won't shoot. You can recharge your rods at any rod charging station using magic from your magic meter. They are randomly found throughout the game, and always found in the Rebel Village and Dwarven Mining Town.

To charge, simply equip any rod, then stand on the platform. Your rod will automatically be inserted into the slot:



Hold the Action button until the desired charge amount is reached. It will alert you once the maximum charge is reached, or if you don't have enough magic to add a charge.

TORCHES

Lighting up torches help light up dark rooms. You can light up any torch by walking up to them and pressing the Action button. No need to equip the lamp like in the original game. Some torches may reveal secrets!



ABOUT THE DEVELOPER

My name is Justin Bohemier and I live in Canada with my 4 cats. I spent the last 4 years pouring my heart and soul into creating this game. I'm very happy with how it turned out and consider it my greatest achievement. I hope you enjoy playing it.

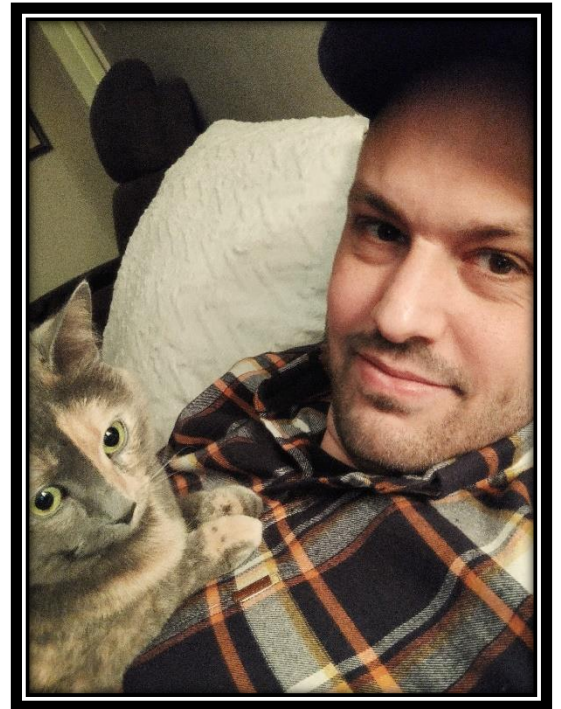
I learned about computer programming back in 1996 when I was 16 and I've been creating software and video games ever since. But even before I knew how to program, as a kid I would draw countless video game levels on paper, dreaming of seeing my own games come to life one day. These hand-drawn levels were mostly platformers similar to Mega Man levels. I was influenced by early computer games on the C64, and console games on the NES and SNES. I received a copy of Zelda; A Link to the Past as a Christmas present back in 1993, and I was hooked immediately. I played it many times and consider it to be one of the greatest video games of all time.

My other hobbies are mathematics, composing piano music, designing fractal art, and cycling.

You can contact me at justinbohemier@gmail.com.

Thank you for playing!

Justin Bohemier, 2024



SPOILER ON NEXT PAGE!

If you like figuring things out for yourself, then turn back

GEM COMBINATIONS

Here are all the possible gem combinations for Zora's gem pond and what item you will receive:

	Amethyst	Quartz	Turquoise	Emerald	Diamond	Garnet	Sapphire	Opal
Amethyst	2 Rupees	2 Food	2 Food	2 Food	2 Food	2 Food	2 Food	2 Food
Quartz	2 Food	2 Food	2 Food	2 Food	2 Food	2 Food	2 Food	2 Food
Turquoise	3 Rupees	60 Rupees	4 Food	2 Food	2 Food	2 Food	2 Food	2 Food
Emerald	2 Food	10 Rupees	2 Food	2 Food	2 Food	2 Food	2 Food	2 Food
Diamond	2 Food	2 Food	2 Food	2 Food	2 Food	2 Food	2 Food	2 Food
Garnet	2 Food	2 Food	2 Food	2 Food	2 Food	2 Food	2 Food	2 Food
Sapphire	2 Food	2 Food	2 Food	2 Food	2 Food	2 Food	2 Food	2 Food
Opal	2 Food	2 Food	2 Food	2 Food	2 Food	2 Food	2 Food	2 Food

Note: The pop flavors and food types are randomly selected.

Quartz & Amethyst food items will replenish 4 health.

Quartz & Turquoise food items will replenish 6 health.

If you throw in gems that would give you an item that you already own and can't be duplicated, or an upgradable item you already have at maximum level, or certain challenges are enabled that would restrict an item, then rupees will be given instead. The amount of rupees will be based on the values of the gems.