

The Novel of the Legend of Zelda

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Book I - Introduction

Chapter 1 - My Thoughts: Welcome to the Legend of Zelda 1986 Guide, created to help you get past those annoying problems, in the game. My name is ZeldaGuardian. I'm here to help you with your Legend of Zelda problems and dilemmas... Now, I can't really help you with your actual life problems, but I'm willing to listen... Anyways, I created this guide in the fall of 1995. When I finally got a computer, I typed everything out and saved it on my computer. 14 years later, I finally come across it on my old computer and viola... I thought to myself, "Hey, I need to make this better..." When I played Legend of Zelda 1986 (you can play it on the original NES, the GBA, the GameCube (the Zelda Collection), and on the Wii.), I used my guide and realized that I didn't really explain everything, kinda correctly. Soo, I opened a new document and started from scratch. I spent a lot of hours on my Wii, playing this again to see if I missed anything. I'm about 98-99% that everything on this guide is accurate. If you find any other problems or something isn't exactly explained correctly or I'm missing something or you actually like this guide and you wanna send me a comment about it, my emails are above and below this guide. And if you want, you can follow the maps I created at the bottom. Those are new. Lol. Anyways, let's get started... Let's start with the storyline...

Chapter 2 - Storyline: A young man is wandering the lands, searching for something that doesn't seem to be found. While on his quest, we came across a woman that was injured. Acting brave, he went to aid and saved her from certain death. After getting her into a cave, he was able to help her heal. The woman said, "Thank you, young man. What's your name??" The man said, "My name is Link." The woman said, "Oh. Thank you, Link." Link said, "What were you doing, out here??" The woman said, "We lost our beloved Princess Zelda to that nasty creature, Gannon." Link sat down and listened to the woman's tale of Hyrule, the Master Sword, and much more... After she was done, she said, "Did you understand all that?" Link said, "Yes, I did. And, I will happily rescue this Princess Zelda. By the way, what was your name??" The woman said, "My name is Impa. I'm Zelda's Care-taker." Link rose up and was ready to venture out. Right before he left, Impa said, "Wait, Link!" Link turned around. Impa held out a Wooden Sword and said, "Here. I

know it's not much really, but it's my thanks for saving me. It should be more effective and when you have full health, it may unleash a wave of energy..." Link said, "Oh, thank you. This could be useful... Wait, what about you??" Impa said, "Don't worry about me. I'll be safe, here." With that being said, Link ventured out and went to find the 8 pieces of the Triforce of Courage...

Chapter 3 - The Characters

- i. Link - The Hero of Hyrule. Dressed in Green, Blue, and/or Red tunics and wields many powerful items and artifacts.
- ii. Princess Zelda - The Princess of Hyrule, the daughter of the King of Hyrule. Very knowledgeable, wields Triforce of Wisdom.
- iii. Gannon - A pig-like creature. The capturer of Zelda. Raised in the Dark Magic, wields the Triforce of Power.
- iv. Impa - Caretaker of Princess Zelda. Injured in an ambush, but was saved by Link.
- v. Hylians - These people are found everywhere, throughout the land. Some are Male and some are Female. They own stores, games, and such. Some are told to guard certain items that Link may need and that Link has to do what the person was told to tell him.

Chapter 4 - The Enemies

- i. Aquamentus - The Boss of Eagle Dungeon. This large dragon is exceedingly rare, hidden within the Hyrule Lands. The horn on their head is used for bashing. They may fire energy/fire balls at you.
- ii. Armos - Stone soldiers made to protect ancient treasures, caves and palaces. Once touched, they awaken and go crazy by attacking very fast. Odd times they will either move slow or try to attack.
- iii. Bubble - These creatures are known as 'Anti-Fairies'. Why?? They were once fairies, but dark power clouded their minds and became Evil. Normally found in dungeons, if touched by the Anti-Fairies, you will lose the ability to use your sword. Just walk out of the room and walk back in and your sword in back. *Hint: Use an item to make them fairies... It's possible.*
- iv. Darknut - These are powerful enemies. You cannot attack them in the front. So, we go around and attack from either the side or the back. Bombs are effective, greatly. Red ones are easy, but the Blue ones... are a bit more difficult.
- v. Digdogger - The Boss of Lizard Dungeon. The problem with this strange One-Eyed creature, is that you can't attack this creature, when it large or big. So, we use an item that makes 'sound' and it shrinks down to smaller versions that fly around to not be killed.
- vi. Dodongo - The Boss of Moon Dungeon. This creature is a cross

breed of a reptile and a rhino. Soo, you can't attack it with a sword... But, no one said anything about blowing it up with bombs..... *Hint: If you're talented enough and excellent at timing, you can destroy Dodongo with one Bomb and with your Sword...*

vii. Gel - A simple slime, the remains of a Zol sliced in half. If clinged onto you, your movement will be decreased.

viii. Ghini - Souls of the dead that haven't moved on. They live in their graves, or they have a greater ghost out. If the Master Ghini is destroyed, while the other ghinis are out and about, they will be destroyed, as well.

ix. Gibdo - Protected by bandages, they're more powerful. You can either attack with a sword, or use fire... Hmm... Bandages + Fire = ???

x. Gleeock - A strange dragon that will grow multiple heads as it ages. It's written in Ancient Books that each head has its own brain, but they function on the same wavelength. If one head is destroyed, its remains will fly around and try to kill the attacker. Once all the heads are destroyed, it dies.

xi. Gohma - A cross breed of Crab and a Spider, only several times larger. Only has one eye, which happens to be its ONLY weakness. You're blocked to attack it... Soo, what else can you 'throw' at him??... An arrow??

xii. Goriya - The cousins of the moblin family, but loners by nature. Original weapon is the Boomerang, but learned how to use Arrows...

xiii. Keese - These are annoying bats, that fly around and try to bump into you to attack you. One swipe with your sword or one throw of your boomerang kills them instantly.

xiv. Lanmola - These creatures are found in large packs. Usually found in sandy areas such as beaches and deserts.

xv. Leever - A plant-like creature that lives in soft ground. Buried underground to wait for food. Any movement above, they will attack.

xvi. Like Like - A strange slime creature that looks like several layers of gunk. If attacked, something metal will be taken. You will have to kill it, in order to get it back.

xvii. Lynel - Powerful creatures that resemble centuar with a lion-like head. They possess incredible strength and are very powerful with their swords.

xviii. Manhandla - The Boss of Manji Dungeon. A four headed plant that crawls about on the spoil. If attacked, it will continue to fight on until the last head. As you destroy one head, it gets more hostile and violent. Once all four heads are gone, it dies.

xix. Moldrom - These bulky worm-like creatures run about in no direction. Hard to attack and the bigger ones can only be hurt by the tail.

xx. Land Octorok - Octopus like creature, only with a much harder body that allows them to live on land. They shoot stones, are aggressive, and will attack randomly, even if there's no one to shoot at.

xxi. Patra - A fly-like creature with only one eye. These are known as Queen of the Swarm and have smaller fly-like creatures around to protect it.

xxii. Peahat - They resemble large plants rooted in the ground. However, once something comes near, they will actually emerge from the ground. Once they calm down and rest, attack.

xxiii. Pols Voice - These strange jumping creatures have the appearance of that of a rabbit's head. Attacking with bombs, arrows, and music should rid this obstacle.

xxiv. Rope - Typical snakes that will inhabit dark dungeons and caves. Very aggressive, attacking anything they see. One slash does the trick and don't get caught from behind...

xxv. Stalfos - The remaining bones of some sort of person. Warriors by nature, fighting with sword and shield. A few hits with your sword and it's done.

xxvi. Tektite, Land - A four legged, one-eyed invertebrate creatures. Live in mountains, forests and similar places. They possess incredible jumping abilities.

xxvii. Vire - In special circumstances, two keese become what is called a Vire. They are capable of teleporting and slying at great speeds. Destroy fast, or once separated, they will form again.

xxviii. Wallmaster - These strange hands are roughly the size of a human. They travel through walls, grabbing unsuspecting victims and taking them outside.

xxix. Wizzrobe - Possessing incredible amount of magic, they are capable of teleporting, moving through walls, throwing magical waves of energy, throwing fire, and summoning weaker minions.

xxx. Zol - A typical slime, although very large. They prefer darker places, and usually are not hostile. When sliced, the two pieces will become smaller Zols, called Gels.

xxxi. River Zora - Much more savage and capable of forming fireballs from their mouths. Very territorial, attacking anyone that passes by their home. Their leader is much larger in size.

Chapter 5 - The Items

i. Arrow - Arrows fired by a bow, usually stored in a quiver. The

Arrows consume your rupees, so be careful.

ii. Blue Ring - Rare and expensive (250 Rupees), very few merchants carry this item. It glows a blue around Link and reduces damage by a fourth.

iii. Bomb - Special explosives that are used in numerous ways. Many creatures use these as offensive, while Link and other Heroes use them for solving puzzles and opening hidden passages.

iv. Boomerang - An interesting weapon that is typically the standard projectile (aside from arrows). If you threw it at items, it would carry them back to its owner.

v. Bow - A common weapon to the series, the Bow and Arrow is long distance weapon. Not only is the only way to kill many enemies, but it can solve many puzzles. *Hint: The arrows take up your rupees so, do be careful on how much you use your arrows and your money...*

vi. Candle - A candle that can light areas, the normal kind can cause fire but in limited numbers. More powerful candles can light fires multiple times.

vii. Compass - An object that tells Link where the Boss is in a dungeon. Very useful, if you're not ready to face the Boss.

viii. Enemy Bait - Bought at certain stores, usually for 60 Rupees. This bait is a favorite amongst most monsters, usually distracting them from battles.

ix. Green Jerkin - The basic clothes Link is always seen wearing.

x. Heart Container - One of these add another heart to Link's health points. These are usually found in Boss Areas and well-hidden throughout Hyrule.

xi. Ladder - This ladder was primarily used to cross short areas of water or lava.

xii. Letter - Show it to the Hylians that are in a blank cave. Once you do, you will be able to buy Potions.

xiii. Magic Book - A Book for Magicians. Many spells are written in it. Link only learns one spell to increase his Wand's Power.

xiv. Magic Boomerang - Exactly like the boomerang, only goes farther.

xv. Magic Key - A key that you can use, an infinite amount of time... Useful in the beginning, but not near the end... Right??

xvi. Magic Rod - Its magic would send out a wave of energy at enemies. When paired with the Magic Book, Link could use it to create a pillar of fire when it hit a target.

xvii. Magical Shield - A shield bought from a merchant, this

shield is large and capable of defending against swords and beams. However, fireballs, chain-hammers, axes, and other such weapons will still penetrate its defenses.

xviii. Magical Sword - A powerful sword given to Link by an old man living in a cave, surrounded by Lynels. Also, you will need 12 hearts to wield this Magical Sword. Soo, just get all the Heart Containers.

xix. Map - A scroll that enables Link to guide himself to the Boss and around the Dungeon. There's a significant map for each dungeon.

xx. Power Bracelet - Enables you to move larger objects, when needed.

xxi. Raft - This is used to cross over water, as long as there is a dock to launch from and reach to.

xxii. Red Ring - Only one is known to exist, found by Link in Spectacle Rock. Similar to the Blue Ring, it alters the bearer's clothes to red. Also, it reduces the damage done to its master by half.

xxiii. Rupee - The basic currency of Hyrule. Green is worth 1 and Blue is worth 5.

xxiv. Silver Arrow - The powerful arrow that can penetrate through any enemy... It's also mandatory to use against Gannon.

xxv. Small Key - A basic small key used to open a door. It can only be used once. It can be used in any dungeon and even be bought in a store.

xxvi. Trap - A common dungeon hazard. These traps will typically stay in one side of a room, then move towards anyone who gets near.

xxvii. Triforce Piece - A piece of the Ancient Relic, Triforce of Courage. The Triforce of Courage was broken into 8 pieces to protect it from ever getting stolen.

xxviii. Whistle - This flute would summon up a whirlwind which would transport the musician to any dungeon, but which one was a guess.

xxix. White Sword - The second level of the sword-family. You will need 5 hearts to wield this sword.

Chapter 6 - Copyright© - This ENTIRE document is Copyright© to The Seven Sages Inc. and its creator, ZeldaGuardian (aka, me.) Soo, no stealing this document, please?? I've had others steal my work before. If this is found on other sites, quickly let me know at the contacts above. Thanks and remember "May The Way of the Hero Lead to the Triforce." ~Legend of Zelda: A Link to the Past.

Chapter 7 - One More Thing... - Throughout this entire guide, I listed

how to get everywhere, by the beginning of the guide. I'm currently working on trying to get from one dungeon to another, without having to travel back to the beginning spot, but it's more difficult than I thought. Do forgive me for creating it like that, but it was really easy for me. I'm not sure if it will be easy for you, but I'm sure you can get the hang of it. Once again, my apologies.

Book II - First Quest

Chapter 1 - The Quest Item Locations

i. Blue Ring - From the beginning of the game, go up one screen, left three screens, and up three screens. Push on the sleeping statues until you find the entrance. Walk down and buy it. It will cost 250 Rupees.

ii. Letter - From the beginning of the game, go right four screens, up five screens, right two screens, up one screen, right one screen, and up one screen to locate a cave. Talk to the lady in the cave.

iii. White Sword - Find the waterfall, north of the beginning of the game. Go up the ladder and talk to the person in the cave. You will need five Heart Containers before you wield this sword.

iv. Magical Sword - The Lost Woods is West from where you start. To get through the Lost Woods maze, walk up one screen, left one screen, down one screen and left one screen. Walk into the Graveyard and push up the graves. One grave contains a hidden cave.

v. Power Bracelet - When you reach the field of Stalfos keep pressing on each one until you find the bracelet. This is located at the base of Death Mountain.

vi. Heart Containers - There are five extra Heart Containers hidden throughout Hyrule. Here are their locations...

1. H.C. 1 - From the beginning of the game, go right one screen, up three screens, and left one screen. You will need to burn the bushes to find it.

2. H.C. 2 - From the beginning of the game, go right four screens. Bomb the wall and you should find it.

3. H.C. 3 - From the beginning of the game, go right four screens, up five screens, and right one screen. Bomb the big rock and you will find the entrance.

4. H.C. 4 - From the beginning of the game, go right eight screens and up five screens. You will need the Raft to get this Container.

5. H.C. 5 - From the beginning of the game, go right eight

screens and up two screens. You will need the Ladder to retrieve this Container.

Chapter 2 - The Eagle Dungeon

- i. Location - From the beginning of the game, go right one screen, up three screens, and left one screen across the bridge.
- ii. The Bow - From the entrance of the dungeon, go up two screens, left one screen, up one screen, right one screen, up two screens, and left one screen. Defeat the enemies and push up the blocks to reveal a staircase. Go down and retrieve it.
- iii. The Boomerang - From the entrance of the dungeon, go up two screens, left one screen, up one screen, and right two screens. Defeat all the Goriyas and they leave it behind.
- iv. Map - From the entrance of the dungeon, go up two screens, left one screen, up one screen, and right one screen. Either dodge or destroy the enemies and retrieve it.
- v. Compass - From the entrance of the dungeon, go up two screens and right one screen. Either dodge the Keese or destroy them to retrieve it.
- vi. Boss: Aquamentus - From the entrance of the dungeon, go up two screens, left one screen, up one screen, right three screens, and up one screen. Once you reach this boss, dodge his fireballs and attack with your sword. It takes about 4-5 slashes and he's defeated.
- vii. Triforce Piece #1 - From the entrance of the dungeon, go up two screens, left one screen, up one screen, right three screens, up one screen, and left one screen. Defeat Aquamentus to retrieve this piece. One down, Seven to go!!

Chapter 3 - The Moon Dungeon

- i. Location - From the beginning of the game, go right four screens, up five screens, right two screens, down two screens, left one screen, and up one screen. Dodge the Octoroks or defeat them, your choice.
- ii. The Magical Boomerang - From the entrance of the dungeon, go up one screen, right one screen, up two screens, and right one screen. Defeat the Goriyas and they drop it. Oh, and dodge the fireballs that are being shot at you. **Also, once you obtain this item, every other Goriya that wields a Boomerang will have the same type as you do, so be careful.**
- iii. Map - From the entrance of the dungeon, go up one screen, right two screens, up one screen, and right one screen. Destroy the enemies to retrieve it.
- iv. Compass - From the entrance of the dungeon, go up one screen and right two screens. Destroy the enemies and retrieve it.

v. Boss: Dodongo - From the entrance of the dungeon, go up one screen, right one screen, and up six screens. There are two ways to defeat Dodongo. 1)Place three bombs, in front of him and at the right times, and he's defeated. 2)If you can aim it right, place one bomb in front of him. If he starts flashing, take numerous slashes at him to destroy him. No guarentee that he will flash, but it's worth a try to save Bombs, right??

vi. Triforce Piece #2 - From the entrance of the dungeon, go up one screen, right one screen, up six screens, and left one screen. Defeat Dodongo to retrieve this piece. Two down, Six to go!!

Chapter 4 - The Manji Dungeon

i. Location - From the beginning of the game, go up one screen, left four screens, down one screen and right one screen.

ii. Raft - From the entrance of the dungeon, go left one screen, up two screens, left two screens, and down one screen. Defeat the enemies and go down the staircase that is revealed.

iii. Map - From the entrance of the dungeon, go left one screen, up two screens, right one screen, and up one screen. Destroy the enemies and retrieve it.

iv. Compass - From the entrance of the dungeon, go left one screen, up two screens, and left one screen. Destroy the enemies and retrieve it.

v. Boss: Manhandla - From the entrance of the dungeon, go left one screen, up two screens, right two screens, and up one screen. Depending on how you can dodge and attack, Manhandla can be either easy or hard to defeat. There are two ways to defeat Manhandla. 1)Slash his heads off with your sword and dodge at the same time. 2)Predict his movements and place a bomb near him. You may even destroy him in one hit.

vi. Triforce Piece #3 - From the entrance of the dungeon, go left one screen, up two screens, right two screens, and up two screens. Defeat Manhandla to retrieve this piece. Three down, Five to go!!

Chapter 5 - The Snake Dungeon

i. Location - From the beginning of the game, go up one screen, left two screens, and up one screen. You must have the Raft to get to this next dungeon.

ii. Ladder - From the entrance of the dungeon, go up two screens, left one screen, up two screens, and right two screens. Defeat the enemies and find the staircase.

iii. Map - From the entrance of the dungeon, go up two screens, left one screen, up three screens, and right one screen. Destroy the enemies and retrieve it.

iv. Compass - From the entrance of the dungeon, go up one screen and right one screen. Destroy the enemies and retrieve it.

v. Boss: Gleeock - From the entrance of the dungeon, go up two screens, left one screen, up four screens, and right three screens. Dodge the fireballs and attack each head. Once one head is destroyed, its remains will fly around and try to destroy you. Dodge the remains and take out the other heads. Once all heads are killed, it dies.

vi. Triforce Piece #4 - From the entrance of the dungeon, go up two screens, left one screen, up four screens, right three screens, and up one screen. Defeat Gleeock to retrieve this piece. Four down, Four to go!! Half-Way there!!

Chapter 6 - The Lizard Dungeon

i. Location - From the beginning of the game, go right four screens, up five screens, right one screen, up one screen, left one screen, and up four screens. The never ending screen only goes on for only four screens, so don't worry about being stuck in a never ending place.

ii. Whistle - From the entrance of the dungeon, go up one room, left two rooms, through the secret passage, and left one screen. Defeat the Darknuts (see Darknuts, if you get stuck), move the right block, and go down the staircase.

iii. Bomb Increase - **This is totally optional.** From the entrance of the dungeon, go up one screen, left two screens, through the secret passage, down one screen, and right one screen. Talk with the Old Man and he will give you the Bomb Increase. I believe it may require Rupees to collect.

iv. Map - From the entrance of the dungeon, go up three screens. Destroy the enemies and retrieve it.

v. Compass - From the entrance of the dungeon, go right one screen and up four screens. Destroy the enemies and retrieve it.

vi. Boss: Digdogger - **You will need the Whistle.** From the entrance of the dungeon, go right one screen, up five screens, and left three screens. Blow the Whistle and Digdogger will shrink to small sizes of himself. Defeat the mini-Digdoggers.

vii. Triforce Piece #5 - From the entrance of the dungeon, go right one screen, up five screens, left three screens, and up one screen. Defeat Digdogger to retrieve this piece. Five down, Three to go!!

Chapter 7 - The Dragon Dungeon

i. Location - From the beginning of the game, go right two screens, enter the warp stairs, find the one that leads to the Graveyard, down one screen, right one screen, and up the stairs.

ii. Magic Wand - From the entrance of the dungeon, go left one

screen, up six screens, right one screen, and up one screen. Defeat the enemies and push the block to make the staircase appear. Go down the stairs and retrieve the Magic Wand.

iii. Map - From the entrance of the dungeon, go left one screen, up six screens, and right one screen. Destroy the enemies and retrieve it.

iv. Compass - From the entrance of the dungeon, go left one screen and up one screen. Destroy the enemies and retrieve it.

v. Boss: Gohma - From the entrance of the dungeon, go left one screen, up five screens, right one screen, down one screen, right one screen, through the secret passage, down one screen, left one screen, and up one screen. Gohma is a spider-like arachnid with only one eye. Once it opens its eye, shoot it with one arrow. Should defeat it in one or two shots.

vi. Triforce Piece #6 - From the entrance of the dungeon, go left one screen, up five screens, right one screen, down one screen, right one screen, through the secret passage, down one screen, left one screen, and up two screens. Defeat Gohma to retrieve this piece. Six down, Two to go!!

Chapter 8 - The Demon Dungeon

i. *Hint: Before you go into this Dungeon, you must have Bait.*

ii. Location - From the beginning of the game, go up one screen, left five screens, and up two screens. Play the Whistle and the Pond should evaporate and reveal a hidden staircase, leading to this next Dungeon.

iii. The Bait - Once you enter, you will find a Goriya guarding the entrance. He will not move, because all he says is "Grumble, Grumble..." What does that mean?? He's hungry. Give him the Bait and he'll disappear.

iv. Red Candle - From the entrance of the dungeon, go up four screens, left one screen, up two screens, and right two screens. Defeat the enemies and find the hidden stairs. Head down the stairs and retrieve the Red Candle.

v. Bomb Increase - From the entrance of the dungeon, go up two screens, left one screen, and up one screen. Talk to the Old Man to get the Bomb Increase. I believe it may cost Rupees to collect.

vi. Map - From the entrance of the dungeon, go left one screen and up six screens. Destroy the enemies and retrieve it.

vii. Compass - From the entrance of the dungeon, go up two screens and right two screens. Destroy the enemies and retrieve it.

viii. Boss: Aquamentus - From the entrance of the dungeon, go up four screens, left one screen, up two screens, right four

screens, up one screen, right two screens, through the secret passage, and right one screen. Defeat all the Wallmasters (Hands). If a Clock is dropped, don't get it. If you get it, the Hands will disappear and you will have to exit and re-enter and defeat all the Hands again. You remember how to defeat this Boss, correct??

ix. Triforce Piece #7 - From the entrance of the dungeon, go up four screens, left one screen, up two screens, right four screens, up one screen, right two screens, through the secret passage, and right two screens. Defeat Aquamentus to retrieve this piece. Seven down, One to go!!

Chapter 9 - The Lion Dungeon

i. Location - From the beginning of the game, go right four screens, up two screens, right two screens (take the top path), and down one screen. You should see a lone tree, blocking your path. If you haven't already figured out, flame the tree and it shall reveal the staircase. Once you enter, you're in the Lion Dungeon. Kinda redundant, isn't it??

ii. Magic Book - From the entrance of the dungeon, go left two screens. Destroy the enemies and reveal the staircase. Go down the stairs and retrieve this Book.

iii. Magic Key - From the entrance of the dungeon, go up six screens, and right one screen. Destroy the enemies and reveal the staircase. Go down the stairs and retrieve this Key. What use is this Key?? This Key can be re-used over and over again. This would be useful in the beginning, wouldn't it??

iv. Map - From the entrance of the dungeon, go up five screens. Destroy the enemies and retrieve it.

v. Compass - From the entrance of the dungeon, go up two screens and right one screen. Destroy the enemies and retrieve it.

vi. Boss: Gleeock - From the entrance of the dungeon, go up four screens, right one screen, through the secret passage, and up one screen. If you remember how to defeat the other one, this Gleeock isn't that difficult. The only difference is that this Gleeock has three heads to defeat. Soo, do be careful and dodge those floating spirits after you defeat one head.

vii. Triforce Piece #8 - From the entrance of the dungeon, go up four screens, right one screen, through the secret passage, and up two screens. Defeat Gleeock to retrieve this piece. Eight down, Zero to go!! You have the complete Triforce of Courage!! Now, time for the last battle to save Zelda!!!

Chapter 10 - Death Mountain

i. *Hint: As a reminder, it's a good idea to walk into this last dungeon with all the Heart Containers. If you haven't collected the rest, I strongly suggest you do. It can both help you defeat Gannon and help you retrieve the Magical Sword.*

ii. Location - From the beginning of the game, go right one screen, up five screens, left one screen, up one screen, cross the river(left), up one screen, and left two screens. You should see two big rocks. Instead of guessing, Bomb the left rock. Good luck.

iii. Red Ring - From the entrance of the dungeon, go up two screens, left one screen, through the secret passage, right two screens, down one screen, right one screen, and up two screens. Destroy the enemies and reveal the staircase. Go down the stairs and retrieve the Red Ring. Now your damage is reduced even more.

iv. Silver Arrow - From the entrance of the dungeon, go up two screens, left one screen, through the secret passage, right two screens, up one screen, left one screen, through ANOTHER secret passage, left two screens, through YET ANOTHER secret passage, and up one screen. Destroy the enemies and reveal the staircase. Go down the stairs and retrieve the Silver Arrows. These are mandatory if you wanna defeat Gannon.

v. Map - From the entrance of the dungeon, go up five screens and right one screen. Destroy the enemies and retrieve it.

vi. Boss: Gannon - From the entrance of the dungeon, go up two screens, left one screen, through the secret passage, right two screens, up one screen, left one screen, through ANOTHER secret passage, left two screens, through YET ANOTHER secret passage, up three screens, left one screen, through another passage?!, left one screen, through another passage (how many are there?!), and up one screen. This pig-like creature is the toughest boss you'll ever face... Actually, not really. Dodge his attacks and attack wildly with your sword. Once Gannon is frozen (blue, that is), fire a Silver Arrow and he's destroyed. Easy, right??

vii. Triforce of Power - From the entrance of the dungeon, go up two screens, left one screen, through the secret passage, right two screens, up one screen, left one screen, through ANOTHER secret passage, left two screens, through YET ANOTHER secret passage, up three screens, left one screen, through another passage?!, left one screen, through another passage (how many are there?!), and up one screen. Defeat Gannon to retrieve this Ancient Relic. Pick it up, after you're done with Gannon. Now you have the Triforce of Courage and Power. Nothing special, though. It's just to open the door to get to Princess Zelda. Sorry. You won't attain more power and whatnot.

viii. Princess Zelda - From the entrance of the dungeon, go up two screens, left one screen, through the secret passage, right two screens, up one screen, left one screen, through ANOTHER secret passage, left two screens, through YET ANOTHER secret passage, up three screens, left one screen, through another passage?!, left one screen, through another passage (how many are there?!), and up two screen. Defeat Gannon and go through the door. Destroy the flames, surrounding her and talk with her. Now, sit back and enjoy the credits. Are you ready for the Second Adventure?!?!?

Book III - The Second Quest

Chapter 1 - How to Start the Second Quest

- i. Complete the First Quest
- ii. At the File Selection Screen, create a file and name it 'Zelda'.

Chapter 2 - The Quest Item Locations

- i. Blue Ring - From the beginning of the game, go right four screens, up five screens, right one screen, up one screen, right two screens, and up one screen. Find a hidden path, by walking into the wall. It's located near the large dead tree.
- ii. Letter - Find your way to the Graveyard. It's west from the beginning of the game. It's also past the Lost Woods. If you can't remember how to pass the Lost Woods, go up one screen, left one screen, down one screen, and left one screen. We'll begin on the right side of the Graveyard, in the middle. Go right one screen, up one screen, take the right stairs, right one screen, up one screen, left two screens, up one screen, left one screen, and down one screen. Use the Power Bracelet to move the rocks. One of the rocks contains the Letter for Potions.
- iii. The White Sword - From the beginning of the game, go right one screen, up five screens, left one screen, up one screen, right three screens, and up one screen. You will need five Heart Containers to wield this sword.
- iv. The Magical Sword - From the beginning of the game, go right one screen, up five screens, left one screen, up one screen, left across the river, up one screen, and right two screens. Move the rocks around and find the Magical Sword. You will need twelve Heart Containers to wield this powerful sword.
- v. The Power Bracelet - Find your way to the Graveyard. It's west from the beginning of the game. It's also past the Lost Woods. We'll begin on the right side of the Graveyard, in the middle. Go right two screens, up one screen, take the right stairs, and right one screen. Push over the statues and find the Bracelet.
- vi. The Heart Containers - There are five other Heart Containers, hidden within the Land of Hyrule. To save the hassle and grief of losing lives and wasting items, here are their locations:
 1. H.C. 1 - Find your way to the Graveyard. It's west from the beginning of the game. It's also past the Lost Woods. Go to the left side of the Graveyard and the upper part as well. Move over the tombstones to find the Heart Container.
 2. H.C. 2 - From the beginning of the game, go right one screen, up five screens, left one screen, up one screen, cross the river to the left, up one screen, and left one

screen. Can't get it?? Try playing a little music to calm yourself..

3. H.C. 3 - From the beginning of the game, go right one screen, up five screens, right two screens, and down one screen. Once again, try playing a little music to calm yourself..

4. H.C. 4 - From the beginning of the game, go right eight screens and up five screens. It's across the water. Hmm, maybe the Raft can help here??

5. H.C. 5 - From the beginning of the game, go right eight screens and up two screens. It's too high and out of your reach. Hmm, what boosts your height... A Ladder maybe??

Chapter 3 - The Letter 'E' Dungeon

i. Location - From the beginning of the game, go right one screen, up four screens, and left one screen (going across the bridge).

ii. Wooden Boomerang - From the entrance of the dungeon, go up one screen, right one screen, and down one screen. Defeat the Goriyas and retrieve the Boomerang.

iii. Map - From the entrance of the dungeon, go up three screens and right one screen. Destroy the enemies and retrieve it.

iv. Compass - From the entrance of the dungeon, go up two screens. Destroy the enemies and retrieve it.

v. Boss: Aquamentus - From the entrance of the dungeon, go up one screen, right one screen, reveal the secret passage and take it, left one screen, and up one screen. Take a few swipes with your sword and he should be gone by at least 4-5 hits.

vi. Triforce Piece #1 - From the entrance of the dungeon, go up one screen, right one screen, reveal the secret passage and take it, left one screen, up one screen, and right one screen. Defeat Aquamentus to retrieve this piece. One down, Seven to go!!

Chapter 4 - The Letter 'A' Dungeon

i. Location - From the beginning of the game, go up one screen, left three screens, and up three screens. Flip over the statues to reveal the entrance.

ii. Whistle - From the entrance of the dungeon, go up six screens, right one screen, and down one screen. Bomb the bottom wall and raid the hidden room for the Whistle.

iii. Map - From the entrance of the dungeon, go up six screens, right one screen, and up one screen. Destroy the enemies and retrieve it.

iv. Compass - From the entrance of the dungeon, go up three screens and right one screen. Destroy the enemies and retrieve it.

v. Boss: Gleeock - From the entrance of the dungeon, go up three screens, right two screens, down three screens, reveal the secret passage and take it, and up one screen. To defeat this two-headed monster, kill one head. As the spirit from the first head you kill flies around to kill you, dodge it and destroy the second head.

vi. Triforce Piece #2 - From the entrance of the dungeon, go up three screens, right two screens, down three screens, reveal the secret passage and take it, and up two screens. Defeat Gleeock to retrieve this piece. Two down, Six to go!!

Chapter 5 - The Letter 'L' Dungeon

i. Location - From the beginning of the game, go right four screens, up five screens, right two screens, down two screens, left one screen, and up one screen. Can't find the entrance?? Try playing your Whistle to calm your thoughts and the answer will come...

ii. Magical Boomerang - From the entrance of the dungeon, go up six rooms. Defeat the Goriyas and retrieve the Magical Blue Boomerang. Now, be wary of your thoughts, because once you obtain this Boomerang, the others that use Boomerangs will be equipped with this Boomerang, as well.

iii. Map - From the entrance of the dungeon, go up three screens. Destroy the enemies and retrieve it.

iv. Boss: Dodongo - From the entrance of the dungeon, go up one screen and right one screen. Now, be predictive and plant three bombs in front of Dodongo for him to swallow. However, if you're pretty good at timing, plant only one bomb and once he flashes, swipe him with your sword and Dodongo is finished.

v. Triforce Piece #3 - From the entrance of the dungeon, go up one screen and right one screen. Defeat Dodongo and go down one screen and reveal a secret passage. After you re-appear from the secret passage, go up one screen to retrieve this piece. Complicated, isn't it?? Three down, Five to go!!

Chapter 6 - The Letter 'D' Dungeon

i. Location - From the beginning of the game, go right four screens, up five screens, right one screen, up one screen, and left one screen. Push over some statues and you should find the entrance.

ii. Magic Book - From the entrance of the dungeon, up one screen, left one screen, up one screen, and right two screens. Defeat the enemies and reveal the staircase. Head down the stairs and retrieve the Magic Book.

iii. Raft - From the entrance of the dungeon, go up one screen, left one screen, up six rooms, right two screens, reveal the secret passage and take it, and up five screens. Defeat the enemies and reveal the staircase, by pushing all the blocks until one moves. Head down the stairs and retrieve the Raft. You will need it, very soon.

iv. Bomb Increase - From the entrance of the dungeon, go up one screen, left one screen, up one screen, right two screens, and up one screen. You should find an Old Hylian Male. He should be able to give you the ability to carry more Bombs... I believe it costs Rupees, though.

v. Map - From the entrance of the dungeon, go up seven screens and right one screen. Destroy the enemies and retrieve it.

vi. Compass - From the entrance of the dungeon, go up one screen and left one screen. Destroy the enemies and retrieve it.

vii. Boss: Digdogger - From the entrance of the dungeon, go up one screen, left one screen, up six screens, right two screens, reveal the secret passage and take it, and up one screen. Aside from the first adventure, this Digdogger is much harder. Once again, blow the Whistle and Digdogger will become four tiny Digdoggers. Destroy them with your sword.

viii. Triforce Piece #4 - From the entrance of the dungeon, go up one screen, left one screen, up six screens, right two screens, reveal the secret passage and take it, and up two screens. Defeat Digdogger to retrieve this piece. Four down, Four to go!! Half-Way There!!

Chapter 7 - The Letter 'Z' Dungeon

i. Location - From the beginning of the game, go up one screen, left two screen, and up one screens. Remember when I said you'll need that Raft?? Well, you'll need it here, in order to reach this Dungeon.

ii. Bow - From the entrance of the dungeon, go up one screen, left one screen, down one screen, reveal the secret passage and take it, right one screen, and down one screen. Reveal a set of stairs and go underneath to retrieve the Bow.

iii. Map - From the entrance of the dungeon, go up one screen and left two screens. Destroy the enemies and retrieve it.

iv. Compass - From the entrance of the dungeon, go up one screen, left two screens, up two screens, and right one screen. Destroy the enemies and retrieve it.

v. Boss: Gleeock - From the entrance of the dungeon, go up one screen, left two screens, up two screens, right one screen, up one screen, right one screen, up one screen, reveal the secret passage and take it, and left one screen. Remember how to defeat this Boss?? The only difference is that this Gleeock has three

heads. Defeat each head, dodge the remaining spirits, and you should have Triforce Piece #5 soon.

vi. Triforce Piece #5 - From the entrance of the dungeon, go up one screen, left two screens, up two screens, right one screen, up one screen, right one screen, up one screen, reveal the secret passage and take it, left one screen, and up one screen. Defeat Gleeock to retrieve this piece. Five down, Three to go!!

Chapter 8 - The Sixth Dungeon

i. Location - From the beginning of the game, find your way to the Graveyard. It's past the Lost Woods. They both lay due West of the beginning. Once at the Graveyard, go the middle section of the left side of the Graveyard. Now, here comes the hardest part... Blow your Whistle and it reveals the entrance. Lol. Hard, wasn't it?? Lol.

ii. Ladder - From the entrance of the dungeon, go up two screens and left three screens. Defeat the enemies and push over all the blocks, until one moves and reveals the staircase. Head down the stairs and retrieve your Ladder.

iii. Map - From the entrance of the dungeon, go up three screens and left one screen. Destroy the enemies and retrieve it.

iv. Compass - From the entrance of the dungeon, go up four screens. Destroy the enemies and retrieve it.

v. Boss: Gohma - From the entrance of the dungeon, go up four screens, reveal the secret passage and take it, right two screens, reveal another secret passage and take it, and up one screen. Remember how to defeat Gohma?? Once she opens her eye, shoot an Arrow. It should take at least 2-3 Arrows (aka Rupees) to defeat her.

vi. Triforce Piece #6 - From the entrance of the dungeon, go up four screens, reveal the secret passage and take it, right two screens, reveal another secret passage and take it, and up two screens. Defeat Gohma to retrieve this piece. Six down, Two to go!!

Chapter 9 - The Seventh Dungeon

i. Location - From the beginning of the game, go right four screens, up two screens, right one screen, and down one screen. Burn one of the trees on the left to reveal the staircase, leading to the Seventh Dungeon.

ii. Red Candle - From the entrance of the dungeon, go right three screens, reveal the secret passage and take it, and down one screen. Defeat the enemies and reveal a hidden staircase. Head down the stairs and retrieve the Red Candle.

iii. Map - From the entrance of the dungeon, go left five screens and up one screen. Destroy the enemies and retrieve it.

iv. Boss: Gleeock - From the entrance of the dungeon, go right five screens, up five screens, reveal the secret passage and take it, up one screen, right one screen, down one screen, reveal another secret passage and take it, and left two screens. Once again, this multi-headed Dragon appears. Destroy the heads, dodge the remaining spirits, and Gleeock should be dead.

v. Triforce Piece #7 - From the entrance of the dungeon, go right five screens, up five screens, reveal the secret passage and take it, up one screen, right one screen, down one screen, reveal another secret passage and take it, and left three screens. Defeat Gleeock (for the third time) to retrieve this piece. Seven down, One to go!!

Chapter 10 - The Eighth Dungeon

i. Location - From the beginning of the game, go right one screen, up five screens, left one screen, up one screen, and right two screens. Cross the river by using your Ladder and Bomb your way into this dungeon. Try somewhere in the middle..

ii. Magic Key - From the entrance of the dungeon, go up seven screens, left five screens, reveal the secret passage and take it, and left one screen. Defeat the enemies and find the hidden staircase. Head down the stairs and retrieve the Magic Key. Now you have infinite Keys. Once again, could've been useful in the beginning, right??

iii. Magic Wand - From the entrance of the dungeon, go up one screen, reveal the secret passage and take it, and down two screens. Defeat the enemies and find the hidden staircase. Head down the stairs and retrieve the Magic Wand. Now you can use that Magic Book, you got WAY in the beginning..

iv. Bomb Increase - From the entrance of the dungeon, go up seven screens, left five screens, reveal the secret passage and take it, down two screens, right one screen, reveal another secret passage and take it, down two screens, and left two screens. You should find the Old Hylia Male. He should be able to grant you the ability to carry more bombs. Once again, I believe it costs Rupees.

v. Map - From the entrance of the dungeon, go up one screen, reveal the secret passage and take it, down two screens, and right one screen. Destroy the enemies and retrieve it.

vi. Compass - From the entrance of the dungeon, go up one screen, reveal the secret passage and take it, down one screen, right one screen, reveal another secret passage and take it, and up four screens. Destroy the enemies and retrieve it.

vii. Boss: Dodongo - From the entrance of the dungeon, go up seven screens, left five screens, reveal the secret passage and take it, down two screens, right one screen, reveal another passage and take it, and up one screen. You remember how to defeat this Boss?? This time, there's three of them. Hopefully you have enough bombs... OR, if you've mastered the technique

revealed earlier in this guide, you may only use three bombs. Good luck.

viii. Triforce Piece #8 - From the entrance of the dungeon, go up seven screens, left five screens, reveal the secret passage and take it, down two screens, right one screen, reveal another passage and take it, and up two screens. Defeat all three Dodongos to retrieve this piece. Eight down, Zero to go!! You have the complete Triforce of Courage!! Now, time for the last battle to save Princess Zelda!!!

Chapter 11 - The Ninth Dungeon

i. Location - From the beginning of the game, go right one screen, up five screens, left one screen, up one screen, left five screens, up one screen, and left two screens. Once again, Bomb your way into this dungeon.

ii. Red Ring - From the entrance of the dungeon, go up one screen, left three screens, up two screens, left one screen, right one screen, up one screen, right one screen, up one screen, right one screen, up one screen, left two screens, up one screen, and left one screen. Defeat the enemies and find the hidden staircase. Head down the stairs and retrieve the Red Ring. Now your damaged has been reduced, again.

iii. Silver Arrow - From the entrance of the dungeon, go up two screens, right two screens, up one screen, and left one screen. Defeat the enemies and find the hidden staircase. Head down the stairs and retrieve the Silver Arrows. Once again, you will need these in order to defeat Gannon.

iv. Map - From the entrance of the dungeon, go up three screens and right two screens. Destroy the enemies and retrieve it.

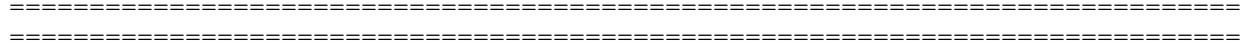
v. Compass - From the entrance of the dungeon, go up three screens and left two screens. Destroy the enemies and retrieve it.

vi. Boss: Gannon - From the entrance of the dungeon, go up one screen, left three screens, up two screens, left one screen, right one screen, up one screen, right one screen, up one screen, right one screen, up one screen, left two screens, up one screen, reveal the secret passage and take it, and right two screens. This is the toughest Boss you'll ever face... Not really. Just swing your sword wildly. Dodge his attacks and once you hit him three times, he should freeze up. Smite him with your Silver Arrows and he's done for.

vii. Triforce of Power - From the entrance of the dungeon, go up one screen, left three screens, up two screens, left one screen, right one screen, up one screen, right one screen, up one screen, right one screen, up one screen, left two screens, up one screen, reveal the secret passage and take it, and right two screens. Defeat Gannon and retrieve this Ancient Relic from his mangled body. Now you have the Triforce of Courage and Power. Unfortunately, it doesn't give you anything for it. It's just for

show. Sorry.

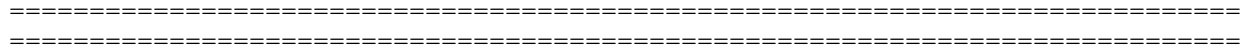
viii. Princess Zelda - From the entrance of the dungeon, go up one screen, left three screens, up two screens, left one screen, right one screen, up one screen, right one screen, up one screen, right one screen, up one screen, left two screens, up one screen, reveal the secret passage and take it, right two screens, and up one screen. Defeat Gannon and retrieve the Triforce of Power from his mangled body. After going through the door, destroy the flames surrounding her and the game is over. Congratulations!!



Book IV - Ending

Chapter 1 - The End

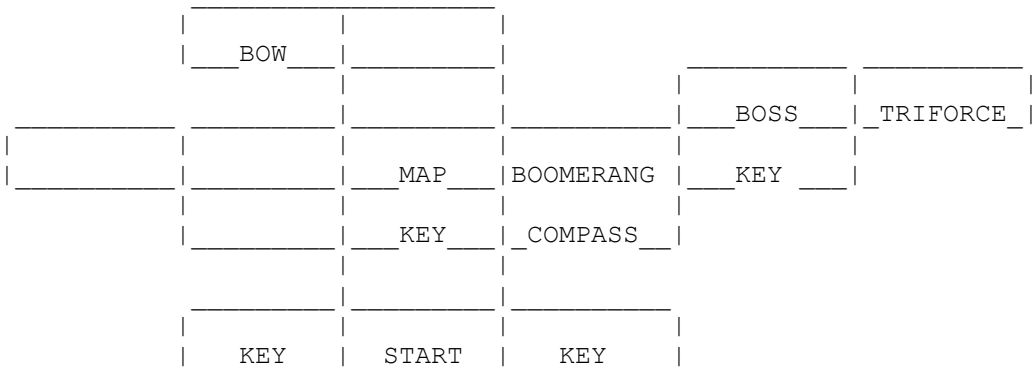
i. Well, you have reached the absolute end of the Legend of Zelda game. You completed both adventures. Though it was really hard and complicated to pass all those dungeons and retrieve the Heart Containers, you have made it through. However... Don't think that it's really over. I may have a challenge for you... Only if you wish to accept it. You have my contacts. If you want to try my challenge, email me. Now, I get hundreds of emails everyday. Soo, if you can help me out, put in the subject of the email: "Challenge of LoZ". It's soo I don't delete it.



Book V - The Maps

Chapter 1 - The First Adventure Dungeon Maps

Part 1 - The Eagle Dungeon Map



Part 2 - The Moon Dungeon Map

	TRIFORCE	BOSS	
			MAGICAL BOOMERANG
			MAP
KEY			COMPASS
	START	KEY	

Part 3 - The Manji Dungeon Map

				TRIFORCE
KEY		KEY	MAP	BOSS
	COMPASS			
RAFT				
			START	

Part 4 - The Snake Dungeon Map

			TRIFORCE
			BOSS
	MAP		
		LADDER	
	KEY		

		COMPASS
KEY	START	

Part 5 - The Lizard Dungeon Map

	WHISTLE	A	
TRIFORCE		KEY	
BOSS			KEY
			COMPASS
		MAP	KEY
	KEY		
A		KEY	
		START	

Part 6 - The Dragon Dungeon Map

	MAGIC WAND			TRIFORCE	
	MAP	KEY		BOSS	A
	KEY				
		A			
COMPASS					
	START				

Part 7 - The Demon Dungeon Map

					A
MAP		RED CANDLE			
	A	BOSS	TRIFORCE		
			COMPASS		
KEY	START				

Part 8 - The Lion Dungeon Map

				MAGICAL KEY
	TRIFORCE		MAP	
	BOSS			A
	A/KEY			
		KEY	KEY	COMPASS
	MAGICAL BOOK		START	KEY

Part 9 - Death Mountain Dungeon Map

			E	D	B		RED RING
SILVER ARROW				A			
C							MAP
D		ZELDA					
		GANON					
		E			A	KEY	
	C		B				
	F			F		START	

Chapter 2 - The Second Adventure Dungeon Maps

Part 1 - The Letter 'E' Dungeon Map

BOSS	TRIFORCE
	A
	MAP
COMPASS	
KEY	A
START	BOOMERANG

Part 2 - The Letter 'A' Dungeon Map

	MAP	
		TRIFORCE
	KEY	BOSS
	FLUTE	A
KEY		
	COMPASS	
		KEY
START		A

Part 3 - The Letter 'L' Dungeon Map

MAGICAL		
BOOMERANG		
		TRIFORCE
		A
MAP		
KEY		
	BOSS	
START	A	

Part 4 - The Letter 'D' Dungeon Map

		A/MAP	
	KEY		RAFT
			TRIFORCE
		MAGIC BOOK	BOSS
COMPASS			A
KEY	START		

Part 5 - The Letter 'Z' Dungeon Map

TRIFORCE	A	
BOSS	B	
		B
	KEY	
	COMPASS	
MAP		
	A	START

Part 6 - The Sixth Dungeon Map

			A		B
			KEY		TRIFORCE
			A		BOSS
			COMPASS		B
		MAP			
LADDER					
		KEY			
			START		

Part 7 - The Seventh Dungeon Map

		B	TRIFORCE	BOSS		D
		RED CANDLE				C
		A				
			C	D		
						MAP
A	START			B		

Part 8 - The Eighth Dungeon Map

D		C					KEY
A							COMPASS
	B				TRIFORCE		
MAGIC WAND	MAP				BOSS		
MAGICAL KEY	C				E		
D							B
		E					A
							START

Part 9 - The Ninth Dungeon Map

RED RING	A					B	ZELDA
					A		GANNON
		COMPASS			SILVER ARROW	MAP	
							B
							START