

# NT Argon's Evil Lair Remade

## Features

- 4-10 hours of gameplay depending on your playstyle
- 3 large overworlds
- 3 large dungeons
- 3 scripted custom bosses
- Several sidequests
- Several mini-dungeons
- Many useful collectibles
- Implements many v2.55 features
- Story driven, but light on text
- Many funny, interesting or downright bizarre characters to meet
- Immersive music and graphics
- NPC sound effects
- Many custom (mostly scripted) enemies
- Custom quest log
- Complete the dungeons in any order you'd like
- Optionally skip the intro dungeons, but I won't tell you how!

In contrast to the original

- The entire quest is completely reworked with more attention to pleasant gameplay
- Very well tested to prevent bugs
- Texts with proper grammar and spelling
- Overworlds have been expanded and are more interesting to explore
- Dungeons are now easier to navigate
- Bosses are now scripted and more difficult
- Maps (including spacebar map) for pretty much every area in the quest
- More recurring NPCs have been added

- Much additional content has been added
- Getting the primary collectibles now also give you a nice reward
- Story has been revised and is now more pleasant to experience
- Reworked with the Nargad's Trail tileset

## Tips & tricks

- If you can enter a dungeon you also have the items required to finish it
- You can complete the dungeons in any order you'd like
- You can't collect enough Void Charms in the demo to achieve something
- Saving puts you back at the last village or dungeon you were at

## Credits

### **Remake creator**

Twilight Knight

### **Original quest creators**

CastChaos

Twilight Knight

### **Testing**

Dave

Angelo

CastChaos

### **Tileset**

DemonLink (DoR Hybrid)

Radien (Dance of Remembrance 1.0)

### **Loose tiles**

Anthus

Evile

Jupiter

Linkus

link3505

Maxim (Spriters Resource)

NoeL

Prince MSC

Rebecca Magar (title screen background)

Sheik

Zemious

### **Scripting help**

Avaro

Colossal

Deathrider

Demonlink

justin

Moosh

MoscowModder

Mr. Z

Saffith

### **Quest design help**

DarkFlameSheep (LP original quest)

Deathrider365 (LPed original quest)

SurrealCanine (LPed original quest)

Gnugget

Dave

Alex

Peter

### **NPC Voices**

Dave

Alex

Twilight Knight

### **Other Sound Effects**

Diverse Zelda Games | Diverse artists (ripped by HelpTheWretched)

Banjo Kazooie | Grant Kirkhope (ripped by someone42)

Stronghold Crusader | Robert Euvino

Warcraft II | Glenn Stafford

Cliffs of Dover | Eric Johnson (guitar sfx)

Minecraft | C418

### **Midi sequencers**

Banjo-Paste

Breno Botelho

Chibi Vegetto

Daniel Witt

Dr. Fruitcake

Forrest Riedl

Jayster

John Stacy

Lance

Matze

Paper\_Luigi

Pesmerga

Sander Otten

SinclairC

Sirius

Tony Thai

Tsu Ryu and Sailor Raika

WVPman

### **Special thanks**

ZC Devs

Nintendo

Rare

## Music

**Millton** | Nidel - Masahiro Andoh (Arc the Lad II)

**Story** | Here Comes Trouble - Grant Kirkhope (Banjo-Tooie)

**Title** | Gruntilda's Lair Remix - Grant Kirkhope (Banjo-Kazooie)

**House** | On Hold - Silent Partner

**Cave** | Ticker's Tower - Grant Kirkhope (Banjo-Kazooie)

**Great Kingdom** | Dragon Mountain - Yasunori Shiono (Lufia II)

**Argon's Estate** | The Island in the Void - Yasunori Shiono (Lufia I)

**Prison** | Grunty Industries Basement - Grant Kirkhope (Banjo-Kazooie)

**Amelia** | Lilycove City - Go Ichinose (Pokemon Ruby/Sapphire)

**Sewers** | In the Hall of the Zombie King - Grant Kirkhope (Banjo-Tooie)

**Vazir** | Potion Shop - Koji Kondo (TLOZ: Ocarina of Time)

**Argon's Lair** | Gruntilda's Lair - Grant Kirkhope (Banjo-Kazooie)

**Attack** | Horde Victory - Glenn Stafford (Warcraft II)

**Snowhill Valley** | A Snow Light - Motoi Sakuraba & Shinji Tamura (Tales of Symphonia)

**Lothario** | Cooltrainer - Go Ichinose (Pokemon Ruby/Sapphire)

**Historia Peak** | Freeze - Motoi Sakuraba, Shinji Tamura & Ryota Furuya (Tales of Phantasia)

**Historia Glade** | Frappe Snowland - Kenta Nagata (Mario Kart 64)

**Historia Campsite** | Lavender Town - Junichi Masuda & Go Ichinose (Pokemon Fire Red/Leaf Green)

**Cogflake Citadel** | Wally - Stephen Rippy (Age of Empires)

**Golem Twins** | ???

**Boss Defeated** | Jingle 4 - Saia Hyōseki (Moon Whistle)

**Force Essence** | Twilight Knight

**Engine Room** | Machine Room - Grant Kirkhope (Banjo Kazooie)

**Skyland Meadow** | Fungi Forest - Grant Kirkhope (Donkey Kong 64)

**Fracture Nest** | You Can Hear the Cry of the Planet - Nobuo Uematsu (Final Fantasy 7)

**Thundercracker** | Fighting Thunder - Go Sato (Raiden Trad)

**Grayscale Field** | Main Action Area - Yoshio Hirai (Startropics)

**Alphaville** | Field 2 - Keiichi Suzuki, Hirokazu Tanaka (Mother)

**Saturatio Wastes** | Koopa's Road - Koji Kondo (Super Mario 64)

**Rocket Hideout** | Pokemon Blue/Red (Junichi Masuda)

**Von Heraldzaft** | Boss - Koji Kondo (SMW2: Yoshi's Island)

**Ghostly Grove** | Under the Shadow - John Stacy (PureZC Database)

**Fortvania** | ???

**Dracula** | ???

**Mecha Waste** | ?

**Defactory B1** | ?

**Defactory B2** | ?

**Wrecked UFO** | Infinity Mijinion - Naoto Tanaka (Mega Max X6)

**Phantoon** | Boss Confrontation - Kenji Yamamoto and Minako Hamano (Super Metroid)

**Erupta** | Mount Chimney - Morikazu Aoki (Pokemon Ruby)

**Pyre Palace** | Colosseum - Kenji Ito (???)

**Fatty Sonny** | Chilli Billi & Chilly Willy - Grant Kirkhope (Banjo Tooie)