

The Legend of Zelda
"Apples and Dreams"
unofficial pilot episode -- first draft (2.17.15)

By

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based on
The Legend of Zelda
video game series

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(except for, you know,
everything I borrowed from
Nintendo, like the plot,
characters, dialogue, etc.)

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FADE IN:

EXT. ROCKY PRAIRIE - AFTERNOON

Across a vast prairie covered with enormous white flowers walk two MOBLINS, bodied as humans but with heads of bulldogs. Their spiked and dark armor clangs as they scramble over rocks, and they bark to each other in an unknown language.

FIRST MOBLIN

Raoww. Rrrrr arooo arooo.

SECOND MOBLIN

Garrrr garrrr.

The second moblin jabs the first with the blunt end of a spear. The first slaps a hand on the second's chestplate. They are pals.

The moblins walk past two big white flowers that look slightly different than the rest. The moblins don't notice, and they continue on their way. Once they are at a safe distance, the flowers start to shake and shift. One of them seems to sprout up from the ground and look toward the receding moblins.

FIRST FLOWER

They're gone. We're clear.

The second flower pops up and lets out an uncomfortable groan. The flowers are actually husks of deceased creatures called peahats, the yellow fuzzy bodies matted with dirt, the petals worn around their necks. The two husks stand up, and two young Kokiri children peek out and look at each other. The first one, SARIA, smiles as the second one, LINK, fidgets and tries to squeeze a hand inside the peahat costume.

SARIA

What's wrong, Link? Got a lanmola in your pants? They are drawn to warmth, you know.

Out of his costume Link pulls what looks like a blue worm with tiny nubby feet and a single eye on its head. It wraps around Link's fingers, seeking comfort.

SARIA (CONT'D)

(laughing)

Ew, I was kidding!

Link hands the lanmola over to Saria.

(CONTINUED)

SARIA (CONT'D)

It's hard to imagine they'll turn
into such monsters. I wonder if
they think the same thing about us.

Saria puts the lanmola on the ground, and it skitters away into a shadow.

SARIA (CONT'D)

Good luck out there, fella.

A tiny glowing fairy flies out of Saria's peahat suit. Link and Saria nod at each other and then start walking the opposite direction from the moblins, the fairy trailing over Saria's shoulder.

CUT TO:

EXT. ROCKY PRAIRIE WITH BOULDERS - AFTERNOON

Link and Saria arrive at a patch of prairie with a dozen identical boulders. After looking at each one, Link finally notices something. They go over to one boulder, and Link bends down and digs into the soil.

SARIA

What are you doing?

Link doesn't respond, but keeps digging and grunting.

SARIA (CONT'D)

Don't tell me you left a key under
there. A key to this.... rock.

Link pulls a tiny blue bomb out of the soil and displays it proudly. Saria laughs, impressed. Link remembers something, and pulls some matches out of the ground too.

CUT TO:

Link and Saria hide on opposite sides of the boulder, while the wick on the bomb sizzles. Link and Saria clench for the explosion. But nothing. They look at the bomb. Link gives a shrug, and BOOM. The bomb EXPLODES. Chunks of rock come tumbling down, and through the dust we see a passageway leading into a dark cavern. Link and Saria share an excited smile before entering.

CUT TO:

INT. DUNGEON

At the bottom of the stairs, Link and Saria enter into a dank room, lit only from the flicker of two fire pits. As they creep slowly into the room, they hear a bizarre GRUMBLING SOUND. The crumpled shape of some creature sprawls out of the door frame that leads further into the dungeon.

SARIA

It's a goriya. It must be starving, stuck in this dungeon for who knows how long.

The HUNGRY GORIYA writhes on the ground.

HUNGRY GORIYA

Hungry. Hunnnnnngry.

Saria starts walking along the outer wall, but Link walks right down the middle of the room, directly at the goriya.

SARIA

(whispering)

Link....

Link inches closer and puts one foot down in between the goriya's sprawled legs. The beast senses something and looks up, its head like an oversized rat with saliva spilling out of its mouth. It sees Saria against the wall.

HUNGRY GORIYA

(to Saria)

You look... TASTY.

The goriya starts crawling toward Saria, leaving the door open for Link. Link jumps into the door frame with a jubilant CHEER.

SARIA

Um, Link. Link? LINK!

Saria kicks at the goriya, who has started biting Saria's peahat husk. The goriya's claws dig into the hide.

Link runs over, removing the peahat husk en route and tossing it at the goriya, momentarily stunning it.

Link locks arms with Saria and pulls her out of the husk, the flower petal headpiece still stuck around her neck. The goriya has gotten its sense back, and has begun GROWLING and SNAPPING its mouth. Saria takes the headpiece off and flings it behind her, ringing it perfectly around the goriya's neck.

(CONTINUED)

SARIA

Ringer!

Saria runs up the stairs, Link following her. The goriya looks down at the petals around its neck and licks its lips. But when it tries to bite at a petal, it can't reach, and it ends up falling over while trying to get one precious bite.

CUT TO:

EXT. ROCKY PRAIRIE - AFTERNOON

Saria and Link burst out of the dungeon's entrance, laughing and running, brimming with the adrenaline of adventure.

CUT TO:

OPENING CREDITS

CUT TO:

EXT. CEMETERY - SUNSET

PRINCESS ZELDA -- wearing a tiara and a lavender royal gown, carrying a bouquet of flowers -- strolls through a cemetery, the castle of her kingdom behind her. She comes to a headstone that reads "Princess Zelda: murdered in the service of her people." She looks at it mournfully.

A CRACK OF THUNDER draws Princess Zelda's attention toward the distant mountains. A blue-black storm seems to descend from the mountain's peak, and on the ground a flood of obscure bodies charge from the hills toward her castle. She looks at her bouquet of flowers, and they wilt and rot in her hands. The cloud grows in size and violence, and seems to take on the shape of some animal head.

Behind Princess Zelda, a bright flash erupts from a distant forest, and the princess turns to see a beam of light streaming from the forest up into the sky. The beam falls like a sword, cleaving a path out of the forest. And from within that glowing path, Princess Zelda sees the silhouette of a mysterious figure, sword in hand, walking toward her.

CUT TO:

INT. PRINCESS ZELDA'S BEDROOM - DAWN

Princess Zelda wakes up in a sweat.

PRINCESS ZELDA

Impa!

The bedroom door opens; it's IMPA, Princess Zelda's nursemaid.

IMPA

What is it, my princess?

PRINCESS ZELDA

We are in danger.

Impa gently grasps the hilt of a sword that she wears discreetly beneath her cloak.

IMPA

What do you mean?

PRINCESS ZELDA

I dreamt it. I stood at my own grave and saw evil descend from Death Mountain. And a figure from the forest emerged from a bath of light, and I knew we would be saved.

Impa has relaxed her grip and stands facing the princess.

IMPA

An unknowing person would be afraid for your sanity, hearing this extravagant description of a dream as if it were reality.

ZELDA

Certainly, which is why I am glad that you are a very knowing person.

IMPA

Is this the prophecy?

Princess Zelda nods.

IMPA (CONT'D)

How soon?

PRINCESS ZELDA

Soon.

(CONTINUED)

The princess gets out of her bed and walks to a window and opens it. She looks out upon her kingdom, stretching below her in an expanse of buildings.

PRINCESS ZELDA (CONT'D)

The headstone said that I had been murdered for my people. Will that become truth, Impa? Shall I die for the kingdom that I love?

Impa approaches, hesitant to speak.

IMPA

My meager experience with prophetic dreams puts me at a disadvantage when answering that question, my princess, but I do think that, in a literal sense, you will find difficulty in the logistics of being alive to see your own grave.

Zelda laughs softly.

PRINCESS ZELDA

Only you can provide comfort with darkness, my friend. Come, we must speak with my father.

CUT TO:

EXT. ROYAL GARDEN - MORNING

In a plant-filled castle courtyard sits a big O-shaped stone table surrounded by the Royal Family of Hyrule, including KING DALTUS, Princess Zelda and Impa, the PRINCE OF HYRULE and his becloaked MAGICIAN, and other dignitaries. Everyone watches transfixed while on the ground in the middle of the giant table two specters, the Composer Brothers SHARP and FLAT, perform a dignified song on invisible instruments that they mime-play using their hands. Once finished, King Daltus rises from his seat, clapping. The others at the table follow suit.

KING DALTUS

Bravo, Sharp and Flat, bravo. It is always an honor to have the Composer Brothers create such an inspiring atmosphere for the day's work. Thank you, my friends.

The king and company sit down, and Sharp and Flat bow and disappear into the air.

(CONTINUED)

KING DALTUS (CONT'D)

Now, tell me everything.

Clearing his throat is CHANCELLOR COLE, a stout man wearing two top hats like ears on his head.

KING DALTUS (CONT'D)

Chancellor Cole.

CHANCELLOR COLE

King Daltus, I am pleased to tell my lord that work has begun on the Watertop Land of Fantastication. The sad clown Fyer has made great strides, and we can expect his first ride, the Human-Cannonball, to be ready before the next freeze.

KING DALTUS

That is very good news for our hard-working citizens who desire the thrill of launching to the heavens. And what of Fyer's friend Auru, the former insurgent?

Next to the king, a balding elderly MINISTER POTHO shifts forward.

MINISTER POTHO

On last word, he and the rest of the Resistance had disappeared within the Sacred Grove. We have heard rumors of his retirement, but nothing more.

KING DALTUS

Let us hope that he has taken up carpentry instead of mutiny. Thank you, Minister Potho. And now----

Princess Zelda has been restless in these updates, and finally finding a sliver of a pause, she speaks up.

PRINCESS ZELDA

I had a dream prophesying the destruction of Hyrule.

All at the table are silent; everyone looks at Princess Zelda in surprise, but no one says a word. King Daltus is the only one who is looking elsewhere.

KING DALTUS

My dear son. Tell me again why we conduct our business here, in the open air of our royal garden?

PRINCE OF HYRULE

Because we are a kingdom of light, father.

KING DALTUS

Yes, yes, that's right. How can a ruler govern people from the dark caverns of a stone court? There is no life there! I'd be a fool to think that our kingdom could be inspired and enriched by decisions made within such a dungeon.

PRINCESS ZELDA

Father...

King Daltus looks at Princess Zelda.

KING DALTUS

And I'd be a fool to think that the peace of our people would continue forever unthreatened. But I am not a fool. So go on, princess; let us know our future.

The entire courtyard shifts uncomfortably, anxious with the words they are about to hear.

PRINCESS ZELDA

I saw in my dream legions of footsoldiers marching from Death Mountain toward our castle, cloaked in a dark cloud shaped like a boar's head. And I saw a figure of light emerge from the Kokiri Forest. This person will come to save us, to save me, but not without great cost.

Silent murmuring fills the garden.

KING DALTUS

(to all)

My daughter, Princess Zelda, born with the talent of prophecy, has gifted us this warning. An evil unseen since King Gustaf will soon be on our doorstep. Our legacy as

(MORE)

(CONTINUED)

KING DALTUS (CONT'D)
 protectors of this kingdom will be
 measured by our chosen response
 here today. Who among us has the
 courage to propose our course of
 action?

The courtyard is frozen, as if time stands still. Everyone looks at everyone else, wondering who will be the first to speak and decide the fate of them all.

PRINCESS ZELDA
 We must send scouts into Kokiri
 Forest to find this person I have
 seen.

More murmuring.

MINISTER POTHO
 We would need to send more than
 scouts, Princess Zelda. Outside of
 the few scattered villages, the
 forest is populated with violent
 beasts that would tear apart
 the----

PRINCESS ZELDA
 Then we should send soldiers.

KING DALTUS
 If we are expecting company from
 Death Mountain, we will need every
 soldier here in the castle.
 Tetra----

Across the table, the wild-haired blond pirate TETRA nods.

TETRA
 Yes, King Daltus.

KING DALTUS
 You are a guest here today, with no
 official position within our
 kingdom, but your bloodline
 descends from the great Hyrulean
 Royal Family, so I must ask you:
 will you and your crew come to our
 aid?

TETRA
 You have treated me and my
 profession with dignity, which is
 rare for a king, so I will offer
 (MORE)

(CONTINUED)

TETRA (CONT'D)
you our equally rare allegiance.
But you should know that most of my
fleet is at sea and weeks away from
joining us. I have fifteen fighters
on my own ship, but nothing more.

King Daltus looks at Princess Zelda and shakes his head. The
Magician leans in to whisper into the Prince's ear.

KING DALTUS
That does not give us enough
soldiers to send into the forest.

PRINCESS ZELDA
(urgently)
Then I shall go myself.

CHANCELLOR COLE
(uncomfortable)
Well, well, as your advisor, my
princess, I must humbly recommend
that you not do that.

The Prince leans forward and smacks his palms on the table.

PRINCE OF HYRULE
We must separate the Triforce.

As quickly as the courtyard is hushed by the Prince's words,
it erupts into loud opinions of both support and opposition.

MINISTER POTHO
My prince, the Triforce has been
united for hundreds of years.
Countless brave women and men
perished in order to bring it into
our safekeeping. Beyond our own
kingdom, the welfare of our entire
land depends on its security.

PRINCE OF HYRULE
And should it fall into the wrong
hands, what then? My sister, the
darkness that you saw coming for
us, is it powerful enough to take
the Triforce from us?

Princess Zelda pauses, staring off into space.

PRINCESS ZELDA
Yes, it is.

CHANCELLOR COLE

The Triforce is locked in the Royal Armory, protected by a dozen feet of stone enchanted by our most powerful wizards.

PRINCESS ZELDA

(assertive)

It is not safe, Chancellor.

Princess Zelda and Chancellor Cole lock eyes, and the Chancellor looks away.

KING DALTUS

(with haste)

Tetra, please summon your fleet. We will need every able-bodied fighter here if our kingdom is to survive. Minister Potho, have all civilians made aware of the threat, and advise them that should they not feel safe in their homes, they are welcome to take shelter here in the castle. And Chancellor Cole, make sure to keep that clown Fyer safe. Once this is over, I'm going to want one of those cannonball rides.

King Daltus puts a gentle hand on Princess Zelda's shoulder.

KING DALTUS

The rest of you, please leave us.

All in the courtyard exits the area except the prince, who moves to sit down.

KING DALTUS (CONT'D)

Even you, my son.

The prince looks at King Daltus incredulously, and then storms off, the magician following him like a shadow. King Daltus stands and gestures to one corner of the courtyard.

KING DALTUS (CONT'D)

(to Princess Zelda)

Come, sit with me here.

CUT TO:

EXT. CORNER OF THE ROYAL GARDEN - MORNING

King Daltus and Princess Zelda sit on a bench and admire the garden, the stonework, and the massive stained glass windows all around them.

KING DALTUS

(gestures to the windows)

Do you see all these people? Do you know all of their stories?

Princess Zelda nods.

KING DALTUS (CONT'D)

Queens, kings, princesses, princes, each with their own successes and failures. Ruling over Hyrule is a gift given to us by our people, and in exchange we offer them our entire lives, and often our deaths.

PRINCESS ZELDA

Father, I must find this person in the Kokiri Forest.

KING DALTUS

It is a great skill, this vision you have, one of many abilities you possess. And it is a great burden for you as well.

King Daltus turns to look at Princess Zelda; are those tears in his eyes?

KING DALTUS (CONT'D)

We are so lucky to have you as our princess. You are the true ruler of Hyrule. Only you possess the wisdom and humility to keep us in peace. All of the royal family could vanish, but if you are here, our kingdom will endure. And this has been true of all our princesses.

PRINCESS ZELDA

Did the princesses before me have these powers?

KING DALTUS

Mmm, yes, they did. You are a descendant of many extraordinary women, and many ordinary men, as you can see.

(CONTINUED)

King Daltus gestures to himself. They laugh together.

KING DALTUS (CONT'D)

You must trust your dreams, and you must trust your heart. But I'm begging you to please trust your father. Do not leave the castle. You are needed here, your people need you, your kingdom needs you.

Princess Zelda takes a deep breath and nods.

PRINCESS ZELDA

Brother is right about the Triforce.

KING DALTUS

Yes, he is right. Which worries me. He is a good prince, but he lacks your... scrutiny. I fear those who would attempt to manipulate his good heart for their own gain.

PRINCESS ZELDA

I will look after him, and we will protect the Triforce.

CUT TO:

MONTAGE - HIDING THE TRIFORCE OF WISDOM

- King Daltus and Princess Zelda stand in the Royal Vault, looking up at the Triforce as it gleams.

KING DALTUS (V.O.)

We must. The Triforce is the heart of our kingdom. What do you propose?

- King Daltus brings the Triforce of Courage to the North Castle and hides it in a secret passageway.

PRINCESS ZELDA (V.O.)

First, you should hide the Triforce of Courage someplace outside of our castle walls.

KING DALTUS (V.O.)

The North Castle.

(CONTINUED)

PRINCESS ZELDA (V.O.)
Perfect. You must go alone, and let
no one see where you hide it. Do
not even tell me its location.

- Hyrulian knights carry treasure chests into various
dungeons, leaving them deep within. They run in terror from
the horrifying monsters inside, and then seal the exits.

PRINCESS ZELDA (V.O. CONT'D)
The Triforce of Wisdom we will
break into eight pieces, and hide
them in different dungeons across
Hyrule, protected in darkness by
those who would be our enemies.

KING DALTUS (V.O.)
And the Triforce of Power?

- Princess Zelda places the Triforce of Power in a chest at
the foot of her bed, and then casts a spell on the chest
that turns it invisible.

PRINCESS ZELDA (V.O.)
I will keep it safe within our own
castle, hidden where no one can see
it.

KING DALTUS (V.O.)
And what about your hero from the
forest?

CUT TO:

INT. CASTLE HALLWAY - DUSK

Princess Zelda stands with Impa in dim torchlight.

PRINCESS ZELDA (V.O.)
The search begins tonight.

Princess Zelda hands Impa a package wrapped in dark cloth.

PRINCESS ZELDA
Give this to our hero, when the
time is right.

IMPA
I will, my princess. I wish you
could come with me.

(CONTINUED)

PRINCESS ZELDA

As do I. But I feel I must stay. Something obscure but vital connects me to the good and the evil; I am both a barrier and a bridge between them. My place is here, for now.

IMPA

How will I know who it is?

PRINCESS ZELDA

Look for the one who seems alone among friends, someone who stands out even when they blend in. You will know.

The Prince of Hyrule appears at the other end of the hallway, and Princess Zelda makes eye contact with him as he starts walking toward them.

PRINCESS ZELDA (CONT'D)

Do not reveal your identity to anyone.

Princess Zelda pulls up Impa's hood, hiding her face, and waves her hand downward with a magical glow.

PRINCESS ZELDA (CONT'D)

Start with the villages. Avoid conflicts. And Impa, hurry, please.

Impa leaves down a side corridor moments before the prince reaches them.

PRINCE OF HYRULE

You burden her with so much responsibility.

PRINCESS ZELDA

She can handle it, brother.

PRINCE OF HYRULE

(smiling)

Of course she can. But aren't you afraid of her... natural inclinations?

PRINCESS ZELDA

(indignant)

She is my nursemaid and friend.

(CONTINUED)

PRINCE OF HYRULE

She is your bodyguard and a trained assassin. How you trust her not to murder every stranger in her path is beyond me.

Princess Zelda turns and walks down the hallway, and the prince walks with her,

PRINCESS ZELDA

Not all of us have *saintly* magicians lurking in our shadows to guide our every decision.

PRINCE OF HYRULE

He has not misled me yet.

PRINCESS ZELDA

Your faith in others will be your greatest legacy.

They stop at a nearby window, where they watch the sun set behind Death Mountain, civilians below shuttering their homes for the impending night.

PRINCESS ZELDA (CONT'D)

And I hope it is great enough to save our kingdom.

PRINCE OF HYRULE

Are we really in such great danger?

PRINCESS ZELDA

I believe we have *always* been in danger. Those gathering on Death Mountain are an ancient force, born long ago into a world without rulers. When the laws of queens and kings exiled them from these lands, should they not have fought back? Turned dark in isolation, could they have grown anything but hateful? Perhaps we deserve what is coming to us.

PRINCE OF HYRULE

I think your enemies will agree with you when they are clawing at our gates. But our subjects, all of the citizens in our care, will they agree? Should they willingly submit themselves to the swords of our enemies because their princess

(MORE)

(CONTINUED)

PRINCE OF HYRULE (CONT'D)
acknowledges the brutality of
empire? Do they deserve death for
believing us when we said they
would be safe in our care?

PRINCESS ZELDA
You ask these questions as if I
haven't been thinking about them
for years. My main worry is not the
questions, but who might help us to
see a more noble answer.

PRINCE OF HYRULE
You think some Kokiri fairy child
is going to come here and save us
all.

PRINCESS ZELDA
If found in time, yes, I truly do.
But finding this one person among
hundreds of villages.... Unless
they stand up and announce who they
are, I fear for us.

A BELL RINGS, bringing us to

INT. KOKIRI FOREST GENERAL STORE - AFTERNOON

MR. MERCHANT (O.S.)
There you are!

Link barges through the front door. Behind the counter is
MR. MERCHANT, the shop proprietor, dressed in an apron.

MR. MERCHANT
Hello young Link, how are you my
friend?

Link gives Mr. Merchant a smile and then hops on a stool by
the counter.

MR. MERCHANT
I wasn't sure you'd come in today,
because I heard you were out
lookin' for adventure. Well,
what'll you be needin'?

LINK
Hmm....

(CONTINUED)

Link looks at the shelves filled with various items: arrows, shields, swords bombs, bottles, boomerangs, candles, plus various weird knick-knacks.

LINK (CONT'D)

Mmmmm....

Mr. Merchant grows restless. Link counts silently, checks the shelves, counts some more, scans the shelves again.

MR. MERCHANT

(impatient)

Buy somethin' will ya!

Link dumps a handful of rupees onto the counter.

MR. MERCHANT

(happy again)

All right, kid! Take whatever you like!

Link hops on the counter and puts ten bottles into a big sack.

MR. MERCHANT (CONT'D)

So, why all the bottles? Are you goin' out fairy huntin' again?

LINK

Nuh uh.

MR. MERCHANT

Growin' fungal spores?

Link head shakes 'no'.

MR. MERCHANT (CONT'D)

Brewin' some potions?

Link's shoulders shrug with a laugh.

MR. MERCHANT

(impatient)

Then why d'ya need 'em at all?!

Link pulls a red boomerang out of a pocket and holds it high with pride.

MR. MERCHANT

(happy again)

Ha! Okay, kid! You have fun!

Link backs slowly away from Mr. Merchant. The front door BELL RINGS as someone comes in the door.

(CONTINUED)

Link is waving goodbye to Mr. Merchant and bumps into an OLD WOMAN dressed in raggedy robes. The bottles in Link's bag clink from the impact.

LINK

Oof.

The old woman scarcely notices Link, and continues on toward Mr. Merchant. Outside, Link looks back as the door closes.

MR. MERCHANT

Well hello young lady, what'll you
be needin' today?

CUT TO:

EXT. OUTSIDE THE GENERAL STORE

A group of Kokiri children sit on tree logs. Each Kokiri has a fairy that rests on their shoulder or hovers nearby. Saria is there sitting next to the Kokiri leader, MIDO, who notices Link walking toward them with the sack.

MIDO

Hey, Link. I've got good news for
you, pal. We've all felt real bad
that you can't seem to find your
own fairy like the rest of us, and
even though you're about five years
too late, we decided to all pitch
in and get you your very own fairy.

Mido reaches under the log he's sitting on and pulls out a worm-like baby moldorm and flings it at link. The moldorm lands on Link's shoulder, and some of the Kokiri start LAUGHING. Saria rolls her eyes.

Link gently scoops the moldorm up, then walks right over to Mido and puts the moldorm back to where Mido had taken it.

SARIA

How would you like it if someone
threw you around like that?

MIDO

Oh you think this fairyless little
runt could throw me around, maybe?

Mido has stood up, and is looking down his nose at the shorter Link, who glares at Mido. Mido lets out a belittling LAUGH. The other Kokiri sit motionless, tense.

(CONTINUED)

Link has snuck a hand inside the sack and pulled out the boomerang. Mido's eyes grow wide. Link winks at him.

MIDO

I, the great Mido, will never accept you as one of us! But... that said, if you let me use that boomerang, you could stick around for a bit longer.

Link smiles and pulls a bottle out of the sack. Mido smiles and nods, and the rest of the Kokiri CHEER.

CUT TO:

EXT. FIELD ACROSS FROM GENERAL STORE

Link sets the bottles in a row on a log shelf. The boomerang BANGS against the log right next to Link.

SARIA

Mido!

MIDO

What, I'm practicing!

Link picks up the boomerang, comes back to the group, and hands it back to Mido.

MIDO (CONT'D)

Let me show you what a real throw looks like.

Mido flips the boomerang in his hand, sizing up his shot. He winds up and unleashes the boomerang overhand; it soars wide left of the bottles, then curves around and comes right back at the group.

MIDO (CONT'D)

Uh oh.

Everyone ducks except the three KNOW-IT-ALL BROTHERS, one of whom gets knocked in the head and falls to the ground. The two standing Know-It-All Brothers start LAUGHING loudly. Mido picks up the boomerang.

SARIA

Let someone else try, Mido.

MIDO

I will, I will, just a second.

(CONTINUED)

Mido aims again and throws the boomerang sidearm this time. It hits one of the bottles, but the bottle merely moves an inch toward the edge of the log. The Kokiri all laugh.

KNOW-IT-ALL BROTHER
You're supposed to break it!

MIDO
Shut up, Know-It-All. Now go get
it.

Mido shoves the Know-It-All Brother toward the boomerang. The brother picks it up and walks directly toward Link.

KNOW-IT-ALL BROTHER
(whispering to Link)
It's in the wrist, like skipping a
stone.

Link smiles and pats the Know-It-All Brother on the back of his neck.

Link notices the Old Woman exiting the general store with a loaf of bread. She walks toward a nearby bench, sits down, and tears off a chunk of bread to eat. Link takes aim at the bottles and releases the boomerang. It flies toward the log but flies under it.

MIDO
(smugly)
Hmph. Not so easy is it.

The boomerang then curves up and rotates back toward the bottles, SMASHING through one in the middle before heading back toward the group and right into Link's waiting hand. The Kokiri CHEER wildly.

The Old Woman watches the Kokiri play, her face obscured under her hood. Link sneaks another glimpse at her, then throws the boomerang again. This time it BREAKS a bottle, does a quick loop, BREAKS a second bottle, and flies back into Link's hand. The Kokiri CHEER again, louder this time.

MIDO
Okay, Link, we get the point, give
someone else a----

Link throws the boomerang up high into the sky.

MIDO (CONT'D)
----chance.

It curves downward like a rainbow, then lifts and turns at the last second to SMASH through all the remaining bottles in a line. The Kokiri are WHOOPING. Saria hugs Link and GIGGLES.

Meanwhile, the boomerang has curved once again, and is headed right back toward them. Link's hand is raised to catch it, but right before the boomerang gets there, Link steps to the side, and the boomerang continues its path: right toward the Old Woman.

The Old Woman's hand bursts out from her cloak and catches the boomerang. The Kokiri GASP. Saria looks at Link, who leaves the group and approaches the Old Woman.

Link starts to speak, but the Old Woman interrupts him.

OLD WOMAN

You want to say you're sorry, but you're not sorry. You knew who I was the moment you bumped into me inside the store. You've been waiting for me. In your dreams, you have seen me.

Link blinks, speechless.

OLD WOMAN (CONT'D)

I can't explain now, but meet me tonight at the fairy pond to the west, and I will answer all of your questions, including the one that burns in your heart like a fire arrow.

Link's eyes grow wide with knowing anticipation.

OLD WOMAN

"Who is Zelda?" Yes. Tonight you will learn. Now go, and tell your friends nothing.

The Old Woman hands Link the boomerang. Link returns to the group of Kokiri.

SARIA

What was that all about?

Link looks down at the boomerang and notices it has turned blue where the Old Woman's hand touched it. Link turns around to look at the Old Woman, but she's gone.

DISSOLVE TO:

EXT. FAIRY POND - NIGHT

Link rounds a tree and sees the fairy pond. The still water glimmers in the moonlight, and the trees are lit by a soft purple glow coming from an unknown source. As Link approaches the water, the purple glow gets brighter.

OLD WOMAN

I know why you don't speak, child.

Link jumps with surprise; the Old Woman stands a few feet away.

OLD WOMAN (CONT'D)

It's a mask, a way of hiding your power, a way to protect yourself and those around you.

The Old Woman approaches and stands beside Link. She looks into the water, while Link looks up at her.

OLD WOMAN (CONT'D)

Those who would do you harm depend on your silence. When we hide who we are, we risk losing so much. Only by revealing ourselves and all of our tenderness do we begin to know our true strength.

The Old Woman gently nudges Link to look into the water. In the reflection, Link watches the Old Woman remove her hood, and her face transforms into that of a woman many decades younger. It is Impa. Link looks up at her.

IMPA

As you have held your voice, I have hidden my face for a purpose: to protect the ones I love. I am Impa, one of the Sheikah. We Sheikah have served as attendants to the royalty of Hyrule for generations. I am the caretaker of Princess Zelda, who is the protector over all of Hyrule.

Impa walks with Link along the water, toward a large tree that stands on the other side.

IMPA (CONT'D)

Here in the Kokiri Forest, you are removed from the evils of the outside world. Most people outside believe that the Kokiri are a mythical race that lives only in

(MORE)

(CONTINUED)

IMPA (CONT'D) (CONT'D)
storybooks, and most Kokiri have never seen the world outside the forest. So you might find it hard to believe that Princess Zelda has been protecting you, but she has. She cares a great deal for your forest. And for you, Link.

Link stops walking. Impa looks into Link's eyes.

IMPA (CONT'D)
It's not magic that gave me your name; I asked Mr. Merchant. He tells me that all Kokiri have their own personal fairy. All except you. Is this true?

Link turns to the water.

IMPA (CONT'D)
Fairies are small and delicate, and can often give too much unsolicited advice. But they are powerful because of their selflessness. They will sacrifice themselves to heal the hurts of others.

Impa takes Link's hand in hers.

IMPA (CONT'D)
Trust me.

With one of her sharpened fingernails, Impa punctures into Link's hand, causing blood to drip down into the water. When the first drop hits, the purple glow becomes a beam of light that aims right at Link's wound. Link watches as a FAIRY emerges from the water, travels up the purple beam, and floats toward the wound, pushing her way inside. Link inspects the wound, and it begins to close up as if being rebuilt from the inside. A purple light glows from inside Link's hand, and it fades away, leaving the wound totally healed.

IMPA (CONT'D)
That fairy willingly offered her life to heal you. And in that same way, Princess Zelda is the fairy for all of Hyrule; if need be, she will die to protect us all.

Impa continues walking, Link by her side. Behind them, Saria scurries behind a bush, listening in.

(CONTINUED)

IMPA (CONT'D)

A powerful force threatens all of Hyrule. From the Great Sea to the Kokiri Forest, we are all at risk. This is no dream nursed in darkness, Link. An uncompromising evil will soon engulf our lands, claiming it for their own, wasting all who stand in their path. And it is prophesied that a child from the Kokiri Forest will become the hero that saves us all. That hero is you, Link.

They arrive at the tree.

IMPA (CONT'D)

Trees are the strongest beings in our world, Link. They are slow to grow, slower to anger, and peaceful through the end. Each tree has a particular purpose. This tree lives off the nourishment in this water, and in turn offers housing to the fairies who live here.

Impa gestures up, and Link looks up to see dozens of fairies lounging on the branches. They wave to Link, who waves back. Impa pulls out a package wrapped in dark cloth and hands it to Link. Saria still eavesdrops.

IMPA (CONT'D)

Princess Zelda offers this to you. It was crafted from a fallen branch of the Great Tree, whose particular purpose will be to have convinced you of this: that aspiring to the bravery of fairies is your life's most righteous goal. At least, that is our hope. As are you.

CUT TO:

EXT. CASTLE BALCONY - DAY

King Daltus looks down on his subjects from the castle balcony. Families play around a giant fountain, children splash each other, and a dozen carts sell vegetables and wares. King Daltus is heavy in thought as Princess Zelda comes to his side.

(CONTINUED)

KING DALTUS

They know about the army of darkness that will soon arrive, and yet they continue on with their day, buying food, laughing with their children. That they choose not to change in the face of such devastation, this act gives me hope.

PRINCESS ZELDA

Or perhaps it is arrogance to remain unchanged in a changing world.

KING DALTUS

You question too much, always seeking further depths when the surface alone provides enough illumination. And that is what makes you a strong ruler.

Trailed by the Magician, The Prince of Hyrule approaches King Daltus and Princess Zelda, unnoticed by either of them.

KING DALTUS (CONT'D)

The Triforce of Courage is safe.

PRINCESS ZELDA

As are the Triforces of Wisdom and Power. Will it be enough?

King Daltus turns to look at Princess Zelda, and he notices the prince lingering nearby.

KING DALTUS

(gesturing to the people below)

Go to them. They are good. They will remind you of your strength.

PRINCESS ZELDA

Okay.

Princess Zelda embraces King Daltus. When she turns to leave, she is startled by the prince and his magician, but she continues past them into the castle.

KING DALTUS

(to the Prince of Hyrule)

She is the conscience of our kingdom. Without her, we would have no justice, and no peace.

(CONTINUED)

PRINCE OF HYRULE
And what am I, father?

KING DALTUS
You? You are my son.

King Daltus gives the Prince of Hyrule a kind shoulder squeeze and a smile before turning back to look down below.

KING DALTUS (CONT'D)
Now what can I do for you, my
beloved child?

The prince has walked away with his magician, leaving King Daltus alone and talking to himself.

CUT TO:

EXT. CASTLE MARKET - DAY

Princess Zelda walks among the carts in the castle market. Women, men, and children all bow politely as she passes. An APPLE SELLER stumbles, causing a few apples to fall from her basket and near Princess Zelda.

APPLE SELLER
I'm sorry dear.

Noticing she's talking to Princess Zelda, the woman bows.

APPLE SELLER (CONT'D)
Oh, my princess.

PRINCESS ZELDA
Please, please, it's fine. Can I
ask you a question?

(CONT'D)
Of course.

PRINCESS ZELDA
You know of the threat that looms
over us, that it could be here any
day.

The apple seller nods.

PRINCESS ZELDA (CONT'D)
How can you be out here selling
apples like any ordinary day?

The apple seller smiles and looks away, thinking it over.

(CONTINUED)

(CONT'D)

If I hide away under a table,
afraid to live my life, I think I
will have already lost. I am out
here, my friends are here, and even
you. We have to eat today, and if
we don't eat my apples, maybe we
won't eat anything at all.

The seller hands Princess Zelda an apple, and she takes a bite.

PRINCESS ZELDA
It's delicious.

(CONT'D)

Thank you, princess.

PRINCE OF HYRULE (O.S.)
No, thank you.

The Prince of Hyrule emerges from behind Princess Zelda, the Magician lurking sinisterly in his shadow.

PRINCE OF HYRULE (CONT'D)
Dear, sweet, wise woman, may I ask
you a question as well?

(CONT'D)

Yes, of course, my prince.

PRINCE OF HYRULE
What kind of a family is it that
keeps secrets from each other?

PRINCESS ZELDA
Brother....

(CONT'D)

I'm not sure what you mean?

PRINCE OF HYRULE
What I mean is----

The Magician has started to grow slowly, stretching up against the castle wall like a shadow at sunset.

PRINCE OF HYRULE (CONT'D)
----would it be fitting of a royal
family to resort to betrayal?

(CONTINUED)

(CONT'D)

(confused)
Umm...?

PRINCESS ZELDA
Brother, stop.

The Magician grows larger behind the prince, who pulls out a long whip from his tunic.

PRINCE OF HYRULE
Or I should ask you a question,
princess.

The prince CRACKS the whip and the apple in Princess Zelda's hand EXPLODES, sending chunks of it all over the princess. The apple seller drops her basket of apples, and they roll everywhere.

PRINCE OF HYRULE (CONT'D)
(as though possessed)
Where is the Triforce? Tell me!

PRINCESS ZELDA
(shouting)
Brother, you are not yourself!

The Prince raises his whip again, but a BOOMING SOUND behind the princess halts the scene. The Magician returns to his normal size, and everyone in the market square turns to look off into the distance. A flash of light illuminates the market, and then a swift darkness folds over them.

PRINCESS ZELDA
They are coming.

CUT TO:

EXT. AT THE GREAT DEKU TREE - SUNSET

Link sits in front of the Great Deku Tree. The tree is tall and wide, with huge branches holding thick vines that hang all around. The tree's trunk is shaped like a large face, its eyes closed and calm, as if it is lost in thought.

Link WHIMPERS and looks up at the tree, searching for guidance. Impa's package is nearby and half open, the hilt of a sword exposed. The Great Deku Tree remains still, offering no advice.

(CONTINUED)

SARIA

Link!

Link gives a half-hearted smile before Saria sits down.

SARIA (CONT'D)

I overheard you and that woman talking at the Fairy Pond. So I know you're leaving, but that's okay, because we'll be friends forever, won't we?

Link looks sadly at Saria.

SARIA (CONT'D)

Oh... you don't know what to do.

They both look up at the Deku Tree.

SARIA (CONT'D)

The Great Deku Tree hasn't told you anything?

Link head shakes "no." Saria jumps up and grabs Link's hands, pulling until Link stands up with her.

SARIA (CONT'D)

Come on, let's go.

Saria starts dragging Link back to their village.

SARIA (CONT'D)

We've got to figure this out. First we'll ask Mr. Merchant, he might know what to do. We can't ask Mido, because he'll probably just get mad at you for being chosen.

Link looks back at Impa's package on the ground, then pulls free of Saria's grasp.

SARIA (CONT'D)

Come on, Link, we gotta figure this out!

Link picks up the package, holding the sword by the hilt. A charge of white light glows from within the dark cloth, and a sharp light beam BLASTS out and up into the Deku Tree.

A great GROAN escapes from within the tree, and it ECHOES throughout the forest. A distant RUSTLING comes from the tree's thick foliage, and then it stops.

Saria runs up to Link.

(CONTINUED)

SARIA (CONT'D)
How did you do that?

Link gives her an "I dunno" shoulder shrug. They hear the RUSTLING SOUND again. A giant vine suddenly swings down, knocking Link and Saria apart.

When they recover, they look at the vine, severed by Link's sword blast.

SARIA (CONT'D)
Link, look!

Looking closer at the vine, Link and Saria see some kind of marking, almost like

SARIA (CONT'D)
An arrow! Link, I think the Deku
Tree wants you to climb up!

Is the Deku Tree smiling slightly? Link looks at Saria with excitement, and then begins to climb up the vine. From vine to branch, up and up Link climbs, all the way to the top of the tree, higher than any tree in all of the Kokiri Forest.

EXT. ATOP THE GREAT DEKU TREE - SUNSET

Looking out over the forest, Link can see every corner of the land. The Great Sea stretches out to the north, and in the east lies the Great Castle where Princess Zelda lives.

Further beyond the castle, Link sees Death Mountain, and a chill sucks Link's breath away. Up above the mountain, a giant dark cloud is taking shape, emitting bursts of lightning.

A loud CRACK of THUNDER reaches the forest, and Link sees the mountain turn black, almost as if it's being coated in oil. The blackness runs down the mountain, headed toward the Great Castle.

Link's eyes widen as another flash of lightning strikes in the distance.

CUT TO:

EXT. INSIDE THE CASTLE GATE - NIGHT

Impa walks among hundreds of castle guards, all dressed in heavy armor and carrying swords or spears or bows and arrows. She walks up some stairs to the top of the castle wall and looks out into the darkness. Tetra stands with his fellow pirates atop the castle wall. A distant lightning strike allows her a glimpse into the surrounding area, but she sees nothing alarming. A RUMBLE OF THUNDER fills the air, and it begins to rain. Impa is unfazed, focusing all of her attention on the grounds outside the castle. Above and behind Impa on

EXT. PRINCESS ZELDA'S BALCONY - NIGHT

The Magician stealthily leaps from a window onto Princess Zelda's balcony. Peeking through the curtains, he sees Princess Zelda and a GUARD.

GUARD

We'll be right outside your door,
princess.

PRINCESS ZELDA

Thank you.

From his pocket, the Magician pulls out a small spider-like creature called a tektite, with four legs and one red eye. The Magician sprinkles some dark powder from a small vial onto the tektite. As he whispers to the tektite, a soft glow surrounds it. He lowers the creature to the balcony floor and it crawls into a crack in the outer wall.

INT. PRINCESS ZELDA'S BEDROOM - NIGHT

The tektite emerges from a crack in the wall and crawls toward Princess Zelda, who is pulling a large tapestry from her dresser. She climbs onto her bed and spreads the tapestry out. On the tapestry is a finely-detailed map of Hyrule, with historical events pictured all over, and the pictures shimmer and move as if alive.

Princess Zelda finds herself on the tapestry, sitting atop a wall in the Great Castle. Behind her are four shadows, each shaped like her silhouette. Death Mountain is obscured by a black stain that seems to slowly seep toward the castle. And on the opposite edge of the tapestry, Princess Zelda spots the stitching of a figure dressed in green within the trees of the Kokiri Forest.

(CONTINUED)

PRINCESS ZELDA

There you are.

She bends down closer to get a better look, and she is so preoccupied with this figure that she doesn't notice the Magician's tektite above her, crawling down a thread of silk attached to her bed canopy.

From outside on the balcony, the Magician sees that the spider is close to Princess Zelda, and he points his finger at it, causing it to POP in a puff of blue powder. The noise causes Princess Zelda to sit upright and look up, putting her head directly into the blue cloud. As she breathes in, her eyelids quickly shut, and she falls onto the tapestry in a deep sleep.

CUT TO:

INT. CASTLE HALLWAY - NIGHT

The Prince of Hyrule walks hurriedly down a hallway toward Princess Zelda's room. Four royal guards stand posted outside her door.

PRINCE OF HYRULE

Is Princess Zelda here?

GUARD

She asked not to be disturbed, my prince.

PRINCE OF HYRULE

That's fine. Where is my----

THUNDER and GLASS SHATTERING interrupt the prince, who turns and looks down the hallway. The double doors to the front balcony have blasted open, rain pouring in. The prince approaches cautiously and steps out.

EXT. CASTLE BALCONY - NIGHT

The Prince of Hyrule looks out beyond the castle walls and sees darkness. But with each flash of lightning, pale figures emerge on the ground, marching toward the castle as a dull RATTLING SOUND grows louder.

PRINCE OF HYRULE

Impa!

Impa looks up to the balcony.

(CONTINUED)

PRINCE OF HYRULE (CONT'D)
They're here!

CUT TO:

EXT. FIELD OUTSIDE CASTLE GATES - NIGHT

Charging at the castle gate is an army of stalfos -- skeletal warriors carrying shields and swords. There are thousands of them, their bones RATTLING with each step.

EXT. THE CASTLE GATE - NIGHT

IMPA
Defend the gate!

SERIES OF SHOTS

---- Dozens of stalfos pound the gate with their shields.

---- Guards thrust spears through holes in the gate, striking at stalfos.

---- Royal guards fire arrows at stalfos from the castle turrets.

---- Stalfos pile up atop each other, attempting to climb the castle walls.

---- Impa strikes a stalfos who has climbed to the top of the wall, sending it crashing down onto a dozen others below it.

---- Tetra disarms a climbing stalfos and plucks off its head, giving it a dropkick that sends it flying over the wall.

---- A stalfos shoves its skull through a hole in the gate, and the skull falls and bites into a guard's thigh.

---- The field in front of the castle is packed tightly with stalfos; the RATTLING of their bones is deafening.

---- Tetra and his pirates all jump from the castle wall into the field of stalfos, hacking them down with great skill.

Impa senses something and turns slowly toward the castle. Off to the side, she sees a vague shadow scaling the castle wall. It looks like a snake, only bulkier. She watches it climb up onto King Daltus' balcony.

(CONTINUED)

IMPA

No!

CUT TO:

INT. KING DALTUS' BEDROOM

Despite the RATTLING ROAR outside, King Daltus sits in candlelight at his desk, calmly writing a letter. He folds the paper into an envelope and seals it shut. His balcony door SLAMS open, and lightning casts a large shadow over the king.

KING DALTUS

My only regret----

King Daltus writes on the front of the envelope. The hulking figure in the doorway STOMPS closer, the shape of a large lanmola lurking on the balcony.

KING DALTUS (CONT'D)

----is that I built so many
walls----

King Daltus removes his crown and places it atop the letter. The dark figure is carrying a huge mace that SCRATCHES as it drags on the floor.

KING DALTUS (CONT'D)

----for the faster I let you in----

King Daltus stands up. The figure draws closer.

KING DALTUS (CONT'D)

----the sooner I am avenged.

King Daltus turns around and steps up to the figure, who towers over the king and is breathing DEEP AND HEAVY BREATHS.

KING DALTUS (CONT'D)

I wish you peace----

The figure lifts the mace high into the air.

KING DALTUS (CONT'D)

----Ganon.

GANON brings the mace crashing down onto King Daltus, crumpling his body to the floor. Lightning illuminates Ganon's face: boar-like and blue, glistening with the king's blood, and smiling.

CUT TO:

INT. CASTLE HALLWAY - NIGHT

The Prince of Hyrule charges down the hallway. The Magician intercepts him and spins him around.

PRINCE OF HYRULE
I'm getting my father!

MAGICIAN
My prince, you *must* hide.

A SLAMMING sound further down the hallway catches their attention. Ganon comes around the corner. The Magician pulls the prince into an alcove and attempts to cover him with his cloak. As Ganon passes by, he looks over and makes eye contact with the prince, but does not stop. The magician raises his cloak to cover the prince's eyes, and Ganon continues down the hallway. The prince WHIMPERS.

INT. PRINCESS ZELDA'S BEDROOM - NIGHT

The sound of CRUSHING METAL outside, guards SCREAMING, and then the wooden bedroom door EXPLODES open, splintering into pieces. Ganon stands there, sweating and heaving breaths, the bodies of the dead guards behind him. He sees Princess Zelda asleep on the bed, unawakened despite the loud noises. He slowly approaches her, a mad terror on his face.

At the foot of her bed, Ganon is suddenly stopped when his boot hits something. He looks down and sees only the floor. He kicks at the air, and his boot seems to hit something invisible. He lifts his mace high and brings it crashing down. It SMASHES the invisible chest. When Ganon pulls his mace away, slivers of glow from the Triforce of Power shine out from cracks in the chest. Ganon lifts his mace and SMASHES it again and again.

CUT TO:

INT. CASTLE HALLWAY - NIGHT

Impa comes running down the hallway and sees the dead bodies in front of Princess Zelda's smashed bedroom door.

IMPA
Princess!

INT. PRINCESS ZELDA'S BEDROOM - NIGHT

Impa runs into Princess Zelda's bedroom and without hesitating lunges at Ganon with her sword. The massive Ganon deflects her sword with his arm plate and counter attacks with his mace. Impa blocks with her sword, but the impact sends her flying across the room, SMASHING into a mirror.

Crumpled on the floor, Impa sees Ganon holding the Triforce of Power. The glow of the Triforce starts to dim, and on the back of Ganon's hand, a small yellow triangle starts to glow. Ganon LAUGHS.

Impa stands up and charges Ganon fearlessly. Her attacks are deflected, and she evades Ganon's attacks, but his power has clearly grown, and every time he misses, his mace SMASHES the wall and floor into clouds of debris. Impa gets one strike in on Ganon's arm, but Ganon kicks her knees, flipping her hard onto her head, her sword flying across the room.

Ganon steps closer, lifting his mace above his head. Blood runs down Impa's face as she readies herself for death. Ganon swings the mace down hard----

----but Link jumps in with a YELL and blocks the mace with a wooden sword. The clash sends purple sparks flying across the room. Link strikes back with the sword and sends Ganon and his mace spinning away from Impa, skidding on his heels all the way to the other side of the room.

Ganon is confused, and focuses his attention on Link. Link breathes heavily, eyes ablaze with fury and courage. Ganon squares up and lifts his mace to attack.

GANON

Link.

Link, trembling, screams

LINK

COME ON!

Link's words send a shockwave that knocks Ganon off his feet and against the wall. Ganon is stunned, but impressed. He quickly grabs the sleeping Princess Zelda and SMASHES through a nearby window. Link runs over and looks down, only to see Ganon land safely on the back of his lanmola down below. Ganon looks up at Link before riding the lanmola down the castle wall.

CUT TO:

EXT. FIELD OUTSIDE CASTLE GATES - NIGHT

The stalfos take notice of their departing leader, stop fighting, and turn to leave. A few guards continue to shoot arrows at them and they depart, and Tetra and his pirates chase after the fleeing stalfos, taking down a few more. Ganon rides his lanmola, leading his army away from the castle.

CUT TO:

INT. KING DALTUS' BEDROOM

The Prince of Hyrule stands over King Daltus' desk and picks up the crown in one hand, the letter in the other. On the front of the letter, written in his father's script, is a single word: "LINK."

The prince turns and crumples onto his knees over the body of his dead father, and he drops his head in sadness.

CUT TO:

INT. PRINCESS ZELDA'S BEDROOM - NIGHT

Link picks up the wounded Impa. She slowly regains her own footing, and stands facing Link.

IMPA

You have more power than you know.

Link turns and walks with Impa out to

EXT. PRINCESS ZELDA'S BALCONY - DAWN

Link and Impa look out at Death Mountain. Ganon's army of stalfos disappear in the distance.

IMPA

And you'll need all of it if we're going to get Princess Zelda back alive.

The sun begins to rise, casting light across the land. Link smashes the wooden sword angrily against the balcony railing. Purple sparks cascade all around.

CUT TO BLACK