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Section One: Background

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The welcoming stuff to my amazing Adventure Of Link FAQ!

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A) FAQ History

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Version 1.01 - Released Monday August 8th, 2005. Very minor changes.

Version 1.00 - Finished Friday, January 28th, 2005. It took me a while to complete this FAQ, because I always procrastinate. I'm very happy with the finished product, though, and I think it's one of the better FAQs on GameFAQs.

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B) Introduction

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Zelda II: The Adventure Of Link, usually just called The Adventure Of Link, is a sequel to The Legend Of Zelda, making it the second game of the Zelda series. Many people tend to bash this game because of it being so much different than the original Zelda. The Adventure Of Link is much more RPGish. For example, when fighting enemies, you gain Experience Points, which is used for strengthening your Life/Magic/Attack. Because of these differences, The Adventure of Link is bashed and dissed, making it the least popular Zelda game in the franchise. It puzzles me why people will not accept these changes, because the game is really quite good. At least that's my opinion. I guess you are about to find out for yourself....

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C) Frequently Asked Questions□=====

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This section is a list of questions that people like to ask a lot. You better not email me without first reading this section. If you have a question to ask, go ahead and email me, and I will be glad to respond to your email with the answer to your question along with some insults, too.

1. Q) In the town of Darunia, I am having trouble learning the Reflect spell. I can find the old man, but he just tells me to "come back when I'm ready." What do I have to do to be ready?
 - A) I had this problem my first time through the game, too. In order to learn this spell from the old man, you must have all the Magic Containers you can possibly have for that point in the game. In other words, just leave Darunia, and search for another Magic Container, then go back to Darunia's wise man, and he should teach you the spell fine. Refer to section VIII of this guide, the Heart/Magic Container location section, if you need help finding the Magic containers.

2. Q) I read about some super secret on the internet where you can talk to Impa and he will give you the red ring or something like that. This sounds so radical OMG!! How do I do this?
 - A) You can't do it at all. It's just a silly rumor. Impa isn't even in the game until the very end. You're an idiot for believing it.

3. Q) There is a giant forcefield type thing in front of the Great Palace that will not let me into it and its driving me nuts! How the heck do I get past this?
 - A) You see, idiot, that force field is there for a reason. You have not placed all of the crystals in their statues in the Palaces. It is possible to defeat a Palace, but not place the crystal in that palace. Maybe that is what you did. Or maybe you just didn't defeat all the Palaces yet, in which case you should not be lurking around the Great Palace. To see how many crystals you have, press start while you are in an action scene. Towards the bottom of the pause screen that will appear, to the left of your item inventory, you will see the amount of lives you have left, then the amount of keys, then the amount of crystals. If the amount of crystals you have is NOT ZERO, then you have not placed all the crystals. Go back and finish all the Palaces, idiot!

4. Q) What happens after I beat the game? Does my file erase and I have to start over? I hope not, because that would erase the data I worked so hard to achieve. Please help me, Nick, you're my only hope...
 - A) After you beat the game, you will start a new file, but your stats will not erase. So if you beat the game with level 9 magic, level 8 health, and level 7 attack, you will begin the new game with those same stats. This makes the 2nd time around much easier.

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D) Story
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(Copied from NES Classic Series: The Adventure Of Link GBA instructions booklet)

Though the hero Link defeated Ganon and rescued Princess Zelda, Hyrule remained plagued with evil. In the passing seasons, the power that Ganon had left behind, as well as his remaining underlings, were once again causing chaos and disorder throughout the kingdom. Ganon's servants hope to revive their master by sacrificing Link and sprinkling his blood on Ganon's ashes.

One day, as Link approached his sixteenth birthday, a strange mark shaped like the crest of the kingdom appeared on the back of his hand. The worried Link consulted Impa, Princess Zelda's elderly nursemaid. Shocked and frightened, Impa took Link to the North Castle to explain the legend behind the mark. Only the descendants of the Impa family who served under the king knew how to open the door to the North Castle. On an altar in the middle of the room lay a beautiful woman, Princess Zelda. Impa began to explain the Legend of Zelda...

"Long ago, when Hyrule was once kingdom, a great ruler maintained the peace in Hyrule using the Triforce. After the king died, the prince of the kingdom should have become king and inherited everything, but he could only inherit the Triforce in part. The prince searched everywhere for the missing parts, but could not find them. A wizard close to the king said that, before he died, the king had said something to the about the Triforce to the younger sister of the prince, Princess Zelda. The prince immediately questioned the princess, but she revealed nothing. The wizard threatened to send the princess into an eternal sleep if she did not talk. Still, Princess Zelda said nothing. The wizard, fighting off the startled prince, cast his spell. The princess fell on the spot, entering into a deep sleep, and at the same moment, the wizard collapsed, too. In his grief, the prince placed the princess in the North Castle room in which we now stand. The prince hoped that someday Zelda would awaken from her slumber. So that this tragedy would never be forgotten, he ordered every female child born in the royal household to be given the name Zelda."

From the stand next to the sleeping princess, Impa gave Link six crystals and a scroll with the same crest on his hand. She explained that the items had been given to her ancestors by the king and handed down for generations in her family for when a time of need would come. The scroll, which contained the key to uniting the Triforce, was written in an ancient script that only those with the crest would be able to read.

Link glanced at the scroll doubtfully, but found that he understood the words as clearly as if they were being spoken to him. The scroll revealed that the key to unlocking the Triforce's power was uniting all three: Power, Wisdom and Courage. The king had left Power and Wisdom in the kingdom but had hidden Courage, because only an individual with strong character and a special inborn quality could use it without disastrous results. Because the king had not found such a person during his reign, he cast a spell on Hyrule so that the crest would appear on the chosen one. But if used before then, the Triforce will produce many evils.

The scroll went on to reveal that the Triforce of Courage was in the Great Palace in the Valley of Death on the largest island in Hyrule. To enter the

Great Palace however, Link would first have to fight the guardians protecting each of the six palaces in Hyrule, place the crystals in palace statues, and undo the binding force protecting the Valley of Death.

Surely, with the Triforce of Courage, Link could awaken Princess Zelda from her eternal slumber. With a magical sword in his left hand and a magical shield in his right, he set off alone on his long travels. At that very moment, Ganon's underlings were calling up new allies from the realm of evil and working devilishly towards the revival of their leader...

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## Section Two: Playing The Game

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This is the basics of The Adventure Of Link. You should probably read through this if you are new to the game.

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A) Controls

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Press buttons, control Link!

### On The Land Map

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D-Pad: Move Link  
Start: Pause/Resume Game  
A: Use Hammer  
B: Play Flute

### In Town

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Left/Right: Move Link  
Up: Enter a house  
Down: Go down a chimney  
A: Jump  
B: Speak to townsfolk

### In Fight Scenes

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Left/Right: Move Link  
Down: Use downward thrust when in midair, Low Defend, Low Attack  
Up: Use upward thrust during a jump  
Start: Pause Gameplay by bringing up Sub Screen  
Select: Use Magic

(Note: To do an upward or downward thrust, you must first learn those techniques from knights in towns.)

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## B) Getting Started

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This is just some random information that beginners of the game will find quite useful. If you are a more experienced player, just skip this section.

## A) Types of Terrain

There are many different types of terrain in The Adventure of Link that you can walk over. If you encounter an enemy, it will make a huge difference where you are standing when you encounter the foe. For example, let's make a comparison on encountering enemies in graveyards versus encountering enemies in plains. It will be significantly harder to fight off the enemy in the graveyard than to fight it off in the plains. Here is a list of the different terrains:

Road.....: If you encounter an enemy on a road, you will be warped to an area with no enemies and no obsticals. You only have to walk to the left or the right to escape!

Plain.....: A plain is a completely flat terrain in real life, and that's exactly what they are in this game. You don't encounter many difficult enemies on a plain. Navigate your way to the left or the right, past enemies, and off the screen to escape a plain.

Forest...: A forest is very dark, and is the home of many enemies, particularly Deelers and Mobys. Many enemies attack from the trees, but there are also some ground based enemies. They are completely flat, so jumping is not necessary to escape.

Desert...: Desert terrains have strong winds, which causes many small stones to blow through the air. Be sure to watch out for these small stones. Despite common knowledge, deserts are not all flat. Several enemies are native to deserts, particularly Geldarms and Lowders.

Swamp....: Swamps are icky, and the water level is knee deep. This makes it very hard to Link to walk. It's quicker to jump rather than to walk. Octoroks are very native to swamps.

Graveyard: Graveyards are the terrain with the crosses. Moas will fly all around the graveyard, leeching experience from you upon impact. You can't see the Moas, either, unless you have the cross. Graveyards are built on a slight hill, so the center portion of the graveyard will be raised a little.

Caves....: To enter a cave, you must purposely go into it. Some caves lead to some pretty interesting places. Caves are extremely dark. You can only see in caves if you have the candle. It is necessary to go through some caves at the beginning of the game without being able to see a thing! Caves tend to have plenty of steps and/or holes. On multiple occasions, you will need to cast a Jump or Fairy spell to reach the top of some platforms. Aches seem to be very native to caves.

## B) Encountering Enemies

Encountering enemies is a simple process. Unless you are set on gaining experience points, you should try to stay away from enemies. Enemies will appear at random when you are walking around on the Land Map (from above). There are two different enemy types: a strong enemy and a weak enemy. A weak enemy looks similar to a Bot, while a strong enemy has arms and legs. If you bump into any of these, you will be warped to a Fight Scene, and will be forced to fight them. There is also a fairy. Though quite rare, a fairy will randomly appear on the Land Map with the enemies. If you bump into one, you get a free fairy (full life)!

## C) Experience Points

In the upper right of the fight screen, it will show how much experience points you have, then how much experience points you must get to raise the level of either your Attack, Magic, or Life. The amount of experience points you must acquire is always greater than the amount you currently have. To earn experience points, you must defeat enemies. You will receive a varying amount of experience points for each enemy you defeat, a low amount of experience points for weaker enemies, a high amount of experience points for stronger enemies.

There is also another way to earn experience points. You must find a P-Bag. P-Bags can either be found in random places in a Fight Scene, or enemies will drop them when you kill them. P-Bags will either have 50, 100, 200, or 500 experience points in them.

When the amount of experience points you have exceeds the amount you must get to level up, you will level up! At first, it's easy to level up, but as you play more and more, you will need more and more points to level up, making it much harder.

Every time you get a game over, or you save the game, your experience points will go back to zero. It would not be wise to turn off the game when you are close to leveling up.

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Section Three: Walkthrough

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### North Palace

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The game starts out in the North Palace, where Princess Zelda is sleeping soundlessly on top of an altar. If this is your first time playing the game, then jump around. Use your sword. Get used to the feel of the game. When you are ready, leave the North Palace by walking to either the left or the right.

Once outside, walk east and stay on the path. Continue walking on the path as it starts to lead northeast. When you come to the three way intersection where you can go north or east, just continue east. Continue along the path as it starts to head southward. Eventually, you will see a small town settled along the path. This is the peaceful town of Rauru. Go into it.

Rauru

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In Rauru, head to the left to the third house, where a lady in red should come out. Talk to her and she will let you inside her house, where she will fill up your life. Now leave this nice lady's house and continue to the left into the second scene in the house. In the second scene, talk to the lady wearing a purple dress that will come out of the second house, and she will let you inside. Inside her house, walk all the way to the right and you will eventually find yourself in the basement. In the basement, talk to the wise man, and you will learn the Shield spell, which is one of the most useful spells in the game. Now, leave this house, and walk all the way to the left and leave Rauru.

Land Map

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Back in the Land Map, head north just a little bit and you will see forest tiles to the east of the path. Go into the forest here and head to the northeast portion of the forest and you will see a cave dug into the side of the mountain. Enter this cave. Inside the cave, it is very dark. You will be able to make out the walls, but none of the enemies. You will have to wait until you get the candle to light up caves. Fortunately, there is only one enemy in this cave, and it is an easy one. Make your way to the left in the cave. After you jump over either the second or the third raised platform (sometimes it's different), look at the floor of the cave, and you will be able to make out some tiny movement. This is a Lowder, so kill it! Now just continue to the left some more until you are out of the cave.

On the other side of the cave, you will find yourself in some desert terrain. Head all the way to the east until you come to the sea, then start walking south. Eventually, the desert terrain will turn into nice yellow path. Soon, you will automatically enter an Action Scene where there will be many water pits and bubbles. If you fall into the water pits, you will automatically lose a life, regardless of how much health you have. Jump across all of the water pits, but make sure you don't hit any bubbles and accidentally fall into the pits! When you finally get to the end of the Action Scene, continue south on the Land Map, and you will see a small grassy tile surrounded by forest tiles. Walk onto the grassy tile and you will be automatically taken to an Action Scene. In the Action Scene, there will be several stone pillars. Just walk to the right a little bit, collect the Heart Container that is sitting there, defeat a Goriya, and leave the Action Scene. Now, with the extra heart container for increased life capacity, head north again, through the scene with the water pits, and manage yourself back into the desert area. Walk the northern section of this desert area and you will see a palace. Enter this Palace, and you will be in Palace 1.

Palace 1

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In Palace 1, walk all the way to the right past the Ironknuckle statue, and use the elevator to descend inside the walls of Palace 1. When you have lowered the elevator to the floor, head to the left, killing Mini-horseheads as you do so. Continue left until you enter the next room. Walk to the left



some more, you can kill the two blue Bots on the ledges above if you feel like waiting for them to hop down. Continue left and defeat the Stalfo when he appears. Continue to the left some more, past a possible Mini-horsehead, and you will come across a key. Collect the key, then walk back the the right into the room that you came from with the elevator. Walk to the right past some more Mini-horseheads, and into the next room. Continue to the right and use the key that you just picked up to unlock the door there, then continue to the right some more. Pass the Skull Ball and an endless supply of Mini-horseheads and enter the next room. Walk to the right and defeat the Stalfo that will ambush you from above. Continue to the right and you will see an elevator, but do not go down in just yet. You will need to go down this elevator, just not quite yet. Walk to the right some more, defeat the Stalfo, and go into the next room. Defeat the blue Bot if you wish but ignore the Skull Ball. Defeat the next Stalfo that you come across, then you will encounter an elevator. Walk inside this elevator, and take it up to the level above you. Now head right past a few Mini-horseheads, up a few gigantic stairs and you will come across a key. Grab the key and then enter the next room. In the next room, defeat the blue Bot and the Mini-horseheads. Continue to the right until you come to the one eyed monster that throws objects. Defeat this odd creature while trying your best not to take any damage. When the monster is defeated, grab the key that is sitting there. Before you leave, strike the Ironknuke statue right there with your sword, and a red potion will appear. Grab the red potion to increase your magic.

With the extra two keys in your possession, backtrack your steps back to the left until you get to an elevator. Take the elevator down one story. If you are low on health, there is a fairy to the right, unless you got it already. Now walk back to the left, and go to the left side of the elevator, staying on the same floor that the fairy is/was on. Continue past a Skull Ball and Bot into the next room. In the new room, walk to the left a little bit, then go down the elevator to the floor below you. In the new floor, head to the left past a bunch of Skull Balls and go into the next room to the left. In the new room, kill the two blue Bots. Now, quickly, run across the bridge, as it will fall shortly after you step on it. If you are feeling dangerous, you can try to get the P Bag, which contains an additional 50 Experience Points. When you cross the falling bridge, descend down the giant steps, killing the two Bots if you wish. Walk the the left a little bit more into the new room. In the new room, walk to the left some, and then you will come to a one eyed monster. This is a good place to use the Shield spell (hint). Carefully kill the one eyed monster, watching out for the objects that he throws, then continue to the right and you will approach an Ironknuke. The Ironknuke is tricky, so don't let him get the best of you. Kill the Ironknuke, then walk to the left some more, open up the locked door, and grab the candle. With the candle, you will actually be able to see inside caves. Good job.

Now that you have the candle, walk to the right and backtrack yourself back across the falling bridge, past the Skull Balls, and to the elevator. Ride the elevator back up to the floor above you, then walk to the right until you get to the new room. In the new room, walk to the right past any enemies that may be there until you come to the elevator. Grab the fairy to the right of the elevator if it's still there and your health is low, then take the elevator to the floor below. In the floor below, walk to the right and you will engage battle with an Ironknuke. This would be a great time to use the Shield spell. Defeat the Ironknuke, and continue to the right. Jump up the long steps that were made by small blocks. You will eventually come to a Stalfo. It is smart to stand on the step below the Stalfo, and attack him from there. Since the Stalfo cannot put his shield down, this will give you a huge advantage. Ater killing the first Stalfo, you will quickly find another. Kill the second Stalfo, then walk all the way up the stairs to the right and go into the new room. I highly advise you to use the Shield spell

as soon as you enter the new room. Walk to the right and fight the one eyed monster. Defeat the one eyed monster, and continue to the right to defeat an Ironknuckle. After you defeat the Ironknuckle, head to the right into the new room. The boss, Horsehead, is settled on the right side of this room. Prepare for a boss fight, and walk to the right to encounter Horsehead. Read section VII, the Bosses section, of this guide to find out how to defeat Horsehead. When Horsehead is finally beaten, he will give 50 Experience Points and a key. Use the key to enter the locked door to the right. Put the crystal into the statue. Congrats, you have just beaten the first Palace of the game!

#### Land Map

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After defeating Palace 1, walk southwest a little bit and go back into the cave you came from prior to defeating Palace 1. You will notice that it is now lit up; you can see. If the cave is not lit up, you didn't get the candle from Palace 1. Anyway, go through the cave and come out the other side. Now walk west a little bit until you are back on the yellow path. Follow the path a few spaces northwest, then when the path comes to a three way intersection, take the south route, the route that leads back to the North Palace where you started the game. Slightly before you get to the North Palace, walk off the yellow path southwards, and then walk west so that you are on the southwest side of the water surrounding the North Palace. You should see a cave around here carved into the mountain below you. Go into this cave. In the cave, navigave your way to the right past a bunch of Lowders and a few Otorocks. Grab the Magic Container at the end of the cave, then retrace your steps back to the beginning of the cave and back on the Land Map. Once back on the Land Map, head directly north through a bunch of grass and a few forest tiles until you come to a yellow path. When you come to the yellow path, walk east until you notice a desert above you. Walk into the desert and you should notice a cave slightly to the east. Go into the cave.

Inside the cave, navigate your way to the left past the Ache and the Otorocks. Be extra careful not to fall in the lava pits, or if you hit the enemies, they could knock you into the pits, too, so take extra caution. Continue to walk to the left and you will soon find a Red Goriya that is guarding a trophy. Kill the Goriya and take the trophy. Now, walk back to the right, jump over the lava pits, and leave the cave. Back outside, walk south until you come across the yellow path. Stay on the yellow path for safety, and follow it to the west. Soon enough, you should notice a small town. This is the peaceful town of Ruto, go into it.

#### Ruto

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In Ruto, talk to lady wearing the red dress standing around the first house. She will let you inside, and refill your health. You can also talk to the old lady wearing orange at the second house, and she will refill your Magic. Now, walk all the way to the left to the second scene of Ruto. As soon as you walk past the first house in the second scene of Ruto, a lady will leave the house. Talk to her, and she will let you inside her house as a token of appreciation for saving the trophy. In the house, walk all the way to the right until you are in the basement, then talk to the wise man to learn the Jump spell. With the newly learned spell, leave the house that you are in, then walk some more to the left and exit Ruto.

#### Land Map

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Once outside of Ruto on the Land Map, continue to walk south along the yellow

path and you will see a cave. Go into the cave. In the cave, walk to the right past a bunch of Otorocks and you will soon find a Red Goriya. Slay the Goriya, and continue to walk to the right into the second scene of the cave. In the second scene of the cave, walk to the right like you did in the first scene, except this time there are a bunch of Lowders instead of Otorocks. Eventually, you will come to another Red Goriya. Defeat the Goriya, and walk to the right some more and go into the third scene of the cave. In the third scene of the cave, navigate to the right past the two Aches and the Acheman, you can kill them if you choose to. Eventually, you will come to a ledge that you need to get on top of, but is too high to jump. Cast the Jump spell on yourself so that you can jump extra high, then jump over this ledge with ease. Now walk to the right some more and exit the cave.

Once outside the cave, look to the east and you will see a single forest tile. Enter this forest tile and you will find a fairy. To get the fairy, you must jump from one of the wood pillars on either side of the fairy. Now with full health, leave this forest scene. Now walk south past a bunch of swamp. The swamp tiles are wet and muddy, so they will slow you down, but you can walk on the grass tiles slightly west to avoid this. When you come to a river, walk east past a few swamp tiles. You want to stay as close to the river as you can. Follow the river east until you come across a yellow path with a bridge underneath it. This bridge is for crossing the river, but do not cross it just yet. Before you cross this bridge, you need a note from Bagu. Bagu is a man who lives in a hidden cabin in the forest. Walk into the forest to the north of where you are now. Bagu's cabin is hidden in this forest. To show you where Bagu's cabin is, I have made a small ASCII art map.

```
      FFFFFFFFFF      KEY:
      FFFF.BFFFFFFF      F=Forest Tile
      FF.FFF.F.FFF      B=Bagu's Cabin
      FFFF.FFFF        .=Hidden Enemy Tile
      FF
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Use this map to find Bagu's cabin. Be careful not to step on a hidden enemy tile, or you will be forced to fight a bunch of Megmats. When you find Bagu's cabin, enter the cabin and talk to Bagu. He will give you a small note and tell you to show it to river man. Now leave Bagu's cabin, and walk south so that you are back on the yellow path for safety. Follow the path to the southwest and walk across that bridge that I referred to earlier. Step on this bridge and you will be taken to an action scene. In the action scene, you must walk all the way to the right, but be aware of the Bagu-Bagus that will hop out of the river and attack you! When you get to the other side of the bridge scene, you have crossed the river. Back on the Land Map, follow the yellow path southwest some more until you see a town on both sides of a river. This is the water town of Saria! Enter Saria immediately.

Saria  
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The first thing I want to say about Saria is not to talk to random townsfolk that are freely walking around. Some of the random townsfolk are really part of Ganon's minion, and will turn into Aches as soon as you finish talking to them. Anyway, walk all the way to the second scene of Saria, and enter the first house of the second scene. There is nobody in this house, but walk to the table and press B, and you will find a mirror under the table! Leave this house and walk to the left and go back into the first scene of Saria. Walk to the left some more to the first house. A lady wearing blue will leave the house as soon as you pass it. Talk to this lady. She will be delighted that you found her mirror, and let you inside her house. Inside her house, walk all the way to the left into the basement, then learn the Life spell from the

wise man. Now leave this house, and walk a scene to the right so that you are in the 2nd scene of Saria. There is a little old lady wearing orange robes that walks around in front of her house. Talk to her and she will bring you into her house to refill your magic. Now walk two houses to the right and you will notice a younger lady wearing a red dress. Talk to her, and she will let you inside her house to refill your health. Now continue walking to the left into the 3rd scene of Saria. In the 3rd scene of Saria, there is a small house that is immediately followed by a river that you cannot cross. Walk into the small house there and talk to the river man. The river man will be surprised that you know Bagu, and will help let you cross. Now leave this small house, and you will see a bridge form so that you can walk across the river. Now simply walk over this bridge, and continue walking to the left until you leave Saria.

#### Land Map

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Back on the Land Map, walk south and you will see a cave. Go into the cave, and you will be brought to Death Mountain, also known as the cave maze. The cave maze is just what it looks like: a maze of caves. There are dozens of caves to get lost in, but luckily for you, I will tell you what caves you should take.

First, enter the cave to the right. In this cave, walk all the way to the right past the Bots and Red Moblins, then keep walking to the right to the cave's exit. Back on the Land Map, enter the cave to the right, which is the only cave you can enter without backtracking. In this cave, navigate to the right past the Otorocks, then to the Blue Goriya. Kill the Goriya, then continue to the right. Pass a few more Otorocks, then leave the cave. Back in the Land Map, enter the cave to the right, which is the only cave you can enter without backtracking. In this cave, navigate to the right past the Blue Bots and Aches. You will soon find an elevator, but do not go up it. Instead, stay on the lower level of the cave and keep walking right. You will soon encounter an Orange Daira, kill it and continue to the right to the exit of the cave. Back on the Land Map, walk south past a few forest tiles, then enter the cave to the right. In this cave, use the bridge to walk across the lava, but you will have to avoid annoying Bagu-Bagus that jump from the lava as you do so. When you cross the huge lava pit, leave the cave so that you are back on the Land Map. Now enter the only cave you can without backtracking. In this new cave, walk to the right and defeat the Bots and the Red Daira. You should notice the red potion above you, which will completely refill your magic. If you already have full magic, then just ignore the red potion, but if you are missing any magic, cast the Jump spell on yourself, and jump up and grab it, and you will have full magic. Now walk all the way to the right of this cave to the exit, and leave. Back on the Land Map, walk into the cave to the south. In this cave, navigate to the left and defeat the Blue Goriya. Then, as you watch out for occasional Aches, kill the Orange Daira, then continue walking to the left and exit the cave. Back on the Land Map, go into the cave to the south, which is the only available cave without backtracking. In this cave, the platform you stand on starts out very high, but will slowly descend as you walk through the cave. In this cave, there are a bunch of Red Bots, along with two Orange Dairas. Do your best to kill all of the enemies, then leave the cave via the exit to the right. Back in the Land Map, go into the cave to the south, which is the only cave you can enter without backtracking. In this cave, the platform you stand on starts out high, but will slowly descend as you walk to the left. There are a bunch of Blue Bots in this cave, along with two Orange Dairas. As you walk to the left, kill all of the enemies. Just before the exit of the cave is a red potion. Grab the red potion to completely fill your magic! Finally, exit the cave. Back in the Land Map, walk slightly west and you will see a cave sitting in the middle of a

yellow path. Walk into this cave, and start navigating your way to the right. You will have to get past a Red Daira, a few Lowders, and two Achemen. When you get to the next room of the cave, walk down the steps and kill the three Megmats. Now continue walking to the right until you come to an elevator. Go down the elevator. On the new floor, walk to the right and defeat the Red Daira. Continue walking to the right and go into the next room. There are many lava pits in the new room. Carefully jump over them and be sure not to fall in. There is a Myu enemy resting on top of one of these island pillars, so be ready for him. When you get to the other side of the lava pits, go into the next room. Here, go to the right and you will have to fight an Orange Daira, whom is immediately followed by a Red Daira. Now is a good time to use the Shield spell. Defeat the Orange and Red Dairas, and walk all the way to the right of this room. You will see a hammer, pick it up. You now have the hammer, which means that you will be able to smash boulders! With the newly acquired hammer, carefully backtrack your steps and leave the cave. Back in the Land Map, you will notice a boulder. Now it is time to test out the hammer. Approach the boulder and smash it by pressing A in front of it. The boulder will smash. Now walk overtop of the tile where the boulder used to be, and you will fall into a secret cave! There is a magic container at the bottom of the cave. Grab it to increase your magic capabilities, then walk to the left and up the stairs to exit the cave. You have now done everything needed to be done in Death Mountain, all left to be done now is to escape! Walk to the right into the desert terrain as far east as you can. You will see a cave etched into the mountain next to the sea, go into this cave. In the cave, walk to the right and jump over a few lava pits while killing a few Otorocks. Walk all the way to the right and exit the cave. Now, back on the Land Map, start walking north on the yellow path terrain until you come to yet another cave. Walk into this cave, and it will warp you out of Death Mountain! You are done with Death Mountain!

Walk east and onto the bridge. You will be taken to a side by side action sequence. This is a very long bridge that you must cross. There are two parts to this bridge. In the first part, you must defeat a Red Moblin, a Blue Moblin, and a Lowder. In the second scene, there are bubbles floating upwards, and you must defeat a Red Daira. Once you pass the bridge, you will find yourself on a yellow path. Follow the yellow path northeast, past the graveyard, but DO NOT go into the graveyard. Eventually the yellow path will end. When this happens, walk north on the desert terrain until you come to another yellow path. Walk west on this path and break the boulder that will stand in your way, then start to follow the yellow path north. As you follow the yellow path north, look to the east until you see a boulder that is conveniently placed in front of a cave. When you see this, break the boulder and enter the cave. In the cave, walk to the right past the Myu. You cannot kill the Myu yet because you have not learned the downward thrust technique. Don't worry, you will learn this soon. After the Myu, you will encounter a few Lowders and a Blue Goriya. Kill the Lowders and the Blue Goriya and continue to the right into the new room. In the new room, walk all the way to the right and grab the heart container. Now walk back to the left and leave the cave.

Back in the Land Map, walk slightly west so that you are back onto the yellow path, then follow the yellow path south. Eventually, the yellow path will start to go west instead of south, but continue to follow it regardless. Stay on this path until you come across the bridge that leads to Saria. DO NOT walk onto this bridge! Instead, leave the yellow path and walk onto the grass terrain a few tiles west, then walk north onto the swamp. You should notice a boulder here conveniently placed in front of a cave. Break the boulder with the hammer, and go into the cave. In the cave, walk all the way to the right past the annoying Bagu-Bagus, and into the next room of the cave. In the second room, there is an Orange Daira that is followed by two consecutive

Red Dairas. Kill all three of the Dairas and walk all the way to the right of the room. You should notice the Medicine here. Jump over the small lava pit and grab the Medicine, then leave the cave.

Back outside, walk one tile south and one tile west and you will be taken to a secret room where there is a link doll. Grab the link doll, and you will be rewarded with one extra life! Now leave this secret area and head south out of the swamp terrain and into the grass terrain. Walk all the way south to the river, then east until you see the yellow path. Follow the yellow path to the east. Eventually, the path will go north, but will also go east. The east path is blocked by a boulder. Break the boulder, then continue walking to the east. Walk all the way to the east until you see a small town sitting next to the sea. This is the Harbor town of Mido. Go into this town.

Mido

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In Mido, talk to the lady wearing the red dress in front of the second house, and she will let you inside her house where she will refill your health. With full health, walk to the left some more into the second scene of Mido. Walk to the left some more until you see the church. The church is the two story building with the open doorway on the second floor. You want to go into the door on the second floor. Cast the Jump spell on yourself so that you can jump up that high, then jump onto the second floor of the church and go into the doorway. Walk to the right and go down into the basement. Talk to the knight there and he will teach you the downward thrust technique, which is an extremely useful technique to have. It may not seem like much, but it will help you greatly throughout your quest. Now leave this room and the church entirely so that you are back in the main portion of Mido. Now walk to the left some more so that you are in the third scene of Mido. Walk past the first house and an old lady will exit the house. Talk to this old lady. She will see that you have the water of life and let you inside her house. Now walk to the right of the room and go into the basement. Talk to the wise man there to learn the Fairy spell. Now that you have the Fairy spell, leave this house so that you are back in the main portion of Mido, and then leave Mido completely.

Land Map

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Back in the Land Map, stay on the yellow path there and follow it west. Break the boulder when you see it, then start walking north on the yellow path as opposed to west. As you are walking north on the yellow path, look to the west and you will see swamp terrain. As soon as you see grass terrain instead of swamp terrain, leave the yellow path and go onto the grass. Walk on this grass terrain all the way to the west until you can't go west anymore due to the mountain getting in the way. When this happens, walk south onto the swamp terrain. Now start walking west some more on the swamp terrain, taking occasional breaks on the few tiles of yellow terrain provided. Eventually you will see a Palace! This is Palace 2, otherwise known as the Swamp Palace. When you are ready, go into Palace 2.

Palace 2

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As soon as you enter Palace 2, walk to the Ironknuckle statue and strike it with your sword and a red potion will appear. Grab the red potion to fill your magic back to full, then walk to the right and go down the elevator and inside the Palace walls. Once inside the palace, continue to talk the elevator down as far as you can go, which is the third floor basement. Once in this basement, walk to the right and defeat all the Blue Bots there, then

walk up the steadily increasing platform and walk into the next room. In the next room, go to the right. You will have to confront a one eyed monster, whom is immediately followed by another one eyed monster. Watch out for the objects they throw and kill them both. Continue walking to the right and grab the key at the end of the room. After you have grabbed the key, retrace your steps back to the left until you come across the elevator. Ride this elevator up one floor, into the second floor basement. Now leave the elevator and walk to the left. Kill the Ropes as you walk to the left and ignore the Skull Ball, then go left some more into the next room. In the new room, walk to the left underneath a structure made of stone blocks. Ignore the Blue Bot above, and keep walking. Defeat the two Stalfos when they ambush you, then continue to the right. When you see the key, grab it. After you have gotten the key, walk back to the right until you come to the elevator you came from. Hop onto the elevator and ride it up one more floor, which will make you in the first floor of the basement. When you are here, walk to the left underneath an object that is dripping red and blue drops. If a blue drop falls from this contraption, a Blue Bot will form. Ignore this completely and just continue to the left. Defeat the Stalfo when you come across it, and go into the next room. In the next room, walk to the right past a few Blue Bots, and be sure to avoid the Floating Skull Heads. Continue walking to the left, unlock the locked door when you get to it, then continue to the left and go into the next room. In the next room, avoid the contraption that is dripping the Red and Blue drops, just jump right by it onto the platform above. To the left is a huge lava pit. There is a platform here made of stone blocks with two Blue Bots and a key on it. Wait for the Blue Bots to jump into the lava pit, then jump onto this platform and grab the key. To the left is another one of these platforms, which has a single Blue Bot on it. Wait for this Blue Bot to jump into the lava, then jump and land on this platform. Now go to the left and jump to the next of these platforms, but be sure not to hit any of the drips that are dripping from the odd object above. Now walk to the left of this platform and jump over the lava back onto the floor of the Palace, then walk left some more into the next room. In the new room, head left past a dripping obstical, and then defeat the two Orange Ironknuckles. Continue left into the new room. In the new room, walk a bit to the left down the three giant steps and into the elevator. Take the elevator down one floor, then leave the elevator to the left. Defeat the Stalfo, then open the locked door and go into the next room. In this room, head left a little bit and there will be an area where many blocks fall from the air. Try your best to ignore these blocks. If you want, you can try to get the P-Bag for an additional 50 Experience Points. Now continue to the left and go into the new room. In the new room, there is a dripping contraption, which is immediately followed by two Red Ironknuckles. Walk past the dripping object, then kill the two Red Ironknuckles. Walk all the way to the left of the room, you will need to unlock a door to do this, and grab the Handy Glove.

With the Handy Glove, backtrack your steps to the right until you get to the elevator. Take the elevator down to the bottom floor. Ignore the Orange Moa and the fire that it drops. Walk to the right a bit and defeat the Orange Ironknuckle, then defeat the second Orange Ironknuckle that is waiting for you at the right side of the room. When both Ironknuckles are defeated, walk to the right into the next room. In the next room, defeat the Stalfo that will ambush you, while ignoring the blue fire that is shot out of the Skull Head Statues on the walls. After defeating the Stalfo, walk to the right some more and you will not be able to go any farther due to a wall of stone blocks that blocks your path. If you have the Handy Glove, which you should have acquired earlier on in this Palace, simply break through these blocks with your sword. If you don't have the Handy Glove, go back and find it!

After breaking through this row of stone blocks, walk to the right some more and defeat another Stalfo, which is also accompanied by the blue fire

obstacles shooting from the Skull Head Statues on the wall. Walk to the right some more and go into the next room. In the next room, head right past three different Skull Balls, and you will see an elevator; however, do not go into the elevator quite yet. Instead, ignore it and go into the next room. In the next room, kill the Blue Bot, and defeat all of the Mini-Horseheads that walk at you. To the right of the room is a one eyed monster that is guarding a key. Kill the one eyed monster, and take the key. Now walk back to the right, into the next room. Find the elevator and take it to the bottom floor. Now on the bottom floor, walk to the right until you see some stone blocks. Jump onto the stone blocks, and defeat the Blue Bot, then defeat the one eyed monster that immediately follows. Walk to the right up the steadily increasing stone blocks, and into the new room. In the new room, you will see three rows of small disintegrating bridges, the bottom one with a P-Bag on it. If you are a gambling man/woman, you can attempt to get the P-Bag, which contains 100 Experience Points, but you have to be quick as the bridges will fall as you step on them. Quickly, jump off of the disintegrating bridges and to the solid platform to the right. Walk to the right on this platform, defeat the Mini-Horseheads and the Red Ironknuke, and go into the next room. In the next room, defeat the Stalfo, and unlock the door with the last key you have. Walk to the right some more and defeat the Orange Ironknuke, then defeat the Red Ironknuke that immediately follows it, then walk into the next room. Helmethead, the boss of Palace 2, is in this room. I recommend casting the Shield spell on you, then the Jump spell, but the Shield spell should be your first priority if you are low on magic. When you are ready, walk to the right and confront Helmethead. If you want to know how to defeat Helmethead, read the bosses section of this guide, section VII. When you finally defeat Helmethead, take the key he will drop, and use it to unlock the door to the right. Walk to the right some more and place the crystal into the statue! Finally, leave the Palace to the exit to the right.

#### Land Map

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Finally, back in the Land Map, head east through the swampy terrain until you are out of the swamp completely. Walk onto the yellow path, and follow it south until you see a large boulder to the east. Break the large boulder and walk a few tiles east. You will see a graveyard south of you. In the center of this graveyard, there is a single tomb, which is called the King's tomb. Walk to the center of this graveyard, but try not to get attacked by anybody on the way, or you will have to face swarming Moas! When you get to King's Tomb, stand one tile underneath it, and walk completely south. You will soon fall into a hidden cave. In the hidden cave, defeat the four Lowders, then walk to the right to a platform that is too high to jump to. Cast the Fairy spell upon yourself and fly ontop of this platform, then fly all the way to the right into the new room. Back in human form, walk to the right and defeat a Myu with the downwards thrust technique, then defeat the two Lowders and the Blue Goriya that follows, then continue right to exit the cave. Back in the Land Map, you will find yourself on an island. There is a mountain in the middle of the mountain and a Palace on the opposing side. Walk all the way around the mountain and into the Palace. This is Palace 3, also known as the Graveyard Palace.

#### Palace 3

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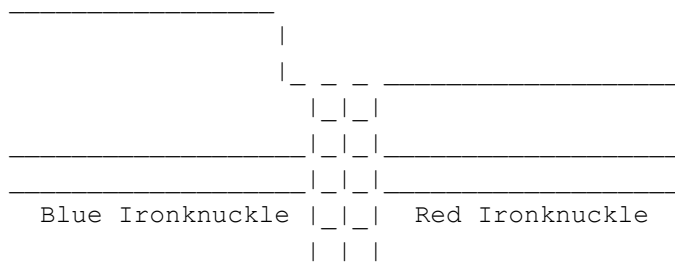
As soon as you enter Palace 3, walk up to the Ironknuke statue. If you strike the statue with your sword, a red potion may come out, but a Red Ironknuke may come out as well. If you are willing to risk fighting a Red Ironknuke for a red potion, strike the statue. Finally, walk to the right, go down the elevator, and descend into the inside of the Palace.





Jump spell on yourself and jump ontop of the stone blocks, and head left, killing as many floating Skull Heads you see along the way. When you see the key, perform a downwards thrust to break the stone blocks that are blocking your way to the key, then claim the key. Now, start breaking the stone blocks to the right of you, while doing the best possible job you can to withstand the floating Skull Heads that will attack from both sides. When you finally break all the stone blocks to the left, jump up ontop of the stone blocks, and head back to the right, back toward the entrance of the room. When you finally leave this room, defeat the two Mini-Horseheads as they charge at you, and walk to the right until you see the elevator. Walk into the elevator and take it down the the floor below. Here, unlock the door to the right, and start walking to the right. Defeat the Stalfo Knight, and walk some more to the right. You will see a P-Bag above, which contains 100 Experience Points. If you want it, cast the Jump spell on yourself and jump up and get it. When you are ready, face the Stone Warrior to the right and defeat him, then go into the next room.

In the next room, if you would like a P-Bag with 100 Experience Points in it, drop down the small gap and walk rightwards, breaking four sets of 2x2 stone blocks, then defeat the Red Ironkuckle and grab the P-Bag. Now, jump over the gap at the beginning of the room, walk to the right a little bit, then jump over the brick structure that the Blue Ironkuckle is contained in. You will see a structure like this:



The object here is hard to explain. First, break the four uppermost stone blocks. Now, stand ontop of the RIGHT column of stone blocks, and wait for the Blue Ironkuckle to trail off to the left of the screen so that you can't see him anymore. As soon as this happens, break the stone bricks below you and quickly rush to the right and face the Red Ironkuckle. The reason why you did this is to completely avoid the Blue Ironkuckle. If you had not waited for the Blue Ironkuckle to trail off screen, you would have had to dodge the swords that the Blue Ironkuckle throws while facing the Red Ironkuckle, which is extremely difficult to do. Anyway, defeat the Red Ironkuckle and then break the set of 2x2 stone blocks to the right. Walk all the way to the right and go into the next room. You are now in the room where you fight Ironkuckle, the boss of Palace 3! I highly recommend casting the Shield spell on you right now, and then the Life spell if you are low on life, but the Shield spell should be your first priority if you are low on magic. When you are ready, walk to the right and confront Ironkuckle. Ironkuckle has two different forms, one on a horse, and one where you fight Ironkuckle hand to hand. I'm not going to go into detail about how to kill him. Read the bosses section, section VII of this guide, for detailed strategies on how to kill him. Once you have defeated him, take the key that he will drop, unlock the door to the right, and place the crystal in the statue. After you level up, leave the Palace via the exit at the right.

#### Land Map

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Back on the Land Map after defeating Palace 3, walk to the other side of the mountain on the island and go into the cave. In the cave, walk to the left and defeat the Blue Goriya, the Lowders, and the Myu. Walk to the left into

the next room. In the next room, there is a large drop to the left, drop down to the lower platform. Defeat the Lowders there, and walk to the left. Jump up the three giant steps to the left and leave the cave. You will now be back on the Land Map, in the graveyard. Head north out of the graveyard, past the desert terrain, and onto the yellow path. Now head east, walk onto the dock, and use the raft you found in Palace 3, and you will sail to East Hyrule, the second half of the game!!

In East Hyrule, walk east and slightly south, and you will soon come to a small town that is sitting in the middle of yellow path terrain. This is the peaceful town of Nabooru. Go into Nabooru.

#### Nabooru

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When you enter Nabooru, walk left until you see an older lady wearing orange robes. Talk to this lady, and she will let you inside her house and will refill your magic. With full magic, walk to the left into the second scene of the town. In the second scene of the town, walk to the left past the first house, and you should see a white fountain. Walk up to it and press B, and you will get water. Now, walk back to the house directly to the right, and talk to the lady wearing red that will come out. She will let you in her house because you have water. In her house, walk to the right and go into the basement. Talk to the wise man there, and he will teach you the Fire spell. With the newly learned Fire spell, leave the house that you are in so that you are back in the main area of Nabooru. Now continue walking to the left. Toward the end of the scene, you will see a lady wearing red standing outside her house. Talk to her, and she will let you into her house, where she will refill your health. With full health, continue to the left and go into the 3rd scene of Nabooru.

#### Land Map

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After you're done with Nabooru, walk north along the yellow path until you see a cave. Enter the cave. Inside the cave, head right past Achemen and the blue Lizard, then continue right out of the cave. Back on the overworld, walk north past the desert terrain and you will soon come to a forest. When you arrive at the forest, head east and you will come to some desert terrain with water to the east. There is a bridge here that leads into the water. Walk onto this bridge and you will be taken to a new area that kind of looks like a maze made out of yellow path and mountain borders. There are two secret yellow path tiles that will warp you to underground caves when you step on them, both of which you MUST step on. The first of these tiles has a Child in it, which you need to save, and the other has a Magic Container. I am going to lead you in the direction of the Child first. Walk south until you can't walk south any more, then east all the way, then north. When you can't walk north anymore, just continue to follow the yellow path around in the C shaped structure. The very last tile here is the secret one that will warp you to the underground cave with the Child in it. Step on this block, and you will be taken into the cave. In the cave, walk to the right and defeat the Orange Lizardman, then walk to the right some more and you will see the child. Grab the child, and walk all the way to the left and exit the cave.

Once back outside, follow the path south. When the path yields west, walk two steps west, then walk into the path to the north. This path will go both up and down, but continue to follow it regardless. When you see the option to go west, ignore it, and continue going north. Pass the bridge to the west, and continue to follow this path. Eventually, you will have to cross a bridge, due to the fact that there is no where else to go. Cross this bridge, then walk west two steps, and down two steps, and start walking on the path that leads to the west. Eventually, the path will bend north, just stay on the path

regardless. Soon enough, you will fall into the hidden yellow path tile that leads to the underground cave. In this cave, grab the Magic Container to the right, then walk left and go up the giant steps and leave the cave. Now, back in the Land Map, retrace your steps to the beginning of this island. When you finally retrace your self all the way, when you are back where you started, walk completely west. You will have to walk past forest terrain, grass terrain, and some more forest terrain. Eventually, you will not be able to walk west anymore due to a mountain boundary. When this happens, walk north and west some more into the desert terrain. In the desert, navagate down and around the mountain barrier, and you will be automatically drawn into a side scrolling scene. In the side scrolling scene, walk to the left past five Blue Otorocks, and jump over the water pits. If you fall into the water pits, it is an automatic death, so be sure not to do this. Once you get past this side scrolling scene, walk two more tiles around the mountain barrier, and you will be taken into another side scrolling action scene! This action scene is the exact same thing as the last one, except for the addition of bubbles as an extra obstical. When you cross this scene, walk completely around the mountain barrier, and you will see a small town sitting there in the middle of the desert. This is the Mountain town of Darunia. Enter this town!

Darunia  
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Before I tell you anything about this town, I am going to warn you not to talk to any of the townfolk that are simply passing by. Some of the townsfolk will turn into enemies when you talk to them! To start off in Darunia, walk to the left. After passing two houses, you will see a tall lady wearing a red dress. Talk to this lady, and she will let you inside her house and refill your health! Now with full health, walk two more houses to the left and talk to the elderly lady in orange robes, and she will let you inside her house to revive your magic. Now with full health and magic, walk left into the second scene of Darunia. In the second scene of the town, walk to the left to the fourth house. Cast the Jump spell upon yourself and jump ontop of this house! Once ontop of this house, jump from house to house to the right. When you are finally ontop of the rightmost house, a house with a locked door, jump ontop of the chimney and press down, and you will slide down the chimney and fall into the house! Inside the house, walk to the right into the basement, go down the stairs, and talk to the knight. The knight will teach you the upwards thrust technique, which, although not as useful as the downwards thrust, is still an extremely useful technique to use! You can now stab upwards when you jump! With the new sword technique, walk to the left out of the basement, and leave this house. Now, walk to the left and into the 3rd scene of Darunia. In the third scene, walk to the left past the first house, and you will see an old lady in blue robes come out. Talk to her, and she will call you a hero for saving the child, then she will command you to come into her house. Go into her house, and walk to the left and into the basement, then talk to the wise man. The wise man will teach you the Reflect spell, which is a spell necessary for defeating the 4th Palace! With the new spell, walk to the left out of the basement and leave the house. Finally, walk all the way to the left of this scene and leave Darunia completely.

Land Map  
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Back on the Land Map, retrace your steps in the eastward direction. Walk around the mountain barrier that you had to walk around in the first place to get to Darunia, and then continue to walk east. When you get to the very east portion of the island, after you cross forest and desert terrain, you should see a bridge. You have already crossed this bridge to save the Child if you remember correctly. Cross this bridge and you will be taken to the island that

is a giant yellow path maze. Palace 4 is on the other side of the maze. To get through the maze to the other side, walk south until the yellow path yields right. When this happens, walk right. Ignore the first instance where you can go north, but go north the second chance you get. Follow this path north, then west, the south, then west, then north again. Ignore the area where you have the option to go west, and ignore the bridge, too. Instead, continue to follow this path, and go over the next bridge you come across that leads across the river. On the other side of the river, walk west, and ignore the area where you can go south. You will soon be warped into an action scene. In the action scene walk to the left past a grasshopper enemy, and two blue lizards. Walk all the way to the right and exit the scene. Back in the land map, walk one step north, then start to follow the path to the west. Follow this path west, then north, then west, then north, then east. As you are walking east, you will be warped into another action scene. In this action scene, walk to the right over the large rock mound with the Blue Bot on it, and then jump past the two blue lizards by using the down thrust technique on their heads for protection. You can also kill them with the Fire spell if you wish. Now walk to the left past two smaller rock mounds, and past a grasshopper enemy, and leave the scene. Back in the Land Map, walk two steps east, then you will have the option to walk either north or south, but you will take the north path. Take the path North. When this path splits and gives you the options of either going north or east, go north. Although the eastward path is shorter, it has an extra action scene tile, which are always good to avoid. Follow the path north, and it will bend in an S shaped direction. When this path comes to another fork, ignore the east path, and just walk two more tiles north, then go east. Walk to the east here until you come to an area where you can go south. Walk south two tiles, then continue to the east. Continue following this path as it will eventually bend south, then east, then south again. After this path ends, you will find yourself straight in front of a Palace! This is Palace 4, also known as the Island Palace. When you are ready, enter this Palace!

#### Palace 4

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As soon as you enter this Palace, walk to the right and avoid the Orange Moa above you that will drop fire. Simply walk to the right, and go down the elevator so that you are inside the walls of Palace 4. Once inside the walls of the Palace, walk to the right until you are in the next room. In the next room, walk to the right until a Blue Stalfo Knight drops onto a P-Bag. The P-Bag contains 100 Experience Points. If you want the P-Bag, stand next to the Stalfo Knight, and wait for him to jump out of the small hole that the P-Bag is contained in, then kill the Stalfo Knight, and then collect the P-Bag. Moving on, continue to the right past another Blue Stalfo Knight. You can kill this Stalfo Knight if you want to, but nothing good will come out of it except 70 extra Experience Points. Finally, walk all the way to the right, board the elevator, and take it down ONE floor. After taking the elevator down to the floor below, leave the elevator to the opening to the right. Walk to the right some, and kill the Red Stalfo Knight, then walk up the two giant steps and go into the next room. In the next room, immediately cast the jump spell upon yourself. Now, walk to the right onto the bridge that falls when you stand on it, and jump from the bridge to the platform to the lower right. Walk to the right past a Mini-Horsehead, and you will see a Stone Warrior. Kill the Stone Warrior, then go into the next room. In the next room, jump over the lava pit and onto the first platform. On this platform, break the two bricks that the small flame is resting on, and the flame will fall. Now jump over the flame. On the other side of the flame, jump over the next lava pit onto the next platform, then continue to break the bricks and jump over the flame just like you did on the previous platform. A Stone Warrior is right here, you can either kill it or stand back and wait for him

to jump off the edge. Now, jump over the lava to the next platform, break the bricks and jump over the flame, and then jump over the final pit of lava onto the small platform with the Ironknuckle statue and the key. Grab the key. You can strike the Ironknuckle statue with your sword, because there is a 50/50 chance that a red potion will emerge. However, a Red Ironknuckle could emerge, too. Just to be safe, strike the statue from the right so that just in case the Ironknuckle appears, you can push it into the lava.

Now walk back to the left, jumping over lava pits and flames until you are all the way on the left side of this room. When you get to this point, just walk left a little more into the next room. In this room, walk all the way to the left until you get to the giant pit. Now...pay attention here. You are going to fall into this huge pit, BUT BE SURE TO fall as far to the right as you can. As soon as you fall, be sure to hold right on the D-Pad. If done correctly, you will fall into the room below and land inside the huge alcove in the wall. Now, walk to the right past the Skull Ball, the Mini-Horsehead, and the Stone Warrior, and go into the next room. Now that you are in the next room, I advise you to cast the shield spell upon yourself. Walk to the right and defeat the Red and Blue Stalfo Warriors that will ambush you from above. Then, walk to the right some more and defeat that tedious sword-throwing Blue Ironknuckle. Once this Ironknuckle is defeated, walk to the very right of the room and collect the pair of boots that are sitting there. Now, retrace your steps back to the left back a room, then continue to retrace your steps to the left until you come to the huge pit with the bridge that disintegrates when you walk on it above the pit. Drop down this pit. You will fall onto a disintegrating bridge located one floor below. As soon as this happens, immediately head to the right. Ignore any flying Skeleton Heads as you do this (the Skeleton Heads may not appear). When you get past the bridge, just continue walking to the right until you are in the next room. The next room is set up extremely similar to one of the other rooms in this Palace that you've already been in. Walk to the right and jump over the lava pit and onto the platform there. Break the two bricks, then jump over the flame and kill the Stone Warrior. Jump over the lava pit to the right and onto the next platform. Break the two bricks there with your sword, jump over the flame, then kill the Red Stalfo Knight that will ambush you from above. Now jump over the lava pit onto the next platform. Break the bricks here and jump over the flame like you did twice previously in this room, then jump across the next lava pit where the Ironknuckle statue is and the key. Grab the key. Now retrace your steps back to the left over four lava pits and three flames until you are in the next room. In this room, walk to the right, ignoring any flying Skeleton Heads that may appear, then jump onto the disintegrating bridge. Once on the disintegrating bridge, go to the left as fast as you can until you are on the other side. Once on the other side, drop from the raised platform that the bridge was on, and walk to the left into the next room. In the next room, walk to the left past the white Doomknocker and the blue Bot. Continue walking to the left, and you will soon come to an elevator, but ignore the elevator for now. Instead of using the elevator, just continue walking to the left. Defeat two Blue Bots, and you can defeat the two white Doomknockers by casting the reflect spell upon yourself and reflecting their magic back at them with your shield if you want to. Now continue walking to the left into the next room.

In the next room, walk to the left and you will soon come to a large amount of bricks piled ontop of each other. Immediately cast the jump spell upon yourself. Jump ontop of these bricks, then continue to the left. Soon enough, a bunch of Skull Heads will appear and shoot magic at you. Do your best to ignore the Skull Heads. Continue to the left until you see a key buried deep below the pile of bricks. When you see this key, stand directly overtop of it, and perform a downward thrust on the bricks below you. When the bricks below you break, grab the key. Now, start breaking the bottom two rows of

bricks to your left so that you make a path below the bricks. This can be pretty difficult while dealing with the Skull Heads that appear from both sides, but do your best. When you break all the bricks to the left, jump up above the brick pile and head back to the right. Continue to the right until you are back at the beginning of the room where you started. Now walk to the right into the previous room, the room that you came from. Walk to the right past the two Blue Bots. When you eventually see the elevator, board it, and ride it up as far as it can go, which is three floors above. Now get off the elevator and walk to the left past two Blue Stalfo Knights and then go into the next room. In the next room, continue walking to the left past a Doomknocker, then you will see an elevator, but ignore the elevator. In case you are completely lost, this elevator will lead you back to the Palace entrance, which is where you started. Anyway, ignore this elevator and continue walking to the right. Walk past another Doomknocker, then unlock the door there when you come to it. Now just continue walking to the right and go into the next room. In the next room, perform an upwards thrust on the bricks above to break them, then cast the jump spell upon yourself and jump up into the area above and grab the key. Now drop down to the lower area, and head to the left. Defeat the Red Ironknuckle, then unlock the door. Do not go down the elevator just yet. Instead, ignore it, and just continue walking to the left. Kill the two Mini-Horseheads and the Stone Warrior, then proceed into the next room.

In the next room, there is a pile of bricks extremely similar to the pile of bricks you dealt with earlier on in the level. The Jump spell is not required here, but if you can spare the magic, you should use it anyway. To begin, walk to the left and jump ontop of the huge brick pile. Once ontop of the pile, continue walking to the left, and you will soon see a Stone Warrior and a P-Bag underneath the pile of bricks. The P-Bag contains 200 Experience Points. If you want the P-Bag, you must kill the Stone Warrior first, then perform a downwards thrust on the bricks below you and grab the bag. Now, continue to the left (if you got the bag, you need to use your sword to destroy the bricks to the left first), and you will soon come across a key. Destroy all bricks in your way to get the key. Now, you should be underneath the pile of bricks. Hit the bricks to your left side with your sword to break them, which will open up a small path. When you break all the bricks to the left, kill the Stone Warrior, then jump up ontop of the brick pile, and manage back to the right back toward the beginning of this room. When you get to the beginning of this room, walk right some more into the previous room. Walk to the right past two Mini-Horseheads, then go down the elevator.

Once at the bottom of the elevator, walk to the right past a few Mini-Horseheads and into the next room. In the next room, jump over the lava pit and onto the first platform. Destroy the two bricks, then jump over the flame. Now, while avoiding the flying skull head, jump onto the next platform and repeat the process, then do the same thing a third time. Now that you are on the third platform, jump across the lava pit to the right and you will be on a small platform with an Ironknuckle statue and a key. Grab the key. There is a small chance that if you strike the Ironknuckle statue with your sword that a red potion will come out. However, the majority of the time, a Red Ironknuckle will come out. Strike the statue from the right just to be safe (so you don't fall in if it's an Ironknuckle). Moving on, jump back across the lava pits to the left and go back into the previous room; the room that you came from. Walk to the left past a few Mini-Horseheads and then defeat the two Doomknockers by using the Reflect spell, then proceed to the left into the next room. In this room, there is a huge lava pit with two disintegrating bridges. You must use the disintegrating bridges to safely cross to the other side. A single Myu is on each of the bridges, so be sure to jump over him, as there is no time to kill him. Jump onto the first bridge, and quickly make way to the left, then jump onto the second bridge,

then make to the left, then jump onto the safe platform clear to the left of the lava pit. Now, go down the elevator.

Unlock the door to the right, and proceed to the right. Two Blue Stalfo Knights will drop from the ceiling for an ambush, just kill them. There is a P-Bag shortly afterwards sitting on a platform high in the air. There are 100 Experience Points in this bag. If you want the P-Bag, cast the Jump spell upon yourself and jump up to it and get it. Now walk into the next room.

As soon as you get into this room, a Red Ironknuddle will ambush you. Kill this Ironknuddle, then proceed to the right. Soon enough, a confrontation with another Red Ironknuddle will spawn. Kill this Red Ironknuddle as well. Now proceed to the right into the next room. This room is the Boss Room, you will have to fight the oversized Doomknocker "Carock" here. If you want to know how to defeat him, refer to section seven, the Bosses Section, of this FAQ. Once you have defeated Carock, grab the key that he will leave behind, then unlock the door to the right and place the crystal into the statue, then casually leave Palace 4.

#### Land Map

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Now that you've defeated Palace 4, walk onto the river located a few tiles to the left, then follow it to the other side, and leave the Island Maze. Once out of the Island Maze, walk west through a huge forest, and through a few grass tiles. Soon enough, you will see a yellow path below you that leads into a cave, go into this cave. In this cave, walk to the left past a Blue Lizard, and three Red Achemans, and leave the cave. Now walk south on the yellow path, and you will see the town of Nabooru, but do not go into Nabooru. Instead, stand one tile east of Nabooru, and start walking to the east. The boots that you acquired in Palace 4 will allow you to walk on the water. Walk on the water exactly 16 tiles, and press up. You will move north (you cannot normally move north due to restrictions of where you can walk on the water). Walk north until you can't walk north anymore, then proceed to the east. Eventually, you will be brought to a hidden water action scene area. In this action scene, immediately cast the Jump spell upon yourself. Make way to the right through the thick water, and jump onto the ledge above. Continue to the right and grab the Heart Container to increase your life capacity by one notch. Now continue walking to the right and leave the action scene. Back on the Land Map, walk to the west until you can't walk west any more, then walk one tile east, then walk south until you can't walk south anymore, then proceed to the east. You will soon encounter a small island with a Palace on it, which is Palace 5, also known as the Water Palace. Enter Palace #5.

#### Palace 5

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When you enter Palace 5, walk to the right and go down the elevator so that you are actually inside the walls of the Palace. Walk to the right and jump up the huge sets of bricks with the Ropes on them, then continue right into the next room. Ignore the Skull Balls; just proceed to the right until you see a ledge above that is too high to jump. Cast the Fairy spell upon yourself and fly up above this platform, and continue flying to the right into the next room. Now, reenter the room to the left. Walk to the left and grab the key, then proceed back to the right into the next room. Jump up the three giant steps, then run to the right across the disintegrating bridge, ignoring the flying Skull Heads the best you can. There is a P-Bag on this bridge that contains 200 Experience Points. If you want this P-Bag, the best way to get it is to use a downwards thrust on it so that you don't waste time and accidentally fall into the lava pit below. Once you cross the bridge, walk



to the right into the next room.

Here, go right and you will soon encounter two Red Ironkuckle enemies. You can fight the Ironknuckles if you choose to, but I recommend just jumping over them. Once you get to the end of the room, use the key you collected two rooms back to unlock the door. Now, go down the elevator.

At the bottom of the elevator, go left. Defeat the Firedroppers, and go into the next room. In the next room, walk left until you see a key on a ledge high above. To get the key, wait for enough of the bricks to fall, then use your sword to break the bricks and create steps leading up to it. After you retrieve the key, get to the left side of the bricks (break a path through if necessary). Ignore the red Moa above, and go into the next room.

In the next room, defeat the Orange Ironkuckle, and proceed to the left down the three giant steps, then defeat two more Orange Ironknuckles, and avoid the Moa above. Finally, go down the elevator to the room below. Here, head left past the Firedroppers and the Blue Bots, and into the next room. Here, walk to the left and stop at the elevator. If you want the P-Bag above, cast the Jump spell on yourself and get it, for an additional 200 Experience Points. Now, go down the elevator. Take the elevator down only one floor. Here, get off to the right, and walk slightly rightwards. You will notice a key on a platform above being well guarded by a Red Ironkuckle. Cast the Jump spell upon yourself, jump up there, and defeat the Red Ironkuckle, and grab the key. Now, drop from the platform, and proceed into the next room, to the right.

Here, walk all the way to the right past a bunch of Firedroppers and a few Skull Balls. You will have to walk for quite a bit; just continue walking until you get to the next room. Here, walk to the right and defeat the Blue Ironkuckle, then continue walking to the right. You should see a brick wall, which seems as if there is no way around. However, this is a FAKE WALL, and you can walk through a part of it. Walk all the way up to this brick wall and press your body against it. Hold right, and jump, and you will go into the wall. Continue walking all the way through this wall to the other side, and go into the next room. Here, walk all the way to the right past a few Firedroppers, and you will soon come across an elevator. Go down this elevator. Once at the bottom of the elevator, walk to the left and unlock the locked door there. Defeat any Floating Skull Heads and Firedroppers here, and continue to the left, into the next room. In this room, you will immediately notice an Ironkuckle statue above. If you want, cast the Jump spell upon yourself and jump up to this statue, and strike it with your sword. A red potion will emerge. Grab the red potion, then drop off this raised platform, and continue to the left. Defeat an Orange and a Blue Ironkuckle, then unlock the door there. Continue to the left, and you'll see an item there, which is the Flute. Grab the Flute, then continue to the right in the direction that you came from.

Walk all the way to the right until you get to the elevator that you came from. Take the elevator to the top, then walk to the right, and go into the next room. In this room, ignore the Firedroppers, and continue until you see an elevator. When you get to this elevator, take it upwards, then start walking left. Jump over a few pillars made of two bricks. Defeat the three Stalfos if you want, and continue all the way to the left into the next room. Here, grab the key, then go back to the right into the room you came from. Retrace your steps all the way back to the right overtop the small pillars made of two bricks, and go down the elevator. Now start walking back to the left past all the Firedroppers and Mini-Horseheads, and go into the next room. Continue walking to the left. You will soon come across an elevator, but you've already been down there (where you got the Flute), so

just ignore it and continue to the left. Keep walking to the left until you get to the next room. Here, jump into the Fake Wall, and walk through the wall to the other side. Continue to the left until you get to the next room. In this room, walk all the way to the left past all the Firedroppers, and go into the next room. Here, walk to the left and you will see an elevator, take the elevator one floor up.

Now, finally you're back in an area that you haven't been to already. Walk to the left and unlock the door there, then go into the next room. Here, ignore the one eyed monster above, and just continue to the left until you see an elevator. Here, go down one floor, then start walking to the left. Ignore all Firedroppers you will come across. Soon enough, you will see a P-Bag above. It only holds a minor 50 Experience Points, so I don't recommend getting it. However, if you really want it, cast the Jump spell upon yourself and jump up and get it. Continue to the left and go into the next room. Here, defeat the Orange Ironknuckle, and walk underneath the giant structure of bricks. Doing this will avoid a Red Ironknuckle above. Continue walking to the left and go underneath another giant brick structure. Here, defeat the Blue Ironknuckle, and then grab the key. Now, retrace your steps back to the right and go into the room that you came from. Here, walk all the way to the right past all the Firedroppers until you see the elevator. When you see the elevator, board it and take it up two floors. If you have enough magic to cast the Shield spell upon yourself, here is a good time to do it. Defeat the Orange Ironknuckle to the right, and use the key you just got to unlock the door. Proceed to the right and defeat the next Blue Ironknuckle, then walk up the three giant steps, and defeat the Red Ironknuckle, then go into the next room.

You are now in the room of the vile gruesome Gooma, the boss and guardian of the 5th Palace. To learn how to defeat this character, refer to section VII of this guide, which is the Bosses section. Once you have defeated Gooma, use the key that he dropped to unlock the door, and walk to the right and place the crystal into the statue. Your Experience Points will raise until you level up. Then, leave this Palace via the exit to the right.

#### Land Map

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Now that you have defeated Palace #5, walk to the west across the water to the area where Nabooru is, but don't go into Nabooru. Now walk south and keep an eye looking out for the Black River Devil, which is the spider looking enemy that is standing in front of the path there, which restricts you from progressing any farther. Stand in front of this fella and play the Flute by pressing B. A gentle tune will sound, and the Black River Devil will disappear! Music calms even the savage beast! Now, follow the path that was just opened up by the absence of the Black River Devil. When following this path, you will step on three different tiles that lead you to Action Scenes. In all three of these action scenes, you must navigate through the scene to the right, while avoiding rocks that will be thrown by Lizardmen above. Once you get through all three of these hidden Action Scenes, follow the path south east until you see a bridge. Walk onto this bridge and you'll be taken to another Action Scene. In this Action Scene, walk all the way to the right and avoid all of the Bago-Bago enemies. In the center of this scene, avoid the Lizard enemy. Just avoid all of the enemies until you get to the end of this scene, and back into the overworld. Here, navigate through the forest around the giant lake there, and go into the cave located to the north of the lake.

In this cave, defeat the Grasshoppers with the Fire spell, and walk to the right into the next room. Here, walk to the right, and defeat the Orange and

the Red Lizardmen when you come across them. Continue to the right until you leave this room, and ultimately leave the cave. Once back outside, walk onto the forest tiles. If you didn't already know, you can turn forest tiles into grass tiles by using your hammer (pressing A). One of the forest tiles will reveal the Hidden Town of Kasuto. To see which tile this is, use my ASCII map:

```
  FF
FKFF  KEY:
FFFFF  F = Forest Tile
FFFFF  K = Hidden Town of Kasuto
FFFFF
  FFFF
    FFF
```

Press A next to the tile that holds the Hidden Town of Kasuto, and you will reveal the town. Now, go into the town.

#### Hidden Kasuto

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In Hidden Kasuto, walk to the second house, and an old lady wearing Purple robes will come out. Talk to this lady. She will say that you deserve her help, and she will let you inside her house. If this lady does not let you inside her house, it's because you have not collected all three previous Magic Containers (see section VIII of this FAQ). In her house, walk all the way to the right and into the basement. In her basement, grab the 4th and final Magic Container of the game, then leave the basement, and her house so that you are back in the main part of Hidden Kasuto. If you are low on Magic, (and you shouldn't be because you just got the container) talk to the lady that wears Orange robes to the right, and she will refill your magic for you. Now, go right into the 2nd scene of Hidden Kasuto. Here, talk to the young lady in red, and she will recover your health for you. Now, walk to the right and go into the first building you see with the door open. In this house, walk to the right and you will see a fireplace. Stand in front of the fireplace, and press up, and you will go up the fireplace, and into a basement! Here, walk to the right and talk to the wise man, and he will teach you the Spell spell. With the Spell spell, leave this house so that you are back in the main portion of Hidden Kasuto. Now walk to the right into the 3rd scene of the town. Stand in the middle of this area, and cast the Spell spell, and a hidden house will rise from the ground. Go into this house. Inside, walk to the right down the three giant steps to the right, and you will see the Magic Key! Grab the Magic Key, then walk back to the left and leave this house. Now, walk to the left two scenes, and talk to the lady wearing orange robes to refill your magic again, then walk another scene to the left leave Hidden Kasuto completely.

#### Land Map

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Back on the Land Map, walk northwest back into the cave you came from. In the cave, walk to the left past Lizardmen, and Grasshoppers. Walk to the left two rooms and you'll be on the other side of the cave. Here, walk south through the forest terrain, the lake should be to your west as you walk south. Eventually, you will come to a large amount of sand tiles, forming a desert. When you get to the desert, walk to the very east of the desert along the coast of the desert and the sea. Continue walking along this area and you will soon be taken to a hidden side scrolling scene. Here, grab the 4th and final Heart Container of the game, and leave the area. Now, walk to the very center

of the desert, and you will see three rocks. Stand in the very center of the three rocks, and play the whistle by pressing B. A hidden Palace will appear, which is the 6th Palace of the game, otherwise known as the Hidden Palace! When you are ready, go into this Palace

#### Palace 6

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As soon as you get into Palace 6, walk all the way to the right, and use the elevator to descend inside the actual walls of the Palace. Take the elevator down two whole floors as low as it can go, then get off. Use the Magic Key you found in Hidden Kasuto to unlock the door there, then proceed to the right. Defeat two Doomknockers by casting the Reflect spell upon yourself and reflecting their magic back at them, then defeat the Stone Warrior that follows the Doomknockers, then go into the next room. In this room, defeat the Blue Ironknuckle, then cast the Jump spell on yourself. Proceed to the right and jump over the two holes there, and defeat another Blue Ironknuckle. Now, go up the three giant steps and go into the next room. In this room, cast the Reflect spell upon yourself, then start walking to the right. Every time you come across a Doomknocker, simply reflect their spells back at them to kill them. Walk all the way to the right into the next room. In this room, cast the Jump spell upon yourself, and then walk to the right and jump on top of the bricks. Do your best to avoid the Skull Head and don't break any of the bricks below or you might accidentally unleash a Blue Ironknuckle. Once you get all the way to the right of this area (there should be a Stone Warrior below you), walk to the right and jump over the pit that leads to that Stone Warrior, and then go into the next room. In this room, immediately cast the Jump spell upon yourself, and read CAREFULLY, because this is IMPORTANT:

Notice the Ironknuckle statues in the background. Walk all the way to the right and stop at the THIRD Ironknuckle statue. There is an invisible hole in the ground exactly three tiles to the right of this third statue. If you have not already done so, cast the Jump spell upon yourself. Now, walk to the right, and jump at exactly the 2nd tile, and you will jump overtop of this invisible hole. Now, walk to the right and use your sword to break the brick wall there, and then go into the next room.

In this room, I highly recommend using the Shield spell on yourself, then walk all the way to the right and you will fight Ironknuckle, the boss from Palace 3. This isn't the final boss of the Palace, it's simply a mini-boss guarding the Cross, which is the item you get in Palace 6. To learn how to defeat this vile Ironknuckle, refer to section VII of this guide, the Bosses section. Once you have defeated this mini-boss, take the key that he will drop, and use it to unlock the door to the right, then walk a little farther and grab the Cross. Now that you have the Cross, walk all the way to the left, which is the direction that you came from, until you go back into the previous room. In this room, walk to the left and break the bricks in the brick wall there with your sword, then proceed to the left. This is the room with the invisible hole, but this time, you WANT to fall through the hole, so be sure not to jump at all as you walk to the left. When you finally fall down the hole, look to the right and you will see a few breakable bricks, which are situated on top of an unbreakable pillar which is three tiles in height. Jump up and break the bottom two breakable bricks with your sword, then get a running start and jump into this new area. Although it is possible to jump this high without the Jump spell, it can still be difficult, so cast the Jump spell on yourself if you are having trouble jumping this high. Once you are on the right side of that pillar you just jumped through, defeat the Red Ironknuckle there, then grab the P-Bag, which contains an additional 200 Experience Points. Now, walk back to the left, and jump through the hole that

you came from, then continue to the left. Destroy the brick wall there, then go through it and break the next brick wall, while trying to avoid the Skull Head. Continue to the left and defeat the Red Ironknuckle, then continue to the left, while avoiding the Moa from above, and go into the next room.

Here, defeat the Blue Stalfo Knight immediately. If you wish to defeat the Doomknocker, cast the Reflect spell upon yourself, then reflect his magic back at him. Continue to the left, and defeat a second Blue Stalfo Knight, then continue to the left past two more Doomknockers, then unlock the door and go up the elevator. Now that the elevator is at the top, get off to the right (which is the only place you can get off the elevator), and defeat the Stone Warrior. Now cast the Jump spell upon yourself and jump up to the platform above, then navigate to the left. If you haven't already noticed, you've been here already. Anyway, continue to navigate to the left until you get into the next room to the left. Here, walk all the way to the left back into the previous room. Here, walk to the left and drop down the three giant steps. Here, defeat the Blue Ironknuckle (the Blue Ironknuckle may not be there if you have already defeated him), and walk to the left and you will see a hole. Drop down this hole. When you drop down this hole, you should land on a bridge that disintegrates when you land on it, however, you want to fall down the next hole, so simply let the bridge disintegrate, and let yourself fall. Now that you fall down the next hole (the second hole), you will land on another disintegrating bridge, HOWEVER, this time you DO NOT want to fall down the next hole. When you land on the disintegrating bridge, act quickly; walk to the right and jump off the bridge onto the platform to the right. Now, walk to the right, unlock the door, and you will see a Blue Ironknuckle. If you decide to, you can defeat the Blue Ironknuckle, or you can just jump over him. Either way, get into the next room to the right.

In this room, break some of the bricks in the brick wall there, then walk to the right. This room is tricky. There are several lava pits, which will immediately kill you if you fall in. You must navigate to the right while jumping over these lava pits. Normally, this would be easy, however, there are Floating Skull Heads here that, if they hit you, can knock you into a lava pit, so be extra careful. I recommend killing the Floating Skull Heads with the downward thrust technique. Anyway, navigate to the right past seven (7) lava pits, a few Myus, and a bunch of Floating Skull Heads, and you will soon come to another brick wall. When you come to this brick wall, break the bottom two bricks with your sword, and then go into the next room to the right.

In this room, there are two Doomknockers, so you should cast the Reflect spell upon yourself if you'd like to defeat them. Navigate to the right past two Doomknockers and a Red Ironknuckle, then go into the next room.

In this room, there is a gigantic lava pit. The lava pit is too far to jump across, and there are no platforms that you can jump on to help you cross, but you MUST cross the pit. To get across, cast the Fairy spell on yourself, and fly across. Fly to the right overtop of the lava while avoiding the Skull Heads and Drip Spots. Fly all the way into the next room. In the new room, defeat a Blue Stalfo Knight, then continue to the right and you will see an elevator. However, avoid the elevator. Instead, unlock the door to the right, then walk to the right past the Myu and into the next room.

In the next room, walk to the right, and you will come to what seems to be a Boss! However, this is not a boss, it's only a Miniboss. It's an Ironknuckle, which is the guardian boss of Palace 3. To defeat this Miniboss, refer to section VII, which is the Bosses section of this guide. When you have finally defeated the Ironknuckle boss, grab the key that he will leave behind, and navigate to the right into the next room. In this room, walk all the way to

the right, and you will see a hole with a small disintegrating bridge in it. Jump down this hole, and let the disintegrating bridge break if you land on it. You will have to be QUICK here. AS SOON AS you fall into the room below, cast the Fiary spell upon yourself. Failure to do so will result in falling to the floor below, which is bad news. Now you should be a fairy in a room with nothing except a small alcove in the wall to the right, fly into this alcove, and continue flying past the Blue Stalfo Knight and into the next room. This room you are in now is the room of the vile Firedragon named Barba, which is the guardian of Palace 6. I am not going to describe how to defeat Barba right here. For information on how to beat Barba, refer to section VII of this FAQ, which is the Bosses section. Once you have defeated Barba, grab the key that he will drop, and walk to the right and unlock the door there. Place the crystal in the statue, and congratulations, you have defeated Palace 6! The only business you have left here is leaving.

#### Land Map

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Once back on the Land Map, start walking west and you'll come to a bridge. Enter the bridge. In the action scene of the bridge, walk all the way to the left while avoiding jumping Bago Bago's and jump over water pits all the way to the end. Once you are past this bridge, you'll see a town nearby. This is the town of Old Kasuto. Enter Old Kasuto.

#### Old Kasuto

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In Old Kasuto, you will immediately notice that the town is deserted and that it's inhabited by Purple Moa's. If you can't see the Purple Moa's then you do not have the Cross (go back into Palace 6 to find it). As soon as you enter Old Kasuto, walk to the left and go into the first house you see. In this house, wall all the way to the right and go into the basement. In the basement, talk to the wise man, and he will teach you the Thunder spell. If the wise man does not teach you the Thunder spell, it is because you have not yet acquired all of the Magic Containers, refer to section VIII for help finding them all. Now that you have the Thunder spell, leave this house, and then leave Old Kasuto.

#### Land Map

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When you leave Old Kasuto, walk slightly east and go over the bridge there. Once you cross the bridge, head slightly north into the forest, then go west and cross the other bridge that is there. When you finally cross the bridge, walk west some more into the graveyard, then start walking south, you should notice a small path in the mountain south of the graveyard that turns into a trail, go into this trail. As soon as you go in, you will be reverted to an Action Scene. In the Action Scene, you will have to get to the right while avoiding rocks thrown by Lizardmen from above and Blue Moas. When you finally get past this action scene, and you are back on the Land Map, start walking to the west. You will soon come across another hidden tile that leads you to an Action Scene. When you get to this Action Scene, you will have to navigate to the left. In the Action Scene, jump over a lava pit, then kill the Orange Lizardman there, then continue to the left. Jump over a few more lava pits, kill another Orange Lizardman, then go to the right a little bit more and leave the action scene. You should now be back on the Land Map. Continue following the path west, and it will stop, and you will have to go north. Start heading north, and you will eventually walk onto a hidden tile that sends you to an Action Scene, just like before. Fortunately, this Action Scene is identical to the one you were previously in, so just get past it the same

way you did before. When you finally leave the Action Scene and are back on the Land Map, continue to head north until you see a cave, then enter the cave.

Inside the cave, navigate to the left past a few Red Eyeballs, and a bunch of Blue Moas. Continue to the left until you get to the next scene. In scene #2 of the cave, walk to the left and defeat the Scorpion by slicing him when his eye is open, then continue to the left and defeat the Blue Lizardman, then leave the cave. You should be back on the Land Map now. Start walking south along the trail, then when you can't walk south anymore, walk slightly to the left, then start going north. You will be taken into another hidden Action Scene. This Action Scene is exactly similar to the two you encountered before you entered the cave, except the Orange Lizardmen have been replaced with Red Lizardmen. Navigate through this Action Scene to the other side. When you clear this Action Scene and are back on the Land Map, walk north into the cave. In this cave, there is a Blue Lizardman, which is immediately followed by a Red Lizardman. Simply walk to the right and defeat these two foes and then leave the cave. Now that you have crossed the cave and are back on the Land Map, you will see a Palace two tiles above you. This is the Great Palace, the final Palace of the game! When you are ready, go into the Great Palace.

#### Great Palace

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When you get into the Great Palace, walk to the right. The forcefield will disappear when you approach it. If the forcefield doesn't disappear, it means that you did not place all the crystals in the prior Palaces, and you should go back and do that first. With the forcefield no longer there, walk to the right, and use the elevator to descend inside the Palace walls.

Once inside the walls of the Great Palace, walk to the left, and start going up the bricks there. You will soon encounter a Firebird, which is an enemy that you have not encountered yet until now. Kill the Firebird, then continue to the left into the next room. In this room, walk to the left, and you will see a few steps made of bricks piled ontop of each other. Walk up the bricks, then continue to the left. IMPORTANT: There is an invisible hole in the ground here that is two tiles wide, and occurs immediately after the pillar in the background. As you are walking to the left, be sure to Jump as soon as you step on the tile that the pillar is on, and you will jump right overtop of the invisible hole. (NOTE: If you accidentally fall through the invisible hole, defeat the Bots, then walk to the right, break the blocks, and try again.) Now, use the elevator at the left side of the room, and take it down to the floor below. Here, walk to the right into the next room. In the next room, use the bridges to get across the huge lava pits, then go into the next room. In this room, walk all the way to the right side of the room, then defeat the Firebird there, then use the elevator provided to descend into the floor below.

Walk to the right and you will see an odd structure made of bricks that sort of forms a wall. While avoiding Flying Skull Heads, break the bricks in this structure to get through this structure, then walk to the right, and you'll see another brick structure set up the exact same way. Once again, use your sword to slice a path through to the other side. Then, walk to the right into the next room. Here, walk to the right and you'll encounter a Mini-Thunderbird, which is an extremely difficult enemy to defeat. The key to defeating the Mini-Thunderbird is using an upwards thrust when he jumps over you, and be sure to block his flying swords. When the Mini-Thunderbird is defeated, walk to the right and kill the Bot, then go up the three giant steps. Walk to the right some more, and use your sword and the downwards thrust technique to cut through the bricks there, then go down the elevator

slightly to the right. Take this elevator three floors down, only stop when you cannot take it down any farther. When this happens, get off the elevator to the right, and walk to the right. Defeat the Firebird, then go into the next room. Here, walk to the right and defeat the two Ropes as you avoid the Flying Skull Heads. When you get to the end of the room, take the elevator down one floor. When you get to the bottom, walk to the right, and cut a hole in the structure made of bricks that is there. When you get to the other side, defeat the Blue Mini-Thunderbird by using the upwards thrust technique when he jumps over you, then continue to the right to the next brick structure. Like the one before, break a hole through this brick structure with your sword, then go into the next room. Here, walk across the disintegrating bridge, don't bother killing the Rope, because it will be risky, as you could possibly fall into the lava. When you pass the disintegrating bridge, continue to the right, and jump over the small lava pit, then use the elevator at the very end of the room to descend another floor.

Walk to the right, and avoid the Giant Bubble. Just ignore it and continue to the right to the Firebird. Defeat the Firebird, then continue to the right into the next room. Here, defeat the Blue Mini-Thunderbird, which will most likely be a pain, then continue to the right. Walk up the three giant steps, and avoid the Giant Bubble by ducking at the right of a step. When you get to the top of the three giant steps, walk to the right, and use your sword and the downwards thrust technique to cut a hole in the bricks there, then use the elevator to the right to descend TWO floors. When you descend TWO floors, get off the elevator to the right, and walk as far right as you can to the very right of this room. You will see a Fiary below, which will completely refill your health. To get this Fairy, perform a downwards thrust on the bricks above the Fiary, but not the ones below the Fiary, then cut a path in the bricks back up. A formation like this will work, but it doesn't have to be exactly like this:

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      |
BBBBBBBBBXXB| (w      KEY
BBBBBBBBBXXB| a      B = Brick
BB          BXXB| l      X = Brick you should break
BB          BB  | l)     F = Location of Fairy
      BB      |
      BBFB   |
      |

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Be sure to grab the Fiary, because you can probably use some extra health right about now. When getting the Fiary, be absolutely sure not to break any of the four lowest bricks, or you will be in severe danger of falling into the lava pit. After you have gotten the Fairy, walk back to the left to the area where the elevator is, but don't board the elevator just yet. Instead, walk to the left side of the elevator, and jump over the eight (8) lava pits there, then go into the next room. In this room, there is an Extra Life Doll, which you should gladly take. Now that you have one extra life, walk back to the right, and jump back over the eight lava pits. Then, go onto the elevator, and descend one floor down. Leave the elevator and walk to the left. As the platform starts to rise, defeat the Bot and the Firebird, then go into the next room. Here, walk to the left and you will soon be bombarded by Flying Skull Heads. Look out for a row of bricks that are on the floor here. Start breaking these bricks with the downwards thrust technique, then walk along the ground. Soon enough, you will fall through an invisible hole to the floor below.

When you fall to the floor below, walk to the right. You will soon be ambushed by a Giant Bot! Slice this Giant Bot once, and he will turn into



five ordinary sized Bots, except they take an extra amount of hits to defeat. I advise you to just avoid the Bots, and walk into the next room, but if you want to kill them, have fun. Once in the next room, you will notice a huge disintegrating bridge here with a large lava pit below. Walk onto this disintegrating bridge, and hurry to the right. After you cross two Purple Myus that are also on the bridge, you will notice a small, one tile hole. Unlike the rest of the area, this hole is not filled in with lava, as there is two pillars on both sides protecting it from the lava. You need to fall from the disintegrating bridge into this small hole. Upon doing this, you will drop to the floor below. When you drop to the floor below, walk to the right. Continue walking to the right to the next room.

THIS IS THE ROOM OF THE FINAL BOSSES OF THE GAME! When you are ready for the final fight, walk to the center of this room, and the boss, Thunderbird will come out and attack you! I am not going to explain how to defeat Thunderbird right here. For strategies on how to defeat him, refer to section VII of this FAQ (below), which is the Bosses section. When you finally defeat Thunderbird, grab the key and walk to the right into the next room. In this room, walk to the center, and you will see Impa. Impa has the Triforce of Power next to him. However, Impa and the Triforce will disappear, and then the screen will turn purple and black. For some odd reason, your shadow will now jump out from behind you, and come to life! Then, your shadow will start attacking you! This is Dark Link! This is the final boss of the game! Dark Link is really easy as long as you follow the strategy that I wrote in section VII of this FAQ, which is the bosses section. For all the information you will need on this fight, refer to section VII of this FAQ, because I am not going to put any information on how to defeat Dark Link in here.

When you finally defeat Dark Link, you will move to the center of the screen, Impa will appear, and he will grant you with the Triforce of Power. You will then take the Triforce of Power back to the North Palace, where the sleeping Zelda lies, and use it to awaken her from her deep sleep. You will then be taken to a scene where Link and Zelda are standing up, and Zelda thanks you for saving Hyrule and being a "real hero". Then, the curtain drops, and you can see Zelda and Link get closer together, probably for a hug, or maybe a kiss, or maybe something more. Who knows. Zelda and Link love each other, and the wonderful world of Hyrule lives on, thanks to you.

Congratulations, you pud.

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Section Four: Enemies

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All the enemies in the entire game (minus the bosses), and brief descriptions of each. They are listed in alphabetical order. Also, I retrieved the amount of Experience Points you get for each enemy from an unsure source from the internet; if any of it is wrong, please e-mail me ASAP. Enjoy!

1. Name: Ache  
Experience: 3 Exp  
Description: This creature is extremely similar to a bat. They are colored blue and hang from ceilings in caves. When you walk under

them, they will swoop down for an attack. Kill them by hitting them with your sword.

2. Name: Acheman

Experience: 10 Exp

Description: This creature takes the same appearance as an Ache, with the exception of being red instead of blue. Like Aches, they are found sleeping upside down in caves. When you walk under them, they will swoop down the the ground, change into a small dragon, shoot a fireball at you, then turn back into a bat and fly toward the ceiling again waiting for another attack. Kill it with your sword.

3. Name: Bago-Bago

Experience: 5 Exp

Description: This is the creature that looks like a fish skeleton. Though sometimes found in palaces or random other places, they are mostly found in the water underneath bridges. They somehow manage to fly. They will fly at you for an attack, but if that doesn't work, they can always shoot rocks at you. If they shoot a rock at you, just block it with your shield. There is also a red version of the Bago-Bago that is only found in the Great Palace at the end of the game. You cannot block the rocks shot at you by a red Bago-Bago.

4. Name: Boon

Experience: 50 Exp

Description: To say that a Boon is annoying is an under statement. They are the annoying bird enemy found in deserts in East Hyrule. Boons fly back and forth and drop small rocks on your head. They are very quick, and tend to be very annoying. They do not usually fly very low. To kill a Boon, you must jump up with an upward thrust and hope that it is flying low enough to the ground when you do so.

5. Name: Bot

Experience: 2 Exp for Red/Blue, 10 Exp for Purple

Description: This jelly-like blob creature does nothing except hop around. They are extremely small, which makes them very easy to kill. Some people call them Bits, but they are really called Bots. There are three different variations of Bots: Red, Blue, and Purple. Red and Blue Bots are exactly the same, while Purple Bots are only found in the Great Palace, are slightly faster, and offer more Experience Points. To kill them, just squat down and hit them with your sword, or do a downward thrust.

6. Name: Daira

Experience: 70 Exp for Orange, 100 Exp for Red

Description: This lizard-like monster charges at you with decent speed while throwing axes at you. They are mainly found in caves, but Dairas are sometimes found in Palaces or random other places. There are two different types of Dairas: orange and red. An orange Daira charges at you with his ax, while the red one just throws axes at you! Kill it with a few swift blows with your sword.

7. Name: Deeler

Experience: 2 Exp for Red, 10 Exp for Blue

Description: This spider enemy is native to forest areas. It is found high in the branches of trees. When you walk under it, it will swoop down, lowering its web for an attack. There are two

different types of Dealers: red and blue. A red Dealer does nothing except go up and down. When a blue Dealer drops to the ground, he will stay on the ground and hop back and forth for multiple attacks! Kill them with a few blows with your sword.

8. Name: Doomknocker

Experience: 100 Exp

Description: These annoying wizard enemies can only be found in the 4th Palace. They will appear in random places in a room, cast a harmful spell at you, then disappear to do the same thing in a different place. The only way you can kill them is to cast the reflect spell on them and reflect their spells back at them.

9. Name: Fire Dropper

Experience: 200 Exp

Description: This wizardlike enemy appears in later palaces of the game. They appear in random places in the room, shoot a small wad of fire across the floor, then he will disappear. This process will repeat as long as it's alive. To kill them, you must jump up and use a downward thrust on their heads. You must act quickly to attack, though, because they disappear quickly and reappear with full health.

10. Name: Geldarm

Experience: 5 Exp

Description: Geldarms can only be found in desert areas, particularly in West Hyrule. They are very long, white in color, and stand very tall. You cannot jump over them. They can only be harmed if you slice the top portion of them, but that part is too high to reach. To kill them, slice the bottom of them with your sword, and they will lower to the ground. When they lower, give them a few swift blows to kill them.

11. Name: Goriya

Experience: 20 or 30 Exp

Description: Goriyas are those beast like enemies that throw boomerangs and stand upright on two feet. Sometimes they throw boomerangs under you, and sometimes above you. Either way, the boomerangs will always curve back at you for a second chance to harm you. To kill them, just slice them enough times with your sword.

12. Name: Ironknuckle

Experience: 50 Exp for Orange, 100 Exp for Red, 150 Exp for Blue.

Description: Native to every palace in the game, an Ironknuckle is an armored soldier complete with armor, swords, and a shield. They are very smart when they attack you, as they make very good use of their shield. It is hard to harm them due to them being very skilled with the shield. There are three different variations of an Ironknuckle: orange, red, and blue. Orange Ironknuckles are the easiest of the three, as they are slow with their shield, and not very fast to attack. Red Ironknuckles are pretty challenging, as they are quicker than Orange Ironknuckles, but do the same thing. Blue Ironknuckles are extremely difficult, you actually have to fight one as a boss in Palace 3. Blue Ironknuckles are extremely fast with their shield, and they throw swords. They throw swords at a moderate pace, but when you hit them

once, they will throw them at you at rapid succession for a little bit. You must make good use of your shield when fighting them. To kill them, you must duel them hand to hand, and may the better man/knight win!

13. Name: Lizardman

Experience: 100 Exp for Red, 150 Exp for Orange, 200 Exp for Blue.

Description: Lizardmen are reptilian like creatures that walk upright on two feet. They are very similar to Ironknuckles. Like Ironknuckles, there are three different variations of them: orange, red, and blue. Orange Lizardmen are the easiest, as they stab you with spears. Red Lizardmen are more difficult, as they will attack you with spiked clubs. Blue Lizardmen are the most difficult as they throw spiked clubs at you! They have a shield, so it's very difficult to kill them. You can kill them the same way Ironknuckles are killed, or you can jump up and use downward thrusts on them, but you can only harm them with a downward thrust when their shields are lowered.

14. Name: Lowder

Experience: 3 Exp

Description: Lowders are those small blue insect enemies that are mainly found in caves. A Lowder will rush at you when you stand on the same plain as it. Killing them is easy, just duck and stab them, or do a downward thrust.

15. Name: Megmat

Experience: 5 Exp

Description: Megmats are those extremely annoying grasshopper enemies found in the grassy areas in West Hyrule. All they do is hop up and down and shoot rocks at you. To kill them, cast the Fire spell on yourself and kill it with fire.

16. Name: Mini-Thunderbird

Experience: ? Not sure

Description: This is just a smaller version of the vicious Thunderbird boss of the Great Palace. There are three different variations of the Mini-Thunderbird: Two different red ones and a blue one. The first red Mini-Thunderbird just hops up and down and tosses fireballs at you. The second Mini-Thunderbird hops up and down and attacks with a sword. The blue Mini-Thunderbird is extremely difficult and annoying, as it hops up and down, and tosses swords at you at a very quick pace. To defeat the first red Mini-Thunderbird, just stab it a few times with your sword. To defeat the second red Mini-Thunderbird and the blue one, you should use the downward thrust method of killing them. I warn you, though, as they are all very dangerous.

17. Name: Moa

Experience: 10 Exp for Orange, 50 Exp for Blue

Description: Moas are those flying eyeball enemies found mostly in Palaces and graveyards. There are two different types of Moas: orange and blue. Orange Moas fly high in the air and drop fireballs on you. Since it flies high in the air, you must use an upward thrust to kill it. Blue Moas usually fly lower to the ground, and should be killed with a downward thrust.

18. Name: Moblin

Experience: 0 Exp for Orange, 10 Exp for Red, 20 Exp for Blue

Description: These are the evil bulldog looking enemies that stand on two feet and throw spears at you. There are three different types of Moblins: orange, red, and blue. Orange Moblins are the easiest of the three, as they just try to attack with a spear. Red and Blue Moblins will charge at you and throw their spears, but blue ones are moderately quicker and more annoying. To kill all three variations, just give them a necessary amount of stabs with your sword.

19. Name: Moby

Experience: 2 Exp

Description: Mobys are the bird enemy that is found mainly in swamp areas. Mobys come from high in the sky, fly as down the the ground in a completely vertical motion, then fly toward you in a completely horizontal motion. If they touch you, they will harm you a tiny bit, but more importantly, they leech Experience Points upon contact. Mobys can be killed with a sword, or can be dodged by ducking or jumping over them.

20. Name: Myu

Experience: 3 Exp

Description: This is the small purple colored spiked creature that is native to caves. All they do is hop around, and they are extremely small. Since they are so small, you can't duck and hit them with your sword. The only way to harm them is to perform a downward thrust.

21. Name: Otorock

Experience: 10 Exp

Description: This is the small octopus enemy that is mostly found in swamps and caves. It hops up and down and shoots rocks out of its stout nose. There are two different variations of them, both of which are red. The first one just stays in one location, while the other has the ability to move around. To kill it, just use your sword.

22. Name: Rope

Experience: 20 Exp

Description: These are the small snake enemies, back from the original Zelda! They are kind of slow and sluggish, and they shoot fireballs at you to attack. There are two different types of this enemy: red and blue. Though they both do the same exact thing, a red Rope is only found inside the walls of the Great Palace. To kill them, just use your sword.

23. Name: Scorpion

Experience: 150 Exp

Description: Scorpions are exactly what they are called: scorpions. They are only found in desert areas in East Hyrule. They use their tails to shoot fire at you that cannot be blocked with your shield. They are very tough to kill, as you can only harm it when it has its eye open.

24. Name: Skull Balls

Experience: 50 Exp

Description: These magic sapping magical looking creatures were called Bubbles in the first Zelda game. Extremely native to Palaces, they bounce around the walls. If they touch you, you will

lose magic. It takes a hell of a lot of hits to kill them. To kill them, use your sword, I recommend using a downward thrust.

25. Name: Skull Heads

Experience: 5 Exp

Description: These super annoying enemies are found only in palaces. They are small and have the appearance of skull heads. Though they are weak, when you find one, they usually don't end, so they tend to team up on you a lot. All they do is move up and down, shooting fire at you and moving closer as they do this. Obviously, their fire harms you, but they will sap your Experience Points if you hit the actual skull heads. Like I mentioned before, they are extremely easy to defeat, just use your sword.

26. Name: Stalfo

Experience: 30 Exp for weak Stalfo, 50 or 70 Exp for strong Stalfo.

Description: These are the walking skeletons, complete with a sword and a shield. They are extremely similar to an Ironknight, though a Stalfo is much slower and jumps in the air. Though they have a shield, they never lower it. To kill them, squat down and attack with your sword, because they never defend themselves underneath.

27. Name: Stone Warrior

Experience: 100 Exp

Description: This blue colored stone enemy is extremely troublesome. It is extremely strong, and will throw hammers at you. For some odd reason, the hammers will spin back toward you, similar to a boomerang. Be sure not to get hit by the hammers, as they cause a lot of damage. Though you can attack it anywhere, it is vulnerable from above, so you should use the downward thrust technique to kill it.

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Section Five: Magic Spells

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This is a list of every single spell that you learn from wise men in each town. Every single one of these spells will cost a differing amount of magic. Try to conserve your magic to some point, but don't be stingy when it comes to using magic. The spells are listed in alphabetical order.

**Fairy:** This spell will transform Link into a fairy, enabling you to fly! Although this fairy will not recover any health, you will still be able to reach high ledges that are still too high even with the Jump spell. This spell costs a considerable amount of magic, but it is necessary for getting past some parts of the game. You learn Fairy in the town of Mido. You must retrieve the medicine first from a cave, but with the medicine, you can just enter the wise man house, talk to the wise man, and learn the spell!

**Fire:** This spell will shoot a fireball from your sword every time you use your sword. This is a pretty useful spell, as some tough enemies can

not be killed any other way, particularly toward the end of the game. You can also use it if you don't want to risk damage by shooting enemies from a distance, just to be safe. You learn the Fire spell in the town of Nabooru. There is a lady that is thirsty, so go to the fountain, press B to get water, and then bring the water back to her and she will let you into her house. From there, go into the basement, talk to the wise man, and learn the mighty Fire spell!

**Jump:** This spell enables you to jump much higher than you normally can, which will allow you to reach higher ledges and jump over larger enemies. It is a very useful spell. To learn it, you must talk to the wise man in Ruto. To get to the wise man in Ruto, you must find a statue in one of the caves and give it to the lady outside the wise man house. She will then let you in the house, where you will learn the spell.

**Life:** This spell is one of the most useful spells in the game, as it will restore three full bars of your health! Although it costs a decent amount of magic to cast, it is essential in situations when you are low on health. You learn this spell in the Water town of Saria. You must find a mirror underneath a table, then return it to the lady in the next house, who will let you inside her house. Walk to the basement of that house, talk to the wise man, and viola! You have Life spell.

**Reflect:** This spell, when used, will allow you to reflect some magical attacks that enemies will use to attack you right back at them. When an enemy shoots magic at you, just use your shield, and the magic will reflect back at them. Although it's not a very important spell, it is the only way to defeat the boss of Palace 4. You learn Reflect in the town of Darunia. You must first find the child in one of the caves, though. After finding the child, talk to the lady in front of the wise man house and she will consider you a hero for saving the child, then let you inside. In the house, go into the basement and talk to the wise man. If you have enough Magic containers, he will teach you the spell of Reflect. If he says to come back later, then you should find another magic container (read section 8 of this guide to find the magic containers) and come back later.

**Shield:** This is, in my opinion, the most useful spell in the game. When you are under its effect, all damage you take from enemies will be reduced by half. I usually end up using this spell a few dozen times in the last few Palaces of the game. You learn this spell from the wise man of Rauru.

**Spell:** This is probably the most useless spell in the game, but it is necessary to make a hidden house appear containing the Magic Key. You learn the Spell spell in New Kasuto. In one of the houses, there is a fireplace. Press up in front of the fireplace, and you will climb up the fireplace! At the top is the wise man, talk to him to learn the spell.

**Thunder:** Thunder is a very powerful spell, which will strengthen your attack. It's found at the very end of the game, so unfortunately, it will not get much use throughout the game. It is found in Old Kasuto in the very first house. Go into the first house, talk to the wise man, and you will learn the Thunder spell, the last spell of the game!

Section Six: Items

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Here is a list of items you can get in the game along with a brief description of each. Some are found in caves, while others are found inside Palaces, while other items are found inside towns. They are listed in alphabetical order.

**Boots:** Boots are a very useful item and are used to walk on top of certain water tiles. Obviously, you can't walk across all water tiles, or there would not be any game boundaries. Also, if you are about to bump into an enemy when there is water nearby, you can just walk onto the water and be safe from the enemy. Boots are needed to get into Palace 5. The Boots can be found in Palace 4.

**Candle:** The Candle is one of the most important items in the game. It will light up all caves so you can actually see what you are doing! Without the candle, you will not be able to see anything inside caves! The Candle is located inside Palace 1.

**Cross:** The cross is a holy item that will reveal enemies flying around in the graveyard in East Hyrule and Old Kasuto. It isn't as useful as some of the other items, but still very nifty to have. It is found inside the walls of Palace 6, so you will not get too much use out of it before defeating the game.

**Flute:** The Flute has one purpose in the game. There is a giant spider that blocks your path in East Hyrule. You need to find a way to get past the spider to continue your adventure. Just go up to the giant spider and play the Flute, and the spider will go away! After all, music soothes even the savage beast! The Flute is located in Palace 5.

**Glove:** The Glove enables you to destroy all of those annoying blocks that are found in some Palaces. Some of the blocks fall from the ceiling, while others are just there by default, but they will always be in Palaces. To destroy them, just attack them with your sword and they will instantly break apart. You can find this very handy item inside the walls of Palace 2.

**Hammer:** Have you ever notice those giant boulders that sometimes happen to be conveniently placed in front of caves and certain paths? Those giant boulders must be exterminated, and the only way to do it is with the Hammer. The hammer is a very important item in this game. It is found in the giant cave maze in southwest West Hyrule.

**Magic Key:** The Magical Key, which was called the Lion Key in the original Zelda, is an extremely important and useful item to have. With it in your possession, you have absolutely no need for small keys, as it uses its magical power to unlock any door in the game. This item is needed to beat Palace 6, because there are keyholes there, but not any small keys. This handy item is found inside a hidden house in New Kasuto.

**Raft:** This item has one purpose: to sail back and forth from West Hyrule to East Hyrule. Although it only has one use, it is necessary to access East Hyrule, which is where the second half of the game takes place. The Raft can be found inside Palace 3.



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Section Seven: Bosses

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This is a list of all the bosses of the game, along with descriptions, strategies, and details on how to defeat them. They are listed in order of their appearance in the game. Please note that it is very beneficial to cast the Shield spell on yourself before fighting all of these bosses.

Name: Horsehead

Found: Palace 1

Description: This is the first boss of the game, found at the end of Palace 1. It is extremely slow, and only has one attack, making him the easiest boss of the game. Although he is a horse, he somehow manages to stand upright on two feet and hold a spiked club in his hands, which he attacks you with.

Strategy: He is extremely slow, which is something you should take advantage of. To harm him, you must hit him in the head. If you attack his body, nothing will happen. As soon as he finishes swinging his spiked club, go up to him, jump into the air, and attack him in the head. You need to get close to him to do this, but if you touch him, you will be harmed. Continue to slice at his head until he is dead.

Name: Helmethead

Found: Palace 2

Description: This is the second boss of the game, found at the end of Palace 2. He is one of the easier bosses of the game. He will shoot fireballs at you, but they can easily be blocked with your shield. Also, be sure to avoid the pieces of his helmet that appear sometimes after you hit him.

Strategy: An easy boss. Despite the name "Helmethead", the most vulnerable part of his body is his head. If you have learned the downward thrust move in Mido, you should cast the Jump spell upon yourself, then jump up and perform downward thrusts on his head until he is dead. If you have not learned the downward thrust technique, the fight will be more difficult, but still not that hard. If you do not know the downward thrust, don't cast the Jump spell on yourself. Just jump up and slice him in the head until he is dead, then go to Mido and learn the downward thrust.

Name: Ironknuckle

Found: In Palace 3 as a Boss, In Palace 6 as a Miniboss

Description: With the exception of the horse that this boss starts off on, it is the same exact thing as an ordinary blue Ironknuckle enemy found in Palaces. This Ironknuckle will start off the fight by charging at you on an armored horse. It reminds me of an Excalibur type jousting event, except you don't get a horse or joust of your own! At first, you must attack the horse as the Ironknuckle charges at you, but when you hit the horse enough times, the Ironknuckle will abandon his horse and attack you hand to hand. The Ironknuckle itself, although not any different

to an ordinary Blue Ironkuckle that can be found lurking around palaces, is extremely difficult. It is extremely skilled with the shield, making it difficult to harm him, and you need to watch out for its swords that shoot! After you hit him once, he will start rapidly shooting swords for a few seconds, then he will simmer down to shooting swords at his normal pace.

Strategy: When the Ironkuckle is still on his horse, wait for the horse to charge at you. When this happens, jump up into the air and do a downward thrust on the head of the horse. Try your best to aim for the head of the horse, because no damage will occur if you hit the actual Ironkuckle. After you hit the horse enough times, the Ironkuckle will ungracefully abandon his horse to fight you hand to hand. This is the hard part of the battle. Just keep attacking him up and down, eventually he will be too slow to block with his shield, and you will harm him. As soon as you harm him, I highly advise you to take a few steps back, because he will start rapidly shooting his swords at you, and if you stand back, you will have more time to react. There is not really any good advice I can give to help you here, except to cast the Shield spell, but that's it. Good luck.

Name: Carock

Found: Palace 4

Description: Carock is the boss of Palace 4. Carock is a giant wizard enemy whos only attack is to shoot magic at you. Although this is his only attack, he does it quite rapidly, and from both sides of the screen, making him pretty difficult if you don't know the strategy. As soon as he uses some magic, he will disappear from the screen, then reappear in a completely different location to shoot more magic at you! Like I said before, this boss can be very difficult, but not if you know the strategy...

Strategy: Holy crap, this guy is extremely simple if you know the secret to beating him. You don't even have to move! First, cast the spell Reflect upon yourself. Now, walk to either the left or the right edge of the screen and face the center. The reason why you do this is to ensure that Carock will always reappear in front of you so you don't have to worry about being attacked from both sides. Now, duck so that your shield is low and stay there. The magic that Carock shoots at you will automatically be reflected back at him. You will be victorious in no time.

Name: Gooma

Found: Palace 5

Description: Gooma is the guardian of the fifth Palace of the game. He is a troll guy that kind of looks like a viking. His only weapon is the mace that he carries, and his only means of harming you is to attack with the mace.

Strategy: I highly recommend casting the Shield spell on you, as this boss gave me quite a challenge the first time I defeated him. I also recommend casting the Jump spell so that you can jump over him if he starts to close in on you. To attack him, just slice him with your sword. You have to get close to him to attack him, so take extra caution not to bump into him, because this will inflict damage upon yourself. I usually try to stand next to him the entire time, but I jump high into the air when he uses his mace (I use the Jump spell), and attack him on the way down before I land. This seemed to work pretty well for me, but there is not any easy way to defeat him.

Name: Barba

Found: Palace 6

Description: This is the large dragon that is the guardian of Palace 6. He lives underneath the lava. When you fight this boss, there will be several lava pits that you can fall into. Barba will peek his head out of the lava pits and shoot fire at you. You cannot see any of this body due to his long, giraffe-like neck. He will stick his neck out of the lava, shoot fire at you, then descend back into the lava. This process will repeat until either you or he is dead. This is his only attack, he does not have any other attack. Just watch out though, and make sure that the fire does not hit you and knock you into the lava pits.

Strategy: Killing Barba, although it may seem challenging at first, is actually a pretty simple task. The only thing that really makes this battle difficult is the fact that you can fall into the lava pits at any time. As soon as you start the battle, cast the Jump and Shield spells upon yourself. The Jump spell is important here. You will be able to jump right over the fire that he shoots at you. When he shoots fire at you, with the Jump spell, you will be able to jump right over it. The best way to kill him is to stand in one of the center platforms, and wait for him to appear on either the left or right side of you. If he appears somewhere else, just jump over his fire and wait for him to appear next to you. When he is next to you, you need to jump so that you will land on the platform on the other side of Barba, but do a downward thrust in mid air so that you slice him as you do this. Sometimes this method is tricky, but it works for me. Continue to use this strategy until he is dead.

Name: Thunderbird

Found: Great Palace

Description: Thunderbird is the huge flying blue bird that is the sub-guardian of the Great Palace. Thunderbird is COMPLETELY invincible to any attack you attempt on him, unless, of course, you cast the Thunder spell. Upon casting the Thunder spell, Thunderbird will turn from blue to red, and this means that he can be attacked now. Still, the only place you can attack him is in the center of his head, which is very difficult. Thunderbird's only attack is dropping fireballs at random places on the screen. Although this seems like a simple obstacle, it is extremely hard to dodge his fireballs. On top of that, the fireballs take away two whole health bars, which means that you can't afford to get hit! Also, after you harm Thunderbird quite a bit, he will start throwing his fireballs even faster, which makes it even harder to defeat him. This is no easy boss.

Strategy: If you start fighting Thunderbird, and you do not have enough magic to cast the Thunder spell on him, then there is no possible way to kill him, and you might as well just let yourself die so that you can start a new life with full magic. As soon as Thunderbird appears on screen, cast the Thunder spell. Then, if you have enough magic left, cast the Shield spell and the Jump spell on yourself, but the Shield spell should be your number one priority if you are low on magic. After casting the Thunder spell, Thunderbird will turn from a blue hue to red. When he is red, he is vulnerable to attacks in the head. However, you can't just hit any part of his head, you have to hit pretty close to the center, or nothing will happen. Since it takes two hits to eliminate one notch from his meter, it will take a total of 16 hits to defeat Thunderbird. I can't really give you

any great tips on how to defeat him, because there are none. Just keep on fighting him until he is dead.

Name: Dark Link

Found: Great Palace

Description: This is a dark version of yourself; a mere black shadow of a figure that comes from Link's shadow! This guy sure is a pain in the ass to fight. He is extremely challenging, and has all of your moves. Before you fight him, Impa will be sitting there with the Triforce, then he and the Triforce will disappear. The screen will turn black and purple for some reason, I don't know why on earth they chose these colors, but they did. Then, Dark Link will jump from behind you, and you will start fighting him. Dark Link is simply a completely black version of you, with all the same moves, but not as cool. It is normally really tough to beat him, but there is a strategy.

Strategy: If you follow this strategy, Dark Link is one of the easiest bosses in the game. Of course, Nintendo didn't intend for Dark Link to be easy, but follow this strategy and he is. Simply, stand on the very left side of the screen, and face the middle. Every time Dark Link gets close to you, start furiously swinging your sword. Nine times out of ten, you will harm Dark Link. Just continue this strategy, and you will defeat Dark Link, thus saving the Princess and finishing the game!

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Section Eight: Heart/Magic Container Locations

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There are 4 heart containers and 4 magic containers located in hidden locations throughout the game. A heart container increases life capacity, while a magic container increases magic capacity. Have fun.

### A) Heart Container Locations

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1. From the North Palace (where you start the game), head east and slightly north through grass and trees until you find a cave. Go into the cave and all the way through it until you come to the other side. This is roughly where Palace 1 is located. You should be in desert terrain. Walk east until you get to the sea, then start walking south. Continue to go south until you come to a small patch of grass. Walk into the patch of grass and you'll be taken to an action scene. Navigate to the right in the action scene and collect the first heart container.
2. You must have a hammer to get the second Heart Container. From the North Palace (where you start the game), head east so that you are walking on the path. The path will start to head northeast, then you will encounter an intersection where you can go north or east. Go east at this intersection and continue to follow the path as it starts to lead south. Slightly after passing Rauru, you will come to a giant boulder. Break the boulder with the hammer, and continue south just a little bit more. Take careful notice to the east and you will notice another giant

boulder conveniently placed in front of a cave. Approach this giant boulder and break it, then enter the cave. Manage your way through the cave and collect the second of four Heart Containers.

3. You must be able to walk on water to get the third Heart Container, which means that you must first have the Boots from Palace 4. Start from Nabooru in East Hyrule and walk directly east onto the water. Continue walking until you come across the small island that Palace 5 is on, but don't go into the Palace. Instead, walk west a few tiles, pressing up after you walk each tile. Continue to do this until you can finally go north. Head north on the water as far as you can go, then go east on the water until you enter an Action scene. In the Action scene, head right and jump on top of a ledge. You can use the Jump spell if you want to make it easier, but you don't really need to. Continue rightwards and collect the third Heart Container of the game.
4. At the southeast portion of East Hyrule, right near Palace 6 in the desert terrain, just walk up and down along the coast and eventually you will enter a hidden desert area where you will find the final Heart Container of the game.

## B) Magic Container Locations

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1. The first Magic Container is located in a cave located slightly southwest of the North Palace (where you start the game). Go into that cave, navigate yourself to the very east of the cave past a few Lowders and Otorocks, and the Magic Container will be sitting right there on top of a raised ledge.
2. The second Magic Container is located in the southwest section of West Hyrule, at the very bottom of the cave maze. Right outside the cave where you obtain the hammer, there will be a large boulder. Break the boulder with the hammer (if you don't have the hammer, it can be found in the cave). Now walk over the pile of rubble where the boulder used to be, and you will fall into a hidden cave. The Magic Container will be at the very beginning of this cave at almost the exact spot where you start.
3. The third Magic Container is located in East Hyrule in the island maze right near Palace 4. You need to walk on top of a special tile that leads to a hidden cave. I will tell you how to get that special tile assuming that you don't have the boots: At the beginning of the maze, head south, then east, then go north at the first opportunity to go north. Continue to follow this path across the first two bridges. After you cross the second bridge, head north and cross the third bridge. Now head west for two tiles, and then south for two tiles. Continue to follow this path to the west until it bends north. Walk north a few tiles, and you will fall into the hidden cave, where you will find the third magic container.
4. The fourth and final Magic Container is located in New Kasuto. You must have the all three other Magic Containers or you cannot get this! Walk in front of the second building in New Kasuto and an old lady wearing purple clothes will come out. Talk to her, and she will say that you deserve her help, then she will let you in her house. In her house, walk to the end and go into the basement. At the spot where the wise man usually stands is a Magic Container. Grab it to get the fourth and final Magic Container, filling up your magic capacity for good!

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Section Nine: Secrets/Tricks

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A section devoted to Secrets and Tricks that will help you out along your quest.

UPDATE 1/30: I have recently found a few glitches in this game, so I added them in here. After all, glitches are neatn

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### ===== A) Helpful Secrets =====

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Save Without Dying -----

On your NES, be sure to have seperate controllers plugged into both Slot A and Slot B. To save the game without dying, pause the game on controller A, then press Select and Up and the same time on controller B. Upon doing this, a menu will appear where you can either Continue or Save.

Skip A Locked Door -----

This is listed with the Glitches (below), but it is also a helpful secret, so I added it in here, too. If you encounter a locked door in a palace, but can't seem to find a key to unlock it, just cast the Fairy spell on yourself, then you can fly right through the locked door! I learned this from DBM11085's FAQ (Thanks).

Transform Enemies -----

In any Fight Scene, if there are any enemies on screen, you can cast the Spell spell and all on screen enemies will magically transform into Bots! This comes in handy when there are many enemies on screen, and you can't seem to defeat them all.

===== B) Glitches =====

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#### Black Screen of Death -----

In Windows, it's called the "Blue Screen of Death", in Adventure of Link, it's called the "Black Screen of Death". This one is EXTREMELY RARE to pull

off, I performed it by accident when I discovered it. To do it, you must first defeat the Boss of ANY Palace. It doesn't matter, all you have to do is get to the statue that you place the crystal in. Most people use emulators to play this game nowadays, and chances are that you're using an emulator, too. If you are using an emulator, choose SAVE STATE (or similar option) as soon as you place the crystal in the statue. Now, just in case you mess up, and you probably will because this is extremely hard to perform, you can just LOAD STATE to retry.

After placing the crystal in the statue, your health and magic meters will refill, but you can't move when this happens. This is usual. After your health and magic meters fill, you can move again, and your Experience Points will rise to the next level. The glitch goes like this: If you can manage to leave the Palace at the SAME EXACT TIME that your Experience Points rise to the next level, then you will be taken to a Black Screen, that shows absolutely nothing except black. If you leave the Palace even a single Experience Point too early, the glitch will not work; if you leave a single Experience Point too late, the glitch will not work. This is why I told you to SAVE STATE if you are using a ROM and EMULATOR to play.

This glitch is extremely hard to pull off, and it even takes me a bunch of tries to successfully pull off. Don't get discouraged.

#### Fairy Out Of Bounds

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This one is pretty damn neat, and it can be performed anywhere where there is a platform high enough in the air and you can jump above the screen. The only place where this scenario exists is in Palaces and Towns. First, get ontop of a platform high in the air. The platform must be high enough so that you can jump over the screen. If the platform is high in the air, but there is a brick wall above that restricts you from jumping over the screen, then this will not work. Here's how to do it:

- 1) First, cast the Jump spell upon yourself. You don't necessarily have to do this, but usually it's helpful, and you should do it anyway if you can spare the magic.
- 2) Press start, and set the magic to "FAIRY" so you only have to press select once to turn into a fairy. DO NOT TURN INTO A FAIRY JUST YET!
- 3) This part is kind of tricky. Jump high into the air so that your body is above the screen. As your body is above the screen, press select to turn into a fairy. At first, nothing will happen, but as soon as you try to fly in any direction, you will get the "falling" screen (the screen that you get when you fall down holes in Palaces).

The place that you can reappear is usually pretty random. I've even been able to appear inside walls before. Wherever you reappear, it will always be within the same area that you performed the glitch in. For example, if you perform the glitch in Palace 6, you will always reappear somewhere in Palace 6; you will not randomly warp through Palaces. This is my favorite glitch in the game.

#### Skip A Locked Door

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This is listed with the Helpful Secrets (above), but it is also a glitch, so I added it in here, too. If you encounter a locked door in a palace, but can't seem to find a key to unlock it, just cast the Fairy spell on yourself, then you can fly right through the locked door! I learned this from DBM11085's FAQ

(Thanks).

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Section Ten: Closing

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Ending of this wonderful FAQ!

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#### A) Thanks/Credits

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Thanks to Link. It's amazing that he's able to defeat Ganon and save the princess at the young age of 16. I love that green kid.

Thanks to Devin Morgan. He doesn't know it, but I learned the "Skip A Locked Door" glitch talked about in the Secrets/Tricks section of this guide by reading through his guide. He also has a very favorable last name.

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B) Legal Stuff

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