

FUN IN THE SUN:
FULL CIRCLE

by DarkMatt717

TABLE OF CONTENTS.....

INTRODUCTION.....02

VERSION HISTORY.....02-06

HOW TO PLAY.....07

STORY.....08

ALL OF TREASURES.....09-13

BEGINNER TIPS.....14-15

AUTHOR NOTES.....16-17

CREDITS.....18-20

'xX Xxxx'
'xXXXXXX'
'XXXx@XXXx'
'x''@|@@XX'
'x''''x'
'''''

/ssssssss.

.../ssssSSSSSSssssssssss.

/ssssssSSSSSSSSSSSSSSSSSSSSSSssssssssss....

.
o@o
- o@o@o -
/o@o\
.
|
.

INTRODUCTION

Welcome to Fun in the Sun! Full Circle is a quest for ZQuest Classic, an engine that emulates a certain game from a certain console from the 80s. You'll be exploring a vast world of many monsters, dangerous dungeons, and sneaky secrets, to defeat evil and ride off into the sunset.

The difficulty of this quest can be seen as considerably above that one game, so if you've played that already, you should have a tough, but doable experience. In the beginning. Also, depending on your abilities, this can take anywhere from around 4 hours to, well, an infinite amount of time. It just all depends on how often you wish to try again.

I won't lie: you're in for a long, difficult journey. But also, you're in for a chance to persevere, to conquer, to seize victory! This quest is for those sorts of people, who believe they are up to the challenge, and much care and consideration has been done to strike a balance between tutorialization and a need to explore and innovate. I hope this is what you experience playing my quest, and even if you crash and burn somewhere in the middle, I still thank you for giving it a try.

Read on for instructions on how to play this game, information and advice on how to go about playing it, and a story section.

HOW TO PLAY

This section is for people who has never heard of a ZQuest Classic before. You can skip this if you've used this engine before. If you have ever used a game engine that requires you to install the engine to play games made in it before, it's pretty similar to that. If you do not know how to computer then, okay, take a deep breath, both of us, I'll try to explain this the best I can.

Go to this website to download the engine:
<https://zquestclassic.com/releases/> Or just google ZQuest Classic or, you know, surf the web. Use the computer.

Once you reach that webpage, you have two paths to experience:

OPTION 1: DOWNLOAD THE OFFLINE VERSION

Download ZQuest Classic

[Download Stable](#)

[2.55.11](#)

[Download
Nightly](#)

[3.0 Prerelease 150
2025-12-15](#)

[Release Notes](#)

[Release Notes](#)

Supported Operating Systems

Windows 7+

MacOS 12+

Linux (mileage may vary - best to download the [flatpak](#))

=Pick the stable branch. Nightly branch should run it fine but there's no reason for you to use the bleeding edge version of ZQuest Classic.

=Comes in Windows, MacOS, and Linux (tentatively. Mileage may vary.) flavors.

=Extract ZQuest Classic to a folder of your choice.

=Take the .qst file included in this zip and place it in the quests folder of wherever you extracted ZQuest Classic. (It doesn't have to be in this folder but it helps for organization. It's also already there. It's also where ZQuest Classic will look first for user quests. It's also-)

is PC > Video Zone Mark II (D:) > ZQC			
Name	Date modified	Type	Size
assets	12/15/2025 7:02 PM	File folder	
base_config	12/15/2025 7:02 PM	File folder	
changelogs	12/15/2025 7:02 PM	File folder	
customfonts	12/15/2025 7:02 PM	File folder	
docs	12/15/2025 7:02 PM	File folder	
headers	12/15/2025 7:02 PM	File folder	
include	12/15/2025 7:02 PM	File folder	
licenses	12/15/2025 7:02 PM	File folder	
modules	12/15/2025 7:02 PM	File folder	
music	12/15/2025 7:02 PM	File folder	
quests	12/15/2025 7:02 PM	File folder	
templates	12/15/2025 7:02 PM	File folder	
themes	12/15/2025 7:02 PM	File folder	
tilesets	12/15/2025 7:02 PM	File folder	
tools	12/15/2025 7:02 PM	File folder	
5thmusic.nsf	10/17/2025 5:55 AM	NSF File	23 KB
zquestM4.dll	10/17/2025 5:50 AM	Application exten	937 KB



start playing.

=Start up the game. Select NEW FILE and input a name you want.

=The load quest dialog will show up and, provided you placed the quest in the right spot, it'll be accessible from here.

=If for some reason it doesn't, navigate to where it should be in your folder. It's just going into folders and clicking files.

=Load the quest, hit OK, and

___OPTION 2: IMPORT THE QUEST TO THE WEB VERSION___

=I don't recommend you do this unless you have issues with the offline version. It's mainly due to a couple of minor reasons and it require more hoops than you may be led to believe.

Web Version (Experimental)

An experimental web version is available here: [play](#) or [create](#).

Gamepads supported.

Supported browsers allow for installing the web version as a Web App, allowing you to open it quickly as a standalone app from your desktop or home screen.

=Go to the ZQuest Classic download page, except this time, navigate to the Web Version section and click play.

=You can also access this web version by going to <https://web.zquestclassic.com/play/>

=Depending on your browser, when you start the web version, you will either:

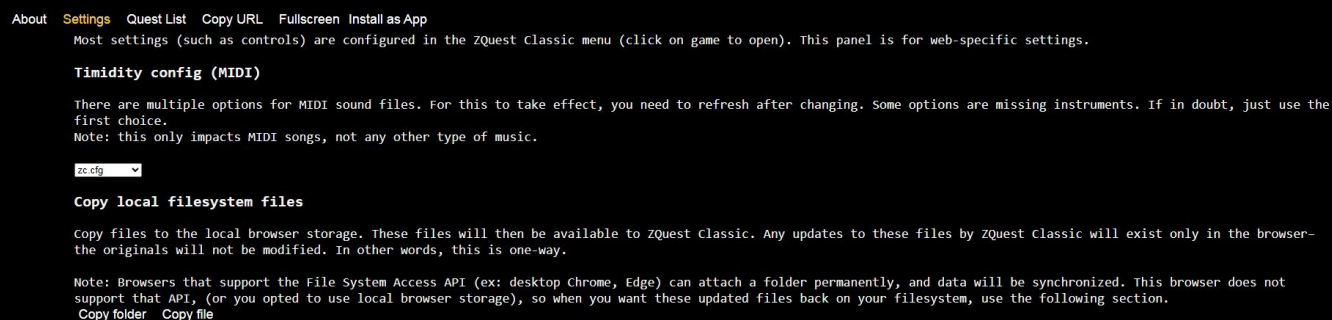
=Be prompted to link a folder on your hard drive to ZQuest Classic. This will have it download all the quest and save data to that folder instead of the browser's internal storage.

=Not be prompted, because your browser does not support accessing local folders. This means you don't get a choice in the matter and will have to copy the quest file to internal storage.

IF YOU LINKED A LOCAL FOLDER:

=Extract the quest file to that folder. You're done with this step.

IF YOU DID NOT:



=Go into the settings tab of the web player.
 =Select Copy File, navigate to where you extracted the quest file, and select it. It will then be copied to the browser's internal storage, and will now show up in the quest player. (If for some reason it doesn't refresh the page.)

=Start up the game. Select a new file and input a name you want.

=The load quest dialog will show up. Navigate to /local/. (You start in the /quests/ folder and will need to go up one folder level to find the local folder.) The quest file should be there. **YOUR IMPORTED QUESTS WILL NOT BE IN THE /quests/ FOLDER.** Please solve this puzzle of moving into and out of folders, for me, as I complain to management about this.

=Alternatively, if you did not put the quest file in any further folder, typing in "/local/FCIRCLE.qst" into the path dialog box will load it without you having to navigate folders.

=Load it, hit OK, and start playing.



VERSION HISTORY

Version 1.1__ (12/20/25)

-I tried my best to avoid a post-release "people found things I should've caught" update, but unfortunately, nope. It's inevitable as the public plays this game and notices things me and my beta testers didn't.

-The Power Bracelet now has a more accessible location in addition to where it was at.

-Level 2 has had some tweaks to better telegraph its lynchpin.

-Level 3 had a minor change that should've been done as part of 1.0 fixing up and hammering out difficulty, but that fell through the cracks.

-You know what's funny? In the editor for version 1.90, there's a fix to not emulate the weird player color when in level 3...and for some reason that's labeled wrong, so "No Pallete Fix" is actually "Yes Pallete Fix". So I checked that off and now your colors won't be weird in Level 3.

-I'll let you in on a secret, I don't understand my own maze. Work has been done to make it less likely you'll walk out of bounds, but who knows? I am really pushing the limits of ZC with this one. Anyway, it's been adjusted.

-Adjustments to Level 9.

-Several hints got reworded to be more clear, less likely to send you into 20+ minutes of a red herring. No guarantees.

-Added more money into the quest, so you can spam Lens more, or buy clothes like a smart person. This is mainly because a reduction in enemies before release meant a reduction in cash flow which means I have to compensate for that, or at least, I should've compensated for that. I didn't. I do now.

-Some tweaks have been done to the later parts of the overworld that if I explain why I did so, it's a spoiler. I'll just say I didn't fix it, nor left it alone, but chose a more "in-between" solution.

Version 1.0 (12/19/25)

-Initial Release.

-We don't talk about the 6 release candidates that came before this.

STORY

You are about to embark to a wonderful fantasy world where you will forge your own legend as a hero. Monsters crawl the outdoors, dragging the world into chaos. From the great castle of THE SUN does shadow rule over all FUN. It is here you will make your name. It is here you will fight for freedom.

You will be supported by the good people who still enjoy THE SUN, who foretell of a young hero (That's you!) to rise against the evil and free the world from shadow. Hidden safely from shadow's grasp are fragments of the GOLDEN POWER, fragments of concentrated THE SUN. With all eight fragments, you will receive great power and the privilege to enter the temple of THE SUN, where you will wage the ultimate battle against darkness.

Your quest will teach you through lush forests and trecherous mountains, through ruins ancient and mysterious, and through strange lands both enticing and dangerous. Your courage will guide you through dangers and defeat the shadows that will bar your path. You will experience all that the world has to offer, and through your bravery, triumph over all.

This is your moment to aspire to greatness, to be the hero that all others will aspire to. Your chance at greatness is at hand. You are ready to challenge the darkness, and win. This is your time to shine. It is your time to become the greatest hero ever known.

(there is no story please stop asking me for one)

ALL OF TREASURES

__Swords__

-Poke enemies with these. Your bread and butter.

-While the one made of wood is free, the white one requires 5 heart containers and the *MAGICAL* one requires 12 to pick up and feel like you deserve it.



__Boomerang__



-You can throw this to stun enemies. Which enemies? I dunno like most of them.

-You can get a subjectively worse version of this somewhere...

__Bombs__

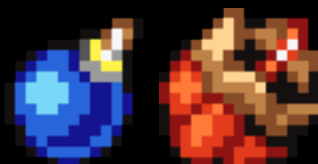
-Hand grenades. Not berries. You can hold up to eight at a time.

-Can open up secret holes in the overworld and dungeons.

-However, there are 3 old men who will teach you how to stuff more berries in your pouch, for a modest fee of course.

-Very powerful, but dangerous to you as well. Handle with care.

-The RED variety is ESPECIALLY dangerous, but super effective. You can carry one RED bomb for every 4 blue bombs you can carry.



__Bow & Arrows__



-Fire wood at your enemies. Requires a subscription to arrows you have to purchase seperately. The bow, however, can be found out of stores.

-Rumor has it there's a special silver version of the arrow...

___Candle___

- Can crisp your enemies. Once. Per screen.
- There has to be a better version of this.
- At least you can burn down certain trees and maybe find something neat.



___Ocarina___

- Toot this to be warped to levels you have previously beaten.



___Bait___

- Distract hungry enemies with this.
- Honestly I forget this exists at times.



___Letter___

- It's a piece of paper that says, "This player are sick."
- Show it to old ladies to be given sippies.



___Wand___

- Shoots magical projectiles.
- No sword beams? No problem.



___Hookshot___

- You can grapple onto certain blocks to cross large pits.
- Also shooting a harpoon into someone's face is a pretty effective way to stun them.



___Lens of Truth___

- Using this, you can reveal many secrets you otherwise may have never find on your own?
- You do have to pay a bill to power this thing and use it though, so make sure you have money.





__Hammer__

- 10 tons of titanium in this thing. For when you want to destroy anything, including shields.
- May also break certain things, like pegs.

__Raft__

- Please buy one.
- From Raftmart.
- It's convenient for all your needs.
- Buy from Raftmart.



__Magic Book__

- For when you want to take your magical projectiles from a wand and set them on extra fire.

__Clothes__

- Did you know you can buy clothes in this game?
- It's true!
- If you are somehow rich enough, these will halve all damage taken.
- Wow!



__Ladder__

- Build bridges.
- Cross small gaps.
- Steppy steppy.

__Magic Key__

- Makes keys = very yes.
- You'll be unstoppable! ...That's what the advertisement says anyway.



__Power Bracelet__

- The tileset did not make this look like a croissant.
- And I am visibly upset.
- It's not even an option.

__Magic Shield__

- For when your plain simple shield can't block the enemy's attack, you can use this instead.
- It's tastier than normal shields, and might get eaten, so beware!



__Wallets__

- There's a lot of money in this game.
- So why throw it all on the ground?
- Just get a pouch instead.
- It's just leather.

__Moon Eye__

- This trinket can reveal enemies you would otherwise not be able to see.
- I'll leave it to your imagination to figure out how you make that happen.



__Flippers__



- This is a flipper????
- It looks like a fish scale.
- You can't wear those.
- It doesn't even make you part fish.
- Would you even want to blub blub?

__Boots__

- There's a lot of spikes on the road ahead.
- Have you ever considered wearing shoes to deal with them?
- In fact, what were you wearing before? Sandles? Barefoot?
- What is this, a beach?



__Heart Pieces__



- Many shards of love await you.
- There's 20 in all.
- Collect 4 of these to get an additional Heart Container.
- That means more living.

__Map & Compass__

- Dungeon items. They're in every dungeon.
- Map will give you an idea of what the dungeon layout looks like.
- Compass will point to the treasure you can find in the dungeon.



__Golden Power__

- Your goal.
- Eight in all.
- Then...?



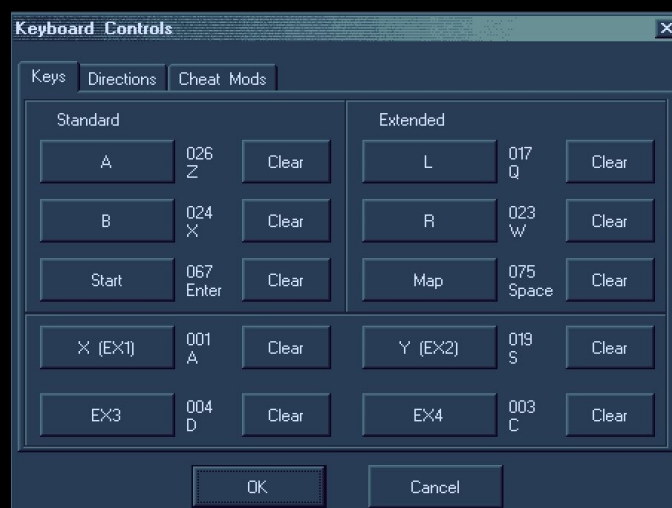
BEGINNER TIPS



=Press the Escape button while in-game to bring up the pause menu for the engine. There will be a couple of things you'll want to look over, like sound and control options. You'll also notice that there's options like "End Game" under the Game tab. Selecting that (or pressing F6) will allow you to restart the game as if you died, without actually having it count as a death. I am

bringing this up to you right now because while this isn't super common knowledge I'm pretty sure everyone who is part of anything ZQuest Classic does this, and I want you to do so as well.

=These are the default keyboard commands. For this game, the only buttons you should be concerned about are the directional keys, A, B, L, and R. Set these to the keys you wish to use, either on your keyboard, or by plugging in a gamepad.



EXAMPLE OF GAME:



=In this game, the A button is exclusively used to swing your sword. Make sure to get lots of practice, because your skill with a sword will contribute to your survivability a lot.

=That said, your other items are just as important, and one may be selected for use with the B button. Press the Start button to open the subscreen and select an item for your B button there.

=Furthermore, you can use the L and R buttons to quick swap between B items. This is also worth practicing to quickly swap between items.

EXAMPLE OF GAME 2:



=Your goal, in the beginning, is to find the early dungeons and clear them out. Doing so will not only get you valuable treasures, but also heart containers to improve your defenses.

=Make sure you also take the time to explore the overworld and look for any secret entrances. There are many things to find, like secret money, pieces of heart containers, and more.

=It's also worth paying for information, as there exists plenty of hints to find the most hidden secrets.

=Need more help? Well there's plenty more in the game itself, so go searching for clues!

AUTHOR NOTES

This quest was made in a version of this engine released 25 years ago. The reason why is simple: I needed to limit my creativity because it has constantly caused burnout for me. It turns out, the less choices you can make, the easier it is to make a choice.

I do not suggest people use primitive game engines to solve choice paralysis and I am never using this specific version again. (I hate its balance so much and you can't do anything to tweak it yourself outside of excluding items.) I did this mainly because the tileset used in this quest was very impressive to me. (That much detail in an engine where you may have all of 1,600 different tiles and sprites, 256 different tiles per screen, and you may change tile definitions for screens, but you only get 8 of those.) That, and not needing to spend months on scripting and finely tweaking enemies, items, and the player means I can focus more on what I wanted to do the most: make worlds.

I liken my own quests as to mixtapes. I doubt every fangame maker does this but I like to believe my collage of borrowed graphics, sounds, and game ideas make a unique bootleg blend you won't find anywhere else...honestly even among other quests for ZQuest Classic. I think that's the case but I don't play a lot of quests myself and no one has brought this to my attention, so the best I can do is entertain this fantasy in my own head as moral support.

This took 3 months to make despite how little complexity there is. One month for the overworld and two months for the dungeons. I hope I have illustrated to people why, despite everything and my seniority with using this engine, it still takes a long time to make a game. I could be done much earlier if I sacrificed scope and make a smaller quest, but I wanted something vanilla-sized.

What else is there? Oh yeah, I originally wanted the overworld to be more open because this was predominantly going to be a NES-styled quest and "a world as open as that" is something remarkably difficult to come across in other quests.

It's all signposting and railroading. Unfortunately, despite how strongly I wanted that in the beginning, I've grown fond of presenting locations and challenges in tiers to help gently nudge the player into the easier stuff first before they ever get to consider the worst I have to offer. That means the overworld is pretty sectioned off and you can't explore more than like a third of it until you make some sort of progress. Oh well, better luck next time.

I have entertained the idea of a 2nd quest for this quest because of, well, that previous paragraph, and also because you think this quest is hard already. I came up with ideas that, while I liked personally, are brutal to subject other players to. A 2nd quest, or a quest that is meant to be a hard optional version of your quest like the hard optional version of that game, would give them a proper home where the player expectation is communicated crystal clear: "You are going to die." Some people like to play a game that wants you dead and defeated, after all. As much as I like providing that sort of entertainment I intended for more casual audiences to give this quest a go.

...Despite that, this quest is still much harder than that game. It's not backbreaking hard and I've done my best to cram as many secrets to even the odds as possible but my beta testers still struggled, and not in a "You didn't think this challenge through did you?" sort of way. In a different world I would have scripted difficulty levels to better present more accessible experiences and thus, solve this problem. (It would honestly just end at EASY, NORMAL, HARD. Maybe one more?) Here though I just have to tap the sign and remind people that this is, originally, based off a game that also has really jank really awkward difficulty spikes. I did my best. The rest is up to you.

Thanks for, specifically, reading this part of the manual. I mean thanks for your interest in this quest specifically but especially thank you for actually taking the time to read this. Hope you paid attention to the hints and tips, and you reach the end of this silly maze game.

CREDITS

Quest designed by: DarkMatt717

Thanks to Mani Kanina and Autumn for providing primary beta testing to ensure the quest released as bug free and balanced as possible.

Graphics by:
Supindahood, Linkus, Relic, Sheik, Migokalle
Moosh, Russ, Feenicks, Ether, Jared
Rambly, Variscite, P-Tux

___Music Used___

MIDI : MagicalChase_debug-ja-nai-yo.mid
MIDI By : Teck
Source Music : It's Not Debugging
Source Author : Hitoshi Sakimoto, Masaharu Iwata
Source Game : Magical Chase (PC Engine)

MIDI : Columns3_BGM11_v1_1.mid
MIDI By : Marcio Diego
Source Music : Column Dive
Source Author : Morihiko Akiyama
Source Game : Columns III: Revenge of Columns (Sega Genesis)

MIDI : CS_Geothermal.mid
MIDI By : Sam Wolff
Source Music : Geothermal
Source Author : Pixel
Source Game : Cave Story (PC)

MIDI : mtcrenel-final.mid
MIDI By : Chaotic_Death
Source Music : Mt. Crenal
Source Author : Mitsuhiko Takano
Source Game : The Legend of Zelda: The Minish Cap (GameBoy Advance)

MIDI : SF64_Zoness-KM.mid
MIDI By : King Meteor
Source Music : Zoness
Source Author : Hajime Wakai
Source Game : StarFox 64 (Nintendo 64)

MIDI : UT_Ruins_Lu9.mid
MIDI By : Lu9
Source Music : Ruins
Source Author : Toby Fox
Source Game : Undertale (PC)

MIDI : FFV_-_Intension_of_the_Earth.mid
MIDI By : Robert Aaron Eason
Source Music : Slumber of Ancient Earth
Source Author : Nobuo Uematsu
Source Game : Final Fantasy V (Super Nintendo)

MIDI : JazzJackrabbit_1-3_GMv203.mid
MIDI By : Steven Blom, MaliceX
Source Music : Medivo
Source Author : Alexander Brandon
Source Game : Jazz Jackrabbit (PC)

MIDI : GE007_Caverns-KM.mid
MIDI By : King Meteor
Source Music : Caverns
Source Author : Graeme Norgate, Grant Kirkhope
Source Game : GoldenEye 007 (Nintendo 64)

MIDI : D_ROMERO.mid
MIDI By : Jimmy
Source Music : Fire Hive
Source Author : Jimmy
Source Game : Plutonia MIDI Pack (PC)

MIDI : Level 4.mid
MIDI By : Daniel Bernstein, Guy Whitmore
Source Music : The Dark Woods
Source Author : Daniel Bernstein, Guy Whitmore
Source Game : Claw (PC)

MIDI : SD3_-_Weird_Counterpoint.mid
 MIDI By : Setzer
 Source Music : Weird Counterpoint
 Source Author : Hiroki Kikuta
 Source Game : Trials of Mana (Super Nintendo)

MIDI : SA_Egg_Rocket-KM.mid
 MIDI By : King Meteor
 Source Music : Egg Rocket Zone
 Source Author : Tatsuyuki Maeda, Yutaka Minobe
 Source Game : Sonic Advance (GameBoy Advance)

MIDI : D_THEDA3.mid
 MIDI By : Bucket
 Source Music : Pluvius
 Source Author : Bucket
 Source Game : Plutonia MIDI Pack (PC)

MIDI : Level 14.mid
 MIDI By : Daniel Bernstein, Guy Whitmore
 Source Music : The Temple
 Source Author : Daniel Bernstein, Guy Whitmore
 Source Game : Claw (PC)

___Current main developers for ZQuest Classic:___

Emily Connor Clark

Special thanks to the original creator: Phantom Menance

Special thanks to the founder of PureZC.net: Wild Bill

and thanks to all ZC contributors:

L	Dark Dragon	Dark Nation
Deedee	Deviance	Etienne Vouga
fatcatfan	Gleeok	Glenn
grayswandir	jman2050	Joe123
KoolAidWannaBe	Lexi Mayfield	Meroune Lorelie
Moosh	NightmareJames	P-Tux?
Peter Hull	pkmfrk	Saffith
SyrianBallaS	Takuya	Tamamo No Mae
teilyr	Timelord	