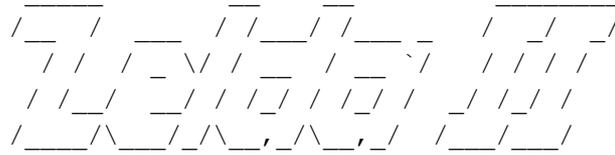


Zelda II: The Adventure of Link Walkthrough Final

by Dzabroski

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Welcome to Zelda II for NES

Complete Walkthrough

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[Http://www.DragonWarriorReturns.com](http://www.DragonWarriorReturns.com)

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=====Walkthrough=====

I. Introduction

- a. My thoughts
 - i. This game is one of my favorite games of Zelda. This game is one of the lowest in the line of Zelda games. It is a great game actually although very different than Zelda I or the newer games. I also worked hard on this walkthrough. It took me over a week to get the game typed out. I had to do everything by memory. I looked for the fastest and easiest way to get through.
- b. Tips
 - i. Listen to what some people say, but not everyone
 - ii. Take the time to search out grounds that seem inhospitable. They usually have a treasure.
 - iii. Save magic for when needed.
 - iv. Don't be afraid to take the longer route.

II. North Castle

- a. You start the game in front of the altar where Zelda is sleeping inside of the North Castle.
- b. Exit to the over world map.
- c. There are a few single woods with a P bag on it.
 - i. This will give you extra Experience. You must hit it with your sword.

III. Rauru

- a. Once you are in town there are several things you can do.
- b. Regain Life from the Lady in Red
- c. Regain Magic from Old Lady in Yellow
 - i. They are not always in every town
- d. Bats
 - i. Some people are actually spies for Gannon, when you talk to them they arrack

IV. Rauru Cave

- a. Head through the woods into the cave to the north. It is pitch-black and there are monsters in here.
 - i. Look at the ground to see their legs and kill them.

V. Desert

- a. Once you get outside you fins you are in the desert. Go east until you reach the coast.
- b. Follow the path south and you should have to go through a ledged area.
 - i. There are bubbles floating everywhere and you have to jump across the water.
 - 1. The bubbles take some life, but they can also know you into the water.
 - 2. The water will kill you.
- c. Once you get past this area you should see a woods. Enter it. Now you have to fight two boomerang

guys, but there is a heart piece here. Take it and go back north

VI. Palace I

- a. This is your first palace. There are a few things you should understand before entering
 - i. Even though the book says you can't use key in other palace's I have been able to
 - ii. Once you beat the boss and get the item the palace will turn to stone.
- b. Red Candle
 - i. From the beginning of the level, go right and down the elevator to enter the palace itself. Go left while defeating the Horse heads that are coming your way, then enter the next room. In this room, defeat the Bots if they drop down to attack then continue left.
 - ii. Kill all of the Stalfos, then go left and defeat another Horse head and take the Key at the end. Now, go all the way left to the previous room and pass the elevator that you came down on.
 - iii. Kill any Horseheads and continue right to the next room. Here, go right and unlock the door, then continue right while defeating any Horseheads you encounter while also trying to avoid the Skull Ball floating around.
 - iv. Keep going right to the next room. In this room, go all the way right and defeat the 2 Stalfos along the way. When you see the elevator ignore it for now go right to the next room first.
 - v. Here, defeat the Bots and the Stalfos, then continue to the new elevator; go up it to the upper floor.
 - vi. Now go right, then up the "steps" while defeating any of the Mini-Horseheads along the way, then take the Key at the top and continue to the next room.
 - vii. Defeat some more Mini-Horseheads while heading right, and then defeat the creature that's throwing things at you then take the Key there. Now, backtrack left back to the previous room all the way to the elevator.
 - viii. Go back down it to the next floor, then get off and go left. Continue through this room to the next one, and then keep going until you reach the elevator going down. This time, go down it and head left while trying to avoid the many Skull Balls floating around.
 - ix. When you get to the following room, defeat the 2 Bots, then jump up the steps and run across the bridge that disintegrates as you cross it. Be sure to take the P Bag halfway across it to get 50 experience points, then drop down the steps at the other side and defeat any the Bots if you want to, then enter the next room.
 - x. In this room, go left and defeat the creature

that throws things at you, then go left some more and defeat the orange Ironknuckle. Now, unlock the door and take the Candle in the t room.

- xi. Now, backtrack right a few rooms back to the elevator, and then go up it to the other floor. Now, go right to the next room, then continue right to the next elevator.
- xii. Go right and take the Fairy if your health is low, then go down the elevator to the bottom floor.
- xiii. Defeat the Ironknuckle, then jump up the steps made by small blocks. Defeat the 2 Stalfos along the way, then continue to the next room.
- xiv. In this room, defeat that monster that throws stuff at you, and then unlock the door behind it with your Key.
- xv. Now, continue right and defeat the Ironknuckle, then head to the next room. This is the boss room
- xvi. Boss
 - 1. Horse Head
 - a. You must jump up and hit him in the head to do any damage.
 - b. You should put Shield magic on for protection.
 - 2. Once he is dead take the key and enter the stone room
 - a. Here you will put a stone in the boulder and get a level up.

VII. Rauru Cave II

- a. Go though the cave and see what you couldn't see before.
- b. Now that you have the candle caves are no problem

VIII. Rauru II

- a. Come back here to rest.

IX. South Cave

- a. There is a cave below the palace's island.
- b. Here you can get amagic container to level up your magic.

X. North Cave

- a. Head up past the palace's island into the desert
- b. There are bats in the cave that try to knock you into the lava. You must dodge or kill them
- c. When you reach the end of the cave a Boomerang guy will be attacking you.
 - i. Kill him or jump over him
- d. Take the trophy and exit.

XI. Ruto

- a. Talk to the red lady for energy and orange for magic
- b. You should see a girl in purple coming in and out of her house.
- c. Talk to her and she will take the Trophy and go see her father
 - i. He will teach you JUMP magic
 - 1. This will allow you to jump twice as high for one screen

- d. Exit and head to South Ruto Cave
- XII. South Ruto Cave
 - a. Enter the cave and head right and defeat the Octoroks and Red Goriyas then continue right to the next room.
 - b. In the next room, defeat the Lowders and the Red Goriyas, then go right to the next room.
 - c. There, defeat the Aches and the Acheman that fly down from the ceiling, and then cast the Jump spell on yourself. Now, go right and jump onto the higher ledge, which you couldn't do otherwise.
 - d. Then, just continue to the right to the cave's exit.
- XIII. Eastern Swamp Marsh
 - a. There is fairy in the wood to the right and a extra life in front of the boulder.
 - i. Save the life for later
 - b. Keep going south as far as you can go then head east across the swamplands. Keep going east to reach the path again. You'll see an area of forest above as well as below the path.
 - c. There's a cabin hidden in the forest area north of the path where you can meet Bagu.
 - i. There are many other places in the woods, but he is somewhere in there. It's not too tough to find him.
 - d. After you find the cabin, go inside and talk to Bagu. Now you are his friend.
- XIV. Path to Saria
 - a. Then, leave the cabin and get back to the path, and head left and down to the bridge. Go across the bridge while trying to avoid the Skeleton Fish and their fireballs.
 - b. Keep going right until you reach the other side, then go down and right. You'll see a single square of forest; go into it. Head right while either defeating or avoiding the Megmats and take the P Bag to get 100 experience points.
 - c. Now, head right out of this area. Enter the town
- XV. Saria
 - a. Make sure you recover with the ladies and head across the town.
 - b. You should see a woman looking her mirror.
 - i. You will get a lot of these.
 - c. You should find an empty house somewhere in the area. Press B when you get to the table. You should find the mirror.
 - d. Take it back to the woman and she will let you see her father.
 - i. He will teach you LIFE
 - 1. Life will refill part of your energy bar.
 - e. Go west through the town and talk to the Bridge Master.
- XVI. Death Mountain Maze
 - a. When he finds you know Bagu he will let you cross.
 - b. Now, head south and enter the cave there to be brought to the Death Mountain "maze of caves".
 - c. First, enter the cave to the right and once inside, head right while defeating the Bots and Red Moblins, then keep going to the cave's exit.

- d. In this area, go right and enter the next cave. Here, go right and defeat all the Octoroks and the Blue Goriya then continue right and exit the cave.
- e. Now, enter the cave to the right; inside this cave, go right and defeat the Bots and Aches. When you reach the elevator, DON'T go up it; instead, keep going right and defeat the orange Daira, then exit the cave.
- f. Now, go down and enter the cave to the right. Here, cross the bridge while trying to avoid the annoying Bago-Bagos, and then go right to the exit.
- g. Now, go down and right and enter the next cave. In this cave, go right and defeat the Bots and the red Daira then use the Jump spell to jump to the high ledges above you.
- h. Take the red magic decanter to completely refill your magic, then continue right and exit the cave. Next, go down and enter the following cave.
 - i. There is a glitch I discovered.
 - ii. Sometimes if you time it right you can cast a spell and keep refilling your magic.
 - 1. When you get the potion and you have enough to cast life cast it as the magic is filling up. The potion will keep refilling. You may lose a small amount, you may lose most, but it is worth the gamble.
 - 2. It worked 9 out 10 times for me.
- i. Here, go left and defeat the Blue Goriyas, the Aches, and the orange Daira. Then, continue left and exit the cave
- j. Go down to the next cave. In this cave, go right and defeat the red Bots and orange Dairas, then keep going to exit this cave.
- k. Now, go down and enter another cave. Here, go left and defeat some more Bots and orange Dairas, then continue left and exit this cave.
- l. Next, go left and up and you'll see a cave in the ground; go into it. Go right and defeat the red Dairas, an Acheman, and a Lowder then keep going to the next room. Here, go left and beat some more orange Dairas and Megmats, then when you reach the elevator, go down it. On this floor, go right and defeat the red Dairas and go to the next room. Here, jump from ledge to ledge all the way to the next room. In the next room, go right and defeat the orange, then red Dairas. Take the Hammer
 - i. Hammer
 - 1. Can destroy over world boulders
- m. Now, go left a couple rooms back to the room with the elevator. Go back up the elevator, then head left. Keep going left through a couple rooms until you're back in the over world.
- n. You'll see a large stone to the left of you; go up to it and press A to destroy it with your Hammer.
- o. Now, walk into the rubble and you'll drop into a hidden cave.
- p. Take the Magic Container when you land, then go left to exit this cave.

- q. Bone yard
- r. Now, go right and down into the desert area again and go all the way right to the water, then go up to the cave.
- s. Go into it and go right and jump from ledge to ledge while defeating numerous Octoroks along the way until you reach the end of the cave.
- t. Go all the way up along the path to another cave and enter it.
- u. You'll automatically be brought to a beach area with a bridge nearby.
- v. Go right across the 2 parts of the bridge while defeating the Black, then Blue Moblins.
- w. Then, in the 2nd part, avoid the bubble things that float upward from the bottom of the screen, as well as defeat the red Daira.
- x. Keep going right to the end, then follow the path right and up alongside the graveyard.
- y. Keep going up, then right until you reach the desert.
- z. Continue upward until you reach the path and go left on it. You'll see a large stone blocking the path break it with your Hammer, then take the path going up.

XVII. Western Swam Caves

- a. You'll see another cave to the right with a large stone in front of it; go up to it, destroy the stone, then enter the cave.
- b. Go right and defeat the Lowders, but avoid the Myus for now because you can't hurt them. Continue right to the next room, then go right and take the Heart Container at the end.

XVIII. Western Swamp Caves II

- a. Now, go all the way left out of the cave and go left to the path again. Now, head left and across the path and you'll see another cave that isn't being blocked by any obstructions.
- b. Enter that cave and go right while defeating the Megmats along the way, then continue to the next room. In this room, go right and take the P Bag with 200 experience points inside.
- c. Then, go all the way back to the left and exit the cave. Now, go right to the path and walk all the way down to where it splits.

XIX. Medicine Cave

- a. There, go all the way left until you reach the swamp area. Then, go up and you'll see a cave blocked by a large stone; destroy it with the Hammer and walk into the cave.
- b. Inside the cave, go right across the bridge while trying not to get hit by those annoying Bago-Bagos and defeating the Lowders that are on the ground.
- c. Keep going right to the next room, then defeat the orange and red Dairas in this room. Continue to the right and take the bottle of Medicine there. Then, go all the way left and exit this cave. Now, go back down through the swamp, then right to the path again.
- d. Take the path all the way right to where it splits again; keep going east along the path all the way to the end. Then, go up and into the town of Mido.

XX. Mido

- a. Get recovered by the ladies
- b. When you reach the Church cast Jump and jump onto into the upper door.
 - i. Once inside you meet a master swordsman. He will teach you the Down Thrust Skill.
 - 1. When you jump press down to drop your sword onto the head of your enemy.
- c. Find an old lady walking back and forth by her house and talk to her.
- d. She will let you in because you have medicine.
 - i. You will be taught Fairy Spell
 - 1. You can turn into a fairy to float and get through locked doors without a key.
 - a. If you already have a key it is hard to get through without using it, even if you are a fairy.

XXI. Palace II

- a. To get here all you have to do is go west from Mido.
- b. Through the swamp and into the upper section of the swamp.
- c. There is a red potion on the sand patch.
- d. When you enter the palace there is a little trick you can do. Stand in front of the statue and hit it with your sword. A red potion should appear. This will always be here when you exit and enter.
- e. Some statues will have a Iron Knuckle monster there.
 - 1. Others rotate between Iron Knuckle and potions.
- f. Now go right and down the elevator to enter the inside of the palace itself.
- g. Take the elevator all the way to the bottom floor, and then go right. In this room, defeat a whole bunch of Bots, and then continue right to the next room.
- h. Here, defeat the monsters that throw things at you, and then go right and take the Key at the end of the room.
- i. Now, head back left all the way to the elevator again; go up it one floor and get off there.
- j. Head left and defeat the Ropes while avoiding the Skull Balls, then go left to the next room.
- k. In this room, go left and defeat the Bot and 2 Stalfos, then take the Key at the end of the room.
- l. Now, go back right a couple rooms to the elevator again and go up it to the next floor.
- m. On this floor, go left and defeat the Stalfos, then enter the next room. In this room, head left and defeat the Bots while trying to avoid those floating heads that can be quite annoying because they take away some of your experience points each time they hit you.
- n. Next, continue left and unlock the door with the Key, then defeat another Bot and enter the next room. In this room, go left and jump onto the ledge,

- defeat a couple Bots, then take the Key.
- o. Continue left and jump across a couple more ledges, defeat yet another Bot, then enter the next room.
 - p. Here, go left and defeat the 2 orange Ironknuckle, then continue to the next room.
 - q. In this room, drop down the steps and go left, then continue left while trying to avoid the Skull Balls, then go down the elevator at the end.
 - r. Get off at the first floor, and then go left. Defeat the Stalfos and the Ropes then unlock the door with your Key and continue left to the next room.
 - s. In this room, run left as quickly as you can so the blocks that fall from the ceiling don't hit you. If you're not quick enough, just jump over the blocks that land on the floor, then continue left to the next room.
 - t. In this room, go left and defeat the Red Ironknuckle, then unlock the next door with a Key.
 - u. Take the Glove from that room, then head right to the previous room with the blocks.
 - i. Glove
 - 1. The glove allows you to destroy the blocks.
 - v. Go right and take the P Bag you couldn't before to get 50 experience points, then go right while trying not to get hit by the falling blocks and continue to the next room.
 - w. In this room, go right to the elevator and take it down to the bottom floor.
 - x. Go right and defeat the 2 orange Ironknuckle while trying to avoid the fireballs that the Moa drops on you then continue right to the next room.
 - y. In this room, go right and defeat the Stalfos while avoiding the fireballs that the 2 heads shoot at you, then go right and break through the blocks with your sword.
 - z. Then, continue right and defeat another Stalfos while avoiding the fireballs being shot at you, then continue right and break through those blocks with your sword.
 - aa. Continue through the next part of this room while avoiding the fireballs again, and then enter the next room.
 - bb. Here, try your best to avoid the Skull Balls and head right to the elevator; don't go down it yet. Instead, continue right to the next room.
 - cc. In this room, defeat a Bot and a couple of Mini-Horseheads, then continue right. Then, defeat the monster that throws things at you and take the Key there.
 - dd. Now, go back left to the previous room with the elevator. Go down it this time and head right and defeat the Bot and the monster that throws things at you while going up the block steps. Then, continue right to the following room.
 - ee. Try to be quick in while going over this platform. The ground will disappear in you.
 - i. If you are fast enough to crouch and hit the P bag you get 100 exp.
 - 1. If you are not prepared, ready, or

unsure about this forget it. A life is more important than the P bag.

- ff. Go right and defeat the Red Ironkuckle, then continue to the next room.
- gg. Here, go right and defeat the Stalfos, then unlock the door with the Key.
- hh. Go right some more and defeat the orange Ironkuckle, then keep going right and defeat Red Ironkuckle, then go to the next room. In this room, go right and you'll have to fight the boss
 - i. Helmethead.
 - 1. To kill him just knock off his helmet and hit him in the head.
 - a. Shield is a good idea.
 - b. You can use Jump, but I would save you MP for the Life Spell.
 - ii. Kill him and take the Key, unlock the door to the right, and head right to the statue.
- jj. Put the crystal in place and keep going to the exit.

XXII.

- Road to Palace III
 - a. Back in the over world, head right and out of the swamp area, then continue right to the path. Take the path down to where it splits, then go right and down into the graveyard.
 - b. Get to the lone stone in the middle of the yard while trying not to get attacked. Stand in front of that lone tomb and walk straight down until you drop into a hidden cave.
 - c. Go right and defeat the Lowders, then cast the Fairy spell on yourself and fly above the wall and right into the next room.
 - d. In this room, go right and defeat the Myus and the Blue Goriya, then continue right to exit the cave.
 - e. Now, go all the way around the mountain and enter the 3rd palace.

XXIII. Palace III

- a. From the start, simply go right to the elevator and go down it into the palace itself. Then, go right until you reach the Stone Warrior.
- b. Kill it, then continue right and use your down-thrust technique to defeat the Myu.
- c. Keep going and defeat the Stalfos, then go on to the next room.
- d. Here, defeat the Mini-Horseheads that come at you, then beat the small Myus, and then continue to the following room.
- e. Here, go right while trying to avoid the Moa's fireballs that fall from above, and keep going right. About halfway through the room, blocks will fall from the ceiling. Quickly get past that area and jump over any ones that fall in your way, and then keep going to the next room.
- f. In this room, go right until you reach the Stone Warrior; beat it with your sword and the protection of the Shield spell, then keep going right. Use the down-thrust to cut through the blocks and collect the Key there. Now, go on ahead to the next room.
- g. Here, cast the Jump spell and jump up the steps made of blocks and go right once at the top.

Continue right and defeat the red Stalfos that you'll run into. Then, go right to the next area, which is located outside the palace.

- h. Go right while avoiding Moa's fireballs, and take the P-Bag worth 100 experience points, then keep going and take the Key from the ledge.
- i. Now, go back left into the palace again and continue right until you can drop down to the lower path.
- j. Go left and down the elevator to the next floor down. When you get there, go right and unlock the door with a Key, then defeat some Bots.
- k. Continue right and defeat the Skull Heads, then go to the next room. Here, use your sword to break the wall of blocks, then jump over the pit and defeat the Bot on the platform.
- l. Jump to the next platform and beat that Bot. Jump onto the larger platform and defeat the red Ironknuckle.
- m. Keep on going right, jumping from platform to platform and defeating Bots until you reach the other block wall. Destroy it with your sword, then continue to the next room.
- n. In this room, go right and beat the red Ironknuckle that is coming towards you, then continue right. Fight and defeat the blue Ironknuckle, then keep going right and take the Raft at the dead end.
 - i. This will allow you to go over into the Eastern Continent.
- o. Now, backtrack a couple rooms back to the room with the elevator that brought you to that floor.
- p. Now, go left of the elevator and beat the Skull Heads and Bots, then go on to the next room.
- q. There, beat the red Ironknuckle and unlock the door behind it with a Key, then continue left past the elevator going down.
- r. Beat a couple of Mini-Horseheads and another red Ironknuckle, then go to the next room.
- s. In the next room, jump up the block steps using help from the Jump spell and go left. Defeat the many Skull Heads along the way.
- t. When you see the Key below, use the down-thrust to cut through the blocks and claim it.
- u. Now, walk left and destroy the blocks with your sword while trying your best to withstand the Skull Heads that keep appearing to attack.
- v. When you get to the real wall, jump back onto the block structure and go all the way right and out of the room.
- w. Go right and beat the Mini-Horseheads and go to the elevator; ride it down to the bottom floor.
- x. On this floor, go right and unlock the door with a Key, then defeat the red Stalfos you'll see.
- y. Keep going right until you see the P-Bag on the high ledge. To get it, cast Jump on yourself, and then jump onto the lower ledge, then onto the higher one to claim the 100 experience points contained inside the P-Bag.
- z. Then, drop back down to the ground and continue right to the stone warrior. Defeat it like earlier in

this palace, then go right to the following room.

- aa. Here, go right and cut through the blocks in your way. Keep going directly right along the bottom path, cutting down blocks along the way and defeat the red Ironknuckle in your way.
- bb. Keep going until you reach the P-Bag at the end. Cut it open with the sword as always to get the 100 experience points inside.
- cc. Now, go all the way left and cast Jump on yourself and jump onto the higher ledges all the way to the top.
- dd. Go right and cut through the blocks in your way. Keep going until you can't anymore, then cut through the floor and go right.
- ee. Defeat the red Ironknuckle and destroy the right wall, then continue to the next room.
- ff. In the next room, go right into the boss's room, where you'll fight the Ironknuckle boss.
 - i. Ironknuckle
 - 1. This is a little different than the regular Iron Knuckles.
 - a. When he comes out with his horse you must jump and downward thrust him in the head.
 - b. Once you get his energy about half the horse will leave.
 - c. You now have to fight him face to face.
 - i. He can throw his sword and blocks almost all of your attacks.
 - d. You have to work on him like the regular ones, but he has a lot more energy.
 - e. If he gets too hard leave and go to the next palace and come back when you have more attack power.

XXIV. East Docks

- a. Exit the palace and head back through the graveyard to the dock on the edge of the desert.
- b. You will sail across to the Eastern Continent

XXV. West Docks

- a. Once you get there, walk off the dock and head south.
- b. You'll see a lone patch of forest there; walk into it to enter a side-scrolling scene.
- c. Here, defeat the floating eyeball enemies by hitting them with your sword when their eyes are open.
- d. Then, go right and jump up the ledges to reach a P-Bag. Take it to get 200 experience points, then continue right out of the area.
- e. Next, head east until you see a town, then go into it, which is the town of Nabooru.

XXVI. Nabooru

- a. Get recharged for your magic and energy.
- b. Head to the fountain and press B. Go back until you

find the lady who says she is thirsty.

i. She will take you to her father for a new spell.

1. Fire

a. You sword will shoot fire when it his swung

i. Some monsters can only be killed with fire.

c. Exit the town

XXVII. Nabooru Cave

a. Go north along the path and into the cave there.

b. In the cave, go right and defeat the 3 Achemen.

c. Then, cast the Fire spell on yourself and use it to defeat the blue lizard enemy further to the right that shoots fireballs at you.

d. Continue right out of the cave.

i. You can just jump over them and bounce off their backs with the down thrust, but it's up to you.

XXVIII. Island Maze

a. Go east, then head east all the way to the water. You'll see a bridge there, so walk on it to be brought to the Island Maze.

b. Then, go right a couple steps, then go down and all the way to the right.

c. Next, go straight up, then go left and up a couple steps. Finally, go right and you'll fall into a hidden cave.

d. Go right and defeat the orange Lizard man, then continue right and take the Child sitting there in the corner.

e. Now, go back left and up the steps, then out of the cave.

f. Back in the maze, go left and down, then right and straight down to the corner.

g. Next, go left all the way to the end, then go up and left across the bridge.

h. There is also an extra life on the southern part of the beach just before you go to enter the maze.

i. There is also a Magic Container located in the maze.

i. When you're given a choice between two L-shaped corridors, choose the outer one. One of the road squares is a hidden pit, leading to your seventh Magic Container.

XXIX. Darunia

a. When you reach the continent head west.

b. Go through the mountains heading for the village.

c. You will have to pass a few obstacle scenes.

i. Just down thrust the Octoroks and jump over the water.

ii. The next scene has bubbles, but keep going.

d. Get refreshed by the two lovely ladies.

e. At some point you should see a series of house that are reachable by the jump spell.

f. There, cast the Jump and then jump on the roof of the 4th house you see.

g. Jump from roof to roof all the way to the right, then stand on the chimney on the last house and press

Down to go down it and enter the otherwise locked house.

- h. Inside, go right and down the steps into the basement, then go right and talk to the Knight to learn the Up Thrust sword technique.
 - i. Now when you jump press the up button to attack anything above you.
- i. Exit and keep heading left to find the lady looking for her grandson.
- j. She will let you inside the house and see the spell master.
 - i. Reflect
 - 1. This is needed to beat the next boss.
 - 2. Any spell cast at you will be reflected back and kill anything in it's path.

XXX. Island Maze II

- a. Exit the town and head back to the Island Maze.
- b. Follow the paths to the Palace and enter it.

XXXI. Palace IV

- a. To get to the palace you must walk into the water.
- b. Before you enter the palace there is a heart container located in the water. It is a little bit to the north then east of the town.
- c. From the start, go right while avoiding the Moa's fireballs above you, then go down the elevator to the floor below. On this floor, simply go right into the following room.
- d. Go right and defeat the blue Stalfos, then use the Down Stab sword technique to claim the P-Bag worth 100 experience points. Continue right through this room and defeat the next blue Stalfos, then take the elevator at the end of the room down one floor.
- e. Get off the elevator and go right, then defeat the red Stalfos. Now, jump up the 2 ledges, and then continue right to the next room.
- f. In this room, go right and cast the Jump spell on yourself, then run across the bridge that disintegrates as you step on it. When you reach the end, hold Right and jump to the ledge on the other side of the pit below.
- g. Keep on going right and defeat a Mini-Horsehead, then a Stone Warrior. After you beat the Stone Warrior, continue right into the following room.
- h. In this room, go right and jump onto the platform in the air, then go right and destroy the blocks with your sword. Next, jump over the small flame and continue right, then jump onto the next platform. Destroy the blocks, and then jump over the flame on this platform, but this time, watch out for the Stone Warrior on this platform. Defeat it if it doesn't fall into the lava first, and then jump over the lava pit and land on the next platform.
- i. On this platform, destroy the blocks and hop over the small flames, then jump onto the ledge at the end and take the Key.
- j. Now, go all the way left through this room to the room that you just came from. Continue going left until you reach the large pit. Walk off the edge and

hold the Right button. When you fall to the floor below, hold Right to land on the platform.

- k. Now, go right and defeat another Mini-Horsehead while avoiding the annoying Skull Ball. Continue right and defeat the Stone Warrior, and then go right to the next room.
- l. In this room, go right and defeat the red AND blue Stalfos, then keep going right and you'll meet a blue Ironknuckle coming towards you. Defeat it and unlock the door with your Key, then go into the now open area and take the Boot.
 - i. The boot will allow you to walk in the water at certain points.
- m. Now, go back left through this room all the way back to the one with the large pit. Jump into the pit again and you'll land on a disintegrating bridge below.
- n. Quickly run to the right to avoid falling into the lava, then continue right to the next room.
- o. Here, jump onto the platform suspended above the lava and destroy the blocks with your sword, then jump over the small flame and defeat the Stone Warrior waiting there at the end of the platform. Next, jump to the next platform and destroy the blocks on it, then jump over the flame.
- p. Defeat the red Stalfos there, and then jump onto the following platform to the right. Destroy the 2 blocks and jump over the flame, then jump over the pit and claim the Key sitting there while trying to avoid the Skull Ball
- q. Now, jump back across those platforms and go back to the room you came from.
- r. In that room, jump onto the bridge that disintegrates when you walk on it, then run left across it while trying your best to avoid those annoying blue head things that float around in a zigzag pattern towards you. Keep running across the bridge, and then go into the next room at the end.
- s. Here, go left and defeat a Bot, then cast the Reflect spell; you'll need it to defeat the Doomknockers (wizards) in this room.
- t. Go left and beat a wizard, then continue left and unlock the door with a Key. Next, continue left and pass the elevator for now, then defeat a couple more Bots and Doomknockers and continue left into the next room.
- u. In this room, jump up the block "steps" and go left on top. Keep going left while either avoiding or defeating the Skull Heads, then continue until you spot the Key in a small area below you. Use the Down Thrust sword technique to break through the blocks and take the Key. Make some stairs from the blocks. Cast jump if really have to. It isn't that hard to do
- v. When done go all the way right, then drop off the block structure and go into the next room.
- w. Go right until you reach the elevator, then ride it up to the top floor. Get off there and go left and defeat some Doomknockers using the Reflect spell to harm them. Continue left past the elevator and defeat

some more Bots and Doomknockers, then unlock the door with your Key and continue into the next room.

- x. When you enter this room, you'll see a Key is located right above you. To get to it, first cast the Jump spell, then use the Up Stab technique to cut through the blocks. Then, jump through the hole you made and take the Key while avoiding getting hit by the Skull Ball. Now, drop back down that hole and head left only to reach yet another locked door.
- y. Unlock it with the Key you just got, then continue left past the second elevator.
- z. Go left and defeat a couple of Mini-Horseheads and a Stone Warrior; after you beat them, just go on ahead to the following room.
- aa. In this room, jump onto the block structure with help from the Jump spell, then go left along the top of it. Defeat a Stone Warrior, then cut downward through the blocks with your sword to claim the P-Bag worth 200 experience points. Get out of the room and continue left.
- bb. You'll see a Key in a little block prison, so cut through the blocks to get it.
- cc. Make the steps with your sword, then go left and drop off the block structure and defeat the Stone Warrior there. After you beat it, jump back onto the block structure and go all the way to the right into the following room. In this room, defeat a couple of Mini-Horseheads as you move right. When you reach the elevator, ride it down to the next floor.
- dd. There, go right and defeat a couple more Mini-Horseheads and continue into the next room.
- ee. In this room, go right and jump onto the platform above the lava. Go right on that platform and destroy those blocks and jump over the flame (sound familiar?), then jump to the next platform. Be sure to avoid getting hit by those VERY annoying floating blue head things that float towards you while moving up and down.
- ff. Keep jumping from platform to platform and destroying the blocks and hopping over the flames until you reach the wall. There, take the Key and get out of this room by going left jumping from platform to platform.
- gg. Keep going to the left and pass the elevator going up, and go into the next room. There, jump onto the bridge that disintegrates when walked on and run left across it while defeating the 2 Myus on it as well. Keep going left and unlock the door with a Key, then go down the elevator to the floor below.
- hh. Once there, go right and unlock that door with your last Key and keep going right. Defeat a couple of blue colored Stalfos that jump down from the above platforms to attack you, then continue right a little bit more. You'll see a P-Bag sitting on a high platform; to reach it, cast the Jump spell on yourself and jump onto the lower platform, then to the higher one. Take the bag to get 100 experience points. Now, drop off the ledge and keep going to the right

into the next room.

- ii. In this room, go right and defeat a couple of red Ironknuckle, then continue into the next room.
- jj. There, go right and into the boss's room to face Carock
 - i. Carock
 - 1. He is actually quite east, but he can seem hard.
 - 2. Cast Reflect on yourself to make you shield reflect magic.
 - 3. Stand on the left side of the screen and crouch.
 - a. He will shoot his spells at you and the will hit him instead.
 - b. Sword will not work on him.
- kk. Put the crystal in and exit the palace.
- ll. To exit just walk over the water to the bridge.

XXXII. Palace V

- a. Head back to Nabooru to heal up and head east into the water.
- b. There is a Heart Container located some where in the water.
- c. From the start, go right and down the elevator to the floor below. Go right and defeat a couple of Ropes, then continue up and right to the next room.
- d. In this room, go right and avoid the Skull Balls until you reach the wall.
- e. Use the Fairy spell to fly up to the higher ledge, then continue flying right to the next room.
- f. Now, reenter the room you just came from and go left. Take the Key you missed, then go back right into the next room.
- g. Here, jump onto the 2 platforms, then run right across the disintegrating bridge while avoiding the blue flying head enemies. Take the P-Bag halfway across to get 200 experience points, then continue right into the next room.
- h. In this room, go right and defeat a couple of red Ironknuckle.
- i. Then, unlock the door with your Key and continue right to the elevator. Ride it down to the next floor.
- j. On this floor, go left and defeat a couple of Fire Droppers. Then, continue left into the following room.
- k. Go left until you reach the area where the blocks fall from the ceiling. At that point, stand under the platform with the Key and wait until most of the blocks have fallen. Then, use your sword to cut a path up to the platform above you.
- l. Follow that path up and take the Key. Now, go left and cut through the blocks in your way and continue left into the next room.
- m. In this room, go left and defeat an orange Ironknuckle. Then, continue left and down and defeat 2 more orange Ironknuckle while avoiding the Moa flying overhead. Next, go left and down the elevator to the next floor.
- n. Here, go left and defeat a couple of Bots and those wizard enemies that drop fire on the ground (Fire

Droppers), and then continue left into the following room.

- o. In this room, go left and cast the Jump spell on yourself. Then, jump onto the ledge above the elevator and take the P-Bag to get 200 experience points. Drop off the ledge and go down that elevator to the floor below.
- p. Go right and cast the Jump spell again, then jump to the ledge above you and defeat the red Ironknuckle guarding a Key.
- q. Take the Key and drop off the ledge, then go right into the next room. In this room, go right while either avoiding or fighting the Fire Droppers and the Moa. Just continue all the way right to the next room. Go right and defeat a blue Ironknuckle, then continue right to the wall. Jump right into the wall, and then go right to the other side and to the next room.
- r. Here, go right and defeat some more Fire Droppers and continue right past the elevator into the next room. Here, defeat more Fire Droppers and make your way all the way right. Go up the elevator there to the floor above you.
- s. There, go left and defeat a few blue Stalfos, then continue left into the next room. In this room, simply take the Key in front of you, then backtrack through the previous room to the elevator and go down it.
- t. Now, go left through this room to the following room. In this room, go left to the elevator and go down it to the next floor. Then, go left and unlock a door with a Key and defeat some more Fire Droppers and Skull Heads, then go left into the next room.
- u. Here, go left and defeat an orange Ironknuckle. Then, keep going and defeat a blue Ironknuckle. Now, unlock the second door with your Key and take the Flute from the small room.
 - i. Flute
 - 1. The Flute is used for a few things in the game
 - a. It can kill and uncover things in the over world
- v. Now, backtrack a couple rooms back to the elevator and go up it to the floor above you.
- w. Once there, go left and defeat any Fire Droppers you missed before, then continue into the next room.
- x. In this room, jump through the wall and go left all the way through it, then continue to the next room.
 - i. This is Zelda, it's a trademark for the game series.
- y. Just go left through this room into the following room.
- z. Here, go left and pass the elevator for now and cut through the blocks with your sword.
- aa. Defeat the enemy there, then cut down through the blocks with the Down Thrust technique and continue left. Jump up and use the Up Thrust technique to cut through the block with the P-Bag

atop it. Take the bag to obtain 200 experience points.

- bb. Now, backtrack to the elevator and go up it. There, go left and unlock the door with your Key, then continue left to the next room. Keep going left to the elevator and go down to the floor below. Go left and defeat some Fire Droppers while avoiding the Skull Balls floating around. Then, use the Up Thrust technique to cut through a block above you and take the P-Bag worth only 50 experience points. Next, just continue left to the next room.
- cc. Here, go left and defeat an orange Ironknuckle. Keep going right and defeat a blue Ironknuckle. After you beat it, take the Key and go right out of this room. Continue right to the elevator and go up it 2 floors. There, go right and defeat the orange Ironknuckle waiting for you, then unlock the door ahead with a Key. Go right some more and defeat a blue Ironknuckle. Next, jump up the platforms and defeat a red Ironknuckle. Now, go right into the next room for a boss fight
 - i. Gooma
 - 1. Hit him in his stomach and the jump back. Be sure to avoid his malice.
- dd. Take the key and continue through the usual scenes and exit.

XXXIII. Devil's Path

- a. Just south of Nabooru is a little octopus looking monster.
 - i. Play the flute to make him disappear
- b. Follow the path to the end
 - i. This sounds easy, but it isn't
 - 1. You have to dodge the rocks that the lizard men throw.
 - 2. You also have to fight a couple of small monsters to get through.
 - ii. It is a long path
- c. Once you make it through you have to cross the bridge.
 - i. The best way is to cast Fairy and float across.

XXXIV. Search for New Kasuto

- a. Continue right to the end of the area. Now, go east a little bit and go north along the right side of the small lake.
- b. Continue north and enter the cave there. Inside, go right and defeat the hopping spider enemies with the Fire spell and your sword and continue right into the next room.
- c. Go right and defeat an orange Lizard man, then keep going and defeat a red and black Lizard man.
- d. Then, continue right out of the cave. Now, go right 2 steps, down 3 steps, and then right 1.
- e. At that point, use the Hammer to reveal the Hidden Town of Kasuto, otherwise known as New Kasuto.
 - i. If you visited the other town you visited old Kasuto.
 - 1. The old man tells you that there is a secret in the woods.
 - a. When I played I thought he

meant the palace

- b. Then I thought he meant the small patch of woods where you get into a fight with Lizards.

XXXV. New Kasuto

- a. In New Kasuto, go right and talk to the old lady dressed in blue that comes out of the second house.
- b. She'll say you deserve her help and lets you inside.
 - i. When you follow her she will give you another Magic Container
 1. She will only give you the containers if you collected the three previous ones.
- c. Refresh yourself with the two ladies.
- d. Keep going right and you'll come across a building with the door open. Go inside that building and go right. Go to the fireplace and press Up; you'll go into the hidden basement from there.
- e. Go up to the old wizard to learn the
 - i. Spell
 1. This has random effects.
- f. Now, go right to the last scene of town. There, cast the Spell Spell to make a hidden building appear.
 - i. Go inside and go right to the wall, then take the Magic Key.
 1. Magic Key
 - a. This will open any lock, without collecting key
 - i. Now you do not need to waste magic to get though a door.

XXXVI. Old Kasuto

- a. Now that you have the Spell Spell and the Magic Key you can get another spell
- b. Head back to Old Kasuto, in plain sight, and talk to the man in the house.
- c. He will teach you Thunder
 - i. Thunder
 1. Hurts all enemies on the screen, but it takes a woopin 64 MP to work.
- d. Exit and go to the desert.

XXXVII. Palace VI

- a. Before you enter go to the south part of the beach and get the final heart container.
- b. From the entrance, go right to the elevator and go down it into the actual palace. Ride it down 2 floors (the first floor's optional) and go right.
- c. Once there, go right, go past the enemies killing whoever you want. Here, defeat the blue Ironknuckle, and then cast the Jump spell on yourself.
- d. Now, continue right and jump over the 2 pits and keep going right. Unlock another door with the Magic Key, then defeat another blue Ironknuckle. jump up the steps and go right into the next room.
- e. In this room, go right and defeat a couple of Doomknockers with the Reflect spell while avoiding the statue heads hanging on the walls above you that shoot fireballs at you. Then,

- continue right into the next room.
- f. Here, cast the Jump spell and jump up and right all the way to the top, and then keep going right into the following room.
 - g. In this room, go right and cast the Jump spell again, then jump to the other ledge to the right and keep going right into the next room.
 - h. In this room, you'll notice that there are Ironknuckle statues on pedestals in the background.
 - i. Go right through this room while avoiding the Moa and Doomknockers and count the statues you pass.
 - j. When you reach the 3rd one, cast the Jump spell. Walk a couple small steps to the right, then jump to the right to avoid a hidden pit below.
 - k. Now, cut through the block wall with your sword, and then continue into the next room.
 - l. You will have to fight a sub-boss. Ironknuckle II
 - i. Defeat him like you did before.
 - m. Unlock the door and take the Cross that's in the small room.
 - i. Cross
 - 1. The Cross Allows you to see monsters that are hidden from sight.
 - a. Like in Old Kasuto
 - n. Now, go back to the previous room. Cut through the blocks, and then cast the Jump spell on yourself and go left to the first Ironknuckle statue you see.
 - o. Jump at that point to the left, and continue left to the next room.
 - p. Here, cast the Jump spell again and go left, then jump to the other ledge and continue left into the next room.
 - q. Here, go left and down the steps and avoid the fireballs those statue heads spit at you. Keep going left into the follow room.
 - r. In this room, go left and down the steps and go left to the pit. Drop into it to drop down to the floor below. Don't land on the first floor you see; keep dropping and hold Right to land on the ledge on the second floor down.
 - s. Now, go right and pass through the locked door, then continue right and defeat a blue Ironknuckle. Then, go right into the next room. In this room, cut through the blocks with your sword and jump across 2 pits while avoiding the flying blue head things.
 - t. Keep going right, jumping from platform to platform then cut through the blocks with your sword and go into the following room. Here, go right and defeat a red Ironknuckle and a couple of Doomknockers, then continue right into the next room.
 - u. In this room, cast the Fairy spell on yourself and go right across the large lava pit while avoiding the Skull Balls and the small fireballs that fall from the ceiling.
 - v. Keep going to the ledge on the other side and go into the next room. Defeat a blue Stalfos and avoid the Moa that flies overhead in the next room, and then go right to the elevator. Ignore it for now, just go right into the next room.

- w. In this room, go right and you'll have to fight the mounted horseman like earlier in this palace.
 - i. Iron Knuckle III
 - 1. Here he is again.
- x. Go right after he is dead into the following room. Here, go right to the pit and drop down it to the next floor.
- y. As soon as you appear in the next floor, quickly cast the Fairy spell and fly to the ledge, then continue right and avoid the blue Stalfos and go into the next room.
- z. In this room, go right and jump onto the middle platform and the boss, Barba the dragon, will appear.
 - i. Barba
 - 1. I think that was my last girlfriends name, the description matches.
 - 2. You just have to hit him on the head.
 - a. The best was is to stay on the right island and cast Jump. When he comes REALLY Close jump and hit him.

XXXVIII.

Road to the Great Palace

- a. Now is a good time to get some of the extra lives that you missed before, your going to need them.
- b. Now, go back east across the bridge just get across by jumping and attacking like you normally would. After you reach the other side go up and left to the other bridge. Get across it, then continue west to the graveyard. Step into the graveyard, and then quickly get back onto the path so if a monster attacked, you wouldn't fight it, you need your energy. After the shadows of monsters disappear from the map, quickly go south through it and you'll enter a side-scrolling scene.
- c. Go right through this scene while avoiding the blue Moa and the fireballs the red Lizard men above you are throwing towards you. When you exit the scene, go down a couple steps, and then go all the way left while trying to avoid battles unless you want to fight. Keep going left and you'll enter another side-scrolling scene.
- d. Get through this cave area by jumping over the pit and defeating the orange Lizard man while avoiding the blue Moas. Continue left and jump over a couple of pits, then defeat another orange Lizard man.
- e. After you beat it, cast the Jump spell and jump over the larger gap and exit the cave.
- f. Now, continue going north on the path. When it splits, go along the right path and continue north until you enter another cave scene.
- g. Get through it just like you did in the previous one (it's the same exact layout), then when you're outside again, keep going up and into the cave.
- h. Here, go left through the cave while defeating the red floating eyeball enemies and the blue Moas. Keep going left and defeat the blue Lizard man, then continue out of the cave.
- i. Next, go south along the path, then go left and up

the other side and into a hidden cave scene. Jump over the lava pit and go left and defeat the red Lizard man. Continue left and beat some blue Moas and a red eyeball enemy, and then jump over a few pits. Next, continue left and defeat another red Lizard man, then jump over the larger pit using the Jump spell's help. Then, go left out of the cave and continue north into the real cave.

- j. Go right and defeat a blue Lizard man, then a red one, and continue right out of the cave. Once outside again, just go up into the Great Palace.

XXXIX. Great Palace

- a. When you enter the Great Palace, go right and the force field will disappear because you've beaten all the other palaces.
- b. Go right to the elevator and ride it down to the floor below. Go left and defeat the Mini-Thunderbird, then continue left into the next room.
- c. In this room, cast the Fairy spell and fly across the top of the room to the elevator, then ride it down to the next floor.
- d. Once there, go right into the following room. Here, simply go all the way right across the 2 bridges to the next room.
- e. In this room, go right and defeat a Mini-Thunderbird, then continue right to the elevator and ride it to the next floor.
- f. Go right and cut through the blocks with your sword, then go right through the room while either avoiding or defeating the orange head things floating around.
- g. Cut through some more blocks at the other side of the room, and then go right into the following room. In this room, go right and watch out for the Mini-Thunderbird enemy that jumps towards you with sword in hand.
- h. Get past it quickly or defeat it, then continue going right. Go right and jump up a couple of steps and defeat a Bot. Then, cut through the blocks using the Down Stab technique and go right and down the elevator 3 floors. There, go right and defeat the Mini-Thunderbird and go right into the next room.
- i. In this room, go right and defeat the red Rope snake enemy and some of those floating orange head things, then continue right all the way to the elevator.
- j. Go down it to the next floor and go right. Cut through the blocks with your sword and defeat a couple of Bots, then go right and cut through some more blocks. Defeat another Bot and go right into the next room.
- k. Here, go right across the disintegrating bridge and defeat the red Rope, and then jump onto the platform at the end of the bridge. Then, continue right to the elevator leading to the next floor.
- l. Here, go right and try and avoid the giant Skull Ball. Defeat a blue Mini-Thunderbird, and then continue right to the next room.
- m. Here, go right and defeat another blue Mini-Thunderbird, then continue right and up the steps.

Avoid the giant Skull Ball if possible, then cut through the blocks using the Down Stab technique to cut down through them. Next, just go right and down the elevator. Go down through 3 floors to the very bottom, then go left. Defeat a Bot and a Mini-Thunderbird, and then continue left into the next room.

- n. In the next room, go left and you'll see a bunch of blocks on the floor. Defeat some floating orange head enemies that come near, then cut down through the row of blocks and you'll reveal a hidden pitfall. Drop down to the floor below and go right. Go right and hit the giant blue Bot to make a bunch of regular Bots appear. Defeat them all and go right into the next room.
 - o. In this room, go right across the disintegrating bridge. You'll find a narrow pitfall below you. Drop through the bridge when the floor below you disappears, then fall down the pit to the bottom floor.
 - p. Once there, head right into the following room. In this room, go all the way to the right as far as you can possibly go and the Thunderbird will appear.
 - i. Thunderbird
 - 1. Use the Thunder spell to expose his head. Do it right away, do not wait for his life to fill up.
 - a. Remember, if you screw up you're out half of your magic.
 - b. His head is the weak point. The fire he throws shouldn't be too hard to dodge - just make sure that you don't wind up directly ON Thunderbird's head. It's a sure hit there.
 - q. When you finally beat the Thunderbird go right to meet the final boss
 - i. Dark Link or Shadow Link
 - 1. He is exactly like you and he can seem impossible
 - a. Just jump and trick. This the best way. He will eventually screw up and you can get a decent hit in.
- XL. Ending
- a. Congratulations on beating Zelda II, Adventures of Link.
 - b. Second Quest?
 - i. Well it isn't really a second quest, but you can beat the whole game again, but you get to keep your current levels you had when you beat the game

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 approved by me at DragonMaster@dragonwarrior2000.every1.net

Check out my Dragon Warrior/Quest Website at:
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