

Zelda II: The Adventure of Link FAQ

by AceC_DC

Updated to v1.25 on May 2, 2004

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Adventure Of Link FAQ
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Version 1.00: Pretty much the entire walkthru was made.

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Version 1.25: I added a FAQ due to the frequent e-mails I get.

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I.

This FAQ was created by AceC-DC. It is copyrighted under my name and is my property. I am not usually so anal about these things and even if you did copy it is not the end of the world but I am saying this mainly because if somebody is going to try and make a profit of what is mine, then this is to stop it. That is basically why I want it. If you want to post this on your site, I suppose you can, I don't care really, just as long as you are not making a profit from it. Try to give the credit to me though, that'd be nice. On that note, the copyright is below.

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On that note, let's get started shall we?

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II.

On a side note: If you need help and this walkthru did not help, e-mail me. I cannot guarantee that I will know but I most likely will and I can still try my very best although this walkthru probably has your answer in it. Send your questions to: acec_dc@yahoo.com

On another note, I made or am making walkthrus for every Zelda game so keep your eye open!

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III.

ADVENTURE OF LINK

Info: The game was a sequel to the ever so popular "Legend Of Zelda". However, the game itself was a bit controversial and looked down upon by many Zelda fans. This is because the approach to the game was totally different from the classic overhead view of it's predecessor. For one, this game was mostly viewed in a side-scrolling fashion, while fans of the first Zelda game wanted more overhead action. Secondly, the whole game itself had a different style of gameplay as it introduced hit points, magic spells, and other things common in RPGs of today. This is why this game has more RPG elements than the other Zelda games. Lastly, this game was very difficult compared to most other Zelda games, and it takes a certain kind of skill to be good at it. With all this in mind, the game was vastly different from the other games in the series by many ways, so some fans don't like it or it is their least favorite Zelda game out of the series. I used to think that too however playing the game now, it provides hours of fun. This game is a true classic and it has a certain "epic feel" to it. Just because it is different does not mean that it is bad. The game is very challenging yet fun at the same time and should not be overlooked as it is a gem of a game just like the rest of the games in the series are. Other such things that were added into the game was a more meaty and in depth story line. The game introduced towns that you could visit and speak to other people making the game one true adventure. The game was released in the year 1988 in America.

IV.

ADVENTURE OF LINK STORY

After the defeat of Ganon, Hyrule laid in despair and many of Ganon's armies still roamed the land. They were searching for Link, the hero that slayed Ganon, so that they could sprinkle his blood on the ashes of Ganon. Only the blood of the hero that slayed Ganon could revive Ganon if they were sprinkled on Ganon's ashes. Meanwhile, Link had his 16th birthday and on that day, he noticed a strange crest on his hand that was the shape of the Triforce. Link immediately showed Princess Zelda's bodyguard Impa the mark. She was shocked to see the mark so she took Link to the castle and pressed his marked hand on a special door. When the door opened, Link saw Princess Zelda sleeping inside the room. Impa then told Link the sad story. According the story, the king of Hyrule once knew the locations of the Triforce before he passed away. He gave a piece of Triforce to both his son the prince, and his daughter Princess Zelda. The prince was greedy and wanted the other piece of Triforce for himself so he tried to get Zelda to give it to him. When she refused to tell, an evil magician that the prince had hired to help him, cast a spell on Princess Zelda against even the prince's will. The spell cast Zelda into a deep sleep where there was only one way to wake her up. According to legend, the only way to break the curse was to use a third piece of Triforce, called the Triforce of courage, to wake up the sleeping Princess. However the Triforce of courage was well hidden. It was high in the dangerous Great Palace. There was a barrier surrounding the palace that only the power of crystals placed in statues could break. The statues were all hidden in other dangerous palaces and dungeons and there were six of them. Since the Triforce of courage could easily produce powerful evil in the hearts of the wicked, only a true hero could obtain it thus it was very well guarded by monsters. An ancient scroll that Impa gave Link showed that he was the destined hero. However, many guardians and beasts left by Ganon remained in the land and the palaces as well as other foes. So Link took his sword, shield, crystals, and other important belongings and went on his way to obtain the Triforce of courage, to wake Princess

Zelda and to save Hyrule from the evil lurking around...

Goal: You are Link. Make your way to all 6 palaces. Reach the end of the palace to defeat a guardian. Once the guardian is dead, you need to place a crystal in the statue in the room beyond the guardian's room. Once all the crystals have been placed, make your way to the Great Palace. In here, reach the end of the palace, slaying many tough beasts along the way, to obtain the Triforce of courage needed to wake up Princess Zelda. Good luck on your quest...

V.

ADVENTURE OF LINK MISCELLANEOUS

This is all of the extra stuff that is good to know in the game. This will include stuff such as controls, screens, and such.

Starting a new game: Starting a new game is a lot like it was in the first Zelda. After the title screen comes up, you push start and it takes you to a game file menu. Push the "Select" button to maneuver the fairy to which file you want to play or to which option you want to use. If there are no saved game files then the fairy will just move to a game option. Now if you want to start a brand new game file then move the fairy to the option that says: "REGISTER YOUR NAME". Push the start button here and a very similar screen will appear. Move the cursor with the control pad in the letter box at the bottom of the screen and push the "A" button to select a letter or symbol. You can push B for a space and if you made a mistake then continue making spaces until the cursor is back at the beginning of your name. From here just select a different letter or symbol in place of the mistake letter or symbol. Once you have your desired name then push select to get to the "END" option and push the start button. To delete a game file, move the fairy over to the option that says: "ELIMINATION MODE". Push the start button here and then push start again on the file that you wish to delete. After the file is deleted, the fairy will move to the "END" option but you can still delete other files if you want to. Immediately after deletion of a file, you can have a chance to create a file directly after the file is deleted. With all that out, once you are ready to start your game, simply move the fairy to the desired game file to play and push the start button. I know it is not that hard to figure out but still.

Game Over options: This is the only Zelda game where you actually have lives. You start off with 3 lives although you can get more every now and then in the game. Once you lose all of your health and die, you simply lose a life. When you lose your very last life then it will say that Ganon has been revived with the shadow of Ganon over a red screen and you will hear a hearty laugh. Directly following this, a menu of options will appear afterwards. This menu is a lot like the menu in Zelda 1. The only major difference is that there is no "Retry" option this time. The Game Over options are as following:

Continue: It continues your game without saving. I would use this option if you are in the last level, the Great Palace. If you use this option anywhere outside of the Great Palace, you will simply start off again at the beginning of the game in the North Castle without saving. However, if you use this option in the Great Palace, you will start off at the beginning of the level again. This method is very useful if you don't want to make a difficult journey to the Great Palace again when

you get a Game Over, in which you probably will.

Save: This will save your game, simple as that. Use it if you don't wanna risk the NES messing up or something and would rather be safe than sorry. However, I would still use the "Continue" option most of the time in dungeons. The one bad thing about this game is that you have a "death point" for every save you make. What I mean is that, next to your name on the game file select screen, it has the number of times that you have died. For every save you make, you get one more count for dieing so try not to save too much if you want a high score, if that matters to you or not. For a tip, I would not care about the score, it is really meaningless, although it makes you look like a horrible player. This game can prove very challenging at times and it would be wise to save a lot.

WARNINGS!: Three tips to ensure that your NES doesn't piss you off and mess up your game:

#1) Whenever you save, be sure to wait patiently until the game file select screen appears again, THEN you can turn off your game if you would like to. I would even go as far as to say, select your game file and then turn the NES off when your game is in action. If you don't follow this warning then the game info that you want to save will probably not save.

#2) ALWAYS hold down the Reset button on the NES while you push the Power button to turn your game off. If you don't do this, your game can get erased easily. Simply push in the Reset button and hold it and then push in the Power button and then let go of each button. Yeah it is a hassle but what can you do. Fortunately, every Zelda game in the series after this game doesn't require weird ways to turn off your game. Why does the game erase if you don't follow this warning? I don't know, even after studying electronics in school, but it does because it is earlier technology.

#3) Generally, your game files may become erased over time anyways. This is due to the battery that is in the game. I guess it gives out after a few years. Cheap indeed, but it should not be too much of a problem unless you are playing over the span of 5 years or something. I suppose this does not always occur but so it goes. I will say however that the more harsh conditions that the game pak is stored in, the more likely it is to erase your game. This means, no storing it in extreme cold or hot locations. It makes sense.

Saving your game: Saving your game is a lot like it was in Zelda 1 as well, only there are a few minor differences. Basically, the only real way to save is to select the "Save" option on the Game Over options. This means you have to die to save most of the time. If you have a second controller plugged into the NES then you can save a similar way. Just go to an action scene in the game and pause the game by pushing start. Once the game is paused, push up on the control pad and "A" on the second controller. This will bring the Game Over options up. However, unlike in Zelda 1, if you save via the second controller, you will still get a death count. So this means that whatever method of saving you use, you will always have to sacrifice a death count for a save. Yeah it sucks, but still.

Game File Select Screen Stats:

This is what the stats mean on the game file select screen. There will

be a Link icon next to the name that you gave your file. It will also have your level number for your attack, magic and life. If you beat the game, then a small Triforce icon appears next to Link.

Controls:

Since there are three different screens in this game, I shall explain the controls for each screen:

Map controls:

Control pad: It moves on the map obviously. Each direction you push moves Link unless there is a rock or wall or something directly in that direction.

Select: It does nothing on this screen.

Start: It simply pauses. The game will freeze and the music will stop until you push start again.

B: Once you have the flute in the game, you use it with this button. Just push B and the melody will sound.

A: Once you have the hammer in the game, you use it with this button. Just push A next to an object that you wish to use the hammer on.

Action controls:

Control pad: Left moves Link left and right moves Link right of course. Up does nothing. Down makes Link crouch which can help him fend off projectile objects with his shield. Once you learn the thrust moves in the game then pushing up or down while in the air will move Link's sword in that direction thus letting you thrust your sword up or down which can prove to be a great and powerful skill.

Select: It casts whichever spell is selected. Don't push this unless you are sure you want to use a spell or otherwise you might accidentally waste some magic.

Start: Pressing this button calls up the subscreen which is basically like pausing. I will explain all about the subscreen later. For now, you can use the control pad to direct the cursor on the subscreen and push start to select whatever option you want, considering if there is an option to select.

B: It simply swings Link's sword. If you have learned the thrust attacks later in the game, then push B while in the air while pushing up or down to do your thrust attack.

A: All this does is jump. But it's cool as this is one of the rare Zelda games where Link CAN actually jump.

Town Controls:

Control Pad: It's the same as on an action screen only pushing up near an accessible door will enter the door.

Select: It's the same as on the action screen.

Start: Again, it's the same as on the action screen.

B: Pushing this talks to nearby people. It is considered the "action" button as it could perform actions in a town too if you needed to, such as search an object or something of that nature. But 90% of the time it is used to speak to people. The other 10% of the time, I will tell you specifically if you need to use it as an "action" button.

A: Once more, it has the same use as it does in the action screen.

Screen Stats: Here is what all the things mean on the different screens:

Action screen: This is basically the game. It is where all the action and fighting in the game take place. You will notice a black bar at the top of the screen. On the very left of the bar is a sword with a number next to it. This is how much attack power you currently have in the game. Right next to that is a white meter. The meter shows how much magic capability you have while the number shows how much your magic will take up and how powerful it is. Next to the Magic meter is the Life meter which is the red meter. Again, the length of the meter determines how much life you have while the number tells you how much life defense you currently have. Next to the Life meter is a four digit number. The number is how many experience points you currently have. Next to that number is the next amount of experience points that you need to level up your stats. Don't worry, I will explain all of this in better detail later.

Subscreen: When in an action or town screen, pushing the start button brings up a small menu. The menu has many different things on it, all of which I shall explain. In the main window, there will be all of the spells that you currently have acquired in your game. If you have no spells yet than the space will be blank. Once you do have a spell though, the name of every spell that you have will appear in the box along with the amount of magic that it takes to use that spell next to the name. Control the little magic jar cursor with the control pad to highlight which spell you wish to use. Whichever spell is highlighted, pushing the select button in an action or town screen will cast that spell so be careful. At the bottom of the subscreen are three small stats. On top has a picture of Link's head and the number of lives he has remaining next to it. Below that is a picture of a key and it has the number of keys that you currently have. The keys are only found in dungeons so naturally this stat will only come in handy when you are in any of the palaces. Finally, on the bottom of the screen is a picture of a crystal and it has the number of crystals that you have left. Since when you beat a palace, you use up a crystal, then this stat also signifies how many more levels you have left before the last level, The Great Palace. Finally, every item that you obtain in the game appears in a row at the bottom of the subscreen window.

Screens: There are many different places in the game where the view changes. Here is what they are:

Map: This is the only overhead view in the entire game and it's only a method of navigation and transportation. It is made up many different symbols and Link navigates through the symbols. Landing on certain symbols make different things occur. I suppose you could look at it sort of as an electronic board game. I will explain the different symbols later. On the map, when you stray off the main path, symbols of enemies will frequently appear. While you can run away from these enemies, it is difficult at times as they appear right in front of you

and close in on you. The enemies are represented by shadows. If you touch any of these enemies, you will be taken to an action screen. The small blob shadows signify a weaker enemy, while sometimes when the shadow of what looks sort of like a man appears, if you touch it, then you will be taken to an action screen with tougher enemies in it. Try to avoid the tougher enemies unless you want experience points sometimes. Every now and then, a fairy will appear along with the monsters and touching it will take you to a screen where a fairy can heal all of your health up. There are many different types of terrain to land on but the only four screens where you don't have to touch an enemy to go to an action screen is when you go to the town, dungeon, or cave symbol and sometimes screens will be automatic action screens as well.

Action screens: The other viewpoint of the game is a sidescrolling action scene. There are 4 types:

Town: There are many different towns in the game and each is unique and offers it's own specialties for you. Each town has a few screens and different buildings and people to talk to. Visit every town you see.

Palace: These are the desired locations in the game. It could be viewed as a large labyrinth or maze. It is made up of many long rooms that all connect like a catacombs and there are elevators and such to link the rooms together. I will provide the correct path to go through them in my walkthru.

Action screen: Whenever you run into an enemy symbol on the map then you go to this screen. You will have to fight various enemies on that screen. The enemies are determined by what terrain you are standing on in the map and what size enemy you run into. You can easily escape these screens off to the left or right but watch out for the enemies that are present. Caves, bridges, and the like are considered actions screens as well.

Other screen: Every once in a while, you will land on a screen on the map that has no enemies in it. You may obtain some sort of prize or treasure on that screen. These special kind of screens are camouflaged and disguised as regular terrain on the map but landing on them brings you to a screen ridden of enemies and has treasure on it! These are rare and scarce however.

Statistics: The thing that may confuse people that are not familiar with RPGs is the Life and Magic meters, the Attack stat, and the experience point system. I will explain them all here:

Experience Points: Whenever you kill most enemies in the game, you get experience points. The number of experience points appear in small white numbers after the enemy is defeated. That number is added on to your total in the top right corner of the screen. For instance, if you have no experience points and your total experience points at the upper right corner of the screen is labeled: "0000" but then you killed an enemy and got 15 experience points, then your total is 15 experience points and the label at the top of the screen is labeled: "0015". For every amount of experience points you get, the number is totaled with that number in the upper right corner of the screen. So if you get 200 more experience points then your total is 215 points because the number in the upper right corner should read: "0215". Yes, I know it is very confusing and difficult to explain but once you understand it then it is no problem. You will understand it fully once you start to play the

game. Common enemies will usually give you anywhere from a few experience points to 50 points while some tougher enemies may give you points ranging in the hundreds! The total number of experience points you can have is 9000 meaning that the number in the upper right corner of the screen will read: "9000". The number on the far right under the word "NEXT", is the total number of experience points needed to level up to the next level. Once you have that many experience points then you can raise your offensive power, your defensive power, or your magical power a level.

Attack stat: This is the sword that appears in the far left corner of the top of the screen. This signifies your offensive power. The higher the number is next to the sword symbol, the more stronger your attacks are against enemies. This means that you have to hit enemies less to kill them. You start off at a Level of 1 and you can get up to a Level of 8. With a Level 1, you have to hit enemies many times while with a Level 8, it takes a few hits to kill the toughest enemy!

Magic meter: This is the white meter on the top of the screen. The length of the meter tells you how much magic you have left to use for spells. The number next to the meter shows you how much magic will be used for spells. The higher the number, the less magic will be used up for a spell. This means that you can use a lot of spells without wasting up all of your magic. You start off at a Level of 1 and you can get up to a Level of 8. With a Level 1, just the weakest spell will take up a lot of magic but with a Level 8, the toughest spell doesn't take that much magic to use at all! To get a longer magic meter, find magic jars hidden within the game. Also, despite the meter having segments, many times, a spell will not take just segments off when you cast them, but slivers and pieces of a segment as well.

Life Meter: This is the red meter on the top of the screen. The length of the meter tells you how much life you have. It is kind of like the heart system used in other Zelda games. The number next to the meter shows you your defensive power. The higher the number, the less health will be taken away when you are touched by an enemy. You start off at a Level of 1 and you can get up to a Level of 8. With a Level 1, the weakest enemy can do a lot of damage but with a Level 8, the toughest enemy doesn't bruise you much at all! To increase the length of the Life meter, find large heart containers hidden within the game. Also, sometimes you get only a fraction of a segment taken away when you get touched by an enemy. What I mean to say is that instead of maybe taking a whole segment off of your meter when you get hit by an enemy, sometimes if the enemy and attack is weak, you will only get a small sliver or piece of a segment taken off.

Various things about stats:

Once you get to the next number of experience points to level up by, the subscreen will appear and you will have a choice of what to level up. There is usually only one option that you can pick from but you can decide to not level up just then and keep on saving experience points in order to get a different level up that you may want that "costs more" experience points. But I would just pick the level up that is available for many reasons. For one, you don't want to risk dieing after you did not take the offer to level up, therefore all of your experience points are reduced to zero and it was worthless. Also, you will end up getting all of your level ups anyways so why wait? Besides, in the long run, doing this will give you a well round of stats which is good.

I should warn you that when you die, you lose all of your experience points gained from that round. So if you have "499" experience points and the next level is "500" but you are low on health and have only one more life than I would be extra careful.

Another note is that, once you have leveled up all of your stats to the highest Level of 8, then it will say that the next amount of experience points to level up is "9000". If you obtain 9,000 experience points then you will gain an extra life! However, it takes forever to get 9,000 experience points so it is never worth it. After you obtain 9,000 experience points and get an extra life, I am pretty sure that the next amount of experience points stays the same. I am not positive on that however so the only way to be 100% sure is if you actually try and get 9,000 experience points to see for yourself. It doesn't really matter anyways as it is insignificant and I am pretty sure the number stays at 9,000 anyways, although I may be wrong but who really cares anyways?

Also, you always get a level up whenever you defeat a guardian of one of the 6 palaces.

Lastly, I apologize for all of that mumbo jumbo. The experience point and leveling up system is indeed simple if you understand it and have played RPGs before as these qualities are in most RPGs. But explaining it is much harder as is understanding it for the first time. Just try your best to understand it or e-mail me if you are really confused. But you should be able to understand those systems well once you get into the game.

VI.

ADVENTURE OF LINK ITEMS

This is what all the items do in this game:

Magic Jar: This refill Link's magic meter when he is in an action screen. Enemies commonly drop these. There are two colors, blue and red. The blue jars appear from the weaker enemies and it only refills a few segments of the magic meter. The red jars appear from the tougher enemies and it refills your whole entire meter! A good trick to do is to max out your meter with Life spells and other spells that you may need before picking up a red jar as once you pick up the jar, you will have full magic!

P-Bag: These are bags full of experience points. Don't ask me what an experience point looks like because I don't know either. But if you are trying to gain enough experience points to level up, then try to collect as many of these as possible. Weaker enemies usually leave bags with 50 points in them, while tougher enemies usually leave ones with 200 points in them. There are other hidden bags throughout the game in the overworld and in the palaces. You can either choose to take those P-Bags when you see them if you are close to leveling up or you can save them for later in the game when you need a lot of points to level up. I will say that later in the game, you need so many points to level up that even with all of the P-bags, it will still take a while to reach your level up goal, but it will still help a lot. The strategy is really all up to you.

Heart Container: There are four of these in the entire game. They are all hidden in the overworld. Getting one will simply add one more

segment on to your Life meter.

Magic Container: There are four of these in the entire game. They are all hidden in the overworld. Getting one will simple add one more segment on to your Magic meter.

Link Doll: Consider this an extra life. Here is the catch though, once you get a Link doll, it is gone forever. With this in mind, don't get the Link dolls you see in the overworld or hidden anywhere else in the game until the last level for you will definitely need them then. If you do get a doll too soon in the game, then you will not have as many lives for the last level. Trust me on this one, you will need many lives for the last level so ignore all dolls you see until you are ready to go to the last level, then you can stock up.

Candle: All the caves in the game will be very dark and the enemies inside will be invisible until you have this item. You will definitely need it, seeing as there are tons of caves in the game. You get this item in a palace.

Hammer: Once you have this item, you will finally be able to smash the large boulders that block many roads and paths in the game. You get this item at Spectacle Rock.

Handy Glove: Once you have this item, you can destroy the bricks in the palaces with your sword which will be very useful. You get this item in a palace.

Raft: You simply need this to cross the straight between east and west Hyrule. You use it at the dock on the border of west Hyrule and it will sail you to east Hyrule. You get the raft as a Palace item.

Boots: You can walk on certain areas of water when you have these! You get these in a palace.

Flute: Playing this in the overworld will sound a little ditty. This ditty doesn't do much but it does get rid of the River Devil and it makes the Hidden Palace appear. You get the flute in a palace. Unlike Zelda 1, the flute does not send a whirlwind or warp you.

Magical Key: This is like the magic key in Zelda 1. It let's you open any door just like a master or skeleton key. So that means no more hoarding keys anymore! You get this item in New Kasuto Town.

Cross: Once you have this item, you will be able to see enemies that were once invisible. I believe that the only enemies that are invisible in the game are the blue Moa although I could be wrong. Either way, it doesn't matter really. You get the cross in a palace as an item.

VII.

ADVENTURE OF LINK BESTIARY

This is the list of all the enemies in the game, stats about them, and how to defeat them:

Enemies:

Bit: This is the easiest enemy in the entire game. It is just a small red blob that slowly moves towards you. It appears in the easy enemy

action screens at the beginning of the game and will probably be the first enemy that you see. Simply crouch and stab to kill it or downthrust with your sword if you have that skill.

Bot: This is the tougher version of the Bit. The Bot looks exactly the same as the Bit only it is blue. The tougher thing about the Bot is that it can jump which may cause some trouble. Bots are also found in easier areas near the beginning however they are also in many dungeons and the Spell magic will turn enemies into Bots. Avoid his jumps and kill him the same way as the Bit.

Ache: This is the Zelda 2 equivalent of the Keese. So with that in mind, it is simply an easy blue bat. It will hide on the tops of ceilings and swoop down on you if you come near it. Avoid it when it swoops but take a sword swing in if you can. The enemies disguised as humans in Saria Town will turn into the Ache if talked to so beware! Most other aches are in caves around Hyrule.

Geldarm: This is a very long snake like creature that emerges from the sand in deserts. You cannot jump over it because it is so tall so you have to strike it to make it lower into the ground. Once it has shrunk, you can strike it's body again by crouching and a few hits will kill it. The Geldarms are very easy however and they are in a few earlier deserts in the game.

Goriya: These are one of the earlier "tougher" and "Link sized" monsters you run into during the game. They simply chuck a boomerang at you. The boomerang can fly towards you near your head or legs so you must beware. Just try to use your shield to block off the boomerangs then strike the Goriya like crazy when you reach it. Unfortunately, earlier in the game, you may have to fight many of these that guard areas and are a little tough at an earlier stage in the game. There are also three colors: orange, red, and blue. They get tougher in that order as well. Goriyas are found in many places in the game, especially earlier, so it is hard to pinpoint their exact location really.

Lowder: These are small beetles that crawl along the ground. They move slow but will race towards Link if they are on the same platform as him. Simply crouch and stab to kill them. They are in caves and deserts, among other places as well.

Molblin: These are the size of Link and can be kind of tough. The easier kind simply charge at you with spears and sometimes they don't stop coming while the harder kind actually shoot arrows at you. Just don't get hit by spears and block arrows with your shield. Then when you are close, try to strike as much as possible. In order from least tough to most tough would be: orange, red, and then blue Molblins. The Molblins are mostly in the forests but they are in a few other places as well.

Deeler: These are spider like creatures. There are two kinds of them, red and blue. The red kind hang out in the tree tops and try to fall on you on strings. You can easily get past them and strike them when they are at your level. The blue kind are harder and hop around the area which may be tough. Just try to aim and strike them while avoiding the jumping. Both are in the forests only.

Moby: These are obnoxious birds that never cease to appear. They will dive-bomb into you so just try to aim for them or ignore them, then get the hell out of that action screen. They are in a few areas such as the

harder version of the swamp.

Octorok: There are two kinds of these, blue and red kinds. The blue ones just sit there and shoot rocks at you which you can block with your shield. The red ones jump and sometimes can walk. Your shield is important when fighting the Octorok. You find these in swamps and caves mostly.

Daira: These are Link sized crocodile men that wield axes! The orange ones are weaker and simply swing their ax at you while the red ones are tougher and they throw axes at you which cannot be blocked by your shield! These monsters are very tough and should be avoided if possible. If you do confront one, try to jump and swing your sword to maneuver around the deadly axes or just run altogether. The Daira is in some dangerous places such as Death Mountain as well as other tougher areas in the game.

Moa: These are long flying eyeballs that are supposed to be ghosts. They are very hard as they take a lot of damage away and they are hard to hit not to mention they take many hits to kill. They fly and hover around the screen at high speeds sometimes high above you. Some seem to move when you do so when you try to reach them, they are already gone. The orange ones appear in dungeons and drop fire on you. The blue ones inhabit Old Kasuto Town and are invisible until you have the cross. The red ones are also common in the cemetery and should be avoided as much as possible.

Ironknuckle: These are tough and common enemies in palaces. They are very heavily armored knights that wield both a shield and sword. Because they have a shield, many times when you try and hit them, they will block it with their shield. Because of this, a good strategy to use is to jump towards them and try to strike their head for it usually gets in a good hit. The orange ones are weaker while the red ones are tough. The blue ones shoot swords at you and they are very hard!

Myu: This is a very small crawling ball covered in spikes. This is so small that you cannot even kill it when you crouch and strike. Because of this, you need to have the downthrust sword skill to kill the Myu. These creatures are not hard however. They are found mostly in palaces.

Stalfos: These are skeletons that wield a sword and shield. They are not too hard though as they cannot block below their legs very well so crouching and striking works well. The red ones can jump and do downthrust attacks so watch out. Some Stalfos even have armor on! Stalfos are only in palaces.

Mace Demon: This is like the hammer brothers in the Mario series. It is a large red demon that chucks many spiked clubs at you. It usually throws a bunch in a row so if you are too close to it, you will not be hit by a club. Wait for the monster to have a pause in throwing clubs, then run in and strike like hell.

Bubbles: These are not really enemies but they can still hurt you. In a few areas in the overworld, especially on bridges, many bubbles will float up from pits and from below. You cannot kill these bubbles but you have to dodge them.

Rocks: These are just like the bubbles only they come from the sides and they are in the desert.

Tinsuit: These are knights with an animal like head that looks like a dog or something. They are in dungeons and charge at you endlessly. They do not hurt you as much when you get hit by them but they do take away experience points. One hit will kill these easy foes as they are probably the easiest enemy in palaces in this game.

Skull: These are floating skulls shrouded in flames that bounce along the walls. If you get hit by them, they take away experience points. It literally takes scores of hits to kill these creatures!

Ache Demon: Sometimes there will be a red Ache that you will run into. These Aches turn into a red demon when they hit the ground and the demon shoots fireballs at you. These enemies are tricky so try to avoid them. You cannot quench a fireball with your shield. The Ache Demons are in a few caves in the game.

Megmat: These are little critters that hop like fleas. They are found in prairies and such and are not that hard. Just aim and strike but don't get hit by them.

Bago-Bago: These are the skeletal remains of flying fish. They fly up from bridges and spit rocks at you. These enemies are on the bridge action screens. They are annoying but not too tough.

Rope: These are snakes and are the palace version of the Octorok. There are red and blue kinds and the red kind is tougher. These enemies are not too much of a problem.

Dragon Gargoyles: You may notice dragon gargoyles all over the palaces. Some of these gargoyles shoot fireballs at you but the even tougher kind can fly! The flying gargoyles don't shoot at you but they will fly up and down at fast speeds and may be tough to avoid sometimes. They are not worth killing because more will come and overwhelm you so just ignore them.

Cat Gargoyles: These also shoot fireballs at you from on the walls. There are flying versions of these too however. The flying cat gargoyles will move up and down slowly and shoot fireballs at you. If you are cornered with many of these then it will be tough to escape!

Doomknocker: These are very large knights that wield and throw maces at you and they jump as well. Beware, as the maces move like boomerangs do and they cannot be blocked with your shield. The Doomknockers are very tough so you should proceed with caution around them.

Tektite: These are large hopping spider like creatures in areas like plains and a few other places. They shoot fireballs at you and they are only vulnerable to fireballs so you need the Fire Spell when dealing with them.

Floating Eye: This is a very slow moving floating eyeball. They will hover around for a few seconds then shut it's eye to rest. It is only vulnerable to kill when it's eye is open. But watch out, for it hurts Link a lot if he gets hit by one. I have seen these monsters in many areas later in the game like forests and caves.

Bee: These are very fast flying insects that drop rocks on you. They are tough and should be avoided. If you see one, I suggest just running. Fortunately, they are not very common except in a few harder swamps later in the game.

Leever: These are monsters that appear out of the sand to attack you. Many will always be constantly surfacing and scurrying around towards you but they are not hard to kill at all. Leevers are only found in the deserts of the game.

Basilisk: This is a rock hard lizard like creature that lives in caves. It will shoot fireballs at you and it's hard defensive shell makes it only vulnerable to fireballs so you need the Fire Spell to defeat it.

Scorpion: This is a giant scorpion that mostly appears in caves. It shoots fireballs from it's tail and you can only kill it when it's eye is open. It is extremely hard and I usually ignore them.

Lizardmen: These are the toughest overworld enemy and they appear all over the place near the end of the game. They are Link sized Lizard people that wield maces. The orange kind just charge at you while the red kind charge at you while swinging a mace. The blue ones are the ultimate tough enemy and they throw maces at you, which of course cannot be blocked by your shield. There are also some that hide behind a large fence on some action screens and throw stones at you. But those kind are not really defeatible.

Wizzrobe: These are tall wizards that shoot rays of magic at you. Simply cast the Reflect Spell and then the magic waves will ricochet off of your shield. After this, aim them towards any Wizzrobe and it will hurt them. These enemies are rare and only in palaces.

Wizard: These are orange cloaked sorcerers that shoot slow moving flames at you. Avoid the flames and strike these wizards before they disappear.

Bird Knights: These are the toughest enemy in the entire game. They are birds dressed in full armor. Basically, they are just Iron Knuckles that can jump very high and are very fast. You have to maneuver around them very strategically to hit them. Usually it takes all of your energy, health and magic to kill one so I just avoid them. There are red and blue ones but the blue ones are extremely hard. The Bird Knights are only in the Great Palace.

Firebird: These are very large red winged birds that shoot many fireballs at you. They also hop around a lot and are pretty hard. Just close in on them and then strike them like crazy with your sword. The Firebirds are only in the Great Palace.

Big Skull: This is a giant version of the smaller floating skulls. The damage this enemy inflicts is a lot more than it's smaller version so beware. There are only a few of these in the Great Palace.

Big Bot: This is a giant Bot. It hangs on the ceiling and is invisible at first. But when you walk under it, the monster will appear and fall from the sky and try to crush you. One hit will split this large Bot into several smaller Bots. These Bots take a dozen hits to kill and are much harder than the ordinary Bots. There are only about two of these in the entire game and they are only found in the Great Palace.

Bosses:

Horsehead: This is a giant knight with a head of a horse! It is much taller than Link so it is more difficult to strike. However, he is not

hard and all you need to do is jump at him and strike like you would with an Ironknuckle and he will soon be dead!

Helmethead: This is another giant knight only it is a regular looking knight. After you strike this boss, his heads will fall off and fly around the room shooting you.

Boss Ironknuckle: This is a blue Ironknuckle that rides on an armored horse and jousts at you. Just use your downthrust attack on the horse a few times and the Ironknuckle will fall off. After this, all you need to do is fight a blue Ironknuckle!

Carock: This is a giant Wizzrobe. You need the Reflect Spell to kill him. Once you cast the spell, try to quickly reflect his spells at him before he disappears.

Gooma: This guy looks tough but he is actually really easy. He is a giant barbarian that chucks a giant mace at you. Just avoid the mace and strike him with your sword and he will be dead soon!

Barba: This is a giant lava dragon. It is the very last boss before the Great Palace. It will simply ascend it's long neck out of the lava and then spew fire everywhere on a platform. Try to stay in the corners of the room and then strike him when he is near you.

Thunderbird: This is a huge giant red bird! It is invulnerable to all attacks until you make him vulnerable. To make him vulnerable, use the Thunder Spell to turn him blue. Once he is blue, he will shoot fireballs at you and fly all around the place. You need to strike his head around his crown. You should use the jump spell to reach his head and the shield spell is wise to use also. This boss is the second to last boss in the game and it is extremely difficult so be ultra-prepared...

Dark Link: This is the final boss of the entire game. When Link goes into the room after the Thunderbird, his shadow appears out of himself. Now you must fight your own self in the game! Dark Link is tricky and uses many of the same attacks that you do so it is hard to get a hit in. Just stand in the corner and strike continuously and he will be an cinch but I will explain that more in the walkthru.

VIII.

ADVENTURE OF LINK MAP

Here is where the locations in the game are and what they hold:

North Castle: This is the castle where Zelda sleeps and where you start your game off every time.

Central Hyrule: This is the land that surrounds North Castle. There is a few plains, forests, and towns here but this place pretty much just links to the other areas of the game.

Tantari Desert: This is the desert north of the North Castle. It has the cave that houses the statue in it that you need to retrieve.

Parapa Desert: You go through a cave in Central Hyrule to get here. This desert leads to the Parapa Palace.

Parapa Palace: Located on the very tip of Parapa Desert, this is Level 1 and it houses the candle as it's item.

Rauru Town: This small town is wedged in between two forests where you start off at and you learn the Shield spell here.

Ruto Town: This is a peaceful town that lies in the corner of Hyrule along a mountain pass. You learn the Jump spell here.

Moruge Swamp: This is the first swamp that Link most cross in the game. The cave here leads to the Sacred Water.

Midoro Swamp: The long swamp that leads to the Midoro Palace.

Midoro Palace: This palace sits right in the middle of Midoro Swamp and it is Level 2. You get the glove here.

Middle Hyrule: This is the land between the two swamps and Saria town. There are many forests and bridges here. This is also where Bagu lives.

Saria Town: This is a water town where some of it's citizens are actually monsters in disguise! You get the Life Spell here. Also, there is a bridge here that crosses the river but you need a note first...

Death Mountain: This is a very tricky system of caves, tunnels, and catacombs. The destination is Spectacle Rock which houses the hammer.

Spectacle Rock. The ultimate destination of Death Mountain, this is a very famous landmark made up of rocks that, in a way, look like eyes peering at you. Inside this landmark is the hammer.

Cemetery: This is the biggest cemetery in the game that houses the King's Tomb. The hidden entrance to the tunnel that leads to the island is here too.

Island: This is a small island off the coast of the cemetery. It houses the Island Palace in it.

Island Palace: This palace sits on the coast of the island and it is Level 3. You get the raft as the item in this palace.

Mido Town: This is a port town where you learn both the Fairy spell and the Upthrust sword skill at.

East Hyrule: This is the land east of the dock that you raft off of. This will lead you to the other areas of the game.

Nabooru Town: This is a small town near the ocean in eastern Hyrule where you learn the Fire spell at.

North Hyrule: This is a strip of Hyrule north of the cave that is in eastern Hyrule north of Nabooru. There are many forests, mountains, and deserts here.

Darunia Town: This is a mountain town high in the mountains of Hyrule. You learn both the Reflect spell and the Downthrust sword skill here.

Maze Island: This is a winding maze that eventually leads to the Maze Palace if you can get past the obstacle of the maze. The lost child is also found here.

Maze Palace: This is the destination of the maze on Maze Island and it is Level 4. You get the boots as your item in this palace.

Ocean: This is a small beach that leads to ocean. Once you have the boots, you can walk on some of the water. The Ocean Palace sits on a small island out at sea here.

Ocean Palace: Sitting atop a small island, this palace is Level 5 and it's item is the flute.

Dangerous Hyrule: This is a strip of land that lies after you pass the River Devil. This area has a cemetery, swamp, and a forest.

Old Kasuto: Located in the southern most part of eastern Hyrule, this is a ghost town... Literally! All the citizens deserted it long ago so now all that remains is monsters and ruins. There is one old man hiding here however that will teach you the Thunder spell.

New Kasuto: This is the town where all of the citizens of Old Kasuto fled too. It is on a small strip of land at the end of a cave in the north part of dangerous Hyrule. This town is hidden among the trees though. You get the Spell magic here.

Southern Desert: This is the southern most tip of eastern Hyrule and it houses the Hidden Palace in it.

Hidden Palace: This palace is hidden under the desert sand until you find out how to reveal it. This is Level 6 and the final level before the Great Palace. You get the cross as your item in this palace.

Valley Of Death: This is a long winding system of dangerous, lava infested caves that leads to the Great Palace.

Great Palace: This is the final destination and level of the entire game. This is where the Triforce of Courage lies which signals the very end of the game. You do need to have the six crystals to be placed in the six statues to break the barrier here first of course. This level is also the toughest and longest level of the entire game.

IX.

ADVENTURE OF LINK TERRAIN

This is what all of the different symbols, squares, and terrain do on the map in the game:

Dirt Path: This is a yellow dirt path that follows all around Hyrule. While you walk on this ground, you are invulnerable to enemies. For one, enemies will not appear while standing on this terrain. Also, if you would happen to touch an enemy while on this terrain, you will simply be taken to a small dirt path screen with no enemies on it. You can still get a fairy on a dirt path though. The dirt path terrain is represented by a bright yellow square.

Grassy Plains: This is just regular solid grassy green ground. There is nothing more special to it. Some of the more common and basic enemies appear on this screen but not always. Other than that, this has no obstacles on it, unlike other terrain. The grassy plain terrain is represented by a bright green grassy looking square.

Forest: There are many patches of forests and woods all throughout the land of Hyrule. If you touch an enemy or go to an action screen on the forest terrain, then of course as usual, the enemies will appear appropriate for the forest. Some enemies in the forest are harder than in other terrain and the background is thick dark woods. I would generally try to avoid the forest terrain if you want to be more safe. The forest terrain is represented by what looks like a square of thick dark green trees.

Water: There are many bodies of water that make up Hyrule. However, you cannot walk on them obviously as they are water. There is an item later in the game that lets you walk on some of the water terrain and no enemies will appear on the water either. The water terrain is represented by bright blue squares.

Desert: It's as simple as that, it's a desert. And the enemies are unique to the desert as well. The desert has a few tough enemies but it is not as tough as a terrain as other areas, not to mention that there are not a lot of deserts in the game. The desert terrain is represented by a pale tan colored square.

Swamp: Try to avoid the swamp at all costs. For one, while walking on the swamp terrain on the map, you will walk significantly slower, making it easier to get hit by enemies as you cannot run as fast and it takes longer to get to safety. If you run into an enemy on the swamp terrain, it is still even difficult. This is because the ground you stand on in the swamp's action screen is thick and muddy and you cannot move very fast while standing in it. The thick grime makes it difficult to fight and maneuver. There are a few tough enemies in the swamp too. The swamp terrain is represented by a dirty, mucky, dark greenish colored squares that will make you walk slow on it. I would just try to avoid the swamp if possible.

Mountain: This is one of the boundaries of the map. You cannot walk through it so it just serves as walls to close in Hyrule. The mountain terrain is represented by what looks like a square of large brown rocks.

Graveyard: This has to be the toughest terrain in the entire game. This is because the enemies that appear, even in the earlier graveyard, are very tough. Avoid the graveyard terrain at all costs! The graveyard terrain is represented by rows of crosses that are suppose to be graves.

Bridge: Although it doesn't always take you to an action screen, most of the time, stepping on this square takes you to an action screen where you must cross a bridge with enemies on it, which may prove tricky at times. The bridge terrain is represented by greenish wooden planks that ascend into water.

Lava: This is one of the toughest terrain in the entire game. This terrain is only along the path that leads to the last level, The Great Palace. This is basically a cave terrain only there is a lot of lava on it and the enemies are really tough. The lava terrain is represented by a square of brownish red color that looks like mud.

Cave: You will often see large black holes in the side of mountains. Entering into these holes will take you to a cave. Once you have the candle item, then you can see inside the cave. There are many caves in

the game and they are a unique terrain as you don't need to touch an enemy to enter it. Also, all different types of enemies are in caves so you really don't know what you will find. Sometimes caves hold treasure or sometimes they simply link regions together.

Town: There are many different and unique towns in the game. Each offers it's own special thing so be sure to go to all of them. It is rare to see an enemy in a town but I am not saying that it is not possible. The town terrain is represented by what looks like a square of a few houses and buildings.

Palace: These are the levels that you desire to go to in the game. They are sometimes far away and hard to reach so getting to them is also part of the challenge. Palaces are represented by what looks like an ancient Roman structure that is white with pillars. It kind of looks like the Lincoln Memorial.

Other: There are a few other terrain that are not worth explaining as I will tell you about them when you get to them in my walkthrough. There is usually only one specific of the "other" terrain in the game other than boulders. These would be unique squares that look different but they are indeed rare and there are only a few of them in the entire game.

X.

ADVENTURE OF LINK SPELLS

Here is what all the spells that you obtain in the game do.

Shield: Casting this spell will give you a lot higher defense for that screen. Once you exit that screen, the spell wears off. You will know the spell is in effect because when it is in effect, Link's tunic is the color red. Use this spell when around very tough enemies and bosses. Fortunately, it doesn't take as much magic to use as most other spells and is a very good spell to use often.

Jump: Casting this spell will make Link jump very high as much as you want for a screen. Sometimes you need to cast this spell to reach difficult areas or you may use this spell to get a better attack on certain enemies. This spell uses the least amount of magic out of all of the spells.

Life: This is a very good spell to use often. Think of it as a potion from the first game only this doesn't heal all of your health. Casting this spell will heal many segments of your Life meter. It doesn't heal the whole meter however this spell is still good when you are about to confront a tough battle and you have low health. Unfortunately, this takes a little more magic to use than some others.

Fairy: This is a very awesome spell as it turns you into a fairy for a screen! You cannot do much as a fairy however, other than fly. You can use this spell to reach and fly over difficult areas.

Fire: Casting this spell will let you shoot out fire balls from your sword, the same kind of fireballs that many enemies shoot. Some enemies are only vulnerable to fire and so you need to use this spell when around them however this spell is not used very often at all in the game. This spell is only effective for one screen.

Reflect: This spell only serves one real purpose. That purpose is a

method of defeating the Wizard enemies in some palaces. It will allow your shield to reflect back the waves of magic shot at you, to attack the other Wizards. That is the only purpose of this spell. This spell is only effective for one screen.

Spell: This is an interesting spell. The intended purpose of it is only used once later in the game of which I will explain when you get that far. Other than that, this spell will turn all the enemies that are visible on your screen into the Bot enemies, which are the easiest enemies in the game. I am not sure if this works on all enemies but I think it does or at least on most enemies. This spell is a good spell as it can turn tough enemies into easy enemies however I rarely use it anyways.

Thunder: This spell will kill every single enemy that is visible on the screen. I am not sure if it works on bosses but it probably does some damage. The main and intended use for this spell however is used against the second to last boss. It is the only way to kill that boss. I will warn you however that this spell uses up a ton of magic so use it very sparingly.

XI.

ADVENTURE OF LINK TREASURES

This is the location of all of the heart containers, magic jars, Link dolls, and P-bags, in the overworld. Keep in mind that this is just the location and I will tell you in greater detail where all of these treasures are in the walkthru when you need them.

Heart Containers:

#1) In Parapa Desert, there is a small trail that leads south. Eventually that trail leads to a small patch of forest. That forest contains an automatic action screen where this heart container lies! Beware of the few action screens along the path to the forest though.

#2) Just south of Rauru town is a boulder blocking the road. Just below that boulder to the right is another boulder blocking a cave. Inside that cave is this heart container.

#3) East of Nabooru town is a desert path that leads to the ocean. With the boots, you can walk on the water, which you need to do in order to get to the Ocean Palace. You can also walk in the water to lead to an action screen disguised as water. This action screen is just a few squares north of the island that houses the Ocean Palace. Once you reach the action screen I speak of, the heart container will be sitting atop a small island in the water!

#4) The last heart container is in the large southern desert near Old Kasuto town and where the hidden palace lies. It is the desert with three large chunks of rock in it. The heart container is in an action screen along the eastern border of the beach.

Magic Containers:

#1) There is a cave just south of the North Castle where you start off at. In that cave is this magic container.

#2) This magic container is in Spectacle Rock. Spectacle Rock lies in

the heart of Death Mountain and it is where you get the hammer at. It is marked by a boulder and what looks like a large hole. Breaking down the boulder with the hammer reveals another hole that leads to this magic container!

#3) This magic container is in the long winding path that forms a maze. On the part of the path farthest to the left, you will fall into a pit when you walk onto a square there. At the bottom of that pit is the magic container. The actual path where this pit lies is one of the paths that go up on the far left of the maze.

#4) The last magic container is in New Kasuto town and you cannot get it until you have all of the other magic containers first. Once you do have all the other magic containers, talk to the woman that comes out of the second house and then follow the path to the last magic container once you are inside her house.

Link Dolls:

#1) This doll is in the Moruge Swamp, just a few squares away from the entrance to the cave here in an action screen with the doll in it.

#2) This doll is in an action screen along the coastline right below the end of the bridge that links Death Mountain to the huge cemetery.

#3) This doll is in an action screen along the coastline right below the entrance to the bridge that leads to the maze island.

#4) This doll is in an action screen hidden on the left border of the swamp right after the River Devil.

P-Bags:

#1) The road at the beginning of the game that leads past Tantari desert has a small square of woods off to the side of it that has this P-Bag in it.

#2) There is a P-Bag inside the cave to the left under the boulder that blocks the road below Rauru town.

#3) There is a P-Bag in a secluded square of forest in the plains between the river and Saria town.

#4) There is a P-Bag in a secluded square of forest in the plains right after you raft to East Hyrule.

#5) In the cave right before the River Devil, there is a P-Bag inside.

#6) Near the end of the narrow beach path right of the River Devil is an action screen with a P-Bag in it.

#7) There is a P-Bag in the cave in the swamp right after the River Devil.

#8) There is a P-Bag in an action screen on the end of a path that branches left in the lava path that leads to the Great Palace.

XII.

The music in this game is awesome. Most people would think I am crazy because the music is simply early electronic Nintendo music. But those people are dead wrong. True that this is composed with a simple instrument but if you would have the chance to listen to it with a real instrument or at least semi-realistic Midi music, this music is very excellent. I would almost go as far as saying that this music is the best in the entire series or at least one of the best. The music in this game is very epic feeling, catchy, and fun. Sometimes it is almost enchanting. As for the dungeon music, it is probably my favorite song in the entire Zelda series when heard with the right instruments...

XIII.

ADVENTURE OF LINK WALKTHRU

This is your guide and walkthru for Adventure Of Link from the start to end:

To Level 1:

You start your game off in the North Castle where Princess Zelda slumbers. This is where you always start your game off. There is nothing much here other than for show. You can leave this screen either to the right or the left but it doesn't matter which. Once you are on the overworld, follow the dirt path until you reach a fork in the road. Take a right at the fork and keep on following the path until you reach a town. If you do happen to stray off path by accident, the enemies are easy Bits, Bots, and Molblins so no sweat. The town you will be at now is Rauru Town. The town is small and simple with not much to offer but you should go here anyways. You can talk to many of the townsfolk around but most of them say they are busy or something. There are several people that will tell you hints though, but I know everything that they are telling you so you don't even need to talk to them really but you can if you want to. The only two things of interest in Rauru Town are as follows. For one, the white house right next to the gate that leads into the west part of town has a woman in a red dress standing outside of it. Yes I know she looks like a prostitute but she isn't, she is actually very helpful. If you talk to her then she will let you inside her house and heal you. (Maybe she is a prostitute?) Either way, she helps which is good. Look for her in every town. The only real important thing in this town however is in the long white building in West Rauru. A lady in a blue dress will come out and invite you inside. Once inside, keep on walking right through her house and then you will reach a basement. Climb down the stairs in the basement and keep on going until you see an old bearded guru in a red robe. This old man will teach you your very first spell which is the Shield spell! Now you can use this spell to have double protection for a screen which will be very useful for your upcoming journey. Look for these old wise men in every town. Now you have done everything you need to do in Rauru Town so you can leave. Now follow the dirt path in the overworld back to the fork in the road and continue going. You see the lone patch of forest next to the path? Go to that screen for it is an action screen with a P-Bag on it. In this action screen is just a few Aches hanging from the tops of trees. Just strike them when they fly down to your level. After you kill the Aches then pick up your P-Bag by stabbing it and you will get a Level-Up already! Keep in mind that later you may want to save P-Bags for if you really need them but I will pretend that

you need them along my walkthru. If you don't need them, simply come back later and get them when you do need them. After getting your P-Bag, leave this action screen. I suppose you can go to the town that is at the end of that path but you cannot do anything important there until after you beat Level 1 so just ignore it for now. Now go back to around where Rauru Town is. You see the forest to the east? There is a cave in the back of it that you need to get to. You are pretty much destined to enter a battle here so try to run into an easier enemy. Now you will just have to battle red Deelers and Molblins. The Molblins are easy as all you have to do is strike them once and they die, but they DO never stop coming. You can easily avoid the Deelers but you can fight them if you want for some reason. If you are skilled, getting out of this area unharmed is very easy. So in that case, I would try to get to the cave in one piece and full health. If you get hit, I would go back to Rauru Town and heal yourself up. Anyways, if you are quick, you should only run into one battle screen before you reach the cave. The cave will be very dark inside. All caves will stay like this until you get the candle in Level 1. Enemies are invisible in dark caves by the way. No sweat though, as there is only one simple enemy in here. That enemy would be a Lowder. He is in the third lowered platform(After the second "hurdle" or slightly raised platform.). What I would do is try to stand as close to the corner of this platform as possible and crouch and strike like mad and you will kill the Lowder. After this, simply walk out of the cave to the left. You will now be in the desert. It is Parapa Desert to be exact. And no, this desert is not associated with that crappy rapping game Parapa The Rapper. Anyways, after you died laughing(Hint the sarcasm), try to run as fast as possible to the right end of the desert then follow the path south to a dirt path. You may run into enemies along the way although it is not guaranteed. If you do run into enemies, you will simply have to escape a sandstorm of slow moving rocks of which you can block with your shield or you may have to fight a simple Geldarm of which you just need to strike it for it to lower into the ground. Once it is in the ground, you can just strike it by crouching and it will be dead in a few hits, it's really very simple. Anywho, once you get to the dirt path, just follow it and eventually it will lead you to an action screen. In the action screen, you will have to jump over many pits of water but the catch is that endless bubbles will be floating from the bottom of the screen. Some bubbles come from the pits while some even come from the ground but most come from pits. Avoid them at all costs as, although they may not hurt you much, they can easily push you into the pits to your doom, thus you will lose a precious life, and we do not want that now. After you cross through this action screen, continue the dirt path to the small strip of forest. Now try to make it into the green grassy square as fast as possible because the enemies on this particular strip of forest are very difficult at your current status. If you do get caught in a battle screen, just try your best to run away and you should be fine. Anyways, when you make it to the green grassy square, you will go to an action screen. On that action screen, you will be in an area that closely resembles Stone Henge. If you move to the right a bit, you will find a Heart Container just sitting there between the rocks. Pick it up and now you have to fight the Goriya guarding it. The Goriya is tough but not all really THAT hard. Just try to corner him while swinging your sword like crazy and dodge and block the boomerangs with your shield. Great, now you can leave this screen. Simply follow the dirt path back to the desert again, but you have to go through the bubble pit screen once more of course. Once you get to the desert again on the overworld, continue moving north and you will eventually see a palace on a small peninsula of desert. Now go up to that palace and you are now already in Level 1 which is Parapa Palace!

Level 1~Parapa Palace:

Every entrance to the palace looks exactly the same, just like in Zelda 1. You will start off and hear the music that is in every dungeon in this game. This music is awesome, especially when listened to on a Midi player. But enough about that and on to the game! You will see a set of small gray stone stairs in front of you. Ascend them and just keep on going right until you get to an elevator. I will note that you will pass a statue. In most levels, stabbing the statue will either make an enemy appear or a red magic jar appear, but in this case, the statue does nothing so ignore it. I should warn you right now though that there are some statues in the game that can give you either an enemy or a red jar. If you ever approach one of those statues and I say to strike it to get a red jar and you get an enemy instead, it is because you hit it in the wrong spot or something. I don't fully understand the way it works either but just be careful when around these statues. Anyways, moving on. When on the elevator, simply push up to make the elevator go up and push down to make it go down, it's that simple. Anyways, make the elevator go down into the heart of the temple. Once you reach the room below, you will be bombarded by an enemy called a Tinsuit. They are those wolf like warriors that are persistently charging at you from the sides of the screen. Don't worry, they are extremely easy as all you have to do is stab them once and they die. If they do run into you, they don't hurt you much but they will take off some experience points. They will never stop coming so just try to make your way to the left and slay an occasional one that runs into you. Now continue left into the next room. In this next room, you will be confronted by two Bots hanging around on top of some bricks. They are practically harmless and could even be ignored. Watch their movements as so they don't jump down on you and if they do jump, they are simple to kill. Once you keep on moving left, eventually, a red Stalfos will drop from the sky out of nowhere. This guy is really easy if you know what to do. Just try to duck and strike at the bottom half of his body, as the lower half of his body is vulnerable and unarmed. After hitting him once, try to back out again so his sword will not hit you. Keep on doing this process until he is dead. After you kill the Stalfos, keep on going left under some more bricks. You will run into an easy Tinsuit and after him you will see a key sitting in a small corner. Simply strike the key with your sword to pick it up and then go right and leave this screen. Continue going right in the Tinsuit room with the elevator into the next room. The next room is another Tinsuit room and there is a locked door shortly after you enter. Now that you have the key, simply walk into the door to unlock it and it will disappear. Now continue walking right, killing Tinsuits, into the next room. As for the bubble you see in here, ignore it the best you can as it takes scores of hits to kill and it is just a plain nuisance and is not worth killing or worrying about in the least. In this next room, you will have to fight a red Stalfos. After him there will be an elevator. Ignore the elevator for now but keep it in mind as you need to go there later. For now, continue going right into the next room but watch out for another red Stalfos. In this next room, you will encounter a Bot, a bubble, and a red Stalfos. After you fight and get past these enemies, there will be a four way intersection at an elevator. You want to go up, but note that there is a fairy shortly off to the right. The fairy will not reappear if you die and got it already until you get a Game Over. You can get it if you want, I suppose, but note that it will not be back until you get a Game Over, so use it wisely. Anyways, just go up in the elevator whatever you do. In this upper room, you will run into just a few Tinsuits but they are a real cinch so no problem. At

the end of this room is a key so pick it up and continue onward into the room to your right. I will note about the unicorn/dragon's head on the wall. There are some of those heads in levels that will give you red magic pots and stuff if you strike them but this one doesn't give you anything. In this next room, you will have to walk through a very long narrow hallway. In here there will be a few Tinsuits and Bots but nothing to worry about. Once you finally get out of this hallway, you will see a mean looking red demon that throws maces at you! Don't worry, this guy looks tough but he is actually not hard at all. He will sit there and throw maces and you and jump occasionally. For those of you that have played Mario 1 for the NES, you will know that these red demon monsters are exactly like the Hammer Brother monsters in that game. Simply wait for an opening in the maces that he throws and then run really close to the demon. If you are close enough, you cannot get hit by a mace. Try to push the demon into the wall to corner him and then strike your sword like crazy. He will be dead in an instant. I will tell you now that your shield does nothing against the maces so don't try to use it. I will say that you can use your Shield spell if you want to. Once the demon is dead, pick up the key that he is guarding. The statue behind him does indeed have a red jar hidden inside of it when you strike it with your sword. After doing what you need to do here, leave this room and go ALL the way back to the elevator that I told you to remember earlier. You will know which elevator I am talking about as it can only go down on the screen that it is on. Watch out for any enemies that reappear along the way, as many of the easier enemies DO reappear. Obviously once you reach the elevator, go down into the room below. The statue to your right in this next room holds nothing so go left. This room has many bubbles bouncing around in it so be careful. Although it is possible to avoid the slower moving bubbles at the entrance by simply watching them and moving away when they come, there is one super fast bubble in the middle of the room which is very hard to avoid. I suppose it is possible to lure it out into the open but it is very tricky and if you get hit once or twice by it, it is not a huge deal. Anyways, just keep on going left into the next room. In this next room is a couple of Bots hanging around on some large stone steps. Indeed Bots are easy however, they will sometimes jump very far off of the stairs into you so watch out carefully. Infact, I would try to stay at the entrance as far away from the Bots as possible and watch them until they jump down to your level and then kill. Doing that is much easier. Now you will be at a bridge suspended over boiling lava. The bridge is very weak and will crumble under your feet if you step on it! Although it takes a second, just standing on a square of bridge will make it disintegrate quickly, so you cannot stay on this bridge for long at all. You can continuously run and jump across the bridge if you want, or you can just run continuously across, thus destroying the entire bridge. If you do run straight across, note that if you stop, you will most likely fall or come close to falling in the lava below because the bridge disintegrates quickly, so be careful. In the middle of the bridge is a P-Bag worth 50 points. If you are fast enough, you can quickly run up to it, crouch and strike it to pick it up and continue running but if you realize you don't have a chance to get it then just forget about it as it is not worth it, not to mention that it should be back if you come back too. But it is not worth a hassle so just go left into the next room, even if you miss it. Be sure to watch out for the Bots at the exit. Be prepared for a tough battle in this next room. Although there is a statue above you at the entrance, I don't think that you can reach it. Anyways, it doesn't matter that much but I would advise you to use your Shield spell as it will help if you are unskilled. First you will have to fight another red demon. You cannot corner him into a

wall like last time so just try to close in on him and strike. After you defeat him, you will have your very first encounter with an Ironknuckle. The Ironknuckles are live versions of those statues that you see everywhere and they are common dungeon enemies but a bit tough. This particular Ironknuckle is an orange color, so it is the easiest of them, however it can still be very difficult at this stage in the game. A good strategy is to run and jump at the Ironknuckle and strike it when your sword is near his head. After this, back away as fast as possible and try again. It is difficult to explain in words but once you get the hang of what I am talking about, the Ironknuckles are really not all that hard. I suppose you could have a lengthy and tough sword battle with it but it is too complicated so try to do what I suggested. To put it in short, try to jump at it's head and strike when you are near and you will probably hit him, but be sure to back away from him after you strike. It does takes several hits to kill him. Once he is dead then open up the locked door and there will be a small chamber behind the door. There will be a candle sitting on top of a small platform so go pick it up. Now you can see inside dark caves! But you won't need it until the overworld. For now, go all the way back to the four intersection elevator, killing any enemies along the way. Watch out for the fast bubble in that one room as it seems to chase you, even if you run as fast as you can! Go down on the elevator. In this room, you will have to fight an Ironknuckle in a narrow hallway and two red Stalfos on some brick stairs so be prepared. As for the dragon gargoyle, I really don't think that you can reach it, sorry. Continue right into the next room. This is the last room before the boss and it has a tough battle in it. I would use the Shield spell if you are unskilled. Behind the locked door is a red demon. Fortunately, the demon will not reappear if you happen to die, that is, if you don't get a Game Over and save. I am pretty sure the same applies to Ironknuckles and other tougher enemies. If you don't save after a Game Over and select the Continue option, I am not sure what happens but I don't think they reappear then, although I could be wrong. After the demon is another Ironknuckle. Lure the Ironknuckle out of the narrow hallway and into a large open spaced area, as it will be much easier. Once the battle is over, walk right into the next room. You will notice the curtains like a theater stage. 90% of the time, those curtains suggest that you are entering a boss battle but not always. Keep on walking right until you see the boss. Center yourself in the middle of the room and a life meter will appear and some battle music will play. This boss's name is Horsehead and his battle movements are a lot similar to an Ironknuckle only this guy is a lot taller and he wields a large mace! I would fight him like an Ironknuckle because of this. Just try to run and jump at him and strike his head with your sword. Back away quickly after your strike so his mace won't get you. You want to hit the very top of his head as sometimes, he won't even be hurt if you hit too low on his head. Try to aim for the very top of his head. After he is hit, about a segment will disappear off of his life meter. Once you get the hang of it, he is very easy. Once all his life is dead, you will see an awesome explosion and a key will fall from the sky. There will be no more music until you pick up the key. Pick up the key and continue on to your right. Go through the locked door and into the next chamber. In here is a giant blue stone statue with a weird face on it. Simply walk right under it and a crystal will rise up from Link and place itself inside of the statue while a little ditty plays itself. The game will now automatically let you level up. As of now, you have probably leveled up several times within the level so that is good. You get a chance to level up after every crystal that you place in a statue. After placing the crystal in the statue, continue going right where the Ironknuckle statue is and leave. Don't worry, the statues at

the very end of levels never hurt you or turn into enemies. After you are back on the overworld, the palace will turn to stone and you can now go on to Level 2! You can save now if you want to, which may be a good idea.

To Level 2:

If you don't save and continue onward from the remains of Parapa Palace, go back into the cave that led to Parapa Palace. Now that you have the candle, you will be able to see inside and also see the annoying Lowder enemy that was here earlier. Once out of the cave, make it onto the path again. Follow the path back to North Castle again. If you saved and started off at the North castle again, then just stay where you are and this will be where the journey continues. Go south of the North Castle on the overworld. You want to go south of the lake that surrounds North Castle. Southwest from the castle is a cave in the mountain. Enter that cave. First you will have to encounter just a few easy Lowders. After you defeat the Lowders you will run into a few red Octoroks. The Octoroks are easy too so don't worry. Each Octorok is hiding in a very small pit and they will occasionally jump up and shoot a rock at you. Crouch and block all the rocks that they shoot at you and close in on an Octorok. The next time that the Octorok you are next to jumps, stab him two times and he will die. After all three are dead, go right and you will see a Magic Container sitting atop a ledge so take it and you now have one more segment on your Magic Meter! That was easy! Now leave this cave and go back into the overworld. From here, go all the way north of the North Castle. There will be a dirt path and above that is a desert. This desert is called Tantari Desert. Keep on trekking north through Tantari Desert and you will reach a cave so go inside this cave. The first enemy in the cave is an Ache. Watch out for it and strike it when it is near you. After the Ache is dead, hop over the pits of lava. There will be a red Octorok spitting rocks at you but as long as you just stand there, your shield will deflect them. Kill both Octoroks here and continue going left. Now you will fight your first Goriya, and he is a tougher red one too. He will always throw boomerangs at you so what I would do is close in on him first. Once you are close to him, keep on striking him and jump whenever you see a boomerang coming. Pretty soon, he will be dead. Once the Goriya is dead, pick up the little angel statue sitting on a ledge and then leave this cave. If the game is retarded, which it probably is, then the Ache will reappear but oh well. Once you leave this cave, go south out of Tantari Desert and back onto the dirt path. Follow the path west and you will eventually run into a town in the mountains. Enter the town and you are now in Ruto Town! This town is made up of mostly log cabins but nothing is really different about them. The first two houses have the healing lady in it and a new lady: a magic refilling lady. The old lady in a bright orange robe is a lady that will refill all of your magic if you need it. The only other house on this screen is one with the infamous guy named Error on it, but don't worry about that now. Indeed you can talk to many people here and get useful hints but the only thing that you really need here is in the first house you see past the gate in West Ruto. The lady outside will not let you inside her house until you rescued her trophy that a Goriya stole. You just retrieved that trophy so she will now let you in her house. Once inside, continue walking right until you enter a basement. This is the usual basement where an old man teaches you a magic spell. The spell this time is the Jump spell. With it, you will be able to jump very high! I just noticed this now, but I don't know why this man is moving his mouth, it looks weird. Oh well, some nutcase, just leave. As a quick joke, I thought it was funny how some women you talk to admit

that they "know nothing". They said that they didn't know anything at all, haha. Yes, I know it is corny, but I would rather add liveliness to a walkthrough than have it be dull and boring, heh. Oh well, whatever, just leave Ruto Town now. Follow the path that is south of Ruto Town and it will lead you to a cave. Inside the cave are several red Octoroks. They are on a set of stairs so it is hard to avoid all of their rocks. Just watch the movements of their rocks and maneuver you and your shield around them. After this, you will have to battle a red Goriya. There is less space in here so I would just try to run and jump at it and then strike, like you did with the Ironknuckles and Horsehead. The only catch is the boomerangs which you can try to have them hit your shield. If you really suck, you can just walk right past him and even though he will hit you, you will be past him and can just ignore him and run away. If you fight him, I might even recommend using the Shield spell although it may not be a very wise idea as it uses magic so the choice is all up to you. But actually, usually, his boomerangs will either go too low or if they go high, then you can just block them with your shield. His higher boomerangs are thrown at your height when they start off, so you can just stand right next to him and the boomerangs will hit your shield. If he throws a lower boomerang then just duck that time. There are many strategies to use so just pick the one that is best for you, and move on. In this next room are many Lowders running around on ledges and after that is another red Goriya so watch out. In this next room are a couple Aches. Beware the red Ache though as it is a red demon in disguise! If it lands, it will shoot a fire ball at you, and fireballs cannot be blocked with your shield. If you try and fight it, you can strike it in the air or carefully avoid the fire ball and strike it when it appears as a demon. I usually just ignore it even though it tends to chase you sometimes. What gets me is that for some reason, these Aches will come back after you kill them, go away, and come back, which is ridiculous. After passing all these monsters, you will appear at a high wall. Now that you have the Jump spell, cast it here and you will be able to jump very high, high enough to jump on top of the high wall! Once on the higher ledge, just walk right and exit this cave. Unfortunately, you will have to cross through this tough cave EVERY time that you want to get to this section of Hyrule if you get a Game Over, that is, until you have the hammer. Once you leave this cave, immediately go right into the small patch of forest. In here is a fairy action screen. Like in dungeons, once you get the fairy, it will not reappear again until you get a Game Over, but you need it now so get it. Keep in mind that now that you are in a different region of Hyrule, the enemies that appear in the overworld will be a bit different and harder. The first thing you need to do is cross through this swamp. This swamp is Moruge Swamp to be exact. You walk very slow in swamp terrain so you will most likely run into an enemy on the swamp. The easy enemy in the swamp is a red Octorok in which you just have to walk and it's rocks will deflect off of your shield, so it's not bad. Try your best not to get the hard enemy though as it makes these obnoxious birds called Mobys come down nonstop at you. Imagine that, they get their name from pop star Moby because they are both obnoxious as hell. Anyways, there IS a Link doll hidden in Moruge Swamp but ignore it at all costs as once you get it, it will disappear forever and you will need it for the last level to stock up on lives. The same goes for all Link dolls. After you cross Moruge Swamps, quickly make it to the dirt path again and continue following that path until it takes you north again to the boulder that blocked your road below Rauru Town. Ignore the bridge on the road that you will see along the way for it is unimportant for now. Once you are at the boulder, run as fast as you can into the cave on your left. Now this cave has a P-Bag in it. If you don't want the P-Bag then skip over this

part but it is good to use this cave as a haven from the outside dangers anyways. For those of you who want the P-Bag, go right of course. There will be several of these hopping creatures called Megmats stuck in little pits here. They tend to stay in their pits but occasionally, one will jump high enough and escape the pit and come towards you. Try to maneuver around them and aim your sword for them and don't get hit. I know that seems very obvious but it's the truth. After these Megmats, you will have to fight an orange Goriya and more Megmats. Leave to the next screen to the right after this. In this next screen is a small dead end with your P-Bag worth 200 points in it! Now leave the cave and go back to the overworld. From the entrance of the cave, try and run through the swamp to the bit of path that is there. This is Midoro Swamp by the way. Anyways, on the right square of this dirt path is an action screen with a red magic jar on it so go there. Now, from here to the next palace, be very careful for enemies, as not only are they tough, but you don't want to deal with anything more as you are set to go straight to Level 2 now. You will have to cross through many swamps now. Hopefully, fairies will appear instead of enemies, which does happen at times. Now once you get the red magic jar, run as fast as you can to the next plot of dirt path on the overworld! Now here is a good strategy that I use often here. Your goal each time is to get to another section of dirt path. From one section of path to another, run as fast as you can to the next section of path. Once you are at the next section of dirt path, I would wait a few seconds and quickly go out into the swamp and then back onto the dirt path you were on again to lure out an enemy. Wait until that enemy runs into you on the dirt path. If it doesn't run into you then try it again. The number one tip is: Don't think that you are Superman and make it to another dirt path without resting as you will never make it! Eventually, you will get to Level 2 which is Midoro Palace in one piece! To put that strategy in quick and simple terms: Quickly run to each section of dirt path as if you are running to a base in baseball or something, then wait and lure out an enemy to make it hit you while still on a dirt path. Then do the same procedure to the next section of dirt until you reach the palace. I would even try to continue luring out enemies until you get a fairy at the last section of dirt path. Good luck on that, and now we are in Level 2, Midoro Palace...

Level 2~Midoro Palace:

First things first, note that the statue at the entrance indeed does have a red potion inside of it that will appear if you strike it. Now when you are ready, go right to the elevator in this tealish brick palace. Once you are on the elevator, just keep on going down until you cannot go down anymore. In the very bottom room, go right and you will see several Bots moping around on a stack of bricks. They are mostly harmless but watch out if they start to wiggle and jump off of the stack of bricks. If you see them wiggle, it means they are trying to jump and in that case, you will need to stand back and keep your space. Watch out for the gargoyle on the wall as it shoots energy balls at you. You can easily run past it and you will be safe though. Ascend the stack of bricks and go right into the next room. The next room is a large open room with a dozen floating platforms everywhere. There are two red demons between these platforms. Luckily, the platforms will trap them in, unless they jump out, but even then they are not all that hard. I suppose you could use the Jump spell but this is not even really that hard. In the very back of the room is a key that you need. Once you have the key, go back to the elevator and up a floor. Don't go right as it is a dead end. Instead, go left into the next room. Along the way is a bubble and a few Ropes. Ropes are like Octoroks, only they

are in dungeons. These blue Ropes walk, jump, and shoot rocks at you. That is three things to avoid so just keep your distance and watch it's movements as to where you want to move your shield. Once you are close, obviously you want to strike him until he is dead. Anyways, get past those obstacles into the next room. Watch out for the Bot on the bricks in this room and go left. In here you will have to defeat two blue Stalfos. Blue Stalfos are a bit harder as they can jump. Their jumping is usually not too hard as you can avoid it easily. To make them not jump, you may want to lure them into the narrow path under the floating pile of bricks. Whatever happens, get the key at the very left part of the room and then leave back to the elevator when you are done. Ride the elevator to the first floor. Both to your right and left here, there will be small drops of lava dripping off of pillars. Obviously, you have to avoid the lava drops but here is the catch: Sometimes blue drops will drip instead and when those blue drops hit the floor, a Bot forms, so watch out. It is especially annoying when like 10 Bots drop at once, but oh well. You cannot hurt a Bot when it is in it's drip form. Go left into the next room, and fight the blue Stalfos on the way. This next room will have a few Bots in it but it will also have flying dragon gargoyle heads in it too! The heads are like the Tinsuits as they never stop appearing. Many times, two heads will fly at once and you will have to avoid them, but sometimes both heads will both appear at the same time so you are really jumping over one head. You will see what I mean. Don't try to kill these heads though as they take a bajillion hits and are not worth it. Infact, even if they could be killed in one hit like the Tinsuits, they are too fast and there are too many of them, so just jump over them and ignore them. Open up the locked door and continue going left into the next room. In this next room, you will have to cross a huge pit of lava on several platforms of floating bricks. You will have to watch out for a few Bots on the bricks though. Try to lure any Bots off of their bricks as most will jump and fall into the lava and the other ones will land on a safe battling platform. You will also have to pass a few pillars that drip lava at you. Be sure to pick up the key on the brick platform and continue going left into the next room. This next room has two Ironknuckles to fight in it however there will be both a bubble and a lava dripping pillar near both of them. Try to lure the Ironknuckle away from the other obstacles although if you are skilled, you can avoid the obstacles and kill the Ironknuckles easily. After this battle, continue going left into the next room. This next room is a narrow hallway. When walking down the stairs, you will see a gargoyle. Slashing that gargoyle with your sword will gain you a red magic jar. As for the bubbles in the narrow part of the hallway, try to jump over them when they are near the floor and you should be fine. Keep on going left until you reach the elevator. Go down a floor on the elevator. Don't go right as it is a dead end but go left instead. You will have to fight a blue Stalfos among a Rope. This Rope doesn't walk but it only stands. Because of this, it will only spit out rocks when it jumps, so use that knowledge to your advantage. Go through the locked door to the room on the left. This next room is a very large empty room. As you walk through the room, bricks will fall from the sky. If you are not careful, the bricks will crush you. Try to run as fast as possible to the left side of the room, as to avoid the bricks. If the bricks get to high to climb, simply leave the room and come back and they will have disappeared. If you are fast enough, you can grab the P-Bag in the middle of the room. This next room offers a very challenging battle. For starters, I would use the Shield spell in here. Now when you are ready for battle, continue going left. You will have to fight TWO red Ironknuckles. Red Ironknuckles are like the orange kind, only they take many more hits to kill so they are slightly harder. To make

it worse, there is a lava dripping pillar here as well. I would try to lure the Ironknuckles away from the pillar and then fight it. If any Bots get in your way, simply kill them, avoid them, or run away from them. Once the battle is over, open the locked door on the far left of the room and enter the small treasure chamber behind the door. The treasure this time is the Handy Glove and it let's you destroy those bricks that you see everywhere with your sword. This skill can be very useful. Once you have the Handy Glove, leave this room and go back to the elevator again a few rooms to the right. Along the way, be sure to use the Jump spell and get a red magic jar out of the statue on the high ledge in the room where you got the Handy Glove. Also, if the falling bricks trap you in, now you have the skill to destroy the bricks but watch out as they still fall after you destroy them. Once you are at the elevator, go down on it. This next room is a bit tough. There will be an orange Moa in this room. The Moa is the flying eyeball thing. This monster will continuously race around the room at high speeds and drop fireballs. You can easily jump over the fireballs but sometimes they are quite a nuisance. To make it worse is the fact that you have to battle two orange Ironknuckles in this same room as well! If you are skilled, you can jump over and avoid the fireballs, all the while killing the Ironknuckles but if you need help, I suggest using the Jump spell and just jumping and skipping over the Ironknuckle battles. Unfortunately, the statue on top of a pillar does not hold any red magic jars for you. Keep on going right into the next room. In this room, you will have to fight two blue Stalfos that appear in an area where gargoyles shoot energy balls at. I would lure the blue Stalfos into an area away from the gargoyles to make it easier but it is possible to fight the Stalfos there. The left gargoyle is easier to pass but the right one may be trouble. I would try to situate my shield into the path of an energy ball and use it to block the ball so you can make it past the gargoyle. Sometimes jumping helps this. Between gargoyles, you will have to destroy a small wall of bricks with your sword, but that is no problem. Now walk into the right room. Pass through this next room and ignore the elevator for now. Hop over or avoid all the bubbles in this room. Also ignore the lava dripping pillars and go right into the next room. You will now have to walk a long corridor with a Bot and a few Tinsuits. At the end of the corridor is a red mace throwing demon guarding a key. Defeat him, take the key and leave. Unfortunately, the statue holds no item inside of it. Go back to the elevator and go down it. You will have to fight a Bot and a red demon on a pair of brick stairs. The gargoyle here holds no item. Go right into the next room again. The first thing you will notice about this room is the P-Bag. Now, it is very risky and I have died here before but you can do what you want. This P-Bag is worth 100 points so you decide if it is really worth it or not. If you don't get it, then jump and fall through each bridge and then hop onto the safe ledge. If you want to get the P-Bag, you can quickly hop onto the bridge right next to the P-Bag and quickly crouch and grab the bag before the bridge collapses. This bridge disintegrates at a slower rate than the last one that you were at. Whatever you do, once you are on the safe ledge, keep on going right. You will have to fight a couple Tinsuits and a red Ironknuckle, so be prepared. This next room is the very last room before the boss. You will have to fight a blue Stalfos, and both an orange and red Ironknuckle in here. I would suggest that you try and get in the large open space when fighting the Ironknuckles in here. You will have to pass through a locked door too of course. Go right into the boss's room. As you continue walking right, you will eventually begin your battle with Helmethead. First things first, use your Shield spell. Now on the battle, Helmethead is a lot like Horsehead only with a few harder things about him. For one, Helmethead

shoots energy balls at you. You still have to strike him at his head though like you did with Horsehead. Here is the catch though, after you strike Helmethead, his helmet will fall off and fly around the room shooting energy balls at you! He is a lot like Gleeok was in Zelda 1. After you hit him a second time, a second helmet will fall off and fly around the room shooting energy balls at you. After you have hit him three times, no more helmets will fly off of him but you still have to hit him many times to kill him as well as avoid the helmets flying around the room shooting at you. Overall, he is a little harder than Horsehead but not really that hard at all. After you kill Helmethead, he will explode and you will get a key that falls from the ceiling. After going through the locked door on the right, you will place the second crystal in the large red stone statue and level up. Everybody's stats will be different at this point in the game however if you wish to compare, my stats as of now is: Attack: 4, Magic: 4, Life: 5. If you don't have those stats yet, don't worry, as your stats all depend on the individual game and you are not supposed to have the exact same stats as me. Now go right to exit this palace and turn it into stone! I would save now but you don't have to if you don't want to. Whatever you do, make your way to the dirt path right after Moruge Swamp which is your next checkpoint to continue the journey on...

To Level 3:

Before you start, I should warn you that this next part of the game to Level 3 is a bit longer and harder than normal but so it goes. Ok, you should be at the dirt path right of Moruge Swamp if you followed my walkthru correctly. Now although it looks like you should go south through the bridge, you actually have to do one thing first. You will notice some forest north of the path that you are now on. Well, there is a hidden log cabin in those woods that you need to find. The action screen that has this log cabin in it is in the middle of the forest so it is hard to pinpoint. To make it as easy as possible, the vertical row where the log cabin lies on begins on the fourth square on the top layer of the forest. If that doesn't help, it is directly north of the third square on the bottom row of trees and it is directly north of the fourth square of the part of the dirt path that goes under most of the forest. If you still can't find it then just search around the middle forest around where I tried to pinpoint it for you. Be very careful though, as there are many other action screens all throughout this forest and surrounding this log cabin and these action screens are battle screens with hoards of obnoxious Megmats in them. Infact, here is what I would do exactly: Go to the fourth square of the dirt path and go up one square into the forest. Now go right, up, and left a square as to avoid the action screen. You will now be at the hidden log cabin! This next task is easy. Simply enter inside this log cabin and you will see a bearded man in a red shirt. Upon talking to him, he will introduce himself as Bagu and give you a letter. Now that you have his letter, you can leave the log cabin and the action screen! Make your way back to the dirt path now, being careful for the Megmat action screens. At this point, you can take two paths, depending on what you want to do. You can either go south now through the bridge or you can travel through the forest south of this path and take the bridge south of that forest. The main reason why you should take the latter path is if you need a fairy health restoration as there is an action screen with a fairy on it in the patch of trees that is alone in the small section of desert south of this forest. The other reason for taking the latter path is because the bridge action screen is easier. I would take the latter path if I were you. If you do take the first bridge, that action screen is as follows: All along the action screen are many Bago-

Bagos. They are flying both in front of you and behind you and they all shoot small rocks at you. They never stop coming and I highly doubt you will make it out without getting hit at least once. Avoiding the Bago-Bagos behind you is not as hard because if you keep on running forward, they will never catch up to you and all you will have to worry about is the rocks that they shoot at you. You can jump over those rocks or stop to deflect them and then kill the Bago-Bago. Or you could just kill one of these Bago-Bagos as soon as they appear. As for the Bago-Bagos that appear in front of you, they will seem to come out of nowhere and run into you so be on the lookout and if one comes, you can try to avoid it, or try to kill it. I suppose you could stop but if there is a Bago-Bago behind you, it will run into you so maybe you should kill the Bago-Bagos behind you when they appear after all. Either way, this screen is basically a huge test of agility and hand-eye coordination but it is not all that hard. As for the second bridge path, it goes as follows: Small bubbles will rise from under the bridge and you will have to defeat a Lowder every now and then. Anywho, once you finally get past either of these bridges, go to the lone patch of trees in the field here to go to an action screen with a P-Bag in it. This P-Bag is an easy one to get. All there is here are many Megmats everywhere hopping around a large tree. The P-Bag is worth 100 points and it is under this tree. Once you get the P-Bag, make it onto the dirt path again. Now from here, go south along the path to the town you see. You will now be at the water town of Saria. This is a town that is very aquatic as it has many bridges that cross over water. First things first, be very careful when in this town, because many townsfolk here are actually monsters in disguise! If you talk to some people, they will say a normal thing to you, then they will morph into an Ache! Once they are an Ache, they will usually run into you as soon as they morph and they will also fly around the screen too, which is a pain in the ass. The only people that turn into monsters are the "average" townsfolk that roam the town and say the usual comments such as "Hello!" or "I am much too busy to talk.". To make things simpler on you, the only people that have anything worth saying to you are as follows: The man at the entrance of town, the fat lady in a blue dress at the cemetery, and all the people that come out of houses. Everybody else are the ordinary townsfolk that say the same thing every time and are at risk of turning into monsters. Now that you know this, go through the gate on the first screen and enter the small building that you see next to the gate. The house appears empty but if you go over to the table on the right side of the screen and press "B", then Link will say that he found a mirror under the table. After you have the mirror, go into East Saria again and talk to the woman in the blue dress that comes out of the huge house next to the gate. She will take you inside the house now that you have found her lost mirror. Once inside her house, keep on walking right until you reach the basement. As usual, go down the stairs to the old man at the very right of this screen. He will teach you the Life spell. This is great as this is one of, if not the most useful spells in the entire game! If you use it, you will be healed, although it is only a few segments, this is still very awesome. From now on, whenever you run into a red magic jar, max out your magic by using the Life spell as much as possible as to replenish as much health as possible, then pick up your red magic jar. Also, I would use this Life spell whenever you are desperately on the edge of dieing. Other than those two times, I would try to use the Life spell sparingly as it takes away a lot of magic. Now that you have this spell, leave this house and go left through the gate into West Saria. The house right after the cemetery is the magic refilling lady and the house right next to the second gate is the healing lady. The house in between those houses you will probably wonder about as there is a strange Bot

inside. This Bot will be sleeping if you talk to it however if you talk to it several times then it will simply reveal the location of Bagu's log cabin of which you don't need to know now that you have followed my walkthru. Simply walk through the gate on the left part of town here. Enter the small shack here and talk to the guard that you see inside. Now that you have Bagu's letter, the guard will make the bridge appear over the gap of water. Cross this new bridge and exit town to the west. Once you are on the overworld again, simply go south into the cave. This cave will take you to a huge chain and maze of caves known as Death Mountain. This is one of the more tricky parts of the game so be careful. Some paths here take you to dead ends and it is a huge waste of time and energy. If you get a game over here at all, you will have to start all over again so be sure not to die because it is a huge pain in the ass if you do! Although I will explain in greater detail a few sentences down, the correct path through Death Mountain is as follows: From the beginning cave go right, right, right, right, right, down, down, down. You will now be in a desert. Once in the desert, simply go left and up a bit onto the section of dirt path again. This dirt path has two squares on it, one of the squares is a boulder while the other is a pit. This location is the infamous Hyrulian landmark known as "Spectacle Rock". It is supposedly the same area where Ganon's lair was in Zelda 1. Anyways, simply fall down the pit here to enter the last part of Death Mountain. Now I will explain in detail how to get through the path through Death Mountain. Once you arrive on Death Mountain, go into the cave to your right. At first, you will have to get over a ledge with a few Bots on it. After this ledge, you will be confronted by several red Moblins. These Moblins are not all that hard, but they keep on charging at you wielding a spear. They took two hits for me to kill with MY current stats although it may be different for you but probably not. You can either run, jump, and strike at the Molblins like you would with an Iron Knuckle or you can strategically raise and lower your shield around it's spear. Or you could also just run up to him and strike him and not care about being hit. The strategy is really all up to you. Either way, there will be a few more Bots every now and then for the rest of the screen. Once you leave this cave then go into the cave to your right. In here, there will be three red Octoroks, and each one will be on top of a large stair. You can easily jump and kill them while avoiding their rocks. After the Octoroks is a blue Goriya. He is hard but if you are not very skilled yet and find him very difficult, then you can jump over him and move on. Either way, he is the same as the other Goriyas only he takes a few more hits to kill. After the Goriya are three more red Octoroks only these ones are on steps that go down. Simply avoid their rocks again and kill them. Infact, I would wait for one to shoot a rock, then go down and strike it quickly. If it tries to shoot a rock at you again, then I would use my shield as protection, simple as that. Now leave the cave to the right. Once you are on the overworld, go to the cave on your right. Kill the several Bots and Aches in this room until you get to the elevator. Ignore the elevator as it leads to nowhere important. Instead, keep on going right to exit the cave. You will approach a difficult Daira on the way out however. Try to kill him like you would kill all tough enemies such as Ironknuckles, by running, jumping, and striking at him. Or if you suck, then just ignore him and leave the cave at once! Once on the overworld, go to the cave on the bottom right, and quickly as to pass through the trees. This next screen is practically identical to the Bago-Bago bridge that you may have crossed earlier only this bridge crosses over lava rather than water. Cross over this bridge and once on the overworld, go through the next cave. This next cave is extremely difficult. It has a red Daira that throws axes at you in it! There are also tons of Bots which will no doubt get in your way as well. Whatever

you do, definitely use the Jump spell here. Not only can you jump over all of your troubles but you can also access the red magic jar on the floating ledge here. Trust me on this one, the red Daira is extremely difficult and I even had trouble with it so just jump over him. If you don't have enough magic to Jump, then simple try to fight him and if you defeat him then excellent but if you don't, then jump over him in your next life. If you are your last life then you are out of luck and try harder next time, I don't really know what to say. After this cave, go down to a cave on the overworld. In this cave, you will be approached by a blue Goriya, many Aches(That reappear frequently when you kill them because the NES is a retard), and an orange Daira, in that order. Now go south a cave on the overworld. This cave is simply a fleet of stairs and a few Bits and orange Dairas are on several of the steps. Fortunately, since the Dairas cannot jump, they stop at the step that they are on. With this in mind, you can quickly run in, crouch, and hit them with your sword, but you have to have good timing as not to get hit by the swinging ax. After this cave, then go down into the last cave of this maze. This last cave in the maze is the same thing as the cave you just went through only instead of Bits there are Bots. Once you leave the cave, you will be in a small desert. Very quickly go left and up onto the terrain that is dirt path. Now from here, simply walk right into the pit here and this is your final goal of Death Mountain! Now this cave is extremely difficult so proceed with caution. The first room has many Lowders, red demon Aches and red Dairas in it! I would simply use the Jump spell and try to avoid all these monsters by jumping over many of them. In the next room is a room where three Megmats will emerge from the narrow tunnel. After you defeat them, there will be an orange Daira further right. Once you reach the elevator, go down it. Now from here, go right and defeat or skip over the red Daira. In this next room, carefully hop over the pits of lava onto the next platform. Be extra careful when around the platform with the Myu on it. Either wait for the Myu to jump off the ledge into the lava or try to jump over it but I would rather be safe than sorry at this point and wait! In the final room, you will have to defeat an orange Daira in the long tunnel and after that, there will be a red Daira around what looks like some ancient ruins. You can fight it or try your best to get around it. Whatever you do, once you get past this red Daira, the hammer will be sitting a few steps up on the ground, safe from the red Daira! Even if you pick up the hammer and die, at least you now have the hammer! Now that you have the hammer, you can finally destroy those annoying boulders you see everywhere by pressing the "A" button next to them. Now that you can do this, you don't have to traverse many of the annoying paths that you had to before! Now exit this cave on the path that you came in on. Once you are on the overworld again, then smash the boulder and what looks like loose dirt will appear. Walk onto the dirt to fall down a huge pit. At the bottom of the pit is a Magic Container! If you happen to die in the cave with the hammer in it, I would still try to come back here to get the Magic Container as it is highly worth it, not to mention that you will not have to go through the difficult last cave anymore as you now have the hammer! Infact, if you do die, take the following path that I am explaining to exit Death Mountain a few sentences down. Take that path into Death Mountain if you die and want the Magic Container. Well anyways, assuming that you do not die, after you get the Magic Container, leave this patch of dirt path onto the small desert again. Now with all these different terrain around, you would think that there would be something special nearby but in actuality, there is nothing at all. So with this in mind, go into the cave farthest to the right at the northern part of this small desert. Here you will have to hop over pits of lava while avoiding red Octoroks. Be very careful here as the

rocks that the Octoroks shoot can make you fall into the lava pits and lose a life if you get hit by them at all. I would try to jump onto the next ledge when a rock is not being shot or try to deflect a rock with your shield, and then kill the Octorok immediately when you reach the same ledge that it is on. I would more go with trying to avoid the rocks altogether and jump right after a rock is shot however. Even if you did die and get a Game Over, it doesn't matter as the trek back to the mainland has nothing of importance to it so don't worry. Once you do make it out of the cave, travel along the dirt path to the next cave above. That cave will automatically lead you to a small desert connected to a long bridge. Walk onto that bridge to go to an action screen. There are two screens to this bridge. The first screen has a red and blue Molblin on it as well as an easy Lowder. The blue Molblins are a bit harder as they actually throw their spears at you but they are not extremely tough. On the second bridge screen, there will be the usual bubbles rising from below but there will be a difficult red Daira on this bridge. Fight it or jump over it, your choice. You will emerge in a new location near a gigantic cemetery. You are very close to your next destination however you need to do a few things first. Because of this, follow the dirt path all the way to the north end of the cemetery and continue walking into the desert. From the desert, walk all the way to the horizontal dirt path above you. Now go destroy the boulder that is blocking your path to the left and then take the dirt path that leads north. If you keep on walking, you will arrive at a boulder blocking the road. That boulder is the same boulder that was blocking the road at the beginning of the game below Rauru Town. Because of this, now all you have to do is destroy this block and follow this path when you want to get to this section of Hyrule, rather than going through that chain of obnoxious caves and swamps under Ruto Town. Anyways, if you look off to the right into the field, you will see a boulder blocking a cave. Destroy that boulder and enter that cave. In that cave is a Myu, a Lowder, and a blue Goriya, in that order. Just jump over the Myu as you cannot kill it. Beyond the blue Goriya is a second screen with a Heart Container on it! Get the Heart Container and leave this cave. Now from here, go back onto the main dirt path and go south to the fork in the road then go west all the way to Moruge Swamp. Once at Moruge Swamp, destroy the boulder in front of the cave and go inside the cave. The first screen is the typical screen with Bago-Bagos flying around everywhere over a bridge that crosses lava and there are Lowders everywhere. The second screen has an orange Daira and two red Dairas on it. I would try to defeat all the Dairas even though they are hard, although I suppose you don't have to. At the very right of the Daira room is a jar with a red liquid in it behind a pit of lava. Get that jar and then make your way out of this cave again. Make your way out of Moruge Swamp and back onto the dirt path southeast of Moruge Swamp again. Continue that path east until you get to the boulder. Destroy the boulder and continue going east until you reach a dock. At the dock, go north a few squares into the town. You are now at the harbor town of Mido! This is a clean and tidy little town near the large straight that divides east and west Hyrule. Don't worry as only the people of Saria Town and a town you run into later in the game turn into monsters so every other town besides those two are safe from people turning into monsters. The magic refilling lady is in the house right next to the gate in the leftmost part of Central Mido. The healing lady is on the right wing of the large house with three branches on it, that is the second house that you see in this town. Now that you have the liquid in a jar, go to the house on the right most part of West Mido, it is right next to the gate. Once you are allowed inside the house, if you keep on going right, you will reach the usual basement and the old wise man this time will teach you the Fairy spell.

With this spell, you will be able to morph into a fairy and be able to fly around the screen! This spell can be quite useful at times. Now go to central Mido to the large church. Cast the Jump spell and jump onto the second floor of the church and go inside the door that you see here. Once inside the church, keep on walking right into the basement and instead of an old wise man, there will be a swordsman. Once you talk to him, he will teach you the downward sword thrust. With this, if you push down while in the air, you can aim your sword down. This can help you defeat many enemies a lot better and get yourself out of sticky situations. That is all there is to Mido Town so leave town now. Once you exit Mido Town, make it back onto the dirt path below you. From here, go south through the desert and onto the dirt path to the left of the cemetery. I will note right now that there is a Link doll in the vicinity but don't get it yet. For now, I will just say that it is in the desert south of the dirt path that emerges from the long bridge that connects to Death Mountain, and that it is along the coast. But still, save this Link doll for later at the end of the game for when you need it. Anyways, your destination for now is "The King's Tomb" which is the lone gravestone in the middle of the large cemetery. Keep in mind to be very careful when in the cemetery as the enemies that appear in the cemetery are very hard. Infact, when walking through the cemetery at all, try to lure an enemy out by quickly stepping in and out of the cemetery terrain. Once the enemy is lured out, have the enemy touch you while on the dirt path and leave that action screen. Now run like hell through the cemetery to your destination, that is the safest way. This tip is good to use for any cemetery in the game. Anyways, back to the game. Going to that gravestone that is the King's Tomb takes you to an action screen but the screen is like a town with no enemies in it. Now I should say that the King's Tomb is only a landmark to work off of and has no other importance. With that in mind, exit the King's Tomb and continue walking due south through the cemetery and you will eventually find a false gravestone and fall down a large pit. Quickly push and hold down now to perform your downthrust attack as you will need to it to land on the Lowder at the bottom of the pit safely. Once you are at the bottom of this pit, slay the rest of the Lowders and go right. You will notice the high wall that is impossible to reach the top of it. Now that you have the Fairy spell, cast it and you can now fly to the top of the wall and exit to the right! In the next room, you will encounter Myus, Lowders, and even a blue Goriya, all of which will be easy now that you have the downthrust attack. Once you exit this cave, you will appear in the overworld on a small island off shore with a desert on it. Make your way around the perimeter of the island to the palace. You will most likely run into at least one enemy along the way but the desert enemies are easy so don't fret. Make your way to this dungeon and you are now in Level 3 which is the Island Palace!

Level 3~Island Palace:

You will start off with the usual setting and this temple is made out of large red bricks. Note that the statue here can give you either a red magic jar or a red Ironknuckle. I am not positive on this, but I think if you strike the statue on the lower half of it's body from the front side, then you will get your red magic jar, although I am not 100% sure on that. Or if you try and stand directly in front of it and strike, you get a red magic jar, or at least I did, so I cannot guarantee you will be safe doing that, sorry. If you are unlucky enough to get a red Ironknuckle, I suppose you could fight it or run, but you can also easily leave the level and come back, that way you can try to get the red magic jar again AND be safe at the same time. Now that you

have the Life spell, you can max out your magic with the Life spell if you need it, and then pick up the red magic jar to refill all of your magic meter afterwards. Whatever happens, eventually go right and down the elevator into the depths of this palace. In this next room, you will encounter a blue Stalfos, a Myu, and even worse, your first encounter with a Doomknocker. These enemies will throw maces at you that move like boomerangs. They also jump around a lot and take many hits to kill. Because of this, I would actually try to avoid them as much as possible. I would cast the Jump spell because the current room you are in has large brick platforms on pillars and if you jump up there, you will be safe from the dangers below. Now make it into the room to the right. This is a long walkway with destroyable bricks that form ground in some areas. Don't even bother destroying the bricks as they hold no importance. This room has many Myus in it and also has nonstop Tinsuits charging at you in it. It is simple so it should not be a problem. Now make it into the next room. This next room has an orange Moa in it and it also has bricks that fall from the ceiling. Simply avoid the flames that the Moa drops, destroy any bricks that appear, and make it into the next room on the right. The next room is identical to the long room with destroyable bricks as some of the floor except that in this room there is a Doomknocker instead of Tinsuits. I suppose you can skip over the Doomknocker but if you choose to fight it, a good technique to kill it is to use your downthrust attack on him. You can even bounce on his head while doing the downthrust attack to get in many hits. The only hard thing is that he jumps sometimes which makes it harder to downthrust on him. Either way, he is hard but not that hard if you are skilled enough. You will also notice that there is a key and a P-Bag inside some of the bricks. Simply go over and destroy those bricks to reveal your prize and take it. Now break some of the blocks around you to form some stairs back to the level part of the floor. Now go right into the next room. This next room has large steps built out of destroyable bricks. The steps have open space under them however. The catch is that there are red Ironknuckles inside the steps and Myus on top of the steps. Don't even bother with the Ironknuckles or the Myus in here. Instead, get a running jump as fast as possible and jump a little before the beginning of a step to jump on top of that step. If you don't think you can make it you are wrong so just keep on trying. Don't bother with the Myus because you can easily accidentally destroy the bricks that make up the step, thus trapping you in a small pit with an Ironknuckle! Trust me, I have died this way before! Once you get up the steps, you will have to defeat a red Stalfos. Ignore the elevator for now and go right a room. If you happen to fall down the gap, you can still easily make it up the high wall again. There is enough space on the small step before the high wall to run and jump to make it on top of the high wall. If you think it is too hard, I suppose you could use the Jump or Fairy spell however it is not necessary and it wastes magic but whatever. Note that the statue risen on a pillar holds no item inside of it. The next room is actually outside! It has an orange Moa in it as well as a red Ironknuckle. If you really need to, you can always skip over the Ironknuckle with the Jump spell. But that should not be necessary because as of now, you probably have the hang of these tougher enemies. Your goal is the key that rests atop a small ledge at the very right of this room. Take the key and then go left a room and down the elevator. Also, the statue in the outside room has no item in it. Once you go down on the elevator, you will be confronted with a new kind of floating gargoyle head. This time, the head is of a cougar and it moves differently from the gargoyle that you encountered before. These gargoyle heads will move up, then over, then down, and the pattern continues like that. They will also shoot energy balls at you while they move. You can easily

jump over and avoid them or kill them, but they are not a big problem. Go right into the next room. In here are many pits of lava. On the ledges among the lava, there are some Bots and a red Ironknuke. The Bots will usually commit suicide by jumping into the lava pits if you are close enough to them so I would just lure them to their doom rather than risk having them push you into the lava and lose a life. As for the Ironknuke, there is a small brick stopping it from running into the lava. To prevent you from being pushed into the lava, run in front of that brick onto the safe ledge. Even if the Ironknuke was really kicking your ass, it would still be better than being pushed into the lava and waste a good life. But here is a good tip for those who don't like to fight: You can also push the Ironknuke into the lava too. That's right, you can jump and strike him and he will slowly move further back until he falls down and dies. If you kill him by luring him into the lava, he will most likely reappear again when you come back but don't worry as he will just run into the lava himself that time. One of the only other things of interest in this room are that there are thin walls of destroyable brick. You can easily destroy the walls but don't be too hasty or you will stumble and fall into a pit of lava. The last thing in this room is that there is a key that sits on top of that small brick on the Ironknuke platform. Make your way through all of those obstacles and then go right onto the next screen. As soon as you enter this room, you will see a red Ironknuke charging at you in a narrow hallway. I would use the Shield spell here if I were you. Fight the red Ironknuke, or if you are good enough, you can lure him out into the more open space, but that is not wise because there are more dangers out there so I would try to fight him in the narrow hallway regardless of if you cannot jump as well in there or not. After the red Ironknuke is an even harder blue Ironknuke! This guy takes many more hits to kill and he shoots swords at you! Fight this guy the same way as you would any other Ironknuke and use your shield to deflect or jump over the swords that the Ironknuke shoots at you. If you use your shield to deflect the swords, you have to be quick and have fast reflexes as the Ironknuke shoots swords very fast. If you jump over the swords then you have to watch out as many swords are shot at once. I would definitely try to lure the blue Ironknuke out into the open space as you can jump higher in there. Once you finally defeat this foe, keep on walking right through a locked door and in the small chamber behind the door is the dungeon item which is the raft. This is a very useless item as it only gets you across the straight that divides East and West Hyrule on the overworld. Also note that although the statue in this room looks like it would have some item inside of it, think again as it doesn't. Once you have the raft, go left all the way back into the room with the elevator in it. Once at the elevator, continue going left into the next room while avoiding the cougar gargoyle heads. Also note that the cougar gargoyle that was on the left wall gave me a red Ironknuke when I struck it so I would not go near it! At the entrance of this room is a red Ironknuke that is closed in at close range. And no, I have no clue as to why there is inaccessible space above you here, sorry. After the Ironknuke fight, go through the locked door and continue going left, ignoring the elevator for now. Now you will have to fight another red Ironknuke in the open space, as well as a couple Tinsuits. Also, the statue this time holds no item. Now go left into the next room. The next room has a pyramid of destroyable bricks with small compartments inside of it. The room is infested with floating cougar gargoyles however. There is a key inside the compartment farthest to the left. You need to break all the bricks above it to drop down and get it. Once inside the small compartment, you cannot get out other than tunneling out. It takes a while to tunnel all the way out, and the hard part is that many floating cougar

gargoyles will appear everywhere. Because of this, simply have patience and endurance and use your shield when an energy ball is shot from the cougar. To make it easier, I would tunnel out to the left because there is less bricks. Once free from there, you can easily walk on top of the pyramid to escape this annoying room once and for all! Now go to the elevator and go down it. This next room is identical to the room near the beginning of the level with the destroyable brick platforms on top of pillars. You know, it is the room where you encountered your first Doomknocker at. Anyways, this room has a red Stalfos and Doomknocker in it. I would use the Jump spell here as not only does it get you past the enemies, but you also can pick up the 100 point P-Bag on top of one of the destroyable brick platforms. As for the Doomknocker, if he is trapping himself inside the narrow hallway, you can lure him out if you are close enough to him. If you want to or have to fight him, you can easily jump next to the wall and then downthrust whenever he is under you. Since you have the Jump spell activated and you can downthrust, you can just jump really high and bounce on the Doomknocker's head with the downthrust attack. It is really very simple if you do it the right way. I would use the Shield spell in this next room. In here, you will have to maneuver around three platforms that make up "floors" in the room. Some solid bricks and some destroyable bricks make up the "floors". There are a few Ironknuckles trapped in between these "floors". Walls of destroyable brick block the Ironknuckles from escaping though. If you fall down the small pit at the entrance and destroy all the small walls of bricks in front of you, you will eventually get to a red Ironknuckle. He is guarding a 100 point P-Bag but this is a totally optional thing and you don't even have to come down here if you don't want to. Basically, the real way out of this room is as follows: Keep on jumping up the platforms until you are on the top "floor". Now go to the first wall of destroyable brick. Destroy all of the wall in front of you, then destroy the right half of that wall of bricks under you with the downthrust attack. Try to run away and avoid the blue Ironknuckle nearby as much as possible as although he cannot get you, his swords can go through the destroyable brick wall and hit you. Now you will have to fight a red Ironknuckle. After you defeat the red Ironknuckle, you can simply run right into the Boss's room to the right, but of course you have to destroy one more small wall of bricks. The boss is pretty easy. It is a blue Ironknuckle that rides on top of an iron armored horse and he will joust at you. He will stay on one side of the room, then joust and charge at you to the other side of the room and that is all that he does. All you have to do is jump over him and do your downthrust attack on him when you are over him. You have to downthrust HIM though, as the horse is invincible. After several hits, you will joust the Ironknuckle off of his horse and the horse will run away. Now all you have to do is fight a blue Ironknuckle and that's it! The boss will explode and a key will fall from the ceiling when the battle ends. Take the key and unlock the locked door to the right. Now place the crystal in the pink statue and leave this place. If you are wondering, just for kicks, my stats now are: Attack: 4; Magic: 5; Life: 6; and my next experience point Level-Up is at 2000. I would save now although you don't have to if you don't want to. Whether you save or not, make your way to Mido Town as it is the next checkpoint where the journey continues onward.

To Level 4:

The first thing that you should do is go to the dock on the overworld. Now that you have the raft, you will sail to East Hyrule. Now let me warn you now that East Hyrule is much more difficult than West Hyrule and the enemies that appear in the overworld are much harder. You will

encounter many Tektites and floating eyeballs in the nearby vicinity. Your first goal in East Hyrule is to go to the town that you will see on the right not far from the dock. Go to that town and you are now in Nabooru Town! This is just an ordinary town however you will notice that all the people in the towns in East Hyrule say different things that the towns in West Hyrule. The magic refilling lady is in the gray house next to the gate in East Nabooru, and the healing lady is in the gray house next to the western gate of Central Nabooru. The only thing you need in this town is the usual spell. If you talk to the lady that comes out of the large house next to the eastern gate in Central Nabooru, she will state that she is thirsty. Right next to her house is a fountain that looks like it is pissing. If you press the "B" button near the statue, you will pick up some water somehow. Now that you have water, if you talk to the lady that was thirsty, she will let you inside of her house. Do the usual thing by going right into the basement and then finding the usual old man. The old man will teach you the Fire spell this time. This spell will let you shoot fireballs when you swing your sword, but it is not that cool. The fireballs can defeat certain enemies such as the Tektites around this region in Hyrule. The only other thing that is somewhat interesting and you will wonder about, is that there is a red Ache inside the house next to the fountain in West Nabooru. If you jump high enough and talk to that red Ache, it will not say anything for the first few times that you try and talk to it but eventually it will just give you a hint but I know that hint anyways so it is not even worth it. If you do want to talk to it, you simply have to jump high enough to talk to it or use the Jump spell but the Jump spell is not required to talk to it. Now that you have done everything in this town, leave it to go back onto the overworld again. Once you are on the overworld again, go left to that lone patch of trees in the large field for it holds a P-Bag. This action screen has a whopping 200 point P-Bag on top of a hill and the place is infested with floating eyeballs. The eyeballs are a mediocre difficulty. They are not too tough, but the fact that makes them a bit challenging is that they take away a lot of damage when you are hit by one, they took me three hits to kill at this point in the game, and the worst of all, their movements are so random. Indeed, all of the eyeballs on the screen will all of a sudden stop at random to rest so that makes it easy to run into them at times. They are not even worth it so I would just ignore them but you can do as you wish. After this action screen, go to the cave that is south of Nabooru Town. The first room in this cave has a few Tektites in it. You need to cast the Fire spell to defeat these monsters as fireballs is the only thing that they are vulnerable to. Watch out though as they are fast, they shoot energy balls, and they hop around a lot. You can even ignore them if you don't feel like fighting them and I don't blame you if you do want to ignore them. This next room has a giant scorpion in it. The scorpion is extremely hard so just ignore it by jumping over it. Why is it so hard? Because you can only harm it when it's eye is open and it rarely opens it's eye. It also shoots many fireballs at you at once, and fireballs don't only take away a lot of pain but the shield also doesn't deflect them either. If you were to try to attack one, I would try to use my downthrust attack on it but I would still just try to ignore it. After the giant scorpion is a 500-point P-Bag, yay! After you take your loot, leave this cave and then destroy the boulder on the beach to your right. Now follow the long winding beach path along the coast. Once the path gets less narrow, still continue to stay along the mountain wall. If you stay along the mountain wall, eventually you will get to an action screen. Once on the action screen, cast the Jump spell and jump on top of that large rock in the middle of the screen. On that large rock is a 500 point P-Bag! Once you have the P-Bag, leave this action

screen and go back to the dirt path that surrounds Nabooru Town. From here, follow the dirt path up into the cave. There will be two red Aches and a new enemy called a Basilisk in here. You need to use the Fire spell to defeat the Basilisk but the bad thing is that he takes a bajillion hits to kill. Because of this, you can ignore him if you want to. He also shoots energy balls at you. Once you exit out of the cave, go right all the way through the forest and to the bridge. Before you go to the bridge, I will say that there is a Link doll around here but as usual, save it for later when you will need it. For now, simply walk onto the bridge and you will automatically cross it and appear on the maze island rather than go to an action screen. Once on the maze island, go down and follow the dirt path on the very bottom of the island. Go to the path farthest to the right and then walk up and follow that path. At the very end of that path, you will fall down a pit and enter an action screen. You will have to fight your first orange Lizardman on this screen. This Lizardman is like a cross between a Molblin and an Ironknuckle as it wields a spear like a Molblin but it has a good shield to defend itself with like an Ironknuckle. Just do the normal run, jump, and strike technique to take him out. Once the Lizardman is dead, go all the way to the right of this screen to get the lost child. Yeah, I don't know how Link could fit a boy in his pocket either but so it goes. Anywho, just leave this cave to the left. Once on the overworld, exit the maze island and then walk west through the forests onto the desert. From here, follow the desert path and you will run into an action screen along the way. On this screen, you will have to climb some natural steps and a few blue Octoroks are on some of the steps. You also have to cross a few gaps of water. It is a very easy screen and the only thing that you should worry about is if the rocks that the Octoroks shoot knock you into the water. Because of this, always watch carefully for rocks shot out from Octoroks when near the gaps of water. After you cross through this action screen, you will find another action screen a few squares later on the road that you are traveling on. This second action screen is identical to the first screen only there are bubbles that rise from the ground this time. After you pass through this action screen, follow the rest of the path to the town that you see. You are now in the mountain town of Darunia! I will warn you before you proceed that this town is like Saria Town as there are Aches disguised as people all over this town. The only people worth talking to are as follows: The fat lady in a blue dress that you will see in a few parts of town, the little boy in a red shirt in West Darunia, and anybody that come out of houses. The magic refilling lady is in the leftmost house in East Darunia and the healing lady is in the right house of the three identical houses in the left part of East Darunia. The only other two places of interest in this town is the usual old man that teaches you a spell and a swordsman. The swordsman is in Central Darunia. You need to cast the Jump spell in Central Darunia and jump on the roof of the only house here that has no doors or windows on it. From the roof of this house, keep on jumping on the roofs of all the other houses next to it on the right. Eventually you will be on the roof of the house farthest right on this screen. Now jump on top of the chimney and push down to enter the house through the chimney. Once inside the house, go right to the basement as usual and in the basement you will confront a swordsman. He will teach you the upthrust attack. Now that you have the upthrust attack, you will point your sword up when you jump and push up on the control pad. This is a good move and it can attack any enemies that are directly above you. It doesn't seem very useful but it is. Once you have the upthrust attack, leave this house and then go into West Darunia. An old woman in a blue robe will come out of the first house you see here. Now that you have saved her child, she will let you inside of her house. Once in there,

go right into the basement to the wise old man. He will teach you the Reflect spell this time. This spell doesn't do much at all. It is only good for a few wizard enemies that appear in the game and that is it. But oh well, just leave this house. The only other thing in this town of interest is that the first house with a door in it that you see when you first enter town is completely empty. Why is it empty? I honestly don't know but I wanted to tell you all as to avoid e-mails. That is everything that you need in Darunia Town so leave this town now. Now go all the way back to the maze island where you found the lost child at. Now you have to travel through a maze to the next palace. The dead ends are action screens of which you can easily escape. Taking the correct path will only lead you through one action screen. Since this is difficult to explain, I shall explain in great detail, from the beginning of the maze to the end. We shall start off where the maze begins which is right at the end of the bridge that leads to the mainland. We will call this place "Start". To make things easier, I will say the directions to go and when I just say a direction it means to keep on walking in that direction until you hit a wall. From Start, go right, down, then walk right until you reach the second path above you. Now from here, go up, left, down, left, up, right, up (crossing the bridge), then go left until you reach the first path that leads down. From here, go down, left, up. You will fall down a pit. In that pit is a Magic Container! Once you get the Magic Container, leave this pit and go up, right, down, then go right until you reach the first path that leads up. Now go up, left, up, left, up, then go right and you will run into an action screen. This action screen has a blue Octorok, a few Basilisks and a Tektite on it. I would just ignore the enemies but you can fight them if you want. After this action screen, go right, up, left, up, left, down, right, down, left, up, then go right until you reach the first path that leads down. Now from here, go down, right, down, right, down, now go right to the palace and you are now in Level 4, which is the Maze Palace!

Level 4-Maze Palace:

You will start off in the usual screen only this time there will be an annoying Orange Moa dropping fireballs on you throughout this screen. A red jar is hidden inside the statue at the beginning, well at least it was for me, you can never be sure and safe with those statues but yeah, check it out as it gave ME a red jar. This level is made up of a bluish-purple colored stone. Go all the way right to the elevator and then descend into the palace. Once you ride the elevator down, go right, and no, the gargoyle holds no item. This next room is pretty much straight-forward: There are a few small potholes in the floor and cracks above the potholes. Two blue Stalfos will suddenly appear out of nowhere and fall from the second and fourth cracks. Once they fall, they will be stuck in the potholes and they don't jump much but you can lure them out and attack them from there, or you can ignore them if you want I suppose. You should get the 100 point P-Bag in the second pothole though, it's an easy treasure. Go right to the elevator and then descend a screen. Rather than continuing down, get off on this floor. Kill the red Stalfos here and climb the steps into the next room. This next room is a bit tricky. Your destination is over the huge pit. There is a falling bridge that covers half the bridge and then after that, it is just wide open space. If you are quick and good enough, you can time your jump at the very end of the bridge and barely make it over the pit but use the Jump spell as it will make it a lot easier. But don't worry, if you fall, you don't die, you go down to floors below. If you do fall down, you want to get back to the upper room again, as you have to go there, so just keep on trying. If you are

unfortunate enough to fall down the pit, look ahead a little bit in the walkthru to find your way out. The path to exit is when I begin to mention a room with a weak bridge that is suspended over lava. Although it is a little more confusing seeing as you are not where you are supposed to be yet, you will still get through. But anyways, once you make it back to the desired room, keep on trying until you get over the pit to the other side. If you fail again, then simply try again, easy. Anyways, back to the walkthru. Once over here on the platform, you will have to kill a few Tinsuits and a Doomknocker before heading into the room to the right. And the statues are too high up for you too reach so don't worry about them. In this next room, you will have to jump over pits of lava until you eventually reach a key. Along the way are small pillar of bricks with a flame on top of them. Don't worry, as far as I know, the flames don't do anything, despite the fact that I thought they might walk like the ones in Super Mario Brothers 3. When jumping over the pits of lava, always remember to be very careful and not jump too soon or you may fall in the lava as the pits are just far enough apart that if you timed your jump wrong, you may fall to your doom, so beware. There is a Doomknocker behind the pillar on the second platform. Be sure to not let him push you into the lava. I would try to either lure him into the lava somehow or just stay in the middle of the platform as much as possible and fight him, preferable the latter option. I would use the downthrust attack on him and bounce on his head doing so. He is tough but not too tough if you are skilled. After the very last platform is a key on a ledge. Beware that the statue is indeed an Ironknuckle. If you accidentally hit the statue and the Ironknuckle appears then you best hope that you are behind the statue or else he will shove you into the lava. With this in mind, simply just don't put your finger anywhere near the "B" button when jumping. If he does appear when you are in front of the statue simple try and jump back onto the other platform again and he will fall to his doom. If he appears and you are behind the statue, try to strike and push him into the lava. If you have the key and you are not very skilled at doing this, I suppose you could get out the easy way and turn into a fairy to escape but that really should not be necessary. On a map I was looking at, it said that this statue gives you a red potion so maybe you will strike lucky and not have to deal with any Ironknuckle after all. Either way, once you have the key, head back into the next room again. Once in the room with the huge pit again, you will realize that your only option is to jump down the pit. Yes, I know you can turn into a fairy and fly up again but oh well, were going to jump. Once you fall down the pit, you will see the normal falling screen and you will fall on another screen very similar with weak bridges and another pit below you. Try to land on the bridge and then jump onto the platform on the right from there. If you miss and fall, go back around the long way and fall from above to this room again and try again. Once you make it onto the platform, you will confront a bubble, Tinsuit, and Doomknocker in a hallway. For status, it took me 4 hits to kill the Doomknocker at this stage in my game. Go right into the next room now. You will have to fight a red and blue Stalfos in this large open space and a blue Ironknuckle in the hallway. I would lure the Ironknuckle out into the open, although it is hard because it retreats a lot. And no, the statue holds no item inside of it. Open up the locked door at the end of the hallway to get into the treasure chamber. The treasure this time is the boots. These boots let you walk on water in the overworld, now your like Jesus! Once you have the boots, go back into the room with a pit and fall down the pit once more. Try to fall more towards the right of the pit as right is where you want to go on the next floor although I don't know if where you fall effects where you land or not, although I think it does affect it. Once you are on the bottom floor, you will

fall on a weak bridge suspended over lava but there are annoying flying dragon gargoyle heads everywhere so beware. Just run like hell to the right as if the heads hit you, it is very easy to fall down into the lava. Simply try and avoid the gargoyle heads as much as possible. The next room, is identical to the room with the pillars with flames on top of them only this room has different enemies in it. There is a Doomknocker behind the first pillar, a red Stalfos behind the second pillar, and a bubble that flies around everywhere under the third platform. Defeat the Doomknocker the same way as before, the red Stalfos should be easy, and as for the bubble, just watch where it will bounce and make extra sure to jump when it will not be bouncing near the pits as if you get hit while jumping, you will surely fall into the lava. Pick up the key in the back of the room and then leave this room. The statue holds nothing inside of it too. Cross over this weak bridge in the next room while avoiding the floating gargoyle heads and no, I don't know why there are two torches at the end of this room other than for decoration. Open the locked door in the next room. In here are many Bots and Wizzrobes. Cast the Reflect spell to defeat the Wizzrobes. Once you do this, get up close to a Wizzrobe and duck as to let your shield hit a wave of energy and the energy will bounce back and kill the Wizzrobe if it hits it before it disappears. Simple as that. And the Gargoyles hold no items in them as far as I know. Ignore the elevator and go left a room. This room has a brick pyramid with floating cougar gargoyle heads in it. A key is inside a small compartment on the left part of the pyramid. Stand above that compartment and use the downthrust to fall through the bricks and get the key. Now break your way out of the pyramid with both your upthrust, downthrust, and regular sword strikes. You can "build" a set of stairs to make it on top of the pyramid again. Once out of the brick pyramid, go right into the next room and then go to the elevator and ride the elevator up. You will pass through a pointless room and I know you are dying to know about the bubbles behind the walls. Well, I don't know why they are there, they do nothing and you can't get to them. With that in mind, ride the elevator all the way up to the top floor and then exit left a few rooms until you get to the first elevator again. Once at that elevator, continue going left through the locked door and into the next room and you will also have to fight a few Wizzrobes along the way. You will be forced to fight a red Ironknuckle at the entrance to this room. After you defeat him, you will need to pick up the key in the closed off compartment above you. The strategy here is to break as little bricks as possible on the ceiling so that the bubble does not escape. The two bricks closest to the key worked for me as the bubble never bounced that way, although the bubble may be bouncing on a different route in your game. Anyways, you need the Jump spell to reach the platform where the key sits. After picking up the key, open the locked door and ignore the elevator as you want to go left into the next room. You will have to fight two Tinsuits and a Doomknocker. Since you have the Jump spell activated, the Doomknocker should be a pushover. Also, the statue elevated on the pillar holds nothing inside of it. This next room has another brick pyramid inside of it. There is both a Doomknocker on top of the pyramid and behind it. The one on top is a bit tricky as there is not that much space and the one behind the pyramid could be avoided since there is nothing of importance back there. Infact, if you wanted to, you could just tunnel your way through the pyramid from the right end of it at the entrance of the room. You want the key and the 200 point P-Bag in the compartments here. Once you got those two items, go back to the elevator you skipped and go down it. At the bottom of the elevator is a room where Tinsuits constantly bombard you. Go right into the next room. This room can be a real pain in the ass if you are not careful. It is the same old room where you

jump across pits of lava with a few small pillars in it made of bricks. The only enemies in here though are nonstop flying gargoyle heads. The tough thing is that they can easily hit you and knock you into the lava thus having you lose a life if you are not careful. I would use the Jump spell as you can jump higher and move more but even then you can die if you are not careful, it happened to me. It's really all in the timing in that you should watch when one comes and then time your jump so that you jump to the next platform when a gargoyle head is not going towards you. There is a key as usual in the back of the room and once you get it, even if you do die, you will start off at the beginning of the room thus you are safe. The statue here gave me a potion although I heard that it has an enemy inside of it too, so strike with caution. This next room has Tinsuits and Wizzrobes in it and there is nothing inside of the gargoyles so just go into the next room on the left through the locked door. In this next room, you will have to jump across two weak bridges that are suspended over lava. There are also two Myus on the bridges to top it off. Simply run and jump over the Myus without stopping and you will be fine and then ride the elevator down. This next room has brick platforms suspended on top of pillars and two blue Stalfos are on top two of the platforms. I suppose you could just run past this room but if you want to kill the Stalfos or get the 100 point P-Bag on one of the pillars then you should cast the Jump spell. The next room has two red Ironknuckles in it but there are bits of ceiling that may make it hard to jump and move around a lot however it is not a huge problem. I would lure the Ironknuckles into the open spaces and fight them there. Now go into the bosses chamber to the right. The boss this time is a giant red Wizzrobe named Carock. You need to use the Reflect spell here and I would use the Shield spell too. Carock will appear very fast and random. He is only on the screen for a split second and each time he appears he shoots a wave of energy at you. Basically, all you need to do is sit in the middle of the room, crouch, and face whatever direction he appears. The magic he shoots will bounce off of your shield. Sometimes it will hit him and sometimes it won't. He is usually only vulnerable for what seems like a millisecond and that is when he first appears so hitting with the same magic before he disappears is pretty much impossible as once he shoots his magic, he is invulnerable until he reappears again. But don't worry, he will reappear so fast that the same magic energy that you reflected will hit him when he appears the second time. The only thing you need to worry about is if he appears where you are standing as he does that sometimes. Just endure it or run away if you can. Pretty soon, Carock will explode and the usual key will fall from the ceiling. Unlock the door and place the crystal in the golden statue. After I got a Level-Up, my stats were: Attack: 5; Magic: 6; Life: 6; Next Level-Up at 2500. Now leave this temple and go back into the overworld again.

To Level 5:

Luckily, now that you have the boots, you can take a huge shortcut by walking on the water. Ok ye of little faith, once you exit the Maze Palace, walk onto the small stream and follow it until it leads to the ocean and it will not let you walk any further. Now step onto the land again and walk across the long bridge. Follow the coastline down and you can walk onto the water again, thus making you not have to go through that cave again. If you happen to run into a Link doll here, ignore it because you will need it for the Great Palace. Follow the watery path all the way back to the land path near Nabooru Town. From the end of that path that goes into the water, all you have to do is keep walking right and you will eventually reach a small island with a palace on it. However, along the way, look at the beach south of you.

When you reach the first square of the northern most part of that beach, start walking up until you cannot go up any further. From here, keep on walking right and you will eventually enter an action screen. On the action screen, there is shallow water and a small island. A heart container stands on top of the island! Now leave this screen and follow the path all the way back to the Ocean Palace again and you are now in Level 5!

Level 5~Ocean Palace:

Believe it or not, the statue at the entrance to this green bricked palace is empty. Do the usual thing by going down the elevator at the end of the first screen. In the first room, you simply have to climb some brick stairs and a Rope sits atop each stair. Carefully time your way up the stairs as to not get hit by the rocks that the Ropes shoot. Also be careful as the gargoyle on the wall shoots energy balls at you. This next room is a narrow hallway with many bubbles in it. There is a huge wall here that even the Jump spell cannot help you climb it, so you need to cast the Fairy spell instead. Fly all the way into the next room and then come back into this room again now that you are Link. Now pick up the key and head back into the room to your right again. You have to cross a long weak bridge in this next room and there are flying gargoyles in it. Simply run without stopping and jump over any gargoyles that are heading your way. If you want to risk it, you can stop for an instant to get the 200 point P-Bag, but being a big risk, the choice of if you take it is up to you. In the next room is a few small brick pillars and two red Ironknuckles are in between two of the pillars while a pillar that drips lava is suspended over another brick pillar. To defeat the red Ironknuckles, I suppose you can destroy all or some of the brick pillars to have room to fight it but that is not even necessary. What I did was destroy the top brick of the pillar and then repeatedly run, jump, and strike the Ironknuckle right before you reach the bottom brick of the pillar where the Ironknuckle is. You can hit him many times here and as of my current stats, he only took three hits to kill! If you accidentally destroy the bottom brick of the pillar too, then simply go back behind the pillar behind you. This trick is useful because it lets you have an opening to hit the Ironknuckle but not let it get you at the same time. You will also have to watch out for Bots that come out of the lava pillar of course. Open the locked door and go down the elevator. Don't bother going into the right room as it is a pointless dead end, so obviously you need to go into the room to the left. Along the way, you will run into orange robed wizards that shoot flames at you. They will appear for a second to release a flame, then disappear and wait until the flame goes out to reappear again. Look out for where they are going to appear then jump over and use your downthrust attack on them when they appear. It took me four hits to kill them with my current stats. And no, the stained glass windows don't do anything but are only for decoration. Even the NES has to have SOME design, give it a break. This next room has bricks that fall from the sky and an orange Moa in it. You want to get the key that sits on top of the floating platform near the top of the screen. I would use the Jump spell here as it will be much easier. You need to stand on the bricks that fall from the ceiling and then use them as means of "stairs" that lead you to the key. But with the Jump spell, you won't have to hang around this dangerous pile of bricks for very long! Take the key and go left into the next room. You will have to fight three orange Ironknuckles on a set of stairs. There was also a red jar in the gargoyle for me. Watch out for the orange Moa that is lurking around in this room and then go down the elevator. Whatever you do, don't go into the room to your right as not only is it a pointless

dead end, but it is also very hard! Instead, go left but watch out for the Bots and wizards. None of the statues here have anything inside of them. Avoid the bubble and go down the elevator here. But before you go down, you might want the 200 point P-Bag on top of the elevator station. The only catch is that you need to jump up there with the Jump spell while avoiding drips of lava from pillars. Simply time your jumps, it's that simple. When going down the elevator, don't even bother going to the bottom floor as it is a tough and pointless dead end, so stop on the first floor you see. If you want, there is a 200 point P-bag to the left. To get it, destroy the small brick wall and you will have to fight a red mace demon on some stairs. After him is a small piece of floor made up of bricks that you can destroy with the downthrust attack. After this, go all the way to the left and there will be a bubble and the P-Bag in a small compartment blocked off by bricks. Since the bubble is moving extremely fast, I would only destroy the brick that is under the P-Bag and then run like hell. Once at the elevator again, walk right and then you will notice a red Ironkuckle guarding a key on a platform above you. Use the Jump spell to jump onto that platform, fight that Ironkuckle and get the key. Also, the gargoyle here holds nothing inside of it. Now go into the room to the right. Fight the wizards in the next room if you wish but continue walking ahead a room. Now it looks like you will have to fight a blue Ironkuckle at a dead end but guess again. The wall here is an illusion. Just run up to the wall after the Ironkuckle battle and then jump and you can walk through the wall and go into the next room! The statue here is empty too. In this next room is MORE annoying wizards and lava pillars but oh well. Ignore the elevator for now and go right into the next room instead. In this room is more wizards. I would destroy the floating brick platforms as they only hinder your space for fighting. Also watch out for the Tinsuits at the ends of the room and then go up the elevator. The statue at the end of the room is empty. You will have to fight a few blue Stalfos between a few small pillars in this room. In the next room is a dead end with a key in it. Take the key and then go all the way back to the elevator that you skipped earlier. Go down a room and go right as the statue left is empty. Go through the locked door to witness a tough room with wizards and cougar heads in it. There are also low brick platforms that get in the way. At this point, I would just skip the wizards as they are so annoying that they just get in the way and they are not important to kill anyways. Only kill them if you want experience points as they leave a whopping 200 points behind when they die. But go into the room on the left whatever you do. You will have to fight both an orange and blue Ironkuckle in this room before you open a locked door. The statue here actually has a red potion inside of it for once but you will need to use the Jump spell to reach it. Behind the locked door is a flute which is actually not very useful as you only use it like twice. But be careful and kill the blue Ironkuckle before getting the flute as Link is a retard and stands there holding the flute above his head when he gets it, all the while the Ironkuckle is STILL hitting you. What happens if you die while picking up the flute? Good question. The NES probably gets the flute but doesn't get the flute, thus the flute is gone and you are screwed. But that is just an estimated guess because that is something stupid enough to happen in an old cheap video game. But oh well, just kill the Ironkuckle first. Now go ALL the way back to the elevator that you were at a long time ago. You probably don't know where I am talking about, so just go: right, up, left, left, left, up a room and you are where you want and need to be. Go through the locked door on the left and watch out for the bubbles and lava pillars along the way. Go to the elevator and go down into the next room. But first, you can get a 200 point P-Bag if you skip past the elevator and

keep on going right. As for the red mace demon, he seems pointless to me, but there is a red magic jar inside of the gargoyle here. If you do get the P-Bag, avoid the bubbles in this hallway and destroy the brick floor and wall that you need to destroy in order to get further in the hallway. The P-Bag sits in a compartment with a brick floor. There is also a red Ironkuckle in this vicinity. You can try to fight it I suppose, as there is an open space near it, but it may be a bit tough with your surroundings and all. If you cast the Jump spell, you can destroy the two bricks under the P-Bag, then jump up into the compartment, then destroy all the left-most bricks, fall down to lure the Ironkuckle in close to you, then jump back into the compartment and fall down the space where the P-Bag used to be and escape from there while the Ironkuckle is now behind you. It sounds tricky and confusing but it is still a way to escape. But it should not even be really that hard anyways. Now make it back to the elevator and go down it. Now go right a room while avoiding the many obnoxious bubbles and wizards. The statue here is empty too. You can get the P-Bag here if you want, by destroying the brick that it is on and it will fall to you. But these enemies are so annoying I don't even know if you will want to attempt to get the P-Bag and just run. The next room has a few floating stacks of bricks in it. You will have to fight an orange Ironkuckle at the entrance to this room. Now go under the floating stack of bricks as to avoid the red Ironkuckle on top. Then cast the Jump spell and jump on top of the second stack of bricks as to be safe from the blue Ironkuckle. Now go directly above the key and destroy all the bricks under you to get the key. Now destroy some of the bricks to the right of you to build a set of "stairs" and path back on top of this brick stack. Be sure to do it fast though as not to get hit by the swords that the Ironkuckle throws at you. Now run like hell out of this room as to avoid the Ironkuckles. Go back to the elevator and go all the way up as far as the elevator can go. You will have to fight three Ironkuckles in this next room, one of each color. The orange one is before the locked door at the entrance. He will charge at you and is hard to get around without getting hit. I would just hide in the elevator below and when he is far enough away, I would run and try to get into where he is to fight him. If he is all the way backed up as far as he can go and charging at you, I would try to run, duck, and strike as to push him backwards and then get in where he is to fight him. Past the locked door is the blue Ironkuckle and you will have more room to fight him. Up the large stairs here is the red Ironkuckle. The gargoyle here is empty. Go right into the boss's chamber now. In here you will have to fight a giant barbarian named Gooma. And no, he has nothing to do with Goombas from the he Mario Brothers series. This guy can either be easy or hard, depending on your skill. Pretty much all he does is sit there and swing his giant mace at you. If you happen to touch him or his mace, you will lose a lot of health and fly back far, thus you should at LEAST use the Shield spell. His belly and front side are vulnerable so strike that area. I would wait for him to swing his mace, then go in and strike him really quick, then run out. Repeat this until he is dead. I have aced this guy before and I have also died multiple times at this guy so all I have to say is that timing is highly important! Once you have killed Gooma, a key will fall from the ceiling as usual. Use that key on the locked door and then place the crystal in the bluish-cyan statue. As of now, my stats are: 6, 6, 7, 3500. Leave this palace to the right now. Now with only one more crystal left, you have one more palace before heading to the Great Palace!

To Level 6:

You can save I suppose after beating Level 5 but whatever you do, make it back to Nabooru Town and we shall move on from there. Once at Nabooru Town, go south all the way to the dirt path with that spider looking demon monster on it, which is called the River Devil. Press the "B" button while standing right in front of the River Devil to play your flute. A small ditty will play and the River Devil will leave thus allowing access to the path behind it. This is the entrance to where the last and toughest region of Hyrule lies. You need to cross through a dirt path in the mountains but there are some action screens there! Follow the narrow path to the first action screen. On this screen, you will have to pass by a large mountain wall that looks like a fence and there will be red Lizardmen throwing rocks at you from on top of the wall. Avoiding all of the rocks is tough but possible. Watch where the rocks fall and avoid them as best as possible. With good maneuvering, you can get past this action screen good. There is also an orange Lizardman on this screen as well. I would just jump over him and avoid him as the fight is too tough and you are not missing anything by skipping over him. After you pass through this action screen, you have two more very similar ones to go through. The first of these is exactly the same only there is a Basilisk instead of a Lizardman. I would also avoid and skip over the Basilisk. As for the last action screen, it is identical to the first action screen. As of now, I will tell you that the bridge action screen at the end of this path is difficult and you are better off going the long way around the body of water through the forest but we were going to go through the forest anyways, but I was just saying. Your first destination is into the cave at the north end of the swamp here if you want the 500 point P-Bag inside of it. I will say that the trip is kind of hard so you decide if it is really worth it or not. Also watch out as there is a Link doll in this swamp somewhere and if you come across it then just ignore it for later. Lastly, the monsters that appear in this swamp are very tough as there will always be those annoying bee things here no matter what level of difficulty monster you run into. And with the length of area that it takes to walk to the cave, you will probably run into a lot of action screens! You can use various spells to aid you along the way if you feel you need to use them, but then again, that does waste magic. If you use no magic then just try to run and jump your way out of the swamp while avoiding the very fast and annoying rocks that are falling everywhere from those blasted bees! The first room of the cave is a long and narrow winding tunnel with those weird floating eyeballs inside of it. I suppose you can avoid them by just waiting for them to float away but if you choose to fight them, remember that they stop at random and they pack quite a wallop if you are hit by them so you decide what you want to do. Also, they took ME two hits to kill as of now. Anyways, in the second room of the cave is a giant scorpion guarding the P-Bag and that is it! Get your treasure and get out of this cave. Once on the overworld again, make it quickly to the forest to the east. Now head to the cave at the north end of the forest. Keep in mind that the forest is infested with Lizardmen as are most areas in this region of Hyrule. The first room in the cave is filled with Tektites. Choose to fight them or ignore them. The second room of the cave has both an orange and a red Lizardman in it. I would let the Lizardmen fall into the little pits here and then use your downthrust attack to bounce on the Lizardman's head all the way over the pit. Or you can try to jump over or run through the pit really fast. Once you emerge from the cave, you will be on a remote area of Hyrule. When you walk around, it will just look like the place is empty but in actuality, there is a town hidden in this area. If you use the hammer by pressing the "A" button, you can chop down a square of forest. One of these squares is hiding the secret town. The square where this town

lies on is directly below the left of the top two squares of forest. You have to stand in front of this square and press the "A" button to reveal it. Once the town appears, enter it to get into the hidden town of New Kasuto. This is the last "real" town as the only other town that remains is, well, you will see later. The magic refilling lady is right before the gate in West New Kasuto and the healing lady is in the house at the other end of the gate. Talk to the old lady that comes out of the second house past the entrance to town. If you have all of the magic containers as of now, which you should if you followed the walkthru, then she will let you inside of her house. Once inside, follow the path to the basement and in there you will find your very last magic container at the end of the basement! Now go to the second to last house in town. Once inside, you will notice it empty all but of a mysterious fireplace. If you examine the fireplace, Link learns that it is really a hidden door to the basement, ah so clever! Push "Up" on the control pad to enter the basement. At the end of the basement, the old guru will teach you the "Spell" spell. Yeah it is a weird name to say but oh well. This spell doesn't do much other than turn monsters into Bots. You need it only once and use it in this very town! As for the empty house in this town, I honestly have no clue as to the significance to it, sorry. Once you do all these things, head into the very right part of town. You will notice you will be at a strange dead end. If you play the "Spell" spell here, an ancient looking tower will rise out of the ground! Enter this tower and it will take you to a basement. At the end of the basement is the magical key. You will need this key for Level 6 as it acts like a skeleton master key as there are not enough keys or whatever in it. Make it back to the main section of Hyrule where you were, back at the other end of the cave. If you want, there is a 500 point P-Bag in an action screen in the middle of the forest. You will find that action screen if you keep on walking north past the right square of the lowermost part of the eastern forest. Confusing? Just read it again then. Follow the beach along the southeastern coast and you will eventually come to an action screen with a heart container sitting atop a rock. Take the heart container and you now have all the heart containers! Now walk over to those three boulders on the beach to the west a small bit. Stand in the middle of where all three boulders align and play the flute to make the Hidden Palace be revealed from the sands! Enter it and you are now in the last level before the Great Palace, which is Level 6.

Level 6~Hidden Palace:

This palace is a pinkish-red colored brick palace. Not that it matters, I am just saying for the hell of it. The statue here gave me a red potion and the map I am looking at says it gives out red potions too but still, I am not positive if it is 100% safe so be careful nonetheless. Go down the usual elevator on this screen. On the first floor, all there is to the left and right of the elevator are P-Bags. To the right, there is a 100 point P-Bag sitting in a compartment blocked off by bricks. There is both a bubble inside the compartment and also outside of it as well. Avoid the bubbles and try to break only one brick as so it will not be as easy for the bubble to escape. You need to cast the Jump spell to reach the platform where the P-Bag sits. In case you are wondering, it took me somewhere around 22 or so hits to kill a bubble as of my current stats. Once you have the P-Bag, go left of the elevator. You can easily jump over the high walls with the Jump spell cast but watch out for the bubbles here. In this next room is a brick pyramid. There are blue Stalfos on both ends of the pyramid, two Tinsuits on top of the pyramid and an orange Moa in this room. Yes, you CAN kill the Moa, infact, it is rather easy. The 200 point P-Bag is in

one of the compartments on the pyramid. You can tunnel your way out or "build" some stairs once you fall into the compartment. Head back to the elevator and go down a floor. Go through the locked door to enter into a room with brick platforms on pillars. There are two Wizzrobes and a Doomknocker here and no items are on any of the platforms, so you don't need to cast the Jump spell. When you walk into the next room, you will have to fight a blue Ironknuckle. As always, cast the Shield spell whenever fighting such a tough enemy. After you kill the Ironknuckle, you will notice two gaps in the floor. No, these don't lead to death. This is actually part of a never-ending repetitious pit. You will probably get vertigo or something if you hang around here too long. There are four screens to this endless chasm:

#1) The current room you are in.

#2) A room with a 200 point P-Bag in the left corner of the room. There are blue Ironknuckles in both corners as well.

#3) The eventual destination of this palace.

#4) A room identical to #2, except there is a bubble here rather than blue Ironknuckles. There is even a 200 point P-Bag in the left corner.

Once you are falling, you can try and maneuver your way around the screen as you fall because where you are at when you end a screen is where you will start off at again on the next screen. If you miss something that you wanted such as a P-Bag, simply continue falling until you get to this room again. In the room where you start off at, you will most likely not get past the second pit without the Jump spell. I mean, it IS possible but harder. I would still jump down that pit anyways and continue falling until you appear in this room again. Why? Because then you can land on the little platform above you with a statue on it. That statue has a red magic jar in it but it also has a red Ironknuckle in it occasionally too so watch out. After doing this, go through the locked door to the right and defeat the blue Ironknuckle there and climb up the large stairs into the next room. This next room is a hallway with a few Wizzrobes in it. There are gargoyles on the walls that shoot energy balls at you though. You will probably get hit but a good strategy to use is to try to aim your shield at the energy balls as you pass the gargoyles, especially the cougar gargoyles. Or you can run like hell for the short time that you are invincible after getting hit. But it is not that hard. This next room will have both a few bubbles and an Ironknuckle in it. There are large hollow "stairs" built out of bricks here and the Ironknuckle is inside one of the "stairs". Don't even bother with the Ironknuckle but instead climb the "stairs". Break the top brick of the first "stair" to make it easier to jump. Do it fast as the swords from the Ironknuckle can even go through the bricks and can hit you. You can always break the top brick on a "stair" to help you climb it. If you want, there is a 100 point P-Bag underneath these stairs but you decide if it is really worth it or not. If you DO get it, you can break some bricks and get out of this compartment from the right end. Then inside the second "stair", you can escape to the left. Doing this will probably make it impossible to get anywhere else without the Jump spell so if you have no magic or something then you can just exit the room and then come back again. Also, keep in mind that I chose not to get the P-Bag and am only telling you how to get out by guess but I don't see why my guess would not work. Anyways, once you get past the "stairs", there is a Doomknocker in an area below you. You can kill it I guess but you don't have to. Ignore the elevator and go right instead. Yes, you can jump up

the high wall without the Jump spell if you run and jump high enough. All it takes is a little motor skills and timing. Plus, there was a room like this earlier in the game so you know that it is possible. If you are lazy, I suppose you could cast the Jump spell to help you but that should not be necessary and would not be wise as you need all of the magic you can get. And yes, the statue is empty. This next room has a few Wizzrobes and an orange Moa in it. The statues elevated on pillars are all empty. Once you get past the third statue, be careful as in front of you, the floor is an illusion and it takes you to a room below. You can use the Jump spell to aid you over this unknown pit if you would like. Just cast it and jump as far as you can just a little bit after the third statue. If you still fall, look ahead in the walkthru as how to get out. But if you pass over the illusionary pit, then read on as of now on what to do next. All that is blocking you from the next room is simply a brick wall. Break it down and go right into the next room. When you walk forward in this room, some battle music will play and you will have to fight the Level 3 boss again which was the jousting blue Ironknuke. For some reason, he can be a pain in the ass by hiding in the corner sometimes but I suppose you probably remember that from the first fight with him, but I just thought of saying that now. As for the statue, I have no clue as my magic ran out and I am not about to go around and come back here and check it out. The map I am using did not say anything about a red magic jar so I will just assume that the statue is empty. You can try and probably waste magic seeing if there is a red magic jar in it if you want. For some reason, you get a key, even though you have the magical key anyways, I have no clue as to why you get a key here. Go through the locked door after where you fought the Ironknuke and you will enter into the very last treasure chamber of the game. The treasure this time is a cross. Wow, Jesus boots and a cross, now you are really holy and unstoppable! But actually, all this cross does is make invisible enemies such as some Moas visible. I don't think you will end up using the cross until after you complete this level though. Anywho, head back into the room with the illusionary floor in it. Once in this room again, walk forward again but fall into the illusionary pit this time. You will fall in an area enclosed in bricks. To the right is a compartment with a red Ironknuke guarding a 200 point P-Bag in it. You will have to jump to destroy the bottom two bricks and then run and jump to make it over the wall here. Once you get the P-Bag, exit this room to the left. You will have to go through two walls of bricks first though and a bubble is in between those brick walls. A red Ironknuke and an orange Moa stand at the exit of this room as well. This next room has the usual brick platforms on pillars in it and it has two blue Stalfos and a few Wizzrobes in it too. There is nothing on the platforms here so you do not need to cast the Jump spell here either. Go past the locked door and up the elevator. You will reappear in the small area where you fought the Doomknocker at. Escape this little "pit" and make your way all the way back to the room with the endless pit in it again. Fall to the floor with the area where you did not go to yet. It is listed as #3 on my walkthru. Open the locked door here and fight the blue Ironknuke. If you are lucky, you will push the Ironknuke out of the screen as a glitch. In the next room are endless flying gargoyles. The catch is that they are flying over many large pits of lava. With this in mine, you will need the Jump spell. Try to jump over the pits of lava when no gargoyles are coming and you should be fine. If you see a gargoyle closing in on you, you can use your downthrust attack on it as to either kill it or not get hit by it. It is all in your timing and when you jump. Indeed it is difficult to explain but just try to do what I did, it IS possible, just hard. All it takes is skill and you will eventually make it. The only other things in this room are the

Myus and the brick walls. The Myus are harmless compared to the gargoyles but they are still in the way. You can use your downthrust attack if they are near you or wait until they fall into the lava. As for the brick walls, the first one you simply break and then jump over the lava pits. As for the second one, you should jump towards it and when you land on the floor, then you can break the bricks and enter into the next room. If a gargoyle is flying your way when you are falling then use your downthrust attack to bounce on the gargoyle, thus killing it. The next room has Wizzrobes and a red Ironkuckle in it, simple as that. This next room is a huge lava pit that is impossible to jump over. You need to cast the Fairy spell and fly over the pit as a fairy. If you are out of magic, you are out of luck as well, so the only way out is killing yourself or leaving to find some magic, sorry. Yes, I know, they should of had a statue that gives a red magic jar here but don't complain to me, complain to the Shigster himself despite the fact that he doesn't care, especially 15 plus years after the game came out. Think of it this way, the fact that there is no statue is the challenge of it. It's the truth. Anyways, enough chatter, you need to do a lot of maneuvering around bubbles and lava drips while crossing over this giant pit of lava. This next room has an orange Moa in it as well as a blue Stalfos. The statue here is empty. Skip over the elevator and go through the locked door here. Kill or ignore the simple Myu here. And no, I have no clue why the bubble is in that compartment above so don't ask. You will have to fight another jousting blue Ironkuckle in the next room and the gargoyles don't shoot anything or have anything inside of them so just go into the next room after the Ironkuckle battle. You will have to fall down the pit in this room. But first, there is a Link doll past the pit. This time, you want the Link doll, as once you complete the level, the palace turns to stone so you might as well get it now or never. Not to mention that if you don't save or stop or anything after defeating this level, you can go on to the Great Palace, but it is not worth that, I would save nonetheless. So consider the Link doll here an extra chance at success for the boss or something. The only problem is that there is a blue Ironkuckle and two fast moving bubbles in a small area here. To get past the pit, cast the Jump spell and when you fall on the weak bridge, jump again to the other side of the pit. Cast the Shield spell to fight the Ironkuckle. You will be guaranteed to lose like half your magic from the bubble attacks but so it goes. Once you have the Link doll, go to the pit and fall down it. Continue to fall through the next room until you land on a weak bridge on the bottom screen. When you fall, continue to run right until you get to the statue. I have heard that the statue has both a red magic jar and a red Ironkuckle inside of it so strike it at your own risk. If the Ironkuckle appears, I would try to stay on top of the weak bridge and run all the way to the left side of the room on it. Once you get to the end of the room, fall through the bridge and go into the next room. Watch out for bubbles everywhere in the room along the way however. There will be an orange Moa and two red Ironkuckles in this next room. Try to fight the Ironkuckles in the open spaces as it is much easier. Go past the locked door and skip past the elevator in the next room. You will have to fight a barrage of Tinsuits, Wizzrobes, and blue Stalfos in here. As for the gargoyles, they are empty and I am sick and tired of ones just being there for decoration. Either have something inside of them, and have them serve some kind of purpose or don't have them at all, but oh well. In the next room is a brick pyramid, and the room is infested with flying cougar gargoyles. There is also a red Ironkuckle on top of the pyramid. There is a 200 point P-Bag inside one of the compartments of the pyramid if you are interested. As for escaping once you get the P-Bag, simply tunnel out like you have done so many times in the past. Once you are out of this

room, head back to the elevator and ride it to the top floor. Again, no, the bubbles behind the walls between elevator floors are pointless and are just a waste of game space and memory. I swear, with all the memory and space they waste with stupid stuff like that and statues that give you no item, they could of made a whole new level! But oh well, the game designers are morons, move on. Once you get to the top floor, make it all the way back to the room with the pit where you got the Link doll at. Fall down the pit once more but this time, when you fall through the one screen, quickly cast the Fairy spell in midair and then fly to safety through that tunnel. Leave this screen and don't even bother to come back and fight the blue Stalfos. This next room is the very last boss's chamber other than the one in the Great Palace. You will approach a room with a few pits of lava in it. A long dragon will come out of the lava and shoot lines of fire at you. The dragon's name is Barba. This guy can be really easy if you know what to do. Basically, you want to cast both the Jump and the Shield spell. All you have to do is jump high enough to do a downthrust attack on Barba's head. When he appears next to you, jump up and bounce on his head with the downthrust attack and then land on the platform next to him. If you are skilled, you can bounce a few times and get a few hits in, or when you are on the next platform, go back and hit Barba once more or once again after that. But remember that, the more hits you get in when he is above the surface, the more risky it is for him to descend quickly into the lava again thus making you vulnerable to fall into the lava. Trust me, I barely escaped that happening. I would situate myself on the last two platforms as it is easier. If Barba tries to shoot you with fire, simply jump. The avoiding the fire is all in the timing. Just remember that no matter what, be extra careful when around that lava as one slip and you have lost a life or even worse, got a Game Over, and you don't want that as it will make you start all over again at the beginning of the game. Eventually, Barba will explode like all the other bosses do and you will get a key. Unlock the door to the right and place the last crystal in the gray statue here. As of now, my stats are 6, 7, 8, 5000. Leave this temple and you may want to save afterwards but then again, you may not, as your next destination is very close by. That is all up to you though.

To The Great Palace:

Before you do anything else, there is one more final destination to go to before the Great Palace. If you saved the game after Level 6, then come back to the area where Level 6 was anyways as your next destination is very close nearby. Once at where Level 6 is, simply go left of here to the bridge and you will be on an action screen. This bridge has many Bago-Bagos on it as well as a Basilisk to boot. There are several gaps on this bridge. The Bago-Bagos will sometimes come and knock you into the water through the gaps, so use the Jump or Fairy spell to avoid this from happening. Once out of the action screen, go into the town you see. Quickly upon entry, you will notice that this town is unlike all the other towns. This town is Old Kasuto Town and it was where the inhabitants of New Kasuto used to live. But as of now, this town is completely deserted of inhabitants, living that is. The entire town is all in ruins and rubble and you can see for yourself that every building that you can go inside is completely empty and deserted. Also, there are hoards of blue Moas flying everywhere around this ghost town. If you didn't have the cross then the Moas would be invisible as well as a few Moas in other areas of the game. After saying all this, you are probably wondering why even come to this town? Well as it just so happens, the only important thing in this town is in the very first house you see. When you go down into the basement, you

will find that the only living person in this town is the usual wise guru. He will teach you the last spell which is the Thunder spell. This spell can obliterate all enemies on the screen and you will need it to beat the game. Once you have the Thunder spell, leave this town and cross the bridge again back to the mainland. Now you have three missions left:

- #1) Gaining full stats.
- #2) Finding all of the Link dolls that I told you to skip over earlier.
- #3) Making your way to the Great Palace.

First things first, I know you don't have full stats. Infact, I only have the stats of: 6, 7, 8, 5000. For me, I need to get 3 more Level-Ups and I get full stats. After getting the final Level-Up, thus making your stats all at 8, your next Level-Up will be stated at getting 9,000 experience Points. Upon getting that many experience points, you will get an extra Link doll, but it takes so long to get that it is not worth it. With this in mind, it will take a while to get full stats, but trust me, you will need it. After scouting out all of Hyrule, I came to a conclusion on the best place to Level-Up at. That area would be the small region surrounding New Kasuto Town. Why is it so good? Because the forest here is infested with Lizardmen. Even though Lizardmen may be a bit tougher than your average enemy, they give you 150 experience points each, which is probably the most that an overworld enemy would give you. There are two Lizardmen per screen and so you could get 300 experience points per screen! Even though 300 experience points does not seem like a lot compared to getting thousands of experience points, it will add up quickly sooner than you will think. You just have to be patient and wait maybe a while as this won't take a mere 5 minutes. But don't fret, it will be over soon. The more Level-Ups you get, the faster it will go. Since you are right next to New Kasuto Town, if you are low on magic or health, you can go there and refill your meters. Lastly, a good pointer to kill the Lizardmen easily, you can either do a downthrust attack when above the Lizardman, or attack the Lizardman like you would with an Ironknuckle. If you use the downthrust attack, you can bounce on his head two times and he will be dead. If he is shielded when you use your downthrust attack, you can bounce off and try again. If you try and defeat him like you would with an Ironknuckle, you can run, jump, and strike him at his head. Sometimes you will miss, but as the old saying goes, if at first you don't succeed, try, try again. The more you practice, the more easier it will get and the more sooner you will be at full stats. I think the Lizardmen are a bit tougher than the Ironknuckles as sometimes they use their shield better. Nonetheless, if you aim well and hit them at their head, then they are not so bad. Feel free to try and find other enemies to Level-Up with, but I feel this is the easiest area to Level-Up at. Or you could just go to the Great Palace without full stats, but that is not a wise idea whatsoever so I advise you not to by all means. If you want, you can save after every time you Level-Up. That way you won't have to worry about your NES messing up thus making you start all over again, which is not uncommon. I would save if I were you. But yeah, you will get full stats soon enough. Awhile later when you have full stats, you can go on your second mission, which is to collect the extra Link dolls. Before doing this, you should make sure you already have full health and the standard three lives. Also, save at your own risk, as once you get a Link doll and save, you will never see it again. You could either collect them all and try to make your way through the Great Palace, and if you die then you start all over again. Or you could simply use them for your first try and then if you die, you can just make your way from there. It all depends on your skill

level. For myself, I would probably go with the latter choice, simply because I am more skilled so I can make it through the Great Palace easier. Also keep in mind that when you select the Continue option after a Game Over in the Great Palace, you will start back at the beginning of the Great Palace entrance again. But whatever fits what you want to do and what you think is best. Actually, now that I think about it more, I would more go with the latter choice, the first choice wouldn't make much sense to pick. With that in mind, we can start collecting all of the Link dolls now. There are 4 Link dolls on the overworld so when you get them all, you will have 7 lives! Start off your quest for the Link dolls back at the beginning of the game. The first Link doll is in Moruge Swamp. That is the swamp just south of the cave that is south of Ruto Town. The Link doll is on an action screen just one square south from left of the boulder here. Go here and pick up your Link doll sitting next to some ancient ruins! The second Link doll is in the vicinity of the giant cemetery of Hyrule. Simply follow the coastline of the desert under the path after the bridge. If you follow it, you will go to an action screen with a Link doll sitting on the desert sands! The third Link doll is in the northern part of Hyrule above Nabooru Town. It is near the bridge that leads to the Maze Island. If you follow the coastline in the area under the bridge, you will find the Link doll on an action screen in the corner next to the rock and forest. You don't even have to take the long way to get here as you can walk on the water near Nabooru Town! The last Link doll is in the swamp in the difficult southern part of Hyrule past the River Devil. Although the enemies in the swamp are a bit tough, it is worth it. Follow the left edge of the swamp and you will eventually get to an action screen. Once on the action screen, many bees are in the area so get the Link doll quickly. You will need to cast the Jump spell in order to jump on the large rock island amidst the mucky swamp. On that island is your final Link doll! Now you can finally make it to the Great Palace! Make your way out of this action screen and swamp and go right above the cemetery you see on the overworld. Make your way through the cemetery to get to the area that looks like brown mud or lava. The enemies in the cemetery are pretty tough, so I would advise you to use the trick to lure out an enemy onto the dirt path and run into it there and then run like hell after you exit the action screen. The very first screen past the cemetery is a "gate" to what is called "The Valley Of Death" in the instruction manual. It is an action screen with many Lizardmen throwing rocks at you from mountain walls. The screen is also infested with blue Moas so be very careful. After this action screen, you will have to run through a terrain that is supposed to be lava. If an enemy hits you on this terrain, it will take you to a terrain that is a lava filled cave. There are Moas, floating eyeballs and blue Lizardmen on here. The blue Lizardmen are the toughest of the Lizardmen so they are the Lizard Kings. (No, not Jim Morrison, haha, sorry I couldn't resist...) Anyways, once on this lava terrain, make your way left as fast as possible. You will eventually get to an action screen. Now here is the thing, the action screens you will face on the trip to the Great Palace are very hard so I would cast the Fairy Spell on every one of them. Once you are a fairy, simply fly through the paths that you need to take. You will get hit a few times by some Lizardmen but it is worth it. Once past the action screen, keep on taking the trail north. A small path goes left, that the map I am looking at says there is a P-Bag on it, but I would just ignore it if I were you. You don't really need it for anything but if you want it that badly, then go for it, I am not stopping you. Whatever happens, just follow the trail north to go to another action screen. This is the same action screen that you went to before where you used the Fairy spell. If you are in the position where you ran out of magic and you cannot

cast the Fairy spell , then you have no choice but to go through the screen as Link. You can use other spells that might help you like Jump or Shield though. It actually is not as hard as it looks if you are very careful. Just watch out for the Moas, as they are the hard things here. As for the very last lava pit on this screen, I cast the Jump spell to cross it because it looked too long. But if you don't have enough magic or you think you can make it, you can wing it if you want. But I would rather be safe than sorry and cast the Jump spell. Keep in mind that it is not uncommon to die on the way to the Great Palace so if you do die, you still have 6 lives left, so don't worry. Also a good tip to know is to try and stay in one area and kill the blue Moas when they fly near you. Do that, rather than try and maneuver throughout the screen with Moas flying everywhere. Once past this action screen, keep following the trail north to the cave. There are two rooms in this cave. The first room is one with many floating eyeballs and blue Moas in it. You can pretty much avoid most of the enemies in here. The second room has a giant scorpion and a blue Lizardman in it. You COULD try and avoid the Lizardman but it is not that hard and I would just fight it and get it over with. Once out of the cave, very quickly follow the trail so as to avoid any enemies that may appear. Soon enough, you will come to your last action screen along the trails. Cast the Fairy spell as usual to get through this action screen. The Lizardmen on this screen are red rather than orange but you won't have to fight them anyways with the Fairy spell cast. Once out of this action screen, go up into the cave and this is your last pit stop before the Great Palace! There is only a blue and red Lizardman in here. You may even be able to avoid the blue one but I just fought it anyways. Once you leave the cave, you will see the Great Palace right dead in front of you. Enter it and take one last good look at the overworld as this is the last time that you will ever see it again...

The Great Palace:

This level is enormous. Since it is so huge, we are not going to explore the entire level. We are only going to follow the correct path to the end. Any other way off the correct path just leads to dead ends and has tough enemies on it so it is not worth it. Also remember that if you get a Game Over on this level and select the Continue option, then you will simply start off at the entrance of the level again! The level is also a pretty gold color and the music is different. Not that you care or anything, but yeah. Anyways, let's get going. First things first, when you go right, you will see a forcefield. If you don't have all of the crystals placed in the statues, then you will lose a life if you touch this forcefield. But since you have placed all the crystals in statues then you are safe. If you have placed all of the crystals in the statues, then the forcefield will disappear and you will be able to advance further to the elevator. Ride the elevator down and then go left. Before you reach the next room, you will have your first encounter with a Firebird on the stairs. Basically, it is a hopping red bird that spits flames at you. Get in really close to it as to avoid the flames and hit it many times as fast as possible to kill it. It does take several hits to kill, but it is not even that difficult when you use the correct strategy. In the next room, climb the golden brick stairs and walk left. When you see a golden pillar under the floor you are walking on, then jump left because there is a small illusionary floor right in front of the pillar. If you would fall for some reason, simply watch out for the Bots and then break your way out from the bricks to the right. But don't break too many bricks because you want to climb back on top of the upper platform again. Or I suppose you could just go into the next room and come back again to make the bricks

reappear. But either way, once you make it past the illusionary floor, then go to the elevator and then go down it. Once you ride the elevator down, go right into the next room. This next room is a long hallway with bridges suspended over lava. Believe it or not, this room is empty, not even a single Bago-Bago is in here! In the next room is another Firebird at the end of the room. The statue here is empty. Ride the elevator down. Upon going right, you will encounter two large brick wall structures that block your path. You can easily break through them but do it fast as there are tons of floating gargoyle heads in here. Once you get into the large area, you will run into the motherload of all tough enemies: The Birdknight. He is a lot like an Ironknuckle, only he is very fast and he jumps very high. You without a doubt should always cast the Shield spell when fighting it and maybe use the Life spell a few times as well. This one is red, and yes, there are blue ones later. You CAN try and ignore the Birdknight and run away from it if you want, and quite frankly, I don't blame you. But if you DO fight it, keep in mind that it is hard to hit as it jumps very high. You should try and do the run, jump, and strike technique but what is tricky is that he jumps when you jump a lot of the times, thus you will miss him. I would just ignore these guys as much as possible. After the birdknight is a small set of stairs with a measly Bot in it. (Quite a change of difficulty.) At the top of the stairs is a floor of bricks. Use your downthrust attack to break all the bricks under you so that you can escape out of this hellhole room. (That is if the Birdknight is still chasing you. If it is, run like hell!) Once at the elevator, go down through the long elevator shaft until you reach the bottom, and then go right. Before the next room is another Firebird and if you are lucky, you can push it into the next room so that you won't have to fight it. In the next room is a long open hallway with a few red Ropes in it and endless flying gargoyles. Beware, as the statue at the end of the room holds a red Birdknight inside of it. Just go down the elevator here. In the next room, you will have those two brick wall structures again, only this time there are Bots inside some holes in the wall and even worse, the worst of all fears, the blue Birdknight, it is in between the two wall structures. Here is a great strategy that I would use. Before getting through the first wall structure, try and "build some stairs" on the structure so that you are at the very top of the structure right before the right part of it. Notice how the Birdknight cannot get you up here, despite how high it can jump? Exactly. With this in mind, cast the Jump spell and you might want to cast the Shield spell as well. As fast as possible, jump down into the Birdknight pit and then run like hell to the next brick wall structure. Very quickly jump as high as you can, and destroy the highest bricks on the structure that you can reach. Now jump up to the opening that you have made and you are now safe from the ever so bad Birdknight. To be precise, the Birdknight cannot get you if you are four or more bricks above him. Now make your way through the second structure and exit this room to the right. This next room has a red Rope on top of a weak bridge. Simply run across the bridge quickly without stopping and kill or ignore the Rope along the way. After that is a pit of lava that a solid floor covers except that there is a small opening in the floor. There is a bubble madly hopping around in the pit of lava and if you wait long enough, then it will come out and get you. With that in mind, hop over this opening and run to the elevator to go down it. This next room is a long chamber with a Firebird and a giant skull bubble in it. Don't be scared, the skull bubble is pretty easy to avoid despite it's evil appearance. Kill or skip the Firebird, your choice, and then go into the next room. This next room is identical to the room you had before with the your first encounter with a Birdknight only this room is a lot tougher. There is a blue Birdknight in it this time instead of

a red one, and instead of a Bot on the stairs, you have a giant skull bubble. Although I am not positive, I think the skull bubble splits into a few smaller bubbles if you kill it but oh well. I will say however that this Birdknight is one that I would avoid. Simply run like hell and just run past the skull bubble and quickly break the bricks and then go down the elevator. Keep on riding the elevator until you reach an intersection. The exit to this level is below but there is a fairy to the right and a Link doll to the left! To get the fairy, climb up the brick stairs and situate yourself just above where the fairy is. Now very carefully do a downthrust, but do it slowly and try to break one brick at a time so as to not break the bottom bricks thus making you fall into the lava. Eventually, you will land on the fairy and get it. Once you get the fairy, whatever you do, don't use the downthrust. Jump and break some of the bricks to your left, so as to climb up them and walk yourself back to safe and solid ground again. To get the Link doll, you have to hop along a few platforms suspended over lava. There are Bots on some of the platforms but just wait for them to commit suicide by jumping into the lava. In the next room is a small room with a Link doll in it! Now be very careful on the way here and back as if you fall into the lava and die, then you just wasted a life. It is not hard at all to do as long as you are patient, slow, and careful, and if you wait for the Bots to jump into the lava. Once you get your fairy and Link doll, ride the elevator down into the below room. Go left into the next room and defeat the Firebird on the stairs. This room looks like a dead end but you are wrong. First things first, watch out for the annoying and nonstop flying gargoyles in here. But anyways, the fifth brick from the left end of the bricks is covering a very small illusionary floor. Stepping on that floor will have you fall down a pit and reach the last section of the dungeon. You are almost at the end now, only a few more rooms! Once you fall down the pit, make your way right into the next room. But before you do, beware the Big Bot that will fall down from the gap in the ceiling so as you don't have an aneurysm. The instant you first see him appear, use your upthrust attack and he will split into several smaller Bots. I will say however that these smaller Bots take several hits to kill each as they are like super-hybrid Bots or something. I suppose you could ignore them but they are not hard. In the next room is a long weak bridge suspended over lava. There is a bubble under the bridge and a few Myus on the bridge. With this in mind, try to jump as much as possible so as there will be no opening for the bubble to escape. Also jump over the Myus, or kill them if you really want to risk it. Your destiny is that very small and narrow hole you see below you. If you continue going right, there is a fairy a few rooms off. But I chose not to go there and I forget what is back there so enter it at your own risk. I think I remember it being hard though so I would just forget about it and fall down the hole. Be careful though, as the hole is very narrow. Try to situate yourself just above the hole and then fall down it. Once you fall down the pit, the exit is just a blink away. The boss's chamber is actually just to the room to the right but if you go left you can get a magic refill which is good to have. There will be a red magic jar inside one of the bricks that form the foundation of the first tall brick pillar thing that you see. You can max out you life and such and then get the red magic jar and you will be as good as new! Beware though, as there is a red Birdknight hidden in a brick on the far left. I think there may of been another magic jar here too but I don't know or care. If you care enough, you can try to find it but I would just go if I were you, especially since you don't want to risk summoning a Birdknight. Once you have your magic refilled, go right into the boss's chamber and no, there is no Big Bot that will fall from the ceiling like last time so you don't have to worry. Enter into the next room to

challenge the ultimate boss to a battle: The Thunderbird! This guy is by far the toughest enemy in the game so prepare yourself. I used to think he was impossible the first time I fought him but for some strange reason, upon fighting him now, he is not so bad after all. I guess only you can be the judge. He is still tough though. Walk into the main shrine and a giant red bird monster will fly out into the open. You MUST cast the Thunder spell and when you do, it will turn the Thunderbird blue. It is only vulnerable when it is blue thus you can't beat it otherwise. I would also cast the Jump and Shield spells as well. His hits take away a lot of health so that is why the Shield spell is good, and you need to jump high to attack him so that is why you should cast the Jump spell. After using all this magic, you won't really have much room for anything else like Life or anything, sorry but that's part of the challenge. Now here is the tough battle. Good luck. Once every thing is ready to go and he is blue, watch out, as he flies around the room dropping nonstop fireballs at you. The fireballs do a good amount of damage so obviously you want to avoid them. His vulnerable spot is his head, right around where that little white dot is. A great strategy is to simply keep an eye out for the fireballs and when he gets close, jump and strike his head. You need to aim well. I don't know why, but for some reason, he seems easier to hit when you are falling, rather than when you are jumping, but I guess that is the same for everything in this game. Pretty soon you will get a lot of hits in on him and he will explode and give you both a key and 1,000 whopping experience points!(Even though they are both worthless now.) That is why it is good to have many lives, as you may need them for him. So all in all, the Thunderbird could be the toughest enemy you have ever fought(That is what it seemed the first time I played it), or just a tough, but simple if you know what to do, enemy.(That is what it seems like now when I am more skilled and have a better strategy.) Once the Thunderbird is dead, he is dead for good, so you don't need to fight him again if you get a Game Over. "Game Over?! I thought that the game was over now?!" Nope, you have one final boss before you can say that you own Zelda II. Exit this room to the right to go into the very last room of the entire game! You will walk through a small hallway and emerge in a room with a weird little dwarf man on top of a platform standing next to the Triforce of Courage. He will disappear and the screen will grow dark and a shadow will come out of Link. The scenery is all in the darkened shadows and as you can see, you have a shadow of yourself standing right in front of you! That's right, meet Dark Link, you have to fight your own self now! Basically, he just mimics your moves and so it can be quite hard to defeat him, even when you use the classic run, jump, and strike maneuver. Infact, this battle can be quite a doozy, that is, if you don't do the right technique. If you use the right technique that I am about to show you, it will make Dark Link look like a Bit. What you need to do is go ALL the way to the left side of the room and face Dark Link. Now strike your sword as many times as possible. Dark Link will stupidly run into your sword every time. You probably won't even get hit once! After a few seconds, Dark Link is dead! So all you need to do is swing your sword a few times rapidly and that is it, the game is over! Thanks to BSulpher at GameFaqs for that move, I saw it in his walkthru.(Yeah, I looked a few walkthrus to help me every once in a while, so sue me.) Once Dark Link is dead, he will fall off to the side, the room will light up, and Link will move over to the middle of the room. That weird dwarf man(I have no clue who he is supposed to be) will give you the Triforce of Courage and Link will hold it over his head very proudly. After this, you will see Link in the North Castle and he will hold the Triforce of Courage above his head, as the Triforce splits into it's infamous 3 piece shape. Upon this, Zelda will awake from her slumber. Next you see Zelda facing Link

in an empty room and she says that you are a real hero and stuff. Wow, you save her and all she does is say your a hero? Oh wait, there's more. The drapes will then drop and you will see Zelda move closer to Link. I think you all know what happens after that. (Even video game characters need some luvin!) Some heroic music will play and Link and Zelda will leave to you know where. The credits will role as usual. (See if you can say the names 5 times fast.). You are thanked a million and then you can feel free to try again by pushing start. Pushing start will simply take you back to the Title screen. (No comment.) As you can see from the game file menu, you have a Triforce next to your name. Basically all there is now, is that you can beat the game again only with full stats and spells. I don't know why you would want to play it again now but suit yourself. What happens if you beat the game a second time? I don't know. But as of now, pat yourself on the back, you just beat one of the tougher (Toughest?) Zelda games. You can now move onto Link To The Past! (If you are beating them in order that is.) Congratulations, thus ends the quest. The end. Game over.

XV. FAQ

I am making this FAQ (Frequently Asked Questions) because of the amount of e-mail I get asking the same questions. The more I get of certain questions, the more I will update this FAQ. As of now, I only will have one question.

#1) Why doesn't the old man let me have the spell?

People usually are refering to the Reflect spell as I have had people ask me about that spell the most, but it could be any spell. You simply need to have more magic credentials such as stats or magic containers. If you need stats, you need to Level-Up your magic stat a bit more. But I really doubt that you need more stats as you usually need more magic containers. Infact, I don't even know if stats effect it, it might, but I am not even certain on that, it's probably the magic container. As for the magic containers, just look at this walkthru for where to get them, you must have missed one. There are 4 magic containers in all.

XVI.

And that is a rap. If you still have any questions about the game, feel free to e-mail me. I hope my FAQ was very useful and that you enjoyed it. Keep an eye out for my FAQs for all of the other Zelda games. Good luck.

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