

Soul Calibur II Link Guide

by Mecha SonicJSG

Updated to v2.0 on Jun 9, 2004

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      M@Mi BM MMi ;MrSMaM@ ; .M8M
      MM@i WMM 7MMMW;:aW@i :WMM,
      .M0 X0MMM8WZS,7Ma SMX
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          XBrM
          WMZM
          aMSWWM

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Soul Calibur 2: Link Guide (GCN ONLY)

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1. Version History

Vr. 1: Started the guide, with no FAQs or Weapon Master Mode or regular strategies, but just about everything else.

Vr. 1.1: New sites, and some WMM guides.

Vr. 2: OK, I'm not going to do the Weapon Master Mode guide. Why? Because, this is a fighting game, it just requires a little thinking and quick reflexes. But I will give tips on how to beat stages or how to get to them, just ask.

2. Character Description and Story

Name: Link

Gender: Male

Weapons (Based off of OoT):

Sword: Master Sword

Shield: Hylian Shield

Bombs: Regular bombs

Bow: Fairy Bow

Arrows: Fire Arrows and regular arrows

Boomerang: Fairy Bow

Style (Based off of OoT): Kokiri Swordplay

Age (Based off of OoT): 17

Birthplace: Hyrule

Height: Unknown

Weight: Unknown

Birth date: Unknown

Blood Type: Unknown

Family:

LoZ: Unknown

Zelda II: Unknown

LttP: Uncle

LA: Unknown

OoT: Father killed during war, mother died after giving Link to the Great Deku Tree

OoS/OoA: Unknown

WW: Grandma and sister, Aryll

Story:

Once upon a time, Hyrule's tranquility was shattered by the arrival of several disasters. The calamities brought dark, ominous clouds which shut out sun. Surprisingly, it came to light that a magician was to blame for the disasters.

Just as the people were about to lose all hope, the sun miraculously returned. Link, who was summoned by Zelda to find the cause of the disasters, successfully defeated the magician. The people of Hyrule rejoiced in the belief that eternal peace would rule.

Unfortunately, this was not to be.

It became clear that the magician responsible for the disasters was in fact controlled by an evil sword called Soul Edge, which existed in another world.

Furthermore, the fragments of Soul Edge were gathering together in this other world.

Knowing that the resurrection of the evil blade must be prevented at all cost, Link chose to travel to the other world and destroy Soul Edge.

Link gathered his trusted Master Sword, Hylian Shield, and Ocarina, and set off on a secret journey.

3. History of Link

Link has appeared in more games than the other SC2 characters (most only been in 2-3, counting this one, some this is their first game. The runner up is Yoshimitsu, being from Tekken), namely for him being a Nintendo character. This is a list of other games and the US release, their system, and an overview on the game.

True Zelda Games:

Name: The Legend of Zelda

System: NES

Release: 7.87

Overview: This is the game that started it all. Link journeyed to find the pieces of the Triforce of Wisdom to strike down the King of Evil Gannon.

Name: The Legend of Zelda II: The Adventure of Link

System: NES

Release: 12.88

Overview: Zelda has been put under a sleeping curse and it's up to Link to get the Triforce of Courage to wake her, avoiding Gannon's minions hungry for his blood to revive their evil leader.

Name: The Legend of Zelda: Link to the Past

System: SNES

Release: 4.92

Overview: This is one of THE BEST games of the 16-bit era. This had more dungeons than any other Zelda game, a compelling story, and a lot of weapons, this pushed Zelda further. Link must travel through two different worlds to stop an evil Wizard from releasing his master Gannon.

Name: The Legend of Zelda: Link's Awakening/The Legend of Zelda: Link's Awakening DX

System: GB/GBC

Release: 8.93/12.98

Overview: The first Game Boy Zelda, it was surprisingly true to Zelda. Link has been shipwrecked on an Island where a gigantic egg lays. He must journey to awaken the Wind Fish inside the egg so he may return home.

Name: The Legend of Zelda: Ocarina of Time/Master Quest

System: N64/GCN

Release: 11.98/2.03

Overview: Considered the best game in the series, Link must travel through time to stop the King of Thieves, Ganondorf, from entering the golden land and claiming the Triforce. A rerelease, Master Quest featured a harder version of the game.

Name: The Legend of Zelda: Majora's Mask

System: N64

Release: 10.00

Overview: A direct sequel to OoT, Link was taken to another land in danger. The moon was falling and was going to rip the planet into shreds in 3 days. Going back and forth through time to repeat the three days, Link must stop the Skull kid possessed by the Majora's Mask.

Name: The Legend of Zelda: Oracle of Seasons/Oracle of Ages

System: GBC

Release: 5.14.01

Overview: Link has been called upon the Triforce to go to a new land. In order to save the Oracles Din and Nyru, Link must travel between these world, to ultimately defeat Gannon.

Name: The Legend of Zelda: Link to the Past/Four Swords

System: GBA

Release: 12.02.02

Overview: A rerelease of Link to the Past from the SNES also featured the first multiplayer Zelda. The Four Sword has released an evil Wind Mage, Veti, and Link must use the power of the Four Sword to create four Links to save Zelda.

Name: The Legend of Zelda: The Wind Waker

System: GCN

Release: 3.24.03

Overview: The land of Hyrule has disappeared, all to become a legend. But to one child of the Great Sea, it would become destiny to become part of the legend. Travling on a talking boat, Link must journey the great Sea to rescue his sister, or so he thinks.

Other Games:

Name: Super Smash Bros.

System: N64

Release: 99

Overview: Could Mario beat up Link? Well, this game decided that. A fighting game featuring many different Nintendo characters as they duke it out to see who is the best.

Name: Super Smash Bros. Melee

System: GCN

Release: 12.02.01

Overview: The sequel to Super Smash Bros. featured more characters and stages, and brought Zelda, Ganondorf and Young Link into the fray.

Name: Soul Calibur 2

System: GCN (the only one with Link)

Release: 8.27.03

Overview: What do you think you're playing now! A CD-I game? The overview for this game is in front of you. The best weapon fighter game ever, at least in my opinion.

4. How To Read Move List

Directional movement:

7 8 9
4 6
1 2 3

1 is down and left.

2 is down.
3 is down and right.
4 is left.
6 is right.
7 is up and left.
8 is up.
9 is up and right.

If any button has a 5, after it, it means hold. For example:
15 means to hold down and left.
A5 means hold down A button.

If A, B, K, or G has a 0 before it, it must be done in the same frame
(1/60 of a second). For Example:
0BA means hit B the A in the same frame

Together:
0BA5 means to hit B and hold A in the same frame.

A is horizontal attack, and on default, the button is A.
B is vertical attack, and on default, the button is Y.
K is kick, and on default, the button is X.
G is guard, and on default, the button is B, R, or L.
Not listed in any moves, but a Soul Charge is ABK (AYX) or Z or Up on C Stick.

In ATK LVL:

H is high
M is middle
L is low
SM is special middle
For example:

M H H H H is middle, high, high, high, high

This is how to read a move:

Command; Move Name; ATK LVL; Damage; Notes

5. Move List

A. Stance Moves

1. Forward Roll

66K; Forward Roll; N/A; N/A; Special Movement. Shift to Forward Roll.

A; Force Counter Slash; M; 30; N/A

B; Rocket Stap; M; 38; N/A

K2B; Leaping Split Combo; M M; 26, 22; Additional hits (Mid) possible with B during second hit.

2. Side Roll

66K8 or 2; Side Roll; N/A; N/A; Special Movement. Shift to Side Roll.

A; Spinning Leap Strike; H; 36/ N/A

B; Rocket Stab; M; 38; N/A

K2B; Leaping Split Combo; M M; 26, 22; Additional hits (Mid) possible with B during second hit.

3. Bow

A+B; Bow Stance; N/A; N/A; Special Stance. Shift to Bow Stance. Directional Input to move.

A; Boomerang Stance; Special Stance. Shift to Boomerang Stance.

B; Bow; H; 40; B5 (Max) for Unblockable

9B; Bow (High); H; 31; N/A

3B; Bow (Low); L; 29; N/A

K; Bomb Stance; N/A; N/A; Special Stance. Shift to Bomb Stance.

4. Bomb

B+K; Bomb Stance; N/A; N/A; Special Stance. Shift to Bomb Stance. Directional Input to move. Explosion after a set time will inflict damage to self.

A; Boomerang Stance; N/A; N/A; Special Stance. Shift to Boomerang Stance.

B; Bow Stance; N/A; N/A; Special Stance. Shift to Bow Stance.

K; Bomb; M; 34; Max Delay for Unblockable.

5. Boomerang

A+K; Boomerang Stance; N/A; N/A; Special Stance. Shift to Boomerang Stance. Directional Input to move.

A; Boomerang; H H; 25, 15; 8 or 2 A to change direction.

B; Bow Stance; N/A; N/A; Special Stance. Shift to Bow Stance.

K; Bomb Stance; N/A; N/A; Special Stance. Shift to Bomb Stance.

6. Back Somersault

44K; Back Somersault; N/A; N/A; Special Movement. Shift to Back Somersault.

During Back Somersault A; Force Counter Slash; M; 30; N/A

During Back Somersault B; Leap Strike; M; 45; N/A

During Back Somersault K; Knee Thrust; M; 27; N/A

B. Non-Stance Moves

1. Regular

A; Horizontal Slash; H; 13; G to cancel

A5; Horizontal Slash-Spin Attack; H H H H H; 13, 18, 10, 10, 21; Number of Spin Attacks hit increases with hold. Max A5 for Unblockable Spin Attack.

AA; Double Sword Slash (Horizontal); H H; 13,13; AA5 to shift to Boomerang Stance.

AB; Cross Slash; H M; 13, 17; ABB+K to shift to Bomb Stance

ABK; Cross Slash Combo; H M H; 13, 17, 22; ABK5 to shift to Bomb Stance. Possible to delay third hit.

6AA; Step-in Attack Combo; H L; 24, 25; Possible to delay second hit.

6AAB; Step-in Attack Combo Upper Combo; H M. 24, 38; Cancels second hit.

66A; Bat Swing; M; 38; N/A

3A; Shoelace Slash; L; 25; N/A

4A; Counter Slash; H; 27; 4A5 to shift to Boomerang Stance

1A; Sword Trip; L; 29; N/A

2A Crouching Slash; SM; 18; N/A

7 or 8 or 9 A Cyclone Attack; M; 40; Additional hits possible. 7 or 8 or 9 A (Max)

412A; Spin Attack; H H; 18, 22; Increases number of hold attacks. 421A5 (Max) for Unblockable.

B; Vertical Slash; M; 16; G to cancel. B5 to shift to Bow Stance.

BB: Double Sword Slash (Vertical); M M; 16, 21; N/A

BK Slash Kick Combo; M M; 16, 16; N/A

OBA; Sword Sweep; M, 30; Guard Impact properties (vs. Horizontal)

OBA5: Sword Sweep-Spin Attack; M H H H H; 30, 18, 10, 10, 22; Guard Impact properties (vs. Horizontal). Number of Spin Attack hits increase with hold. Unblockable Spin Attack with OBA5 (Max.)

6B; Stab; M; 23; N/A

6B Repeatedly; Illusion Stab Combo; M, H, M, SM, H, SM, M; 23, 5, 5, 5, 5, 5, 23; N/A

66B Running Hack; M; 42; N/A

3B; Half-Moon Swipe; M; 27; 3B5 to shift to Bow Stance

4BA; Double Spin Slash; M H; 23, 31-46; Possible to hold second hit.

44B; Power Thrust; M; 30; 44B5 to shift to Bow Stance

1B; Down Slash; M; 17; N/A

2B; Sword Plant; M; 40; Additional hits (Mid) possible with B during second hit.

660BA; Running Spin Slash; H; 48; Possible to hold.

7 or 8 or 9B; Rocket Stab; M; 28; N/A

K; Kick; H; 12; G to cancel; K5 to shift to Bomb Stance.

6K; Front Kick; H; 25; 6K5 to shift to Bomb Stance.

3K; Mid Kick; M; 20; N/A

2K; Low Kick; L; 11; N/A

1KK; Double Kick; L H, 16, 28; N/A

4K; Kick Out; M; 20; N/A

44B+K; Hyper Dash Attack; M M; 65-90; G to cancel. 44B+K (Max) for Unblockable and additional hits. G during Hold to cancel.

2. While Crouching

A; Crouch Slash; SM; 13; N/A

B; Crouch Upper Slash; M; 18; N/A

K; Low Kick; L; 11; N/A

3. While Rising

A; Risin Horizontal Slash; M; 32; A5 to shift to Boomerang Stance.

B; Rising High Slash; M; 20; N/A

K2B: Leating Split Combo; M M; 26, 22; Additional hits (Mid) possible with B.

4. While Crouching, Back Facing Enemy

A; Crouch Turn Slash; M; 16; N/A

B; Crouch Turn Vertical Slash; M; 28; N/A

K; Crouch Turn Kick; M; 12; N/A

5. Back Facing Enemy

A; Turning Horizontal Slash; M; 23; N/A

B; Turning Vertical Slash; M; 23; N/A

K; Turning Kick; M; 19; N/A

6. 8-Way Run

65A; Bat Swing; M; 38; N/A

65B; Running Hack; M; 42; N/A

65K; Sliding; L; 25; Sliding

65 or 95 or 35 OBA; Running Spin Slash; H: 48-58; Possible to hold.

Any Directional Input A+B; Bow Stance; N/A; N/A; Special Stance. Shift to Bow Stance.

Any Directional Input B+K; Bomb Stance; N/A; N/A; Special Stance. Shift to Bomb Stance.

Any Directional Input A+K; Boomerang Stance; N/A; N/A; Special Stance. Shift to Boomerang Stance.

65B+G; Swing Under Throw; N/A; 25; Possible to escape with B.

95 or 35 A; Force Counter Slash; M; 30; N/A

95 or 35 B; Running Hack; M; 42; N/A

95 or 35 K; Knee Thrust; M; 27; N/A

85 or 25 A; Spinning Leap Strike; H; 36; N/A

85 or 25 B; High Launcher; M; 32; 85B5 to shift to Bow Stance

85 or 25 K; Propeller Kick; H; 24; 85K5 to shift to Bomb Stance. 85K6 to shift to Forward Roll. 85K4 to shift to Back Somersault.

75 or 15 A; Grass Cutter; L; 40; Possible to hold.

75 or 15 AB; Grass Cutter High Feint; M; 38; Cancels first hit.

75 or 15 B; Sword Chop; M; 30; N/A

75 or 15 K; Knee Thrust; M; 27; N/A

45A; Counter Slash; H; 27; 45A5 to shift to Boomerang Stance.

45B; Power Thrust; M; 30-40; 45B5 to shift to Bow Stance.

45K; Back Somersault; N/A; N/A; Special Movement. Shift to Back Somersault.

7. Jump (3 Moves)

G5 Jump A; Jump Slash; H; 35; N/A

G5 Jump B; Leap Strike; M; 45; N/A

G5 Jump K; Jump Kick; H; 22; N/A

8. Jump Delay

A; Landing Crouch Slash; L; 24; N/A

B; Landing Upper; M; 34; N/A

KK; Landing Kick Combo; L H; 18, 28; N/A

9. Wall Jump

A; Landing Crouch Slash; L; 25; N/A

B; Landing Upper; M; 36; N/A

KK; Landing Kick Combo; L H; 19, 28; N/A

10. Throws

A+G; Arm Twist; N/A; 50; Possible to escape with A

B+G; Running Slash; N/A; 55; Possible to escape with B

Left Throw; Piggyback Throw; N/A; 58; Same button as throw (A or B) to escape

Right Throw; Power Roll; N/A; 65; Same button as throw (A or B) to escape

Back Throw; Shield Shove; N/A; 48; Impossible to escape throw (except as Voldo and Astaroth).

66B+G; Swing Under; N/A; 25; Possible to escape with B

6. Weapons and Other Things

A. Weapons (Swords and Shields)

Master Sword & Hylian Shield

Overview: Link's most familiar and well-balanced weapon.

Offence: 100%

Defense: 100%

Side Effects: None

Description: A magic sword and shield that have accompanied on many adventures and helped him repeatedly save the land of Hyrule. This journey is no less dire, and Link once again goes into battle equipped with these items, this time in another world. These are well-balanced arms for Link.

Fact: In reality, this is usually his second best sword, and there is always a stronger one in the games. Same with the shield, but who asked me. Making this more interesting, this sword has only appeared in 4 out of his 9 games.

In 5 games, this weapon wasn't present. Many adventures my foot.

Price: Have at start

Razor Sword (with Hylian Shield)

Overview: Good offense offset by a short reach and a penetrable guard.

Offence: 125%

Defense: 100%

Side Effects: Razor Sword allows through 15% of damage from blocked attacks.

Description: A sword forged by the blacksmith from the Mountain Village on Snowhead. The blacksmith is famous for his perfectionism-this sword is yet another excellent example of his craftsmanship and boast an amazingly sharp cutting edge. Unfortunately, the metal used to forge this blade is prone to chipping, so there remains some concern about its defensive capabilities.

Fact: This sword is from Majora's Mask, an evolution of the Kokiri Sword, explaining the small reach. This sword in MM, when used to hit 100 times, before it becomes the Kokiri Sword again (talk about cheap). Now one thing bugs me:

"Unfortunately, the metal used to forge this blade is prone to chipping, so there remains some concern about its defensive capabilities." So the shield is decoration huh. That's messed up really. Oh well, I didn't make the game this

way, so it isn't my fault.

Price: 600 Gold

Armos Series

Overview: Offence increases with Soul Charge

Offence: 100%

Defense: 70%

Side Effects: Soul Charge effect decreases gradually.

Description: A sword and shield from one of the living Armos statues that dot the land of Hyrule. The origins of these items are shrouded in mystery, much like the Armos themselves. Concentrating one's will increases the weapon's power, but they are a bit too heavy for Link and he cannot use them effectively.

Fact: Someone ripped an Armos arms off, and made them real weapons. The Armos, who've been in Zelda since the start, never used them anyway, so it doesn't matter too much. The rock must be heavy it effects guarding, but the Armos never had much stamina anyway (a bomb does them in). Nice weapon, but your better off with the Master Sword then this hunk of stone.

Price: 900 Gold

Megaton Hammer (with Hylia Shield)

Overview: Good offense, strong single strikes, but a short reach.

Offence: 135%

Defense: 100%

Side Effects: None

Description: An extremely heavy hammer. Learning to use it effectively could take some time, as its reach is somewhat short of a weapon. Its power and toughness, however, far exceed that of any normal sword. It's guaranteed to inspire awe.

Fact: Well. Not much info on its true origins. Well, anyway, this is what it is. The Megaton Hammer was used by BOOM, a legendary Goron who defeated the Goron eating fire serpent, Voligana. This hammer was rested in the Fire Temple, where Link had to find it to defeat the evil Voligana who was resurrected by Gannondorf. Obviously, he kept it.

Price: 1200 Gold

Cane of Byrna (with Hylia Shield)

Overview: Recovers health and increases defense with Soul Charge.

Offence: 100%

Defense: 100%

Side Effects: The Soul Charge effect increases over time until effect ends in a few seconds, and it restores health.

Description: An ancient magic staff that grants protection to heroes. It can be used even by those who are not sorcerers as long as their hearts are pure. It is said that praying to the staff with all of one's heart will shroud the user in light and fill him with vitality. Because it is not a true weapon, it usually does not fare well when it clashes against another weapon.

Fact: In LttP, this was used by Link to make him invincible, but drained your magic faster than you could kill the mini-boss, then you're in a bad spot, and a super bad one if you suck.

Price: 1600 Gold

Mirror Shield (with Master Sword)

Overview: Reflects attacks, but may cause Link to lose balance.

Offence: 100%

Defense: 100%

Side Effects: Any hit you take, your opponent takes a percentage of it

Description: A mirror-like shield found in the Spirit Temple. It is an amazing work of art, and there are few who would argue that it is not one of the finest shields in Hyrule. It is said that its surface reflects not only light, but

hostile intent as well.

Fact: This sword first appeared in LttP as a defense against lasers. As I found out, if you get hit, they take damage. Very nice.

Price: 2200 Gold

Magic Sword & Magic Shield

Overview: Good at penetrating defense, but weak against impact.

Offence: 100%

Defense: 100%

Side Effects: Opponents who block from Magic Sword & Magic Shield still receive 40% damage from blow.

Description: Ancient arms hidden deep in an underground tomb. This powerful sword holds an enchantment that counters the forces of darkness, and its holy aura allows it to

deliver damage to the enemy even without making physical contact. The shield is enchanted with a spell that protects its user from enemy magic, but the actual shield itself is quite old and is weak against physical impact.

Fact: Holy moley. Haven't seen this sword in 16 YEARS. This was the best weapon in the original Legend of Zelda. The Sword was found in a tomb (or under a rock, depending on what quest) and the shield was found, uh, in a shop. What a lame way to get the best shield.

Price: 3000 Gold

Biggoron's Sword (with Hylian Shield)

Overview: Long reach and has good offense but requires energy to wield.

Offence: 130%

Defense: 100%

Side Effects: Each strike, successful or not, drains health. Throws do not drain health.

Description: A masterfully crafted long sword forged by the best blacksmith in Hyrule, Biggoron, who lives on Death Mountain. Designed specifically for Link, it is made to be wielded with one hand. Even so, swinging it with full force gets tiring after a while.

Fact: This version is actually from OoS/OoA, where it was wielded with one hand, while the OoT one was used with two hands. It is easier to use that one in this game, or they would have to reanimate everything.

Price: 4000 Gold

Soul Edge (Complete)

Overview: Fearsome demonic weapon said to excel in offense and defense...

Offence: 140%

Defense: 135%

Side Effects: Drains health over time.

Description: An evil blade with a reputation for devouring souls. This weapon is also known to be a shape-shifter-which form it takes depends on its current owner. The forms it has taken are legendary, as are the souls of the renowned warriors it has consumed. Only those with great mental discipline can retain their will while wielding this weapon. It consumes the souls of those who fall before the blade, and also the soul of the wielder.

Fact: The only weapon that was and never will be in a Zelda game. Soul Edge takes the form of the Master Sword and Hylian Shield. The only disappointment, it doesn't have a big eye on the shield. That would be so cool.

Price: 7800 Gold

Great Fairy's Sword (with Hylian Shield)

Overview: The ultimate sword! Wield it to discover its true power!

Offence: 120%

Defense: 100%

Side Effects: Great Fairy Sword allows through 20% of damage from blocked attacks, and restores health over time.

Description: A sword blessed by the Great Fairy, rumored to be able to reflect any and all dark magic. Merely holding it fills the wielder with strength, but unfortunately, its protective power did not survive intact in this world, and its no longer able to resist enemy attacks.

Fact: This sword is from Majora's Mask, and is a C button item...oddly. It is a powerful weapon in MM, but rather useless, except when you want to have fun and make it invisible. That was always fun. I'd rather it be Omni Link's Double Helix Sword right here, and not what we got.

Price: 9800 Gold

Bug-Catching Net (with Hylian Shield)

Overview: Looks like there are no fairies in this world

Offence: 80%

Defense: 80%

Side Effects: None, except for a big THONK!

Description: A long-handled net use for catching bugs. This item is an old companion of Link's and has appeared in many of his adventures-it accompanies him on this adventure as well. Obviously, it is not a weapon, but perhaps it will cause opponents to let down their guard.

Fact: This weapon has only been in ONE game, LttP. Now this thing caught fairies and bugs, but it also blocked magic balls. I personally thing it should make when its used "Hey! Look! Listen!" to really annoy the opponents, and to laugh your head off while fighting.

Price: 12500 Gold

B. Weapons (Bow and Arrows, Boomerang, and Bombs)

Fairy Bow

Fact: This is Link's trademark bow. It has been with him forever, and Link would never be complete without it. In this game, he has two types of arrows:

Arrow: It's the regular arrow.

Fire Arrow: All unblockable moves have a fire flare, but with the Bow, it makes since thanks to the fire arrows, introduced in OoT.

Fairy Boomerang

Fact: This style was in OoT, even though the boomerang has been in almost every Zelda game.

Bombs

Fact: Been in Zelda forever, but in OoT (where the style came from), they were called the Goron Special Crop.

C. Costumes and Demo Video

Costume 1: Kokiri Tunic

Fact: This tunic has been in every game, and Wind Waker kind of explains the reasoning for every Link wearing one. On Onset Island, it was a tradition to give a boy on his 12th birthday a green tunic. This was set in stone apparently, and was kept after the land dried up and revealed Hyrule once again. The WW Link began the family tradition of naming the first boy Link. The OoT Link existed in a alternant reality after Zelda sending him back to his own time, so he couldn't start it (Majora's Mask is in the Pre-Gaannondorf time, while WW is connected to the Post-Gannondorf reign of OoT and LttP.) Its name comes from OoT, when this Tunic was given its official name. The Kokiri eventually evolved into the Korok's in WW, and then became thieves in the Lost Woods in LttP.

Price: Have at start

Costume 2: Goron Tunic

Fact: This is a tunic from OoT. The Goron's are an extinct race in Hyrule after a time in WW (and the soon to be sequel, I just hope the sequel isn't Treata Trackers). But before Hyrule filled up with water from the Gods, the were prosperous Bomb makers. This tunic was made out of a Dorgono scales so it is resistant to heat, and will let a Hylian live in the insides of the Death Mountain Crater.

Price: Have at start

Costume 3: Zora Tunic

Fact: This is another tunic from OoT. The Zora's are an evolved race of fish that also evolved to Birds (Rito), and back to evil fishmen ticked off at the world for a reason only known to them. The tunic is made of Zora gills, allowing a Hylian to breath in the depths of Lake Hylia, but I don't think it would be allowed in swimming or breath holding contest.

Price: Next Update

Costume 4: Blue Ring Tunic

Fact: OK, quit buggin me about it. When you got the blue ring in LoZ, your tunic changed into a purpleish color. This would appear later on as the other trademark costume in SSB, SSBM and Four Swords.

Price: Next Update

Weapon Demo Video

Really short, but it's a Link thing, so get it anyway.

Price: 5000

7. FAQs

None right now. Come back later, you foo.

8. Thanks

Thanks to Namco for making the game. Thanks to Nintendo for allowing Link to be in it. Thanks to CJayC for putting the guide up on GameFAQs.

9. How to Contact Me

AIM: Mecha Sonicjsg
MSN: sonicjsg@aol.com
E-Mail: sonicjsg@aol.com

I will accept:

Compliments
Suggestions
Constructive Criticism
Questions
Complaints
Asking to put this on your site

I will NOT accept:

1337
Hate Mail
Porn
Downloads

Spam

10. Future Updates

Vr. 2: Strategies, Weapon Master Mode guide, overview for games, prices for buyable stuff.

Vr. 1.01 (if I get any before I get the guides done) FAQs and new site list.

11. Legal Stuff

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GameFAQs (www.gamefaqs.com)

IGN FAQs (<http://faqs.ign.co>)

Tiell's Awesome Page (<http://www.angelfire.com/wizard/tiell/>)

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