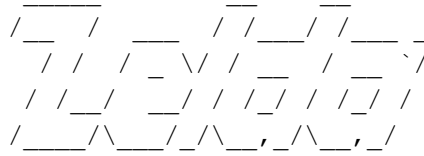


The Legend of Zelda Walkthrough Final

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Updated on Oct 25, 2004



Welcome to Zelda for NES
Complete Walkthrough
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Updated 8/21/00

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- I. Introductions
 - a. My Thoughts
 - i. This is a sort of passing guide. I will tell you where the main items are and how to get through the dungeons, but you must find some of the secrets and keys out by yourself. A true RPGer can always ask for help, but following the exact paths of players takes away the purpose of the game.

- b. Tips
 - i. Monsters hold key to rooms.
 - ii. Some monsters can take your sword away.
 - 1. They either wear off or you must touch another one to reverse the effects
 - iii. Buy the blue ring ASAP
 - iv. Buy the Big Shield ASAP
 - 1. Some monsters eat big shields.
 - v. Always carry around a red potions
 - 1. Two blues make a red

II. Quest I

a. Quest Items

- i. Blue Ring
 - 1. The Blue Ring can be purchased from a hidden shop near the large lake in the center of Hyrule.
 - a. To reach the shop from where you begin the game, go up one screen, left three screens and up three screens. Push on the sleeping statues until you find the one guarding the entrance. Walk down the steps to enter the shop.
- ii. Letter
- iii. The Letter is found in the northeastern corner of Hyrule.
 - 1. From where you begin the game, go right four screens, up five screens, right two screens, up one screen, right one screen and up one screen to locate a cave. Enter the cave to find the Letter for the Old Lady. Once you have the Letter, you'll be able to purchase Bottles of potion from the old ladies found throughout the game.
- iv. The White Sword
 - 1. The White is located above the waterfall in the northern part of Hyrule You'll need to have at least five Heart Containers. The Magic Sword The Magic Sword is located in the Graveyard.
 - a. The Graveyard is located in the northwestern region of Hyrule and the easiest way to get there is to go through the Lost Woods.
 - i. The Lost woods is West from where you start

- b. To get through the Lost Woods maze, walk up one screen, left one screen, down one screen and left one screen.
 2. You'll need to have at least twelve Heart Containers to get this sword.
- v. The Power Bracelet
 1. The Power Bracelet is located east from the Graveyard.
 2. When you reach the field of Stalfos keep pressing on each one until you find the bracelet.
- vi. Heart Containers
 1. There are five extra Heart Containers hidden throughout the over world of Hyrule.
 - a. Heart Container I
 - i. From the beginning of the game you must right one screen, up three screens and left one screen from where you begin the game. You must burn a bush with the Candle on this screen to find it.
 - b. Heart Container II
 - i. From the beginning of the game you must go right four screens from where you begin the game. Use a Bomb to blow a cave in the rock wall.
 - c. Heart Container III
 - i. From the beginning of the game you must go four screens to the right, five screens up and one screen to the right of where you begin the game. Again, use a Bomb to make a cave in the rock on this screen.
 - d. Hear Container IV
 - i. From the beginning of the game you must go right eight screens and up five screens from where you begin the game. Use the Raft at the dock.
 - e. Hear Container V

- i. From the beginning of the game you must eight screens to the right and two screens up. Use the Ladder to reach it.
- b. Level 1
 - i. To get there from where you begin the game, go right one screen, up four screens and left one screen across the long bridge.
 - 1. The Bow
 - a. From the entrance of Level One, go up five rooms and left one room.
 - i. Defeat all the enemies in the room and push up on all of the blocks until one of them moves. This will reveal a hidden staircase that leads to the room containing the Bow.
 - 2. Wooden Boomerang
 - a. From the entrance of Level One, go up three rooms and right one room.
 - i. Defeat all of the enemies in the room and the it will appear in the middle of the floor.
 - ii. Boss
 - 1. Aquamentus
 - a. To reach Aquamentus from the entrance of Level One, go up three rooms, right two rooms and up one more room to encounter Aquamentus.
 - b. To defeat him you just have to hit his horn.
 - i. You can use arrows to dodge the fireballs, but save your rupees.
- c. Level Two
 - i. From where you begin the game, go right four

screens, up five screens, right two screens, down two screens, left one screen and up one screen.

1. Magical Boomerang
 - a. From the entrance of Level Two, go right one room, up two rooms, right one room and up one room. Defeat all of the enemies in the room and the Magical Boomerang will appear.
 - i. When you get a boomerang all enemies boomerangs are updated.

ii. Boss

1. Dodongo,
 - a. To get to Dodongo from the entrance of Level Two, go right one room and up eight rooms.
 - i. Dodongo is a simple boss when there is just one. Place 3 bombs in front of him so he eats them, then he dies.
 1. If you aim it right it only takes 1 bomb to kill him. If you see him start to flash hit him with your sword quickly.

d. Level Three

- i. From where you begin the game, go up one screen, left four screens, down one screen and right one screen.
 1. Raft
 - a. From the entrance of Level Three, go left one room, up two, left two, and down one room. Go down the stairs in the room to find the Raft.
- ii. Boss
 1. Manhandla
 - a. From the entrance of Level Three, go left one room, up three rooms and right two rooms to find the Manhandla.
 - i. He can be either very easy or very hard.
 1. You can hit him

with your
sword slowly
knocking out
each mouth
2. Plant a bomb
and hope he
is near it
when it blows,
you might be
able to take
him out in
one shot.

e. Level Four

i. From where you begin the game, go up one screen, left two screens and up one screen, then use the raft to go across.

ii. Ladder

1. From the entrance of Level Four, go up two rooms, left one room, up two rooms and right two rooms. Defeat all the enemies in the room, then push one of the blocks to make a set of stairs appear. Go down the stairs to locate the Ladder.

iii. Boss

1. Gleeock

a. From the entrance of Level Four, go up two rooms, left one room, up four rooms, and right three rooms to find Gleeock.

b. Strike each head with your sword as fast as you can.

i. You must defeat both heads

ii. When a head dies its spirit will float around the room trying to kill you

f. Level Five

i. To get there from where you begin the game, go right four screens, up five screens, right one screen, up one screen, left one screen and up four screens. The scene will be never ending except when you go up four.

ii. Whistle

1. From the entrance of Level Five, go up one room, left two rooms, through the secret passage, and left one room. Defeat all the enemies in the room to make a set of stairs appear, then walk down the stairs to find the

Whistle

2. Bomb Increase
 - a. From the entrance of Level Five, go up one room, left two rooms, through a secret passage, down one room and right one room. Here, you will find the Old Man who will give you the ability to carry more Bombs.

iii. Boss

1. Digdoggeris
 - a. From the entrance of Level Five, go up two rooms, right one room, up three rooms and left three rooms to find Digdogger.
 - b. Play the Whistle to shrink him
 - c. Attack with your sword.

g. Level Six

- i. To get there from where you begin the game go right two screens, enter the warp stairs, get off in the graveyard, go south one screen, right one, and up the stairs.

ii. Magic Wand

1. From the entrance of Level Six, go left one room, up six rooms, right one room and up one room. Defeat all the enemies in the room and push one of the blocks to make a staircase appear. Take the stairs down to the room with the Magic Wand.

iii. Boss

1. Gohma
 - a. From the entrance of Level Six go left one room, up five rooms, right one room, down one room, right one room, through a secret passage, down one room, left one room and up one room to find Gohma.
 - b. She is a spider like boss. When she opens

her eye fire a arrow
right into it before
it closes.

- h. Level Seven
 - i. Before you start get Bait from a store.
 - ii. To get to Level Seven from where you begin the game, go up one screen, left five and up two screens. Use the Whistle here and the pond will dry up, revealing the stairs to the level.
 - iii. When you reach the "Grumble" monster give him bait
 - 1. It will disappear from your inventory.
 - iv. Red Candle
 - 1. From the entrance of Level Seven, go up four rooms, left one room, up two rooms and right two rooms. Defeat all the enemies in the room and push on all the blocks to make a set of stairs appear. Go down the stairs to find the room with the Red Candle.
 - v. Bomb-Increase
 - 1. From the entrance of Level Seven, go up two rooms, left one room and up one room. Here, you will find the Old Man who will give you the ability to carry more Bombs.
 - vi. Boss
 - 1. Aquamentus
 - a. From the entrance of Level Seven, go up four rooms, left one room, up two rooms, right four rooms, up one and right one room. You must

kill all the
grabbing hands.
Do not touch the
clock or you are
stuck.
Push all the
blocks to
make a set of
stairs appear.
Take the stairs
and walk right
one room to find
the boss.

b. See Level 1 Boss

i. Level Eight

i. You must burn a bush to find the entrance. From where you begin the game, go right four screens, up two screens, right two screens, using the top path, and down one screen. There is one tree standing by itself on this screen. Use the Candle to burn the tree and reveal the entrance to Level Eight.

ii. Magic Book

1. From the entrance of Level Eight, go left two rooms and defeat all of the enemies. Push on all the blocks to make a hidden staircase appear, then go down the stairs to find the room containing the Magic Book.

iii. Magic Key

1. From the entrance of Level Eight, go up six rooms and right one room. Defeat all of the enemies in the room and push all the blocks to reveal a hidden staircase. Go down the stairs to find the room containing the Magic Key.

iv. Boss

1. Gleeock

a. From the entrance of Level Eight, go up four rooms, right one room through a secret passage and up one room to find Gleeock.

2. Just like before you must destroy all the heads. There are three now.

j. Level Nine, Death Mountain

i. From where you begin the game, go right one screen, up five screens,

left one screen, up one screen, left across the river, up one screen and left two screens to two large rocks. Plant a bomb on the left rock to make the entrance to Level Nine appear.

ii. Red Ring

1. From the entrance of Level Nine, go up two rooms, left one room through a secret passage, right two rooms, down one room, right one room and up two rooms. Defeat all of the enemies in the room and push on all the blocks to make a hidden staircase appear. Go down the stairs to locate the room containing the Red Ring.

iii. Silver Arrows

1. From the entrance of Level Nine, go up two rooms, left one room through a secret passage, right two room, up one room, left one room through another secret passage, left two rooms through a third secret passage and up one room. Defeat all of the enemies in the room and push on all the blocks to make a hidden staircase appear. Go down the stairs to locate the room containing the Silver Arrows.

iv. Boss

1. Gannon

- a. To reach Gannon's Lair from the entrance of Level Nine, go up two rooms, left one room and go through the secret passage in the room. Continue right two rooms, up one room, left one room through another secret passage, left two rooms, up three rooms, left one room through a third secret passage, left one room through a fourth secret passage and up one room to Gannon's lair.
- b. Gannon is a ugly blue thing. He will shoot fireball around you while he is invisible.

c. You must swing your sword to expose him. When you do this three time you have to quickly hit him with a Silver Arrow. Take the Triforce of Power and Get Princess Zelda.

v. Zelda

1. Hit the flames with your sword and you beat the game.

a. Or have you?

III. Quest II

a. Move to Quesy II

i. Beat Quest I or

ii. Name your game Zelda

b. Quest Items

i. Blue Ring

1. From where you begin the game, go right four screens, up five screens, right two screens, up one screen, right two screens and up one screen by walking through the wall behind the large dead tree.

ii Letter

1. Head to the graveyard for the letter.

2. From the center screen on the right side of the Graveyard, go right two screens, up one screen and take the right stars, right one screen, up one screen, left two screens, up one screen, left one screen and down one screen. Using the Power Bracelet, push against the rocks on the screen to find the Letter

a. You now can purchase potions

iii. White Sword

1. From where you begin the game, go right one screen, up five screens, left one screen, up one screen, right three screens and up one screen to locate it. Before you can pick it up, you'll need to have at least five Heart Containers.

iv. Magic Sword

1. From where you begin the game, go right one screen, up five screens, left one screen, up one screen, left across the river, up one screen and right two screens. Use the Power Bracelet to push against the rocks on the screen to find the Magic Sword. Before you can pick up

the Magic sword, you'll need to have at least twelve Heart Containers.

- v. Power Bracelet
 - 1. From the center screen on the right side of the Graveyard, go right two screens, up one screen, and go up the right ladder, and right one screen. Push against the sleeping statues to find the Power Bracelet.
- vi. Hear Containers
 - 1. Heart Container I
 - a. From the upper left corner of the Graveyard. Push against the tombstones to find it.
 - 2. Heart Container II
 - a. From the beginning of the game go right one screen, up five screens, left one screen, up one screen, left across the river, up one screen and left one screen of where you begin the game. Use the Whistle on this screen to find it.
 - 3. Heart Container III
 - a. is located right one screen, up five screens, right two screens and down one screen of where you begin the game. Blow the Whistle again to find it.
 - 4. Heat Container IV
 - a. From where you begin the game, go right eight screens and up five screens. Use the Raft there to reach the screen with the Heart.
 - 5. Heart Container V
 - i. From where you begin the game, right eight screens and up two screens

of where you begin
the game. Use the
Ladder to reach it.

- g. Level One
 - i. From where you begin the game, go right one screen, up four screens and left one screen across a long bridge.
 - ii. Wooden Boomerang
 - 1. From the entrance of, go up one room, right one room and down one room. Defeat all of the enemies in the room and the Wooden Boomerang will automatically appear.
 - iii. Boss
 - 1. Aquamentus
 - a. To reach his lair from the entrance of Level One, go up one room, right one room through a secret passage, left one room and up one room.
 - b. This is easy kill. Just keep swinging your sword until you kill him.
 - i. You have few heart containers now, so watch out.
- h. Level Two
 - i. From where you begin the game, go up one screen, left three and up three screens. Touch the statues there to find the entrance.
 - ii. Whistle
 - 1. From the entrance of the level, go up six rooms, right one room, and down one room. Walk through the bottom wall to find the room with the Whistle.
 - iii. Boss
 - 1. Gleeock
 - a. From the entrance of the level, go up three rooms, right two rooms, down three rooms through a secret passage and up one room to find Gleeock.
 - b. He has two heads. Destroy each head one at a time. The dead heads will float around the room and attack you.
- i. Level Three
 - i. From where you begin the game, go right four screens, up five screens, right two screens, down two screens, left one screen and up one screen. Use the Whistle to make the pond dry up and the stairs will appear.
 - ii. Magic Boomerang
 - 1. From the entrance of the level, go up six rooms. Defeat all of

the enemies in the room and the Magic Boomerang will automatically appear.

- iii. Boss
 - 1. Dodongo
 - a. From the entrance of the level, go up one room and right one room to find Dodongo.
 - b. All you have to do is plant 3 bombs in each of their stomachs. You might get lucky and the bomb will kill them instantly. If they flash hit them with your sword immediately.
 - 2. Triforce
 - a. From the Dordogne's room, go down one room and take the secret passageway. When you emerge from the passage, go up one screen to find the Triforce Piece.
- j. Level Four
 - i. From where you begin the game, go right four screens, up five screens, right one screen, up one screen and left one screen. Using the Power Bracelet, push against the rocks on the screen to find stairs leading to the level.
 - ii. Magic Book
 - 1. From the entrance of the level, go up one room, left one room, up one room and right two rooms. Defeat all of the enemies in the room to make a hidden staircase appear. Go down the stairs to locate the room containing the Magic Book.
 - iii. Raft
 - 1. From the entrance of the level, go up one room, left one room, up six rooms, right two rooms through a secret passage and up five rooms. Defeat all of the enemies in that room and push against all the blocks to locate the stairs leading down to the Raft.
 - iv. Bomb-Increase
 - 1. From the entrance of the level, go up one room, left one room, up one room, right two rooms and up one room to find an old man. He will give you the ability to carry more bombs.
 - v. Boss
 - 1. Digdogger
 - a. From the entrance of

the level, go up one room, left one room, up six rooms, right two rooms through a secret passage and up one room.

- b. He is tougher than before. You must blow the whistle to create 4 small version of him and kill them all.

k. Level Five

- i. From where you begin the game, go up one screen, left two screens, and up one screen.
- ii. Bow
 - 1. From the entrance of the level, go up one room, left one room, down one room through a secret passage, right one room and down one room. Take the stairs to find the Bow.
- iii. Boss
 - 1. Gleeock
 - a. From the entrance of the level, go up one room, left two rooms, up two rooms, right one room, up one room, right one room, up one room through a secret passage and left one room.
 - b. He is a huge, three headed, Dragon. Kill each head with your sword.

l. Level Six

- i. From the graveyard, go to the middle screen on the left side. Use the Whistle to make the entrance to Level Six appear.
- ii. Ladder
 - 1. From the entrance of the level, go up two rooms and left three rooms. Defeat all of the enemies in the room and push against all the blocks to find a hidden staircase. Go down the stairs to find the Ladder.
- iii. Boss
 - 1. Gohma
 - a. From the entrance of the level, go up five rooms and through a secret passage. Go right two rooms, through another secret passage, then up one room to find Gohma.
 - b. Shoot her in the eye a few times and she is toast. Seems easy right? Make sure the eye is open when you shoot

m. Level Seven

- i. From where you begin the game, go right four screens, up two screens, right one screen and down one screen. Walk to the left until you are standing on the right side of two bushes. Face left and use the Candle on the second tree to the left to expose the entrance to Level Seven. Once the entrance is visible, walk up one screen, left one screen, down one screen and right one screen to enter the level.
- ii. Red Candle
 1. From the entrance of the level, go right three rooms through a secret passage and down one room. Defeat all of the enemies in the room and a staircase will appear. Go down the stairs to enter the room containing the Red Candle.
- iii. Boss
 1. Gleeock
 - a. From the entrance of the level, go right five rooms, up five rooms, through a secret passage, up one room, right one room, down one room, through another secret passage, and left two rooms.
 - b. Destroy all the heads with your sword.

n. Level Eight

- i. From where you begin the game, go right one screen, up five screens, left one screen, up one screen and right two screens. Use the Ladder to walk over the river and use Bombs along the cliff wall to reveal the entrance to the level.
- ii. Magic Key
 1. From the entrance of the level, go up seven rooms, left five rooms through a secret passage and left one room. Defeat all of the monsters in the room to make a staircase appear. Go down the stairs to enter the room containing the Magic Key.
- iii. Magic Wand
 1. From the entrance of the level, go up one room through a secret passage and down two rooms. Defeat all of the enemies in the room to make a staircase appear. Go down the stairs to enter the room containing the Magic Wand.
- iv. Bomb-Increase
 1. From the entrance of the level, go up seven rooms, left five rooms through a secret passage,

down two rooms, right one room through another secret passage, down two rooms and left two rooms. There you will find the old man who will give you the ability to carry more bombs.

v. Boss

1. Dodongo,

- a. From the entrance of the level, go up seven rooms, left five rooms through a secret passage, down two rooms, right one room through another secret passage and up one room to find the Dodongo..
- b. Place a bomb in front of each of them. If they eat three they will die.

o. Level Nine

i. To get there from where you begin the game, go right one screen, up five screens, left one screen, up one screen, left five screens, up one screen and left two screens. Use a Bomb on the rock wall to open Level Nine.

ii. Red Ring

1. From the entrance of the level, go up one room, left three rooms, up two rooms, left one room, right one room, up one room, right one room, up one room, right one room, up one room, left two rooms, up one room and left one room.
Defeat all of the enemies in the room and a staircase will appear. Go down the staircase to enter the room containing the Red Ring.

iii. Silver Arrows

1. From the entrance of the level, go up two rooms, right two rooms, up one room and left one room. Defeat all of the enemies in the room and a staircase will appear. Go down the stairs to enter the room containing the Silver Arrows.

iv. Boss

1. Gannon

- a. From the entrance of the level, go up one room, left three rooms, up two rooms, left one room, right one room,

up one room, right
one room, up one room,
right one room, up one
room, left two rooms,
up one room through
a secret passage and
right two rooms to
encounter Gannon.

- b. He will be invisible
and he goes at random
places in the room right
after he shoots a fireball.
Try to hit him with the
sword 3 times and when
he get stunned shoot him
with the Silver Arrow
quickly.

2. Zelda

- a. She is in the room behind
the lair. Use your sword
on the fires to free her.

IV. Ending

- a. You now have totally completed this game.
Congratulations!

This walkthrough was made by David Zabroski.
Any attempt to Plagerize my work will be delt with.
If you would like to post this walkthrough, or any
other walkthrough made by me, must be appoved by
me at DragonMaster@dragonwarrior2000.every1.net

Check out my Dragon Warrior/Quest Website at:
[Http://www.Dragonwarrior2000.atfreeweb.com](http://www.Dragonwarrior2000.atfreeweb.com)