

All quotes are written out exactly as they appear on the screen, ellipses (...) and all. The name of the person talking and a short description of the situation appear in all caps above each quote. A hard return after a line of text indicates that the next line begins another screenful of text within the game, or that the in-game text has a hard return.

Phrases that appear in parentheses () are not part of the quote. They are either responses to a question asked of Link, which the user chooses; a message from the game (such as description of a newly-obtained item); a brief description of something that happened during the quote; or, a description of the formatting of the text - (centered), for example. Most gameplay instructions are omitted because they have nothing to do with the story.

To find a quote by a specific person, use your text viewer's Find function (usually Edit-Find or Control-F). The quotes are listed in chronological order (i.e. the logical flow of the game), so you can also try to find a specific quote by scrolling through the whole FAQ.

NOTE: If you're not interested in the storyline of the Zelda games, this FAQ isn't for you. You won't find any tips or hints about the gameplay in this FAQ.

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3. Version History
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- Version 1.0 - Released 8/21/01
The very first version of this FAQ follows the exact same format as my Zelda 64 Quote FAQ. I have checked all quotes up to the Swamp of Evil and they are all accurate up to that point. I have not checked the quotes after this point, but they should be accurate. The quotes are in chronological order, but they are not yet divided into sections like the Zelda 64 Quote FAQ is. I have not yet walked around the Light and Dark World and paid everybody for tips, so only a few of these quotes are included right now.

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4. Credits
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- Nintendo (<http://www.nintendo.com>)
For making A Link to the Past and all the Zelda games. :D
- ZSNES (<http://www.zsnes.com>)
The emulator I used to play through the game.
- EditPad (<http://www.editpadclassic.com>)
The text editor I used to make this FAQ (and my web site).

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5. The Quotes!
.....

Long ago, in the beautiful kingdom of Hyrule surrounded by mountains and forests... legends told of an omnipotent and omniscient Golden Power that resided in a hidden land. Many people aggressively sought to enter the hidden Golden Land... But no one ever returned. One day evil power began to flow from the Golden Land... So the King commanded seven wise men to seal the gate to the Land of the Golden Power. That seal should have remained for all time...But, when these events were obscured by the mists of time and became legend... A mysterious wizard known as Agahnim came to Hyrule to release the seal. He eliminated the good King of Hyrule... Through evil magic, he began to make descendants of the seven wise men vanish, one after another. And the time of destiny for Princess Zelda is drawing near.

PRINCESS ZELDA, CONTACTING LINK TELEPATHICALLY:

Help me...

Please help me...

I am a prisoner in the dungeon of the castle.

My name is Zelda.

The wizard, Agahnim, has done...

something to the other missing girls. Now only I remain...

Agahnim has seized control of the castle and is now trying to open the seven wise men's seal.

I am in the dungeon of the castle.

Please help me...

LINK'S UNCLE:

Link, I'm going out for a while. I'll be back by morning. Don't leave the house.

SOLIDERS OUTSIDE:

What're you doing up this late, kid? You can stay up when you're grown up! Now go home!

I see you brought a map so you don't get lost.

You look strong for a kid. How much can you lift?

I'll bet you can't wait until you are old enough to use a sword!

That mark on your map must be your destination.

You can often find valuables in chests.

Us soldiers have been around, kid. You can learn a lot from us. But you already know that!

SIGN IN FRONT OF CASTLE:

I will give 100 Rupees to the man who finds the descendants of the wise men. THE KING

ZELDA, WHILE LINK IS WALKING TO THE CASTLE:

Help me...

I am in the dungeon of the castle.

I know there is a hidden path from outside of the castle to the garden inside.

SOLIDER GUARDING HYRULE CASTLE GATE:

Hey hey! You're not allowed in the castle, son!
Go home and get some sleep!

LINK'S UNCLE, FINAL WORDS:

Unnh... Link, I didn't want you involved in this... I told you not to leave the house...

Take my sword and shield and listen. You can focus the power in the blade.

...Then release it using the secret technique handed down by our people...

Link, you can do it!

Save the Princess...

Zelda is your... ..

SOLDIER ON CASTLE ROOF:

After Agahnim took over, everyone began to act strangely.

I suppose it's only a matter of time before I'm affected, too.

ZELDA, RESCUED FROM THE DUNGEON

Thank you, Link. I had a feeling you were getting close.

Link, listen carefully. The wizard is magically controlling all the soldiers in the castle.

I fear the worst for my father...

The wizard is an inhuman fiend with strong magical powers!

... ..

All right, let's get out of here before the wizard notices. I know a secret path, but first we have to go to the first floor. Let's go!

(en route to secret passage)

There is a secret passage in the throne room that leads to Sanctuary. I'm sure the old man there will help us.

(at secret passage)

That ornamental shelf should open. Do you have a light? It's pitch dark inside and you can't see without one.

If you're ready, let's go! Help me push it from the left!

(in sewers)

After passing through these sewers, we will be very close to Sanctuary!

Let's be careful!

(near sanctuary)

Sanctuary is just beyond that door. Pull the switch over there.

LOYAL SAGE AND ZELDA, MEETING IN SANCTUARY:

(Loyal Sage)

Princess Zelda, you are safe! Is this your doing, Link?

(Zelda)

Yes, it was Link who helped me escape from the dungeon! When I was captive the wizard said, "Once I have finished with you, the final one, the seal of the wise men will open."

... ..

Link, you must not let the land of Hyrule fall into the wizard's clutches.

If he releases the seal of the seven wise men, evil power will overwhelm this land.

Before that happens...

before it's too late... destroy the wizard before he destroys all of Hyrule!

You can do it!

You can...

(Loyal Sage)

I sense that a mighty evil force guides the wizard's actions and augments his magical power. The only weapon potent enough to defeat the wizard is the legendary Master Sword. It is said that the village elder is a descendant of one of the seven wise men. Maybe he can tell you more...

I will mark his house on your map. But watch your every move! I am certain that

the castle soldiers will be looking for you now!
I will hide Princess Zelda here. Do not worry! Seek the elder!

LOYAL SAGE:

Meet the elder of the village and get the Master Sword.

ZELDA:

Link, be careful out there! I know you can save Hyrule!

SIGN:

(picture of Link) WANTED! This is the
criminal who kidnapped Zelda.
Call a soldier if you see him!

OLD WOMAN IN KAKARIKO:

Who? Oh, it's you, Link!
What can I do for you, young man? The elder? Oh, no one has seen him since the
wizard began collecting victims...

... ..

What? Master Sword? Well, I don't remember the details exactly, but...
Long ago, a prosperous people known as the Hylia inhabited this land...
Legends tell of many treasures that the Hylia hid throughout the land...
The Master Sword, a mighty blade forged against those with evil hearts, is one
of them. People say that now it is sleeping deep in the forest...

... ..

Anyway, look for the elder. There must be someone in the village who knows
where he is. You take care now, Link...

MAN IN BLIND'S HIDEOUT:

Yo Link! This house used to be a hideout for a gang of thieves.
What was their leader's name...
Oh yeah, his name was Blind and he hated bright light a lot.

SAHASRAHLA'S GRANDSON:

Hi Link!
Elder? Are you talking about the grandpa? OK, but don't tell any of the bad
people about this.
He's hiding in the palace past the castle.
I will mark the spot on your map. Here you are...

OLD MAN DRINKING IN BAR:

Whoa... I saw her.
A very nice young lady at the Waterfall Of Wishing in the hills where the river
begins...
Link, you should meet her at least once. I'm sure you will like her.

OLD WOMAN SWEEPING OUTSIDE:

Oh, Link. The rumors say you kidnapped the Princess, but I still trust you.

WOMAN OUTSIDE:

Hey, here is Link, the wanted man! Soldiers! Anyone! Come quickly!

MAN WITH OVERGROWN YARD:

Hi, Link. Sorry about my yard. It's a little over grown. Thanks for visiting.
I'm glad to have company to talk to. I will tell you an interesting story.
There is a lake swimming with Zoras at the source of the river, but it is hard
to find.
The treasure of the Zora can turn people into fish. Heh heh heh. I'd love to
see that.

BUG-CATCHING KID:

I can't go out 'cause I'm sick...

Cough cough...

People say I caught this cold from the evil air that is coming down off the mountain...

Sniff sniff...

This is my bug-catching net. I'll use it when I'm better, but for now, I'll lend it to you.

DWARVEN SMITH:

If my lost partner returns, we can temper your sword, but now, I can't do anything for you.

SAHASRAHLA, WHEN LINK FIRSTS MEETS HIM:

I am, indeed, Sahasrahla, the village elder and a descendant of the seven wise men.

... .. Oh really?

Link, I am surprised a young man like you is searching for the sword of evil's bane. Not just anyone can use that weapon. Legends say only the Hero who has won the three Pendants can wield the sword.

... ..

Do you really want to find it? (yes)

Good. As a test, can you retrieve the Pendant of Courage from the East Palace?

If you bring it here, I will tell you more of the legend and give you a magical artifact. Now, go forward to the palace.

SAHASRAHLA, TELEPATHIC MESSAGE IN EAST PALACE:

Link, it is I, Sahasrahla. I can talk to you telepathically when you touch these tiles.

Here is a hint. You can use the treasure hidden in this palace to defeat armored foes.

GETTING PENDANT OF COURAGE:

You won the Pendant of Courage! Take it to Sahasrahla!

Two Pendants remain!

SAHASRAHLA, AFTER LINK HAS BEATEN THE EASTERN PALACE:

Oh!? You got the Pendant of Courage! Now I will tell you more of the legend...

Three or four generations ago, an order of knights protected the royalty of the Hylia.

These Knights of Hyrule were also guardians of the Pendant of Courage.

Unfortunately, most of them were destroyed in the great war against evil that took place when the seven wise men created their seal. Among the descendants of the Knights Of Hyrule a hero must appear.

...I see. Link, I believe you. You should get the remaining Pendants.

And carry this with you.

This is a treasure passed down by the families of the wise men. I want you to have it.

(He gives you the Pegasus Shoes! Now you can execute a devastating dash attack!)

A helpful item is hidden in the cave on the east side of Lake Hylia. Get it!

MAN IN HIDDEN CAVE SOUTHWEST OF LAKE HYLIA:

Take some Rupees, but don't tell anyone I gave them to you. Keep it between us, OK?

GETTING ICE ROD IN CAVE EAST OF LAKE HYLIA:

You found the Ice Rod! Its chill magic blasts the air! But watch your Magic Meter!

SIGN BY ENTRANCE TO DESERT OF MYSTERY:

Pay no attention to the
average middle-aged man
standing by this sign.
Leave him alone!

AGINAH, BEFORE LINK BEATS DESERT PALACE:

I am Aginah. I sense something is happening in the Golden Land the seven wise
men sealed...

This must be an omen of the Great Cataclysm foretold by the people of Hylian
blood...

... ..

The prophecy says, "The Hero will stand in the desert holding the Book of
Mudora."

If you have the Book of Mudora you can read the language of the Hylia People.
It should be in the house of books in the village...

You must get it!

If you are the person who will be The Hero...

SAHASRAHLA'S GRANDSON:

Did you meet the grandpa? If all the bad people go away, he can come back to
the village.

GETTING THE BOOK OF MUDORA:

You found the Book of Mudora! You can use it to read the ancient language of
the Hylia!

INSCRIPTION ON DESERT MONOLITH:

To open the way to go forward,
Make your wish here
And it will be granted.

SAHASRAHLA'S MESSAGE FROM TILE IN DESERT PALACE:

Link, it is I, Sahasrahla.

You must never fail to find all the treasures in each dungeon.

GETTING POWER GLOVE:

You got the Power Glove! You can feel strength in both hands! You can pick up
and carry stones now!

GETTING PENDANT OF POWER:

You won the Pendant of Power! Your goal of finding three Pendants is in sight!
Go for the last one!

AGINAH, AFTER BEATING DESERT PALACE:

Your trial in the desert has made you stronger. The blood of the Hero must be
in your veins...

ZORA:

Wah ha ha! What do you want, little man? Do you have something to ask me?

(I just dropped by)

Great! Whenever you want to see my fishy face, you are welcome here.

...

Wah ha ha! Good bye...!

(I want the flippers)

Wah ha ha! But I don't just give flippers away for free. I sell them for 500
Rupees a pair.

(What do you do?)

(Quit after all)

Wade back this way when you have more Rupees...

Wah ha ha! I'll see you again!

(Pay 500 Rupees)

Wah ha ha! One pair of flippers coming up. I will give you a free bonus with your purchase.

I will let you use the magic water ways of the sea folk which link lakes and rivers. When you see a whirlpool, dive into it. You never know where you'll surface! Wah ha ha!

GETTING ZORA'S FLIPPERS:

You bought the Zora's Flippers! With these you should be able to swim even in deep water!

SIGN BY ENTRANCE TO DEATH MOUNTAIN:

DANGER!

Do not enter Death Mountain
without the King's permission!

OLD MAN, AS YOU HELP HIM UP DEATH MOUNTAIN:

I don't know who you are, but if you are going to go up the mountain, will you take me with you? I lost my lamp, so...

(next room)

Uhhh... Watch your step. There are holes in the ground. Could you turn right here? Young man, are you going to the mountain to look for the Golden Power? Just ahead is a mountain full of monsters. Many people have vanished in this mountain while looking for the Golden Power.

I don't want to steer you wrong, so please don't get too involved in such a mad quest.

(by bottle)

Uhh... There must be a Heart in the bottle.

(at corner)

Uhh... Turn right here... ..

You know, I have a granddaughter who is your age... The King took her to the castle and she never returned. Kidnapping those maidens must be part of the wizard's plot! I'm sure he is trying to somehow use the power of the descendants of the wise men...

(outside hideout)

The missing maidens are still alive somewhere. I believe that a Hero will rescue them...

I wait for that day...

Uhh... These are dangerous times... I talked too much.

Anyway... Thank you for your kindness to an old man like me. Uhh... I wanted to give you this. If you wander into a magical transporter, gaze into this mirror.

(He gave you the Magic Mirror! This mirror is blue, clear and beautiful...

You feel like it is going to absorb you into another world...)

(inside hideout)

The wizard has deceived the King, and now he is trying to open the way to the Dark World. To complete your quest, you will need the Moon Pearl, which is in the tower on top of the mountain. All I can do for you now is to comfort your weariness...

Come back here any time.

(after beating Agahnim)

Link, I think the wizard connected the two worlds somewhere around the castle.

All I can do for you now is to comfort your weariness...

Come back here any time.

SIGN BY CAVE ATOP DEATH MOUNTAIN (BY LONG STAIRS):

This cave leads to the path

back to Kakariko Village.

SAHASRAHLA'S TILE MESSAGE, IN DEATH MOUNTAIN CAVE:

Link, it is I, Sahasrahla.

You must somehow make your way to the top of Spectacle Rock. From there you can reach the Tower of Hera on top of Death Mountain.

BOUNCING PINK BALL ON DARK WORLD DEATH MOUNTAIN:

Oh? Who are you, Mr. Bunny? This world is like the real world, but evil has twisted it. The Golden Power is what changed your shape to reflect what is in your heart and mind. I am always changing my mind, so I turned into a ball... But if you have a ball called the Moon Pearl, you can keep your original shape here.

GUY KICKING PINK BALL:

What do you want?!

Do you have something to say to me, silly rabbit?!

I came here to get the Power of Gold but now I'm a freak and I can't go back to the real world! If I only had the Moon Pearl from the Tower of Hera, I could get back to my original shape! I've got good reason to be stressed out!

So back off! Shoo shoo!

SAHASRAHLA'S TILE MESSAGE, IN TOWER OF HERA:

Link, it is I, Sahasrahla the elder. I have some advice... In the dungeons, you can gaze into the Magic Mirror to return to the entrance at any time. Do not forget this!

SAHASRAHLA'S SECOND TILE MESSAGE IN TOWER OF HERA:

Link, it is I, Sahasrahla the elder. An orb known as the Moon Pearl is in this tower. Whoever holds the Moon Pearl is protected so that his form will not change in the Dark World. You must find it and escape from the tower!

Don't forget the Moon Pearl...

GETTING THE MOON PEARL:

You found the Moon Pearl! This protects The Hero from the changing effects of the Golden Power.

GETTING THE PENDANT OF WISDOM:

You won the Pendant Of Wisdom! With this, you have collected all three Pendants! Go now to the Lost Woods to get the Master Sword!

DEATH MOUNTAIN MONOLITH:

Hold up the Master Sword and you will get the magic of Ether.

GETTING ETHER:

This is the Ether Medallion! Its magic controls the upper atmosphere and polar wind! Watch your Magic Meter!

THIEF IN HIDEOUT UNDER ROCK NEAR ENTRANCE TO DESERT OF MYSTERY:

Check out the cave east of Lake Hylia. Strange and wonderful things live in it...

OLD MAN ON DEATH MOUNTAIN, AFTER YOU BEAT TOWER OF HERA:

The Moon Pearl will protect its bearer from the magical air of the Golden Land, so you can keep your human shape there. All I can do for you now is comfort your weariness... Come back here any time.

FIRST LUMBERJACK:

Yo Link! A mysterious fog has recently fallen over the forest. We have to be careful!

SECOND LUMBERJACK:

Maybe it's nothing, but this tree feels kind of strange as we cut it...

SIGN IN FRONT OF LUMBERJACKS' HOUSE:

The House of Lumberjacks
A. Bumpkin and B. Bumpkin

MAN UNDERGROUND IN LOST WOODS:

Hey kid, this is a secret hide-out for a gang of thieves! Don't enter without permission!
By the way, I heard that one of our ex-members is staying at the entrance to the Desert.

GETTING MUSHROOM:

This Mushroom smells like sweet rotten fruit...
You can give this to anyone who wants it.

INSCRIPTION ON MASTER SWORD PEDESTAL:

The Hero's triumph on Cataclysm's Eve
Wins three symbols of virtue.
The Master Sword he will then retrieve,
Keeping the Knight's line true.

SAHASRAHLA, AFTER LINK GETS MASTER SWORD:

(sound of wind blowing)
Suddenly, Sahasrahla contacts you telepathically...
... ..
Link, it is extraordinary that you won the Master Sword that makes evil retreat...
With this shining sword, I believe you can deflect the wizard's evil powers.

The destiny of this land is in your hands.
Please, Link...

ZELDA, CONTACTING LINK TELEPATHICALLY AFTER HE GETS THE MASTER SWORD:

Link! Help! The soldiers are coming to Sanctuary!
AIEEEEEEE!
... ..

LAST WORDS OF THE LOYAL SAGE:

Link! You are a second too late. I have failed... Zelda...
The soldiers have abducted her.
They have taken her to the castle.
You must find her before the wizard works his magic.
Please...You are our only hope...
(he disappears)

AGAHNIM MEETING LINK:

Ahah... Link!

I have been waiting for you!

Heh heh heh...

I was hoping I could make Zelda vanish in front of your eyes. Behold! The last moment of Princess Zelda!

(sends Zelda into Dark World)

Ho ho ho... With this, the seal of the seven wise men is at last broken.

It is only a matter of time before evil power covers this land...

After all, the legendary Hero cannot defeat us, the tribe of evil, when we are armed with the Power of Gold.

Ho ho ho... Now, I must go!

(disappears, Link chases after him)

Oh so?... You mean to say you would like to be totally destroyed? Well, I can make your wish come true!

(defeated)

Grrrrugh! Well met! Like the true Hero that you are...

But I am not ready to admit defeat yet. I will draw you into the Dark World!

SAHASRAHLA, AFTER AGAHNIM DRAWS LINK INTO THE DARK WORLD:

Link, it is I, Sahasrahla. I am communicating to you across the void through telepathy... The place where you now stand was the Golden Land, but evil power turned it into the Dark World. The wizard has broken the wise man's seal and opened a gate to link the worlds at Hyrule Castle. In order to save this half of the world, the Light World, you must win back the Golden Power. You must also rescue the seven maidens who Agahnim sent to the Dark World. As members of the blood-line of the seven wise men, they have power that will surely help you. The maidens are locked in hidden dungeons full of evil creatures and dangerous traps. The Palace of Darkness should be your first goal in this world! Link, I can rely on only you. Please make this old man's wishes come true. I beg you!

TREE IN PALACE OF DARKNESS AREA:

You're new here, aren't you? Did you come here looking for the Power Of Gold?

Well, you're too late. It will obey only the first person who touches it.

The man who last claimed the Power Of Gold wished for this world. It reflects his heart.

Yes, I came here because of greed for the Golden Power, and look what happened to me...

To restore the Golden Land, a person worthy of the Golden Power must defeat the man who created this place...

Until that time, I am stuck in this bizarre shape.

But what a mischievous thing to leave lying around...

The Power Of Gold...

Triforce...

BIRD-LIKE CREATURE IN CAVE SOUTH OF PALACE OF DARKNESS AREA:

They say there is a tiny circle of rocks in the lake at the source of the river. I don't know what will happen, but it might be fun to throw something in it...

Heh heh. See you...

KIKI THE MONKEY:

I'm Kiki the monkey ki ki! I love Rupees more than anything. Can you spare me 10 Rupees?

(Give him 10 Rupees)

Ki ki ki ki! Good choice! I will accompany you for a while. Kik kiki!

(at Palace of Darkness entrance)

Ki ki ki! If you give me 100 Rupees, I will open the entrance for you. Ki ki ki!

(Ask him to open it)

Ki ki! Good choice! Then I get 100 of your Rupees. Kik ki ki!

ZELDA CONTACTING LINK WITH A TILE IN THE PALACE OF DARKNESS:

Link, can you hear me?

It's me, Zelda. I am locked in Turtle Rock on top of Death Mountain. I know you are doing your best, but please hurry...

GETTING THE MAGIC HAMMER:

You got the Magic Hammer! You can drive the wooden stakes down into the ground!

You can use it to pound on other things too!

MAIDEN IN THE PALACE OF DARKNESS:

(each maiden says this line)

Link, because of you, I can escape from the clutches of the evil monsters.

Thank you!

...This world used to be the Golden Land where the Triforce was hidden. But because Ganon, the boss of thieves, wished it the world was transformed... I'm sure he's intending to conquer even our Light World after building his power here.

He is trying to open a larger gate between worlds near the castle using our powers.

But the gate is not open completely yet...

If we seven maidens come together, we can break the barrier around Ganon's hiding place.

I will tell you where the other girls are held. I believe you will destroy Ganon.

I will return to my original form at that time.

... ..

(each maiden says this line)

May the way of the Hero lead to the Triforce.

RODENT CREATURE IN CAVE NORTHEAST OF SWAMP PALACE:

Take some Rupees, but don't tell anyone I gave them to you. Keep it between us, OK?

SAHASRAHLA'S TILE MESSAGE, IN SWAMP PALACE:

Link, it is I, Sahasrahla.

Objects exist simultaneously in both worlds with similar shapes.

If the form of a thing changes, it will affect the shape of its twin in the other world.

GETTING THE HOOK SHOT:

BOING! This is the Hook Shot! It extends and contracts and...

BOING! It can grapple many things!

MAIDEN IN SWAMP PALACE:

...The Triforce will grant the wishes of whoever touches it, as long as that person lives...

That is why it was hidden in the Golden Land. Only a select few knew of its location, but at some point that knowledge was lost...

The person who rediscovered the Golden Land was Ganondorf the evil thief.

Luckily, he couldn't figure out how to return to the Light World...

...Well, remember that you have magical powers, which only The Hero can make the most of!

There are some other magical warping points like the one you saw on Death Mountain.

By using them you can go between the two worlds and find the evils hidden in the Dark World. You are the only one who can destroy Ganondorf, the thief-no, Ganon, the evil King Of Darkness!

SIGN BY LAKE OF ILL OMEN:

Curses to anyone who throws
something into my circle of
stones.

WEIRD FISH IN CIRCLE OF STONES:

Was it you who disturbed my peaceful nap? I will give this to you if you go
away!

(This is the Quake Medallion! Its magic causes the ground to shake and defeats
nearby enemies!

Watch your Magic Meter!)

SIGNS IN VILLAGE OF OUTCASTS:

This is the Village Of Outcasts.
People without Rupees are not
welcome here.

LITTLE DEVIL IN WELL BY BLACKSMITH'S HOUSE:

Hey! Blast you for waking me from my deep, dark sleep!

...I mean, thanks a lot, sir!

But now I will get my revenge on you. Get ready for it!

...Err, is that OK with you, sir?

(he zaps Link with magic)

Heh heh heh! I laugh at your misfortune! Now your magic power will drop by one
half!

Congratulations!

Now, do your best, even though I'm sure it won't be enough!

Have a nice day! See you!

MAIDEN IN SKULL WOODS PALACE:

...Do you know the prophecy of the Great Cataclysm?

This is the way I heard it...

If a person who has an evil heart gets the Triforce, a Hero is destined to
appear...

...and he alone must face the person who began the Great Cataclysm.

If the evil one destroys the Hero, nothing can save the world from his wicked
reign.

Only a person of the Knights Of Hyrule, who protected the royalty of Hylia, can
become the Hero... You are of their blood-line, aren't you? Then you must
rescue

Zelda without fail.

GETTING THE TITAN'S MITT:

You got the Titan's Mitt! Now you can lift the heaviest stones that were once
impossible to budge.

ZELDA, IN VILLAGE OF OUTCASTS DUNGEON:

Link... It's me, Zelda...

Don't be deceived by the magic of Blind the Thief! Be careful!

FALSE MAIDEN IN VILLAGE OF OUTCASTS DUNGEON:

(when you find her)

Ohh, thank you very much! You saved my life. Please take me outside.

(take her to entrance or locked door)

Err... Wait a minute...

Please don't go this way.

(take her into the light)

Gyaaah!

Too bright!

MAIDEN IN THE VILLAGE OF OUTCASTS:

As the wise men sealed the way to the Dark World, the Knights Of Hyrule defended them from the attacks of evil monsters. I heard that the Knights Of Hyrule were nearly wiped out in that battle...

You are perhaps the last one to carry on the blood-line of the Knights...

It is ironic that the last one in the line has the potential to become the Hero of legend. Surely you can destroy Ganon!

THE BLACKSMITH'S PARTNER, IN FROG FORM:

Ribbit ribbit... Your body did not change! You are not just an ordinary guy, are you?

I used to live in Kakariko Town. I wonder what my partner is doing there without me...

Ribbit! I have a request of you.

Please take me to my partner!

Please! Ribbit! Please!

THE BLACKSMITH, WHEN YOU FIND HIS PARTNER:

Oh! Happy days are here again! You found my partner!

... We are very happy now...

Drop by again!

At that time, we will temper your sword perfectly!

GETTING THE TEMPERED SWORD:

Great! Your sword is stronger! You can feel the sheer power flowing through your body!

OLD MAN ASLEEP IN BAR:

...mumble mumble... My son really liked to play the flute, but he went to look for the Golden Power and has not returned... ..

I wonder where he is and what he is doing now?...

... Zzzzzz Zzzzzz

FLUTE BOY, IN AARDVARK SHAPE:

After wandering into this world I turned into this shape.

... ..

I enjoyed playing the flute in the original world...

... ..

There was a small grove where many animals gathered. I want to see that place again...

I buried my flute there with some flower seeds.

Will you try to find it for me?

(No way)

... ..

I see. I won't ask you again...

Good bye.

(Yes)

Then I will lend you my shovel. Good luck!

(You borrowed a shovel! You can dig in many places. You never know what you'll find!)

(Oh! Here is the Flute! Its music surely has some mysterious power!)

Thank you, Link. But it looks like I can't play my flute any more. Please take it.

If by chance you go to the village I lived in, please give it to a tired old

man you will find there.

... ..

Well, my mind is getting hazy...

Please let me hear the sound of the flute one last time...

OLD MAN SLEEPING IN BAR:

Zzzzzzz Zzzzzzzz

... ..

Snore Zzzzzzz Zzzzzzz

(play flute)

...mumble mumble... Oh? This is my son's flute...!

Did you meet my son?

Where is he? Is he all right?

... ..

Oh, I see... Well, I can tell what you want to say by the look in your eyes...

(talk to him again)

Would you keep the flute? And will you play its sweet melody for the bird in the village square?

I beg of you, please!

My son would probably want it this way...

...But still, I wish I could see him once more...

TILE MESSAGES IN ICE PALACE:

Link, the magic flames will protect you inside this icy dungeon.

You cannot destroy the Skeleton Knight with the sword alone. When he collapses, he is vulnerable to another weapon.

Link, do not use all your magic power if you do not possess the Medicine Of Magic. Now, get ready to go into the depths of this dungeon.

GETTING THE BLUE MAIL:

You found the Blue Mail! This armor reduces the damage that you take from enemies!

MAIDEN IN ICE PALACE:

They say the Hylia people controlled mysterious powers, as did the seven wise men.

But the blood of the Hylia has become thin over time. We who carry the blood of the seven wise men do not possess strong power any more, either.

Our powers will increase if we mix the courage of the Knights with the wisdom of the wise men. Only a short time remains until the gate at the castle linking the worlds opens completely. If you defeat Ganon, this world will vanish and the Triforce will wait for a new holder.

I believe in you...

Good luck!

BUM CAMPING UNDER BRIDGE:

Yo! Link! You seem to be in a heap of trouble, but this is all I can give you.

SIGN OUTSIDE SWAMP OF EVIL:

<- Swamp Of Evil

No Entrance

No Escape

DESERT OF MYSTERY MONOLITH:

Hold up the Master Sword and you will get the magic of Bombos.

GETTING BOMBOS MEDALLION:

This is the Bombos Medallion! Its magic makes the ground explode with power!

Watch your Magic Meter!

BEETLE CREATURE IN SWAMP OF EVIL:

As a matter of fact, monster magic is making it rain in the swamp. If you can move the air with more force than the monsters, the rain may stop.

SAHASRAHLA'S TILE MESSAGE IN MISERY MIRE:

Link, it is I, Sahasrahla the elder! You must set fire to four torches to open the way forward.

GETTING CANE OF SOMARIA:

You got the Cane Of Somaria! It will be very helpful if you make proper use of it! What a mysterious cane!

MAIDEN IN MISERY MIRE:

Ganon captured us because he couldn't break the seal of the seven wise men with his power alone. And then, using the wizard Agahnim as his pawn, he drew us to the Dark World.

After cracking the seal with our powers, he sealed us inside of these crystals. He then gave us to his loyal monsters. But Ganon didn't plan on your getting this far. Now, Princess Zelda is waiting for you inside of Turtle Rock. Please hurry!

VENUS, QUEEN OF FAERIES, AFTER THROWING THE BOW AND ARROWS INTO HER POND:

These are the Silver Arrows. To give Ganon his last moment, you definitely need them! I know I don't quite have the figure of a faerie. Ganon's cruel power is to blame! You must defeat Ganon!

TILE MESSAGE IN TURTLE ROCK:

Link, do you possess the Medicine of Magic? If not, I recommend against going any further.

PRINCESS ZELDA, AFTER BEING RESCUED FROM TURTLE ROCK:

I appreciate your coming so far to rescue me. As I thought, you are the legendary Hero. I have felt this from the first time we met.

... ..

Ganon is waiting inside of his tower to pass through the gate linking the worlds. Once Ganon enters the Light World, it is unlikely that anyone can stop him.

But if he stays in the closed space of this world, you can find him wherever he runs. Now, go to the Tower of Ganon! We will use our combined powers to break the barrier. Let's return peace to the country without fail...

... ..

PRINCESS ZELDA, AS LINK STANDS IN FRONT OF GANON'S TOWER:

Link, we are going to break the barrier of Ganon's Tower with our power.

AGAHNIM, SECOND BATTLE:

Ho ho ho! It's great that you could come all the way here, Link. I'm very happy to see you again, but you'd better believe that we will not have a third meeting! Prepare to meet your doom!

GANON:

I never imagined a boy like you could give me so much trouble. It's unbelievable that you defeated my alterego, Agahnim the Dark Wizard, twice! But I will never give you the Triforce. I will destroy you and make my wish to conquer both Light and Dark Worlds come true without delay.

GANON, MIDWAY THROUGH BATTLE:

You are doing well, lad. But can you break through this secret technique of

Darkness? En Garde!

THE ESSENCE OF THE TRIFORCE:

Welcome Link...

I am the Essence Of The Triforce.

... ..

The Triforce will grant the wishes in the heart and mind of the person who touches it.

If a person with a good heart touches it, it will make his good wishes come true... If an evil-hearted person touches it, it grants his evil wishes. The stronger the wish, the more powerful the Triforce's expression of that wish. Ganon's wish was to conquer the world. That wish changed the Golden Land to the Dark World. Ganon was building up his power here so he could conquer the Light World and make his wish come completely true.

But now, you have totally destroyed Ganon. His Dark World will vanish.

The Triforce is waiting for a new owner. Its Golden Power is in your hands...

Now, touch it with a wish in your heart.

... ..

THE ENDING:

The Return of the King

The Loyal Sage

Sahasrahla's Homecoming

Vultures Rule the Desert

The Bully Makes a Friend

Your Uncle Recovers

Flippers For Sale

The Witch and the Assistant

Twin Lumberjacks

Flute Boy Plays Again

Venus, Queen of Faeries

The Dwarven Swordsmiths

The Bug-Catching Kid

The Lost Old Man

The Forest Thief

And the Master Sword

Sleeps Again...

Forever!

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