

The Legend of Zelda: A Link to the Past Ghost of the Misery Mire FAQ

by Tempest of Shadows

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THE LEGEND OF ZELDA
A LINK TO THE PAST
GHOST OF THE MISERY MIRE FAQ

Version 1.9
for
Super Nintendo
Game Boy Advance
Nintendo Wii

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SECTION A: INTRODUCTION

[INT]

The first thing you're wondering is probably: What is the Ghost of the Misery Mire? That's a good question, because chances are most people that find this document have never heard of it. The Misery Mire should be well known to A Link to the Past players; it's the wet, swampy, and rainy portion of the Dark World in which the sixth dungeon can be found.

The Ghost is an invisible enemy in this area of A Link to the Past, which I discovered by accident one day in late 1992/early 1993. To my knowledge, I was the first to discover this strange occurrence and the first to document it. This file is in fact a text-only rewording of information that had been available on my web site for quite some time. My main reason for making this file a lack of documentation about the Ghost on GameFAQs and other web sites at the time of the original writing.

So, how did I happen to stumble on this Ghost? Quite accidentally, I assure you. One day I was frustrated about having problems I was having in advancing in the game. I don't recall what exactly, but it doesn't matter. So, being frustrated, I was randomly slashing at air with Link's sword when the sound of hitting an enemy came from the game.

I immediately noticed a few problems with that. First, there weren't any enemies on the screen. Second, I was in a part of the Misery Mire that normally has no enemies present at all. Considering these facts, I decided to investigate the strange happening. A series of experiments, some successful, some not, followed. Some of the results are mentioned in the Experiments section.

At one point, shortly after discovering the Ghost, I wrote a letter to Nintendo of America's Game Counselors, a sort of support department that knew all the best tips and tricks for Nintendo's games. The question of exactly what the Ghost is was one of several things discussed in the correspondence. The Counselor that replied to my letter confirmed the existence of the creature (not yet dubbed the Ghost), but seemed to have no knowledge of it before that point. The theory put forth by the Counselor will be mentioned in the Theories section of this document.

Thanks for reading this FAQ, and good luck in your ghost hunting! :D

SECTION B: ITEMS NEEDED TO START

[ITM]

This section lists the various items needed to find the Ghost of the Misery Mire or to reproduce my original experiments in finding the Ghost. I'm not going to give you detailed instructions on how to find these items, as those are available in various walkthroughs on <http://www.gamefaqs.com/>.

Bare Essentials: These are the minimum items needed to find the Ghost.

- Flute
- Duck
- Titan's Mitt
- Sword

Easy Way: These are needed for the quickest method of finding the Ghost. Each of these can or will be obtained as soon as you have the Magic Hammer from the first Dark World dungeon, if you're willing to explore one dungeon early.

- Flute
- Duck
- Magic Meter
- Titan's Mitt
- Sword
- Bombos medallion

The Experiments: These are needed to reproduce some of my experiments.

- Flute
- Duck
- Magic Meter
- Titan's Mitt
- Sword
- Any item capable of damaging enemies (hookshot, bombs, arrows, etc.)

For extended experimentation, the reduced Magic Meter, Magic Mirror, and some Green Potion or Blue Potion are also recommended. None of these are strictly required, but they will allow you to perform additional experiments more easily. If you have the above items, you're ready to go ghost busting!

SECTION C: STEPS

[STP]

The following steps are the easiest and quickest way of finding the Ghost of the Misery Mire. To complete these steps, you'll need everything listed under the "Easy Way" in the previous section. Also, if you've never used the Bombos medallion in the game (quite possible, as it has no required use), go find some normal enemies and use it on them. When you do, pay attention to the results, including both the sounds and pillar of flames that spring up on the enemies before they die; that's important to these steps. You may also want to bring along the Ether Medallion, if you haven't already used it to shut off the rain in the Misery Mire.

Step 1:

If you are not already in the Light World (aka the starting world), use the Magic Mirror and go there. In the Light World, use the Flute to call the Duck, and have the Duck drop you off at map point number 6, which is in the lower left hand corner of the map screen you'll be shown. The duck will drop you off at the bottom left corner of the Desert of Mystery.

Step 2:

There's two rocks on this raised area Link is standing on. Lift them (that requires the Titan's Mitt) and throw them away. Under one of the rocks, you'll find a Dark World Transporter. Step onto the transporter to be taken to the Misery Mire.

Step 3:

Link appears on a corresponding ledge in the Dark World. Jump down from the right side of the ledge, and you'll be in the Ghost's area. It likes to hang around in this corner area.

Now, if you've never been to the Misery Mire in your current game, it's going to be raining here, and you may have a hard time seeing anything that you'll be doing in a moment. If you have the Ether Medallion, head up to the dungeon and use that medallion to stop the rain. Then head back down toward that ledge.

Now, regardless of whether you had to stop the rain or not, equip the Bombos Medallion. You might want to select Bombos before you step on the Dark World Transporter in step two, as I typically did.

Step 4:

This step is very simple: use the Bombos Medallion. You only have to do this once. Now get ready, because after the multiple explosions animation, the last step will take place.

Step 5:

You've done all the work, so now it's time to just watch. After the explosions of Bombos are finished, all enemies on the screen will burst into flame. Is there a pillar of flame on your screen that doesn't appear to be burning any enemy? If so, congratulations, you've just found the Ghost of the Misery Mire!

What's your reward for this discovery? Bombs. Yup, the Ghost drops a varying number of Bombs (anywhere between 1 and 8 at a time) when defeated in this manner.

What's that you say? There wasn't a pillar of flame on your screen? That does happen sometimes. Here are three things to remember about ghost hunting to help you if this happens:

- 1) Like most enemies, the Ghosts can move around the map! If you have been in the Dark World for a while, they may have moved to another area. Return to the Light World via the Magic Mirror, and re-enter the Dark World using the small portal the Mirror leaves behind. This returns the Ghosts to their initial positions.
- 2) The Ghosts may die slightly off screen. This is particularly possible with the Game Boy Advance version of the game. The screen area of the GBA release is slightly smaller than that of the SNES version, but the range of Bombos appears unchanged. That means Bombos and the other Medallions can kill enemies that are just past the edges of your screen!
- 3) Once you've killed an enemy, it is gone until you leave the map and return. Again, use the Magic Mirror to warp to the Light World and back. If you warp out and back in, just repeat steps 4 and 5. You should see the Ghost then.

For those that did find the Ghost after running through the steps, know that you can repeat this process as many times as you want. The Ghosts will respawn each time you leave the Dark World and return, so make handy use of that Magic Mirror!

There are also two other Ghosts you can play with, one to the north and one to the northeast. In the north, look for a tree stump on a small island of shallow water surrounded by deeper water. One Ghost is just north and east of this area. In the northeast (southeast of the island stump), look for another stump past the plants northeast of the Mire entrance ledge. The other Ghost stays near this stump. Sometimes you may find that both of these Ghosts will be attracted to this area.

SECTION D: EXPERIMENTS

[EXP]

My experiments on the Ghost actually revealed very little information. I know that it can move, and that hitting it with Link's sword can cause a knockback effect that moves the Ghost away. It can be killed with any weapon (Bombos is simply the fastest, most convenient way to reveal the Ghosts' location). No item, to my knowledge, will cause the Ghosts to become visible.

HOOKSHOT:

The most interesting of my experiments was an occasional result of using the Hookshot on the Ghost. Sometimes, the Hookshot will hit and damage the Ghost like any normal enemy. At other times, however, the Hookshot will hit without doing damage! Instead, you will hear the sound made when the Hookshot hits a wall. This suggests to me that the Ghost is armored on at least one side, like a Darknut from The Legend of Zelda.

dvdmtH of the GameFAQs LtTP message board notes:

"The enemy is not armored. The hookshot is stunning the enemy. While the enemy is stunned, if Link does anything (moves, fires the Hookshot, swings sword), you hear sounds similar to that which you hear when the hookshot hits a wall. These sounds only play when Link is within a certain range of the enemy. Also, they only last as long as the enemy's in stunned state."

I have since seen this behavior as well, although it did not appear in my original experiments. If you use the hookshot several times from several

positions, you may see both results.

STRANGE SOUND:

If you use Bombos to kill the Ghost, the game plays a sound before the explosion animations of the spell. This sound is typically used for enemies being hit by a weapon. The strange thing about this is that the sound normally isn't used for Bombos in this manner. The sound is only played for the Ghost at that one specific point in the attack. This sound glitch does not appear to be present in the Game Boy Advance version.

SECOND & THIRD GHOSTS:

Nicholas Harvey discovered the second Ghost in the Misery Mire. It's northeast of the first Ghost, and near the center of the Mire. It seems to be virtually identical to the first Ghost, and tends to stay near a stump. This led me to discover a *third* Ghost a little bit northwest of here that sometimes approaches the same stump.

GOOD BEE:

The Good Bee (or Golden Bee, in the GBA version), when released, will actively attack enemies on screen, and returns to fly around Link when there are none. The Good Bee seems completely unable to detect the Ghost, as it makes no move to attack it.

PEGASUS BOOTS:

Nicholas Harvey discovered this glitch: "After hitting the Ghosts with the hookshot, running with the Pegasus Shoes makes hookshot sounds instead of regular running sounds."

ICE ROD:

(Thanks to dvdnth, who also discovered this; I had forgotten I did this experiment way back in the day.)

The Ice Rod normally freezes non-boss enemies for a short period of time. It's completely fatal to the Ghost, however. There's no freezing effect; just an instant kill.

FIRE ROD:

The Fire Rod kills the Ghost in one hit. (Thanks to Matt Johnson)

CANES:

Matt Johnson reports that both the Cane of Somaria and the Cane of Byrna can kill the Ghost in four hits.

MEDALLIONS:

All three of the magic medallions, Bombos, Ether, and Quake, will kill the Ghosts in one shot. It is sometimes possible to get two of the Ghosts to die on screen when using a medallion. As with the Ice Rod, Ether will not cause the freezing effect found in other enemies.

MAGIC BOOMERANG:

dvdnth discovered that the Magic Boomerang kills the Ghost in eight hits.

ARROWS:

It takes two normal arrows to kill the Ghost. Only one Silver Arrow is required. When using Silver Arrows, it is common to see the dropped bombs appear as far as half a screen away from the monster's death cloud graphic.

A couple of people have reported strange graphical glitches when using normal arrows to kill the Ghosts.

BOMBS:

If you want to blow up the Ghost, it'll take two bombs.

MAGIC POWDER:

The Magic Powder has no known result when used on the Ghost. Of course, it's difficult to say this for certain - the Ghost is invisible and in constant movement, so maybe I've just always missed it.

SECTION E: THEORIES

[THE]

So what, exactly, is this strange thing I've called the Ghost of the Misery Mire? There are several theories that have been presented over the years. Here are the ones of which I have been made aware, and my thoughts on them.

1) It's just a game bug or glitch!

This, actually, is one of my own theories. :) It is the simplest explanation, and that makes it the most likely, right? There is one problem with this explanation, however: the Ghost seems to be armored. Why would a bug have armor? Of course, all the odd sound effects the Ghost causes, as listed in the experiments section, support the glitch concept.

2) It's one of the Mud Men that live in the sands of the Desert of Mystery. This theory was put forth by the Game Counselor who responded to my letter to Nintendo, dated January 28, 1993. The Mud Men, for those not familiar with them, are mud/sand-like creatures that rise up out of the desert sands in the Light World desert. The exact words of the Nintendo Game Counselor, Erich Waas, are:

"I tried the tip you sent us regarding the mystery monster. I was able to locate it and thanks to you, defeat it. We're not sure what the invisible enemy is, but it may be one of the sand creatures that live in the desert. If you discover anything else about this, let us know."

Personally, I don't see how that would be possible, but I can't completely rule it out. Also, to my knowledge, the normal Mud Men don't cause any of the odd sound effects observed with the Ghost.

3) It's one of the worm enemies that come out of the water in the Misery Mire. I've seen this theory many times since the first text-only version of this FAQ. The theory first appeared during an e-mail conversation between myself and Tetraforce from TMSword.com. It is a good proposal, but there are several pieces of evidence that rebut it.

- A) There are four worm enemies in the Mire. If all of these (and/or all other enemies) are killed, the Ghosts are still present.
- B) The Ghosts, the lowest one on the map especially, have the ability to cross onto the dry land areas of the map. The worms do not demonstrate this ability.
- C) Bombos does not affect the worms if they are submerged under the ground or water. This can be illustrated by using Bombos when a worm has just gone under or is in the process of submerging.
- D) The Ghosts can be killed while the worms are on screen, but not nearby.
- E) Killing the Ghosts does not kill any of the worms (excluding mass attacks like Bombos).

To be fair, it does appear to be possible to kill a worm with Bombos right before the worm rises from the water, giving the appearance that no enemy was present. It takes very careful timing (or luck), but it can be done. That could support this theory, but the Ghosts can still be killed separately from the worms.

4) David Duvenaud wrote in with this theory:

"I bet it is [a] sprite made [specifically] for that map, but the artists never linked the sprites to it or something. As in, someone forgot to say which image files that creature used, so by default it was invisible. Or maybe someone put a light world creature in, but the game only loads the darkworld tile set when it's in the darkworld. So it couldn't access it's image files."

That sounds like a pretty sound theory to me. It could go along nicely with the Game Counselor's theory, too. Many people have suggested that the Ghosts might be an unfinished enemy, a partially removed enemy, and other things of that nature.

5) Mr Man, who also discovered the Ghost, wrote in with this information:

"I have no real theory about what it is, except that I have noticed something strange. When I was killing the ghost with my sword, I noticed that the bombs that it dropped appeared a long ways away from me, and to the side, even though it was 90 degrees from where I was attacking. This leads me to [believe] that it is some long enemy that can only be hit at the tale, and drops the bombs at its head."

That belief also seems very sound. The Ghost could be something like the small Moldorms seen in many dungeons of the game, as they behave in a very similar manner. Killing the Ghosts with arrows can also create the same item dropping behavior.

6) Darby Bryan-Dye writes,

"A lot of Game programmers that I have met have told me stories about little things such as the ghost that they put into the game for personal reasons. A lot of the time these are listed as easter eggs. But from time to time Programers do it as a way to prove that they worked on it. One of my friends who worked on Myst, even has a hidden picture of himself inside the game (though you have to hit the right combination of keys on your key board to see it). So it is possible the ghosts are just something a programmer threw into the game just so he could show someone later that it was his work."

Definitely a good possibility! If that is the case, only the original programmers will ever be able to tell us.

SECTION F: IDENTITY REVEALED? HYRULE MAGIC!

[IDN]

Thanks to Hyrule Magic, we may finally know what the Ghosts truly are, although the question of why they exist remains a mystery. Hyrule Magic is a level editor that can be used to modify ROMs of A Link to the Past. Among its features are maps of the game with enemies marked in their initial positions. As you might guess, this means that Hyrule Magic shows the starting locations and true name of each Ghost.

In Hyrule Magic, the Ghosts are labeled as "Fireball Zora," a name which the editor also used for the Zora-like enemies in the deep waters of the Dark World and the fireball-spitting waterbound Zoras of the Light World. The following was posted by ETG on the GameFAQs LtTP message board:

"It is a zora. First I used Hyrule Magic to remove every enemy except the ghosts. Then I moved one of them into the deep water north-east of where it

was.

"For the next one I placed some deep water where the ghost appears.

"The third one I used bombos on (because there was nothing better to do with it).

"I think that they are in a perpetual state of 'underwater' because they are not over deep water they can't do their 'appear, shoot, disappear' act."

So, when used to edit the area surrounding the Ghost or the position of the Ghosts themselves, Hyrule Magic reveals the Ghosts to be these "Fireball Zoras." Supporting sound evidence also backs up this conclusion. The odd hookshot-related sound behaviors have been observed with the normal, visible Fireball Zoras as well.

If you would like to try experimenting with this yourself, Hyrule Magic can be downloaded from Zophar's Domain (<http://www.zophar.net/>). The Misery Mire is listed as Overworld Map 70 in the editor. If you have trouble finding Hyrule Magic on Zophar's, it was on this page as of February 2007: <http://www.zophar.net/utilities/sneslevel.html>. A Google search for the term "hyrule magic" (quotes included!) may also turn up other download sites.

There is one problem with the conclusions made in regards to Hyrule Magic and the Fireball Zoras that should be kept in mind. We assume that Hyrule Magic is correctly identifying and saving the Ghosts when a ROM is altered. There is no solid reason to think otherwise, but the Ghosts are glitchy creatures. It is potentially possible that the identification as a Fireball Zora is coming from another glitch related to the monster.

However, most of the behavior of the Ghosts can be duplicated on the Light World Zoras found near Zora's Domain. When combining these facts with Hyrule Magic's results, I think we can safely say that the Ghosts of the Misery Mire are glitched Fireball Zoras.

SECTION G: ADDITIONAL VERSIONS

[ADV]

A Link to the Past has been released in several addition versions beyond the original Super Nintendo game on which I discovered the first Ghost of the Misery Mire. This is a summary of each release, as of the latest version of this FAQ.

Game Version	Ghosts?
Super Nintendo	Yes
Super Nintendo (Player's Choice)	Yes
Game Boy Advance	Yes
Game Boy Advance (Player's Choice)	Unconfirmed, but likely
Wii Virtual Console	Yes

Thanks to everyone who wrote in before this to say that they found one or more of the Ghosts in the GBA and Wii releases - you been added to the Other Discoverers section. And shame on the one person that wrote in saying the Ghosts weren't there on GBA! ;P

I know that I'm not the only person to find the Ghost on my own. Here's a list of some other people that have discovered the Ghost:

Mr Man

Nicholas Harvey, discovered the second Ghost

The following people confirmed the existence of the Ghost in the re-released Player's Choice version of LttP:

Dan Giglio

Michael Delaney

The following people found the Ghost in the GBA version before I got it:

Astro Al

Dan Hogan

Iggy

Lewis Daggart

Šøçěě Štëvěň

Turtle500

Thanks to these folks for writing me to confirm the Ghosts in the Wii release:

AequitasFSR

NiGHTS5688

The original version of this documentation, in HTML format, was available at my personal web site for a number of years. This text-only version has actually been greatly expanded from the original, which focused on the steps of finding the Ghost while providing some screen shots. Unfortunately, my web site has been defunct for some time now. However, a copy with the screen shots can be found via the Internet Archive Wayback Machine at <http://archive.org> using this address:

<http://cyborgcentral.dynip.com/~pd/zelda/ghost.php>

GameTrailers featured the Ghost of the Misery Mire in episode 38 of Pop Fiction. Their video is very well done and covers all the major points of this document, such as the Bombos method and Hyrule Magic discoveries. Find it at Pop Fiction:

<http://www.gametrailers.com/shows/pop-fiction>

The most recent version of this document is available on GameFAQs. Check the Legal Jazz section of this document for more information.

12/02/2013 - Version 1.9 - A small maintenance release.

Revised a few sections to reflect that my personal website is no longer available and the latest version of this document is now available via

GameFAQs.

Added mention of the Pop Fiction video to Supplemental Information.

Added an exact quote from the Nintendo Game Counselor, as well as his name, to the Theories section.

02/21/2007 - Version 1.8 - Nintendo Wii Edition

The presence of the Ghosts in the Wii Virtual Console release of the game has been confirmed by several people, so the main point of this update is to note that.

The Game Boy Advance section has been renamed to "Additional Versions" and rewritten.

I've changed the Legal Jazz section. I've loosened the requirements on who can use this FAQ and how.

Several other sections have been rearranged or slightly updated.

This is the final update, at least until A Link to the Past is released on another Nintendo console (with or without the Ghosts).

03/20/2006 - Version 1.7 - "Yes, I'm still alive" Edition

Updated my e-mail address. The other is still valid, but I'd rather use this new one in the future. Better spam filters. ;)

Added "Quick Jump" labels to each section.

Added Theory 6.

Added more info for theories 3 and 4.

Added more Experiments: Silver Arrows, Medallions, Canes, Fire Rod.

Added a few notes to Hookshot experiment.

Updated Strange Sound experiment with GBA note.

Corrected a few spelling errors, mainly in quotes.

Updated my web site address in Legal Jazz to match the same in Contact Info.

Rewrote the known problems at the end of the Steps section, to include the GBA screen size problem.

Added blurb about ghosts #2 & #3 at the end of Steps.

Moved Hyrule Magic information out of Experiments. It's all consolidated into "Identity Revealed?" now, with a little rewrite. Also removed the screenshot URLs from ETG's quote, as they are no longer valid links.

I'll probably be adding a screenshot of Hyrule Magic's map editor, showing the locations of the Ghosts, to my web site in the next few days after this release.

12/30/2002 - Version 1.6 - Game Boy Advance Edition.

The presence of the Ghosts in the Game Boy Advance version of LttP has been confirmed. See the new section: Game Boy Advance.

Added Arrow and Bomb experiments.

There's a couple of other small changes, nothing important.

05/15/2002 - Version 1.5.1 - Mostly a maintenance release.

Removed the bit about the GameFAQs message board thread from Supplemental Information, as that thread has expired.

Updated Theory #3 a little bit. I was recently contacted by the person that first presented that theory to me via e-mail, so that person's name has been added there.

Added NeoSeeker to the list of places with permission to add this file.

Removed stuff about the server my personal site is on not having a 24/7 connection.

02/20/2002 - Version 1.5

A couple of people have confirmed that the Ghost is indeed present in the "Players' Choice" version of LttP. In light of this, the Problems section has been removed. The people that confirmed this have been added to the "Other Discoverers" section.

A couple of people have had trouble finding Hyrule Magic on Zophar's Domain, so the Hyrule Magic portion of the Experiments section was updated a little to help anyone else with the same problem.

A new section, "Identity Revealed?" was added. Given the nature of this section, this will probably be the last FAQ update unless something new or interesting is discovered.

Added a URL to Supplemental Information.

01/05/2002 - Version 1.4

I now have confirmation of sorts that there are three Ghosts in the Misery Mire.

Added "Hyrule Magic" to the Experiments section, to explain this.

Also added "Ice Rod" and "Magic Boomerang" to that section, and updated "Hookshot."

Now I've got to sort the screenshots on my personal site again, because I have screenshots of the third Ghost mixed with those of the second.

01/02/2002 - Version 1.3

Experiments and Theories has been broken up into two sections.

A second Ghost of the Misery Mire has been discovered by Nicholas Harvey! Nicholas has been added to Other Discoverers, and the following has been added to the Experiments section:

- Information on the Second Ghost

- A sound made by the Ghosts when Bombos is used

- The Good Bee and the Ghost

- Pegasus Boots

Also, more screenshots of both Ghosts have been added to my personal website.

12/31/2001 - Version 1.2

Added Other Discoverers section, moved a little content from Supplemental Information to that section. Renamed the Theories section to Experiments and Theories. Added Mr Man's discovery/thoughts to that section, also.

12/18/2001 - Version 1.1

Added David Duvenaud's theory.

12/18/2001 - Version 1.0

The first text-only version of this information, and first release of this file.

SECTION K: LEGAL JAZZ

[LGL]

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SECTION L: CONTACT INFO

[CNT]

If you have information to contribute to this document about anything I have missed or made a mistake on, feel free to inform me at thoul@mindspring.com. I welcome any constructive comments that will improve this document or any future FAQs I might construct. I do not respond to all e-mails, but I do read them. Be sure to mention this Ghost FAQ, or I won't know what you're talking about and will probably ignore you.

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