

The Legend of Zelda: A Link to the Past Multiplayer Mode FAQ

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Updated to v1.0 on Dec 2, 2005

Legend of Zelda: Four Swords

Version 1.15

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1. Intro

Nintendo's newest multiplayer Zelda is out. I have one thing to say: It's one of the best multiplayer for the Gameboy Advanced. It's the perfect blend of co-op and backstabbing.

2. The Story

Part of this is from the Instruction Booklet.

In the land of Hyrule people lived peacefully. Then all of a sudden it suffers an attack and many of the viliges young and beautiful women are being upducted (No I'm not making this up) by the wind mage Vaati.

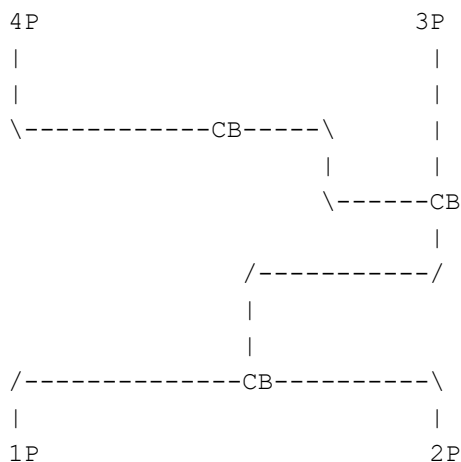
One day a young boy stood up and said "I'm going up there to save those people. Drawing out a mythic blade the lone boy became four, and their strength combined conquered Vaati and sealed him away in the Four Sword.

Now many years later Zelda, the princess of Hyrule, sensed danger at the shrine of the Four Sword. Immediately she summoned a boy named Link whom she trusted above all other people. After discovering that Vaati has destroyed the seal that bounded him in the past, he kidnaps Zelda.

Now it's up to you (Link) to go and save Zelda, but you cannot go alone. You have need of the Four Sword. You are to draw out the blade and with the power of four you shall overcome the Wind Mage Vaati just as the boy once did...

3. How to Play

!WARNING! This is strictly a multi-player game. Under no circumstance are you allowed to play this quest by yourself! If you have 2 or more people with you then you may play the quest. Link up your GBAs for the appropriate number of players as shown in the diagram below...



Each of you is a different colored link.

- 1P: Green
- 2P: Red
- 3P: Blue
- 4P: Purple

How to clear a stage

Each stage [with the exception of the of Vaati's Palace] is in the following format.

- Level 1
- Level 2
- Boss

To clear each level ALL players must cooperate. At the end of each level there is a heart container which will allow you to carry one more heart.

A stage is not considered complete until you obtain a key from the guardian fairy of that particular stage. In order to receive a key you must collect a number of rupees for the entire stage. Once you have all keys you can unlock Vaati's Palace. There are three forms of each stage. Silver Keys, Golden Keys, and Hero's Keys.

About Triforce Medallions

In each stage every person is in a competition to see who can collect the most rupees. Now this is where the backstabbing comes into play. The one who collects the most rupees shall receive the triforce medallion. To see why these medallions are so important then skip on down to tips and tricks.

Death and it's toll

Just as in other Zelda games when your heart count reaches zero you become dead. However in this game you are considered to be downed and you must pay the toll in order to revive yourself.

First time:	50
Second time:	100
Third time:	150
Fourth time:	200
Fifth time:	250
Sixth time:	300
Seventh time:	350
Eight time:	400
Ninth time:	450
Tenth and up:	500

As you can see each time you die the toll increases by intervals of 50 rupees. If your team does NOT have the money to revive you then it's game over.

Rupee Fever

At any time everyone on your team has full health then you have the status Rupee Fever. Rupee Fever doubles the value that rupees are worth. Try to make sure that you have Rupee Fever at all times.

4. Items

Here's a brief explanation of items

Four Sword: The sword whose mystic powers have overcome Vaati.

It is the standered sword carried by all players.

Hylan Shield: A shield made in Hyrule. Can deflect most attacks.

Bombs: Highly explosive charges. Press A to light one and press it again to throw. Press A once more to detonate it without the wait. Getting caught in the blast radius is hazardous to your health.

Boomerang: Object for getting those hard to reach enemies/rupees/switches. Always comes back when thrown.

Magnetic Gloves: Use for pulling yourself by use of magnets. Can be used to pull other players to you.

Gnaw Hat: Allows you to become "insect size". Use it to reach place you can't get to in you original size.

Roc's Cape: Used for jumping. Press A at the peek of your jump to glide that "extra mile"

Pegesis Boots: Allows you to run fast. Use it to clime ledges.

Rupees Values

Green: 1
Blue: 5
Red: 10
Giant Green: 50
Giant Blue: 100
Giant Red: 150
Black: -40

About Rupee Shards

Rupee Shards are the yellow rupees and are worthless on there own. Once you collect all four they form a Rupee that is worth 500.

About Rupee Wraths

Every once in a while you come across a Rupee Wrath. These guys stalk you a drop your Rupees everywhere for other players to collect. To get him off of you touch one of your teamates.

6. Level Explanations

Because of the fact that the game completly randomizes each

stage, I can only tell you so much.

Chamber of Insights Difficulty:*

If your new come to this place. The faries and levels in this stage offer an explanation of how to use each item. Once you've mastered them all take the test and see if your ready for the real levels.

Death Mountain Difficulty***

This level really isn't that hard, but if your new then you may run into some problems. Basicly the mountain has A LOT of lava in it. Seveeral of the fire enemies can burn you and set you on fire. While on fire you lose hearts constantly and run really fast.

BOSS

This boss is a joke. When he splits find the fire ball that takes multiple hits. When he gets himself together shoot the energy ball back and forth. Whose ever color it is must hit it. Once it's black it will hit the boss and once again he will split. After three time's of this he will die.

->Advanced Forms<-

He takes more shots than usual.

Lost Woods Difficulty:*

The easiest of all stages. Simple and straghtfoward. These stages offer more rupees as long as you're willing to do the task that require them. Also on the Golden and Hero's quest the enemies can become quite dangerous.

BOSS

This boss can become extremely frustrating and confusing. If you are NOT working together you will accomplish nothing. The first part simply hit the flower that coresponds to your tunic color (i.e. if it shows a green flower only the green link can hit it). After that there will appear levers on each side of the flower. Two of you must pull the levers at the same time. Once they are pulled they reveal a flower. Sometime it will be multi-colored. The two whose color it coresponds to must hit there section.

->Advanced Form<-

The boss will have two heads that will shoot seeds at you.

Talus Caves

Difficulty:****

With ice all over the stage this can become very frustrating.
Also many of the paths offer you to get "lost" within them.
Also if you really get mad at another player just pick up a pot
and throw it at them. They will be blinded with the barrel over
their heads. IF the ice gets to slippery equip the gnaw hat.
Being small increases your friction with the ground.

BOSS

This huge snail will bounce all over the place. DO NOT HIT THE
BUSHES! They all contain faries. Only collect them if you're
low on hearts. Just hit him with the Pegeses Boots until he
hits the ice wall and freezes. Once frozen hit him over and
over again until he dies.

->Advanced Form<-

He will have two more formations. The first one is where he
will split in four: three decoys and one real. The real one has
a shadow. Just hit him like before.

He will also dissapear from all but one players eyes. The one
with the sight must hit him for all other players to see him.
Just hit him into the ice wall.

Vaati's Palace

Difficulty:*****

The hardest level. This dungeon contains some stages from the
previous three as well as its own. Quite simple and offers many
rupees. Also on the Hero's quest you must face all three
previous boss in order to continue.

Vaati PHASE ONE

Patheticly simple when his whirlwind is up throw bombs tworads
it and let them hit him. When he hits the ground slash him like
crazy and he is gone. Or is he?

Vaati PHASE TWO

Did you really think he'd let you go after an easy battle? This
time he wants revenge. Now he has three types of attacks.

The first attack he surrounds him self with skulls. DO NOT HIT
THE FLASHING ONE. Doing so will set off a dangerous attack.
Each skull that you hit at him causes damage.

The second attack features the flower attacks. Just hit the
corresponding colors when he opens them up.

The third attack features energy ball hits. The same concept as
Death Mountain's Boss except you must aim the ball at the other

players at Vaati himself.

The Aftermath

After you kill him the second time the four sword will seal him up once again and Zelda is safe till next time.

6. Tips/Tricks

Unlocking the "Palace of the Four Sword"

To unlock the Palace of the Four Sword beat Vaati's Palace once. In lttp, defeat Gannon and go to the last crack in the wall of the pyrimad. There should be one more dungeon for you.

Unlocking the Riddle Quest

To unlock the Riddle Quest succesfully obtain 10 triforce medalions in Four Swords

Unlocking the Hurricane Blade

Succesfully complete the Riddle Quest in lttp.

How to unlock the sword beam in FS

Get the master sword in lttp.

How to unlock the Hurricane Blade in FS

Get the Hurricane Blade in lttp

7. FAQ

Q. How do I get a triforce medalion

A. Get the most rupees on a level

- Q. How do I get the Hurricane Blade
A. Get 10 triforce medallions and complete the riddle quest.
- Q. Where can I view my stats?
A. At the file selection screen the left box contains your FS stats
- Q. How can I start the Gold/Hero's quest
A. Successfully defeat Vaati's Palace on your current quest level to go to the next one.
- Q. How many rupees do I need to get a Hero Key
A. 5000 total
- Q. Can I play this alone?
A. No
- Q. Can I use the GameCube to play?
A. Yes. One GameBoy Player equals one player.
- Q. I did a puzzle incorrectly. How do I make the chest/rupees appear?
A. You can't
- Q. My link cable doesn't work why?
A. If you are using a Universal Link Cable get rid of it and get a GBA link cable. If you are using a GBA Link Cable get a new one.
- Q. Is this a single-pak link game?
A. No.

8. E-mailing/Leagal

For any question whatsoever just e-mail me as long as you follow the rules.

1. Put Legend of Zelda in Subject line
2. BE NICE (some of you really need to read this rule)
3. If sending suggestions/info put your name for credit.
4. Be patient.

I can be reached at the following...

Neo7_2004@hotmail.com
NeoHigurashi@hotmail.com

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9. Credits

-
- You (the reader) for reading this
 - leo100 for playing the game with me
 - Ultimajk for playing the game with me
 - Instruction Booklet for the story
 - Nintendo for making the game
-

10. Conclusion

If your still reading this why arn't you playing the game?

11. Version History

1.0->An FAQ is born

1.15->Added FAQs section. Added Version History Section.

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