

The Legend of Zelda

by Brian Murchie

Based on the video game created by Nintendo

EXT. ANCIENT EARTH

IMAGE: A partial view of Earth shows a large continent covered with green and brown, surrounded by ocean.

DIN (V.O.)
One world with a long history.

The view begins to move closer to the ground, through the clouds, passing over mountains.

DIN (V.O) (CONT'D)
Of the many civilizations that have risen and fallen, there was one that was unlike any other.

Passing over forests, lakes and rivers.

DIN (V.O) (CONT'D)
The first ever to develop.

EXT. HYRULE - DAY

Sparse villages can be seen.

DIN (V.O) (CONT'D)
The Kingdom of Hyrule.

Come to and hold on stately HYRULE CASTLE.

DIN (V.O) (CONT'D)
A very advanced people.

MONTAGE: people sowing crops, tending to farm animals, building fences and homes using hand tools, horse drawn carts.

END MONTAGE

DIN (V.O) (CONT'D)
Not advanced technologically, but spiritually and mentally.

MONTAGE: People are lovingly caring for their children, animals and plants. A group of knights training in the HYRULE CASTLE COURTYARD performing an exercise similar to Thai Chi. A man and a woman sit on a hilltop in a meditative pose holding hands, facing an orange sunrise over the ocean.

(CONTINUED)

DIN (V.O) (CONT'D)
So advanced they were...

A ball of yellow light rises from the ocean in front of the sunrise, then up into the sky.

EXT. THE SKY ABOVE HYRULE - DAY

DIN (V.O) (CONT'D)
...that it drew the attention and admiration of the Spirits. There were three that came.

From the ball of yellow light, three winged spirits NAYRU, FARORE and DIN float down into view.

DIN (V.O) (CONT'D)
Nayru - the Spirit of Wisdom.

CLOSE ON NAYRU.

DIN (V.O) (CONT'D)
Farore - the Spirit of Courage.

CLOSE ON FARORE.

DIN (V.O) (CONT'D)
and Din - the Spirit of Power.

CLOSE ON DIN.

INT. CHAMBER OF CREATION - DAY

Din, Nayru and Farore are standing around a fountain.

DIN (V.O) (CONT'D)
It was their wish to give the people of Hyrule a gift that would guide all Hyrulians along a path of great virtue.

Each spirit emanates a three-dimensional, pyramid-shaped object. NAYRU creates a blue one, FARORE creates a green one, and DIN creates a red one larger than the other two. The three pyramids hover over the fountain.

DIN (V.O) (CONT'D)
They combined their three life forces together to create a single entity;

(CONTINUED)

The smaller blue and green pyramids orbit around the red one spinning faster and faster. They connect with bolts of energy, there's a flash of light and a large golden pyramid is created.

DIN (V.O) (CONT'D)
...the Triforce.

Everything disappears into a white light.

EXT. THE GOLDEN LAND - DAY

DIN, NAYRU and FARORE are floating in an empty white space. They join hands in a circle with the TRIFORCE in the middle. They begin emanating a multi-coloured aura.

DIN (V.O) (CONT'D)
An energy such as the Triforce is meant to be shared by all, not possessed by only one person, so the three spirits created a parallel realm to hide it.

The hazy white space is transformed into a beautiful, lush landscape with trees in blossom, long wavy grass, cliffs with waterfalls creating perpetual rainbows, and in the centre of it all, a crystal palace with the Triforce placed atop the tall centre tower.

DIN (V.O) (CONT'D)
Here, in this Golden Land, it was hidden. It was decided that Din would remain behind to protect the Triforce, while Nayru and Farore would protect the people of Hyrule.

DIN hugs her two sisters goodbye as they exit through a gateway back to Hyrule, leaving Din in the Golden Land.

EXT. HYRULE - VILLAGES AND FARMS - DAY

MONTAGE OF SHOTS UNDER DIN: Farmers harvesting large vegetables, artisans creating amazing paintings, sculptures and tapestries. Scholars reading, writing and having debates. A King of Hyrule in a parade surrounded by cheering, adoring subjects

DIN (V.O) (CONT'D)
The effect the Triforce had on Hyrule was awe-inspiring. It improved everything they did.

(CONTINUED)

The Force of Wisdom was felt the most widespread. Farmers grew lusher crops. Artisans and craftsmen produced works of art that were unparalleled in beauty. Scholars' thirst for knowledge increased along with their intelligence. Hyrule's royalty became more benevolent and generous. The needs of the people always came first.

END OF MONTAGE

EXT. HYRULE CASTLE - COURTYARD - DAY

IMAGES: Shots of knights displaying incredible swordplay, impressive feats of strength and agility.

DIN (V.O) (CONT'D)

The knights of Hyrule felt the Force of Courage more than anyone else. It made them braver, more selfless. Their strength and skill in battle was increased. But the Triforce had an effect that the spirits did not expect. The Force of Power created a new cast in the society of Hyrule.

EXT. MYSTIC WOODS - DAY

A village in the woods consisting of several large stone buildings that look like monasteries. People are levitating objects with their minds. Two men are sitting at a table facing each other communicating with their telepathy. Sages are writing history books and prophets are drawing pictures of things to come.

DIN (V.O) (CONT'D)

This cast became known as the Order of Mystics.

A group who had been endowed with a diverse array of special abilities.

There were telekinetics who could move objects with their minds. Telepathics who could read peoples thoughts. Sages could look into the past and witness any point in

(MORE)

(CONTINUED)

DIN (V.O) (CONT'D) (cont'd)
history, and prophets could look
into the future and predict how
events were going to unfold.

Then there was the most powerful
sect of the Mystics...wizards

Shots of wizards creating rain for a farmer, slowing down a
hummingbird to the point its wings could be seen, healing a
child who looked deathly ill.

DIN (V.O) (CONT'D)
Wizards could control the weather,
control time, heal the sick and
injured...and much more.

EXT. ROCKY CANYON - DAY

NAYRU and FARORE are looking on with concerned expressions
as wizards in a mountain training area throw streams of fire
from their staffs, bolts of lightning, and balls of energy.

DIN (V.O) (CONT'D)
They had abilities that rivaled the
Spirits; a source of amazement as
well as great concern for Farore
and Nayru...for those with power
will sometimes want more...and
everyone knew the Triforce was the
source of that power. However,
despite many who have sought to
find it, the location of the
Triforce remained a mystery.

The view moves away from the ROCKY CANYON, over the
villages, farms and forests of Hyrule coming to the Mystic
Woods and the monasteries.

DIN (V.O) (CONT'D)
Centuries came and went, and the
kingdom of Hyrule flourished.

INT. WIZARDS' MONASTERY - DAY

PANNING SHOT: Seven WIZARD ELDERS are seated around a
rectangular table. One at the head, three on either side.

DIN (V.O) (CONT'D)
A council of wizard elders was
created to administer the Order of
(MORE)

(CONTINUED)

DIN (V.O) (CONT'D) (cont'd)
Mystics, and monitor those who look to find the resting place of the Triforce...but no one had ever been more determined than Ganondorf the Wizard.

EXT. ROCKY CANYON - DAY

Ganon is training with other wizards as they try to hit him with different spells. Ganon blocks, deflects and aggressively repels them back, knocking every wizard to the ground.

DIN (V.O) (CONT'D)
Ganon was a very talented Mystic, destined to become one of the greatest wizard elders that ever lived, but that was never good enough for him.

INT. WIZARDS' MONASTERY - DAY

GANON is standing at the end of a table facing all the wizard elders. Seven ELDER APPRENTICES are sitting along the back wall. Ganon is pounding his fist on the table in anger and frustration. The PRIME ELDER sitting at the head of the table, raises his hand signaling Ganon to stop. Ganon turns and storms out.

DIN (V.O) (CONT'D)
Ganon wanted the Triforce, but the elders forbid any wizard from trying to find it. They felt that the Triforce was not meant to be possessed by only one person. Ganon would not listen.

MONTAGE: Ganon having secret meetings with people in dark corners. Training his army in an isolated desert area watching as his followers practice for battle with axes, swords and maces.

DIN (V.O) (CONT'D)
He secretly began gathering hundreds of followers; preparing for the day he knew would come.

EXT. MOUNT HYRULE - DAY

A MINER dressed in filthy miner's clothes hands Ganon a small box outside the mine entrance. Ganon looks inside and a red glow emanates from the box. An evil grin spreads across his face. He heads into the mine.

DIN (V.O) (CONT'D)

A discovery in the mines of Mount Hyrule led Ganon to the secret of finding the location of the Triforce. He went deep into the mines where a gateway to the Golden Land could be opened.

INT. PURE METAL MINES - GATEWAY CHAMBER - NIGHT

DIN (V.O) (CONT'D)

Ganon allowed the wizard elders to learn of his plans. When they arrived to stop him, they had come to meet their end.

GANON is casting his final spell just as the elders materialize in the mine chamber. Ganon turns, laughs, then touches his staff to a chunk of glowing red metal embedded in the cave wall. With bolts of energy, a gateway opens in the form of a glowing yellow portal.

DIN (V.O) (CONT'D)

Quickly, Ganon summoned his army.

Ganon waves his staff and a portal opens up behind the elders. Ganon's army charges out of it. This mob of hundreds quickly kill the elders before they even have a chance to defend themselves. Ganon enters the gateway, followed by his army.

EXT. THE GOLDEN LAND PLAINS - DAY

Ganon and his army pause and stare at the crystal trapezoid-shaped temple where the Triforce rests. They all begin running towards it. They begin pushing and shoving as each tries to take the lead. The shoving leads to punching, which leads to stabbing, which leads to total dismembering.

DIN (V.O) (CONT'D)

Ganon and his followers began fighting amongst themselves as soon as they entered the Golden Land, and the closer they got to the

(MORE)

(CONTINUED)

DIN (V.O) (CONT'D) (cont'd)
Triforce, the more violent they became. They began slaughtering each other in their desire for power, but none had more blood lust than Ganon.

Ganon is killing with his sword, blasting with bolts of energy and incinerating with waves of fire; keeping his lead in the race to the Triforce.

INT. PURE METAL MINES - GATEWAY CHAMBER - NIGHT

NAYRU and FARORE are standing at the threshold of the portal. Behind them, the chamber is filled with armored soldiers.

DIN (V.O) (CONT'D)
Nayru and Farore, sensing what was happening, went immediately to the King.

He ordered 1000 of his strongest soldiers to accompany the spirits into the Golden Land. Leading them was the chief of the guard; the Legendary Knight.

THE KNIGHT emerges from the crowd of soldiers. He's wearing the RED ARMOR and carrying the MASTER SWORD.

DIN (V.O) (CONT'D)
He was armed with two powerful, newly forged weapons. The Crimson Armor and the Master Sword.

Valiantly, they all charged into the Golden Land to stop Ganon...

With NAYRU, FARORE, and THE KNIGHT in the lead, they and the soldiers charge through the gateway.

DIN (V.O) (CONT'D)
...the knights were never seen again.

EXT. MOUNT HYRULE - MINE ENTRANCE - DAY

The view of the entrance slowly zooms out.

DIN (V.O) (CONT'D)

What happened to them was a story
told to only a few.

What was known is that not long
after they disappeared, something
very evil began to emanate from the
mountain.

A purple, light begins pulsing from the mine entrance with
increasing intensity.

DIN (V.O) (CONT'D)

It became clear that the Legendary
Knight had failed.

Ganon was using his power to draw
people into his dark world. He
weakened people's wills and lured
them in; they couldn't resist. The
gateway had to be sealed.

Hundreds of people are walking mindlessly into the mine
entrance.

INT. WIZARDS' MONASTERY - DAY

DIN (V.O) (CONT'D)

With the wizard elders killed, and
the Triforce gone, the powers of
the remaining wizards were rapidly
fading. The seven elder apprentices
had to do something quickly.

Seven wizards sit at the table looking around at each other
nodding in agreement.

INT. PURE METAL MINES - GATEWAY CHAMBER - NIGHT

DIN (V.O) (CONT'D)

They chose to enter the gateway.

The wizards enter the threshold of the gateway. They raise
their staves, touching the tips of them together. The staves
and the wizards begin to glow brighter and brighter until
they are all enveloped in a white light.

(CONTINUED)

DIN (V.O) (CONT'D)
And by sacrificing their own lives,
they sealed it.

The gateway becomes smaller and smaller then disappears in a final burst of red smoke leaving behind a small area of red-coloured rock.

EXT. MOUNT HYRULE - MINE ENTRANCE - DAY

DIN (V.O) (CONT'D)
The mines of Mount Hyrule were
ordered to be closed permanently.

A group of miners light a fuse that leads deep into the mine causing a chain of explosions collapsing the tunnels and sealing up the mine.

DIN (V.O) (CONT'D)
As time went on, Mount Hyrule
became more commonly known as Death
Mountain. Centuries past. The order
of mystics faded away into legend.
After 2000 years, the truth about
Ganon, the spirits, The Legendary
Knight, the whereabouts of the
Triforce, became lost as myths and
legends.

The view moves from the base of the mountain up to the peak, to an aerial view moving over the desert, forests and lakes; farms and villages.

DIN (V.O) (CONT'D)
But some things don't stay lost
forever...

The view stops over a small isolated house (LINK'S HOUSE). Moving in closer LINK can be seen working outside. He's banging a hammer against an anvil.

EXT. LINK'S HOUSE - DAY

LINK is swinging a hammer with one hand, and holding a horseshoe with a pair of tongs in the other. The ends of the horseshoe are glowing orange. LINK dunks it into a bucket of water. He sighs with boredom.

TARIN (O.S.)
Link!

LINK turns around. TARIN is emerging from the trees.

(CONTINUED)

LINK

Hello Father. How was your trip to the castle? I'd ask what Vaati wanted to see you about, but I already have a pretty good idea.

TARIN has walked up to where LINK is standing.

TARIN

Yes Link, it's the same reason he's asked me to the castle the last three times this year.

LINK

Unbelievable! More weapons and armor?!

TARIN

The losses in the war continue. They need enough armor and swords to equip a hundred more knights; and they need it as soon as possible.

LINK

How much more loss are we going to stand for? Ten years now since those blood-thirsty marauders showed up from who knows where.

LINK begins pacing in frustration.

LINK (CON'T)

Ten years since Vaati was hailed as a hero when arrived with his army and drove the marauders away. Ten years, and we're still under constant attack. He shouldn't have been made ruler after the King died. All Vaati has done is keep all the battles on the outskirts of the kingdom so nobody has to watch a loved one get killed in...

LINK chokes back tears, and lowers his head.

LINK (CON'T)

...killed in their own homes.

TARIN walks over to LINK and puts a hand on his shoulder. LINK raises his head to look at him.

(CONTINUED)

TARIN

We will help out however we can,
just as we always have.

LINK

Yeah...I'm a real big help.

LINK smirks and tosses the horseshoe he was making into a wood box with dozens of others

TARIN

Well...Destiny may yet lead you
somewhere special.

LINK

I know you're trying to make me
feel better Father, but I...

LINK pauses, standing completely still.

TARIN

Son, are you alright?

LINK stands there, still not moving, staring blankly.

EXT. HYRULE FOREST - DAY

P.O.V. Someone running through a dense forest. Panicked,
breathing heavily.

EXT. LINK'S HOUSE - DAY

TARIN

Link!

TARIN gives LINK a shake by the shoulders, snapping LINK out
of his daze.

LINK

What happened? Where was I?

TARIN

Son, you've been here the entire
time. You haven't gone anywhere.

LINK

It was so strange. I felt like I
was running through a forest, but
it wasn't me running. It's like I
was seeing through someone else's
eyes...feeling their fear...I was

(MORE)

(CONTINUED)

LINK (cont'd)
trying to get away
from...something...I...it's all
slipping away.

TARIN
It's alright son, maybe you're just
tired.

LINK
Well...maybe I am. I've been
working a whole day straight trying
to finish this horseshoe order.

TARIN
See, that's it. Why don't you go on
inside and get some rest; you're
asleep on your feet. I'll finish
the last horseshoes for you.

LINK laughs slightly and shakes his head.

LINK
Thank you father.

LINK walks towards the house.

TARIN
Link?

LINK turns around to face TARIN.

TARIN
Ten years, and I still miss your
mother too.

LINK
I know.

LINK turns back and enters the house

TARIN turns to the anvil, picks up a bar of metal with the
thongs, and begins pounding with a hammer.

FADE TO BLACK

INT. LINK'S HOUSE - LINK'S BEDROOM - NIGHT

FADE UP

LINK is tossing and turning in bed, having a bad dream.

EXT. HYRULE FOREST - NIGHT

P.O.V. Someone running through the woods. The sounds of heavy breathing and gasping clearly indicate it's a woman. She looks back to see a shadowy figure following her.

INT. LINK'S HOUSE - LINK'S BEDROOM - NIGHT

LINK has an expression on his face that he's trying to figure out what he's seeing.

EXT. HYRULE FOREST - NIGHT

P.O.V. The woman drops to her knees at the edge of a pond exhausted. The reflection in the pond shows ZELDA'S face. She scoops some water up with her hands, making ripples in the pond. As the water calms back down, a PHANTOM with black armor and glowing red eyes appears behind her in the reflection.

ZELDA turns and screams.

INT. LINK'S HOUSE - LINK'S BEDROOM - NIGHT

SCREAM! LINK bolts up in bed, panicked and covered in sweat.

SCREAM! LINK looks, then goes to his window. He looks out and sees TARIN going into the woods with a sword and shield.

LINK gets dressed, grabs a LANTERN, lights it and runs out to follow TARIN into the woods.

EXT. HYRULE FOREST - NIGHT

LINK stumbles through the woods. He comes across TARIN'S footprints, and starts following them.

TARIN (O.S.)
Get away you devils!

CLANK! CLANK!

TARIN (O.S.)
You will not touch her!

LINK begins running in the direction of the noise. He comes to a line of bushes at the edge of a large grassy area.

(CONTINUED)

LINK crouches behind the bushes. TARIN is sword-fighting with the BLACK PHANTOM. The GREEN PHANTOM, GREY PHANTOM, and RED PHANTOM are behind the BLACK PHANTOM. ZELDA is on the ground behind TARIN as she watches.

POV: LINK focuses on ZELDA.

LINK
(Whispers to himself)
Princess Zelda?

TARIN and the BLACK PHANTOM fight until TARIN loses his sword and is driven to his knees while trying to block repeated overhead sword blows with his SHEILD.

The BLACK PHANTOM knocks the SHEILD to the side, jabs his jagged sword into the right side of TARIN's gut, then yanks it out.

TARIN slumps backward onto the ground.

LINK charges out of the bushes.

LINK
Nooooooooo!

LINK runs up and smashes the LANTERN in the BLACK PHANTOM's face.

Roaring in pain and not being able to see, the BLACK PHANTOM stumbles backwards into the other three, causing all of them to fall down into a heap. Flaming oil from the lantern splashes on the ground and sets fire to the long grass.

LINK rushes over to where TARIN is laying. The grass fire has grown quickly, and a wall of flames separates them from the four phantoms.

LINK
Father! Get up!

TARIN
Just leave me. Take the princess
and get out of here.

LINK
I'm not leaving you! I couldn't
save mother, but I'm going to save
you.

LINK struggles to pick up TARIN.

LINK
(To ZELDA)
Help me!

ZELDA comes over to help lift.

The PHANTOMS are starting to get up.

TARIN slings his right arm around LINK's shoulder.

ZELDA picks up TARIN's SWORD and SHIELD. The fire provides enough cover to obscure their escape as they stumble back into the forest.

The Phantoms emerge from the fire and look around, trying to determine where they went.

BLACK PHANTOM
Fan out! Find them!

EXT. HYRULE FOREST - NIGHT

LINK and ZELDA are slowly staggering along with TARIN.

TARIN's face is getting pale, he's having trouble breathing and the blood stain on his clothes is getting bigger.

ZELDA
We're going to be found very quickly keeping this slow a pace.

TARIN
I told you...just leave me.

LINK
No. We just need to find a safe place to hide.

TARIN
Link, you're just as stubborn as your mother was.

TARIN looks around and points over to an opening in the trees.

TARIN
Over there. I come this way whenever I go to Hyrule Castle...there's a hidden cave.

They go in the direction TARIN pointed.

EXT. CLIFFSIDE OUTCROPPING - NIGHT

LINK ZELDA nad TARIN emerge from the trees into a stone-covered clearing. TARIN points to an outcropping of rocks at the base of a small cliff.

TARIN

Behind those boulders...There's a small slope that leads down to the cave entrance.

They make their way around the rocks and down into the cave.

INT. CLIFFSIDE CAVE - NIGHT

ZELDA

It's dark.

She let's go of TARIN and begins searching the cave floor.

LINK carefully lays TARIN down on the ground who is now in extreme pain. His clothes are half-covered in blood.

LINK looks over at ZELDA. She's gathering up cave moss and twigs into a pile. She picks up a mushroom growing on the cave floor and squeezes it to release juices from it onto the pile of twigs and moss. She creates a spark by sharply striking the cave floor with the SWORD. The spark ignites the pile, creating a small fire.

LINK and TARIN exchange a look of amused surprise.

LINK

Where did you learn to do that?

ZELDA

You'd be amazed what someone can learn while spending their life in a castle.

LINK gives her a little smile.

ZELDA puts some larger pieces of wood on the fire. She walks over and kneels down next to TARIN and LINK.

ZELDA

I've actually learned too much, which is why Vaati sent those monsters after me in the first place.

(CONTINUED)

LINK

What?

ZELDA removes the SHRUG she's wearing, folds it up and places it tenderly under TARIN's head.

ZELDA

You may not realize this, but Vaati is not the saviour that he's been made out to be.

LINK

I actually do realize that. My first clue was the fact we haven't been saved yet. It's clear the enemy is beyond his ability to defend against.

ZELDA

No, you don't understand. It's not that he can't save us; it's that he doesn't want to save us. All the horror and bloodshed of the last ten years has been Vaati's doing.

LINK

How is that possible?

ZELDA

Well, it all began a decade ago on The Day of Blood when the first attacks took place.

ZELDA looks at LINK.

ZELDA

Were you old enough then to remember that day?

A sad look comes over LINK's face.

LINK

It's a day I've never been able to forget.

ZELDA

I'm sorry. Who did you lose?

LINK lowers his head.

LINK

My mother.

(CONTINUED)

ZELDA

That's awful. It was a dark day for many citizens of Hyrule. When word of the attacks reached us, my father sent our most skilled knights. 500 battalion leaders, led by the Chief of the Knight Guard.

We sent them to the villages to fight the marauders; but after only twenty minutes, two-thirds of the knights were killed. They called a retreat, but the battle continued along the way. By the time they reached the castle, there were less than twenty knights still alive. The Chief of the Knight Guard was lost as well

LINK

So when did you send word to Vaati for help?

ZELDA

We didn't...that's the most mysterious thing.

LINK gives ZELDA a puzzled look.

ZELDA

The marauders had chased the knights back to the castle. There were hundreds of them, maybe thousands surrounding us. We thought for sure we would all be dead soon.

Then Vaati and his army came charging over the hill. Without hesitation, the two armies began to battle as we watched from behind the castle walls. It was a grueling battle that lasted for hours. Ultimately, Vaati's army prevailed, killing most of the marauders and driving away the rest.

TARIN

(In a weak voice)

So Vaati showed up with this huge army at exactly the right moment?...a little convenient.
COUGH.

(CONTINUED)

ZELDA

Well, at the time we weren't concerned about how convenient it was. We were just grateful for the miracle that saved our lives.

I was there when Vaati first entered the throne room and approached my father with his story...

INT. HYRULE CASTLE - THRONE ROOM - DAY

KING HYRULE sits on his throne. THE QUEEN is sitting on his right side, and YOUNG ZELDA is on his left.

VAATI enters with two of his armored soldiers.

KING HYRULE and VAATI are having a conversation with YOUNG ZELDA looking on with concern. their words are muffled by ZELDA's voice over.

ZELDA (V.O.)

Vaati told my father the marauders were their enemy and, how they had once destroyed his homeland generations ago.

He told a courageous story about how they became a society of nomads. How their sole purpose became tracking down these marauders, which they came to call "Phantoms" because they are bringers of death and they are rarely seen.

KING HYRULE is listening to VAATI as he nods with a look of admiration.

ZELDA (V.O.)(CON'T)

He made claims that they had tracked them through many lands across great distance seeing the aftermaths of countless slaughters.

VAATI kneels before KING HYRULE with lowering his head in an apologetic manner.

ZELDA (V.O.)(CON'T)

He gained my father's trust by acting innocent and apologizing for

(MORE)

(CONTINUED)

ZELDA (V.O.)(CON'T) (cont'd)
enemy that had found it's way to
our doorstep...Expressing a fear
that they might return.

KING HYRULE spends a few moments pondering something.

ZELDA (V.O.)
And that's when my father made the
decision.

KING HYRULE gets up from his throne, talking to VAATI as he
walks towards him.

ZELDA (V.O.)
He offered Vaati and his people a
new home in Hyrule in exchange for
the protection of his army.

VAATI smiles, stands up and nods in agreement as he
enthusiastically shakes the hand of KING HYRULE.

Looking over at ZELDA, he gives her a big smile. She smiles
back, but she clearly looks uncomfortable

ZELDA (V.O.)
I remember Vaati smiling at me
then. I think I kind of smiled
back, but that whole time I just
couldn't shake the feeling that it
just wasn't right...

INT. CLIFFSIDE CAVE - NIGHT

ZELDA
I just didn't trust him for some
reason, but my father did, so I
tried to take comfort in that.

LINK
I'm guessing that comfort didn't
last very long.

ZELDA
You're right, it didn't. The
Phantoms came back after a month.
Vaati's army was able to fight them
off again.

He was made the new Chief of the
Knight Guard and seemed to be doing
everything we wanted him to do.

(CONTINUED)

His army seemed to be very good at keeping the enemy away. The Phantoms never again reached as deeply into Hyrule as they did on that first horrible day. The general public was unaware of any danger.

LINK

I suppose a prolonged period of apparent safety could make a person seem like a saviour in the eyes of some.

ZELDA

Unfortunately though, no one in the castle was that blissfully unaware. Over five years, Phantom attacks gradually increased to a weekly basis. Vaati's army was slowly being depleted.

But Vaati never seemed concerned. No matter how many men he lost, never once did he seem displeased about what was happening.

LINK

The King never suspected something more sinister might be going on?

ZELDA

There's nothing sinister about a group of people who are willing to lay down their lives to defend a kingdom. For the next couple of years, I tried my best to trust in my parents' trust in Vaati...

ZELDA lowers her head in sadness, and her voice gets shaky.

ZELDA

...and then the day came when they were killed.

LINK

I remember when word of the tragedy reached us. How did a Phantom ever get inside the castle walls?

ZELDA

Nobody ever knew. The Phantom wasn't seen by anyone. The only

(MORE)

(CONTINUED)

ZELDA (cont'd)
evidence was the Phantom dagger
left plunged in my father's chest.

Vaati was given rule of the kingdom
until I could officially take the
throne on my twenty-first
birthday...then things started to
get scary.

LINK
They started sending the Knight
Guard to battle the Phantoms...

TARIN
Yes...I remember...that's when I
started getting increased requests
for swords and armor constantly
being lost in battle.

ZELDA
We were losing more than swords and
armor. We were losing knights, and
all in the name of our own safety.

Vaati's army was depleted, so he
posted what soldiers he had left to
guard the castle, and started
sending out the Knight Guard.
During the years of Vaati's
protection, their numbers had been
restored back to full strength, but
in less than two years, more than
two-thirds of them were killed.

Vaati began recruiting common
villagers to join a volunteer
branch of the knights. Sending them
into battle was like sending lambs
to slaughter...I shouldn't have let
it happen!

LINK
There's nothing you could've done.

ZELDA
My father taught me that the most
important part of being a ruler is
that the well-being of the common
people comes first...I couldn't
even protect the well being of my
sisters.

LINK

What happened to them?

ZELDA blinks away tears as it becomes harder for her to talk.

ZELDA

When things were at their darkest, Vaati confined me and my sisters to our bed chambers. He said it was for our own protection...he lied.

Zelda starts welling up.

ZELDA (CON'T)

...They were all so young and innocent...

LINK wipes away a tear.

ZELDA

A week after our confinement, on a night of a full moon, I was sleeping. I had a fearful vision of my youngest sister, Bellia, screaming in terror; then suddenly being silenced. I told Vaati what I had experienced, but he just dismissed it as a nightmare.

LINK

But it wasn't, was it?

ZELDA

No...Every instinct told me something was wrong, but I guess I didn't want to believe my baby sister could be dead. I was in denial until the next night of the full moon...

FADE OUT

INT. ZELDA'S CHAMBERS - NIGHT

FADE UP

ZELDA is curled up in a fetal position on her bed. A close-up of her face shows her wide-eyed with fear.

(CONTINUED)

ZELDA (V.O.)

I couldn't sleep that night. I was wide awake when I heard my next youngest sister, Luka, whisper my name.

LUKA (V.O.)

Zelda...

ZELDA jerks her head up in surprise.

WHITE OUT

INT. PURE METAL MINES - GATEWAY CHAMBER - NIGHT

FADE IN

P.O.V. Through LUKA's eyes, her body is in a laid out position. Looking around the chamber there are lit torches on the walls. Looking down, her body is floating above an altar. A voice can be heard chanting in a strange language

ZELDA (V.O.)

I was experiencing everything that was happening to Luka. I had the sensation of being levitated, while someone was chanting in a strange language. After every portion of the chant, I could feel more and more pain. I couldn't move my body.

P.O.V. VAATI is standing over LUKA, wielding a large, jagged dagger.

ZELDA (V.O.)

There was someone standing over me. I could see his face...it was Vaati. He was holding a large knife...the next thing I knew...

VAATI thrusts the sword downward.

INT. ZELDA'S CHAMBERS - NIGHT

SCREAM. ZELDA bolts out of bed, runs to the chamber door and begins pounding and kicking it wildly, trying to pull it open.

ZELDA

Vaati!...Vaati!...You killed my sister! Where are you, you

(MORE)

(CONTINUED)

ZELDA (cont'd)
deceitful snake?! Show yourself so
I can cut your heart out!

A cloud of purple smoke begins to form behind her. ZELDA stops and slowly turns around.

In a flash of light, VAATI appears out of nothing. Shocked, ZELDA knocks over a glass flower vase sitting on a side table.

VAATI
You wanted to see me your highness?

ZELDA
By the Spirits...What are you?

VAATI
Something that none of you will be
able to stop. Hyrule is going to be
as dead as your family.

ZELDA picks up a big shard of glass from the smashed vase.

Screaming with rage, she charges at VAATI.

VAATI simply puts up his hand, and ZELDA freezes in her tracks; unable to move. VAATI does a raising motion with his other hand, and ZELDA levitates off the ground.

VAATI
Please Your Highness, spare me such
pathetic displays.

With a wave of his hand, VAATI hurls ZELDA across the room. She hits the floor and rolls to the wall. VAATI slowly walks towards her.

ZELDA (V.O.)
He had some kind of power that I've
never seen. It was reminiscent of
how the wizards were described in
legends past.

VAATI is standing over ZELDA looking down at her with an evil grin.

ZELDA
I will see you dead Vaati.

VAATI
The only ones you'll be seeing die,
are the rest of your sisters...I'm
saving you for last.

Tears start rolling down Zelda's cheeks.

VAATI

Enjoy what little time you have
left...

VAATI disappears in a burst of purple smoke

ZELDA lies crying on the floor

FADE TO BLACK

INT. CLIFFSIDE CAVE - NIGHT

ZELDA

I was forced to endure the
suffering of the rest of my
sisters...Petia...Dhalla...Alexia
...and Janica...always during the
full moon.

I would cry out for help every
day, but I don't think there was a
knight left in the castle to come
to my aid.

LINK

How did you get away?

ZELDA

I never felt more helpless at that
moment, but at the same time, I had
also never felt stronger. I was all
that was left of my family and
their legacy. I refused to let
Vaati eliminate that forever.

It took me almost three weeks, but
I managed to chisel away the mortar
around one of the large bricks in
my bedroom wall. I crawled through
into the next room and climbed out
the window there with a rope I made
from bed sheets.

LINK

You're right. You can learn a lot
living in a castle.

ZELDA

The Phantoms we've been fighting
were under Vaati's control. His

(MORE)

(CONTINUED)

ZELDA (cont'd)

soldiers were also just Phantoms in disguise. He has control of the castle, and probably most of the kingdom.

I don't know what he's planning, but we have to do something.

LINK

What is your plan?

ZELDA

I need to get to the harbour. I have a friend there who can get me on a ship to Koholint colony. Two hundred years ago More than a thousand Hyrulians settled on that island. We've continued a trade relationship with them over the years. They have their own army, and advanced weapons. I was hoping to persuade their leaders to help us re-take the kingdom.

LINK

Our best knights couldn't defeat these Phantoms. You think that Koholint will do any better?

ZELDA is visibly annoyed with LINK's comment

ZELDA

I can't take back our land without help, and Koholint is the best place I can find it now; and it's not your place to question the ruler of this kingdom!

LINK

The ruler of a kingdom shouldn't ask another kingdom to be destroyed along with theirs.

ZELDA

You have no idea what it means to be a ruler! This kingdom has stood for thousands of years because of my family's efforts, and I will do all I can to defend it! Now you just remember your place, and-

(CONTINUED)

TARIN starts going into convulsions; body spasms and panicked breathing with a wide-eyed look. He coughs up some blood.

LINK

Father!

LINK turns to TARIN and tries to calm him.

ZELDA's anger changes to a look of guilt.

TARIN gets a hold of himself and speaks in a whisper.

TARIN

Link...you're going to have to let me go.

LINK

Just hold on a little longer father. We can get you some help. You're not going to die.

TARIN

I was dead the moment that cursed Phantom stabbed me. You were just too stubborn to accept it.

LINK

Father, you're all I have left. What am I supposed to do now? Just go home and make some more horseshoes?

TARIN

No...

TARIN points at ZELDA.

TARIN

...you protect her.

LINK

I don't understand...I'm not a...How could I possibly...I'm just a blacksmith.

TARIN

Link! You're not a blacksmith anymore...there are no more horseshoes to make...there is just the Princess...and you are now her protector...

TARIN slowly reaches out and grabs LINK's hand.

TARIN
...promise me you'll protect her.

LINK
Father...I...

He squeezes LINK's hand harder.

TARIN
Promise me!

LINK blinks away tears and speaks softly.

LINK
I promise.

TARIN
You're the last one of us left.
This is what you've always been
destined to do.

LINK
What do you mean?

TARIN starts taking deep, panicked breaths with eyes wide open. He takes one last big breath, then goes limp, letting go of LINK's hand. LINK breaks down in sorrow as he slowly leans forward, lays his head on TARIN's chest and begins sobbing softly. ZELDA watches as a tear rolls down her cheek. She slowly lies down on her side curled up in a fetal position.

FADE TO BLACK

INT. CLIFFSIDE CAVE - DAY

The sound of rocks clunking together can be heard.

FADE UP

ZELDA opens her eyes and looks around. Daylight is illuminating the cave. The fire has smoldered out. Tarin's body is gone, with only a blood stain left behind.

ZELDA hears more rocks clunking and exits the cave to investigate. She peaks around the outcropping.

EXT. CLIFFSIDE OUTCROPPING - DAY

LINK is piling the last couple of rocks covering TARIN's body at the base of a large boulder marking the grave. LINK begins writing on the boulder with a piece of charcoal.

"Here lies Tarin, beloved father."

LINK turns around and see's ZELDA standing there. They exchange sympathetic looks, then he turns back to TARIN's grave.

ZELDA picks a wild flower growing nearby, walks over and places it on the grave.

LINK

This is the second time I've had to watch a parent die.

ZELDA

I wish I could have had the chance to know your father. I never got to thank him for coming to my rescue. With the courage he showed, he must have the blood of a knight in him.

LINK

That was the way my father was...always coming to the rescue...like on the day my mother died.

ZELDA

The day the phantoms first attacked.

LINK

I was only ten years old, but I still remember that day. I was playing outside my house. I used to spend many an hour slaying imaginary dragons with a wooden sword...

ZELDA chuckles lightly.

LINK (CON'T)

...I remember she looked beautiful that day...

EXT. LINK'S HOUSE - DAY

LINK'S MOTHER is hanging sheets on a clothesline. She looks up and smiles at YOUNG LINK playing with a WOODEN SWORD.

LINK (V.O.)

It was such a perfect spring day...

LINK'S MOTHER blows a kiss. YOUNG LINK smiles and giggles.

LINK (V.O.) CON'T

You would never guess that something so terrible was about to happen.

LINK'S MOTHER turns and her expression slowly changes from happiness to fear.

YOUNG LINK turns to look as a PHANTOM bursts out of the forest, carrying a large sword.

LINK'S MOTHER

Link!

LINK (V.O.)

That phantom seemed to head right for my mother...then before I knew what was happening...

The PHANTOM charges towards LINK'S MOTHER and swings his sword at her head. Her face turns to wide-eyed terror as the blade is just about to hit.

YOUNG LINK'S WOODEN SWORD falls to his feet.

LINK'S MOTHER'S body falls into the now bloody, white sheets, pulling them down on top of her as she falls.

The PHANTOM turns and walks towards YOUNG LINK.

YOUNG LINK is frozen in fear.

LINK (V.O.) CON'T

The phantom turned around and began walking towards me. I just stood there, frozen...and then...

As the PHANTOM raises his sword to strike down YOUNG LINK, an axe hits him in the back. Roaring with pain he runs off, revealing TARIN behind him.

(CONTINUED)

LINK (V.O.) CONT
...My father saved me.

TARIN runs over to YOUNG LINK to give him a hug.

TARIN
LINK, are you alright?

YOUNG LINK slowly shakes his head no while pointing towards his dead mother. TARIN turns to look where he's pointing.

TARIN
Nooooooooo!

TARIN runs over to LINK'S MOTHER, collapses on top of her body and starts crying.

YOUNG LINK walks over. Tears rolling down his cheeks.

TARIN looks up at him.

YOUNG LINK
I'm sorry father. I should have
tried to protect mother...It's my
fault she's dead now.

TARIN, on his knees, places his hands on YOUNG LINK'S shoulders, slowly shakes his head "no", then hugs him tight.

TARIN
It wasn't your fault. There was
nothing you could've done

LINK (V.O.)
I've always wondered if that was
really true.

EXT. CLIFFSIDE OUTCROPPING - DAY

LINK
I just stood there and watched as
my mother was killed...and I did
the same thing last night when I
saw my father fighting those
phantoms...I just stood there too!

LINK looks at ZELDA.

LINK
Why couldn't I save my parents?

(CONTINUED)

ZELDA

The same reason I couldn't save mine, or my sisters...we were up against something more powerful than ourselves.

LINK

And just how are we supposed to gain the power to stop it?

ZELDA

I don't know.

LINK and ZELDA lower their heads for a few moments.

ZELDA

Link, I want to apologize for the way I spoke to you last night...I was just frustrated over everything that's happened. I'm sorry that you were the one who ended up being the target of my venting

LINK

Just glad that I could be of service, Your Highness.

ZELDA turns her head to the side, to try and hide her smile.

LINK

Besides, you were right. Koholint probably is the best place to go right now; and seeing as how it's five days until the next full moon, it's better that I get you as far from here as possible.

ZELDA

OK then, which way to the harbor?

LINK looks around in all directions and points to a path that leads through the trees.

LINK

If we head that way, we should come to Hylia River. We can follow it downstream to Zora's Falls. Once we get down the escarpment, it's just a few hours to the harbour.

ZELDA

Alright then. I guess we should get moving.

(CONTINUED)

ZELDA starts walking towards the path. LINK straps the SHIELD across his back and puts the SWORD into a sheath attached to his belt. He stops to take one last look at TARIN's grave.

ZELDA pauses and looks back.

LINK
Goodbye father.

He turns and walks towards ZELDA. They enter the forest together.

EXT. FOREST PATH - DAY

LINK and ZELDA are making their way through the thick bushes and trees.

LINK is leading the way and is clumsily swinging the sword to hack his way through the brush

ZELDA is watching with an amused, yet concerned look.

ZELDA
So...coming from a family of sword-crafting blacksmiths. Did you ever learn how to properly wield a sword?

LINK stops chopping bushes and turns around.

LINK
Well...I know that the sharp part is used to injure the person you don't like.

ZELDA
That's it?!

LINK
My father tried teaching me swordplay over the years, but I never had the knack. The last sword I ever used successfully was the wooden one I used to slay an imaginary dragon.

ZELDA
So you make swords, but you have no idea how to use them?

(CONTINUED)

LINK

Actually your highness, I don't really make swords...My father was always better at it. He was better at shields and armor too.

ZELDA

So what exactly do you do as a blacksmith?

Embarrassed, LINK looks down at his feet.

LINK

Horseshoes...I make horseshoes for the royal stables.

He turns and starts chopping his way through the bushes again.

LINK

Are you worried that your protection rests in the hands of a mediocre blacksmith who can barely swing a sword?

ZELDA

Well...maybe a little.

LINK

I'm sorry your highness. I wish I could make you feel better about the situation. But I can say this...

Turns and looks at ZELDA.

LINK (CON'T)

...I promised my father I would protect you, and I have never failed to fulfill a promise to him...ever.

ZELDA ponders something for a moment.

ZELDA

I don't know why...but I really and truly believe that you can protect me...There's just something about you.

LINK smiles. He goes back to chopping and they continue making their way through the brush.

EXT. HYLIA RIVER - DAY

LINK and ZELDA emerge from the brush onto a grassy river bank.

LINK
We can follow the direction of the river flow, which will take us to Zora's Waterfall.

ZELDA
Lead the way Sir Knight.

LINK
I'm not a knight Your Highness.

ZELDA
Would you like to be? As the ruler of Hyrule, I do have the authority to knight people.

LINK chuckles.

LINK
Ask me again sometime...after I've earned the honour.

They start walking along the riverbank.

CUT TO a few hours later to LINK and ZELDA walking at a point farther down the river.

ZELDA looks exhausted.

ZELDA
Wait, I'm tired and I'm hot. I need a drink.

P.O.V. LINK and ZELDA viewed from behind some bushes. ZELDA gets down on her knees by the river and scoops some water up to her mouth with her hands.

END P.O.V.

ZELDA
Ahhhhh!

She splashes some water on her face and in her hair, running her fingers through it, as she arches her back to stretch.

LINK is looking at her with a bit of infatuation, but snaps himself out of it.

A rustling in the woods makes LINK turn around.

(CONTINUED)

LINK
Did you hear that?

ZELDA jerks her head around.

ZELDA
What?

LINK
I thought I heard someone moving
around in the woods.

Looking into the woods, there's some rustling in the bushes and a shadowy figure.

LINK quickly draws his SWORD.

LINK
Get behind me!

The GREY PHANTOM leaps out from the trees.

LINK grabs ZELDA's hand and they try to run down river. They are quickly blocked by the GREEN PHANTOM.

They turn to run up river and are blocked by The RED PHANTOM.

The three phantoms start moving in, backing LINK and ZELDA towards the river.

ZELDA
I'm sorry that you had to get
involved in this Link.

LINK
It's been an honor serving you.

With a yell, LINK charges at the phantoms.

He knocks the RED PHANTOM off balance with a strong sword hit.

LINK trips up a charging GREEN PHANTOM with a leg sweep, who stumbles forward into the river. The GREY PHANTOM swipes at LINK with a diagonal sideways motion. LINK dodges with a tuck and roll then lunges his SWORD into the GREY PHANTOM's abdomen.

SIZZLE. LINK screams with pain letting go of his SWORD. He holds up his right arm as smoke rises from it as if he's being burned.

(CONTINUED)

The SWORD still stuck in the GREY PHANTOM's abdomen, disintegrates. LINK falls to the ground in a fetal position. The RED PHANTOM, comes to stand next to the GREY PHANTOM. They stare at ZELDA. ZELDA gasps, and turns to try and escape by jumping into the river. The GREEN PHANTOM rises out of the water and grabs her, squeezing her very tight.

She's just about to pass out when they hear a voice.

BLACK PHANTOM
Easy now boys...

The BLACK PHANTOM emerges from the trees.

BLACK PHANTOM
We don't want her dead just yet,
remember?

The GREEN PHANTOM releases his grip and drapes ZELDA over his shoulder. He walks over to the GREY and RED PHANTOM who are standing over LINK.

RED PHANTOM
So, what should we do with this
pathetic little whelp?

GREEN PHANTOM
He seems to be suffering. Maybe we
should be kind and put him out of
his misery.

LINK slowly tries to crawl away with his one good arm while pushing with his legs.

GREY PHANTOM
Seeing how his injuries were caused
by him stabbing me, it should be my
responsibility.

The GREY PHANTOM steps on LINK to stop him and places the blade of his sword against his neck. LINK stops and looks up.

ZELDA strains to see what's happening.

GREY PHANTOM
Time to die...hero.

BLACK PHANTOM
Wait! Bring him over here.

The GREY PHANTOM, looks back at the BLACK PHANTOM, grabs LINK's injured arm and drags him over. LINK is groaning in pain through gritted teeth the whole way over.

GREY PHANTOM

Sorry, was that your bad arm I grabbed?

The BLACK PHANTOM crouches down with his face very close to LINK and takes two big sniffs.

BLACK PHANTOM

Hmmm...

LINK looks very confused.

BLACK PHANTOM

This is the other one that Master is looking for. He's going to want him alive as well. Pick him up and let's get them both back to the castle.

The GREY PHANTOM bends down and roughly grabs LINK. CUT TO - LATER IN THE DAY, FURTHER UPRIVER.

The four phantoms are walking single file along the riverbank. The BLACK PHANTOM is in the lead position. Behind him, the GREEN PHANTOM is carrying Princess ZELDA slung over his shoulder with her hands bound together. Next is the GREY PHANTOM carrying LINK piggy-back. He's strapped on with a rope around their waists. The material of his shirt on his right side has been partially disintegrated and large red welts can be seen on his right arm. The RED PHANTOM is bringing up the rear. ZELDA raises her head slightly to look at LINK and their eyes meet.

LINK

I'm sorry.

ZELDA

It's not your fault.

They continue walking along the riverbank. LINK notices a sign nailed to one of the trees.

"DANGER - TEKTITE NESTING AREA"

LINK

Uh...did anyone else see that?

GREY PHANTOM

Shut your mouth!

LINK

Listen, I think it's a bad idea to come this way.

(CONTINUED)

The RED PHANTOM pulls out a whip and lashes Link in the back.

RED PHANTOM
He said shut your mouth!

They come to a point where the riverbank widens into a marsh-like area with long grass, reeds and bushes. They enter the long grass. CLICK-CLICK. SCREECH.

BLACK PHANTOM
What is that?

LINK
Those would be tektites...vicious little things they are. It's said they can take a grown man's head off with one bite.

All four phantoms begin scanning the area with swords at the ready.

LINK
Hey, don't worry. Maybe those things will rip your faces off. It would be an improvement.

GREY PHANTOM
Shut up!

BLACK PHANTOM
All right! Enough! Let's fall back and we'll go around.

They turn and start walking back. SCREEEEEEEECH!! TEKTITES, large spider-like creatures with hairy bodies and four legs, start leaping out of the brush and attacking the phantoms. SCREECH. Two more tektites fly out. One attacks the GREEN PHANTOM, who is knocked over, dropping Princess ZELDA.

The other attacks the GREY PHANTOM, cutting the rope holding LINK in the process. He drops LINK and the SHIELD. As the TEKTITES continue attacking the phantoms, ZELDA sits up, and is able to unbind her hands. She rushes over to LINK who is struggling to get up, still unable to use his right arm very well.

ZELDA
Come on Link. We need to move.

ZELDA helps LINK stand up. LINK picks up his SHIELD and they stagger away from the grassy area. SCREECH. LINK and ZELDA quickly turn around and see a TEKTITE flying at them.

LINK

Look out!

He knocks the TEKTITE away with his SHIELD. They continue out of the area running downstream.

The Phantoms have killed most of the attacking TEKTITES. The BLACK PHANTOM squishes one with his foot, then roars at others that are nearby. They scurry away in fear.

He turns to see LINK and ZELDA a hundred feet away.

BLACK PHANTOM

You incompetent maggots! Get up
and go get them!

LINK and ZELDA look back to see all four Phantoms charging after them, they quicken their pace.

ZELDA stops and points at something.

ZELDA

Link, over there.

There is a log raft lodged amongst the reeds along the river's edge. They stagger over. ZELDA helps LINK onto the RAFT, then she pushes off and gets on. The phantoms get there just when the RAFT is out of reach. They begin following, running along the river. The RED PHANTOM runs ahead of the raft and the other phantoms. He stops, draws a bow and fires an arrow. LINK deflects it with his SHIELD. The RED PHANTOM is about to draw another arrow when the BLACK PHANTOM comes running up and knocks him down angrily.

BLACK PHANTOM

Vaati wants them alive you fool!

The BLACK PHANTOM gives the GREEN PHANTOM a shove.

BLACK PHANTOM

Wade out there and get them!

The GREEN PHANTOM walks into the river about 10 feet, but the river gets drastically deeper. His heavy armor makes him sink to the bottom.

BLACK PHANTOM

Nnngh! It's too deep!

The BLACK PHANTOM starts running after the raft again. The river is becoming more and more rapid. He catches up to the raft, stops and take out a HOOKSHOT. A sharp piton attached to a long chain on a reel embeds into one of the raft's logs, and the mechanism starts reeling it in.

(CONTINUED)

LINK takes the SHIELD on his arm, and flings it like a discus.

It flies towards the BLACK PHANTOM and hits him right under his chin, knocking him over and causing him to lose his grip on the HOOKSHOT. The HOOKSHOT gets pulled to the raft by the chain reeling in.

The other three phantoms, come running up to the BLACK PHANTOM and help him up, but he shrugs them all off.

BLACK PHANTOM

Get away from me!

They look as LINK and ZELDA's raft is getting further away. The four Phantoms continue running after it, but the river is moving too rapidly now and they can't keep up. They come to a point where the river bank ends. Trees are right up to the river's edge. As the raft floats out of sight, they enter the forest to continue following the river.

EXT. HYLIA RIVER RAPIDS - DAY

LINK and ZELDA are traveling down the fast-moving river, crouched down trying to hold onto the raft as the waters are getting choppy.

They are staring into the forest.

ZELDA

Do you see them?

LINK

No.

ZELDA

It's been at least an hour. I think we lost them. We should go to shore. We'll hit Zora's Falls soon.

LINK

That's going to be difficult without any paddles and the water this rough.

ZELDA looks and points at the HOOKSHOT still stuck in the raft.

ZELDA

We can use that.

(CONTINUED)

LINK
That should do nicely.

He reaches over to grab it, and struggles to pull it out, still only able to use his left arm.

ZELDA
Here, let me help.

They both struggle to pull it out.

LINK
Wow, this is really stuck in there.

RUMBLE. RUMBLE.

ZELDA slowly turns her head in the direction they are traveling. They're headed for the edge of a waterfall.

ZELDA
Link, we don't have much time.

LINK looks up.

LINK
Spirits help us...

They start jiggling the HOOKSHOT back and forth. It starts to come loose.

LINK looks again to see that they are seconds away from going over the falls.

LINK
I've almost got it. Hold onto me.

From behind, ZELDA wraps her arms around LINK, clasps her hands together and holds tight.

LINK yanks the HOOKSHOT out. They stand up just as the raft is going over the falls.

EXT. ZORA'S FALLS - DAY

ZELDA screams as they start to fall.

LINK shoots the HOOKSHOT at a rock protruding from the waterfall as they're plummeting.

(CONTINUED)

The piton sticks in the rock. The chain of the HOOKSHOT reels out to its end; stopping them abruptly. LINK struggles to hang on with his one hand. They dangle in front of the waterfall, about fifty feet above the churning water of the river below.

ZELDA

What do we do?

LINK

I don't know. The chain isn't going to reel us back up. We're too heavy.

CREAK. The chain is starting to give.

LINK

Uh-Oh...take a deep breath princess!

The chain breaks, and they drop into the river; disappearing under the mist and churning water. They both surface separately about 100 feet away from where they fell in. They swim to each other and hold on as they are being swept away with the rapids. The river takes them to a strong whirlpool. With nothing they can do, they are drawn in. It whirls them around and pulls them under. Under the water try their best to maintain a hand hold of each other as they get sucked down a sinkhole on the bottom.

INT. UNDERGROUND GROTTA - DAY

The sink hole empties into an underground river that flows over another small waterfall inside an underground grotto. The waterfall dumps them into a small lake inside the grotto. LINK surfaces, out of breath and coughing. He looks around frantically and sees ZELDA floating face down in the water.

He swims over and pulls ZELDA's face out. She coughs and sputters but remains unconscious. LINK holds onto her, and side-swims toward a light coming from the cave entrance where water is flowing out.

EXT. GROTTA RIVER EXIT - DAY

Making it outside, LINK manages to get them to a grassy area on the bank of the small river. He pulls ZELDA out of the water and lays her on her back.

LINK looks at her. She's breathing, but still unconscious. He lightly strokes her face.

(CONTINUED)

LINK

Princess?! Can you hear me? Wake
up!

The sound of rustling in the forest and male voices catches LINK's attention.

SEARCHING MONK #1 (O.S.)

Are you sure this is where we'll
find them?

SEARCHING MONK #2 (O.S.)

This is where he said they'd be.
Just keep looking.

LINK, exhausted, drags ZELDA with him into some nearby bushes. He collapses on the ground beside her, peering out on the grassy area. The two men approach. He can see their feet, clad in sandals; and the bottoms of the brown robes they are wearing. LINK, unable to fight it anymore, closes his eyes and passes out.

INT. MONASTERY BEDROOM #1 - NIGHT

LINK P.O.V. Blurry at first, things come more into focus. There are candle sconces on the stone walls, wood rafters. LINK sees that he's laying in bed.

There is an elderly man dressed in a brown robe sitting in a chair in the corner of the room. He's looking at LINK and smiling kindly.

FADO

Thank the spirits, you're awake.

END P.O.V. LINK jerks up in bed.

LINK

Who are you...Ow!

LINK's is still hurting on his right side.

FADO

Please, don't be alarmed. This is a
safe haven. You're with friends
here.

FADO walks over and sits on the edge of the bed next to LINK.

(CONTINUED)

FADO

My name is Fadorala. You can call me Fado.

LINK

Alright Fado, can you tell me where I am?

FADO

You're in the sanctuary belonging to my order. Two of our monks found you unconscious and brought you here.

LINK snaps his head up.

LINK

I was traveling with someone. A young woman...where...

FADO

Calm down, she's in a room down the hall; asleep since we brought her here.

LINK sighs with relief.

LINK

Can I see her?

FADO

Of course, but we have to get you back on your feet first.

FADO pulls a small glass bottle of red liquid from his pocket and hands it to LINK.

FADO

Here, drink this.

LINK

What is it?

FADO

It's a healing potion. We make it right here. Trust me; you'll be feeling better right away.

LINK pulls out the cork in the bottle and smells the liquid with skepticism. He looks at FADO, who nods with a friendly smile.

LINK downs the bottle in a single gulp.

(CONTINUED)

LINK

Ugh! That is awful!

LINK wipes his mouth with his right hand. He pauses.

LINK

Hey, I can move my right side!

He looks at his bare arm and chest. The red welts heal and disappear.

LINK

I've never known a potion that can work that well, that quickly.

FADO

Well...we have some very talented potion makers. You're very lucky; most people die within a few minutes of stabbing a phantom.

LINK

How did you know I was injured by a phantom?

FADO

We've seen wounds like yours before.

LINK gives FADO a confused look.

LINK

Um...I'm feeling much better. Could I please see my friend now?

FADO

Of course. Here, you can put these on.

He hands LINK a white shirt, green pants & vest and a pair of boots. FADO turns around while LINK dresses.

LINK

You know, I've never heard of any sanctuary out this way.

FADO

Well...we go to great lengths to remain hidden. Nobody finds our sanctuary unless we allow them to.

LINK, now fully dressed, walks up next to FADO.

(CONTINUED)

LINK

How do you manage something like that?

FADO looks at LINK and smiles.

FADO

Come, your friend is this way.

LINK follows FADO out the chamber door. It closes behind them.

INT. MONASTERY HALLWAY - NIGHT

FADO and LINK are walking down a hallway of doors. As they walk, they pass two women dressed in monk's robes.

LINK

I've never heard of a monastery with female monks.

FADO

We're not a typical monastery.

LINK

Yes, clearly.

FADO stops at a door.

FADO

Here we are Link. Princess Zelda's room.

LINK reaches for the door handle, then pauses to look at FADO.

LINK

I never told you my name was Link...or that she was Princess Zelda...How did you know?

FADO

We know many things here. Be patient my friend, answers are coming.

LINK turns the handle and opens the door.

INT. MONASTERY BEDROOM #2 - NIGHT

LINK peeks his head around the door to look in, then he and FADO step inside the room.

ZELDA is lying in bed asleep.

LINK
Is she hurt badly?

FADO
No-no, just asleep. She was really exhausted.

LINK walks over and sits on the edge of ZELDA's bed, looking at her with affection. He whispers.

LINK
Princess.

ZELDA stirs a little bit. LINK gently strokes her cheek.

LINK
Princess, it's time to wake up now.

ZELDA's eyes flutter open

ZELDA
Link?

LINK
Hey there.

ZELDA notices LINK's hand still touching her cheek. He awkwardly pulls it away.

LINK
Um...glad to see you're alright.
Luckily Fado's monks found us.

ZELDA
The last thing I remember is going over Zora's Falls. I guess I blacked out.

She gives LINK a playful look.

ZELDA
So I'm still alive then?

LINK
Yes, your mighty blacksmith managed to protect you.

(CONTINUED)

They both laugh a bit.

FADO

It's wonderful that the two of you have each other to lean on for support.

What with Link losing his father so recently, and you Zelda, losing your entire family.

ZELDA and LINK share a perplexed look.

LINK

All right Fado. We don't wish to be ungrateful after helping us like this, but it's time for you to start explaining some things. Who are you? What is this place and how do you know so much about us?

FADO

Alright...

He walks over to a table with three chairs and sits down.

FADO (CONT'D)

Come...sit with me. Have something to eat, you must be hungry. Zelda, your dress has been cleaned and is hanging behind that screen if you want to get changed.

LINK stands up, takes ZELDA's hand to assist her in getting out of bed. ZELDA goes behind the screen. LINK walks over to the table and stares at it.

LINK

Eat what? There's no food here.

FADO

Go answer the door.

LINK

I didn't hear a knock.

FADO

Just go answer it.

LINK walks over to the door. He pulls it open to reveal a monk just about to knock. He has a tray of food on a cart.

(CONTINUED)

BYRON

Oh! Um...I figured you might want something to eat.

LINK looks at FADO.

LINK

How did you do that?

BYRON looks confused.

FADO

It's alright Byron. Please bring in the food.

BYRON wheels in a cart with bread, sliced cheese, grapes and strawberries, a pitcher of water and two goblets. LINK follows BYRON to the table and helps set out the food. ZELDA comes and sits down.

FADO

Thank you Byron, this is most kind.

BYRON bows slightly to ZELDA.

BYRON

Your Highness.

ZELDA gives a head bow and BYRON walks out with the cart.

FADO pours some water into the goblets as LINK sits down.

FADO

Now, back to your questions.

ZELDA begins eating the grapes and strawberries, and takes a goblet of water.

LINK makes himself a cheese sandwich.

LINK

What kind of monastery is this?

FADO

This place is more than any monastery. We are the last bastion of the order of mystics.

ZELDA and LINK sit in stunned silence for a moment.

LINK

Mystics? Actual mystics? They're a myth.

(CONTINUED)

Ganon stole the Triforce to create his Dark World, then the Legendary Knight sacrificed himself to imprison him there before he could take over the world...No more Triforce, no more mystics. Every child in Hyrule has heard this bedtime story.

FADO

It's not a story, it's historical record...and not all mystics disappeared

LINK

You saying you're a wizard?

FADO

Not exactly. There are different kinds of mystics. Wizards no longer exist. They disappeared after the Force of Power, the strongest piece of the Triforce, was stolen by Ganondorf the Thief.

LINK

I thought Ganon possessed the whole Triforce, not just one piece.

FADO

He did...at first...

INT. TOP OF THE TRIFORCE TEMPLE - DAY

GANON, his clothes and hands stained with blood, falls to his knees before the TRIFORCE.

FADO (V.O.)

Ganon had to slaughter hundreds of his own followers to do it, but he won the race to claim the Triforce.

GANON reaches out with trembling hands and touches the TRIFORCE.

EXT. THE GOLDEN LAND - GATEWAY - DAY

FADO (V.O.) (CONT'D)

The Legendary Knight and his army entered the Golden Land to try and stop Ganon. Along with them were

(MORE)

(CONTINUED)

FADO (V.O.) (CONT'D) (cont'd)
Spirits of Wisdom and Courage,
Nayru and Farore; guardians of the
Triforce. Together, they witnessed
the terrible reality.

THE KNIGHT, his soldiers, NAYRU and FARORE emerge from the gateway to the sound of evil laughter echoing. They look up to see clouds spreading out from the TRIFORCE TEMPLE. The sky begins to grow dark. Wind starts blowing. Trees start shedding dead leaves.

FADO (V.O.) (CONT'D)
It was clear what had happened, but
The Legendary Knight was not
willing to accept defeat yet.

THE KNIGHT, NAYRU and FARORE all nod to each other and start running towards the temple.

EXT. THE GOLDEN LAND PLAINS - NIGHT

FADO (V.O.) (CONT'D)
They charged to the temple, but
Ganon was quickly learning the
destructive power of the Triforce.

IMAGES: Knights being killed with beams of energy that vaporize their bodies to ash leaving empty suits of armour. Mangy, four-legged beasts materialize from nothing and lunge for the throats. A dense patch of spiky bushes lash out with thorn-covered vines, wrapping tightly around knights pulling them in, leaving bloody drag marks in the dirt. THE KNIGHT fights his way through the dangers and reaches the temple with NAYRU and FARORE.

FADO (V.O.) (CONT'D)
By the time they had reached the
temple, only the Legendary Knight
remained.

THE KNIGHT climbs a flight of stairs to a platform at the top. NAYRU and FARORE levitate along with him.

INT. TOP OF THE TRIFORCE TEMPLE - NIGHT

GANON appears in a flash of black smoke, sending out a shockwave that knocks THE KNIGHT off his feet and repels away NAYRU and FARORE. THE KNIGHT stands up with the MASTER SWORD at the ready.

(CONTINUED)

THE KNIGHT dodges swipes from Ganon's axe by leaping and rolling.

FADO (V.O) (CONT'D)

The Knight fought valiantly and delivered a crippling blow to Ganon releasing the Force of Wisdom and the Force of Courage...

NAYRU and FARORE arrive back at the temple just as THE KNIGHT finds an opening and plunges the MASTER SWORD into GANON's chest. The Forces of Wisdom and Courage rise out from the wound.

FADO (V.O) (CONT'D)

...but the Force of Power could not be reclaimed so easily.

A red energy flows out of GANON's body through the MASTER SWORD and into THE KNIGHT. He writhes in pain. The red energy subsides and he falls to the ground still holding the MASTER SWORD. GANON is temporarily paralyzed, struggling to move.

FADO (V.O) (CONT'D)

The Legendary Knight was killed.

NAYRU and FARORE rush to THE KNIGHT's body.

FADO (V.O) (CONT'D)

Nayru and Farore acted quickly. Using the forces of Wisdom and Courage, they transported themselves back to Hyrule Castle.

NAYRU and FARORE grab the forces of Wisdom and Courage, then teleport away with THE KNIGHT and the MASTER SWORD just as Ganon is freed from his paralysis.

FADO (V.O) (CONT'D)

Ganon was far from finished. He still had the Force of Power and he used it to remake the Golden Land in his own image. A world of darkness.

Ganon roars out in anger. The Golden Land begins to transform. The crystal palace begins turning into a black tower, dark smoke begins to spread out covering the sky and the lush landscape turns into a desolate wasteland.

INT. MONASTERY BEDROOM #2 - NIGHT

FADO

The Legendary Knight gave his life to retrieve the Forces of Wisdom and Courage.

It's because of their continued existence, that mystics like me continue on. My ancestor started this monastery 2000 years ago to ensure that our kind doesn't fade from this world.

LINK

So you say you're not a wizard. What are you then?

FADO

I belong to the cast of mystics known as sages. I have the ability to see back through time and experience moments of history through the eyes of anyone who witnessed them.

LINK

So everybody here is a sage?

FADO

No, sages are not very common here. Only two other members of our order can do what I do.

We have two healers. They made the potion that treated your injuries. Most members of our order are telepathic or telekinetic.

ZELDA

So why hide for 2000 years? What is it that you're hoping to accomplish?

FADO

It was once thought that only a select few people could be mystics. But the fact is that everyone has this potential. They just need to learn to open their minds and hearts to the Triforce.

Unfortunately, people are not ready to know such things. So our

(MORE)

(CONTINUED)

FADO (cont'd)
telepaths shroud our monastery with
a psychic energy that makes us
undetected; and here we wait.

ZELDA
Wait for what?

FADO looks at ZELDA, then at LINK.

FADO
For the return of the Hero of
Prophecy.

LINK
What happens then?

FADO stands and motions to the door.

FADO
Come, let me show you.

LINK and ZELDA get up from the table and follow FADO out the
chamber door and close it behind them.

INT. MONASTERY FOYER - NIGHT

FADO leads LINK and ZELDA out of the hallway to a second
floor landing in the foyer. The landing has staircases on
either side going down to the front door.

They go down the stairs to the right and through some double
doors at the bottom.

INT. WINDOWED CORRIDOR - NIGHT

Through the doors is a wide, long corridor with plate glass
windows every six feet along both walls. At the end of the
corridor is another set of double doors. FADO opens them,
revealing a study. They enter.

INT. MONASTERY STUDY - NIGHT

There are four monks in the study. One is at a table,
reading a book, but he's turning the pages without touching
them. Another monk is over by a large bookshelf. He has a
cart full of books and he's levitating them back onto the
shelf one at a time.

(CONTINUED)

The other two monks in the room are sitting in leather chairs facing each other. They are making facial expressions and hand gestures, but their mouths aren't moving.

LINK stares at them.

LINK
What are they doing?

FADO
They're telepaths...and they're
having a conversation

FADO leads them over to the bookcase where the monk is still putting away books.

FADO
Let me show you the Books of
Contemplation and Prophecy.

FADO turns to the monk.

FADO
Niko, could you get those down for
us please?

Niko raises his hand and looks up at the top shelf. Two very large books levitate down into FADO's waiting arms.

ZELDA
Wish I could do that.

NIKO
I'm sure you could learn your
highness.

FADO
He's right. I told you any Hyrulian
had the potential to be a mystic.

NIKO
If that will be all Fado, I think
I'll turn in for the night.

FADO
Yes, thank you Niko.

NIKO bows respectfully to ZELDA and walks out of the room.

FADO ZELDA and LINK sit down at a table and open one of the two books.

FADO

This Book of Contemplation is simply a book of our history. Sages have used their visions of the past to update it over the centuries.

This page chronicles the battle between Ganon and the Legendary Knight.

The image depicts GANON impaled by The Knight who is surrounded by an aura of energy that causes him pain. The Forces of Wisdom and Courage are being expelled from GANON's body. The spirits FARORE and NAYRU are looking on.

LINK

Why couldn't The Knight free the Force of Power from Ganon's clutches?

FADO

The Force of Power is an overwhelmingly strong energy. Without the Forces of Wisdom and Courage to temper it, the Force of Power is all passion and rage, looking for the pleasure of new sensations. It found Ganon's dark side to be appealing, and wanted to stay with him.

LINK

What happened to the Forces of Wisdom and Courage after the spirits retrieved them?

FADO

The spirits brought the forces, along with the body of The Knight back to our world. The King and the spirits knew that the forces of wisdom and courage must never be allowed to be possessed any one person; so they were each split into seven pieces and hidden in a manner so that they could never be found.

LINK

Where were they hidden?

(CONTINUED)

FADO

I don't know. That moment in time is obscured from my hindsight. The only ones who know what happened that day are the spirits Nayru and Farore. They blocked that moment in time from all sages to protect the forces.

LINK

Who told you that the two forces were split apart and hidden?

FADO

My brother, Sahasrara, told me.

ZELDA

And who told your brother?

FADO

The Spirits did. Sahas shares a special telepathic rapport with them. Nayru and Farore tell him many things.

ZELDA

Your brother is a telepath?

FADO

He's something even more special than that. Sahas is a prophet.

LINK

A prophet? You mean he can see into the future?

FADO

Yes. The first prophet to exist since our great descendant who first started this sanctuary 2000 years ago.

FADO opens up the second book.

FADO

It was that first prophet who wrote the Book of Prophecy, cataloging his visions of the future...and every single one of them have come true.

He turns a bunch of pages.

(CONTINUED)

FADO

His final prophecy stated that one day, centuries after he's gone, another prophet would be born from his bloodline. This prophet be able to manipulate events to allow for favourable outcomes and orchestrate the return of a great hero who would defeat Ganon and restore the Triforce.

ZELDA

Your brother Sahas is that prophet, isn't he?

FADO

Yes. Sahas spent decades studying these prophecies; waiting for the events that signified the beginning of his task...You may recognize these.

He points at a page in the book of prophecy.

LINK and ZELDA look at the picture that FADO is pointing at.

It depicts beastly creatures slaughtering villagers and knights.

FADO

The arrival of an invincible enemy.

LINK

The Phantoms...

FADO turns a couple more pages to a drawing that depicts a crowd cheering a man with two faces. One face smiling and benevolent, the other dark and evil.

FADO

The invincible enemy driven away by a false saviour.

ZELDA

Vaati...

A picture of people weeping with a castle in the background and dark clouds hovering over it.

FADO

The loss of a royal family.

(CONTINUED)

ZELDA
My parents...my sisters...

Turns to the last page

FADO
...and now...here we are.

LINK
So what happens next?

FADO
The Hero of Prophecy will rise and
his quest to destroy Ganon shall
begin.

LINK looks at the book, then back at FADO.

LINK
And where is the prophecy written
for that?

FADO
It's not written anywhere. Only
Sahas knows the details of what's
going to happen.

ZELDA
Fado...where is your brother?

FADO
He left here and travelled to a
secret location almost ten years
ago, when the Phantoms first
arrived. If you have any more
questions about what is happening,
you'll have to ask Sahas. His
knowledge is limitless.

ZELDA
How do we get to where he is?

LINK
Whoa, wait a minute! All of this
has been very enlightening, and
hearing about heroes and the
Triforce does make one feel
hopeful, but does this sound like
it involves the two of us?

FADO
I don't know...does it?

(CONTINUED)

LINK

I made a promise to keep Princess Zelda safe, and going deeper into a land filled with Phantoms is not the way to do that.

ZELDA

Link...

LINK

Your Highness, we're only a couple of hours away from the harbour. Now if some great hero really is destined to appear and save Hyrule, then that's wonderful. But as far as I'm concerned, Koholint is where you'll be safe, and that's the only place we are going. Now, if you'll excuse me, I'm going to return to my chamber and rest for a bit before sun-up.

ZELDA and FADO watch LINK as he stands, turns and walks out the door of the study.

FADO

You know...He cares about you very much.

ZELDA is still staring at the door.

ZELDA

What makes you think that?

FADO

I saw his mind. These past couple of days reawakened a longing for adventure he thought he had lost years ago. He very much wanted to go seeking Sahasrala, but you mean too much to him...and not in the way a citizen feels about their ruler.

ZELDA turns, looks at FADO, and smiles shyly.

She gets up from the table, then heads out the door after LINK.

INT. MONASTERY BEDROOM #1 - NIGHT

LINK is standing, staring out the window in his chamber. The view out the window shows the lights of the harbourfront and the boats on the water. There's a knock at the door. He turns slightly.

LINK

Come in...

The door opens and ZELDA enters. LINK gets flustered and nervous.

LINK

Oh...Umm...Your Highness...uh...I want to apologize if I behaved disrespectfully just then...I...

ZELDA

No, Link, it's OK. I know that everything you said came from your concern for my safety.

She sits down at a table.

LINK

Really?

He joins ZELDA at the table.

ZELDA

Yes. If anything, it was really very sweet. I guess you must care a lot about me.

LINK smiles shyly and turns his head away as he blushes.

ZELDA

It does sound like an interesting adventure though, doesn't it? Finding Sahasrala...all that talk about prophecies, the Triforce and heroes.

LINK

Maybe so, but is it worth risking our lives to hear a few more stories? Besides, this place has been preparing for this moment for two thousand years. If the prophecy is true, then they don't need our help.

(CONTINUED)

ZELDA

I guess you're right.

LINK

So we'll make our way to the
harbour in the morning and head for
Koholint?

ZELDA

You lead the way protector.

An orange glow illuminates ZELDA's face. Perplexed, LINK
turns to look at the window.

ZELDA

It's still too early for that to be
the sunrise, isn't it?

LINK nods, still looking at the window.

He gets up and walks over to look out. His expression turns
to fear and despair.

LINK

Oh no Princess.

ZELDA

What is it?

She joins LINK at the window and gasps with shock.

The view shows everything at the harbourfront; docks, piers,
boats, engulfed in flames.

FADO (O.S.)

The phantoms knew you were headed
for the harbour.

They quickly turn around in surprise.

FADO

I can sense what they've done.
They've burned most of the boats,
and the ones they didn't, they've
boarded and set sail for Koholint.

ZELDA

So what can we do?

FADO

Our powers can't conceal you. They
know you're here, and they're
coming. You can't run away and

(MORE)

(CONTINUED)

FADO (cont'd)
hide. They'll find you wherever you go. You're both too important to them.

LINK
What's so important about me? Wanting the princess is one thing, but I'm just a blacksmith.

FADO
You are more important than this sanctuary and every mystic in it.

LINK
Why?

FADO
Because you are the Hero we've been waiting for. You are the one who will defeat Ganon and return the Triforce to the people of Hyrule. Sahas predicted the time of your arrival, where we would find you, and knew exactly what you would become.

LINK
This is the craziest thing I've ever heard

He turns to look at ZELDA.

LINK
Do you believe this?

ZELDA ponders for a few moments.

ZELDA
Yes...I do believe.

LINK
You do?

ZELDA
I wasn't sure how, but from the moment I met you, I knew you were going to be important...now I know I was right.

LINK
So what does this mean? What am I supposed to do?

FADO

You must seek out Sahasrala. He's
the one who can make your path
clear to you.

LINK looks at ZELDA and back at FADO.

LINK

Where do I find him?

FADO pulls a rolled up paper from his pocket and hands it to
LINK.

FADO

This map will lead you to where you
need to go.

LINK unrolls the map and looks it over.

LINK

This is a pretty treacherous route
to take. Not too hospitable in some
areas. I could think of better
places I'd prefer traveling to;
especially when I'm traveling
alone.

ZELDA

You're not going alone. I'm coming
with you.

LINK

Absolutely not. It's too dangerous.

ZELDA

With phantoms on the way, this
place isn't going to be much safer.
Now, I need answers as much as you
do, and I have no place else to go.
The safest place for me now, is by
your side.

LINK

So I guess I'm stuck with you then?

ZELDA

Is that thought really so
unappealing?

LINK shakes his head with a laugh and turns back to FADO.

(CONTINUED)

LINK

Do you have any weapons here? A hero needs something to defend himself.

ZELDA

Link, this is a monastery.

LINK

So is that a no?

FADO gives a smile.

FADO

Come with me.

INT. STORAGE ROOM - NIGHT

A dark basement room is illuminated when the door is opened by FADO carrying a torch. He uses it to light wall sconces.

FADO

This is where we keep the belongings relinquished by those who join our sanctuary. Some of them have been knights.

LINK

Well, we should be able to find something then...like these...

LINK picks up two belts with daggers attached to them in holsters. He hands one to ZELDA.

LINK

Here Princess, you may need this.

They put on the belts. LINK finds a large DUFFLE BAG with a large shoulder sling and starts filling it with items.

LINK

Start looking for things we can use Princess; and try to find a weapon you'd be comfortable with.

LINK picks up a leather bag and pulls a small spherical object out of it.

LINK

Bombs...these might come in handy.

He puts the BOMB BAG in the DUFFLE BAG.

(CONTINUED)

LINK sees a pile of a dozen small satchels. He picks one up and smells it.

LINK
Hmmm...mushroom powder.

He reaches into the satchel and takes out a small clump and hurls it on the stone floor. It burns brightly for ten seconds then goes out.

ZELDA looks over.

LINK
Mushroom powder is great for starting fires. Have you found a weapon? How about a sword?

ZELDA
Sword? I hate swords.

She sees a BOW and quiver of arrows, and picks them up.

ZELDA
Oooooo...these I like.

LINK
I hope you've got good aim with that.

LINK sees a green hat; picks it up and puts it on.

LINK
Nice hat.

An arrow takes the hat off his head, sticking it to the wall.

LINK looks over at ZELDA who is holding her BOW in shooting position with a smirk on her face.

ZELDA
You look better without it.

The expression on LINK's face goes from shock to amused.

LINK
Alright, I'm clearly underestimating your abilities. I apologize.

ZELDA
Thank you...and you really do look more handsome without the hat.

LINK

OK...we're running out of time here. Phantoms are coming. Let's get the rest of what we need.

ZELDA finds a folded pop-up tent.

ZELDA

We'll definitely need this tent.

LINK

Just the one for the two of us?

ZELDA

Don't worry...I don't snore.

Along with the TENT, LINK puts a LANTERN, a COMPASS, a TELESCOPE, a MALLET and some extra clothes into the DUFFLE BAG. He picks up a pouch. It makes jingling sounds as he looks inside it.

LINK

Rupees...is it OK if I take this? I don't want to steal someone's money.

FADO

It's fine. No one here has any use for material wealth.

LINK puts the RUPEE SATCHEL in the DUFFLE BAG.

FADO

Is there anything else you need that's not here?

ZELDA

Food and water would be good.

LINK

And maybe you could give us a few of those special healing potions?

FADO

I'll put together a care package for you.

LINK

Thank you.

LINK continues to look around.

(CONTINUED)

LINK
Now...I still need a sword.

FADO
Check that cabinet over there.

LINK goes over to a large double-door cabinet in the corner of the room and opens it, revealing an array of weapons.

LINK
I don't believe it.

ZELDA walks over.

ZELDA
What is it Link?

LINK
That's a white sword...and that's a mirror shield...

LINK picks up the WHITE SWORD and MIRROR SHIELD

LINK
...My father made these.

ZELDA puts her hand on LINK's shoulder.

ZELDA
I think he'd be proud to see you using them.

LINK turns to ZELDA, welling up a bit.

FADO
I have something else here that you could use LINK

FADO places his hand on a chest.

FADO
It's a special suit of armor.

FADO opens the chest to reveal the RED ARMOR.

ZELDA quickly goes in for a closer look, then snatches it up as she realizes what it is.

ZELDA
This is the armor that is worn by the Chief of the Knight Guard. It's been passed down for centuries. The last one to ever wear it was...Alfonzo...

ZELDA looks at FADO.

ZELDA
He's here?!

FADO
Yes, for almost ten years now.

ZELDA
I thought he died with the rest of
the knights on The Day of Blood.
Will you please take me to see him?

FADO nods, puts his arm around ZELDA and leads her out of the storage room. She is still carrying the RED ARMOR.

LINK straps the WHITE SWORD around his waist, slings the MIRROR SHIELD on his arm and follows ZELDA and FADO out, carrying the DUFFLE BAG. He closes the door behind them.

INT. MONASTERY HALLWAY - NIGHT

FADO, ZELDA and LINK are standing at a chamber door. FADO knocks on it. A voice is heard from inside the chamber.

ALFONZO
Come in FADO.

INT. ALFONZO'S CHAMBER - NIGHT

ALFONZO is standing at a window looking out. As ZELDA, FADO and LINK enter the chamber.

ZELDA gives the RED ARMOR to LINK as she stares at Alfonzo.

ZELDA
Alfonzo?

ALFONZO
Zelda, my sweet little girl

He turns to face her, smiling.

ALFONZO
Oh...But not so little anymore.

ZELDA laughs and runs up to him and gives him a big hug.

FADO
I'll go get that care package for
you.

(CONTINUED)

FADO leaves, closing the door behind them. LINK walks over to ALFONZO and ZELDA who are still hugging.

LINK

So the two of you know each other well, I take it.

ZELDA releases ALFONZO from the hug.

ZELDA

Alfonzo was like a second father to me. We used to have so much fun together, and I sorely needed fun in my life. I love my father dearly but he could be so proper and stolid.

ALFONZO

Yes, but he was a good king.

All three of them sit down.

ZELDA

No argument, but there were days I couldn't stand the way he insisted I behave like a prim and proper young princess. I just didn't feel like being that all the time, so I would sneak out once a week to meet Alfonzo. He taught me such wondrous things.

LINK

Like what?

ZELDA

He taught me to shoot a bow and arrow, throw knives, make fire and other survival techniques.

LINK

So that's where you learned all those special talents. Well Alfonzo...I'd say you did a good job.

ALFONZO

I never doubted her. I always knew she wasn't a typical princess.

ALFONZO's eyes focus on the RED ARMOR.

LINK

So this was yours? The legendary crimson armor?

ALFONZO

I wore it for a time, but I wouldn't claim it to be my own. Many knights have worn it over the centuries.

LINK

Exactly how old is this armor? With all the battles it must have gone through, you'd think it would show some signs of wear; but it's in pristine condition. It doesn't have a single mark on it.

ALFONZO

Yes, it's very well made armor. That suit is the only reason I survived.

LINK

So why is this armor so special? Who made it? What is it made out of?

ALFONZO

I never knew who made it, but I do know that this is the suit of armor that was worn by the Legendary Knight two thousand years ago during his battle with Ganon. It's made of crimsonine; a metal so rare, it was only found once in our history.

LINK

I'm a blacksmith, and I've never heard of a metal called crimsonine. Where did it come from?

ALFONZO

You'll have to ask Sahasrala that question.

BANG. BANG. All three jerk their heads towards the window, and they all get up to look outside.

The Black, Grey, Red and Green Phantoms, plus two Blue Phantoms, are at the stone wall that surrounds the sanctuary. They are pounding on the thick wood gateway door with a hand-held battering ram.

(CONTINUED)

LINK

We've just run out of time.

ALFONZO rushes over to a storage chest in a corner of the room and starts rummaging through it.

FADO enters carrying a package and hands it to LINK.

FADO

Here's some food and four bottles of potion. Pour a little bit directly onto a wound to heal it, or drink a whole bottle for more extensive injuries.

LINK puts the package in the DUFFLE BAG.

LINK

So, how do we get out of here?

FADO

There's a secret passage behind the fireplace in the study. It exits deep inside the woods.

ALFONZO pulls a sword out of the chest.

ALFONZO

Alright then, let's go!

LINK holds the RED ARMOR out to ALFONZO.

LINK

Don't forget this.

ALFONZO

No...that armor will better serve the Hero of Prophecy.

LINK looks at the armor and back at ALFONZO, unsure of what to do.

ALFONZO

Put it on.

LINK

Alright...

LINK puts on the RED ARMOUR

LINK

I guess I need all the help I can get. It's not like I have your skill with a sword.

(CONTINUED)

ALFONZO

Would you like me to teach you?

LINK

I think we have considerably less time than what is required for me to learn.

ALFONZO

Actually, it would only take a few moments. I can telepathically transfer years of training and battle experience from my mind to yours. You'll be as skilled a knight as I ever was.

ZELDA

Since when are you able to do that?

FADO

Alfonzo has been one of my best pupils.

ALFONZO

Are you willing Link?

LINK nods.

ALFONZO walks up to him and touches his fingertips on a spot between LINK's neck and chest.

ALFONZO

Now, close your eyes, empty your mind, breathe slowly and deeply...

FADE TO WHITE

EXT. HYRULE CASTLE - TRAINING YARD - DAY

FADE IN

ALFONZO is in a training yard at Hyrule castle. He's practicing a series of fighting maneuvers that are a mixture of medieval swordplay and samurai moves.

IMAGES: Jumps, flips sword swipes, spins and thrusts. ALFONZO's image changes to LINK dressed in the same clothes and performing the same maneuvers.

EXT. BATTLEFIELD - DAY

LINK is in the midst of a battle taking place in an open field. Clad in the crimson armor he's leaping, spinning and slashing his way through enemies while ducking and dodging attacks.

FADE TO WHITE

INT. ALFONZO'S CHAMBER - NIGHT

FADE IN

LINK's eyes open wide and he gasps.

ALFONZO
Are you alright, Link?

LINK catches his breath and gives a look of great focus.

LINK
I feel incredible!

LINK draws his WHITE SWORD and swings it a few times showing improved skill, but still struggling a bit.

LINK
I feel like I should be doing that better.

ALFONZO
It will take a little while, but eventually your body will catch up to the knowledge in your head.

CRASH. FADO looks out the window.

The phantoms are coming through the gate, up the long path to the sanctuary entrance.

FADO
They'll be here in minutes.

ZELDA picks up her BOW and quiver of arrows. ALFONZO draws his sword. LINK picks up his MIRROR SHIELD and the DUFFLE BAG.

LINK
Alright, let's get out of here fast.

FADO leads the way out the door. LINK, ZELDA and ALFONZO follow.

INT. MONASTERY FOYER - NIGHT

All four head down the stairs to the right.

As they reach the bottom of the stairs, there's pounding on the front doors. They are starting to give way.

FADO opens the double doors to the corridor leading to the study.

FADO
Let's go, hurry!

FADO goes through the doors first, followed by ZELDA and ALFONZO. As LINK goes through, the front doors are smashed in, and he looks back.

The RED PHANTOM and the BLACK PHANTOM enter the foyer and see LINK. Their eyes glow red.

LINK quickly slams the door.

INT. WINDOWED CORRIDOR - NIGHT

LINK bolts the door. He turns around and sees FADO on the floor with a pained look on his face. ZELDA is kneeling next to him.

LINK
What happened?

FADO
Sorry, I'm not as spry as I used to be. I tripped and fell on my knee.

Banging can be heard on the doors. LINK and ALFONZO immediately move to brace them with their bodies.

LINK
Princess, help Fado to the passage.
We'll hold them here.

ZELDA helps FADO to stand up.

ZELDA
I'm not going without you.

LINK
We'll be right behind you, now go!

ZELDA rushes over, kisses LINK on the cheek and hugs him.

(CONTINUED)

ZELDA

I better see you soon.

ZELDA takes the DUFFLE BAG from LINK, goes back to FADO and drapes his arm over her shoulders.

FADO

Pull the candle sconce on the right
of the fireplace to open the
passageway.

ZELDA helps FADO to walk down the corridor.

The Phantoms continue ramming on the door. LINK and ALFONZO struggle to hold it back. FADO and ZELDA are through the doors to the study at the end of the corridor.

ALFONZO

Alright Link, it's time for you to
get going. I'll hold them off long
enough for you to get to the woods;
and follow if I can.

Another door bang gives them a jolt.

LINK

I'm not leaving you here to die. Do
you know how mad Zelda would be
with me? I'm not...

LINK stops talking and then listens at the door.

LINK

Do you hear a hissing sound?

ALFONZO leans in to listen.

ALFONZO

It's a bomb!

They run to get clear and dive to the floor as the bomb blows open the doors. Splintered wood flies at them. LINK and ALFONZO get up slowly and look back.

The Red and Black Phantoms are standing where the door was.

LINK and ALFONZO draw their swords together. The two phantoms charge at them.

ALFONZO also charges while LINK holds his ground. ALFONZO begins to sword fight with the RED PHANTOM. The BLACK PHANTOM charges past them towards LINK. As he collides, LINK uses his shield to flip the BLACK PHANTOM over onto his

(CONTINUED)

back. The BLACK PHANTOM scrambles to get up quickly, draws his sword and slices at LINK.

LINK deflects it away with his sword.

ANGLE ON: ALFONZO and the RED PHANTOM.

ALFONZO ducks to avoid a swipe from the RED PHANTOM's sword and goes into a crouching spin attack.

The RED PHANTOM leaps backwards to avoid the sword swipe, landing a foot away from one of the plate glass windows. ALFONZO runs and leaps up to swing on a chandelier towards the RED PHANTOM and uses both feet to knock him backwards through the window.

The RED PHANTOM rolls down a little hill and into the river.

LINK and the BLACK PHANTOM continue their clashing of swords until LINK finds an opening and uses his WHITE SWORD to sever the BLACK PHANTOM's right arm.

The phantom's arm and sword fall to the floor. Dark purple smoke is emanating from the severed ends. The BLACK PHANTOM turns, raises his huge armored foot and kicks LINK in his chest.

LINK hits the floor hard, landing on his back and sliding twenty feet. He loses his grip on his sword and is too winded to move.

ALFONZO, standing by the broken window, starts running towards the BLACK PHANTOM to attack. The BLACK PHANTOM quickly bends down to pick his sword up off the ground. He turns around with the sword held out with his left hand.

ALFONZO is impaled as he runs into it. The blade goes through his belly and juts out of his back.

LINK

No!

The BLACK PHANTOM yanks out his sword.

ALFONZO drops to his knees, and slumps onto his side.

The BLACK PHANTOM picks up his severed arm, touches the two severed ends together, and with a flash of purple light, it's reattached. He turns back towards LINK who manages to sit up, but the BLACK PHANTOM knocks him back down, stepping on his abdomen to keep him from moving. The BLACK PHANTOM raises both arms with his sword pointed down. His eyes are glowing even brighter.

(CONTINUED)

BLACK PHANTOM

Don't worry, I'll be sure to stab
your heart. You won't die slowly
like your father did.

The BLACK PHANTOM plunges his sword down towards LINK'S chest, but the blade is deflected by the Red Armor.

From behind, on the floor, ALFONZO motions with his hand and levitates the BLACK PHANTOM into the air.

LINK gets out from under the BLACK PHANTOM's foot, stands up and quickly collects his sword and shield.

ALFONZO

Link! Go! You must protect the
princess!

ALFONZO uses telekinesis to shove the BLACK PHANTOM across the corridor and up against the wall and holds him there.

LINK rushes over to ALFONZO.

LINK

Come on, let's get out of here.
I'll help you up.

ALFONZO

Come on Link, get real. I'm lying
in a pool of my own blood and I can
barely move...we'll never outrun
the Phantom. Just go, I'm done.

LINK

I don't want the princess to lose
another person she cares about.

NIKO

It's alright...she has you. Go
Link...The most important thing is
keeping the princess safe. I'll
hold the Phantom here as long as I
can.

LINK

Thank you. You are a knight of the
highest quality.

ALFONZO manages a pained smile. LINK smiles back then turns and heads to the doors to the study. As LINK is about to go through, a clanking noise makes him look back.

The RED PHANTOM, dripping wet, climbs in from the broken window.

(CONTINUED)

LINK looks over at ALFONZO who looks back and mouths the word "Go". LINK goes through the door, slams it shut.

The RED PHANTOM walks over to the BLACK PHANTOM, takes out the dagger and flings it into ALFONZO'S chest. He goes limp and dies.

INT. MONASTERY STUDY - NIGHT

LINK bolts the doors, rushes over to the fireplace and pulls the candle sconce. The hearth rotates on its centre, revealing the entrance to the secret passage.

INT. MONASTERY SECRET PASSAGE - NIGHT

FADO is waiting for LINK as he enters.

LINK
Alfonzo didn't...

FADO
I know...I just felt him die...

LINK
Those two Phantoms are going to
come this way very quickly.

LINK helps FADO spin and push the fireplace back to where it was; then they jam a long, thick block of wood between the back of the fireplace and the wall of the tunnel.

FADO
That should hold them off long
enough. Let's go, Princess Zelda is
waiting at the forest exit with the
rest of the monks.

LINK and FADO make their way through the passage to where ZELDA is waiting with BYRON, NIKO, the other monks from the study, the two female monks and a dozen others.

ZELDA sees LINK and FADO coming. She runs up and gives LINK a big hug. She sees the somber expression on LINK'S face.

ZELDA
What's wrong?

ZELDA looks around frantically.

ZELDA
Where's Alfonzo?

LINK shakes his head slowly.

LINK
I'm sorry princess...

ZELDA wells up with tears and starts to weep.

LINK comforts ZELDA with a hug.

LINK
He was amazing. He saved my life. I
can only hope to one day be as good
as him.

ZELDA
(Looks at Link)
You already are.

The tunnel begins to get brighter. LINK and ZELDA turn to see the daylight streaming in through the exit to the woods.

LINK
The sun is rising. Let's go
Princess, we've got a quest to
complete.

EXT. SECRET PASSAGE EXIT - DAY

LINK, ZELDA, FADO and the rest of the monks emerge from the underground secret passage.

LINK
So, are you ready Your Highness?

ZELDA
Link....you've saved my life
several times, you're the one
person left I can call a true
friend, and that makes you the
closest thing I have to family
...you can call me Zelda.

LINK
OK, I'll give it a try.

FADO
Excellent! Now that that's
settled...

(CONTINUED)

FADO hands LINK the DUFFLE BAG, and ZELDA her BOW and ARROWS.

FADO (CONT'D)

...We all need to get away from here. More phantoms will come.

ZELDA

Where will you and the other monks go?

FADO

There is an ancient shrine hidden in the Lost Woods. We'll be safe there.

(To LINK)

Do you have your map?

LINK

Right here...

LINK pulls the MAP from the DUFFLE BAG and checks it.

LINK

...Looks like we're heading west...

LINK pulls out the COMPASS, looks at it and points in a direction.

LINK

...This way, through Elder's Woods.

FADO

Tell my brother I said hello.

LINK

If he's a prophet, won't he already know you've said it?

FADO

Well then have him tell you I said hello.

ZELDA gives FADO a hug.

ZELDA

Thank you for everything.

FADO

Best of luck to you both. May the spirits guide you.

FADO and the rest of the monks turn and head east into the trees.

(CONTINUED)

LINK

Well...Zelda...my friend...I guess
it's up to us to save the world.

ZELDA

Wow! No pressure, right?

LINK smiles and puts his arm around ZELDA, and she does the same to him. They walk off into the woods together.

EXT. ELDER'S WOODS - DAY

MONTAGE: LINK and ZELDA making their way through the forest. LINK is chopping his way through the brush with his sword. LINK and ZELDA hold hands as they cross a fast-moving stream. They stop to check the MAP and COMPASS. Bats fly out of a cave at them, making ZELDA stumble to the ground. LINK helps her up and they share a look of affection.

EXT. ELDER WOODS CAMPSITE - NIGHT

LINK and ZELDA are sitting on logs outside their TENT at dusk. LINK has gathered a small pile of kindling together. He throws a small clump of mushroom powder at the pile. The wood ignites. LINK adds a log to the fire.

LINK

Well...we made good time today.
According to the map, the
treacherous part starts tomorrow.
Hope you like swamps and deserts.

ZELDA

Are you kidding? I love them! I
hear they are just beautiful this
time of year.

LINK looks amused as he shakes his head.

LINK

I know this goes without saying
Zelda, but you really are great.
Even after everything that has
happened, you can still make me
smile.

ZELDA

Well Link, that makes us even,
because you make me smile too.

They exchange a few awkward, shy looks.

(CONTINUED)

ZELDA

So...your father made that sword and shield; is there something special about them?

LINK

Well...white swords and mirror shields are very durable. It's the combination of the pure metals aquanine and azurine. The swords stay permanently sharp, and the shields are practically indestructible. Swords can't go through them, arrows bounce right off them, even fire can't melt them.

ZELDA

I know all that. What I mean is, I saw a lot of emotion in your face when you found them. Do they have a personal value?

LINK

It's just because of when my father made them. It was the year when his brother was lost in the mines of Death Mountain under bizarre circumstances.

ZELDA

You're talking about the incident that prompted the royal decree to permanently seal the mines.

LINK

Yes, twenty miners simply disappeared without a trace one day; my Uncle Jarin was one of them.

ZELDA

So your father made that sword and shield in his brother's honor?

LINK

No, he made this sword and shield, plus hundreds more because of what he saw when he joined the search & rescue team to look for the missing miners.

(CONTINUED)

ZELDA

What did he see?

LINK

I don't know. All I know is that he and fifty other men entered that mine, but he was the only one who came out. He was found stumbling around the base of Death Mountain a day after entering the mine.

ZELDA

And he didn't say what happened?

LINK

Well...I was still very young at the time. If he had talked about it, no one was going to let me hear anything.

ZELDA

I can't help but think that Death Mountain is somehow connected to what's happening now...What could be in there?

LINK

I don't know, but whatever it is, it was serious enough to scare my father to his very soul...I remember the day they brought him back.

FADE OUT

INT. LINK'S HOUSE - CHAMBER HALLWAY - NIGHT

FADE IN

YOUNG LINK is creeping down a hall to a chamber door with an orange light peeking through the cracks.

LINK (V.O.)

My mother wouldn't let me see him, but when she and the healer were in the bed chamber with my Father, I snuck a peak.

YOUNG LINK pushes the door open a crack.

TARIN is in bed. His face is pale, his eyes wide open in terror, and he's shaking. TARIN's focus is drawn to LINK peeking in the door.

(CONTINUED)

LINK (V.O.) CON'T
I saw him lying in bed...he looked like a ghost. He saw me at the door and looked at me with eyes I had never seen...absolute terror.

LINK'S MOTHER steps in front of YOUNG LINK's view. He looks up at her.

She looks down at him with a concerned face, then closes the door.

FADE OUT

EXT. ELDER WOODS CAMPSITE - NIGHT

FADE IN

LINK
My father was bed-ridden for two weeks, then once he recovered, he started making swords and shields like a madman. Over the next year he made more than 400 white swords, and 100 mirror shields.

ZELDA
All by himself? That's incredible.

LINK
Nobody could stop him. He'd go days without sleep. He would have made more, but the supply of pure metals eventually ran out after the mine was closed.

He holds the WHITE SWORD up with disdain.

LINK (CON'T)
I hated these swords. They were such an insult to his talent. He put no artistry into them; just as long as the blades were functional. He would continually mutter something about how we were going to need them, and how they could block evil.

ZELDA
Block evil? What does that mean?

(CONTINUED)

LINK

I don't know. The skill of making white swords and mirror shields goes back thousands of years. There's some myth passed on through the centuries about how dark wizardry has no effect on them.

ZELDA

After everything we've seen, what's a myth anymore?

LINK ponders in silence for a moment.

LINK

You remember when I stabbed that Phantom I fought by the river, and I was burned by that jolt of energy?

ZELDA

Of course.

LINK

Well, that was just a regular steel sword I was using. When I was fighting the Black Phantom in the sanctuary, I was able to slice off his arm with this white sword. The phantom re-attached it, but I didn't get burned.

ZELDA

Hmmm...There were stories told by survivors of Phantom battles. They were described as something beyond a normal enemy. It was as if some dark force made them invincible. Some would say that even striking one with a sword meant death.

Now that I think of it...most survivors were armed with white swords...Maybe they really do block evil.

LINK

Well, we're going to have to find a weapon that can destroy a phantom, and not just temporarily sever a body part.

(CONTINUED)

ZELDA

Well, if we've learned one thing,
it's that anything is possible.

ZELDA yawns.

LINK

You should get some rest. The tent
is all yours; I'll stand watch.

ZELDA

What about you? Don't you need
sleep?

LINK

I haven't slept more than two hours
a night since my mother died. I'll
be fine.

ZELDA walks over to the TENT. She lifts the flap, pauses and
looks back at LINK.

ZELDA

Come wake me before dawn so you can
get some sleep too. Even the Hero
of Prophecy needs some rest.

ZELDA goes in the tent.

LINK smiles to himself as he sits and stokes the fire with
his sword.

FADE TO BLACK

EXT. GOPONGO LONG GRASS - DAY

FADE UP

The sun is rising over the horizon.

LINK and ZELDA exit the edge of the woods into an area of
long grass and bushes

LINK has the MAP unrolled and is navigating with the
COMPASS. ZELDA sniffs the air.

ZELDA

Phew! Something sure does smell
awful around here.

LINK

That's the Gopongo Swamp. And if
you think it smells bad now, wait
until we're wading through it.

(CONTINUED)

ZELDA

Can't we go around it?

LINK

It would take days.

LINK puts the MAP and COMPASS away in the DUFFLE BAG.

LINK

Now come on. If an old man like Sahasrara made this journey, then why not a princess and a blacksmith?

ZELDA

I'd surely be hard pressed to punch any holes in that logic.

They continue moving through the long grass.

EXT. GOPONGO SWAMP - DAY

They come to the edge of the long grass which is hiding the shore of the wet marsh.

LINK's foot splashes into the water. LINK pauses and stops ZELDA with his hand.

They back up a couple of steps.

LINK surveys the area, looking for a path amongst the patches of moss-covered dry land throughout the swamp. ZELDA points.

ZELDA

Over there. There's a cluster of land patches.

They walk along the edge of the swamp to where the land path is. It stretches out ahead into very thick fog.

LINK

OK, this seems like a good place to start.

They hop to the first patch of land.

EXT. GOPONGO SWAMP - LATER

LINK and ZELDA are deep into the foggy swamp. They're following the path of land patches, and leaping over gaps where there is water. They pause at a point where a six foot stretch of water separates them from the next patch of land.

LINK takes a few steps back to get a bit of a running start and jumps across.

LINK turns with his arms outstretched to ZELDA, still on the other side. She looks hesitant.

ZELDA

Link, remember when I said I love swamps? Well...this may surprise you, but I was actually lying about that. I find them to be quite unpleasant.

LINK

C'mon Zelda, it will be OK. Jump.

ZELDA backs up, runs and jumps with her arms reaching out. LINK catches her, but stumbles backwards and falls down with ZELDA landing on top of him. They end up being nose to nose.

ZELDA

Nice catch.

LINK

Yes, this is nice, isn't it.

They're motioning like they're going to kiss.

BZZZZZZZZZZZ! ZELDA jumps up.

ZELDA

What's that?!

BZZZZZZZZZZZ! LINK gets up.

LINK

I don't know.

LINK draws his sword, and ZELDA draws her BOW.

BZZZZZZZZZZZ! ZELDA aims her bow at the fog above.

LINK

Do you see something?

(CONTINUED)

ZELDA

I don't see, but there is definitely something flying around up there.

LINK looks ahead in the direction they were going.

LINK

Come on, let's keep moving.

ZELDA lowers her bow, but still keeps the arrow in it and LINK keeps his sword in hand as they start following the path again. They get across a few more patches of land. then they hear the buzzing sounds again.

BZZZZZ! BZZZZZZZZZZZ!! BZZZZZZZZZZZZZZZZZ!!!

ZELDA redraws her bow and aims at the sky again. Out of the fog, two PEAHATS fly out of the fog.

They are plant-like creatures with flower petals that spin like helicopter blades making their buzzing noise. Roots protrude from their bottoms like tentacles with sharp talons on the ends.

LINK

What are those?

ZELDA

Nothing good, those are Peahats. I've read about them.

She shoots one of the PEAHATS with an arrow. SCREECH! It drops into the swamp. The other one darts towards LINK. He dodges it and slices it in half with his sword. The two halves of the PEAHAT land on the ground.

From behind LINK, ZELDA sees another Peahat coming after him. Its tentacles are drawn, moving fast, about to impale LINK.

ZELDA

Look out!

ZELDA dives and pushes LINK to the ground. One of the PEAHATS tentacles nicks ZELDA's arm, making a small cut.

ZELDA flings the dagger from her belt into the PEAHAT. It screeches and dies.

ZELDA

(Looks at LINK)

I thought I might save your life for a change.

(CONTINUED)

They get up off the ground and Zelda pulls her dagger out of the PEAHAT she just killed.

More PEAHATS keep coming out of the fog. ZELDA keeps hitting them with arrows, while LINK slices them when they get close or knocking them down with his shield and impaling them when they're on the ground.

The wave of PEAHATS stops for a moment.

LINK

Maybe they've gone.

BZZZZZZZZZZZ!. LINK and ZELDA take another defensive posture. The PEAHATS start coming again, but go after the carcasses of the couple dozen dead peahats lying on the ground, using their tentacles to drain their fluids.

LINK

Zelda, come on, this is our chance to get out of here.

LINK grabs ZELDA's hand and they start running, leaping from land patch to land patch. All of a sudden, ZELDA stops, yanking LINK back by his arm.

ZELDA

Wait Link! I know which way we need to go

ZELDA points towards an area of open water.

ZELDA

We should go that way.

LINK

(Looking)

There's no land that way.

ZELDA

The water isn't that deep, we can wade across. The edge of the swamp is only about a hundred feet away. We just can't see it because of the fog.

LINK

How do you know this?

ZELDA

I don't know, I just do. Please, trust me.

They both walk into the swamp. The water is only about knee deep as they wade through with ZELDA in the lead. Through the fog, a rocky shore is coming into view.

LINK

I can see the shore! From there we should be able to find the cliffside path that leads to the desert.

When they're about twenty feet away from the shore. The sound of bubbles coming up from the water can now be heard.

ZELDA

What's that?

They both turn around and see three areas of the water churning with bubbles.

An OCTOROCK, a blue-skinned, octopus-like creature, surfaces from each bubbling area of water.

ZELDA

Octorocks...Run!

ZELDA and LINK start moving quickly to the shore. The OCTOROCKS start to give chase.

EXT. GOPONGO SWAMP - ROCKY CLIFFTOP - DAY

LINK and ZELDA make it to the shore first. It's covered with lots of small stones. They turn to look back at the swamp. The OCTOROCKS stop at the water's edge. One tries to grab at them with its tentacles, but LINK and ZELDA back out of reach.

LINK

I don't think they can leave the water.

LINK turns around and sees the edge of the cliff.

LINK

There's the cliff. There should be a path that runs along the side.

They turn their backs to the swamp and walk over to the edge of the cliff.

The OCTOROCKS have stretched their tentacles onto the shore and are scooping rocks into their mouths.

(CONTINUED)

LINK and ZELDA look over the cliff's edge. They see a four foot wide path, fifty feet down. LINK looks to the left and sees the path slopes up in that direction.

LINK
If we go farther along that way,
we'll find where the path starts at
the top of the cliff.

Something clanks against LINK's armor, making him turn around.

LINK
What was tha- Ow!

A small rock hits him in the face, cutting his cheek.

The three OCTOROCKS are looking right at LINK and ZELDA. The one in the middle regurgitates a rock into its mouth, then spits it out. ZELDA ducks out of the way behind LINK as he protects them with his shield.

LINK
Let's get out of here.

They take a couple of steps but stop and crouch to the ground behind the shield when the OCTOROCKS begin rapidly firing stones at them. Twelve more are approaching.

ZELDA
What do we do?

LINK
Get behind that boulder.

LINK provides cover while ZELDA goes behind the boulder near the cliff's edge. LINK follows.

OCTOROCKS are continuing to shoot stones, hitting the boulder.

LINK peers over the edge of the cliff.

LINK
Zelda...you're probably not going
to like this idea, but I think
we'll have to jump.

ZELDA peers over the cliff with LINK.

ZELDA
You're right...I don't like that
idea.

LINK

We can do it. I'll go first so I
can catch you when you drop.

ZELDA

But who is going to catch you?

LINK

(Smiling)

Relax...I'm the Hero of Prophecy,
remember?

ZELDA gives him an exasperated look.

LINK lies on his stomach, swings his legs over the edge,
then slowly slides the rest of his body until he's dangling
off the edge by his hands.

LINK

(Looking up at ZELDA)

See you down there.

LINK drops.

EXT. CLIFFSIDE PATH - DAY

LINK lands on the path easily as if he had only dropped a
couple of feet.

LINK

(to himself)

How did I do that?

(Looks up)

Drop down Zelda! I'll catch you!

LINK views ZELDA from below as she slides herself over the
edge as LINK did, but the cliff's edge crumbles.

ZELDA screams as she slips and falls. LINK quickly crouches
down and leaps twenty feet into the air.

LINK catches ZELDA in his arms.

LINK

Gotcha!

They drop back down onto the path with ease.

LINK

Are you okay?

(CONTINUED)

ZELDA

I'm fine, thanks to you.

She kisses his cheek.

ZELDA

That was incredible...How did you do that?

LINK

I was just asking myself that same question. I guess we'll just add it to our ever-growing list of things we need answers to.

LINK sets her down. They gather up their stuff and start walking down the cliffside path.

INT. HYRULE CASTLE - VAATI'S CHAMBER - DAY

VAATI is in a small, dark room lit by candles. There is a large Triforce symbol drawn on the floor. VAATI is sitting in the middle of it in a meditative pose. The area of the floor underneath him is glowing red.

GANON'S VOICE

You disappoint me Vaati.

VAATI

I'm sorry Master. I've had some unexpected difficulties. It's as if someone is shielding them from my senses.

GANON'S VOICE

I gave you your powers. I gave you your army. You have no excuses for failure!

VAATI

Yes Master, I will not fail you. The kingdom shall be yours.

GANON'S VOICE

Find them! I don't care if the Phantoms have to tear apart every village in Hyrule! Find them before the full moon, or you can die right along with them!

(CONTINUED)

VAATI

Please Master, I will do as you command.

GANON'S VOICE

NOW!!

KABOOM!! A flash of light and VAATI is hit with an invisible that knock him out with pain.

He gets up slowly. As he raises his head, his expression goes from shock and fear to anger and malice. He calls out loudly enough to be heard through the entire castle.

VAATI

PHAN-TOMS!!!!

EXT. ARID PLAINS - DAY

LINK and ZELDA reach the bottom of the cliff. The fog is gone and they step out from the shadow of the cliff into midday sun.

The ground is open and flat, covered with dry dirt and small pebbles

ZELDA is acting very disoriented. She stumbles and grabs onto LINK.

LINK

Are you alright?

ZELDA

I don't know. I haven't felt right since we got out of that swamp.

She tries to walk, but she's hit by a dizzy spell and drops to her knees.

LINK

You're definitely not well.

He kneels down and touches her left arm. She reacts in pain

ZELDA

Ow! What's that?!

ZELDA looks as LINK rolls up her sleeve.

There's a cut on her arm. The wound has turned black and it's spreading.

(CONTINUED)

ZELDA

I think that's where one of those
peahats cut me.

LINK

It must have released some kind of
poison into your body; we have to
stop it from spreading

He puts down the DUFFEL BAG and rummages through it. He
pulls out a bottle of HEALING POTION.

LINK

Let's hope this stuff works as well
as it did on my phantom wounds.

He opens the bottle and pours a little bit on the wound. The
black areas start to recede.

LINK gives the bottle to ZELDA

LINK

Now drink.

ZELDA drinks most of the potion. She closes her eyes and
takes a few deep breaths.

LINK

Are you feeling better?

ZELDA slowly stands up.

ZELDA

The dizziness is gone. I'm okay to
walk now.

LINK sighs with relief.

LINK

Thank the Spirits.

He walks over to where the DUFFEL BAG lays.

ZELDA

Link...Come here...

LINK turns around and walks over with a puzzled look.

ZELDA gently caresses his face, then slowly tilts his head
to the side.

She pours the last bit of potion in the bottle on the cut on
his cheek.

(CONTINUED)

The wound heals.

ZELDA
There...Handsome as ever.

LINK
Thank you.

ZELDA
So what challenge awaits us next?

LINK
We head towards that rise in the distance. The Desert of Fire lies beyond it.

ZELDA
Wow, doesn't that sound so boring.

They start walking towards a smoky haze on the horizon.

EXT. FIERY DESERT - DAY

LINK and ZELDA are getting closer to the rise, smoky haze now starting to fill the air. The ground has changed from dry dirt to a parched, cracked landscape. ZELDA's clothes and hair are sweaty, her dress is dirty up to the knees and she's tripping on the skirt. She stops walking.

ZELDA
Wait a minute Link. This is ridiculous!

LINK
What's wrong?

ZELDA
The way I'm dressed is wrong. I'm dirty, I'm hot. I should've changed into something else at the sanctuary.

LINK
Well...we were too busy running from phantoms trying to kill us.

ZELDA
Well, there are no phantoms around right now. I need to make some alterations.

(CONTINUED)

ZELDA pulls the dagger from her belt and cuts the skirt of her dress at knees length. She cuts the sleeves off at the shoulder and uses one of them to tie her hair back in a ponytail. She hitches up the skirt and starts cutting off the petticoats underneath at the waistline, exposing dirty leggings.

As she starts taking the leggings off. LINK, flustered, quickly turns his back. He waits, uncomfortably.

ZELDA

Okay...you can turn around now.
What do you think?

LINK turns and is stunned by ZELDA's appearance; bare legged and her knee-length skirt blowing in the breeze. The neckline has been cut lower

LINK

You look absolutely perfect...I mean...you probably shouldn't dress that way for your coronation, but for what were doing...um...you're perfect.

ZELDA smiles, gathers up her weapons, walks towards LINK and gives him a flirty look as she passes him.

LINK follows quickly behind.

EXT - DESERT OF FIRE - DAY

LINK and ZELDA come over the rise and the DESERT OF FIRE comes into view.

The sun shines through smoky air onto a parched landscape. In the distance, lava pours from a volcano feeding rivers running through small ponds of molten rock.

ZELDA

Do you think this journey will ever have us walking pleasantly through a beautiful field of flowers?

LINK

Who knows? If a blacksmith can be the Hero of Prophecy, anything is possible.

LINK looks at the MAP, then surveys the area with the TELESCOPE.

(CONTINUED)

LINK

Well, we don't have to get close to the volcano, or any of the lava. There's dry riverbed that will lead us to an area of sand. After we cross that, we're out.

ZELDA

Okay, let's go.

They go over the rise and down the rocky slope into the desert, and follow the dry riverbed.

EXT. FIERY DESERT - LATER - DAY

The sun in the sky beats down on them. Ripples of heat rise from the ground. LINK reaches into the DUFFLE BAG and pulls out two leather bags of water, handing one to ZELDA. They drink and keep walking. The terrain turns from hard and rocky to a large area of sand. The edge of the desert can be seen 300 feet away.

ZELDA

Alright, so we just cross here then?

LINK

Yeah...it all seems a little too easy though...nothing else has been. I'll go first. Be on your guard.

ZELDA loads an arrow into her BOW. LINK takes a few steps out onto the sand, then stops as he sees something.

An area of sand rises up and shifts around.

LINK

Wait...

LINK walks backwards, guiding ZELDA back with his hand.

ZELDA

What's wrong?

LINK

There's something moving under the sand...let me try something.

LINK takes a rope out of the DUFFLE BAG, then picks up a rock and ties the rope around it. Holding one end of the rope he flings the rock out onto the sand, then slowly starts to drag it back in.

(CONTINUED)

Multiple movements can be seen moving under the sand towards the rock. A LEEVER, a cylindrical plant-like creature, pops its top half out of the sand exposing an orifice with razor sharp teeth. It spins and grinds up the rock to dust, devouring it.

ZELDA

Leevers.

LINK

Another creature you've read about?

ZELDA

They can sense the vibrations of people's footsteps on the sand. We'll be torn to shreds if we go out there. Can we go around?

LINK

No, if we go north, it will take us too close to the volcanic area through lava flows and magma pockets; the heat would cook us alive. If we go south, it's all mountains. It would take us weeks, and we don't have that much time.

ZELDA

Okay, so how do we get across?

LINK

Maybe we could make a series of short crosses to those flat areas of rock scattered out there. If we could repel the leevers for a short time...

ZELDA

Well...they're drawn to the vibrations of footsteps, but they will get spooked by larger impacts.

LINK thinks, reaches into the DUFFEL BAG and pulls out the BOMB BAG.

ZELDA

That'll do.

LINK

Okay then, I'll throw it between here and that rock platform there. That's our first stop.

(CONTINUED)

ZELDA

Good. Just be ready to run as soon as the bomb goes off. Leever's scare easily but it won't take them long to sense us crossing.

LINK presses a switch on the BOMB creating a spark that lights the fuse. He tosses it onto the sand. LINK and ZELDA crouch down behind the MIRROR SHIELD. The bomb goes off, blasting sand everywhere.

ZELDA

Now!

They run and make it across easily. One leever bursts out after they're on the rock. LINK lights another BOMB, and tosses it between them and the next rock formation. They make it across again, then two more times with the same results. The LEEVERS only burst out of the sand after LINK and ZELDA have made it to the rock. Standing on the final rock, they can see the edge of the desert and a green landscape stretching out beyond it.

LINK

Okay, one last crossing and we're out. Run as fast as you can. This is the farthest distance we've had to cross.

LINK tosses the bomb, it goes off. ZELDA starts running first, LINK follows behind. ZELDA makes it across to the edge. LINK is almost across when a LEEVER pops up and wraps its mouth around his entire right foot. LINK trips and falls face first onto the rocky edge.

The LEEVER still has hold of his right foot, and is moving slowly up his leg, pulling him backwards.

LINK jams his sword into the edge, and uses it as a hand-hold to pull himself out.

ZELDA

Link!

A second LEEVER burst out and grabs LINKS left foot.

The leever's teeth are grinding against LINK's armor, creating sparks.

LINK

I can't get free...they're going to pull me under.

(CONTINUED)

ZELDA draws her BOW and shoots two arrows at the same time, hitting both leavers. They screech, releasing LINK's legs, and withdrawing back under the sand. LINK scrambles up onto the ground.

He sits and inspects his legs.

ZELDA
Are you alright?

LINK
Yeah, I think I'm okay. they
couldn't bite through the armor

LINK stands up, and dusts himself off.

LINK
Nice shot with the arrows.

ZELDA
Well, you don't make it easy to
even the score for life-saving, but
I'm trying.

LINK smiles and they start walking away from the desert towards the open area of green hills.

LINK
It's going to be dark soon. We
better find a place to make camp.

ZELDA
Alright, but you're not going to
take the whole watch again. You are
going to get some sleep...no
arguments.

LINK
Yes, Your Highness.

ZELDA looks at him, laughs and gives him a playful shove. They continue on to the green hills.

EXT. GRASSY HILLS - DAY

The sun is rising. LINK and ZELDA are outside their TENT which is set up in a valley area surrounded by three hills.

LINK has collapsed the TENT and is rolling it up.

(CONTINUED)

ZELDA

So, you feel better now that you've rested?

LINK

Actually, I could use a few more hours.

ZELDA

Don't be a baby. Move it Knight.

They laugh, and gather up their gear.

LINK

We should reach Sahas' temple by midday...

EXT. GRASSY HILLS - LATER - DAY

LINK and ZELDA are making their way over the many hills. They come up over the top of a hill covered in flowers.

LINK

Hey, look! A field of beautiful flowers. You were right. You must be a prophet.

Zelda laughs.

Link looks around and sees a small village in the distance.

LINK

Sahas' temple should be just beyond that village over there.

ZELDA

Should we go around? We don't know who might be there.

LINK picks a few flowers off the ground.

LINK

Maybe we should pay a visit. We're low on food, water...bombs. You need more arrows. We might be able to purchase some supplies there.

ZELDA

Alright, let's try.

LINK puts the flowers in ZELDA's hair in a semi-circle.

(CONTINUED)

LINK

There...I don't have a crown handy,
but you still look beautiful.

ZELDA takes LINK's hand in hers and they walk close together towards the village.

EXT. KARIKO VILLAGE - DAY

LINK and ZELDA enter the village, and walk along the path through the tiny huts.

They see people gardening, workmen fixing homes, and children running around playing with wooden swords.

As LINK and ZELDA pass by, villagers stop what they're doing and look with curious suspicion.

They walk up to a man pounding an anvil. He's making armor.

LINK

Excuse me sir. My companion
and I are looking to purchase
some supplies.

The BLACKSMITH points his hammer at a hut with a red door.

BLACKSMITH

That one there. His name is Beedle.

LINK

Thank you...by the way, one
blacksmith to another, you do
excellent work.

The BLACKSMITH gives him a look of disbelief.

LINK

What?

BLACKSMITH

I would never expect to see the red
armor of the legendary knight to be
worn by a common blacksmith.

LINK

Yes, well...you could say I came to
possess it by accident.

BLACKSMITH

No, if you're wearing that armor,
it's because you were destined

(MORE)

(CONTINUED)

BLACKSMITH (cont'd)
to...Sahasrala is not far from
here.

ZELDA
How did you know we were looking
for him?

The BLACKSMITH smiles, and without a word, walks into his
hut and closes the door.

LINK
Is it just me, or was that weird?

ZELDA
Come on. Let's get our supplies and
find Sahas.

They walk across the village to Beedle's shop.

INT. BEEDLE'S SHOP - DAY

They open the door and enter.

There is a funny-looking man behind the counter. He looks up
and sees LINK and ZELDA.

He bounds over to them with lots of energy

BEEDLE
Come in! Come in! Welcome to
Kariko Village my friends! I'm
Beedle and this is my shop. I have
what you need, and don't have what
you don't need; because why would
you want to buy that junk? Ha!
Ha! So, what are your names?

ZELDA is amused.

LINK
I'm Link, this is Zelda. We don't
have a lot of time and we need some
supplies...Food, water, bombs and
arrows.

BEEDLE
Of course, you need it, I have it.
Will there be anything else?

(CONTINUED)

ZELDA

Actually, I could use a good pair of walking boots, and maybe some kind of armor? Believe it or not, this dress doesn't offer much protection.

BEEDLE

I do have boots, but I'm afraid the armor we have is not likely to fit you Miss. It's all designed for men.

ZELDA

Are you sure you don't have anything at all?

BEEDLE

Well...perhaps there's something. It's a one of a kind body suit with an interior of woven pure metal. Our village blacksmith created it. But since there wasn't much pure metal left at the time, it's a small size...but that doesn't mean it's cheap.

LINK reaches into the DUFFEL BAG and pulls out the RUPEE SATCHEL. He tosses it to BEEDLE.

BEEDLE catches the satchel and looks inside. His eyes widen in excitement.

BEEDLE

Umm...this is more than enough.

LINK

It's all yours. Keep it.

BEEDLE

Let me go get your supplies...and your clothes Miss.

BEEDLE heads into his back room. Clattering sounds can be heard.

ZELDA

Do you think we should ask him about Sahas?

LINK

I don't know. Why?

(CONTINUED)

ZELDA

That blacksmith knew Sahas' name.
Maybe someone here spoke with him.

BEEDLE comes out with everything they ordered.

BEEDLE

You're looking for Sahasrala?

Beedle puts the bombs, arrows, food and boots on the counter. The armor bodysuit is draped over his arm.

LINK

You know him?

BEEDLE

Everyone in the village knows him.

He hands the bodysuit to ZELDA.

BEEDLE

Here you go Miss. You can change
behind that screen.

ZELDA inspects the brown bodysuit and goes behind the screen, but her silhouette can still be seen as she takes off her dress.

LINK and BEEDLE awkwardly turn away.

LINK

Er...Umm...So how exactly does
everyone know Sahas?

BEEDLE

His arrival was very memorable. He
showed up ten years ago asking
about the "Spirit Temple". Nobody
knew what he was talking about, but
there was an ancient structure in
the valley. None of us ever knew
what it was or how to get into it.

LINK

So it was the Spirit Temple?

BEEDLE

I assume so. After Sahas left the
village, he was seen at the
structure. He touched the wall, and
it opened. A short time after he
entered, a vast field of thorn
bushes began to grow out from the

(MORE)

(CONTINUED)

BEEDLE (cont'd)
temple, surrounding it and filling
the valley.

LINK
Thorn bushes? So no one can get to
the temple

BEEDLE
Well, they seemed to have grown in
a specific pattern; creating a
labyrinth of some kind. Sahas was
never seen again. For all I know,
he's still in that temple.

ZELDA steps out from behind the screen.

ZELDA
Then that's where we need to go.

LINK and BEEDLE turn around to see ZELDA standing there in
the body-hugging suit with a lace-up front.

ZELDA
It's surprisingly comfortable, but
I had trouble breathing with it
tied all the way up...Doesn't leave
much to the imagination, does it?

LINK
Yeah, I'm not imagining anything
right now.

She give LINK a flirty smile, walks over to a rack of
clothes and pulls off a short, blue dress.

ZELDA
Is it alright if I take this?

BEEDLE
No reason you can't be protected
and well-dressed.

ZELDA
Very nice, thank you.

LINK
So this labyrinth of thorn bushes,
is there an entrance?

BEEDLE
Are you sure you want to enter
it? Some curious and foolish
(MORE)

(CONTINUED)

BEEDLE (cont'd)

villagers have tried to reach the temple over the years, all with the same result. After wandering lost for days, they'd emerge tired, thorn cuts from head to toe...I don't think anyone is meant to enter that place.

ZELDA walks over to LINK. He puts his arm around her waist.

LINK

We are.

BEEDLE

Well, I sure hope you're right. Follow the stone path south from my shop. It ends at the edge of the thorn bushes. Follow them along to the left until you see the entrance. It's marked with a sign that says "Danger. Do not enter".

LINK

Yes...well...I'm afraid we'll have to ignore that.

They collect up the supplies they bought. LINK hands ZELDA the arrows. She puts on her boots.

They head out the door.

ZELDA

Thank you for everything.

BEEDLE

You're welcome...
(the door closes)
...Princess.

EXT. COBBLESTONE PATH - DAY

LINK and ZELDA follow the stone path to where it ends at the thorn bushes that spread out into the valley.

LINK

This thing is enormous...

LINK looks to the left.

There is an opening in the bushes about fifty feet away.

(CONTINUED)

LINK

That must be the entrance over there.

They walk to the entrance to the labyrinth and cautiously enter.

INT. THORNY LABYRINTH - DAY

There's a path going right and a path going left.

LINK looks both ways and shrugs.

LINK

Let's try going right.

They follow the path to where it turns left. They go a little more to where it turns right. They come to a dead end.

LINK draws his sword

LINK

Maybe we could just cut our way through.

ZELDA

I've got a bad feeling about that.

LINK

We can at least try.

He slices at the wall of thorns and creates an opening. The bushes start moving. ZELDA cautiously backs away. A thorny vine grows out of the ground and lashes LINK across the face and neck. He falls to the ground, covering a bloody wound with his hand. More thorny vines grow out of the ground and entwine themselves to fill the opening that LINK made. The bush becomes still again, and ZELDA goes over to tend to LINK who is rolling back and forth in pain. ZELDA goes into the DUFFEL BAG and takes out a bottle of POTION.

ZELDA

Here now, let me see.

LINK takes his hand away exposing the gashes. ZELDA dribbles a bit of the potion into each cut. The wounds start to close. LINK sits up, fully healed.

ZELDA

See? Told you I had a bad feeling.

(CONTINUED)

LINK

So what do your feelings say about finding our way through this maze?

ZELDA

Well...when we first came in the entrance, I was feeling pretty certain that we needed to go left. Maybe we should go back that way.

LINK

Okay...sounds good enough for me. You lead this time, I'll follow.

They make their way back and take the left path from the entrance. With ZELDA leading the way, they take path after path, turning corner after corner. ZELDA occasionally pauses as if listening to someone talking to her. She's walking faster and faster while LINK keeps pace.

INT. THORNY LABYRINTH - SPIRIT TEMPLE WALL - DAY

They emerge from the Thorny Labyrinth maze in front of the Spirit Temple. The sun is setting.

LINK

Wow, you found it...really easily. This is getting even weirder.

ZELDA

You want weird? Watch this.

She walks up to the temple wall, places her hand on on a spot between two columns, and starts to chant in a strange language.

ZELDA

Munktu Orso Nayru...Tappila Kuro
Farore Basa!

A section of the wall slides over to the side, revealing an entrance.

LINK

Yes...that was weird as well. How are you doing this?

ZELDA

I wish I knew...Do you want to go in?

(CONTINUED)

LINK

Well, I hate to think we came all
this way for nothing.

LINK and ZELDA join hands, look at each other and enter the temple.

INT. SPIRIT TEMPLE ENTRANCE- DAY

LINK and ZELDA are walking down a dark corridor towards a faint, yellow light that can be seen at the end.

INT. SAHASRALA'S CHAMBER - NIGHT

They emerge from the corridor into a brightly lit room. A few stairs walk up to a platform where Sahasrala is sitting in a meditative position. His eyes are closed. They walk up onto the platform and cautiously approach him.

ZELDA

Hello?

Sahasrala does not respond.

LINK

Sahasrala?

Sahasrala opens his eyes and looks at them with a peaceful serenity.

SAHAS

Link...Zelda...You've come.

LINK

Yes...your brother Fado...

SAHAS

My brother Fado told you to tell me
to tell you he said hello.

LINK and ZELDA share an amused look.

ZELDA

Well...now we're here. So maybe you
can tell us why.

SAHAS

You want to know why the two of you
are so important...

(CONTINUED)

LINK

Well...that would be a good place to start.

What is Vaati trying to accomplish? I've lost my parents. Zelda has lost her parents and her sisters. Thousands of good people have been slaughtered...to what end?

SAHAS

My dear, young friends. My heart truly aches for the tragedy and suffering you've had to endure. I can only imagine the intensity of the hatred you have for Vaati. And while he has played his part in this, he is still nothing more than a servant who is carrying out the wishes of his master...the true enemy...Ganon.

ZELDA

Ganon!...He's trying to escape from the Dark World?

SAHAS

Yes, but to do that he must break the Seal of the Seven Wizards that keeps him from crossing through the gateway that links our worlds.

He's channeling some of his power to Vaati, so he can carry this out.

ZELDA

How do we stop Vaati from breaking the seal?

SAHAS

He's very close to completing his task. He has sacrificed six descendants of the wizard elders and released their life energies into the gateway...only one more is needed

ZELDA

Six descendants...my sisters...and me. I'm the last one!

(CONTINUED)

LINK

That's not going to happen Zelda. I will never let him take you. (To SAHAS) Sahas, if I'm going to protect Zelda, I need a weapon. A White Sword can block dark magic, but it's not effective enough for attack. Is there something better I can use?

SAHAS

Yes, you need the Sword of Evil's Bane. The sword that was wielded by the Legendary Knight himself in his battle with Ganon. You need the Master Sword.

LINK

What makes the Master Sword so special?

SAHAS

It's a sword that combines all three pure metals...Aquanine, Azurine and a core of Crimsonine.

LINK

Crimsonine? Alfonzo said that's what the Red Armor is made of.

SAHAS

Yes, it's a metal so rare, it was only found once in our history.

LINK

Where does it come from?

SAHAS

Crimsonine is the physical manifestation of the energy from the Golden Land. It entered our world through the same gateway that the Wizard Elders sealed so long ago. It takes centuries for even the smallest amount to form, but the power it radiates, transforms the surrounding rock into Aquanine and Azurine.

LINK

Surrounding rock...Death Mountain! The gateway is in the mines, and that's where we'll find Vaati!

(CONTINUED)

SAHAS

Yes, it was the discovery of the Crimsonine in the mines that led Ganon to finding the Golden Land. He was the first to discover that the Crimsonine would be the focal point for casting open a gateway. Vaati is now using that same point to break the Wizard's seal.

LINK

Vaati must be stopped. I need that Master Sword.

SAHAS

I'm afraid it's not that simple dear boy...

LINK

Of course not...Why would it be?

SAHAS

The Master Sword can only be claimed by the Hero of Prophecy.

ZELDA

Fado said Link is the Hero of Prophecy.

Sahas stand up, walks over and places his hands on Link's shoulders.

SAHAS

I hope with all of my heart that it is you...but I don't get to decide that. I'm afraid you'll have to prove yourself.

LINK

How do I do that?

Sahas walks to the back of the room where there is a large stone door with a lock on it. He reaches into his pocket and takes out a key, unlocks the door and slowly pulls it open.

SAHAS

This corridor will lead you through three chambers. Each one is guarded by a different manner of beast. If you can defeat all three and reach the fourth and final chamber, you will have proven yourself as being the Hero of Prophecy and you'll

(MORE)

(CONTINUED)

SAHAS (cont'd)
receive what you require to find
the Master Sword.

ZELDA comes up close beside LINK. He puts his arm around her waist.

LINK
We have to defeat three beasts?

SAHAS
No Link, you have to defeat three
beasts on your own. Princess Zelda
is not to be a part of this
challenge.

ZELDA
Why not?

SAHAS
Because that is how it must be.

ZELDA is getting visibly upset, and starts walking slowly towards SAHAS.

ZELDA
Is it how it must be, or how you're
letting it be? You're a prophet.
Why didn't you try to change
anything that has happened? The
arrival of the phantoms, the
slaughter of the villagers, Vaati's
takeover, the death of Link's
parents, of my family and basically
everyone I've ever cared about!

Tears roll down her cheeks.

ZELDA
You didn't try to stop any of it.

SAHAS
Dear girl...these past years have
not been easy for anyone; myself
included. I know that by letting
events to unfold the way they did,
my hands are stained with the blood
of many good people. Believe me
when I say that it haunts me every
day.

ZELDA

So...why then?

SAHAS

The Triforce did more than bring about mystics. It was the guardian of our spirits. The Golden Land was a place of bliss where our non-physical being would continue on. With the Triforce gone, the Golden Land has been lost.

Now, when our mortal lives come to an end, our spirits wander this world alone and miserable. No joy, no peace, no sensations of any kind...and they are the lucky ones.

Those poor spirits who once resided in the Golden Land, now live abysmal existences under Ganon's torturous reign in the Dark World.

This is something bigger than any of us. It's not about one person's life. It's about everyone's eternal lives. The Triforce must be returned, and only the Hero of Prophecy can accomplish this.

I have spent most of my life coming to terms with the knowledge that extreme sacrifices would have to be made. I made a pledge to myself that I would not let those sacrifices be in vain.

ZELDA stands in silence for a few moments with her head down. She then looks at Sahas, walks over to him, and hugs him tight.

ZELDA

Thank you. I understand now.

SAHAS

Your family will find their bliss.

The sound of a sword being drawn makes ZELDA and SAHAS turn to look at the entrance to the chambers.

LINK is standing there holding his SWORD and a lit TORCH with the DUFFLE BAG and SHIELD strapped across his back.

(CONTINUED)

LINK

If you'll both excuse me, the Hero
of Prophecy needs to prove
himself...I'll be right back.

ZELDA

You better.

LINK smiles slightly, gives ZELDA a wink, turns and enters
the corridor.

INT. CORRIDOR TO CHAMBERS - NIGHT

LINK is walking down the dark corridor, torch in hand.

On either wall, he sees lamp sconces filled with oil. He
lights them with the torch, which starts a chain reaction
that lights all the other lamps ahead of him. LINK leaves
the torch behind and continues along the downward-sloping
corridor.

INT. DODONGO CHAMBER - NIGHT

LINK cautiously walks through the entrance to the first
chamber. He is surprised by a stone door that quickly drops
down, blocking the way back.

GROWL. SNORT! LINK snaps to attention. He brings his SWORD
and SHIELD to the ready as he slowly walks into the middle
of the room

Across the chamber is a large, square opening with a ramp.
Down the ramp comes a DODONGO. The DODONGO sees LINK and
bellows loudly, showing a mouth full of sharp teeth. It
charges at LINK, who stands there stunned.

Just when the beast is about to run him down, LINK leaps
fifty feet in the air. Somersaulting twice, he lands
effortlessly after the DODONGO charges past.

LINK

How am I doing this?...

The DODONGO has stopped and turned around to charge at LINK
again. LINK tries dodging to the right and striking the
beast with his sword as it runs past. Sparks are created
from the sword striking the beasts armor-like skin. The
DODONGO is unfazed.

LINK comes out of his dodge by going into a tuck-and-roll,
coming to a stop facing the wall. He turns around just as
the DODONGO rams him and pins him up against the wall.

(CONTINUED)

LINK drops his SWORD and SHIELD. LINK has a grip on the beast's front legs and is struggling to hold it back while it snaps at him with huge jaws. LINK begins to glow with a faint, green aura and he starts pushing back harder.

He's no longer pinned against the wall and is slowly forcing the DODONGO towards the centre of the room.

LINK

Alright you, deal with this.

LINK flings the beast to the other side of the room. The DODONGO lands on its back.

LINK pulls a BOMB out of the DUFFEL BAG and walks up to the DODONGO. It's having trouble getting back onto its feet. He pries open the beast's mouth by stepping on its upper jaw and yanking on the lower jaw with his left hand. Holding the bomb in his right hand, he ignites it and shoves it down the DODONGO's throat.

LINK holds its mouth closed as it swallows the bomb then he runs to where his sword and shield are. The bomb goes off. Smoke and bits of flesh erupt from the DODONGO's mouth. LINK ducks behind his shield. The DODONGO goes limp. Blood starts to trickle out of its mouth.

LINK

I wish Zelda could have seen me do that.

LINK's green aura fades.

A section of the chamber wall slides open, revealing another corridor. LINK walks through it.

INT. LANMOLA CHAMBER - NIGHT

LINK approaches the entrance to the next chamber. He enters and another stone door drops down to block the way back. The chamber is a giant sand pit. LINK cautiously steps out further, surveying the room. There are stone rafters a hundred feet above. Shifting sand catches LINK's attention. It's moving towards him. Just as the shifting sands are about to reach him, LINK does an incredible leap and grabs onto a rafter.

SCREECH! A LANMOLA bursts out from under the sand. SCREECH.

(CONTINUED)

LINK watches from above while this armored caterpillar creature starts frantically skittering around. It suddenly stops and lifts its head seeing LINK hanging from the rafter. SCREECH. HISS. The LANMOLA spits a ball of acid up at LINK.

LINK does a mid-air flip to another rafter. The acid ball misses, burning the stone rafter. The LANMOLA spits another ball of acid.

LINK begins to emanate the green aura again as he avoids the acid by swinging towards the chamber wall.

LINK hits the wall at the midpoint between the ceiling and the ground, springs off the wall, twists himself around and lands feet first on the back of the LANMOLA.

LINK draws his sword and starts to strike the LANMOLA's back. The sword strikes and plunges are deflected by its shell.

The LANMOLA begins to buck and jump about. LINK tries to hold on but tumbles backward. LINK grabs on to the tip of the tail. There is an exposed section of flesh where two segments of armor meet. The LANMOLA whips its tail violently.

LINK loses his grip and goes rolling across the sand, stopping against the wall. He quickly gets back up. The LANMOLA starts waving its tail back and forth. Slowly at first, then faster and faster.

The LANMOLA goes into a spin; whipping its tail at LINK.

LINK leaps up, twisting himself upside-down and in one smooth motion, uses his sword to lop off the end of the LANMOLA's tail at the point where the flesh is exposed.

Massive amounts of fluid gush from the open wound as the LANMOLA screeches out in pain and flops around. It soon collapses onto its side curling up into a ball, dead.

LINK looks at his hands as the green aura fades again.

LINK

Huh...A few days ago, I might have
thought this was weird.

The section of wall slides open revealing the next corridor leading to the third chamber. LINK walks towards it.

INT. GLEEK CHAMBER - NIGHT

LINK enters the third chamber. The entrance closes behind him. The round chamber has a ledge that extends fifty feet from the entrance. There are two fire pedestals on either side. The rest of the chamber is a huge, pool of water.

LINK stands at the ready with his sword. Something moving under the water causes ripples and bubbles on the surface of the water. With a huge splash, a GLEEK bursts out from the water.

POV - LINK's gaze follows the GLEEK's two dragon heads, down their long necks to where they are attached to a single body. The two heads roar together. Then the RIGHT HEAD spits out a stream of flames towards the ceiling. The LEFT HEAD releases a fast moving cloud of frigid air that creates a thick layer of ice on the chamber wall.

END POV

LINK

Well...at least I have plenty of
experience killing imaginary
dragons.

The RIGHT HEAD blasts a stream of fire at LINK. He tucks and rolls to the left, dropping his sword in the process. LINK comes out of the roll, then rushes over to get his sword.

Before he can grab it, the LEFT HEAD releases an icy cloud. LINK leaps high up, avoiding the blast of cold. A large area of the floor gets covered with ice, as well as the WHITE SWORD. LINK drops down, landing on the icy patch. He slips and falls flat on his back. LINK is momentarily dazed.

The GLEEK heads move in closer to where LINK is laying. LINK sees them coming. He looks right and left and sees the handle of his sword protruding from the ice. He rolls over to it, and with his back to the GLEEK, he attempts to pull it out of the ice.

The two heads have moved up right behind LINK just as he breaks the sword out. The blade is still covered with ice.

On his knees, he turns around to come face to face with the GLEEK heads bearing their teeth at him.

LINK dives under the fire-breathing head, sliding on his back across the ice and ramming the ice-covered blade of his sword into a point along its neck.

The skin of the fire breather splits open violently, creating a massive wound gushing steaming fluid.

(CONTINUED)

Both heads of the GLEEOK rear back, bellowing in pain. The area around the wound has started turning grey which quickly spreads to the entire right side which then shrivels up and falls limp into the water.

ROAR! The left side dives under the water.

LINK looks at his ice-covered sword.

LINK
Ice hurts fire...
(looks at the fire pedestal)
...Fire hurts ice...

He rushes over to the fire pedestal and sticks the blade of his sword into the flames. His back is to the water.

The LEFT HEAD quietly rises from the water. LINK doesn't notice it at first.

He grabs his sword and turns, just as the GLEEOK freezes LINK's feet to the floor. LINK's sword is glowing bright orange with heat as he stands frozen in place. Struggling to get free, his green aura returns again.

The GLEEOK is cautiously keeping its distance. It rears its head back and blasts a massive stream of cold. LINK cringes, throwing his arm up to cover his face.

After a few moments he realizes that the blast of cold is being deflected around him by a protective field of energy he is emanating.

LINK laughs in astonishment. The GLEEOK'S stream of ice fizzles out. ROAR!

LINK is able to break his feet free of the ice.

The GLEEOK lunges forward.

LINK leaps towards it with his glowing-hot sword.

He slashes along the left side of it's neck, splitting open another massive wound. Freezing liquid is spurting out as the ice gleeok also turns grey and goes limp. The entire body sinks under the water. LINK's green aura fades as he collapses onto his back, exhausted.

LINK
Alright Sahas!...That's three
defeated beasts!...Can I get out of
here now?!

LINK sits up at the sound of a wall sliding open.

Across the water, light is coming in from an open exit door. The platform begins to move. It extends across the chamber until it reaches the exit on the other side.

LINK stands up, grabs his sword and shield, and walks through the exit into the light.

INT. SPIRIT CHAMBER - NIGHT

LINK enters the fourth chamber.

The room is filled with light coming from the walls, the floor, and the pillars. In the centre of the room is a fountain with an altar in the middle of it.

LINK walks up to the fountain. Two balls of light, one green and one blue, rise from the water. They circle the altar getting bigger and bigger. A set of shiny, clear, butterfly-shaped wings grow from each ball of light.

LINK watches in awe as the two balls of light continue to grow bigger, and start taking the shape of people. FARORE emerges from the green light. NAYRU emerges from the blue. LINK is entranced by their beauty.

LINK

Oh wow...you're spirits, aren't you?

NAYRU

Yes, very much so. I am Nayru, the Spirit of Wisdom.

FARORE

And I am Farore, the Spirit of Courage.

FARORE moves closer to LINK as if inspecting him.

NAYRU

Do you sense it? Does he carry it with him?

FARORE

(To NAYRU)

He does. There is no mistaking it; he is a force bearer.

(To LINK)

You truly are the Hero of Prophecy. For so long we have waited for you.

(CONTINUED)

LINK

Well...um...sorry to be so late.

NAYRU

And where is the other?

LINK

Other?

NAYRU

The other who was destined to join you on your quest. The other force bearer.

LINK

Zelda?...she may be the other you speak of. She's been with me ever since this whole thing started. She's waiting with Sahasrala back in the Spirit Temple.

FARORE

Then that is where we shall go.

NAYRU and FARORE begin emanating a bright yellow light that envelops them, then expands to fill the room; surrounding LINK to the point where the floor and walls are no longer visible.

INT. SAHASRALA'S CHAMBER - NIGHT

The light fades.

LINK looks around, confused for a moment. He is back in the temple with ZELDA and SAHAS.

ZELDA

Link!

LINK turns around, sees ZELDA and smiles. She rushes over and hugs him tight.

ZELDA

I knew you would make it back. I've always known you were destined to be a great hero.

FARORE (O.S.)

Now he is ready to fulfill that destiny.

(CONTINUED)

ZELDA

(Turns quickly to face FARORE)
Who are you?

SAHAS

They are spirits, my dear. Nayru
and Farore. The Spirits of Wisdom
and Courage.

NAYRU floats over to ZELDA and stares intently at her.

NAYRU

And you are the other Force Bearer.

LINK

What is a Force Bearer?

NAYRU

When we returned to your world that
day after the Legendary Knight's
defeat, we wanted the Forces of
Wisdom and Courage to continue to
influence your people. So to make
sure that no one person could ever
take them for themselves, we split
the forces up into pieces and hid
them.

LINK

Where?

NAYRU

We chose two specific bloodlines
and split them up amongst seven
members from each one.

The Force of Wisdom was divided
amongst the seven daughters of the
King. The Force of Courage was
divided amongst the seven sons of
the Legendary Knight.

FARORE

The fragments were bonded with
their life energies. All
descendants who followed in those
bloodlines would become Force
Bearers too. As the members of
those bloodlines increased in
number, so did the number of force
fragments. Of course, as they
increased in number, they decreased
in size.

(CONTINUED)

ZELDA

So Link and I are barers of force fragments? I'd imagine that after hundreds of generations, there would be thousands of Force Barers. What makes us so special?

NAYRU

There were thousands of Force Barers...until Vaati and the phantoms came.

LINK

So...Ganon was using Vaati and his phantoms to eliminate everyone who carried a force fragment?

ZELDA

Yes! I get it now. If the number of fragments increases with the number of descendants, then the opposite must be true when their numbers dwindle. And instead of the fragments getting smaller, the remaining members' portions would get larger.

LINK

Ganon is trying to reassemble the entire Triforce...We have to stop Vaati before he kills them all.

FARORE

There are only two left now. One barer of the Force of Wisdom...

(Looks at ZELDA)

...and one barer of the Force of Courage.

(Looks at LINK)

LINK

...We possess the forces?

NAYRU

In their entirety. Vaati cannot kill you here in this world. Without your life energy to bond itself to, the forces would cease to exist and be lost forever.

FARORE

But while you possess them, you each have the potential for

(MORE)

(CONTINUED)

FARORE (cont'd)
incredible and abilities that will
serve you well.

ZELDA
What abilities?

NAYRU
The Force of Wisdom will give you
great power of the mind, Zelda.
You'll be able to know and sense
things you never could before.

It's why you were able to find your
way through the Gopongo Swamp; and
the thorn maze. In time, you have
the potential to bring together all
the abilities of a psychic, a
telekinetic, a sage, a
prophet...and even beyond.

FARORE
And Link, the Force of Courage
gives you great power of the body.
The skill you've already shown is
but a fraction of what you can
accomplish. You will become a
knight like no other in history.

LINK and ZELDA look at each other in astonishment. They join
hands.

ZELDA
So what happens now?

SAHAS
Now, you must retrieve the Master
Sword. Nayru and Farore will take
you to its resting place.

NAYRU
We cannot transport directly there.
The area is protected by a special
enchantment.

FARORE
We'll get as close as we can, and
it will take a few hours to walk
the rest of the way.

LINK
Alright, I'm ready.
(Looks at Sahas)

(MORE)

(CONTINUED)

LINK (cont'd)
Good bye Sahas. Thank You.

ZELDA walks over and gives Sahas a warm hug.

ZELDA
Good bye.

SAHAS
Farewell my dear...
(Looks at LINK)
And good luck to you, Hero.

LINK
I hope we'll meet again someday.

Sahas tries to hide his emotions with a smile and starts to well up a bit as ZELDA walks back over to where LINK is standing with NAYRU and FARORE.

SAHAS
I will always be there to help
guide you.

FARORE and NAYRU emanate a yellow light in the form of a giant orb that grows and envelops all four of them. They disappear in a flash.

FADE TO BLACK

INT. HYRULE CASTLE - THRONE ROOM - DAY

FADE UP

VAATI is sitting on the throne the RED PHANTOM, GREEN PHANTOM, BLACK PHANTOM and GREY PHANTOM are all kneeling before him.

VAATI
You are all the most incompetent
bunch of wretched creitons
imaginable!

VAATI stands up and starts pacing in frustration.

VAATI (CONT'D)
First you let them escape because
you can't deal with a few tektites
and a river! Then it's apparently
to difficult to storm a monastary
full of monks!

(CONTINUED)

RED PHANTOM

Yes master, but...

VAATI fires a blast of energy at the RED PHANTOM, knocking him over.

VAATI

Shut up! I don't have time to listen to your pathetic excuses. The full moon rises tonight! Quite frankly, I don't know why I just don't dispatch you all into oblivion right n-...

VAATI suddenly stops pacing, then slowly raises his head, as if sensing something.

VAATI

Ahhhhhhh! There they are...It seems that our friends have discovered their hidden potential.

VAATI points at the BLACK PHANTOM.

VAATI

You! Assemble your phantoms and take them to the base of Death Mountain. See to it that no one enters the mines until the ritual is complete.

BLACK PHANTOM

As you wish master.

All four phantoms stand and quickly exit the chamber.

VAATT spreads his arms out and levitates himself.

VAATI

If you want somebody killed right...do it yourself.

He disappears in a flash of purple light and black smoke.

EXT. ROCKY MOUNTAIN CANYON - DAY

NAYRU, FARORE, LINK and ZELDA arrive in a flash of yellow light. They find themselves in a canyon surrounded by small mountainous formations.

LINK looks around. He catches sight of the sun rising over a towering mountain a few miles away.

(CONTINUED)

LINK

Wow...Death Mountain. It's been a while since I've seen it this close. I used to come here with my father; before the mine was closed.

FARORE

No time for nostalgia Link. We need to make our way through the canyon pass and get to the west side of the mountains.

LINK

The west side of the mountains? That's the Lost Valley...the Cursed Cemetery is there.

NAYRU

Right, that's where we need to go.

ZELDA

It's said that anyone who ventures there, joins the lost spirits of the dead.

NAYRU

Not exactly. It's more like the spirits that end up there, are lost.

LINK

What?

FARORE

With no Golden Land to go to, all dead spirits wander the Lost Valley; waiting for the day the Golden Land is restored.

LINK

And why would you hide the Master Sword in that graveyard?

NAYRU

It was entombed there with the body of the Legendary Knight. His spirit guards it. You must prove to him that you are worthy of it.

LINK

It's never easy, is it?...

(CONTINUED)

They start walking through the canyon; making their way down slopes, through narrow passageways and under unique rock formations.

They are moving through a wide, extended part of the canyon with very high walls.

ZELDA

So Nayru, you created the Force of Wisdom, and Farore created the Force of Courage; but who created the Force of Power?

NAYRU and FARORE look at each other sadly.

NAYRU

Our other sister created it...Din.

ZELDA

Where is she?

FARORE

We don't know. Ever since the Triforce was lost. We can no longer sense her presence.

NAYRU

Din was in the Golden Land when Ganon invaded with his army.

LINK

Why was she there?

NAYRU

She was there to protect the Triforce.

FARORE

Nayru and I were chosen to watch over the people of Hyrule; Din was to watch over the Golden Land. We don't know what went wrong. Ganon should never have been able to get anywhere near the Triforce with Din there to protect it.

ZELDA

Could Ganon have captured her?

NAYRU

If Ganon had control of Din, then he could have used her powers to break the wizard's seal centuries

(MORE)

(CONTINUED)

NAYRU (cont'd)
ago. Something else happened that
day...I only wish we knew.

ZELDA
We'll find her; I know we will.

LINK
The barer of the Force of Wisdom
speaks.

They all smile in amusement. SCREECH.

LINK
What's that?

SCREECH, SCREECH!

FARORE
It's coming from further up the
canyon; above us.

LINK
Mountain tektites have been known
to pounce in this area.

NAYRU
Let Farore and me fly up and scout
ahead a bit. The two of you, stay
here. Be on your guard.

NAYRU and FARORE levitate up to the tops of the canyon walls
and disappear over the edges. ZELDA looks around nervously,
then draws an arrow. LINK reacts to this and draws his
sword:

LINK
What's wrong? Do you see
something?

ZELDA
I don't know...I just have a
feeling that something isn't right.

In a burst of smoke and light, VAATI appears behind them.

VAATI
Well...you certainly are correct
about that.

ZELDA spins around quickly and shoots an arrow at VAATI.

The arrow passes right through, as if he was a ghost.

(CONTINUED)

LINK charges at VAATI with sword at the ready. With a wave of his hand, VAATI uses telekinesis to knock LINK through the air, smashing him against the canyon wall.

VAATI levitates himself and strikes LINK with bolts of electricity from his fingertips.

LINK groans and writhes in pain.

ZELDA

Leave him alone Vaati! I'm the one you wanted.

VAATI

Oh, I'll get to you soon enough Princess.

VAATI turns back to LINK and fires more intense bolts.

ZELDA

Stop it!

She starts to emanate a blue aura.

VAATI continues firing the bolts of electricity with an evil grin on his face.

ZELDA throws out her hands towards VAATI.

ZELDA

Stop!

Blasts of blue energy shoot out from ZELDA's hands and strike VAATI in the face, stopping his electric bolts.

VAATI becomes momentarily disoriented. He regains his composure and looks at an astonished ZELDA.

VAATI

I'm so glad you've learned to tap into the force you possess. It made it so much easier to track you down.

ZELDA releases another blast of blue energy in a continuous beam.

VAATI puts up his right hand, and blocks the beam. In his left hand, a white ball of energy is forming.

VAATI

It's a shame you have yet to realize its full potential.

VAATI flings the ball of energy at ZELDA.

It hits her with a paralytic shock. She falls backwards stiff as a board. Her blue aura fades.

VAATI levitates her into his arms. Her BOW and ARROWS left on the ground.

He looks over at LINK, still lying by the canyon wall, motionless.

NAYRU (O.S.)

Link! Zelda!

VAATI turns in the direction of NAYRU's voice, then with an annoyed growl, he transports himself and ZELDA away. NAYRU and FARORE fly into the area.

FARORE

What happened here?

They see LINK on the ground. He's not moving.

NAYRU

Over there!

They quickly float to where LINK is laying. FARORE moves in close to examine him. She places her hand on LINK's forehead.

FARORE

It's not too late.

FARORE puts her hands over LINK's heart. She starts glowing with an aura of white light which spreads and surrounds LINK as well.

FARORE'S voice is echoing.

FARORE

Feel the energy that's inside
you...Come back from the
shadows...the Force of Courage is
with you.

FARORE takes away her hands as the light fades. LINK starts to rouse slightly, moving his head. Then he jumps up with a start.

LINK

Vaati!...No!...Zelda!

LINK begins brandishing his sword around frantically.

NAYRU
Link, calm down! It's us!

They grab him by the arms.

FARORE
Link, you're alright. What happened?

LINK
Vaati was here...he found us...Zelda...

He sees ZELDA's BOW and ARROWS on the ground.

He rushes over then drops to his knees.

LINK
He took Zelda...They must be at Death Mountain...I'm going to get her!

LINK gets up and starts running a few steps.

NAYRU stops him in his path.

NAYRU
Link, Vaati almost killed you this time. You don't stand a chance in another fight.

LINK
Vaati is going to kill Zelda!

FARORE
Vaati can't perform the sacrifice until the full moon rises to its optimum position tonight. If you have any hope of saving her, you need the Master Sword. It's not that far now.

LINK tightens his grip on his sword, looking very stressed.

NAYRU
You're the Hero of Prophecy...you will save her.

LINK
I wish I had your confidence...Let's hurry.

LINK picks up the BOW and ARROWS, then starts jogging ahead on the canyon pass.

NAYRU and FARORE follow behind him.

EXT. LOST VALLEY - DAY

LINK, FARORE and NAYRU exit the canyon into the LOST VALLEY.

The area is filled with a grey mist, blocking the sun. The ground is mostly covered with gravel and stones. Many dead, leafless trees and bushes can be seen.

LINK looks around.

LINK

I've never known a place that was
so quiet.

NAYRU

Lost spirits suffer in silence...

They approach the gate of a rusted wrought-iron fence surrounding an area dotted by tombstones. LINK tries to open the gate, but it won't budge.

FARORE

Allow us.

NAYRU and FARORE touch the gate. It glows faintly for a few seconds, then opens.

They walk through.

EXT. CURSED CEMETERY - DAY

LINK, NAYRU and FARORE cautiously make their way through the tombstones.

They they some to a large, empty area of the cemetery with no tombstones. There is a single tomb with several boulders scattered around the site. They approach the tomb.

NAYRU

This is the tomb of the Legendary
Knight. His spirit has been trapped
here for two thousand years;
waiting for the one who could wield
the Master Sword.

LINK

So how do I get the sword? The
more time we waste here, the closer
Zelda comes to death.

(CONTINUED)

FARORE

You must summon the Knight. Declare your intentions with honour so that he may deem you worthy. We cannot interfere in anyway. You must pass this test on your own

LINK

Uh...okay...um...Let's see here....hmmm...

LINK stops, takes a deep breath, gathers his composure and gets down on one knee in front of the tomb and lowers his head.

LINK

I call upon the Legendary Knight of Hyrule. The evil wizard Ganon threatens our world once again. I wish to fulfill my destiny as the Hero of Prophecy by defeating Ganon, and restoring the Triforce.

I hope to return the Golden Land to its former beauty, put all the tortured spirits to rest and bring peace to our great kingdom. I ask for the chance to prove that I am worthy of wielding the Master Sword.

After a few moments of nothing but silence, LINK lifts his head up. He looks over at FARORE and NAYRU and shrugs.

WHOOSH! Smoke and light burst out from the tomb.

Startled, LINK jumps back and watches. Amidst the billowing smoke, the translucent image of the Legendary Knight appears. He looks at LINK.

THE KNIGHT

So you are the hero destined to finish the task that I could not two thousand years ago.

LINK

That's what they keep telling me.

THE KNIGHT

I am the one who has final say on that. Now tell me, what honours have you earned?

(CONTINUED)

LINK

Um...honours?

THE KNIGHT

Honours awarded to you for knightly deeds. How many?

LINK

Well...none. I'm not actually a knight. I come from a family of blacksmiths.

THE KNIGHT

(To FARORE and NAYRU)

A blacksmith...you bring me a blacksmith?

FARORE

He's fulfilled all the prophecies. He carries the complete Force of Courage. That means he descends from the same bloodline of your very own sons.

THE KNIGHT

Humph!...very far removed to be sure...He may possess the Force of Courage, but that doesn't mean he has the ability to properly utilize it.

(To LINK)

Prepare to defend yourself, Blacksmith.

LINK draws his sword and puts up his shield.

THE KNIGHT

The true barer of the Force of Courage doesn't need those.

LINK's sword and shield are pulled from his grip by telekinesis into the hands of THE KNIGHT.

THE KNIGHT drops the MIRROR SHIELD on his tomb and looks at the WHITE SWORD.

THE KNIGHT

Nice sword.

The WHITE SWORD begins to glow, then disintegrates into ash and blows away.

(CONTINUED)

THE KNIGHT

I've got a better one.

He waves his hand and levitates a four-foot wide boulder off the ground. LINK turns to face it, then starts backing up into a clearing. His green aura is glowing again.

THE KNIGHT

Now...defend yourself.

THE KNIGHT motions with his hand, and the boulder flies towards LINK. He jumps over it with a flip and lands softly on his feet.

Two more boulders levitate. They hurtle at LINK one after the other.

He leaps forward over one, lands on the second one with his hands, pushes off and lands on his feet again.

THE KNIGHT levitates three boulders, hurtling them at LINK in succession.

LINK deflects the first two with his bare hands, tossing them out of the way. With the third one, he blocks it, carries its momentum into a spin and throws it towards THE KNIGHT. The boulder passes right through him.

THE KNIGHT

I'm sure you think that's impressive, but it's nothing I haven't already seen before from hundreds of knights that I once trained.

THE KNIGHT levitates eight boulders, surrounding LINK in a circle. A ninth, much larger boulder is levitated over LINK's head.

LINK looks all around him, looks up, then looks at THE KNIGHT with shock and anger.

FARORE and NAYRU look very worried.

NAYRU

Knight...please...

THE KNIGHT

Do you think you can handle this...Blacksmith?

With a look of intense focus, LINK starts to emanate his green aura brighter than ever before. He looks THE KNIGHT dead in the eye.

(CONTINUED)

LINK

Don't...call...me...Blacksmith...

All the boulders hurtle at once. LINK takes a powerful leap off the ground creating a circular shockwave of green energy that disintegrates the surrounding eight boulders. He smashes through the ninth one above him.

Farore and Nayru turn away from the flying dust and rocks, then look back. The dust settles revealing LINK standing amidst the rubble, breathing hard with a look of determination. He turns to face THE KNIGHT.

LINK

I'm a knight.

THE KNIGHT smiles with pride.

THE KNIGHT

I already knew that in my heart. I just needed you to realize it yourself.

He levitates the MIRROR SHIELD back to LINK.

THE KNIGHT

Your father made a beautiful shield. I'm sorry I destroyed his sword.

LINK begins walking back up to the Knight's tomb.

LINK

It's alright; it was hardly his best work anyways. Besides, you said you had a better sword.

NAYRU and FARORE join LINK at the tomb.

THE KNIGHT

Indeed I do. The Master Sword is yours.

With a motion of his hand, a stone slab covering the tomb slides off onto the ground. Inside it is the skeletal remains of the knight, with the MASTER SWORD lain on top of it. He levitates the sword over to LINK.

THE KNIGHT

Take it, and feel its power.

LINK grasps the sword. Strong winds begin to blow, clearing away the mist. The blade is starting to glow brightly with white light.

(CONTINUED)

LINK thrusts the sword up and a beam of energy is released into the sky. The clouds part, revealing the sun setting and the full moon rising in the sky.

LINK

The sun is setting. We have to get to Death Mountain fast. Zelda is running out of time.

THE KNIGHT

Nayru and Farore can take you directly there now.

LINK

Thank you. I hope your spirit will find peace once the Golden Land is restored.

THE KNIGHT

Good luck to you...Knight.

LINK smiles, turns to FARORE and NAYRU and gives them a nod. They nod back and they all transport away.

EXT. DEATH MOUNTAIN - SUNSET

LINK, FARORE and NAYRU arrive at the base of Death Mountain. A rocky path leads up the side of the mountain to a cave about a hundred feet off the ground.

NAYRU

That's the entrance into the mines. You'll have to find your way from there.

LINK

You're not coming?

FARORE

It's not safe for us. Our powers diminish the closer we get to the Dark World. Even being this close is affecting us right now.

NAYRU

Don't worry Link. You will prevail.

BLACK PHANTOM (O.S.)

I highly doubt that...

LINK, NAYRU and FARORE turn around.

(CONTINUED)

The BLACK PHANTOM steps out from behind a large outcropping of rocks at the bottom of the mountain. The RED, GREEN, and GREY PHANTOMS and eight blue phantoms are with them.

BLACK PHANTOM

You've been no match for us since the first day we met you. Just like every other pathetic person we've killed in this world.

LINK raises his sword with the tip of the blade pointed at them.

LINK

Things are about to change. You're going to pay for the lives you've taken.

The eyes of all the phantoms start to glow red.

BLACK PHANTOM

(To the RED PHANTOM)

Don't kill him. Master Vaati wants him to be at least barely alive.

The RED PHANTOM advances on LINK. LINK stands and waits. His green aura is glowing. The RED PHANTOM attacks LINK with his sword in an overhand swipe. LINK stops the attack dead by grabbing the RED PHANTOM's wrist.

He twists the phantom's arm causing him to drop his sword.

LINK

This is for my father.

LINK impales the RED PHANTOM through his middle, then yanks the sword out. The RED PHANTOM's armor starts rattling, then his body disintegrates in a flash of black purple smoke.

An empty suit of armor clatters to the ground. The other phantoms are shocked.

LINK

Who's next?

BLACK PHANTOM

Get him!

The GREEN and GREY PHANTOMS; plus two of the blue phantoms charge towards LINK. The rest split up and run to the sides. The GREEN PHANTOM is the first to attack. His sword is raised.

LINK takes a diving jump towards him.

(CONTINUED)

LINK

This is for my mother!

With a single side swipe in mid-air, he severs the GREEN PHANTOM's sword wielding arm and decapitates him. He disintegrates in the same manner. LINK lands going into a tuck and roll, then springs back up just as the GREY PHANTOM rushes to attack.

LINK ducks to avoid a sword slash.

He slices up between the GREY PHANTOMS legs, splitting him in two.

LINK

For the King!

The first blue phantom charges swinging a mace on a chain above his head. LINK jumps high, cuts the chain to the mace making it fly off. He lands on the Blue Phantom's shoulders.

Pushing off, LINK lunges through the air at the second Blue Phantom, ramming the master sword through his chest, knocking him to the ground.

LINK

For the Queen!

LINK stands up.

The first Blue Phantom is now charging at him from behind. Without turning around, LINK thrusts his sword backwards, impaling the phantom through his abdomen.

LINK

For Alfonzo and Niko.

The other six blue phantoms have surrounded him.

LINK grins. The phantoms charge all at once. With his sword held out, LINK starts to spin so rapidly he's just a blur. The phantoms are annihilated by repeated sword hits, all disintegrating and leaving behind a circular pile of fragmented armor. LINK stops spinning.

LINK

For Zelda's sisters!

LINK stares down the BLACK PHANTOM.

LINK

Is that all you have?

(CONTINUED)

BLACK PHANTOM
Everybody! Now!

From around the side of Death Mountain, and from the mine entrance, dozens of phantoms come charging out.

They all amass around LINK.

He looks around at all the phantoms, and just grins as he starts swinging his sword side to side in a criss-cross motion.

Half of the phantoms charge towards LINK while the others leap in the air in an attempt to pile on top of him.

Link plunges the MASTER SWORD into the ground, creating a dome of energy that spreads out and destroys all the phantoms with one blast.

Armor is clattering to the ground all around LINK as he stands up slowly, then raises his head towards the BLACK PHANTOM and give a fierce look.

LINK
That was for everyone else.

The BLACK PHANTOM turns and starts to run away in fear.

LINK
Hey!

The BLACK PHANTOM stops and turns around. LINK hurls the MASTER SWORD at him. The blade strikes him in the face and juts out the back of the helmet.

LINK
That was for me!

The BLACK PHANTOM disintegrates like all the others did. LINK walks over to the pile of black armor and pulls his sword out from the helmet. He's joined by NAYRU and FARORE.

LINK
Now this is a sword...So much power...it's like holding a lightning bolt.

FARORE
The sword is powerful, but it's true strength comes from the knight who wields it.

The sun has dropped below the horizon.

(CONTINUED)

NAYRU

It's nightfall. You must go now Link. It's only a few hours before the moon reaches its position in the sky.

LINK

How do I find them?

FARORE

Your sword will guide you. The crimsonine in the blade will glow red the closer you get to the gateway. Now hurry up the path to the mine.

LINK

I'll take a shortcut.

LINK runs towards the mountain side and jumps the hundred feet up to the mine's entrance.

LINK looks back down, waves goodbye and enters the mine.

INT. DEATH MOUNTAIN MINES - NIGHT

Inside the mine there are old rusted tracks with abandoned push carts on them. There are lit lanterns hanging from the ceiling all along the mine tunnel

LINK follows the path with the lanterns until it comes to a point that splits into two

The tunnel to the left is lit. The other one is dark. LINK looks at his sword. There is a faint red glow. He moves to the left; the red glow disappears. He moves to the right; the glow comes back. LINK jumps up and grabs a lantern off the ceiling and heads into the tunnel on the right.

LINK is walking cautiously through the dark tunnel. SQUEAK! He pauses then continues walking. SQUEAK, SQUEAK! LINK holds the lantern up and peers into the dark.

FLAP! FLAP! SQUEAL! Three KEESES come flying out of the dark bearing their huge teeth. LINK drops the lantern in shock, as they fly away into the darkness.

LINK

Stupid keeses! I hate keeses!

The lantern is broken. LINK uses the red glow of his sword to keep lighting the way. LINK continues to make his way through the mine as tunnels continue to branch off.

(CONTINUED)

As he passes a side tunnel, the master sword begins glowing extremely bright. LINK heads that way. Focused on the sword blade, LINK nearly falls down a shaft in the middle of the tunnel floor.

LINK

Whoa!

LINK teeters a bit on the edge before jamming the tip of his sword into the ground behind him to have something to grab onto and stabilize himself. He takes several steps back.

The shaft is as wide as the tunnel. There is a rope tied to a nearby stalagmite.

LINK follows the rope to the shaft and is shocked to see a skeleton still clutching it.

LINK moves in to inspect the body.

On the tunic the skeleton is wearing, there is a crest of a hammer striking an anvil.

LINK

My family crest...Uncle Jarin?

LINK looks down the shaft

LINK

The gateway to the Dark World must be down there.

LINK gently untangles the rope from JARIN'S SKELETON, and starts to climb down the shaft.

INT. DEATH MOUNTAIN MINES - SHAFT CHAMBER - NIGHT

LINK hops off the rope at the bottom of the shaft. He sees light coming from a chamber entrance.

VAATI can be heard chanting in a strange language.

VAATI (O.S.)

Teeg go wabba...Yora loosh keevig.

LINK approaches the entrance and peers inside the chamber.

INT. DEATH MOUNTAIN MINES - GATEWAY CHAMBER - NIGHT

VAATI is standing at an altar.

A large crystal is floating above, with an unconscious ZELDA trapped inside it.

VAATI
Wasa goy mana lek...

LINK draws his sword. VAATI stops chanting and turns around.

VAATI
Ah, Link! So good of you to come.
Now I can kill Zelda and you
together and release the Forces of
Wisdom and courage into the Dark
World at the same time. Ganon hates
to be kept waiting.

LINK
I'm afraid he's going to have a
longer wait than he realizes. Zelda
is not going to be killed, and that
gateway will never be re-opened.

VAATI laughs.

VAATI
It doesn't matter what you do here
tonight. The gateway will re-open
and the Dark World will merge with
this one. Ganon will have total
dominion over all.

LINK
I don't think so...

LINK lunges with his sword, but VAATI disappears into smoke.

Reappearing behind, VAATI releases a glowing orb of red energy that strikes LINK in the back, knocking him across the room into the chamber wall.

He slowly gets back up and faces VAATI.

VAATI
That red armor of yours will only
protect you for so long.

LINK'S green aura is glowing.

VAATI throws another energy ball.

(CONTINUED)

LINK puts up his arm and blocks it with an energy shield.

Surprised and angered, VAATI begins rapidly propelling more energy balls at LINK.

LINK is struggling to maintain the shield, but it eventually shatters, knocking him to his knees.

VAATI forms one more giant energy ball and hurls it at LINK.

LINK swipes at it with the MASTER SWORD, deflecting it across the chamber. It strikes and shatters the crystal thats holding ZELDA.

ZELDA falls onto the altar.

VAATI

No!

He starts to walk towards ZELDA.

LINK quickly gets up and slaps his hands together, creating a shockwave of energy that knocks VAATI away. LINK rushes over to ZELDA.

LINK

Zelda?...Zelda, wake up!

LINK carries her away from the altar to the far side of the chamber.

VAATI laughs.

LINK stands between ZELDA and VAATI.

VAATI

You fight well, hero, but time
grows short. I can see you care
about the princess, so I won't make
you watch her die...I'll just kill
you both simultaneously.

VAATI levitates himself off the ground. LINK raises his sword.

VAATI thrusts out his arms as continuous bolts of energy fly from his fingertips.

LINK blocks them with his sword. The energy is being absorbed by the blade.

VAATI intensifies his attack, forcing LINK down onto one knee, but he manages to get back up. His green aura is now much brighter. The MASTER SWORD is pulsing with energy.

(CONTINUED)

ZELDA opens her eyes. She is amazed by what LINK is doing.

VAATI's bolts fizzle out. He can no longer levitate, and falls to the ground, visibly weakened.

VAATI

No....my powers...Ganon...I can
still defeat them...don't abandon
me...

LINK

Oh no, is all your power
gone? Here, let me give some back
to you.

LINK swings the MASTER SWORD toward VAATI. A bolt of light the shape of the sword's blade is thrown outward and strikes VAATI, injuring him. LINK throws out two more bolts ZELDA has managed to stand up. VAATI stumbles to the altar, wounded.

LINK focuses all his energy and deals a final blow by sending a rapid succession of bolts.

VAATI takes multiple hits and collapses on the altar after the final bolt. He coughs up some blood and cackles.

ZELDA

What's so funny, you sadistic
butcher?

VAATI

Only one more life needed to be
sacrificed on the altar to release
the wizard's seal...The
princess...would have been
better...

ZELDA

No!

VAATI's body goes limp as blood is trickles from his mouth and is pooling on the altar. A dark purple light surrounds the pool of blood. The ground starts to shake and crack.

LINK and ZELDA stumble as they try to maintain their balance. BOOM!

A shockwave knocks LINK and ZELDA off their feet. They sit up and see the open gateway. A swirling disc of purple and black.

ZELDA stares into the gateway, entranced by it.

ZELDA

I hear a voice...it's calling
me...I have to go in...

She stands up and starts walking to the gateway.

LINK grabs her and gives her a shake.

LINK

Zelda! Snap out of it! We can't
enter the Dark World like this. Not
under Ganon's control.

She shakes her head and comes out of her daze.

ZELDA

I'm sorry...I lost myself for a
moment...that gateway...it's going
to lure everyone in Hyrule.

LINK

Well let's not make it easy for
them to get here. Come on.

He takes ZELDA's hand and they exit the chamber.

INT. DEATH MOUNTAIN MINES - SHAFT CHAMBER - NIGHT

LINK and ZELDA walk to the shaft that leads back up.

LINK

We're going to have to collapse
this shaft so no one can follow it
down.

ZELDA

Do you still have the bombs?

LINK reaches into the DUFFEL BAG and pulls out the BOMB BAG.

LINK

If we detonate all these at once
inside the shaft, near the bottom,
it'll all come down.

ZELDA

OK, give me the bombs, I'll get
them up there

LINK is puzzled, but gives her the BOMB BAG. She reaches in
and pulls out one BOMB, putting it in a pouch on her belt.

(CONTINUED)

LINK

What do you need that for?

ZELDA

I have a feeling we're going to need it at some point.

LINK

Well, I think I've learned by now that I shouldn't doubt your instincts.

ZELDA emanates her blue aura and levitates herself up the shaft alongside the rope.

She ties the BOMB BAG to the rope using a slip knot. The rest of the rope is still dangling down to the bottom.

She levitates herself back down.

LINK

Well that was new.

ZELDA

I'm learning.

Link grabs the end of the rope and takes out a clump of MUSHROOM POWDER.

LINK

Okay Zelda, get ready to run.

ZELDA picks up her BOW, ARROWS. LINK mashes the clump of mushroom powder on the end of the rope. The powder ignites. The old dry rope burns quickly.

LINK and ZELDA run back towards the gateway chamber.

The rope burns upward, setting fire to the bomb satchel. It detonates with several rapid explosions. The ground shakes. Rock and debris tumble down.

INT. DEATH MOUNTAIN MINES - GATEWAY CHAMBER - NIGHT

Lying on the ground, LINK is protecting ZELDA by covering her with his body.

The dust settles and LINK and ZELDA stand up to take a look.

The chamber doorway is completely blocked off with rock.

(CONTINUED)

ZELDA

I'd say it's sufficiently blocked.

LINK

There's definitely no going back now.

They both turn to face the gateway, and start walking towards it.

SAHAS (O.S.)

Link...Zelda...

They look around.

LINK

Sahas?...

SAHAS (O.S.)

I'm communicating with you through telepathy.

Once you've fully crossed the threshold of the gateway and entered the Dark World, there is no way to exit.

If Ganon destroys you both, he'll reclaim the Forces of Wisdom and Courage, then fulfill his desire to claim dominion over all that lives.

LINK

We will prevail, Sahas. Ganon's madness is at an end.

SAHAS

May the grace of the spirits and the courage of the hero lead to the Triforce.

ZELDA grabs LINK's hand and squeezes it tight.

They step through the gateway together.

INT. THE GATEWAY - NIGHT

LINK and ZELDA are making their way through a dark void filled with white smoke at their feet. Ghostly forms fly past and around them yowling. LINK has a firm grip on ZELDA's hand and is pulling her along, fighting against an invisible force pushing them back. They reach a point where the smoke gets thicker and surrounds them completely.

(CONTINUED)

FADE TO WHITE

EXT. THE DARK WORLD - THE WASTELAND - NIGHT

FADE IN

The white smoke clears, revealing the desolate world they've entered.

The ground is dry and cracked, jagged rock formations surround hills dotted with caves. There's a forest with trees that are leafless and dead, the sky is a burnt orange colour mixed with a thick, smokey haze.

ZELDA looks off in the distance.

There is a large pyramid that serves as the base for a massive dark tower. A large swirling hurricane of black clouds and lightning hangs above it.

ZELDA

There...that tower...that must be Ganon's fortress.

LINK

Well...I don't think you need to be a prophet to predict that.

Getting there won't be easy. We'll be detected before we travel half the distance to that temple.

GRRRR, GROWL. From behind the rocks, out of caves and from the forest of dead trees, dozens of HINOX emerge and slowly start walking towards them.

The beasts are 8 feet tall, muscular, have only one eye and carry large clubs with spikes on them.

LINK

(Draws his sword)

Or we could get detected even sooner...Get ready Zelda!

ZELDA takes no defensive posture. She begins slowly walking towards the Hinox showing great concern.

LINK

What are you doing?!

(CONTINUED)

ZELDA

Put away your sword, Link. We can't attack these people.

LINK

These "people"?

ZELDA

They are not evil beasts of Ganon's creation. They are former citizens of Hyrule. The unfortunate ones who were drawn in by Ganon's lure. They've been trapped here for 2000 years.

The evil of the Dark World has altered their physical appearance, and they no longer control their bodies. I can sense their minds and the anguish of their thoughts.

Several HINOX angrily charge at LINK and ZELDA, brandishing their clubs. LINK throws up a protective energy barrier around him and ZELDA to block their attacks.

LINK

You may want to show restraint against them, but they don't seem to have the same attitude. What do you propose we do?

ZELDA

Leave it to me. I know what needs to be done.

ZELDA begins emanating a blue aura and she levitates off the ground.

ZELDA speaks to them through telepathy.

ZELDA

Stop! Hear my words...

All the HINOX stop in their tracks, mesmerized by ZELDA's voice in their heads.

ZELDA

I can feel the battle being waged inside each one of you. I know you were all very different once. You were good, kind-hearted citizens of Hyrule. Your only crime is falling victim to Ganon's evil.

(MORE)

(CONTINUED)

ZELDA (cont'd)

I am Princess Zelda, the last royal member of Hyrule Castle; and I need your strength right now. Feel the Force of Wisdom I carry with me. Fight Ganon's control and take back your minds.

ZELDA closes her eyes, concentrating hard. Her blue aura becomes more intense. The HINOX become surrounded with blue auras of their own. They drop to their knees, holding their heads in pain. One by one, they all pass out. ZELDA floats back down to the ground to where LINK is still standing. Her aura fades. Link lowers the barrier.

LINK

What did you do to them?

ZELDA

I've attempted to neutralize Ganon's control over their minds. A battle is being fought within all of them now...and I don't know which side will win.

LINK

(Looks around)

We'd better get moving...any ideas on which way to go?

ZELDA

We can go through that dead forest. I could see it stretches out for for a great distance in the direction of Ganon's temple.

LINK

Alright then, let's go.

They walk off into the DEAD FOREST together.

EXT. THE DARK WORLD - DEAD FOREST - NIGHT

LINK and ZELDA are making their way along a path through the DEAD FOREST. As they walk, they come upon ancient, dried out corpses of men still recognizable enough to clearly show how they died.

Some have had their skulls split open. Others have been cut in half, or impaled with spears and arrows. Some died still locked in death grips with each other.

(CONTINUED)

LINK

These must be the bodies of those who died helping the Legendary Knight...but...some of them aren't soldiers from the castle.

ZELDA

Some of them were Ganon's followers. Their lust for the Triforce made them fight amongst themselves...such brutality.

ZELDA puts her hands up to her temples and closes her eyes in a pained expression. As ZELDA passes each corpse, faint screams of terror and pain can be heard echoing from nothingness.

The more bodies they pass, the more difficulty ZELDA is having, and the more stressed she looks.

ZELDA

I can see their last moments of life...feel their pain...I'm trying to block it out...but...I...

LINK puts his arms around her and tries to comfort her.

ZELDA

Link...it's too much.

LINK

It's OK, you'll be OK. I'm here. Just try and concentrate on something else.

ZELDA takes a deep breath and tries to regain her composure.

LINK

You know, maybe we should take a rest for a few hours. It's been a while since either of us has slept.

ZELDA

OK, I think I can create a telepathic shroud around us like the one Fado had around their sanctuary. It'll keep us hidden for a little while.

LINK

Sounds good. Let's find a place we can set up the tent.

EXT. THE DARK WORLD - DEAD FOREST CAMPSITE - NIGHT

LINK has set up the TENT on a flat space of bare ground, surrounded by a number of dead trees and large rocks. LINK looks on as ZELDA's blue aura glows and she creates a transparent, rippling field of energy around them and the tent.

ZELDA

There...we're as good as
invisible...for a few hours at
least.

They enter the TENT.

INT. DARK WORLD - LINK AND ZELDA'S TENT - NIGHT

LINK is trying to get some sleep, but is tossing and turning restlessly. He looks over at ZELDA. ZELDA is sitting across from him. She has her knees hugged to her chest as she slowly rocks back and forth, looking helpless.

LINK

Are you going to be OK?

ZELDA

I'm sorry Link. I've been trying to
block out the evil of this place. I
try to focus on something good, but
let's face it, there is very little
good left in my life now.

LINK sits up, concerned.

ZELDA

There is no joy here, only
darkness. It's like this place
takes every horrible experience
you've ever had and amplifies
it...I have to make it stop, but I
can't...I CAN'T!

LINK rushes over and holds ZELDA by the shoulders.

LINK

Zelda, don't do this! Stay with me
now.

LINK strokes the sides of her head, down her hair.

ZELDA starts to calm down a bit.

(CONTINUED)

LINK

Zelda, look at me...Look at me...

ZELDA looks into LINK's eyes and regains her composure.

LINK

Y'know...you probably don't even remember the day we first met.

ZELDA

What are you talking about? We met a week ago. Of course I remember.

LINK

Well, actually we met once long before that. It was more than ten years ago...at the Hyrule Day Royal Parade.

ZELDA

The royal parade? We haven't held one of those since before the phantoms first started attacking. It must have been one of the last parades we ever held.

LINK

In fact, it was the last parade you ever held.

ZELDA pauses for a few moments as if realizing something.

ZELDA

So...we met during the last Hyrule Day parade we ever had?

LINK

Yes...

ZELDA

...Tell me about it...

WHITE OUT

EXT. CASTLE VALLEY - 10 YEARS AGO - DAY

FADE IN

LINK (V.O.)

I can still remember how beautiful a day it was.

(CONTINUED)

A bright, sunny day. Confetti fills the air while thousands of happy, cheering people watch a parade with knights on horseback, bands playing instruments, acrobats, jugglers and entertainers dressed in silly costumes.

LINK (V.O.) CON'T

I was ten years old and it was the first time we'd ever come to the parade.

YOUNG LINK is standing in front of a crowd along the parade route; delighted at everything he is seeing.

TARIN and LINK'S MOTHER are holding his hands; smiling at their son's delight.

LINK (V.O.) CON'T

I had wanted to go for years, but back then, we lived very far away from Hyrule Castle and it took four or five days for us to travel, but, that year, I finally convinced them to make the trip.

A regal carriage, pulled by six white horses passes by where LINK is standing.

The King and Queen can be seen inside, waving at the cheering crowd.

LINK (V.O.) CON'T

The best part of the day came when the royal coach passed by; and I got to see the royal family.

The carriage stops. A servant comes around to open the door. The royal family exits the carriage. ALFONZO is standing guard.

LINK (V.O.) CON'T

Your father came out first, looking bold and regal. Then your mother, the picture of elegance. Then finally, this young girl who had me entranced the moment I saw her. I still remember...

YOUNG LINK looks up at his mother.

YOUNG LINK

Mother, is that a Spirit?

LINK'S MOTHER
What Sweetie?

YOUNG LINK points at YOUNG ZELDA.

YOUNG LINK
I've heard that Spirits are the
most beautiful creatures in the
world, so she must be a Spirit.

LINK'S MOTHER smiles adoringly and pats his head.

LINK'S MOTHER
No Sweetie, that's Princess Zelda.

The King, Queen and YOUNG ZELDA walk towards the side of the crowd LINK and his family are on.

The King starts shaking hands with people. Before they reach LINK and his parents, they cross over to the crowd on the other side of the parade.

LINK (V.O.)
I was disappointed when you crossed
over to the other side before I
could see you up close, but
sometimes...

A silk scarf with gold leaf being worn by YOUNG ZELDA gets blown off her shoulders, wafts through the air and lands at YOUNG LINK's feet.

LINK (V.O.) CONT
...things work out.

Focused on the royal family, no one seems to notice the scarf but YOUNG LINK. He picks it up and sees that the royal family is about to get back in their carriage.

He ducks under the divider ropes and runs towards them, holding out the scarf. His parents realize what he has just done.

YOUNG LINK
Excuse me! Princess Zelda...

ALFONZO stops YOUNG LINK, grabbing him by his arm.

ALFONZO
Whoa kid! What do you think you're
doing?

THE KING, QUEEN and ZELDA all turn around to see what the commotion is all about.

(CONTINUED)

YOUNG LINK nervously holds out the scarf.

YOUNG LINK
Umm...Princess Zelda...you lost
this.

The KING and QUEEN smile.

KING HYRULE
By all means Alfonzo, allow the boy
to come forward and complete his
mission.

YOUNG LINK walks forward slowly and hands the scarf to YOUNG ZELDA.

KING HYRULE
Thank you young man. You know, a
silk scarf like that, stamped with
pure gold leaf...it's quite
valuable. You could have kept it
for yourself.

YOUNG LINK
Oh no sir...Something so beautiful
should--

INT. DARK WORLD - LINK AND ZELDA'S TENT - NIGHT

ZELDA
...Should only be worn by someone
who is just as beautiful.

LINK smiles in astonishment.

LINK
You remember.

ZELDA
Of course...

EXT. CASTLE VALLEY - DAY

YOUNG LINK and YOUNG ZELDA are standing by the Royal carriage with THE KING and QUEEN. TARIN and LINK'S MOTHER have come up behind him.

YOUNG ZELDA leans in and gives Young LINK a soft peck on the lips.

(CONTINUED)

ZELDA (V.O.)

You were the first boy I ever
kissed.

INT. DARK WORLD - LINK AND ZELDA'S TENT - NIGHT

LINK takes ZELDA's hand and looks deeply into her eyes

LINK

I fell in love with you on that
day. My father ended up meeting
someone from the castle, which led
to him getting the job as a
blacksmith for Hyrule Castle's
armory, and we were given a house
nearby.

I was delighted at the thought of
living so close to you. I knew my
feelings for you were foolish, but
they were real all the same. I
vowed to myself that I would never
miss a chance to see you at the
parade each year...of course...you
know I never got to go to another
parade.

ZELDA blinks away some tears. She's looking at LINK with
great affection.

LINK

I thought about you every day. I
began wondering if my feelings for
you would eventually fade. Perhaps
they would turn out to be nothing
more than an adolescent
crush...then I started to wish for
that. It became so painful to feel
the way I did. I worried about how
you were coping with the Phantom
war. I cried for the anguish you
had to be feeling after your
parents died. And then, through
some unfathomable twist of fate, I
became your protector. I've spent a
week caring for you and worrying
about you in ways I never thought I
would be able to. And I've wondered
how you felt about me. Was it
possible that you could return my
feelings? I just didn't...

(CONTINUED)

ZELDA

Link, stop it! Just stop it.
Please, let me say something.

LINK stops and lowers his head.

ZELDA

Like I said, I remember that day. I also remember the days that followed. The days when I thought frequently about the kind, sweet boy, whose name I didn't even know. I remember feeling sad about how I would probably never get to meet him again. Then, the Phantom attacks started. I remember hearing about how villagers were slaughtered, and I was heartsick at the thought that the sweet boy I met...the first and only boy I ever kissed...might be dead.

LINK snuffles and wipes away a tear.

ZELDA (CON'T)

And now...I've found out that the boy I fell in love with ten years ago, is actually the man I fell in love with a few days ago...

LINK raises his head to look at ZELDA.

ZELDA (CON'T)

...and he loves me to.

ZELDA laughs a bit through tears of joy and gently places a hand on each side of LINK's face.

ZELDA

You've given me something wonderful to focus on now...My Love.

They move in slowly to tenderly kiss each other. Then begin kissing more passionately.

They start slowly undressing each other. LINK removes ZELDA's dress and ZELDA removes LINK's shirt.

LINK unties the front of ZELDA's bodysuit and slides it down off her shoulders, revealing her bare back.

They continue kissing while laying down caressing each other in a tender embrace.

From outside the tent, their shadows can be seen cast by the glowing lantern.

INT. LINK AND ZELDA'S TENT - DAY

LINK and ZELDA are asleep in each others arms covered by a blanket.

A woman's beautiful voice, coming from nowhere, awakens them.

DIN'S VOICE

Link...Zelda...come and find me...

Awoken, they sit up and look at each other.

LINK

Did you hear that?

ZELDA

Yes, it sounded like a woman's voice. Who was it?

DIN'S VOICE

Come find me...Please, I can help you.

ZELDA

Do you think it could be a trap?

LINK

We're in the Dark world, headed voluntarily towards the fortress of Ganon, the most powerful, evil being to ever exist. How much more could we be trapped?

ZELDA

Good point. OK, let's go

They grab their clothes.

EXT. THE DARK WORLD - CAMPSITE - DAY

They step out of the tent; fully clothed and carrying their weapons.

ZELDA

Let's leave the tent, and whatever else we don't need.

(CONTINUED)

DIN'S VOICE
Come, this way.

LINK and ZELDA both face the same way.

LINK
The voice is coming from that
direction.

They start walking towards the voice.

EXT. THE DARK WORLD - DEAD FOREST - DAY

LINK and ZELDA are moving quickly through the trees.

DIN'S VOICE
This way...

They head in a new direction

DIN'S VOICE
Over here...

They make their way through the DEAD FOREST, eventually
coming to a canyon wall.

LINK
I think the voice may have gotten
lost. This is a dead end.

DIN'S VOICE
I will reveal the way to you.

A portion of the wall disappears into smoke, revealing a
tunnel entrance.

ZELDA
Care to venture down another dark
tunnel?

LINK
Sure, why not? It always turns out
so well when we do.

They enter the tunnel.

INT. DIN'S DARK WORLD CHAMBER - DAY

LINK and ZELDA are walking down a long dark corridor that leads to a single chamber. In the chamber, there are stalagmites hanging from the ceiling. The walls are covered with patches of yellow moss and slime. In the centre of the room, there is a round, carved stone pool surrounded by statues of three different females; one of which has had its head smashed. They approach the pool and find it to be filled with dirty, slimy water.

LINK

Phew! That smells awful.

ZELDA

Where has that voice led us?

Bubbles start churning up from beneath the water's surface and a being starts to slowly rise up. A hand comes out first, then the arm, shoulder and then head.

LINK and ZELDA look on with disgust.

A hideous-looking woman has fully emerged. Her skin is gray and wrinkled, her hair is coarse and wiry, she has bad teeth tattered clothes and long black fingernails. Startled, LINK draws his sword and ZELDA prepares to fire her BOW.

DIN

Wait, please! I'm not going to harm you.

ZELDA lowers her BOW and LINK lowers his sword.

ZELDA

Yours was the voice guiding us.

LINK

Who are you?

DIN

I...I'm...I used to be...a spirit.

ZELDA looks closer at the two statues that are still intact.

ZELDA

Look at those statues Link. It's Farore and Nayru.

DIN

You've met my sisters?

(CONTINUED)

LINK

You're Din, aren't you? The Spirit of Power?

DIN

Not anymore. Now I'm just a pathetic creature, whose grotesque appearance and constant misery is the only fitting punishment for her failure countless centuries ago.

LINK

What are you talking about?

DIN

This place once held the Fountain of Life. It was here that my sisters and I brought the Triforce into existence and formed The Golden Land. Now it's my prison. The only place where Ganon cannot detect me.

ZELDA

Your sisters said you stayed in The Golden Land to protect the Triforce. What happened to you?

DIN

I spent centuries in the Golden Land...so much time alone. I became deeply connected to this place and everything in it; constantly feeling the eternal bliss of the Triforce and the peaceful souls who passed from your world to this one. There was no pain or fear; no suffering, hatred, anger or death...

She looks over at the broken statue.

DIN (CONT'D)

I failed to protect the Triforce because when I was finally faced with those darkest of emotions, I couldn't handle them...

A translucent image of herself as a beautiful spirit is super-imposed over the broken statue.

INT. CHAMBER OF CREATION - DAY

DIN is in the chamber looking into the Fountain of Life.

DIN (V.O.)

That day...when Ganon first entered
the Golden Land...began as a
confusing one.

The reflection in the fountain shows her a portal of purple and black light that has opened in the Golden Land. GANON emerges from it. He has a look of fierce determination and malice.

DIN (V.O.)

I sensed Ganon's mind right away,
but I couldn't understand the
emotions I felt from him. I had
never felt such darkness. He had an
intense desire for something.

The first few of GANON's mercenaries come through the portal. They look at each other with cold stares of pure hatred and aggression.

DIN (V.O.)

Soon, more men came through the
portal. Their focus turned towards
each other; with thoughts even
darker than before. The more of
them that entered, the more intense
it became.

DIN is holding her head in confusion.

DIN (V.O.)

I knew that there was something
that I should be doing, but their
emotions were so distracting, I
couldn't find the will to act.

The fountain now shows dozens of armed mercenaries with Ganon at the portal. They're all taunting each other with their weapons. GANON starts to slowly back away from the group. An evil grin spreads across his face; then he turns and starts running. The mercenaries start to give chase.

DIN (V.O.)

Ganon was the first to start
running. The others quickly
followed. I soon realized the
direction they were headed, and
what they wanted. They were here to
claim the Triforce as their own.

(CONTINUED)

In a panic, DIN turns away from the fountain and moves to quickly leave the chamber.

DIN (V.O.)
I had to move quickly to save the Triforce, so I tried to put aside the distracting emotions...but then, I was hit by something else.

FLASH INSERT: A mercenary is stabbed in the gut.

DIN reacts with a shock and drops to her knees, clutching her middle.

DIN (V.O.)
I felt pain...

FLASH INSERT: More mercenaries are stabbed, shot with arrows, beheaded and dismembered. GANON is incinerating people with fire from his staff.

DIN continues to be incapacitated on the floor in a fetal position, writhing in pain.

DIN (V.O.)
I felt the pain of every injury, the suffering of those who were slowly dying, and the incomprehensible feeling of each life coming to an end. Ganon was getting closer to the Triforce. I could hear it calling out to me, but I was helpless to do anything.

Claps of thunder can be heard coming from outside.

DIN (V.O) (CONT'D)
The next thing I knew, the Triforce was gone. I could no longer feel its bliss, nor could I draw any strength from it.

The light in the chamber starts to fade and the fountain starts to lose its sparkle.

DIN (V.O.)
Ganon now possessed the Triforce, and, he began to change the Golden Land into his Dark World.

DIN looks at her hands and sees her skin is starting to wrinkle and develop liver spots.

(CONTINUED)

DIN (V.O.)

Because I had become so connected to the Golden Land, I started to change with it.

She touches her face and feels the bad complexion. She runs her hands through her hair becoming coarse and wiry.

DIN (V.O.)

It was my punishment for failing to protect the Triforce...I was no longer a Spirit...in appearance or ability.

DIN crawls over to the fountain and checks her reflection in the water. She collapses and starts to cry.

INT. DIN'S DARK WORLD CHAMBER - DAY

LINK and ZELDA look at Din with great sympathy as she sits on the edge of the fountain with her head in her hands.

DIN

All I could do is watch as Farore and Nayru entered with the Legendary Knight and his army.

I was too weak to contact them, and I was so altered by Ganon's evil, my sisters couldn't even sense my presence.

I can't begin to describe the helplessness as I watched them battle Ganon in vain...the despair when Ganon felled the Legendary Knight...the loneliness after my sisters did the only thing they could and transport away with the Forces of Wisdom and Courage.

ZELDA sits next to DIN on the fountain edge and puts her arm around her.

LINK sits down next to ZELDA.

DIN

I had no other options left after that. The portal Ganon came through was only one-way; and I no longer had the ability to leave the way my sisters did. I couldn't let Ganon

(MORE)

(CONTINUED)

DIN (cont'd)

find me because he would be able to take my life essence, making him even more powerful. So I remained here, for centuries, in the one place Ganon could not detect me. I've been in constant misery for so long...but then the two of you arrived. I could sense the Forces within each of you. I felt your kindness and your bravery...and the love you had for each other.

LINK and ZELDA look at each other, smile, join hands and huddle close to each other.

DIN

It has been a long time since I've felt anything that wonderful...It brought me back, thank you.

LINK

I'm glad we could help, but we need your help now. How do we destroy Ganon?

DIN

Well, you have the Master Sword, so that's a start; but you're going to need something else.

All three stand up.

DIN stands and extends her hand out towards the fountain. The water starts to churn and an impressive-looking bow rises out of it and levitates into Din's hand.

DIN

This is my Bow of Light. It was meant to be the ultimate weapon I would use to defend The Golden Land. It could harness the power of the Triforce and shoot arrows of pure energy. Of course now, with no Triforce, it's useless to me...

(Turns to ZELDA)

...But not to you.

DIN hands the BOW OF LIGHT to ZELDA.

ZELDA

Me? How can I use this?

(CONTINUED)

DIN

You possess the Force of Wisdom. The bow will draw from that to create its light arrows. They should be an adequate weapon against anything Ganon can conjure up. However...to defeat Ganon himself, you'll need to incorporate something else...Zelda, I need one of your arrows.

ZELDA pulls out her quiver. There's only one arrow in it.

ZELDA

Oh...I only have one left.

She hands the arrow to DIN.

DIN

It's OK, I only have enough power left to do this once.

Din holds the arrow with both hands. A white energy flows from her hands into the arrow making it glow completely white. The light fades and the arrow has been transformed into a SILVER ARROW. She hands it to ZELDA.

DIN

Now, between the two of you, you have everything needed to defeat Ganon...provided you use them properly.

LINK

What does that mean? What's the proper way?

DIN

The Force of Power is a directionless entity that acts on pure instinct. The Forces of Wisdom and Courage were added to give the Triforce logic, compassion and reason; a purpose. When Ganon was felled by the Legendary Knight, his hold over the Triforce weakened. The Forces of Wisdom and Courage left his body immediately because they knew the darkness in his heart, and they refused to serve him. The Force of Power however, with the loss of its counterparts, was drawn to Ganon's

(MORE)

(CONTINUED)

DIN (cont'd)
strength. For whatever reason, it refused to leave Ganon's body and kept him alive. The only way the Force of Power will leave Ganon's body is if it can reconnect with the light of the Spirits. This would help it remember its true purpose long enough to want to leave Ganon's body.

LINK
How will we do that?

DIN
Link, you must strike first. Plunge the Master Sword into Ganon's body and he will be immobilized, just as when the Legendary Knight battled him.

You can channel energy from the Force of Courage through the sword, which will infuse the Force of Power with a part of Farore's life energy.

LINK stands silently as he ponders something.

DIN
Zelda, you'll have to deal the final blow.

ZELDA
Me? How?

DIN
That silver arrow has been bound with my life energy...almost all that I have left. If you fire it from the bow of light, it will add Nayru's energy as well...

ZELDA
...Delivering the final two energies needed to make the Force of Power leave Ganon's body.

DIN
Yes...but it's very important not to fire until Link has immobilized him. You only get one shot.

ZELDA nods, then looks at LINK. He seems worried.

(CONTINUED)

ZELDA
Link, are you alright?

LINK
It's nothing...
(To Din)
...Is there a safe way to Ganon's
fortress?

DIN waves her hand and a portion of the wall slides open,
revealing a tunnel.

DIN
That tunnel exits very close to
where you need to go. Use caution
though. Ganon will detect you as
soon as you're in the open.

DIN puts her hand to her head, showing signs of exhaustion
and she sits down on the ground.

ZELDA
Are you alright?

DIN
I'm so weak now...The evil of this
place will soon take me...I've
given you all that I can...it's now
up to the two of you.

LINK and ZELDA walk to the exit. LINK pauses, then turns
around to look at DIN.

LINK
The Legendary Knight was killed
because energy from the Force of
Power surged through the Master
Sword and into his body...

DIN
Yes...

LINK
Will the same thing happen to me
when I strike Ganon?

DIN
...If I told you yes...would you
choose to not destroy him?

Without a word, LINK nods, slowly turns, takes ZELDA's hand
and they both walk into the tunnel.

EXT. STALFOS PLAINS - DAY

LINK and ZELDA emerge from the tunnel less than a mile away from Ganon's fortress. As they make their way across the open, barren plain, they come across a pile of bones half-buried in the dried ground. It's still wearing a couple of pieces of armor and clutching a sword.

ZELDA

This was a Hyrulian knight. I recognize the armor.

They keep walking and pass another skeleton. It's wearing a couple of pieces of tattered clothing. They look further ahead and can see there are hundreds of other skeletons scattered across the area.

LINK

Looks like most of the death took place right here. Ganon's own mercenaries and the Hyrulian knights.

They walk a little further, and soon the entrance to the temple becomes visible.

ZELDA

Look, Link, I can see the temple entrance.

LINK stops in his tracks and draws his sword. ZELDA looks back.

ZELDA

What's wrong?

LINK

I don't know...it just seems too easy...

A rattling noise makes them turn around. They see a pile of bones has risen up into a living skeleton. A STALFOS.

Brandishing a sword, it looks at LINK and ZELDA. SCREECH. More and more Stalfos begin to rise from the piles of bones and start marching towards LINK and ZELDA, surrounding them.

LINK

Can we attack these ones, or are they friends of yours too, like the Hinox?

(CONTINUED)

ZELDA draws her BOW OF LIGHT, which creates an arrow of blue energy, and fires. The arrow strikes the Stalfos in the skull, knocking it off its body. It collapses into a pile of bones again.

ZELDA

Does that answer your question?

LINK begins attacking the Stalfos with sword swipes, spin attacks and blasts of energy.

ZELDA is keeping them at bay with her bow and pushing them back with her telekinesis. More continue to rise up.

With more than two hundred Stalfos still coming, LINK quickly grabs ZELDA and holds her close. Concentrating hard he surrounds them both with a green aura that increases in brightness and intensity. LINK releases a huge shockwave that goes out in all directions. Every Stalfos in a 500 foot radius collapses into a pile of bones.

ZELDA

Neat trick.

LINK

Yeah, I thought you'd like that.
Now come on, we can make a run at
the temple ent-

A return of the rattling noise catches their attention. They look and see that the Stalfos are all rising up again; their swords ignite with flames.

LINK

This might be a problem.

LINK begins to frantically throw out successive energy blasts towards the Stalfos as they continue to rise and advance.

ZELDA is taking out as many as she can with her BOW OF LIGHT.

LINK is showing signs of weakening. His shock waves are becoming less intense. He finally drops to his knees, exhausted.

Two Stalfos have gotten close enough to attack. LINK gets up to fight them with his sword. He turns one into a pile of bones, but the other knocks him to the ground.

ZELDA tries to draw her bow, but before she can shoot, the STALFOS lunges at her with his flaming sword. She's cut bad on her left side.

(CONTINUED)

Screaming in pain, she clutches her side and drops down next to LINK, but pushes the STALFOS away with telekinesis.

Three more Stalfos approach. They all raise their swords to strike down on LINK and ZELDA. At the final second, ZELDA puts up her hand and creates a protective dome of blue energy around her and LINK.

The Stalfos' swords hit creating a burst of energy causing distortions in the shield, but it remains intact. More Stalfos come and begin striking the energy dome. ZELDA is struggling to maintain it. LINK puts up his hand and augments ZELDA's blue field with a green one.

Two dozen Stalfos are now attacking.

RUMBLE.

LINK

What's that? I can feel the ground shaking.

ZELDA

Me too...

They glance behind them and see a cloud of dust coming up over a small rise, then hundreds of Hinox come into view. The Hinox are brandishing their spiked clubs and charging towards LINK and ZELDA.

LINK

I didn't think things could get any worse, but I was very wrong.

ZELDA puts a hand to her temple, using her telepathy.

ZELDA

Wait...their minds...they're not here to hurt us.

LINK

What?

The first Hinox charge past, clubbing all the STAFOS there , then charge ahead.

LINK and ZELDA drop the energy field and stand up. Dozens of Hinox continue to run past them entering the fray. A final thirty Hinox pass by and then stop.

One of them turns and looks at LINK and ZELDA, then he motions for them to follow.

(CONTINUED)

LINK

This is our chance. You stick close to me, and we stay behind them. We don't stop until we reach the temple entrance.

ZELDA

I'm with you all the way.

They turn and start running towards Ganon's tower with the Hinox in the lead acting as blockers against the Stalfos. The Hinox are dispatching most of the Stalfos with their spiked clubs as they charge through the field.

LINK uses his sword to take out a couple that get through, and ZELDA repels a few with telekinesis.

They manage to reach Ganon's tower. The Hinox double-back to provide cover while LINK and ZELDA hurry through the temple entrance. They disappear into the darkness.

INT. GANON'S TOWER FOYER - NIGHT

LINK and ZELDA exit the tunnel into the centre of the tower. They look up. The interior of the tower is a hollow stone cylinder stretching up more than 200 feet. There are no stairs or ladder going up, and no handholds in the walls. ZELDA holds her wounded side in pain, and drops to her knees, weakened. LINK kneels down to tend to her.

LINK

Oh no, your side. Let me have a look.

The wound is turning black and is spreading out along her veins.

LINK

It's looking really bad. We need to heal you right away.

LINK rummages in the nearly-empty DUFFLE BAG and pulls out a vial of potion and holds it out to ZELDA.

LINK

Here, take this. It's the last one.

ZELDA

N-No...Save it...We may still need it later. Just bandage me up with something.

(CONTINUED)

LINK

Bandaging you won't do anything,
this potion will. I can't defeat
Ganon without your help and I need
you at your best. Now use this
potion before I force it on you.

ZELDA

Okay...

ZELDA takes the vial.

LINK

Now drink.

ZELDA

I love you.

LINK

Drink.

ZELDA dribbles a bit on the wound and drinks the rest of the
potion. The wound starts to close, and her skin colour
returns to normal.

LINK

I love you too...

They kiss. They stand and look up at the height they have to
overcome.

LINK

Any idea on how we're going to get
up there?

He walks over to touch the wall.

LINK

These walls are pretty smooth, and
there's nothing to really grab
onto. I wouldn't want to try
climbing them.

ZELDA

I can get us up there...

LINK

Really?

ZELDA

Come, hold me close.

LINK walks over.

(CONTINUED)

LINK

Now that's something I'm always
willing to do.

They embrace, wrapping their arms around each other tightly.

ZELDA

It seems our journey is about to
come to an end.

LINK

Nothing lasts forever my love.

ZELDA

(Looks LINK in the eyes)
Link...What if it's true? What if
the only way to defeat Ganon is for
you to sacrifice yourself?

LINK

Then my life was well spent because
I gave it to save the woman I love.

As they kiss, ZELDA's blue aura surrounds them both and they start to levitate off the ground. They go higher and higher towards the top of the tower.

INT. GANON'S LOWER CHAMBER - NIGHT

LINK and ZELDA rise up through an opening, into a separate room. They follow a staircase up to a large, dark chamber.

INT. GANON'S MAIN CHAMBER - NIGHT

There are only two floor torches that provide any light in the chamber. Aside from that dimly lit corner, the room is completely dark. From the darkness, they hear an evil laugh.

LINK

Show yourself Ganondorf!

The floor shakes with each step GANON takes as he walks into the light, revealing himself. A 20 foot tall hulking figure with the face of a beast.

GANON

So...you've finally made it.

ZELDA is looking up at GANON in astonishment.

(CONTINUED)

ZELDA
By the spirits...

LINK draws his sword.

LINK
Your madness ends now Ganon! I
will destroy you as easily as I
destroyed Vaati.

GANON laughs mockingly.

GANON
How can such a fool be the Hero of
Prophecy? You think you defeated
Vaati? He was always meant to die
once his task was completed. The
little weasel had served his
purpose so I took his powers away.
I do not share my rule with anyone!

LINK
Nevertheless, we've made it here
and we'll fulfill our destiny to
bring an end to your reign of
terror and restore the Triforce.

GANON
Your destiny?

Ganon laughs even harder.

GANON
You've put way too much faith in
that old fool Sahasrara and his
false prophecy. I've allowed events
to unfold the way I wanted them to.
Don't you understand? I needed the
Forces of Wisdom and Courage to be
brought to me. I've orchestrated
events as I wanted them.

LINK slowly lowers his sword, and Zelda shakes her head as
they look at each other in disbelief.

GANON
What do you have that you think can
help you triumph over me? A dusty
old sword that couldn't kill me two
thousand years ago when it was
new? You think possessing the
Forces of Wisdom and Courage will
save you? They're useless against

(MORE)

(CONTINUED)

GANON (cont'd)
the Force of Power. Those two pathetic spirits never should have created them in the first place. Who knows how long the Force of Power existed in its natural state before Farore and Nayru tried to tame it. They deserve to die for such arrogance.

LINK slowly raises his head up, realizing something.

GANON
I'll make you a deal, Hero. You and the Princess give up the forces willingly and I promise to only kill you and let her live. She can be my very special...servant.

LINK raises his sword at Ganon.

LINK
If I'm going to die, then I will die plunging this sword through your heart so I can take a pleasant memory into the next life.

GANON's evil cackle echos through the room as he backs up, disappearing into the darkness again. LINK slowly backs up to where ZELDA is.

ZELDA whispers to him.

ZELDA
If what Ganon says is true, we're both dead. Hyrule doesn't stand a chance.

LINK
You're not going to die Zelda. Ganon doesn't know as much as he thinks he does...

ZELDA
What do you mean?

LINK leans in close and whispers into ZELDA's ear.

LINK
He doesn't know about Din...

ZELDA's eyes widen and she tries not to smile.

INT. GANON'S TOWER FOYER - NIGHT

Three dozen Hinox have come through the tower entrance into the centre area.

They begin scaling the walls by digging into the rock with the sharp claws on their hands and feet.

INT. GANON'S MAIN CHAMBER - NIGHT

LINK and ZELDA separate to prepare for an attack. A stream of purple flames bursts out from the darkness towards LINK. He throws up an energy shield to block it. The purple flames dissipate.

Tentacles of energy shoot out and wrap themselves around ZELDA. She struggles to break free as they squeeze her tight and lift her up towards the ceiling.

LINK starts running over to help her, but four glowing apparitions resembling Phantoms brandishing axes, come out and block his path.

LINK blocks an axe blow from the first Phantom using his mirror shield, then ducks to avoid an axe swipe from another.

From his crouched position, LINK leaps backwards and throws out a shockwave that eliminates the phantoms, then he runs back towards ZELDA.

ZELDA radiates a blast of energy that dissipates the tentacles, releasing her into a drop.

LINK positions himself underneath and catches her.

ZELDA gets back on her feet, gives LINK a quick kiss then fires a series of light arrows into the dark. Link sends a couple of shockwaves.

GANON

Awww, you missed. What's the matter, can't you see me?

LINK motions to ZELDA to go to the right side, as he goes to the left.

LINK

Hiding in the dark Ganon?! I thought you were invincible. You can't come out and face us?

(CONTINUED)

GANON

Afraid of the dark Hero? You should be...

Oh, are there any last words you'd like to say to your pretty little friend?

LINK and ZELDA glance at each other with a worried look.

GANON throws out a stream of flames at ZELDA.

She quickly puts up a blue shield and the fire deflects around her.

As the fire stream intensifies, ZELDA is showing signs of weakening.

The stream of fire becomes so intense that it completely engulfs ZELDA's energy shield.

LINK

No! Stop it!

LINK reaches into the DUFFEL BAG and pulls out a satchel of mushroom powder and takes a clump.

LINK

Where are you, Demon!

LINK hurls the clump into the darkness. It hits the floor and ignites, providing enough illumination to expose GANON. GANON stops the stream of flames as he snarls and recoils further back into the darkness.

The fire around ZELDA goes out. She lowers her energy shield in exhaustion.

LINK runs over to her. The powder fizzles out.

LINK

I think his powers are weakened in the light.

ZELDA

You need to use more powder.

GANON's voice comes from the darkness.

GANON

I'm tired of you both. It's time for you to die now.

(CONTINUED)

The sound of power building up can be heard, then a wide, dark red beam of energy is blasted at them. LINK and ZELDA throw up a combined energy shield.

They expand the shield outward, pushing back the beam, but it intensifies and starts inching back towards them as they start struggling to maintain the shield.

LINK

If...we could distract Ganon...for just a minute or two...Can you manage a few shots from your bow?

ZELDA

I won't be able...to help maintain the shield...you can't hold it by yourself.

LINK

The two of us can't hold it much longer anyways! You have to try!

ZELDA

Link, I can't even see where Ganon is! How am I...

ZELDA stops talking as she senses something.

ZELDA

I think we just got some help.

LINK

What?

The group of Hinox charge up the stairs weilding their spiked clubs and axes. GANON stops his attack.

The Hinox peer into the darkness.

ZELDA

I think they can see in the dark.

ZELDA closes her eyes.

P.O.V.: Through the eyes of the Hinox is a red-tinted sight of night vision.

GANON can be seen as he fires another energy beam at the Hinox.

END P.O.V.

Four of the Hinox get disintegrated.

(CONTINUED)

ZELDA

No!

With her eyes still closed, ZELDA raises her bow and fires five energy arrows. A flash of blue light momentarily reveals GANON as each arrow hits.

The rest of the Hinox charge into the darkness. Fighting sounds can be heard.

LINK pulls the three remaining satchels of flash powder out of the DUFFEL BAG.

LINK

This is our only chance Zelda. If we can scatter the powder into the air with enough force, it will spread out and light up the entire chamber as bright as day. Maybe you can use a shot from your bow...or...

ZELDA pulls the BOMB out of her pocket.

ZELDA

I told you we were going to need this.

LINK smiles, kisses her quick and takes the BOMB.

He uses the drawstrings from the satchels to quickly tie them around the BOMB.

LINK

Now, we have to time this just right. When the powder ignites, I'll strike. No matter what happens to me after that, you be ready with that silver arrow.

ZELDA

Link...I...

LINK

Just be ready. Ganon won't be paralyzed for long.

ZELDA

I love you.

LINK

I love you too.

They share an extended kiss.

(CONTINUED)

A roar from GANON draws their attention back. The bloodied bodies of two Hinox are thrown out from the darkness and impact against the wall. They land by LINK and ZELDA. LINK jumps up with the POWDER BOMB in hand.

GANON

Now it's your turn to die.

LINK's green aura is glowing as he ignites the fuse on the bomb.

LINK

Funny...I was just thinking the same thing...

LINK hurtles the bomb high up into the air. He starts running into the darkness as the sound of power building up is heard again.

The POWDER BOMB explodes near the ceiling in the centre of the room dispersing the powder and creating a blinding sheet of light that hangs in the air.

GANON snarls, shielding his face with his arm.

LINK takes a running leap into the air towards Ganon with a grip on his sword in a downward plunge. LINK plunges the MASTER SWORD into GANON's chest channeling his green aura through the sword, completely surrounding them both.

GANON roars out in pain, but soon regains his focus.

GANON

...No!...

GANON emits a red aura that travels back through the sword and into LINK surrounding them both with a mix of red and green light.

ZELDA

Link, pull away!

LINK groans loudly; his face twisted in pain. He's trying to pull away from GANON, but he can't.

ZELDA

Stop it!

The auras fade and LINK goes completely limp and falls backwards.

The MASTER SWORD falls with him, leaving a large open wound in Ganon's chest with glowing green edges.

(CONTINUED)

LINK and the MASTER SWORD hit the floor.

GANON is struggling to move but he can't. The mushroom powder is fizzling out, and becoming less bright.

ZELDA

Link!

LINK slowly rolls his head to the side, faces ZELDA and speaks in a weakened voice.

LINK

Do it now...

ZELDA pulls the SILVER ARROW, and draws her BOW. The arrow starts glowing white and blue.

She fires.

Leaving a glittering trail, the arrow enters Ganon's body. Ripples of white and blue radiate out from the entry point.

Exiting through GANON's back in a burst of blood, the arrows glow is gone.

GANON moans and slumps onto the floor, blood pours from the wound. With a final gurgle, GANON dies.

ZELDA stands there in shock. Her breathing is shaky. She notices LINK's body and runs over to where he is lying on the floor. She rolls him over into in her arms.

ZELDA

Link!...Link, say something...

Link lies motionless with his eyes open. ZELDA closes LINK's eyelids and let's out a scream that turns into sobbing as she collapses on top of him.

ZELDA

No...you can't leave me
alone...We've waited so long for
each other. How can it end this
way?

A red glow gets ZELDA to sit up and look over at GANON's body. A cloud of glowing red mist is rising from the wound. From the mist, a red pyramid-shaped object takes shape.

ZELDA

The Force of Power...

She holds LINK in her lap, cradling him in her arms.

(CONTINUED)

ZELDA is surprised when a green mist rises from LINK's body and takes the shape of a smaller green pyramid.

ZELDA
The Force of Courage...

DIN materializes in the room.

ZELDA
Din...How did you get here?

DIN
The Force of Power. Its release was enough to help me regain some of my former strength.

DIN looks at LINK laying there, the FORCE OF COURAGE floating above him.

DIN
So it seems LINK has fulfilled the Hero of Prophecy's destiny all too well...

ZELDA
Can you not save him?

DIN
He can't be saved from the natural progression of existence. Link's life is not ending, it's only just begun.

The time has come for the Triforce to return to us all.

She holds her hand out to ZELDA.

DIN
Do you give up the Force of Wisdom willingly?

With tears in her eyes, ZELDA nods yes. Blue mist rises from her body, and the FORCE OF WISDOM takes shape.

Din motions with her hands to bring the three forces together. They start to rotate around each other moving faster and faster, becoming a blur. Then in a burst of yellow light, the TRIFORCE appears; a large golden pyramid.

ZELDA stares at it in awe as the room begins to fill with a soft, white light. Everything and everyone is completely enveloped.

WHITE OUT

EXT - THE NEW GOLDEN LAND - DAY

FADE IN

ZELDA finds herself outside, on the ground by Ganon's tower. LINK is still in her lap and DIN is standing next to her.

Ganon's tower start to crumble as pieces fall off and disintegrate into nothing. A new Triforce temple starts to rise out of the ground. The Dark World is changing back into the Golden Land.

MONTAGE: The parched ground becomes a lush, shimmering field of green grass with long golden wisps. The trees sprout blossoms, the sky turns a brilliant golden yellow, waterfalls cascade off cliffs into a crystal clear lake creating rainbows.

END MONTAGE

DIN glows with a white, aura as her appearance returns to that of a beautiful young woman. She looks at her hands and feels her face with an expression of joy.

DIN

It's over...The nightmare is over...For everyone!

ZELDA looks down at LINK and gives him a kiss.

ZELDA

Not for everyone...

ZELDA starts to sob. After a few moments, she's surprised when LINK's body starts to glow, then turns into a cloud of glittering dust that circles around her.

ZELDA watches as the cloud rises up and gets absorbed by the Triforce hovering over the newly formed temple.

LINK'S VOICE

Please don't cry my love...

LINK's apparition emanates from it and floats down to where ZELDA is standing.

LINK'S SPIRIT

...You'll never lose me completely.

ZELDA runs over to give him a hug, but she's stunned when she walks right through him. She lowers her head sadly.

(CONTINUED)

ZELDA

You're not alive anymore...are you?

LINK'S SPIRIT

I'm still alive...I'm just no longer a part of the physical world. I am one with the Triforce now.

DIN

The Golden Land has a true protector now. One with strength I could never have. The strength to challenge an evil heart and overcome darkness.

ZELDA looks over at LINK'S SPIRIT.

ZELDA

I have no doubt that Link will be a wonderful protector.

LINK'S SPIRIT

Where would I be without your confidence in my abilities?

Now...there's just one more thing I need from you.

LINK levitates the BOW OF LIGHT into his hand.

ZELDA

You? A bow? Are you sure you know how to use it?

LINK'S SPIRIT

Actually...I had something else in mind...

the bow transforms into a sword.

LINK'S SPIRIT

...A sword of light seems more my style.

ZELDA

I won't argue with that.
(To Din)

With Link protecting the Golden Land, where will you go?

(CONTINUED)

DIN

I will re-join my sisters. I've been apart from them for too long. There is a special shrine hidden in the Lost Woods. I'll meet them there.

ZELDA

What happens to me now? After everything I've lost...my parents, my sisters...the man I love...How am I just supposed to go on alone?

LINK'S SPIRIT

Zelda my love, you won't be alone. When you feel the Triforce, you feel me. I may be the protector of the Golden Land, but no one will ever be more important to me than you...both of you...

ZELDA

Both? Who is the...

ZELDA pauses in stunned silence.

ZELDA

You mean, I'm...

LINK'S SPIRIT

It will be a boy.

ZELDA looks down at her stomach and cradles it tenderly.

She looks back up at LINK with tears of joy in her eyes.

LINK'S SPIRIT

One day, when the time is right, tell him everything about this. He is going to be very important...to everyone.

ZELDA

I don't understand...

LINK'S SPIRIT

You will.

ZELDA

So what happens now?

(CONTINUED)

LINK'S SPIRIT

Now...you go home. There's a kingdom that needs to be rebuilt, and you are its leader.

ZELDA

Maybe so...but you will always be its savior.

LINK smiles lovingly and moves in close to give ZELDA a kiss. As their lips touch, everything becomes white.

WHITE OUT

EXT. HYRULE CASTLE GARDEN - DAY

FADE IN

P.O.V. ZELDA's blurred vision looking up at the sky comes into focus. There's a blue sky with a few clouds and chirping birds flying past.

END P.O.V.

ZELDA is lying in a flowerbed looking up, confused about what she's seeing. She sits up and looks around. She sees the castle walls, lots of flower beds and bushes.

ZELDA

The royal gardens?...

Two castle guards are walking through the garden. The first one stops and stares at ZELDA sitting in the flowers. He taps the second guard and points her out.

GUARD #1

Isn't that Princess ZELDA?

GUARD #2

(Calls out to ZELDA)
Your Highness?...

ZELDA turns to face them, and they come running up to her.

GUARD #1

What are you doing here? Vaati said he sent you away to a safe place.

ZELDA

Who are you two? I don't recognize you.

(CONTINUED)

GUARD #2

We're part of the volunteer castle guard. We just started a month ago.

GUARD #1

I'm glad you're here Princess. Maybe you can tell us what's going on.

GUARD #2

Yeah, Vaati and his soldiers are nowhere to be found and this eerie storm started forming above Death Mountain. We received reports that people were mindlessly walking towards it.

ZELDA

Well, I'm sure those people will be coming back very soon. Death Mountain no longer poses a threat.

GUARD #1

You're right. Those people have come back. You're also right about Death Mountain. All the tunnels sealed themselves. It's as if the mines were never dug.

ZELDA smiles to herself.

GUARD #2

Your highness...what's happened? What happened to Vaati and his soldiers? Don't we still need their protection?

ZELDA

The Phantoms are gone. Vaati and his soldiers will never be returning. Trust me when I say things will be better now. We are better protected now than we ever were...

(She cradles her belly)

...All of us...

The two guards share a look of confusion, then they bend down to help ZELDA up off the ground.

ZELDA

Alright then, tell me, how many knights and castle guardsmen are left?

(CONTINUED)

GUARD #2

There are about fifty of us guards around the castle, and there are maybe a hundred knights who are all in the infirmary. It would be a miracle if any of them survive the recovery.

ZELDA

It's time for you to start believing in miracles...just like I have.

(To Guard #1)

There is a sanctuary near the base of Zora's Falls; I'll draw you a map on how to get there. Find a man named Fadorala. Tell him you come on behalf of the new ruler of Hyrule, Queen Zelda, and that she requires as many of his special potions that he can send me.

GUARD #1

Uhh...Yes, your majesty.

ZELDA

(To Guard #2)

And you...I need you to get every castle guardsman on horseback. Go and inform each village leader that I require their presence at the castle immediately for an issue of the utmost importance.

The guards look a bit confused.

ZELDA

We have a kingdom to rebuild gentlemen. I need everyone to do their best to help me with this. Together, we can make things right again.

The guards look at each other and back at ZELDA with smiles on their faces.

GUARD #1

You can count on us my Queen.

GUARD #2

With our very lives, we will see this through.

(CONTINUED)

ZELDA

Well...let's hope it doesn't come to that. Let's go. Meet me in the throne room in thirty minutes.

The two guards leave.

ZELDA looks over to the grassy area next to the flower bed and sees the MIRROR SHIELD, MASTER SWORD and the RED ARMOR appear.

LINK'S VOICE

Keep them safe. Our son will need them one day.

With a tear in her eye and a comforted expression on her face, ZELDA looks up at the sky.

ZELDA

I love you.

The view pulls away from ZELDA and turns towards the sky. The sunlight envelopes everything.

FADE TO BLACK

THE END