



**INSTRUCTION BOOKLET**



This game was developed with passion by an independent developer.  
It was thoroughly tested and approved by our team  
at Incube8 Games to ensure it meets or exceeds our  
standards of quality.

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**G**

General

General Audience

i8 RATING

[www.incube8games.com/rating](http://www.incube8games.com/rating)

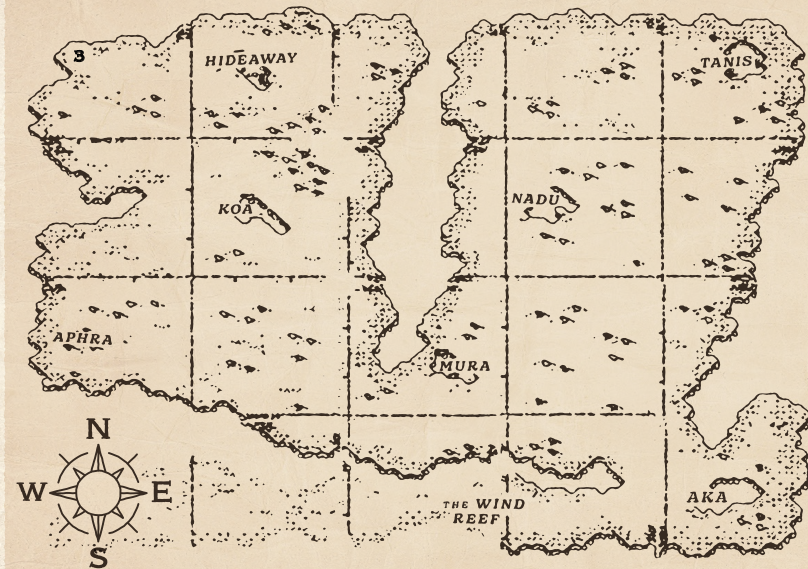
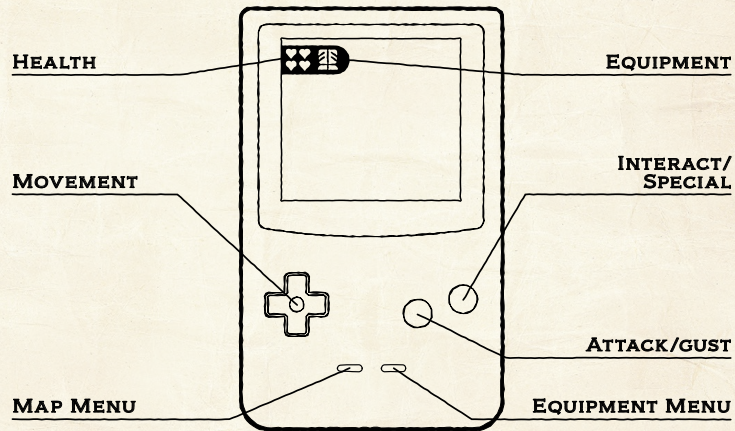
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# CONTROLS

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## COMBAT

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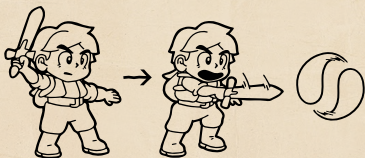
B



### ATTACK

Tap the "B" button to slash nearby enemies. Be warned, not all foes will go down in just one hit.

B



### GUST/FLAME

After discovering the Wind Sword, hold the "B" button to charge and launch a wind projectile toward distant enemies. Use your wits to position yourself from danger and strike from a distance.

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## ABILITIES

A



### SHIELD

While equipped, hold the "A" button to raise your shield. You won't take damage while in this state. Be aware, your movement speed is slowed while your shield is raised.

A



### SPEED

While equipped, hold the "A" button to run at a faster speed. Look out for special jump pads on the ground. These can only be crossed while running.

A



### FLOAT

While equipped, the Chest Plate will allow you to swim in certain bodies of water. Look for entrances. Note that no other abilities may be used while the Chest Plate is equipped.

## MAP MENU

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From the Map Menu, view your village map and current objectives. Note, not all objectives are clearly marked on the map. Explore and ask around to find where to go next.



This tab will give you useful info about the current menu you are in.



This tab switches between the map and equipment menus (when the helm is shown this will allow you to set sail.)



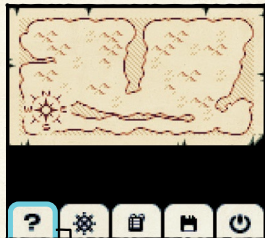
This tab shows your current objectives.



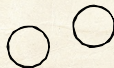
This tab allows you to save your game.



This tab allows you to quit your game.



Use the SELECT button to navigate the menu tabs.



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## EQUIPMENT MENU

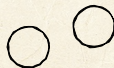
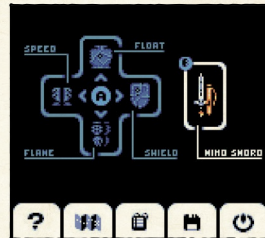
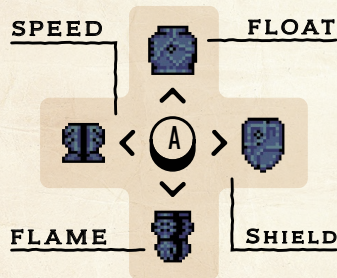
From the Equipment Menu, use the D-Pad to equip an unlocked armor piece. Not all abilities will be unlocked from the start, so explore the Lands of Zephyr to find all of the pieces of Zephyr Armor.

SPEED

FLOAT

FLAME

SHIELD





## FOE GLOSSARY

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### BATLY

Found primarily in damp caves and forests, these creatures fly in simple patterns, making them easy to predict. Position yourself in the right spot and wait to strike, or use your wind sword to attack from a distance.



### POGO

Unable to sit still, Pogos bounce in one-tile increments. They always move together and can corner you if you are not careful. Wait for the perfect moment and attack, but be aware, their movements can be unpredictable.



### BOBBIN

Skittish in nature, these creatures hide underground and only pop up when throwing a sneaky bomb your way. Don't try to strike them up close, instead use your sword to send their bombs flying back toward them.

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## FOE GLOSSARY



### CULTIST/MERC

Evil mercenaries belonging to the cultist groups of Aphra and Munet. These human combatants will rise up and spring toward you at a moment's notice. Beware, they may take more than one hit to vanquish.



### GOBO

Resilient yet dull, Gobos guard with unyielding devotion to gold! Their leader Gobeck, allied with Thane, has sent them to all corners of the Lands of Zephyr. Gobos can take a beating though, so make sure to hit them twice.



### WINGUARD

Thane's strongest and most faithful followers, they know nothing but serving their master. Each Winguard wields a mace that has a long range, so be careful! They stand their ground and it can take a lot of force to quell them. Try striking from a distance.



## ABEL

A young boy who has always dreamed of life beyond the walls of his home canyon. He became an apprentice delivery boy, in the hope of one day becoming a trader who could travel the surface.

Thrust into an unexpected adventure, Abel's dreams come true, but not in the way he planned. With the help of a pirate crew, Abel travels the great plains in search of the true power of Zephyr, in order to defeat Duke Thane and save all he loves...

## SAIA

The daughter to a village leader, her home is running out of its life stream. Because of this, Saia's father decides to arrange a marriage with Duke Thane, in the hope of saving the village.

Saia never wanted this life, so she runs away, adopting the disguise of a simple deckhand and joining a crew of surface pirates. Her plan: to find a better way to save her village and its life stream. During a raid against one of Duke Thane's ships, Saia stumbles upon a secret that reveals Thane's true intentions to control The Great Wind.

Knowing this, Saia "borrows" the pirate's ship and goes searching for the pieces of Zephyr before Thane has a chance to find them...







## CAPTAIN YASU

Captaining the pirate ship, Ventus, is no easy task. Captain Yasu leads a small band of pirates. Their main goal: to poke a hole in Thane's empire. While Thane takes from the canyon villages through taxes and rules, Yasu and his crew take from Thane and give back to the villages in secret.

Captain Yasu's past is shrouded in mystery. Even the most devoted of his crew do not know his true beginnings. He is an unexpected ally to Abel and, as you journey throughout the game, you may yet learn why Yasu has chosen to put his faith in our unexpected hero.

## DUKE THANE

Pre-destined to rule but struggling to be respected as a powerful leader, Thane believes the only way to remain in control is to wield and control the ultimate power, The Great Wind.

Having spent his life training and studying the ancient texts, he believes he has found the secret to crafting a new set of Zephyr Armor, giving him total power over The Great Wind...





## NOTES

14

15

## NOTES

Thank you to all who made this game possible  
and here's to many more adventures in the future...



## WARRANTY

We test every cartridge on original hardware before packing to ensure they are fully functional and devoid of any defect. Incube8 Games warrants to the original purchaser that the hardware product shall be free from defects in material and workmanship for twelve (12) months from the date of purchase. If a defect covered by this warranty occurs during this warranty period, contact us at [support@incube8games.com](mailto:support@incube8games.com) for a replacement, free of charge.





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