

The Legend of Zelda FAQ/Walkthrough

by Dan_Simpson

Updated to v1.9 on Feb 6, 2005

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The Legend of Zelda
The Complete Walkthrough
a wee Guide for the Perplexed

June 8, 2001
Version 1.9

Written by: Dan Simpson
Email: manymoose@hotmail.com)

Email Policy:

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If you are going to email me about this game, please put  
The Legend of Zelda as the subject. Or just Zelda. Also please  
realize that I am not hiding cheats or any other information,  
i.e. everything I know about Zelda is in this guide.

If you see any mistakes, or have anything that you want to add  
please email me! I will, of course, give you full credit for  
your addition, and be eternally grateful to you.

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## Notes

The latest version of this FAQ can be found at:

<http://www.gamefaqs.com/>

If you need a copy of Zelda to play, might I suggest heading over to:

<http://www.zeldaclassic.com/>

If you are a webmaster and wish to post this on your web page, please email

me first. And if you do post this FAQ on your site, please make an attempt to keep it up to date. There is nothing worse than getting emails from people who saw an old version asking about things that are already in the newer versions. Well, maybe there are worse things, but it IS annoying!

The maps were made by me and as such, they don't look all that great. It certainly doesn't help that they are nothing more than ASCII text! Hopefully, you will be able to see the meaning there. If the maps and the ASCII text look like gibberish, set your FONT to Courier New, or any other Fixed Width font.

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What's New in 1.9:

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Added more information on Zelda Classic (PC).

For a complete Version History, check out the Final Words Section at the end of the FAQ.

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+=====+
| i. Introduction |
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A long, long time ago the World was in an age of Chaos. In the middle of this chaos, in a little kingdom in the land of Hyrule, a legend was being handed down from generation to generation, the legend of the "Triforce"; golden triangles possessing mystical powers.

One day, an evil army attacked this peaceful little kingdom and stole the Triforce of Power. This army was led by Gannon, the powerful Prince of Darkness who sought to plunge the World into fear and darkness under his rule. Fearing his wicked rule, Zelda, the princess of this kingdom, split up the Triforce of Wisdom into eight fragments and hid them throughout the realm to save the last remaining Triforce from the clutches of the evil Gannon. At the same time, she commanded her most trustworthy nursemaid, Impa, to secretly escape into the land and go find a man with enough courage to destroy the evil Gannon. Upon hearing this, Gannon grew angry, imprisoned the princess, and sent out a party in search of Impa.

Braving forests and mountains, Impa fled for her life from her pursuers. As she reached the very limit of her energy she found herself surrounded by Gannon's evil henchmen. Cornered! What could she do? ... But wait!

All was not lost. A young lad appeared. He skillfully drove off Gannon's henchmen, and saved Impa from a fate worse than death. His name was Link. During his travels he had come across Impa and Gannon's henchmen. Impa told Link the whole story of the princess Zelda and the evil Gannon. Burning with a sense of justice, Link resolved to save Zelda, but Gannon was a powerful opponent. He held the Triforce of Power. And so, in order to fight off Gannon, Link had to bring the scattered eight fragments of the Triforce of Wisdom together to rebuild the mystical Triangle.

If he couldn't do this, there would be no chance Link could fight his way into Death Mountain where Gannon lived. Can Link really destroy Gannon and save the Princess Zelda? Only your skill can answer that question. Good luck. Use the Triforce wisely.

Zelda is really two games for the price of one, there is the first Quest, and a second Quest--which is accessed by winning the first quest. An alternate way to play the second question is to name your character 'zelda', or anything that starts with 'zelda'--i.e. 'zelda 9'. (there does not need to be a space) You'll know if you are in the second quest because Link will hold up a sword. The only other thing happening on this screen is when you get a Blue or Red ring your Link will change colors.

The number on the character screen is the total of times you have died.

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| ii. Items |
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Container Hearts: (There are 5 exterior, 8 interior)

First Quest: 2 require bombing (12, 8) and (13, 3)

1 requires burning (8, 5)

1 requires the Stepladder (16, 6)

1 requires the Raft (16, 3)

Second Quest: 2 requires fluting (11, 4) (6, 1)

1 requires pushing a grave (1, 3)

1 requires the Stepladder (16, 6)

1 requires the Raft (16, 3)

-- more detailed directions are in the Walkthrough below --

Swords: Wooden - in cave at the start of the game (8, 8) -1x power-

White - on top of the waterfall (11, 1) -requires 5 hearts, 2x power-

Magic - 1 - in a tombstone (2, 3) -requires 12 hearts, 4x power-

- 2 - under a stone to the north (10, 1)

Magic Shield: can block fireballs, bought at various shops (90)

Rings: Blue - bought in a shop (250) cuts hits in 1/2

Red - found in Level Nine cuts hits to 1/4 (or 1/2 of Blue Ring hits)

Candles: Used to burn bushes, or to light up dark rooms in dungeons.

Blue - bought in a shop (60), can only be used once per screen

Red - found in Level Seven, can be used "willy nilly"

Bombs: Blows up enemies, and some walls.

can either be bought, or found after killing an enemy (20)

Bow: - 1 - found in Level One

- 2 - found in Level Five

Arrow - must be bought, everytime you shoot an arrow it costs 1 rupee (80)

Silver Arrow - found in Level Nine

Potions: there are 2 kinds, and each restores all of your hearts

Red - bought in potion shops (show letter to the old woman) Red can be used twice

Blue - same as red, but can only be used once

Boomerang: The Boomerang is the ideal weapon for slaying Bats, and retrieving items that other monsters drop. It can also stun monsters.

- found in Level One

Magical Boomerang: - 1 - found in Level Two

- 2 - found in Level Three

Bait: used in dungeons, when a monster says "Grumble, Grumble"
must be bought (60)

Raft: used to cross bodies of water, from a dock.

- 1 - found in Level Three
- 2 - found in Level Four

Stempladder: can be used to cross small bodies of water

- 1 - found in Level Four
- 2 - found in Level Six

Flute: On the overworld summons a Warp Tornado, also annoys the Digdogger.

- 1 - found in Level Five
- 2 - found in Level Two

Magic Wand: fires magic bolts

- 1 - found in Level Six
- 2 - found in Level Eight

Magic Key: a skeleton key, opens all locked doors

- found in Level Eight

Magic Book: changes the magic wand so that the magic bolts turn to fire

- 1 - found in Level Eight
- 2 - found in Level Four

OTHER ITEMS:

Rupees - your basic money source, they come in both the 1 and 5 variety

Magic Clock - freezes the enemies on the screen

Bracelet - can push rocks with it

little Heart - refills your life 1 heart

Map and Compass - show you the entire level, and where the boss is

Fairies - refill more life

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| iii. Map of Hyrule |
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Note: These maps don't list every single secret in the game, only the
"important" things.

FIRST QUEST:

	X	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16				
Y																					
1							9					W		5			L		\$		
2																					
3			M		6			B									H			H	
4						R				1						2					
5				7				4		S		H									
6																				H	
7				\$											\$			8			
8						3				X					H						

SECOND QUEST:

	X	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16				
Y																					
1		9							H			M		W						R	
2			L								8			4							

FAQ: I checked, and I don't have the ZQUEST.EXE file, where is it?

A: Chances are that you either missed seeing it, or downloaded an earlier version that didn't carry it. Go to <http://www.zeldaclassic.com> to get the updated version. Install that and you should find it.

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+-----+
|                FIRST QUEST WALKTHROUGH:                |
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+=====+
| 1. Before you Hit Level One...                            |
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Itinerary: Pick up 3 hearts, the White Sword, the Letter, the Blue Candle, the Magic Shield and the Blue Ring

HEART 1:

- * Get the wooden sword in the cave.
- * Head right 8 screens (half the length of Hyrule) until you reach the sea, killing everything and getting money. If you also get bombs from the enemies then you can skip the next step.
- * Go up one screen, into the cave, and buy --BOMBS-- (20 rupees)
- * Go down and then left 4 screens. There is a path to the north here, place your bomb on the wall to the left of the path, the 2nd tile from the right.

```
-----
|BBBBBBBBBBB  BB|      Map: Location of --HEART-- 1
|BBBBBBBBBB.B  BB|      Key: B - Stone
|BBBBBBB      |          . - Bomb Here!
|BBBBBB      |          ~ - Water
|BBBBB       |
|            |
|BBBBB ~~~~~~|
|BBBBBB ~~~~~~|      * Go in the cave and get your --HEART--!
|BBBBBBB~~~~~~|
γγγγγγγγγγγγγγγγγγγγ
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HEART 2:

- * Head north 5 screens (or until you can't go north anymore)
- * Go right 1 screen. There is a big rock in the center of the screen. Bomb the rock again 2nd from the right side. (note: notice the diagonal rocks by on the edge of the big rock, those can't ever be bombed, but they still count when I say "2nd from right")

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|BBB=BBBBBBBBBBBB|      Map: Location of --HEART-- 2
|BBB=BBBBBBBBBBBB|      Key: B - Stone
|                BBBB|          . - Bomb Here!
```

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|      BBBB  BBBB|          = - Ladder
|      BBBBBB BBBB|
|      BBBBBB      |
|      \BBB./      |
|                  |          * Again into the cave and get the 2nd ==HEART==!
|BBBBBBBBBBBBBBBB|
|TTTTTTTTTTTTTTTT|

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LETTER:

- * Go right 1, bomb by the north path 2nd from right, go in the cave for 30 rupees.
- * Go up, then right, then up the ladder and into the cave to get the ==LETTER==! Now you can buy potions from the Old Woman!

100 RUPEES, WOW!:

- * Go back down the ladder and head right again.
- * You should be at a place with an opening in a tree surrounded by other trees (that is one of the gambling places in Hyrule).
- * Walk to the right side of the large tree and walk straight up, and hopefully, through the illusionary wall to the North.
- * Go in and grab your 100 rupees.

BLUE CANDLE:

- * Go back down the ladder and back through the illusion, from there go left twice, and down twice. Touch the statue on the right, he'll run off revealing a staircase! Inside is 30 rupees!
- * Go back up, then left twice, then down 5 times, then left 4 times and you're back where you started! If you're not there, then find your way there.
- * Head north, and place a bomb on the north wall 2 tiles to the left of the protrusion on the wall, go in and get 30 rupees! You should be rolling in dough now!
- * Go to the left and into the cave, and buy the ==BLUE CANDLE== (60) There is a Magic Shield there, but don't buy it, we can get it for cheaper elsewhere!

MAGIC SHIELD:

- * Now go left, then up, then to the right. In the center are 6 bushes, burn the lower left bush and go in to get 10 rupees!
- * Go up. Burn the bush on the corner of all the bushes, go in the shop and buy the ==MAGIC SHIELD== (90). Told you we'd find a cheaper one!

HEART 3:

- * Go right 1 screen. Burn the 5th bush from the right side and go in and grab your ==HEART==!

WHITE SWORD:

- * Now is the time to trade in your beat up old Wooden Sword for the White Sword.
- * Go right 1 screen, and burn the top bush on the right side, go in and get 30 rupees!

X = k					
γ	=				
		k	B - ^		
			=	γ	
w ~		m = z - k			
γ	=	:		γ	
_ - k - C					
		=			
k - E - k					
γ	γ	γ			

Key: E - the Entrance B - Boss
k - Key ^ - Triforce
C - compass = - locked door
m - map ~ - sealed door
w - Wise Man : - bombable wall
X - ==BOW==
z - ==BOOMERANG==

Walkthrough:

- * Go right kill all the Stalfos (skeletons) one of them will drop a key. Then go left twice, kill all the keeses (bats), and another key will appear.
- * Go back to the right. Open the locked door to the north and go up 2 screens, kill all the enemies to get the third key.
- * Go to the right and pick up the compass.
- * Go left, here you can either bomb up, or head left again. Assuming you head left, unlock the door then head north.
- * Push the block to open the sealed door to the left, inside is a Wise Man, who says: "Eastmost Peninsula is the Secret"
- * Go right, you'll be in the room north of where you could have bombed. The Map is here.
- * Now go north, kill all the Stalfos and get their key and open the door to the north.
- * Go north again, kill the Goriya's (boomerang goons) and get yet another key, open the door to the left.
- * Go left and run in quickly to avoid the trap, then go to near the bottom of the screen so that you can fake the trap out and get by. Then on the left side push the far left block up (or down) to get to the stairs, and the ==BOW==!
- * Return to where the map was, open the locked door to the right, go right, kill the Goriyas and get their ==BOOMERANG==!
- * Go to the right, and stay near the door, wait for the hands to come out of the wall, and kill them. They're a good source of money. But don't let them touch you, or you have to start the level over. Then go pick up the key and open the northern door.
- * Go north, and you will be at the BOSS.

BOSS: Aquamentus (Dragon) - 3 hits with the White Sword

Stand across the room and throw your sword at the dragon's head, letting your shield stop the fireballs. Or alternately, just bomb him. Just three short hits with your sword, and you have beat your first boss!

* Go up, kill the Goriya and get their bombs, then head north to the BOSS!

BOSS: Dodongo (rhinosaurus looking thing) - 2 bombs in its mouth

Dodongo is the easiest boss of all, just walk in front of him, and put a bomb in his mouth, wait for a second then put down another bomb he'll eat that one and die. Or if you want a challenge, place a bomb so that when it explodes it is directly on his back (not as easy as it sounds), which will stun him; and you can then finish him off with your trusty sword.

+=====+
| 4. Level Three, "The Manji" |
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Location: from Level Two - down, right, down, left 5, down, left 5, down, right
from origin - up, left 4, down, right
x,y - (5,8)

Notes: On your way to Level Three you might want to buy a red potion, that is if you have 68 saved up.

Treasure: Raft, 1 Heart, 1 Triforce

Map:

k - w	Key: k - a key	^ - the Triforce
~	m - the Map	: - bombable wall
^	C - the Compass	~ - sealed door
=	b - bombs	= - locked door
k - b = m : B	E - the Entrance	
~	w - Wise Man	
= C - b : _ ~ \$	\$ - 5 rupees	
~ ヽ	X - the ==RAFT==	
X k	B - Manhandla (the Boss)	
k - E		
ヽ ヽ		

Walkthrough:

- * Enter the level and go immediately to the left, kill the Zol (blobs) and take the key.
- * Go north take out those Zol and take their key too.
- * To the north you'll find 3 Darknuts (knights), they are only vulnerable in their back or in their side, when they die they leave bombs. You can bomb to the right, but head to the left instead.
- * Kill the Keeses (the bats) and get the compass. Open the locked door, and continue left.
- * The room will be stuffed full of knights, kill them and the south door will open.
- * Go south, avoid all those knights and go down the staircase to get your wonderful wonderful ==RAFT==
- * Go north twice, and pick up the key. Avoid the Bubbles (flashy things), they steal your sword... temporarily.

- * Head right, kill the Keeses, and get yet another key, continue right through the locked door.
- * Then go through the locked door to the north.
- * Kill the Zol, and push the left stone to open the door, and continue north where you will find a Wise Man who reminds us to get the White Sword.
- * Head left and get the key, kill the Keeses to reopen the door.
- * Then go south twice and then through the locked door to the right.
- * Get the map. There's an easy way, and a harder way, to reach the BOSS. The easy way is to bomb to the right, the hard is to go down, right, up.

BOSS: Manhandla - 2 sword strikes on each "claw", or 1 well placed bomb
 There are 2 ways to beat Manhandla, an easy way and a hard way.
 The easy way is to drop a bomb and blow him up, the hard way is to attack him with your sword. As you take off each claw, he will move faster and faster.

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| 5. Something to do Before Level Four                                     |
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Itinerary: 1 Heart

HEART 4:

- * from the origin, head ALL the way to the right. (from level 3 to the origin is: left, up, right 4, and down)
- * Go up 4 more times and then raft across from the dock to an island.
- * Go in and grab your fourth HEART! (you should now have 10 total, 8 on the bottom row and 2 on the top)

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+=====+
| 6. Level Four, "The Snake"                                           |
+=====+
  
```

Location: from Level 3 - left, up , right 2, up 2
 from the origin - up, left 2, up 2
 x,y - (6,5)

Note: Level Four is on an island and requires the Raft to reach

Treasure: Stepladder, 1 Heart, 1 Triforce

Map:

```

  _   _   _   _
|w|=|k|-| | |^|
~   :   |   |
|M|:|S|:|_|~|B|   Key:   k - a key
|   :           ?       E - the entrance
| |-|m|           m - the Map
=   =           C - the Compass
| |=|_|~|X|      X - the ==STEPLADDER==
|           ?       w - a Wise Man
|k|           M - Manhandla
  
```

```

|      _
|_|-|k|
      |      _
      | |=|C|
      _ |   ヽ
|k|-|E|
      ヽ   ヽ

```

```

S - Secret!
B - Boss
^ - Triforce
= - Locked Door
~ - Sealed Door
: - Bombable wall

```

Walkthrough:

- * Enter the level, go immediately to the left, kill all the Keeses and they'll leave a key, go back to the right and then up.
- * You'll find yourself in a room with 3 odd monsters called Vire, stab them and they become 2 red bats.
- * Open the locked door to the right, go into the dark room and light a candle get the compass, then come back out.
- * Go north, kill all the Keeses and grab another key.
- * Continue to the left into another darkened room. Again use the candle to see, and then go north.
- * You'll be in yet another dark room, this time there are Zol (blobs) and a key here. Get the key and continue north.
- * Yes another dark room, but this time don't light a candle or kill the enemies, go straight through the locked door to the right.
- * Kill all the baddies to open the door to the right, and go that way. Don't bother with the door to the north, it doesn't lead anywhere.
- * Kill all the monsters here, and push the left stone to open up a stairway. Do not let those orange monsters (they're called Like Likes) hit you!! They'll steal your Magic Shield permanently! Go down the stairs to get the ==STEPLADDER==! You can now step across small bodies of water!
- * Go back to the left twice to the darkened room. Light it up and you'll see that there is a little moat blocking you from the locked door to the north. Well walk right over it! Your stepladder will do the rest. Then go through the door to the north.
- * Head right to pick up the map. You should then bomb the north wall and go through it. You will be in a blackened area on the map, and its full of money! Get the money. You can bomb in all directions here. There's a Manhandla (Level 3's boss) to the left, so instead, go north.
- * Pick up the key, and kill the Keeses. Don't bother opening the door to the left, since its just a wise man who says "Walk into the waterfall", so instead, go back down the bomb hole, and from there go right through another bomb hole.
- * Kill the monsters and push the left stone to get to the BOSS!

BOSS: Gleeok (Multi Headed Dragon) - 8 hits with the White Sword, give or take He cannot be hurt by bombs, so you have to walk up to his heads, and stab them. After several hits, the head will fly off and shoot fireballs at you (which your Magic Shield for some reason won't block). Cut both of his heads off to beat him.

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+=====+
| 7. Things to do with a Stepladder... |
+=====+

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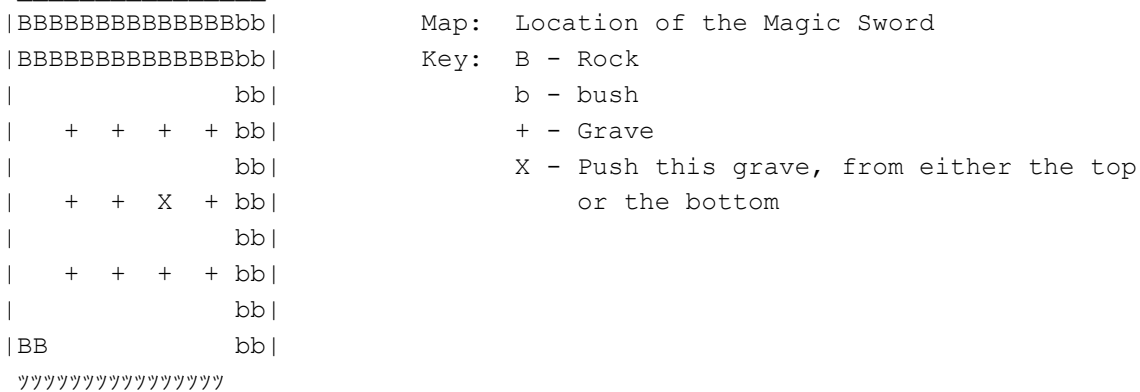
Itinerary: 1 Heart, The Magic Sword, the Bracelet

HEART 5:

- * Go back off the island of Level 4, then down again, and right 2 times, and the down (back at the origin)
- * From the origin go all the way to the right. Then go up, go in the cave and buy the ==ARROW== (if you haven't already, 80 rupees). Then go up, walk across the platforms with your stepladder and get the last ==HEART==

MAGIC SWORD:

- * Return to the Origin (down 2, left 8)
- * Go up, left 4, down, and then left along the lower path, and then left again.
- * Go up, and you will be in the "Lost Forest". From here go UP, LEFT, DOWN, and LEFT again to get out of the Forest.
- * Go north twice and you will be in the Graveyard. Right and up twice to get to the right part. Then push the grave on the middle row, third column Push it from either the bottom or the top. Then go in and get your ==MAGIC SWORD==



BRACELET:

- * Go down, right 2, up, and right.
- * There will be 2 lines of statues, touch the top right one, he'll walk away, and leave a ==BRACELET== behind!

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+=====+
| 8. Level Five, "The Lizard" |
+=====+

```

Location: from the Bracelet - up, right 7, up 4
from the origin - right, up 5, left, up, right 4, up 4
x,y - (12,1)

Notes: Just before you reach level 5, (the up 4 part) you will be in the "Lost Hills" the only way out is to go left, or go up 4 times to reach Level Five. Plus before you go in, make sure to have all 8 bombs, and at least 100 rupees.

- * There are three red knights here, but they're no match for your Magic Sword, grab the compass and go up again.
- * There is a key in here, get it. Also there is a hodge podge of monsters, kill the mummies with your sword, the bunnies with your bow, and the bats with either the boomerang or the sword. Open the door and go left.
- * Kill the mummies to get another key, continue left.
- * Ignore the bunnies for now, and bomb up to talk to the Wise Man "Secret Power is said to be in the Arrow", go back down and shoot the bunnies with your bow. Go left.
- * You may notice that door to the south, but there's nothing but mummies down there so don't be fooled, and take that BOSS down!

BOSS: Digdogger (Giant Eye) - 2 Hits with Magic Sword

First play your flute, which will turn Digdogger into a mini Digdogger, then just whack the little Digdogger twice and you're done!

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+=====+
| 9. Level Six, "The Dragon" |
+=====+

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Location: from Level Five - down, left 6, down, left 2, down, left, up
 from the Origin - right, up 5, left, up, left 2, down, left 2, down,
 left, up
 x,y - (3,3)

Treasures: Magic Wand, 1 Heart, 1 Triforce

Map:

<pre> _ _ _ _ X : : w ^ _ = ~ ~ _ G ~ m ~ k ~ _ B i = ʘ = \$: k ~ k ~ _ ʘ _ ~ i b ʘ ʘ ~ k C w _ = b = E ~ k ʘ ʘ ʘ </pre>	<p>Key: k - a key E - the entrance \$ - 5 rupees b - bombs X - ==MAGIC WAND== w - Wise Man m - the Map C - the Compass G - Gleeok (multi headed dragon) i - (tunnel, i connects to i) B - Gohma (BOSS) ^ - Triforce : - bombable wall ~ - sealed door = - locked door</p>
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Walkthrough:

- * Go to the right. Light up the room, and kill the Wizzrobes. You can block their magic with your Magic Shield, and kill them with your Magic Sword. Get the Key. Go up. (if you only have one key DO NOT GO UP!)
- * The wise man will say "Aim at the eyes of Gohma" An odd thing to say since Gohma only has one eye. Return to the entrance.
- * Now go through the locked door to the left, kill the Wizzrobes there and

they'll leave you some bombs, how nice. Go up.

- * Kill all the blobs, and they'll leave the compass. Continue up.
- * You'll be in a room with a sealed door to the north, and full of bats. Kill all the bats and they'll leave a key, and open the door. Again go up.
- * Dash past the 3 traps in the room and go up yet again.
- * You'll find yourself in the hardest room of the game (so far). It has 2 Wizzrobes (not hard), 2 Blue Wizzrobes (harder), 2 Sword Stealers (hard), and 2 Shield Eaters (very hard). So avoid touching the sword stealers, and the shield stealers, while killing all the enemies. Oh and did I mention that the door closes behind you? Once they're dead push the left stone to open the doors. Go up.
- * Don't bother trying to kill the enemies, and don't go up either, bomb the right wall and go that way.
- * Ignore these Wizzrobes as well, grab the key in the center of the room and go up.
- * Kill the monsters, and get the map. Go up through the locked door.
- * Kill the Wizzrobes, and push the left stone and go down the stairs to get the --MAGIC WAND--. Go back down, and then to the right.
- * Grab the key in the center of the room, and go back to the left, then down, and then down again.
- * Kill all the bouncing guys (1 hit with the Magic Sword!) and the doors will open. Go right.
- * Kill all these enemies, push the stone, and a staircase will open. Go down the stairs.
- * You'll arrive in the top corner of the map, now go down.
- * Kill the 3 hoppers and get another key. Go left.
- * Don't bother going down, it's only bombs down there, and don't bother killing the enemies here, so unlock that door to the north and fight the BOSS!

BOSS: Gohma (Giant Spider) - 1 arrow right in the eye
 Have your bow equipped, and when he opens his eye, shoot him in the
 aforementioned eye. Easy.

```

+=====+
| 10. Level Seven, "The Demon" |
+=====+

```

Location: from Level Six - down, left, down, left, down 2, right 2, up 2
 from the Origin - up, left 4, up, left, up
 x,y - (3,5)
 Level Seven is under the lake, to make the stairs to it appear,
 play the flute.

Notes: Be sure to have purchased --BAIT-- before coming to this level, also

have 100 rupees on hand to buy the second Bomb Capacity Increase.
 (Bait can be obtained from the same shop where you got the Blue Ring,
 for 60 rupees, from Level Seven its down, right 2, up 2)

Treasures: Red Candle, Bomb Capacity Increase (100 rupees), 1 Heart, 1 Triforce

Map:

<pre> _ _ _ _ _ S : \$ ~ k b D : i : ~ _ = ~ ヽ m = _ : X : b = F _ _ ヽ T i : B ~ ^ = _ _ ヽ \$ ~ F : k _ ~ ヽ W = _ _ D ~ ~ C w : : ~ _ _ b : b ~ ~ _ ~ F ~ k ヽ ヽ k E ~ b ヽ ヽ ヽ </pre>	<p>Key: k - a key : - bombable wall E - the entrance ~ - sealed door S - a Secret = - locked door X - ==RED CANDLE== b - bombs D - Dodongo's F - Digdogger w - Wise Man W - Bomb Capacity Increase C - the Compass m - the Map T - Monster (needs ==BAIT==) \$ - 5 rupees i - tunnel (i connects to i) B - Aquamentus (BOSS) ^ - Triforce</p>
--	--

Walkthrough:

- * Once in the level, go immediately to the right, kill the Moldorms (worms) and get their bombs. Go up.
- * Bomb the north wall, but don't go that way yet, go right.
- * Kill the enemies to open the door to the north (there's a wise man up there) and go right again.
- * There's a Digdogger here, if you kill him he leaves bombs, continue right.
- * Kill all the Stalfos (skeletons) to get a key. Head left 4 times.
- * Kill the Goriya's (boomerang goons), don't get the bombs yet, first bomb up and to the left. Then get the bombs and go left.
- * Kill the Keeses (bats) to get yet more bombs. Head down.
- * Grab the key, and head back up, then up again.
- * Don't bother killing the Dodongo's (they only leave 5 rupees), and continue through the locked door to the north.
- * You'll find the second (and final) bomb capacity increase wise man. For a measly 100 rupees you can carry 4 extra bombs. If you can buy it! Then go back down and then to the right.
- * Killing the Goriya's here will open the door to the right, go that way.
- * Kill all the Stalfos (Skeletons) and grab the compass, then back to the left and then up.
- * Kill the enemies to open the door then go up again.
- * You'll find yourself facing another Digdogger. So play your flute, but this time he becomes THREE little Digdoggers. Kill them as soon as they

become small. Then bomb the right wall and go right.

- * Kill the Moldorm, and take the key. Head left twice.
- * The door will close behind you as you enter the room. Kill the enemies and not only will the door open up again, but you'll get 5 rupees for your trouble. Wow. Go north through the locked door.
- * Here you'll see a monster who says "Grumble Grumble". Just use the bait and he'll go away. Go north.
- * Get the map, kill the enemies, and bomb to the north. Go up.
- * You've found the secret! Wow! Grab the rupees, and then bomb to the right. Go right.
- * Kill the Goriya's to open the doors and get your 5 rupees. Go right.
- * Kill the Goriya's (again) and get the key. Go back to the left, and then go down.
- * Bomb right and go that way.
- * Kill all the enemies (to get the ones inside the stones, use your wand), and push the left stone out of the way, go down and get your ==RED CANDLE==
- * Bomb and go to the right, kill the enemies to get some more bombs. If you need more bombs go north and kill the Moldorm to get bombs, otherwise go right.
- * Kill the Digdogger (again there are 3 mini digdoggers) to open the door to the north.
- * Don't bother with the Dodongo's (rhino's) they only leave bombs, so just bomb to the right and go right.
- * In this room you need to kill all the Wall Masters (giant hands) before you can push the stone that opens the staircase. Complicating things are the Bubbles (sword stealers). So stand by a wall, kill the Wall Masters and avoid the Bubbles. Then push the middle stone on the right side, and go down the stairs.
- * Bomb to the right, head that way and to the BOSS!

BOSS: Aquamentus (Dragon) - 2 Hits with Magic Sword
 The same as Level One. Just hit him twice with your Magic Sword and he's dead!

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+=====+
| 11. Level Eight, "The Lion" |
+=====+
  
```

Location: from Level Seven - down, right, down, right 8, up, right, down, right
 from the Origin - right, up, right 4, up, right, down, right
 x,y - (14,7)

Notes: Level Eight is under a suspicious looking bush in the middle of a path.

Treasures: Magic Book, Magic Key, 1 Heart, 1 Triforce

Map:

b	Key: k - a key
~	b - bombs
b : G ~ X	w - Wise Man
= ヽ	z - ==MAGIC BOOK==
^ S : m	m - the Map
~ :	C - the Compass
w B w ~ i	M - Manhandla
: ~ = ヽ	S - Secret
k ~ i G = \$	G - Blue Gohma
ヽ ~	\$ - 5 rupees
k - k ~ k = C	X - ==MAGIC KEY==
ヽ ヽ : ヽ	i - tunnel (i connects to i)
M	B - Gleeok (BOSS)
	^ - Triforce
z ~ M - E - k	: - bombable wall
ヽ ヽ ヽ ヽ	~ - sealed door
	= - locked door

Walkthrough:

- * Go right, grab the key, and return left, and then left again.
- * There's a Manhandla here, bomb him, kill him to open the door to the left and get 5 rupees. Go left.
- * Kill the monsters, push the stone, go down the stairs and get the Magic Book! Return to the Entrance and go up.
- * There's another Manhandla here, kill him (or don't) to get 5 rupees, then bomb up, and go that way.
- * You'll be in a room full of Blue Knights, kill them all to open the top and the left doors, and to get the key. Go right first.
- * There will be a room full of Poles Voice (bunnies) shoot them with your bow and collect the compass. Go back to the left.
- * Go left again, kill the monsters, and get the key. Then go left again, and kill the 3 knights and get their key. Then back to the right, and right again.
- * Go up. Don't bother fighting the monsters, just continue up through the locked door.
- * Quickly bomb up (don't kill the knights yet) and go north!
- * Kill the Manhandla to get the Map, bomb to the left, and go that way.
- * Grab all the rupees, and go up.
- * Kill the Poles with your bow, get the bombs and bomb right. Go right.
- * Here you'll find a Blue Gohma. Shoot its eye (when it opens) 3 times to open the doors. Don't bother going up (just bombs up there), so go right.
- * Kill all the monsters. Push the left stone and go down the staircase to get the ==MAGIC KEY== and then go back left and then down twice.
- * Kill all the Blue Knights to open the sealed door to the. Go right.

- * Avoid the enemies and go down the staircase, when you come up, kill all the Pols with your bow, get the key, bomb up to fight the BOSS.

BOSS: Gleeok (Multi Headed Dragon) -

Same as Level 4, except now he has more heads. Just cut off each head one by one until he dies.

```

+=====+
| 12. Level Nine, "Death Mountain" |
+=====+

```

Location: from Level Eight - up, left 2, up 3, left 4, up 2, left 2
 from the Origin - right, up 5, left, up 2, left 2
 x,y - (6,1)

Treasures: Red Ring, Silver Arrow, Ganon's Triforce

Notes: The entrance to Death Mountain is in the Left rock, place a bomb in the middle of the rock to open it. Come prepared to this level, full life full bombs, adequate money supply (for arrows), and a Red Potion.

Map:

<pre> _ _ _ _ _ = w 6 : 5 2 : w R ~ ~ _ _ _ = : X b \$ = 1 = \$ - P : = = : : 4 P : _ = b : b = \$: m ~ _ = : = : 5 : Z _ : \$ C _ : b = ~ _ _ _ _ \$ B w \$ - - k = ~ ~ : : _ ~ 6 : 1 : k k _ = : ~ ヽ 4 - \$ = 2 _ - _ ~ ヽ = _ 3 _ = 3 E ヽ ヽ ヽ </pre>	<p>Key: k - a key E - the Entrance 1-6 - Tunnels (1 connects to 1, etc.) b - bombs \$ - 5 rupees w - Wise Man C - Compass m - Map (guarded by a Patra) R - ==RED RING== X - ==SILVER ARROW== P - a Patra B - GANON (BOSS) Z - Princess Zelda : - bombable wall = - locked door ~ - sealed door</p>
---	---

Walkthrough:

- * Welcome to Level 9! Looks complicated, but it isn't so bad. First go up, and if you have passed all the other levels go up again.
- * If you kill all the monsters here you can get a key, don't bother, just bomb to the left, and go that way.
- * Kill the Lanmola (fast centipede things) push the left stone and go through the tunnel. When you come out, go through the locked door to the right.
- * Avoid the Wizzrobes, and bomb down. If you kill all the monsters here they'll leave you bombs. Then bomb down again.
- * You are now in one of the "Eyes" of Death Mountain. Kill the Wizzrobes and take the compass. Then head back up, then up again, and then right.
- * Avoid the Patra (that eye with the smaller eyes spinning around it), and go down.

- * Kill the gels to get 5 rupees. Bomb right, and go there.
- * There is another Patra here, kill him and get the map. You kill a Patra by killing the smaller eyes around it first, then attacking the center. Then once he's dead and you have the map, bomb up.
- * Ignore the enemies here, and bomb up again.
- * Kill all the enemies, push the left stone, and get the ==RED RING==!! Go back down twice, then left, then up.
- * There's another Patra here, and they are really annoying. If you kill him you'll get 4 bombs. If you don't need the bombs, and can get past him, go through the locked door to the north.
- * A wise man tells you to "Go to the next room". So bomb to the left, and go to the next room!
- * Kill the Wizzrobes, push the left stone, and go down the stairs.
- * Kill all the Zols (blobs) and go through the locked door to the left.
- * Kill the keeses (bats) to get another 5 rupees, yay. Continue to the left.
- * There's another Patra here, and a key. You don't need a key. Kill the Patra, push the left stone, and go down the stairs.
- * Ignore the Wizzrobes here (if you can), and bomb up, and go through the hole there.
- * Here you have to kill all the Wizzrobes. Then push the middle stone on the right to open the staircase to the ==SILVER ARROW==! Only 1 thing remains in the entire FIRST QUEST, and that is to kill Ganon! Go back down.
- * Kill all the Wizzrobes, push the left stone, and go back through the tunnel.
- * Then go north 3 times, ignore the enemies and bomb to the left. Go left.
- * Run into the room quickly to avoid the traps, kill all the monsters, and push the left stone to open up the staircase. Go through the tunnel.
- * Ignore these enemies, and bomb the left wall and go left.
- * Kill all the enemies, push the left stone, and go down the staircase.
- * Kill the Patra, and go up to fight GANON!

BOSS: Ganon (Pig thief) - 4 hits with the Magic Sword

Ganon isn't so tough. He'll disappear and shoot fireballs at you. So walk around the room in a regular pattern and stab with your sword. You will eventually hit him. Do that four times, and he'll turn brown in color. That's when you nail him with the Silver Arrows. Then he bursts to dust leaving his Triforce.

Go up to the next room. There are 4 flames there, kill those with your sword, and walk up to Zelda.

CONGRATULATIONS!

=====+
+-----+
| SECOND QUEST WALKTHROUGH: |
+-----+
+=====+

The second quest jumbles the locations of most the levels and items, and adds a lot of difficulty to the levels. In particular, in the levels there are now illusionary walls, some that go 2 ways, and some only 1.

If you follow the walkthrough exactly you'll have an excess on keys, but if you explore on your own, try to conserve keys. It's very helpful to have some extra keys. Never ever buy keys.

Also there are 3 new monsters, the Red Bubble (takes away your sword, PERMANENTLY), the Blue Bubble (gives your sword back), and the Electric Rope.

=====+
| 13. Pre- Level One |
+=====+

Itinerary: 1 Heart, Bracelet, Letter, Blue Candle, Magic Shield

HEART 1:

- * Grab your Wooden Sword, and then go up, and then left 4 times. Then go up and around the bush, and back down, and go left into the Lost Forest. Kill all the enemies on this route to get money, and ==BOMBS==, if you don't get bombs, you'll have to buy them later.
- * As always its "Up, Left, Down, Left" to get through the forest.
- * Go up 4 times (avoid these enemies like the plague), and push the grave on the middle row, 2nd from the right. Go in and get a ==HEART==.

BRACELET:

- * Go right, then down, the right again, and finally up. Go into where Level Six used to be to get 30 rupees. Go back down. This is a very difficult spot, but try to avoid the enemies and go right.
- * Go up the right staircase and then go right. Touch the top right Armos (statue guy), he'll come to life, revealing the ==BRACELET==.
- * If you didn't get BOMBS earlier, go right and into the cave to buy them.

LETTER:

- * (from the Bracelet) Go up, and then left, and up. Then go left 3 times, and down again. Push the far left stone to open the entrance to the Old Man. Go down and get the letter.

BLUE CANDLE:

- * We need to buy this item, at 60 rupees. First off return to the Origin. (up, right 3, down, right, down, left, down, up the left staircase, push the left rock, down the stairs, if you come out where there are Blue Tektites (spiders) you're there, go left twice and there's the origin!)
- * The candle shop is up, and left, but if you don't have enough money here are some places: (from origin)
 - right, up 5, right 5 - bomb same as first quest (2nd from right by

the north path) 30 rupees
 - then from there, go down 1, touch the right Armos (statue) and go
 down the stairs for another 30 rupees
 Once you have at least 60, go buy the Blue Candle.

100 RUPEES, GOSH!:

* Go left 3 (from the Candle Shop), and then up. Burn the lower left,
 green bush, go in and get 100 rupees!

MAGIC SHIELD:

* We want a Magic Shield now, so go down, right twice, up and then right
 again. Burn the lower left bush (of the middle 6 bushes) to get another
 10 rupees.

* Go up, and burn the corner bush, go in and buy the ==MAGIC SHIELD==, cost
 a fair 90 rupees.

BLUE RING:

* Chances are you don't have enough rupees to buy the Blue Ring (250), so
 we must go fundraising again:

- go right twice (from the shield) and burn the bush (same as in
 the first quest, on the right side, the very top) 30 rupees
- go up, burn the bottom right green bush, 30 rupees
- go right 5 times, down twice, and then right, touch the right
 Armos to reveal a staircase. 10 rupees.
- and as always killing monsters is a great source of money,
 especially the Blue Tektites (2 screens right of Origin) and the
 Red Leever (4 screens right of origin)

* Whenever you have 250 rupees, go all the way to the top right corner of
 the map (from the origin it's right, up 5, right 5, up, right twice, and
 then up through the illusionary rock wall) Go in the shop and buy the
 ==BLUE RING==!

Other Things to do:

* Another thing that is HIGHLY recommended is to buy a Red Potion.

```

+=====+
| 14. Level One, "The Big 'E'"                                     |
+=====+
  
```

Location: from the origin - right, up 4, left
 x,y - (8, 4)

Treasures: Boomerang, 1 Heart, 1 Triforce

Map: 1 2

```

1  |B|~|^|
   :
2  |_|=|1|
   ~
3  |M|
   |
4  |$|=|D|
   | ~
5  |b|-|m|
   | ~
6  |C|
  
```

```

Key: k - a key - also one at (2, 2)
     E - Entrance
     $ - 5 rupees
     X - ==BOOMERANG==
     b - bombs
     C - Compass
     m - Map
     M - Moldorm
     D - Dodongo
  
```

	-	1 - Tunnel (1 connects to 1)
7	k : 1	B - Aquamentus (BOSS)
	:	^ - Triforce
8	E - X	: - bombable wall
γ	γ	= - locked door
		~ - sealed door

Walkthrough:

- * Go right first, kill the Goriya's and they'll leave the --BOOMERANG--.
Go back to the left, then go up.
- * Kill the Goriya's, and get the key. Bomb to the right, but don't go there just yet. Go up.
- * Kill the Stalfos here (they now throw their swords at you!) and get the Compass. Continue up.
- * Kill the Blue Goriya's, and they leave you some bombs. Go up, kill all the little gel's and get the 5 rupees, then go right through the locked door.
- * Kill the Dodongo, to open the sealed door to the south, go down, get the map (kill the keeses to open the door again), go back up, then left, then down 3 times, and right through the bomb hole.
- * Push the left stone, and go down into the tunnel.
- * You'll be in a room with 3 bubbles, and Wall Masters (giant hands), you must kill all the Wall Masters to get a key to go on, but don't let them grab you or you have to do the whole level again. Plus avoid the bubbles as they steal your sword. (wall masters only appear when you are near a wall) Get the key and go left.
- * Don't bother killing the Blue Goriya's here, bomb up and go through the hole to the BOSS.

BOSS: Aquamentus (Dragon) - 6 hits with Wooden Sword

Same as the first quest, just walk up to him, and hit him with your sword, or drop a bomb.

```

+=====+
| 15. White Sword Revisited                                     |
+=====+

```

Itinerary: White Sword

WHITE SWORD:

- * Well, now you have enough hearts (5) to get the White Sword. From level one go right, up, left, up, right 4, and then up.
- * Go into the cave and take the --WHITE SWORD--

```

+=====+
| 16. Level Two, "The Big 'A'"                                 |
+=====+

```

Location: from White Sword - down, left 4, down, right, down 4, left 4, up 3
from the Origin - up, left 3, up 3

x,y - (6,4)

Notes: Level 2 is where the Blue Ring was in the First Quest. Underneath the top middle Armos.

Treasures: Flute, 1 Heart, 1 Triforce

Map:

	m								
	=								
k -			^						
~		~							
	:	k	B						
	/	=							
	< X	1							
k = k - b									
	:								
	= C :	k							
	γ								
k		k							
		~							
E		1							
γ		γ							

Key: k - a key
b - bombs
E - the entrance
C - the Compass
m - Map
X - ==FLUTE==
1 - tunnel (1 connects to 1)
B - Gleeok (BOSS)
^ - Triforce
: - bombable wall
= - locked door
~ - sealed door
/ - illusionary wall
< - One Way illusion

Walkthrough:

- * From the entrance go up first (like you have a choice)
- * Kill the Gibdos (mummies) and they'll leave a key, go up again.
- * Kill the 3 Zol's and push the left stone to open the door that closes behind you. Go right through the locked door.
- * Get the compass, and go back to the left. Go up.
- * Get the key (you don't need to kill the Keeses). Go up again.
- * Kill the Gibdos (mummies) to open the door behind you, go up again.
- * Kill the Keeses to open the door up, but first bomb right, go that way and pick up a key. Go back to the left, then go up.
- * There's a Manhandla here, kill him and he leaves a key. Go right.
- * Kill the Red Darknuts (knights) here, then go through the locked door up.
- * Kill the 2 Zol's and get the map. Go back down, then down again.
- * Go straight down, and through the wall (it is an illusion, the first one in the second quest!), then down the stairs to get the ==FLUTE==!
- * Now go through the wall to the left (it is also an illusion, but this one is a one way illusion, once through it you can't come back), then go down twice, and right (you'll be in the room where the compass was).
- * Bomb up and go that way. Kill all the monsters here to get another key. (The Pols Voice -bunnies- take 5 hits from the white sword) Go right.
- * Kill all the Darknuts (knights) to get bombs, then go down.
- * Kill all the Keeses to get a key, go down.

- * The door will close behind you. Kill the Zol's to open the doors and get a key. Go down.
- * Kill all the Gibdos (mummies) to get 5 rupees. Yay. Go down the stairs.
- * You'll come out right under the BOSS. Kill the 3 Darknuts to get bombs. Go through the locked door to the north, and go up to the BOSS!

BOSS: Gleeok (multi headed dragon) - 8 hits with White Sword
 Same as first quest. Attack his heads until they fly off. Once his last head is off, he dies.

```

+=====+
| 17. Play that funky Music...                               |
+=====+
  
```

Itinerary: 2 Hearts

HEART 2:

- * (from level 2) go down 3, right 4, up 4, right 2, and down (from the origin) go right, up 5, right 2, and down
- * Play the flute here, stairs will magically appear, go in, and get your --HEART==

HEART 3:

- * Go back to the origin (down, left, down 2, left, down, left,
- * From the origin go: up, left 4, down, left (on the bottom path), left, up, up, left, down, left, up 3, right 3, up (on right ladder), right 2, up, right 2, up, and finally left. (phew!)
- * Play the flute, go in and get your --HEART==

You should now have 8 hearts, or 1 full row of hearts. To get back from up there, just go right once, play your flute, and it will take you to either Level One, or someplace else. If you don't find yourself at Level One, play it again.

Other Things to Do:

- * Buy some bait!! You'll need it for Level Three. The best place to get it is where they sell the Blue Ring at the very top right corner of the map. 60 rupees.

```

+=====+
| 18. Level Three, "Apostrophe 'L'"                               |
+=====+
  
```

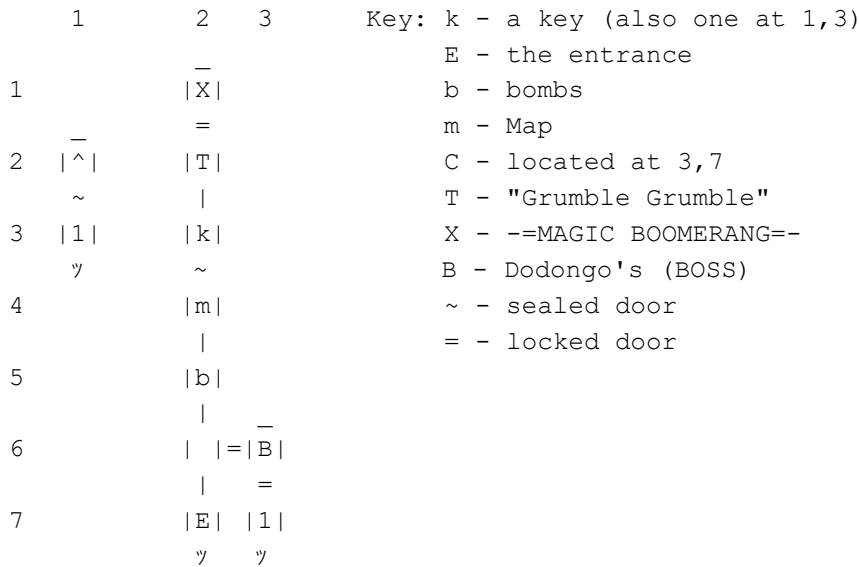
Location: from Level One - right, down 2, right 5, up, left, up
 from the origin - right, up 2, right 5, up, left, up
 x,y - (13, 4)

Notes: Level Three is where Level Two was in the First Quest. Play your flute to reveal the entrance (just like Level Seven in the First Quest). Also you'll need bait to get the treasure of the level. Another thing you may notice about the level, is that there are more locked doors than there are keys. This is no problem if you followed the previous

2 levels walkthroughs, you'll have saved up plenty of keys.

Treasures: Magic Boomerang, 1 Heart, 1 Triforce

Map:



Walkthrough:

- * Go up. Kill the Goriya's here, and go right through the locked door.
- * There are 3 Dodongo's here, kill them and they leave you a ==HEART==!! Go back to the left, and then up.
- * There are ELECTRIC Ropes (snakes) here. They take 2 hits with the White Sword to kill. Kill them and they leave bombs. Go up.
- * Kill all those annoying Blue Goriya's to open the sealed door and get the map. Go up.
- * Kill the sword throwing Stalfos to get the key, go up.
- * There is a "Grumble Grumble" monster here, give him the bait and go through the locked door up.
- * Kill the Goriya's and get the ==MAGIC BOOMERANG== go back down 5, then right, then down.
- * Get the compass, kill all the Wall Masters, and push the middle stone on the right side to open the passage. Go down the stairs.
- * When you get out there are Goriya's here and a key, get the key, kill the Goriya's, and go up to get the Triforce.

BOSS: Dodongo (located at 3,6) - 2 bombs in the mouth

Oddly Level Three puts its BOSS nowhere near the Triforce. But Since they give you a Heart, they are the BOSS.

```

+=====+
| 19. Level Four, "Letter 'D'" |
+=====+

```

Location: from Level Three - down, right, up 2, up the ladder, left 2
from the origin - right, up 5, right 4, up the ladder, left
x,y - (12, 2)

Notes: To open the entrance to Level Four, push the far right stone, either up or down. Come with around 150 rupees, 100 for the extra bombs, and 50 to open a door. (its that or give up a HEART container!!)

Treasures: Magic Book, Raft, Bomb Capacity Increase, 1 Heart, 1 Triforce

Map:

— — —	Key: k - a key	/ - illusionary wall
w / @ ~ 1	E - the Entrance	< - One Way going left
/ : — —	m - Map	! - One Way going up
/ k m < z	C - Compass	: - bombable wall
: ~ ~	D - Dodongo	~ - sealed door
b - : D D	F - Digdogger	= - locked door
— ~	B - Digdogger (BOSS)	^ - Triforce
- k : S	S - Secret	
— — /	b - bombs	
k = b / W < ^	w - Wise Man	
~ — ! ~	W - Bomb Capacity Increase	
= a ~ X B	@ - Money or Life (you lose one)	
— — =	1 - tunnel (1 connects to 1)	
C ~ F - 1	X - ==MAGIC BOOK==	
— ヽ	z - ==RAFT==	
k - E - _	a - Aquamentus	
ヾ ヾ		

Walkthrough:

- * Go left, kill all the monsters and get the key. Go back to the right.
- * Go up. There is a Digdogger here, play the flute, and kill the 3 mini Digdoggers to open the door to the left. Go left.
- * Kill all the enemies to get the Compass. Go up.
- * Kill all the Darknuts (knights) here to open the sealed door up. Avoid touching the Red Bubbles (they steal your sword permanently), but if you do touch one, then touch a Blue Bubble, he'll give you your sword back. Go right through the locked door.
- * Kill the Aquamentus (dragon) and continue right.
- * Kill all the monsters and push the middle stone on the far left to open the stairs to the ==MAGIC BOOK==. If you have at least 1 key go through the illusionary wall to the north, otherwise, DON'T!! It's a One Way Trip.
- * If you have 100 rupees and want more bombs, pay the old man, and continue to the left through another illusion. (note: you'll need 50 rupees later, so bear that in mind)
- * Kill the Darknuts, and they'll leave some bombs. If you don't need bombs ignore them, and go through the locked door to the left.
- * Kill the Blue Darknuts and they'll leave you a key. Go up.
- * The door will close behind you. Kill the zols, and go up.
- * Kill these Zols too, get their bombs, and go right.
- * Push the stone in the center, and go down.
- * Kill the enemies to get a key, then bomb to the right, go through the hole get the rupees and come back left, then up.

- * Bomb to the right, go through, kill the Dodongo, go up, kill the enemies and get the Map. Go back down, the left, then up.
- * Kill the keeses, and they leave a key. Drat you can't get over there without a stepladder. Bomb up, and go up.
- * If you have 50 rupees, pay the man his rupees. DO NOT STEP ON THE HEART! You'll lose 1 Heart PERMANENTLY!! Go right. (if you don't have the money then go back through the hole, and earn more!)
- * Push the left stone in the middle, and it will open up a staircase, go in.
- * You'll come out in a room full of Red Bubbles, avoid those, and unlock the door to the north, and go up to the BOSS!
- * Kill the Boss as normal, then go up, but DON'T get the Triforce yet. Instead go up through an illusionary wall to the north.
- * Kill the Red Darknuts to open the north door, go up.
- * There are 3 Dodongo's here, kill them to open the doors. Go up again.
- * Kill all the enemies and push a stone on the left to open the passage to get the --RAFT--! Go back down 3 times and get the Triforce.

BOSS: Digdogger - 4 Hits per mini Digdogger

Play the flute to turn him into 3 mini digdoggers, then hit those with your sword.

```

+=====+
| 20. Rafting...                               |
+=====+

```

Itinerary: 1 Heart

HEART 4:

- * from Level 4, go left 4, down, right 7, down, right.
from the origin, go right, up 5, right 6, down, right.
- * Get on the dock, and raft across to the little island. Go in the building and get your --HEART--

```

+=====+
| 21. Level Five, "The Mark of the 'Z'"         |
+=====+

```

Location: from heart 4 - Raft down, down 4, left 8, up, left 2, up, raft up
from origin - up, left 2, up, raft up
x,y - (6, 5)

Notes: It would be very handy to buy Arrows before going to Level 5.

Treasures: Bow, 1 Heart, 1 Triforce

Map:

```

_ _ _
|^| |1|~|G|    Key: k - a key (another with Blue Gohma)

```

~	-		C - Compass
B = 2	X		m - Map
γ	γ	-	M - Manhandla
		2	G - Blue Gohma (has a key)
		~	1,2 - tunnels (1 connects to 1, 2 to 2)
	k	- M	\$ - 5 rupees
-		γ	E - the entrance
		- C	X - the ==BOW==
	γ		B - Gleeok (BOSS)
			^ - Triforce
	-	-	= - locked door
m	- \$	-	~ - sealed door
-	=		/ - illusionary wall
k / 1	E		
γ	γ	γ	

Walkthrough:

- * Go up, kill the Zols, and then go left.
- * Kill the 4 Like Likes (Shield eaters) to get 5 rupees. Go left.
- * Kill the Vire (they turn to 2 Keeses when hit), and get the map.
- * Go back to the right, then go down through the locked door (aren't you glad that we saved up on keys?).
- * Don't bother killing the Wizzrobes, and avoid the Red Bubbles. Walk through the wall to the left, kill the keeses, and get a key. Go back through the wall to the right, then down the stairs.
- * Kill the Blue Wizzrobes here, then go to the left side of the room, and push the middle stone on the left inward (toward the center of the room), and that will open the sealed door. Go right.
- * There is a Blue Gohma here, gosh wouldn't a Bow be very useful here? Go down.
- * Avoid the Red Bubbles, go down the stairs and claim your ==BOW==! Go back up (kill Gohma if you have arrows, he leaves a key), then back to the left, and back down the stairs. Once you've re-emerged, go up, left, and then up again.
- * Don't worry about killing the Wizzrobes here either, just don't get hit by a Red Bubble. Go up.
- * Ignore these Wizzrobes too, and go right.
- * Kill the Zol's (they're on a black background, so only their eyes are showing) and get the compass. Go up.
- * There's another key that requires a Stepladder here. Ignore it and go to the right.
- * Kill the Manhandla here to get 5 rupees and open the sealed door to the north. Go up.
- * Kill the Keese, and go down the stairs.
- * When you re-emerge, kill the Vire (or don't) and go through the locked door to the left, to fight the BOSS.

BOSS: Gleeok (multi headed dragon)

This Gleeok has 3 heads, instead of the standard 2. Doesn't make him that much harder, however.

```
+=====+
| 22. The Magic Sword Returns                                     |
+=====+
```

Itinerary: Pick up the Magic Sword

MAGIC SWORD:

* We have enough hearts now (12) to get the Magic Sword. So from Level 5 go raft down, down, left 2, down, left along bottom path, left, up 2, left, down, left, up 3, right 3, up on right ladder, right 2, up on right ladder, right 2, up, right 2 and you're there.

* Push the far left stone either up or down, go down the stairs and take your --MAGIC SWORD--

```
+=====+
| 23. Level Six, "The Smurf Hat"                               |
+=====+
```

Location: from the Magic Sword - left 2, down, left 2, left 2, down, left 3
from the Origin - up, left 4, down, left along bottom path, left,
up 2, left, down, left, up 3
x,y - (1, 4)

Notes: To open Level Six play the flute, and a grave will turn into stairs.

Treasures: Stepladder, 1 Heart, 1 Triforce

Map:

_ _ _	Key: k - a key
1 = G ~ 2	E - the Entrance
: γ	m - Map
_ _ _	C - Compass
b ~ k ^	X - --STEPLADDER--
~	\$ - 5 rupees
/ 1 B	w - Wise Man
	b - bombs
: C 2	G - Gleeok
_ / : γ	1,2 - tunnels
w : m -	B - Blue Gohma (BOSS)
_ = _ :	^ - Triforce
X - \$ = -	: - bombable wall
γ γ	= - locked door
k - b	~ - sealed door
γ	/ - illusionary wall
E	
γ	

Walkthrough:

* First off, go up, light the room up and kill the Wizzrobes to get some bombs. Go up.

* Quickly go left, then left again (through the locked door), and left again

* Avoid the traps, and push the far left stone, go down the stairs and pick up your --STEPLADDER--

- * Go right twice, then down to pick up the key. Go back up, then right.
- * Bomb up, and go up again. Ignore the enemies and go left.
- * Run onto the center island (to avoid the traps) kill all the Like Likes, and get the Map. Go through an illusionary wall up.
- * Bomb the right wall, go through, get the compass, and come back to the left. Go up.
- * Go through an illusion to the right, and push the left stone in the middle row to open a stairway. Go in the stairs.
- * When you re-emerge, kill all the Keese, and bomb down, go down, get your key, and come back up. Go through the locked door to the right.
- * Kill the Gleeok, and he'll leave 5 rupees and open the door to the right. Go right.
- * Avoid the Red Bubbles, and push the far left stone to open a staircase. Go down the stairs.
- * Ignore the Manhandla and go up to the BOSS.

BOSS: Blue Gohma - 3 arrows in its eye

This Boss is fairly self-explanatory, simply shoot him thrice in the Eye. If you are quick enough, you can get all three in at once. If not, you'll have to wait for him to open his eye again.

```

+=====+
| 24. The Final Heart |
+=====+

```

Itinerary: 1 Heart

HEART 5:

- * (if you're at level 6, return to the origin), from the origin go right 8 times, and then up 2.
- * Go across the platforms on your Stepladder to get the final --HEART--.

```

+=====+
| 25. Level Seven, "Spiral" |
+=====+

```

Location: from heart 5 - down 2, left 4, up, right
 from the origin - right 4, up, right
 x,y - (13, 7)

Notes: Opening Level Seven is a little tricky. Stand to the right side of it and burn it. If you're on the left side, go left, up, take the top path and go right, and then down to get to the right side.

```

_____
|bbbb bbbbbb bbb|      Map: Location of Level Seven
|bbbb bbbbbb bbb|      Key:   b - a bush
|bbbb .b!         |      . - Burn Here!

```


a - Aquamentus
= - locked door
~ - sealed door
: - bombable wall
/ - illusionary wall

Walkthrough: (if you don't have any keys, go to 8,1 first and get one)

- * Go up. Avoid the Red Bubbles (good luck) and push the left stone. Go down the stairs.
- * Ignore the Goriya's and walk through the wall to the south.
- * Ignore the Dodongo's, and go through the locked door to the south.
- * Avoid the Red Bubbles, stand by the wall to kill the Wall Masters. Once all the Wall Masters are dead, push the middle stone on the right side to reveal the stairs to the --MAGIC WAND--
- * Go back up, ignore the Dodongo's again, and go right.
- * Kill the Enemies here, then bomb the south wall and go down.
- * Kill the Blue Goriya's to get the Map. Go back up. Push the middle stone on the left side of the room, and go down the stairs.
- * When you re-emerge, go up. Ignore the Blue Goriya's and go up again.
- * Avoid the Digdogger, and go up.
- * Give "Grumble Grumble" his Bait, and go up again.
- * Kill the Keeses to get the Compass. Continue up.
- * Kill the Blue Goriya's to get a Key, and to open the door to the left. Go left.
- * Kill the Goriya's to open the door to the left, and go left.
- * There's a Digdogger here, if you kill him he leaves 5 rupees. Bomb to the left, and go left.
- * If you kill the Wall Masters here you can get some bombs. Go through the locked door to the left.
- * Kill the Dodongo's to open the sealed door to the left. Go left.
- * Avoid the Red Bubbles, get the key, and push the left stone in the middle to open the passageway. Go down the stairs.
- * When you re-emerge, go through the locked door to the left (if you lost your sword in the previous screen, touch the Blue Bubble now).
- * Kill the Stalfos, push the stone, go down the stairs to get your --MAGIC KEY--
- * Go back to the right, then down. Push the stone down, and go left.
- * Kill the Electric Ropes (they're a good source of rupees), then go down through an illusionary wall.

- * If you kill the enemies here they leave 5 rupees. Go right.
- * Ignore the Keeses and continue right through the locked door.
- * Kill the Goriya's and they leave bombs. Push the left stone and go down the stairs.
- * Kill the Moldorm here, then bomb south, and go down.
- * Kill the Goriya's and they leave 5 rupees. Go down again.
- * Kill the Aquamentus here to open the door to the left. Go left.
- * Kill the 5 or so Wall Masters here (avoiding the Red Bubbles of course, if you do lose your sword, kill the Wall Masters with your Wand), push the middle stone on the right to open the left door. Go left.
- * "I bet you'd like to have more bombs" Buy your bombs (100 rupees), then go back to the right, right again, then up, up again, and finally up through the locked door to the BOSS.

BOSS: 3 Dodongo's - 2 bombs in mouth

```

+=====+
| 27. Level Nine, "Ganon's Head"                                     |
+=====+

```

Location: from Level Eight - left 7, up, left 2
 from the Origin - right, up 5, left, up, left 5, up, left 2
 x,y - (1, 1)

Notes: To open Level Nine, bomb 4th from the left.
 If you need a Red Potion there is a shop 2 right of level 9 (bomb to open).

Treasures: Red Ring, Silver Arrow, Ganon's Triforce

Map:

<pre> 1 2 3 4 5 6 7 8 _ _ 1 R / 3 1 Z _ _ _ _ _ ! ~ 2 \$ ~ _ - _ / w > - : P ~ B ヽ ! ヽ ヽ 3 = > - _ : V _ 4 - k > - - 2 < _ : = : ! ! _ 5 : < C > ~ P X / m : = V : : / 6 b = / \$ / ~ 1 ヽ = ~ V ヽ 7 \$ - _ ~ b ~ ~ _ - \$ ヽ : ヽ 8 2 > E ヽ ヽ </pre>	<p>Key: k - a key E - Entrance b - bombs \$ - 5 rupees w - Wise Man C - Compass m - Map R - ==RED RING== X - ==SILVER ARROWS== P - Patra 1,2 - tunnels 3 - One way tunnel to 6,2 / - illusionary wall V,!,<,> - one way doors/illusions ~ - sealed door = - locked door : - bombable wall B - Ganon (BOSS) Z - Zelda</p>
--	--

Walkthrough:

- * Go up. The 3 sealed doors should now open (if you passed the other 8 levels). Go up.
- * Ignore the zols and pass through an illusionary wall to the right. Ignore the keeses, and again go through the wall to the right.
- * Do your best to avoid the Wizzrobes, and bomb up. Go up.
- * Kill the Patra to get the Map. Then go through the wall to the left, kill the Wizzrobes, push the stone, go down the stairs and get your
--SILVER ARROWS--
- * Go up through the north wall. Push the left stone (avoiding the Red Bubbles of course) and go down the stairs.
- * When you re-emerge, ignore the enemies, bomb up and go up.
- * Kill the 2 Blue Lanmola (really fast centipedes) to open the sealed doors, they also leave bombs. Go left.
- * Ignore the Like Likes and go left again.
- * You will be in a room of Vire (bouncing blue guys), avoid them and go through the locked door to the north.
- * Kill the Keese, and go through the locked door to the north.
- * Push the stone up, and bomb to the left. Quickly go left, and come right back right again. (there's nothing but Red Bubbles over there) Then push the stone to the right, and go up.
- * Avoid the Wizzrobes, and go right.
- * If you kill the enemies here, they leave a key. Since we don't need a key avoid them. Instead, bomb to the south and go down.
- * Kill the Zols, get the compass, and go back up. Then bomb up and go up.
- * Avoid the Blue Wizzrobes here, and go through the locked door to the right.
- * Avoid these enemies as best you can, and go through the door to the north.
- * The wise man here says "Go to the next room" So go through the left wall.
- * Ignore the Like Likes here, and continue going left.
- * Avoid the Wizzrobes, and go up. Then avoid the patra, and walk through the left wall. Kill the enemies, push the left stone, go down the stairs to get the --RED RING-- Go back through the wall to the right.
- * Kill the Patra, push the left stone, and go down the stairs.
- * Immediately bomb the right wall, and go right. Kill the Patra here to open the door that leads to GANON.

BOSS: Ganon (pig thief) - 4 hits with sword, silver arrows

Same strategy as the first quest. Wander around the room stabbing with your sword. Hit him 4 times, then nail him with Silver Arrows.

????????????????????

Get some bombs and ten rupees. Use the Up+A trick to save. Open your game again and go left one screen. Bomb your way into the Money Making game. Enter and pick a rupee. Every time you lose, use the Up+A trick to retry. Every time you win, save. Before long you will have 255 rupees.

The One Left Trick:

????????????????????

Anytime you defeat every enemy on the screen in the outside, they will all respawn if you go enough screens away. If you want to make some screens easier to pass through, kill every enemy except for the weakest one. The one you leave will stay every time you come back, and none of the other enemies will be there.

Ghost Trick:

????????????????

Go to the graveyard and hit a ghost with your boomerang. Touch lots and lots of graves while keeping tabs on the original ghost and avoiding the new ones. Kill the original ghost. Goodies galore will show up. Be sure to keep track of the original ghost, otherwise you will be stabbing at ghosts which you can't hit!

Doorway Trick:

????????????????

While in a dungeon, the safest place to stand is always in the doorway. If you can throw your sword, jump out of the doorway long enough to throw it and hit enemies in rooms. Only jump out into the fray if you feel that the enemies are too weak to destroy your full health. You can also hide in doorways and wait for Darknuts to walk by so that you can smack em. Make sure you bury yourself deeper in the doorway if there are Goriyas or Wizzrobes because they can sometimes get you otherwise.

Darknut tip:

????????????????

Only attack these guys with your sword from the side, never from the back. If you chase their tail, they could do an about face, and you'd wind up with a face full of pain. If you attack from the side and they turn toward you, you still have to dodge, but at least you aren't already moving towards them.

Wizzrobe Trick:

????????????????

Oftentimes in a dungeon you will enter a room with a couple of yellow Wizzrobes and some blue ones too. If you use the doorway trick, it should be really easy to kill the yellow ones. Once you have destroyed all of the yellow (weaker) Wizzrobes, leave the room and walk back in. If you had more than one blue Wizzrobe still there when you left, it should now be a yellow one! Kill that one and your problems with multiple blue Wizzrobes is solved. I believe this trick also works on other types of baddies, but I find it most useful for Wizzrobes.

Misc:

??????

* You can attack the Wise Men in the dungeons, which causes them to retaliate and shoot fire at you. You can't kill them, however.

* Oddly enough, if you enter Level One, then immediately leave and then come back in, the locked door will be open.

* The Lost Forest is always "Up, left, down, left" and the Lost Hills is always "Up 4 times"

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+=====+
| B. Monsters |
+=====+
```

OVERWORLD MONSTERS:

Tektite -- like a giant spider that jumps around (blue and red) the red is faster, and the blue leaves more money (on average)

Octorok -- Land octopus that can shoot rocks (blue and red) the blue is a little stronger than the red

Leever -- Burrows into the ground (blue and red), the blue is again stronger

Peahat -- A flower that spins around, can only be attacked while stopped

Moblin -- If you cross a dog and a goblin you get a Moblin (green and pink) the green is stronger than the pink, and they both throw arrows

Armos -- statue that comes to life, and may reveal secrets (like the bracelet)

Ghini -- a ghost of the graveyard, only the original ghost can be attacked

Lynel -- odd centaur like creature that throws his sword (red and blue) blue is stronger

Zola -- creature of the sea, shoots fireballs

Rock -- big boulders that fall on you

UNDERWORLD MONSTERS:

Zol & Gel -- blob-like creatures, a Zol will become 2 Gels if attacked by a Wooden Sword

Rope -- fast snake (very very good source of rupees) The 2nd quest has an electric version of these

Vire & Keese -- Vire's hop around and when attacked become 2 red keese (bats)

Stalfos -- Skeleton (in 2nd quest they can throw their swords)

Wall Master -- Giant hand that grabs you and takes you out of the level

Goriya -- Boomerang goon, blue is more powerful than red

Wizzrobe -- wizard, shoots magic at you. The red teleport, and the blues are more powerful, and sort of glide around the room

Darknut -- Knight, blues more powerful

Pols Voice -- bunny like creature, shoot with bow to kill

Lanmola -- fast moving centipede

Like Like -- tube-like creature that steals your shield

Gibdo -- Mummy, takes a LOT of hits to kill

Moldorm -- giant worm, usually seen in pairs

Bubble -- sword stealing ghost from beyond

Patra -- a blue eye with smaller red eyes circling it, beat the outer eyes then take out the blue one

BOSSES:

Aquamentus -- a Dragon (technically a unicorn, but it doesn't look like one)

Dodongo -- a bomb eating rhino, sometimes found in triplicate

Manhandla -- large man-eating flower, dislikes bombs, moves faster as it loses limbs

Gleeok -- Multi Headed Dragon, when hit, heads will fly off and shoot

fire at you, once it loses its last head, it dies

Digdogger -- Giant Eye, hates the flute, becomes a little digdogger

Gohma -- Big Spider, shoot it in the eye (also comes in a meaner blue flavor, which takes 3 hits)

Ganon -- the Pig-Headed One, hit with Silver Arrows, then whack with the Magic Sword

```

+=====+
| C. Game Genie Codes |
+=====+

```

These are all untested, but they come from Galoob's own homepage, so they probably work!

AVVLAUSZ - Invincible

YYKPOYZZ - Start with 8 Hearts

NYKPOYZX - Start with All 16 Hearts

SZVXASVK - Don't lose rupees when buying

SZVXASVK + AEVEVALG - All items for free!

SZNVVOVK - Infinite Bombs

ESKUILTA - Wear the Blue Ring

OSKUILTA - Wear the Red Ring

```

+=====+
| D. Online Resources |
+=====+

```

<http://www.zhq.com/> - Zelda Headquarters, all sorts of interesting things can be found here.

<http://www.gamefaqs.com/> - best FAQ site

<http://www.gamefaqs.com/console/nes/game/7882.html>" - GameFaqs Zelda I page

<http://www.rpgamer.com/> - good RPG-only site

<http://www.rpgamer.com/games/zelda/z1/text/info/zelda.txt>" - Zelda I Manual

<http://www.rpgamer.com/games/zelda/z1/graphics/maps/maplarge.gif>" - Overworld Map

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+=====+
| E. Acknowledgments |
+=====+

```

Most of the 2nd Quest Map from Alan Mitsugi's and Lee Kremer's Zelda FAQ

All monster and dungeon names taken directly from the Manual, as is the introduction.

2nd Quest Dungeon names were completely made up by me based on what they looked like.

Special Thanks to Hexar for his many contributions (see Secrets)

Game Genie codes come straight from www.galoob.com

ASCII Art created using SigZag by James Dill: (Freeware!)

<http://www.geocities.com/southbeach/marina/4942/sigzag.htm>

This FAQ was written entirely using the GWD Text Editor: (shareware)

<http://www.gwdsoft.com/>

~~~~~

I have also written FAQs for:

- NES: Disney Adventures in the Magic Kingdom
- Final Fantasy I -- Magic FAQ
- SNES: Aerobiz
- Aerobiz Supersonic
- Utopia: Creation of a Nation
- Genesis: StarFlight
- PSX: Thousand Arms -- Walkthrough
- Forging/Dating FAQ
- PS2: Madden NFL 2001
- PC: AD&D Rules FAQ (multiple games)
- Baldur's Gate & Tales of the Sword Coast -- FAQ/Walkthrough
- NPC List
- Creature List
- Baldur's Gate II -- FAQ/Walkthrough
- Items List
- Class FAQ
- Creature List
- Colonization -- the Single Colony Strategy Guide
- the Cheat Guide
- Drakan: Order of the Flame
- Dungeon Hack
- Icewind Dale & Heart of Winter -- FAQ/Walkthrough
- Items List
- Master of Magic (revision)
- Messiah
- Pharaoh (currently being edited by Red Phoenix)
- Planescape: Torment -- FAQ/Walkthrough
- Items Listing
- Rollercoaster Tycoon
- Sid Meier's Alpha Centauri
- The Sims
- Ultima 4: Quest of the Avatar
- Ultima 7: The Black Gate
- Ultima 7 Part 2: Serpent Isle
- Ultima Underworld -- Keyboard Commands
- Ultima Underworld II -- Keyboard Commands
- Spell List

All of my FAQs can be found at:

<http://www.gamefaqs.com/features/recognition/2203.html>

~~~~~

Questions? Comments? Complaints? Rants about the Smurfs? Email me about it!

Email: manymoos@hotmail.com

Email Policy: If you are going to email me about this game, please put The Legend of Zelda as the subject. Or just Zelda. Also please realize that I am not hiding cheats or any other information, i.e. everything I know about Zelda is in this guide (somewhere).

Version History:

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Changes in 1.1: (2-26-99)

Some small changes

Changes in 1.11: (3-11-99, 91k)

New ASCII Art!

Changes in 1.2: (4-16-99, 93k)

Small format changes

Added % on contents

Some small number of small changes

Changes in 1.3: (6-6-99, 95k)

Some format changes

Added to Shameless Self-Promotion

Other Small Changes

Changes in 1.4: (7-5-99, 98k)

Added all sorts of new Tricks (from Hexar) in the Secrets section

Changes in 1.5: (7-11-99, 99k)

Added yet another trick from Hexar in the Secrets section

Added the "latest version" thing in the Notes up top

Changes in 1.51: (9-20-99, 106k)

Small format changes

Other small miscellaneous changes

Changes in Version 1.52 (2-28-00, 109k)

Some Small Changes

Some Small Format Changes as well

Changes in Version 1.53 (4-26-00, 109k)

Some Small Changes

Some Small Format Changes as well

Changes in Version 1.54 (6-17-00, 109k)

Updated my Shameless Self Promotion to include my latest FAQs

Some other small meaningless changes

Version 1.6 May 27, 2001 109k

Updated to my current format. Corrected several small errors (thanks to Glitch).

Version 1.7 June 5, 2001 109k

Corrected a couple of errors.

Version 1.8 June 7, 2001 111k

Added information on Zelda Classic (PC).

Version 1.9 June 8, 2001 112k

Added more information on Zelda Classic (PC).

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Stinger:

~~~~~

"It's a secret to everyone!"

~~~~~

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