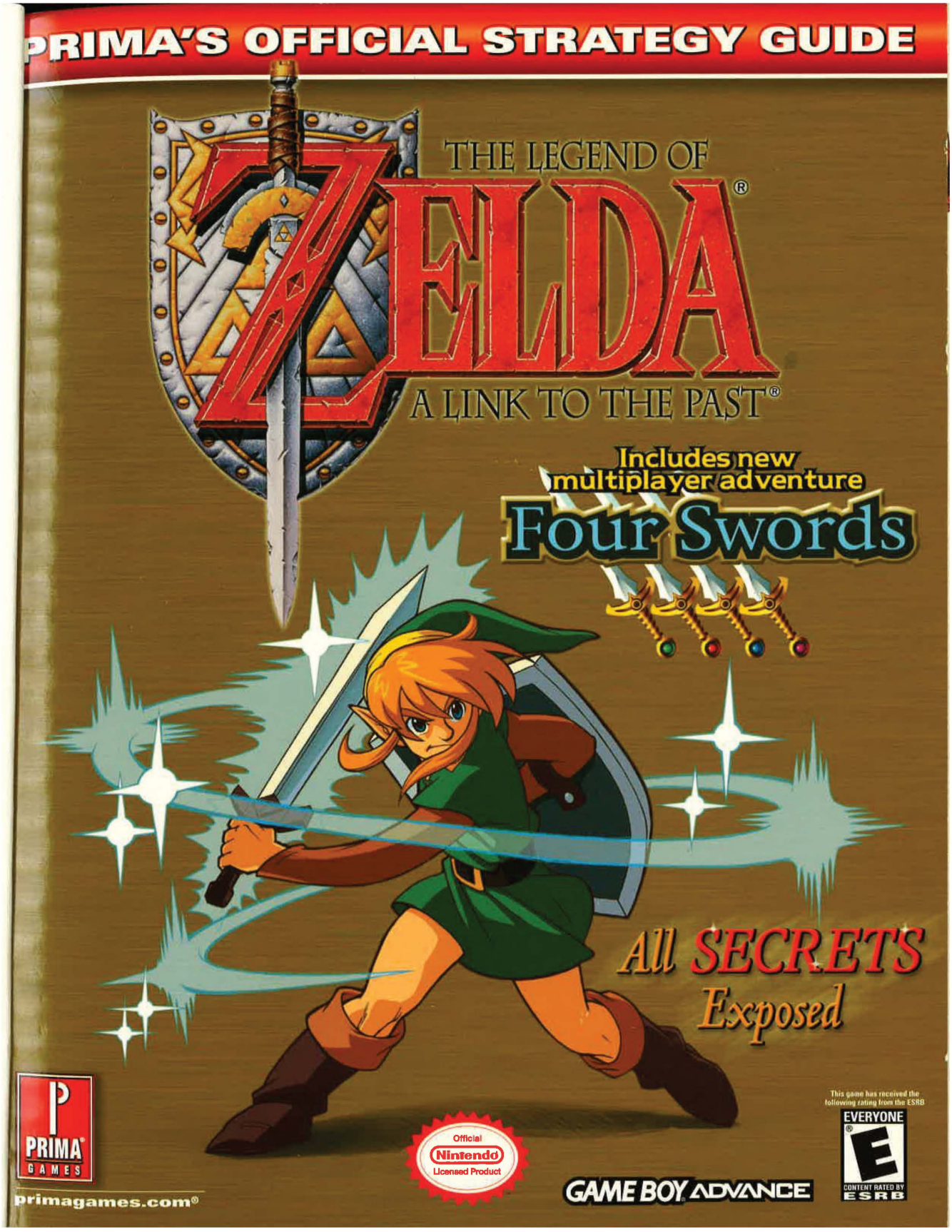
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THE LEGEND OF
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Prima's Official Strategy Guide

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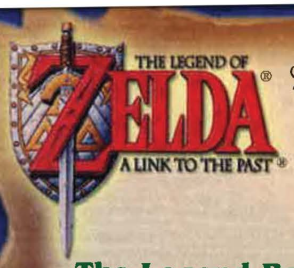
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Prima's Official Strategy Guide

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Contents

The Legend Begins 3
How to Use This Book 3
File Management 3
An Introduction to *A Link to the Past* 4
Items 8
Common Items 8
Dungeon Items 8
Magic Items 9
Weapons 9
Defensive Items 10
Other Items 10
Characters and Enemies 13
Major Characters 13
Overworld Enemies 14
Dungeon Enemies 15
Bosses 18
Light Overworld Map 20
Dark Overworld Map 21
The Legend of Zelda: A Link to the Past Walkthrough 22
Hyrule Castle 22
Kakariko Village 33
Missing Links 34
East Palace 40
Missing Links 48
Desert Palace 52
Missing Links 58
Death Mountain and the Tower of Hera 61
Return to Hyrule Castle 70
Missing Links 76
Palace of Darkness 78
Missing Links 89
Skull Dungeon 100
Thieves' Town 108
Missing Links 116
Ice Palace 120
Misery Mire 130
Missing Links 140
Turtle Rock 141
Ganon's Tower 152
Missing Links 164
The Legendary Checklist 169
Heart Containers 169
Pieces of Heart 169
Fairy Ponds 171
Shops 172
Zora Whirlpools 172
Introduction to *Four Swords* 173
Legend of the Four Sword 173
Setting up *Four Swords* 173
Playing *Four Swords* 174
Items 175
Enemies 176
***Four Swords* Walkthroughs** 177
Chambers of Insight 177
To Vaati's Palace 183
Vaati's Palace 183
The Palace of the Four Sword 184
Scavenger Hunt 189

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The Legend Begins

How to Use this Book

Thank you for purchasing Prima's Official Strategy Guide to *The Legend of Zelda: A Link to the Past/Four Swords*. This guide has all the tips, tricks, strategies, and information you need to conquer the forces of darkness that threaten Hyrule.

The first part of this guide deals with the single-player *A Link to the Past*. Refer to the end of this guide for information and strategies for the multiplayer *Four Swords* game. Here's a quick overview of the following pages:

The Legend Begins

The introduction section that you're reading now gives you all the basic information you need to begin playing *A Link to the Past*, including a quick rundown on controls, game mechanics, and environmental features.

Items



You can find more than 50 different items in *A Link to the Past*, and we give detailed descriptions of each, including tips for using them to their fullest potential.

Characters and Enemies



A Link to the Past has about 100 characters and enemies, and the Characters and Enemies section of this guide is the least painful way to learn their strengths and weaknesses.

A Link to the Past Walkthrough



The bulk of this guide is devoted to giving you the most comprehensive walkthrough to *A Link to the Past* possible. It includes fully labeled dungeon maps created from actual game screens, tips on finding every item, Piece of Heart, and treasure, and the best strategies for defeating every dungeon boss. If it's not in here, you don't need it!

The Legendary Checklist



Having trouble finding a Piece of Heart? Need to know which shop has the best deal on Medicine of Life? Curious as to where those Zora whirlpools lead? Turn to the Legendary Checklist section for all your quick-reference needs.

Introduction to *Four Swords*



When you're ready to link up to a friend's Game Boy® Advance and play the first ever multiplayer Legend of Zelda game, consult Introduction to *Four Swords* for all of the tips you need to come out on top.

Four Swords Walkthrough



Our *Four Swords* walkthrough has answers to every dungeon puzzle, including the final battle with the sorcerer Vaati. Amaze your friends with your knowledge and take their Rupees!

File Management



Read the following information before playing either *A Link to the Past* or *Four Swords*, because the information applies to both games.

Game Files

When you start playing *A Link to the Past/Four Swords*, you need to create a file in which to save your game information. This game file is used to save progress in both *A Link to the Past* and *Four Swords*. In fact, your progress in one game affects your progress in the other!

Creating a File

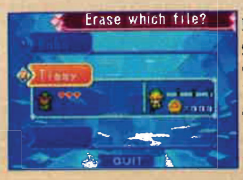
At the File menu, press Ⓐ to create a new file. If you want to create another file later on, select one of the blank files and press Ⓐ. You can have up to three files on your Game Pak.

Choosing a Name



Choose a name for your character. We entered the character's official name, Link, but you can enter whatever you like, as long as it isn't more than six characters long.

Game Options



Press → on the + Control Pad while a game file is highlighted to change the options for that game file. You can set the Message Speed so that the text appears slow, normal, or fast. Use Adjust the Brightness to make the screen lighting dark, normal, or bright.

Meta Exhibit 1014
Meta v. Mullen - Page 005

Choosing Your Game



Finally, use ↑ and ↓ on the + Control Pad on the Choose a Game screen to select *A Link to the Past* or *Four Swords*, and press Ⓐ to start the game.

Saving Game Progress



At nearly any point in the game, you can press START to bring up the in-game menu. Choose Save to record your progress. Don't turn the power off while your game is being saved! Once the game is being saved, you have two options: Continue Game or Quit.

Loading a File



When you've created a file and saved some game data to it, you can turn off the Game Boy Advance and resume your game later by loading the file. Simply highlight your game file on the File menu and press Ⓐ. You can resume from the last location at which you saved or from one of several other locations in Hyrule.

Note

If you save your progress in a dungeon, you must resume your game from the entrance to that dungeon. You can't resume from the room in which you saved the game.

Copying a File



If you want to copy a game file to an empty file slot, highlight Copy at the bottom of the File menu, select the file you want to copy, and choose the empty file slot to which you want to copy the game. Don't turn the power off while it's copying!

Erasing a File



To erase a saved game file, choose Erase at the bottom of the File menu, and then choose the file you want to erase. You will be asked to confirm that you want to erase the game. If you do, the game file is erased permanently. Don't turn the power off while it's erasing!

Note

Erased games can never, ever, ever be brought back. If you're worried about your little brother or sister accidentally erasing your game, hide the Game Pak where they won't find it!

An Introduction to *A Link to the Past*



A Link to the Past is an amazingly faithful recreation of the original Super Nintendo single-player game of the same name. You take on the role of Link, a young boy who was born to be a hero and save the land of Hyrule from disaster.

The Legend of Hyrule

"Aeons ago, the Deities of Power, Courage, and Wisdom descended to the World of Chaos. They created the world that we know and left behind a symbol of their strength, the golden emblem known as the Triforce, which they hid in the Golden Land.

"After many years, an opening was found that led from our fair Hyrule to the Golden Land, where the mystical Triforce was still hidden. Many sought treasure in this place, but none returned—only beings of great evil emerged from the Golden Land.

"The King of Hyrule gathered the seven sages to find a way to seal the entrance to the Golden Land so that his kingdom would be safe from the evil there. The sages succeeded and brought peace again to Hyrule.

"However, strange things have been happening in Hyrule since the appearance of Agahnim, a mysterious sorcerer who gained fame for extinguishing a devastating blaze of unknown origin some years ago.

"And now...

"One night, a girl's voice wakes you from sleep. 'Help me...my name is Zelda...I am in the castle dungeon.' Not knowing if the voice was a dream or reality, you step into the rain and forbidding darkness...and the Legend of Zelda begins."

Controls

Now that you have your game file created, it's time to play. Before you can save Hyrule, you need to know how to control Link. The controls are simple to learn and easy to master.

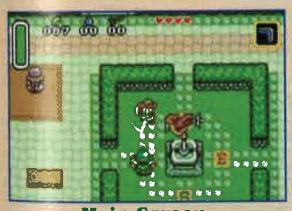
Controls for *A Link to the Past*

Command	Button
WHILE PLAYING THE GAME	
Use your equipped item	Ⓐ
Open a chest	Ⓐ or R while standing in front of the chest
Speak to a character	Ⓐ or R while standing in front of the character
Read signs	Ⓐ or R while standing in front of the sign
Swing your sword	Ⓑ

Meta Exhibit 1014
Meta v. Mullen - Page 006

Command	Button
Spinning attack	hold Ⓑ and release
Move	←, ↑, →, and ↓ on the + Control Pad
Push an object	Stand next to the object and press ←, ↑, →, or ↓ on the + Control Pad according to the direction you want to push the object
Pull an object	Stand next to the object and press and hold R while pushing ←, ↑, →, or ↓ on the + Control Pad according to the direction you want to pull the object
Lift an object or throw a lifted object	R
Run/dashing attack	Hold R (requires the Pegasus Shoes)
Swim	←, ↑, →, or ↓ on the + Control Pad (requires Flippers)
Swim faster	←, ↑, →, or ↓ on the + Control Pad, plus Ⓐ repeatedly (requires Flippers)
Submerge in water briefly	Ⓑ (requires Flippers)
Pause game	START
Open inventory sub-screen	SELECT
Display in-game map	L
ON MENU AND TEXT SCREENS	
Highlight a menu option	←, ↑, →, or ↓ on the + Control Pad
Confirm a menu selection	Ⓐ
Cancel a menu selection	Ⓑ
Start the game	START (on the title screen)

Game Screens



Main Screen



Inventory Menu (Sub-Screen)

A Link to the Past has two game screens: the main screen, where all of the action takes place, and the Inventory Menu (or sub-screen) where Link's items and abilities are displayed. Press SELECT to switch between them.

Equipping Items

Items in the upper left Item section of the Inventory Menu can be equipped to your Ⓐ slot in the upper right corner of the Inventory Menu. Highlight an item with + Control Pad ←, ↑, →, or ↓ and press SELECT to close the Inventory Menu. The item you chose is now equipped in the game screen. Press Ⓐ to use it. See the next section for more detailed information on items.

Dungeons and Overworlds



In a dungeon



In the overworld

Dungeon is the term for any indoor game area made up of more than four or five rooms, including palaces, castles, towers, and, yes, even dungeons. Overworld is the term for game areas outside of dungeons, such as towns, deserts, mountains, and lakes.

In-Game Maps



Area Map



Full Map



Dungeon Map

Pressing L at just about any point in the game brings up your in-game map screen. If you are in the overworld, the first press of L brings up an area map (which you can pan in four directions with the directional buttons on the + Control Pad). A second press of L brings up a zoomed-out full map of the entire overworld.

In a dungeon, you just get the dungeon map when you press L. It shows all the rooms that you have entered so far. When you find the Map of the dungeon, the entire floor plan is revealed. When you find the dungeon's Compass, the boss's lair is indicated on your dungeon map by a blinking skull.

Map Legend

- Room Number
- Locked Door
- Sealed Door
- Big Key Locked Door
- One-Way Door
- To/From
- Wall Master
- Bombable Area
- Compass
- Map
- Key
- Big Key
- Bird Drop Off Point
- Dungeon Entrance
- Fairy Pond
- Piece of Heart
- Shop
- Zora Whirlpool

Meta Exhibit 1014
Meta v. Mullen - Page 007

Magic and Heart Meters

Keep your eye at all times on two gauges on the game screen. The first is the Magic Meter, the vertical green bar in the upper left corner. It shows how much magic energy Link has to use magic items. If the gauge is empty, Link can't use any items that require magic energy (see the Items section for more information on these items). The Magic Meter can be refilled with Magic Vials, Large Magic Vials, Medicine of Magic, and Cure-All Medicine.

The other gauge is the Heart Meter, the horizontal row of hearts along the top of the screen. At the beginning of the game, it has three Heart Containers. As Link finds Heart Containers and Pieces of Heart, its capacity increases. Link can have a maximum of 20 Heart Containers in his Heart Meter.

The Heart Meter is refilled by Hearts, Fairies, Medicine of Life, and Cure-All Medicine, as well as by various characters Link encounters in the game.

Note

The Cure-All Medicine completely refills both Link's Magic Meter and Heart Meter.

Game Over



If Link's Heart Meter is completely depleted, he collapses to the ground and the game is over...for the moment. You have the following options when this happens:

Save & Continue: Your progress is saved to your game file, and you can continue playing. You reappear at the entrance to the dungeon (if you were defeated in a dungeon) or at your choice of one of several locations in the overworld (if you were defeated in the overworld).

Save & Quit: Your progress is saved to your game file, and the game returns to the title screen. When the game returns to the title screen, you can safely turn off your Game Boy Advance.

Continue Without Saving: You continue playing from the point at which you were defeated, but your progress is not saved to the game file.

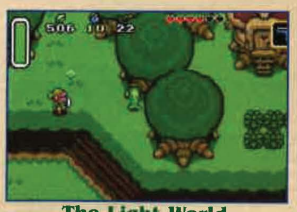
Note



If Link has a Fairy in a Magic Bottle at the time he is defeated, the Fairy pops out and refills up to seven of Link's Heart Containers, preventing the game from ending. You resume from the exact point at which you fell.

The Two Worlds

Link begins *A Link to the Past* in the Light World of Hyrule, which has become a dangerous place since Agahnim's takeover of Hyrule Castle but is still filled with much of the life and vitality of its previous existence.



The Light World



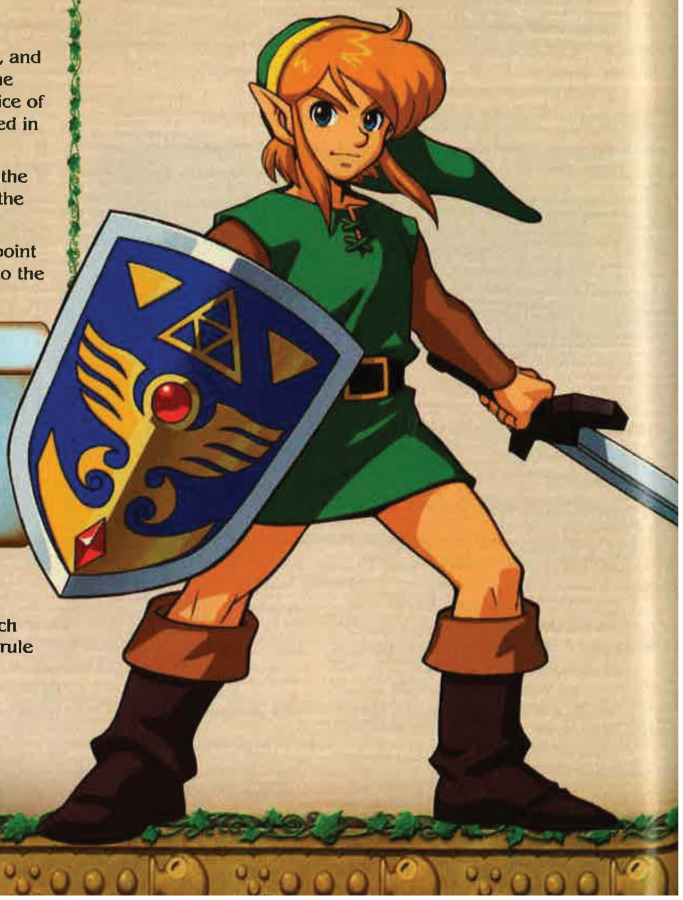
The Dark World

But Link eventually winds up in the Dark World, a twisted version of the Light World. This land has stronger and more dangerous enemies and fewer places to hide from the evil creeping across Hyrule. Any person from the Light World who enters the Dark World is transformed into a different form reflecting that person's inner soul. Until Link finds the Moon Pearl, he changes into a helpless bunny rabbit any time he enters the Dark World.

Link can transport between the two worlds with the Magic Mirror or by entering the blue magical transporter tiles hidden in the Light World. For more information on the Light and Dark worlds, consult the walkthrough and the Items section.

Environmental Objects

The terrains of the Light and Dark overworlds and the dungeons have their own sets of features. Knowing what can hurt you and what can help you in each is one of the keys to victory in *A Link to the Past*.



Meta Exhibit 1014
Meta v. Mullen - Page 008

Overworld Objects

Holes: Link can only enter these holes by dropping down into them from a higher level.



Ledges: If an elevated ledge has a thick dark border, you can't walk off it. If it does not have one of these borders, you can walk right off the edge and down to the level below.



Long Grass and Bushes: Chop these down with your sword or Boomerang, and you might find common items like Rupees, Bombs, Arrows, and Hearts. You might also expose a hidden enemy, so be careful!



Pink Pegs and Wooden Stakes: These block Link's path and need to be flattened with the Magic Hammer so Link can pass by them.



Rocks: These block Link's path until he finds the Power Glove or Titan's Mitt. Then he can lift them out of the way.



Magical Transporter Tiles: These blue square tiles transport Link from the Light World to the Dark World when he steps on them.



Water: Link can wade in shallow (light blue) water, but until he has the Flippers, he can't enter deep (dark blue) water.



Dungeon Objects

Big Key Locked Doors: These doors require the Big Key of the dungeon to open. Every dungeon has a Big Key, and every dungeon has at least one of these doors.



Blocks: Most of these just serve as obstacles, but Link can push or pull some.



Bouncing Pink Pegs: These happy guys block Link's path and must be flattened with the Magic Hammer before Link can pass by them.



Bumpers: These round blue objects bounce backward anything that hits them, including Link.



Chests: Chests contain various items. Link can open almost any chest without a key.



Conveyor Belts: These floors pull objects, enemies, and Link along them.



Cracked Walls and Floors: Place a Bomb on a cracked wall or floor to blast a hole in them and open a passageway to another room.



Fire Walls: Fire walls usually rotate around a block and scorch a few Hearts off Link's Heart Meter if he touches them.



Gaps: If a gap is completely black, Link loses one Heart and reappears at the room entrance if he falls into it. If you can see a dimly lit floor below, Link falls to the floor below the gap.



Ice: Floors that are slick with ice are hard to walk across. Use extreme caution when moving on them.



Large Chests: Large chests hold extremely valuable items. No dungeon has more than one, and the item it contains is often necessary to defeat the dungeon's boss.



Locked Doors: You can't open these doors unless you have a Key. Each dungeon has as many Keys as it has locked doors.



Orbs: Hitting these glass spheres with any weapon changes their color from red to blue (or vice versa). Orbs lower blocks of the same color and raise blocks of the opposite color.



Pots: Pots often contain common items. Lift or break them to reveal the item. In the Dark World, these appear as skull pots. Pots can also be thrown at many enemies.



Sealed Doors: These doors open only under special conditions, such as pressing a hidden trigger button or defeating all the enemies in the room. Refer to the walkthrough for specific information about each locked door.



Small Walls: Link can't walk over these walls, but he can fire Arrows and his Boomerang over them.



Spikes: Whether they're on the sides of blocks or lining the floors, spikes mean danger and loss of Hearts for Link. Avoid them at all costs!



Star Tiles: Stepping on one of these tiles creates, removes, or rearranges gaps in the floor.



Teleport Tiles: These golden teleport tiles transport Link to another part of the dungeon when he steps on them.



Meta Exhibit 1014
Meta v. Mullen - Page 009

Items

Common Items

Common items are everywhere in Hyrule. Bushes, tall grass, pots, chests, and rocks hold common items. The enemies you defeat during the game leave behind common items as rewards. You can also buy items in shops or win them as prizes in games of chance.

When a common item appears, Link has little time to pick it up before it flashes and disappears. To pick up an item, walk over it, touch it with a sword, or hit it with a Boomerang, Hookshot, or Arrow.

Arrow



After Link finds the Bow & Arrows, Arrows appear as common items. The Arrows are ammunition for the Bow & Arrows. When he first finds the Bow & Arrows, Link can carry up to 30 Arrows, but after paying a visit (and many Rupees) to the Fairy at the Pond of Happiness, Link's Arrow capacity increases to 70.

Another Fairy inside the Pyramid of Power changes Link's Arrows into Silver Arrows that do more damage. After this change, the Arrows Link finds are considered Silver Arrows.

Bomb



Although they are powerful weapons, Bombs are most often used as tools in *A Link to the Past*. Set them in front of a cracked wall to blast open a passageway, or on top of a cracked floor to open a gap to a lower room.

When you press Ⓐ with Bombs equipped, Link drops a Bomb at his feet. The Bomb flashes and explodes four seconds later. Pick up a dropped Bomb by pressing R, and throw it by pressing R again.

At the start of the game, Link can carry 10 Bombs. At the Pond of Happiness near Lake Hylia, he can upgrade his carrying capacity to 50.

Fairy



Although these winged pixies are creatures, they are used as items. If Link picks up a Fairy, it refills up to seven of the Heart Containers on his Heart Meter. Fairies don't just sit there like other items.

Swing the Bug-Catching Net near a Fairy to catch it. Save the Fairy inside a Magic Bottle for use when you need it. To release the Fairy from the Magic Bottle, equip the Magic Bottle like any other item and press Ⓐ.

If Link's Heart Meter is depleted, it's normally Game Over. If Link has a bottled Fairy, however, the Fairy pops out of the bottle and gives him a second chance by refilling up to seven of his empty Heart Containers. Keep a bottled Fairy, just in case.



Heart



Hearts refill one Heart Container in Link's Heart Meter. If Link's Heart Meter is full when he picks up a Heart, it doesn't do him any good (although it doesn't hurt, either).

Magic Vials



These useful items refill Link's Magic Meter. The small Magic Vial replenishes a small amount of Link's magic energy, and the Large Magic Vial refills it.

Rupees



Gem-like Rupees are the units of currency in Hyrule. A single Rupee is green. A Blue Rupee is worth 5 Rupees, and a Red Rupee is worth 20 Rupees. Link can hold up to 999 Rupees at a time.

Dungeon Items

The following items are found only in dungeons, including palaces, castles, towers, and any other indoor area. You can use them only inside of dungeons, and they are useful only in the dungeon in which you find them.

Compass



Most dungeons contain a Compass, which shows the location of the boss's lair on the in-game dungeon map. If you haven't found the dungeon's Map, the boss's location is marked with a flashing white skull on an empty area of the in-game map.

Heart Container



The bosses you defeat at the end of a dungeon leave behind Heart Containers. Pick them up to increase your Heart Meter's capacity by one Heart Container. Link begins the game with 3 Heart Containers, but he can have up to 20 by the end of the game.

Keys



Most dungeons have several Keys hidden in chests, pots, or on an enemy's body. These useful items open locked doors. If you have a Key, walk into a locked door to open it. The Key then disappears from your inventory. Every dungeon has as many Keys as it has locked doors.

Most dungeons also contain one Big Key, the master key for the dungeon. This Big Key opens certain locked doors in the dungeon, such as the door to the boss's lair. The Big Key is the only item that can open a dungeon's large chest, which contains a special item of great value.

Map



Most dungeons also contain a Map, which gives you the layout of the dungeon on the in-game map screen. Maps are handy for figuring out how to go from one room to another, because doorways and stairways are marked on them.

Meta Exhibit 1014
Meta v. Mullen - Page 0010

Magic Items

Some of these items could be classified as weapons, but all have one thing in common: They draw magical energy from Link's Magic Meter. Conservatively use them. If your Magic Meter is too low, you can't use these items until you refill it.

Bombos Medallion



Found in a hidden plateau in the Desert of Mystery, the Bombos Medallion is a powerful weapon that incinerates any non-boss enemies, defeating them. It requires magical energy to use, but is the best way to clear a room of enemies.

Cane of Byrna



The Cane of Byrna is an optional item. If you choose to look for it, it is in a hidden cave in Death Mountain that you can reach only after you get the Titan's Mitt, the Magic Cape, and the Magic Hammer. Press Ⓐ when the cane is equipped to use it, and Ⓐ again to deactivate it.

In use, the Cane of Byrna encircles Link with a magical barrier that prevents damage from any attack and also injures any enemy that comes into contact with the barrier. This item is a magic hog, so don't use it frequently or for long periods.

Cane of Somaria



This essential magical item is in the Misery Mire. In use, it creates a moveable red block in front of Link. That doesn't sound impressive, but you can use the block to hold down door trigger switches that require constant pressure to keep the door open. It is also used on the Somaria blocks in Turtle Rock to create Somaria platforms that allow Link to navigate the dungeon.

Ether Medallion



The Ether Medallion is west of the Tower of Hera. Like the Bombos Medallion, the Ether Medallion affects on-screen, non-boss enemies. It freezes them, making them either easy targets for your other weapons or helpless observers as you run past them and escape. Using the Ether Medallion near an invisible pathway makes the pathway visible for a couple of seconds.

Fire Rod



Link finds this useful magic item in the Skull Dungeon's large chest. It is a Magic Meter drain if used frequently, but sometimes it's hard to put the Fire Rod down. Not only does its blast of fire defeat enemies in a single shot, but you can also use it to light torches in dungeon rooms.

Ice Rod



The Ice Rod is in a cave at Lake Hylia's northeast corner. When you fire it at most non-boss enemies, the Ice Rod releases a magic blast that freezes the enemy and leaves it vulnerable to attack. Even better, when you hit a frozen enemy with a weapon other than the Ice Rod, you recover a sliver of your Magic Meter, making the Ice Rod one of the more energy-efficient magic items in the game.

Lamp



The first magical item Link finds, the lamp, is in a chest inside Link's house. It provides a small ray of light when Link is in darkened dungeon rooms. That's the lamp's automatic function, and it costs no magical energy. The lamp doesn't need to be your equipped item for this to happen.

You can also use the lamp to light torches in dungeons, and takes little magic energy to do so, as opposed to the energy-gobbling Fire Rod. As a last resort, you can use it as a weak weapon, but that's not its intended use.

Magic Cape



The Magic Cape is an optional magic item found in the graveyard north of Hyrule Castle in the Light World. Press Ⓐ when the Cape is equipped to use it, and press Ⓐ again to deactivate it. The Magic Cape drains your Magic Meter, but it makes Link invisible and intangible to enemies and environmental hazards like spiked floors and fire walls.

Link can attack enemies while he is using the Magic Cape. Use it sparingly, but it's an excellent way to get through a hazardous situation with your Heart Meter intact.

Magic Powder



Get the Magic Powder from the witch in front of the Magic Shop by giving her the Magic Mushroom. It takes her a while to prepare the Magic Powder, so return after completing another quest. Sprinkle the Magic Powder on Spinners to transform them into Fairies.

Quake Medallion



The Quake Medallion is a less powerful version of the Bombos Medallion. It defeats on-screen enemies touching the ground. It does not affect airborne enemies. It is essential for completing the game, because it is the only item that can open the entrance to Turtle Rock.

The Quake Medallion is in the Dark World near where the Waterfall of Wishing would be in the Light World.

Weapons

Weapons are the most important items in the game. Without weapons, you couldn't defeat a single enemy, much less the bosses you need to conquer to save Hyrule. Some of the magic items discussed earlier are also weapons. The following list only includes weapons that do not require magic energy to use.

Boomerangs



A Boomerang can defeat weak enemies, but its main use is to stun them. When a Boomerang hits most enemies, they freeze for a few seconds, leaving them vulnerable to your sword. Practically every enemy defeated while stunned by a Boomerang leaves a Rupee as a reward.

Link finds his first Boomerang in a chest in the Hyrule Castle dungeon at the game's start. At the Waterfall of Wishing later in the game, you meet a Fairy who transforms the Boomerang into a Magic Boomerang, which has greater speed, longer range, and does more damage.

Bow & Arrows



The Bow & Arrows are in the East Palace. This valuable weapon lets Link strike enemies at a distance, and some enemies are particularly vulnerable to Arrows. You can fire the Bow & Arrows as many times as you have Arrows in your inventory. Arrows are everywhere in Hyrule.

A Fairy in the Pyramid of Power transforms your Bow & Arrows into a Bow & Silver Arrows, increasing the damage done by the weapon. Some enemies are invulnerable to Arrows but vulnerable to Silver Arrows.

Meta Exhibit 1014
Meta v. Mullen - Page 0011

Swords



Few minutes of Link's adventure go by without him having a sword in his hand. A sword is Link's primary weapon; pressing Ⓑ swings it in the direction Link is facing.

Link gets his first sword from his uncle in Hyrule Castle's dungeon. This sword is slow and doesn't do much damage, but it's a good basic weapon for the young hero at his quest's start.

Link finds the Master Sword in the Lost Woods later in his journey. The Master Sword is faster and twice as powerful as the first sword. When Link's Health Meter is full, it fires a magical beam every time Link swings it.

If Link finds and rescues a dwarven swordsmith from the Dark World, the swordsmith and his partner offer to temper the Master Sword, giving Link a Tempered Sword. The Tempered Sword is faster than the Master Sword and does 50 percent more damage. It also fires a magical beam when Link's Health Meter is full.

The most powerful sword in the game is the Golden Sword, which is the Tempered Sword or Master Sword after it has been transformed by a Fairy in the Pyramid of Power. This Golden Sword does 33 percent more damage than the Tempered Sword, twice as much damage as the Master Sword, and a whopping four times as much damage as Link's first sword! It also fires the magical beam when Link's Health Meter is full.

Defensive Items

Defensive items keep Link from suffering damage and an untimely demise. They function automatically and do not need to be equipped. Defensive items are also the only items in the game (other than a sword) that change Link's physical appearance!

Mail



Link finds and wears three different colors of mail in his journeys. He starts with light Green Mail, which offers limited protection against enemy attacks.

In the Ice Palace, Link finds Blue Mail and dons it immediately. The Blue Mail offers twice as much protection as the Green Mail, cutting damage from enemy attacks in half.

Link finds the Red Mail from Ganon's Tower at the end of the game. Red Mail provides Link with maximum protection against enemy attacks, cutting damage amounts in half as compared to the Blue Mail and one-quarter as compared to the Green Mail.

Shields



Just as Link always carries a sword, he's also always equipped with a shield. When Link isn't swinging his sword, his shield automatically protects him from projectile attacks in the direction he's facing.

The shield that Link's uncle gives him in the dungeon of Hyrule Castle doesn't offer much protection against most missile attacks, but it stops arrows and small rocks.

Link can upgrade to a Red Shield at the Waterfall of Wishing. The Red Shield is larger and offers protection against a wider variety of projectiles, including Zora blasts and fireballs from dungeon statues.

The best shield in the game is the Mirror Shield, which can block nearly any enemy missile attack, including the beams from Laser Eye Statues. It's not 100 percent effective against ranged attacks, but it performs remarkably well.

Other Items

The following items don't fit neatly into a single category. Some of them help Link get around Hyrule, some are used to help solve puzzles, and others give him new abilities. All are special and valuable items, however, and you should go out of your way to get every one.

Book of Mudora



The Book of Mudora proves that reading is fundamental. This ancient tome is in the library east of Kakariko Village. When Link equips it, he can read the ancient Hylian text inscribed on stone tablets by pressing Ⓐ. Without the Book of Mudora, Link can't get the Master Sword or any of the medallions, and he can't open the Desert Palace.

Bug-Catching Net



Link gets the Bug-Catching Net from a sick young boy in Kakariko Village who is too ill to use it. With the Bug-Catching Net, Link snags Fairies and Bees out of the air and flopping Fish out of dried-up ponds. Link can store his catches in an empty Magic Bottle for use later. Believe it or not, the Bug-Catching Net is also the item that Link must use to defeat the evil wizard, Agahnim!

Crystals



After beating the boss of any of the first seven Dark World dungeons, you receive one of these Crystals. The Crystals contain imprisoned maidens—the descendants of the seven sages who sealed away the Triforce and the Golden Land years ago. To penetrate the magical barrier surrounding Ganon's Tower, you must have all seven Crystals.

Flippers



The Flippers aren't cheap, but they're essential for our young hero. An enterprising Zora in the northeast corner of Hyrule sells them to Link for 500 Rupees. With them, Link can swim through deep (dark blue) water that he previously couldn't even enter. The Swim ability appears in the Do section of Link's Inventory Menu after he purchases the Flippers.

With the Flippers, Link also can access the six Zora whirlpools in the Light World (two of which also appear in the Dark World) to travel long distances instantly. The Flippers function automatically when Link enters deep water and don't need to be equipped.

Meta Exhibit 1014
Meta v. Mullen - Page 0012

Flute



This nifty little ocarina-like instrument belonged to a young boy in Kakariko Village. It is found in the alcove of trees in the middle of the Light World. Link needs the Shovel to dig it up. Play the Flute in front of the weathervane in the center of Kakariko Village, and a white bird flies out from the center of the weathervane.

After the white bird is freed, Link can summon it at any time by playing the Flute in the Light overworld. It swoops down, picks him up, and takes him to your choice of up to nine locations in the Light World, cutting down your travel time dramatically.

Hookshot



The Hookshot is one of Link's most useful items. Its primary function is to help Link cross gaps in dungeon floors. Simply fire the Hookshot at an object (pot, chest, block, torch, etc.), and the Hookshot latches on to the object and pulls Link to the object. Enemies cannot harm Link while he is being pulled by the Hookshot. The Hookshot also can be fired at an enemy to damage and stun them, and it can be fired at out-of-reach common items to pick them up. Link finds the Hookshot in the Watergate Dungeon.

Magic Bottle



Link uses Magic Bottles to hold Medicines, Fairies, Bees, and Fish, saving them for later until he needs them. You can't purchase Medicines or get the Bug-Catching Net unless you have at least one Magic Bottle.

You can collect four Magic Bottles:

1. Purchase one from the bottle salesman in the middle of Kakariko Village for 100 Rupees.
2. Enter the north end of the Kakariko Village tavern to find one in a chest.
3. Swim under the stone bridge south of the East Palace to find a man who gives you a Magic Bottle.
4. Take the treasure chest from the Dark World version of the swordsmith's house east of the Village of Outcasts, warp back to the Light World, and bring the chest to the average guy in the entrance to the Desert of Mystery. He opens it for you and gives you the Magic Bottle inside.



Magic Hammer



Link finds the versatile Magic Hammer in the Palace of Darkness. It pounds down obstacles in Link's path, such as pink pegs, bouncing pink pegs, and wooden stakes. It's also a powerful short-range weapon, although its size and weight make it hard to use effectively for this purpose.

Magic Mushroom



The sweet-smelling Magic Mushroom is found—dancing!—in the Lost Woods. Bring it back to the witch in front of the Magic Shop and she uses it to create Magic Powder. You must fulfill a quest between bringing her the Magic Mushroom and getting the Magic Powder from her.

Magic Mirror



Link gets the Magic Mirror from an old man on Death Mountain on his way to the Tower of Hera. The Magic Mirror has two different uses, depending upon where you use it. If used in the overworld, it warps Link to the Light World from the Dark World (and vice versa). If used in a dungeon, it warps Link back to the dungeon entrance. Keep in mind these three important pieces of information about the Magic Mirror:

1. Link can use the Magic Mirror to go from the Light World to the Dark World without restriction. When he uses it from the Dark World to reach the Light World, however, he can't use it again in the Light World overworld until he closes the magical transporter he came through by walking back through it into the Dark World.
2. If Link enters a dungeon from the overworld at several points in his dungeon quest (such as the Skull Dungeon), the Magic Mirror returns him to the last entrance he came through.
3. When warping between the Light and Dark worlds, you may transport to the other world for a brief second and then return to the world you tried to transport from. That happens when the spot you're trying to transport to is occupied by a solid object in the other world. Move a few steps in any direction and try again.

Medicines



Hyrule has three types of medicine. All are available for purchase at the Magic Shop, and the Medicine of Life can be bought at several other shops in Hyrule. The red Medicine of Life refills Link's Heart Meter. The green Medicine of Magic refills Link's Magic Meter. The blue Cure-All Medicine refills both.

Link needs an empty Magic Bottle to store any medicine he purchases. If he doesn't have an empty Magic Bottle, he can't buy the medicine.

Moon Pearl



In the Tower of Hera, Link finds the Moon Pearl, an essential item for traveling in the Dark World. When a person from the Light World enters the Dark World, that person transforms into another form—in Link's case, a rabbit. When he has the Moon Pearl, however, Link keeps his true form in the Dark World. This item functions automatically and does not need to be equipped.

Meta Exhibit 1014
Meta v. Mullen - Page 0013

Pegasus Shoes



Sahasrahla gives Link the Pegasus Shoes when Link returns to him with the Pendant of Courage from the East Castle. The Pegasus Shoes give Link the Run ability in the Do section of his Inventory Menu. With the Pegasus Shoes, Link can hold his sword out in front of him and dash toward objects and enemies by holding R.

This dash technique can knock an item off the top of an object, smash an object into pieces, or get you safely through a horde of enemies, injuring them as you run through them. To stop dashing, press ←, →, ↑, or ↓ on the + Control Pad.

Pendants



These three Pendants are hidden away in the East Palace, Desert Palace, and Tower of Hera. You must defeat the bosses of those dungeons to get the Pendants. Each is a representation of one of the three gods who created Hyrule, and you need all three to pluck the Master Sword from its stone in the Lost Woods.

Piece of Heart



There are 24 Pieces of Heart hidden across the Light and Dark worlds of Hyrule. Refer to the walkthrough or the checklist at the end of the book for the exact locations. A Piece of Heart is a quarter of one Heart Container. For every four Pieces of Heart Link finds, the capacity of his Heart Meter increases by one Heart Container.

Power Glove



The Power Glove, found in the Desert Palace, gives Link the Lift 2 ability in the Do section of his inventory menu. It gives Link the ability to lift light-colored rocks and some other heavy objects that he could not otherwise lift. This item functions automatically when you try to lift something and does not need to be equipped.

Shovel



Link gets the Shovel from the transformed flute-playing boy in the Dark World's forest grove east of the Village of Outcasts. With the Shovel, Link can dig holes in the ground to reveal hidden treasures.

Super Bomb



Available for purchase in the Bomb Shop after completing Misery Mire and the Ice Palace, the Super Bomb can be used as a powerful weapon, but its intended purpose is to blast a hole in the side of the Pyramid of Power.

When Link purchases the Super Bomb, it follows behind him as long as he doesn't dash or drop off a ledge. To place the Super Bomb, press R and back away quickly. The Super Bomb has a three-second fuse, after which it explodes violently. This item does not appear on your Inventory Menu. You know you have it when you see it bouncing along behind you.

Titan's Mitt



The Titan Mitt is a more powerful version of the Power Glove, and it gives Link the Lift 3 ability in the Do section of his Inventory Menu. The item is automatically equipped and functions when you try to lift anything.

Link uses the Titan's Mitt to lift even the heavy, dark-colored rocks that litter Hyrule.



Meta Exhibit 1014
Meta v. Mullen - Page 0014

Characters and Enemies

Major Characters

The following characters have integral parts to play in *A Link to the Past*. Some are allies, some are enemies, and some are boss characters that you must fight.

Agahnim



Agahnim is an evil wizard who managed to infiltrate Hyrule Castle, kidnap the king, and brainwash all the castle knights into fighting for his twisted cause. He is in league with Ganon and lends his powerful magical abilities to their mutual quest to unite and conquer the Light and Dark worlds of Hyrule.

What Agahnim doesn't know is that, in Ganon's mind, anyone is expendable—even his partner.

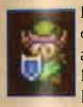
Ganon



The true Triforce of any Zelda game is the triangle of Link, Zelda, and Ganon: the hero, the damsel in distress, and the villain. This master thief was known as Ganondorf until he stole the ultimate prize, the Triforce, which grants the desires of any person who touches it.

With its power and the help of his alter ego, Agahnim, Ganon plans to link the Light and Dark worlds and conquer Hyrule, and he means to crush anyone who stands in his way. He's certainly not scared of the young boy who fancies himself the legendary hero of Hyrule.

Link



Link, the young hero, is possibly the last living descendant of the Knights of Hyrule, who defended the Hylian royalty in ages past. Link is the literal link to the past in this game. He is charged with the awesome responsibility of rescuing Princess Zelda and driving evil from Hyrule.

Link's Uncle



As the story starts, Link's uncle sets out to rescue Princess Zelda, but he fails in his quest almost immediately. He passes the torch (and his sword and shield) to his nephew.

Old Man of Death Mountain



Link meets this elderly gentleman on his way to the Tower of Hera. The old man helps Link navigate the mountain's treacherous terrain and gives Link the Magic Mirror at their parting. His granddaughter was one of the seven maidens kidnapped by Agahnim, giving him a personal motivation to help Link in his quest.

Princess Zelda



Zelda, the crown princess of Hyrule, is one of the last living descendants of the seven sages who sealed away the awesome power of the Triforce and the Golden Land long ago. Zelda is kidnapped by the evil wizard Agahnim and trapped in a Crystal, as were six other descendants of the sages.

Ganon then uses the seven maidens' powers to create a portal between the Light and Dark worlds as part of his plot to conquer all of Hyrule. Zelda shares a bond with Link that allows her to communicate with him telepathically.

Sahasrahla



The elder of Kakariko Village and a direct descendant of the seven sages, Sahasrahla is Link's invaluable ally, giving him information and equipment throughout the game. The threat posed by Agahnim and Ganon has driven Sahasrahla from Kakariko Village, and he has taken up residence in a small house near the East Palace.

Like Zelda, Sahasrahla can speak with Link across vast distances through the use of Sahasrahla plates in dungeons.

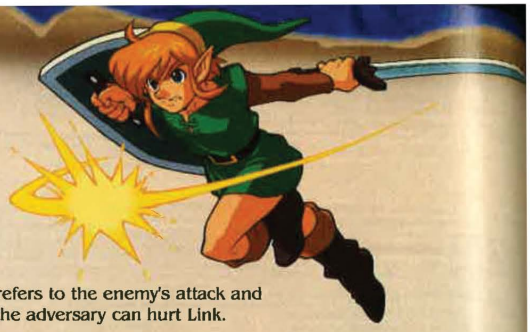
Sanctuary Guardian



The guardian of the Sanctuary northwest of Hyrule Castle, this faithful servant of the king does his best to keep Zelda safe from Agahnim's minions after Link rescues her from the dungeons of Hyrule Castle.



Meta Exhibit 1014
Meta v. Mullen - Page 0015



Overworld Enemies

The following tables list the foes you find in the overworlds of Hyrule. Strength refers to the enemy's attack and defensive power (weak, average, or strong). Method(s) of Attack indicates how the adversary can hurt Link.

Light World Overworld Enemies

Enemy Name	Strength	Method(s) of Attack	Notes
Armos	Weak	Collision	Attack it only when you get close
Bee	Weak	Collision	Hides in bushes, attacks when you destroy bushes; can be caught in Magic Bottle and released next to enemies to attack them
Crab	Weak	Collision	Very fast
Crow	Weak	Collision	Attack it only when you get close; fast
Goron	Weak	Collision	Turns to stone when hit; very fast
Hermit Crab	Weak	Collision	Hides under rocks and bushes and runs away when you approach
Knight (Blue)	Weak	Sword (collision)	Charges toward Link on sight; hit this foe from the side or back
Knight (Green)	Weak	Sword or knife (collision)	Charges toward Link on sight; hit this foe from the side or back
Knight (Red)	Average	Pike (collision) or thrown spear	Charges toward Link on sight; hit this foe from the side or back
Knight Archer (Blue)	Weak	Arrows; collision	Backs away from Link and fires
Knight Archer (Green)	Weak	Arrows; collision	Backs away from Link and fires
Octorok	Weak	Fires rocks from snout	
Red Puffer	Weak	Explodes into smaller Puffers, which damage by collision	Only explodes when you get close; small Puffers disappear quickly
Sandman	Average	Collision	Rises up from sandy terrain and chases Link on sight; very fast
Shocker	Weak	Collision; shocking counterattack if hit with sword	Stun with Boomerang before striking with sword to avoid getting shocked, or hit with Golden Sword
Thief	Strong	Collision	Pursues Link on sight; does damage and knocks loose common items from your inventory, which the Thief steals; cannot be defeated
Vulture	Weak	Collision	Passive enemy; circles around Link but rarely attacks
Zora	Weak	Fireball; collision	Pops out of bodies of water, shoots fireball, then submerges

Meta Exhibit 1014
Meta v. Mullen - Page 0016

Dark World Overworld Enemies

Enemy Name	Strength	Method(s) of Attack	Notes
Bombclops	Strong	Throws Bombs; collision	Vulnerable to Bombs
Dark Zora	Weak	Fireball; collision	Pops out of bodies of water, shoots fireball, then submerges; nearly identical to Zora
Flying Green Beetle	Average	Drops exploding rocks; collision	Fast and evasive
Jumping Pirahna	Average	Collision	Fast
Moblin	Weak	Arrows; collision	
Moblin Pikeman	Average	Pike (collision)	Hit this foe from the sides or back
Mountain Lion	Strong	Collision; fireballs	Backs up and fires when Link approaches; only Mirror Shield can block fireballs
Rock Frog	Average	Collision; fires rocks	
Skull Rock	Weak	Collision	Only attacks if touched; looks like regular skull-shaped rock
Tektite	Weak	Collision	
Tongue Flower	Average	Lashes with tongue	Tongue attack does damage and knocks loose common items from your inventory
Water Worm	Average	Collision	Hides under swampy terrain and rises up to attack
Worm Basket	Weak	Collision	Slightly stronger version of Snake Bushel (see Dungeon Enemies)

Dungeon Enemies

The following table lists enemies you find in the dungeons of the Light and Dark worlds. Dungeon enemies tend to be tougher than overworld enemies and have a wider variety of attacks. Strength refers to the enemy's attack and defensive power (weak, average, or strong), and Method(s) of Attack indicates how the adversary can hurt Link.

Dungeon Enemies (Light and Dark Worlds)

Enemy Name	Strength	Method(s) of Attack	Notes
Bat	Weak	Collision	Only attacks if Link approaches
Black Spider	Weak	Collision	Scurries out of bombed walls; Spiders come in endless waves
Bomb Slug	Weak	Collision; Bombs	
Bouncer	Strong	Collision; defeated segments fire at Link	Defeated segments fire at Link but can be defeated with a quick sword slash; all four segments must be defeated
Chain Chomp	Strong	Collision	Cannot be defeated; attacks Link on sight

Meta Exhibit 1014
Meta v. Mullen - Page 0017

Enemy Name	Strength	Method(s) of Attack	Notes
 **Cobra**	Weak	Collision	Attacks in groups; charges toward Link when in a direct line with him
 **Cricket**	Average	Collision	Passive but fast
 **Cyclops**	Average	Collision	Only attacks if Link approaches; very vulnerable to Arrows when eye is open
 **Cyclops (Red)**	Strong	Collision	Only attacks if Link approaches; very vulnerable to Arrows when eye is open
 **Dragonman**	Average	Collision	
 **Dragonman (Red)**	Average	Collision; fireballs	Fireball cannot be blocked with any shield
 **Elite Knight**	Average	Sword (collision)	Moves very quickly; relentless pursuer
 **Eyeball Bat**	Weak	Collision	Only attacks if Link approaches
 **Fire Snake**	Strong	Collision	Cannot be defeated
 **Floor Tile**	Weak	Collision	Rise up in pairs from floor; indistinguishable from normal floor tiles; shatter against walls if they miss Link
 **Green Beetle**	Average	Collision	Relentless fast pursuer; invulnerable to frontal attack; bounces Link backward
 **Green Glob**	Weak	Collision	Rises from water and flies toward Link; can be defeated, but another appears soon after
 **Green Penguin**	Average	Collision	Usually attacks in packs; very agile on icy floors
 **Ice Beast**	Strong	Collision	Leaps out of icy walls; invulnerable to all attacks except Fire Rod
 **Jellyfish**	Weak	Collision; shocking counterattack	Don't hit with sword when Jellyfish is flashing, or you're shocked
 **Jellyfish (Red)**	Average	Collision; shocking counterattack	Splits into two Mini-Red Jellyfish when hit; don't hit with sword when Red Jellyfish or Mini-Red Jellyfish is flashing, or you're shocked
 **Laser Eye**	Strong	Laser beam	Fires at Link when he passes in front of it; some fire only when Link faces them; only Mirror Shield can deflect beam; cannot be defeated
 **Laser Eye Statue**	Strong	Laser beam	Eye rotates around statue and fires at Link when it detects him; only Mirror Shield can deflect beam; cannot be defeated

Meta Exhibit 1014
Meta v. Mullen - Page 0018

Enemy Name	Strength	Method(s) of Attack	Notes
 **Masked Snake**	Weak	Collision	Attacks in groups; charges toward Link when in a direct line with him; similar to Cobra
 **Mimic (Green)**	Average	Collision	Copies Link's east-west movements exactly; does the reverse of Link's north-south movements exactly
 **Mimic (Red)**	Average	Collision; fireballs	Does the reverse of Link's north-south and east-west movements exactly; shoots fireball if lined up with and facing Link
 **Mini-Dodongo**	Weak	Fire breath; collision	
 **Mini-Moldorm**	Weak	Collision	
 **Mouse**	Weak	Collision	
 **Octopod**	Weak	Collision	Pursues Link on sight; bounces Link back when hit
 **Octopod (Red)**	Strong	Collision	Pursues Link on sight; bounces Link back when hit
 **Peahat**	Average	Collision	Hides under sandy ground, rises up under Link
 **Red Ghost**	Strong	Shoots ghostly glob at Link	Cannot be defeated
 **Skeleton Knight**	Strong	Sword (collision)	Defeat by hitting with sword and dropping Bomb on collapsed pile of bones, otherwise bones reassemble
 **Slime (Green)**	Weak	Collision	Rises up from ground when Link walks past; slightly stronger than Red Slime
 **Slime (Red)**	Weak	Collision	Rises up from ground when Link walks past
 **Slime (Yellow)**	Weak	Collision	Rises up from ground when Link walks past; slightly stronger than Green Slime
 **Snake Bushel**	Weak	Collision	Also seen in Light World overworld
 **Spark (Blue)**	Strong	Collision	Rotates around object; cannot be defeated; identical to Red Spark
 **Spark (Red)**	Strong	Collision	Rotates around object; cannot be defeated; identical to Blue Spark
 **Spinner**	Strong	Collision	Bounces quickly around rooms; can be transformed into Fairy with Magic Powder, otherwise invincible
 **Stalfos**	Average	Collision	Jumps back when attacked by sword
 **Stalfos (Red)**	Average	Collision; throws bones	Jumps back when attacked by sword; bones cannot be blocked by any shield

Meta Exhibit 1014
Meta v. Mullen - Page 0019

Enemy Name	Strength	Method(s) of Attack	Notes
Stalfos (Yellow)	Strong	Collision; floating skull	Jumps back when attacked by sword; skull floats around to attack Link after Yellow Stalfos is defeated; skull cannot be defeated
Stalfos Skull	Average	Collision	Moves very slowly; not the same as Yellow Stalfos skull
Torpedo Fish	Average	Collision	Moves in straight line along pathway; endless numbers come forth from water pipes in walls
Turtle	Strong	Collision	Only vulnerable when flipped onto back with Magic Hammer strike
Wall Master	Weak	Collision (grabbing)	Drops from ceiling, returning Link to dungeon entrance if it hits him; can be defeated with one sword hit but reappears soon after
Water Bug	Weak	Collision	Skims along water surface
Wizrobe	Weak	Magical bolt; collision	Appears, fires magic bolt, and disappears; can only be hit just before or after firing magic bolt
Worm Basket	Weak	Collision	Slightly stronger version of Snake Bushel; also seen in Dark World overworld
Zombie	Strong	Collision	Relentless pursuer; vulnerable to Fire Rod

Bosses

Bosses are the largest and most powerful enemies in the game. They only appear at the ends of dungeons, and they always have special attacks and special weaknesses. Learn the attack patterns of each boss if you want to defeat that boss—and you do. See the walkthrough that follows this section for more detailed information on how to defeat each boss.

Light World Bosses

Agahnim



The evil wizard Agahnim is the boss of the Hyrule Castle Tower. He turns into a shadow and floats around the room, reappearing to cast spells at Link.

To defeat Agahnim, send his fireballs back at him by hitting them with the Bug-Catching Net. When you defeat Agahnim, he slinks away, vowing to return. He does, indeed, return as the boss of Ganon's Tower.

Armos Knights



Fight the six Armos Knights at the end of the East Palace. They attack in set formations. Initially, use the Bow & Arrows as many times as possible to defeat individual Armos Knights. When only one Armos Knight remains, it jumps around the room trying to land on Link. Hit it repeatedly with your sword to defeat it. The Armos Knights make an encore appearance in Ganon's Tower.

Lanmolas



The three worm-like Lanmolas erupt from the ground of their Desert Palace lair, float through the air, and dive back into the ground. They spew rubble when they pop out of the ground, so don't stand too close.

You must hit the Lanmolas in the head repeatedly with your sword or Bow & Arrows to defeat them individually. The last Lanmola moves more quickly and churns up more rubble when it surges to the surface. The Lanmolas reappear at the end of the game in Ganon's Tower.

Meta Exhibit 1014
Meta v. Mullen - Page 0020

Escape From Hyrule Castle



Backtrack along the route you took to reach the third basement floor until you reach 1F Room 4. You must travel from B3F through B2F, B1F Room 5, B1F Room 3, B1F Room 2, B1F Room 1, and take the stairs up to 1F Room 4.

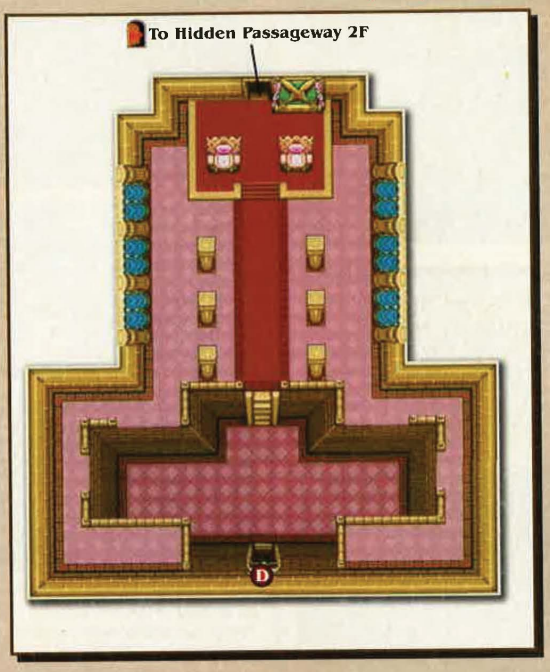
Tip

Use the elevated narrow pathway in B1F Room 2 to avoid having to fight all the Blue Knights.



From 1F Room 4, head through the west door and travel through the castle rooms in a counterclockwise direction until you reach 1F Room 1. Alternatively, go through the east door in 1F Room 4 and move clockwise until you reach 1F Room 1. That route has a few more enemies, however, making it a little more difficult.

Hyrule Castle, Second Floor (2F)





When you reach 1F Room 1, Zelda tells Link of a secret passage in the throne room that leads to the Sanctuary. Zelda is sure an old man who resides there will help them.



Defeat the Green Knights in 1F Room 1 and head up the stairs in the north wall of the room to reach the second floor of Hyrule Castle and the throne room.



Two Blue Knights wait by the south entrance of the throne room, where you appear. Use your Boomerang to stun them, take them out quickly, and then head north to the thrones.



As you approach the thrones, Zelda says that an ornamental shelf along the north wall can be pushed from the left to reveal a hidden passageway. She also cautions you to make sure you have a lamp, because the passageway is pitch-black. Fortunately, you grabbed the lamp from Link's house.



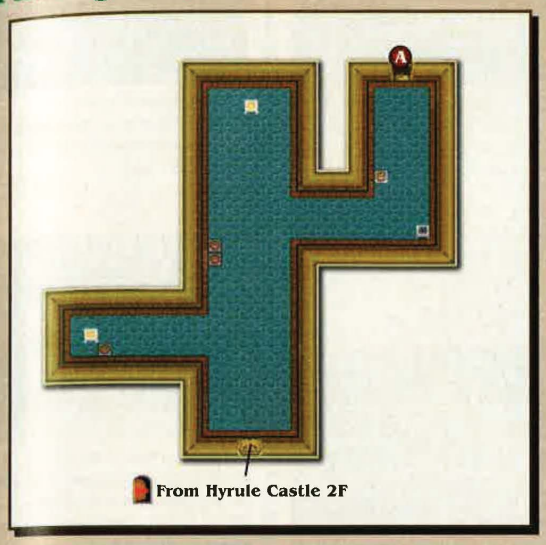
Push the shelf to the side to reveal the hidden passageway, and enter.



Meta Exhibit 1014
Meta v. Mullen - Page 0021

Hidden Passageway

Passageway, Second Floor (2F)





Zelda wasn't kidding—it's really dark in here. Link's lamp produces a small area of light, but not enough to prevent an ambush by Mice. To make matters worse, the door slams shut behind you and does not reopen under any circumstances.



You can light two other torches in the room, one in the center of the north wall and one in the east part of the room. Lighting more than one at a time makes the room only slightly brighter, however, and it depletes your Magic Meter. Light only one at a time, especially once all the Mice are gone.



Head west until you find a torch. Press Ⓐ to light it. This illuminates the room dimly, but not for long. Take advantage of the light to defeat the four Mice in the room.

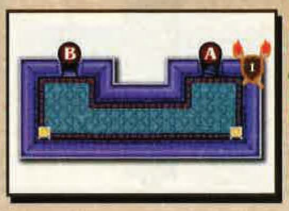


A Magic Vial is in the pot next to the first torch at the west end of the room. Between the west and north torches are two more pots; one contains a Rupee and the other conceals another Magic Vial. A fourth pot near the east torch has a Heart.



Grab all the valuable items, then head to the northeast corner of the room. A set of stairs leads down to the first floor of the hidden passageway.

Passageway, First Floor (1F)



1F Room 1



1F Room 1 is a small room filled with Cobras. First, light the torch in the southeast corner of the room so you can see to defeat the Cobras.

Tip

Take out several Cobras at once with Link's spin attack (hold down Ⓑ to charge your sword, then release).

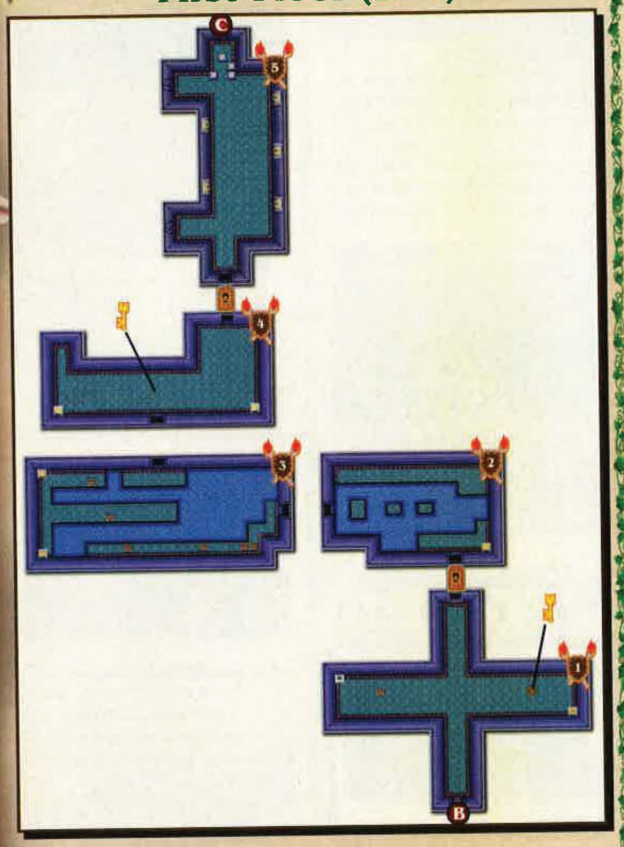


In the southwest corner of the room is another torch, but there is no reason to light it once the Cobras are gone. Head down the northwest stairs to reach the first basement floor of the hidden passageway.



Meta Exhibit 1014
Meta v. Mullen - Page 0022

Passageway Basement, First Floor (B1F)



B1F Room 1



B1F Room 1 is a cross-shaped room. Enter through the south doorway from the first floor of the passageway. Proceed north carefully, fighting off Cobras and Bats.



When you reach the center of the room, head west to find a torch and light it. Quickly clear the room of enemies. The east end of the room has two more torches if you need them.



Near the west torch is a pot with a Magic Vial. Near the two east torches is a chest with a Key. Pick up both items and head to the north end of the room, where you find a locked door that the Key opens nicely. Head through the door and into B1F Room 2.

B1F Room 2



As they enter the sewers of B1F Room 2, Zelda reassures Link that they are getting very close to the Sanctuary. Like the rest of the hidden passageway, B1F Room 2 is pitch-black except for the light of Link's lamp.



As you enter through the southeast door, a torch is just to the east. Light it and head due north across the sewer water to attack the Mice in the northeast corner of the room. Light the torch there, because the one in the southeast corner goes out soon.

Tip

Mice can't enter water, so stand at the water's edge and eliminate them with your spinning sword attack.



Dispose of a remaining Mouse or two and head through the west doorway, which takes you to B1F Room 3.

B1F Room 3



B1F Room 3 is similar to B1F Room 2: a fairly large rectangular room with islands of dry stone in a river of sewer water. From your entry point at the east end of the room, head west through the water. Remember: Mice can't enter water.



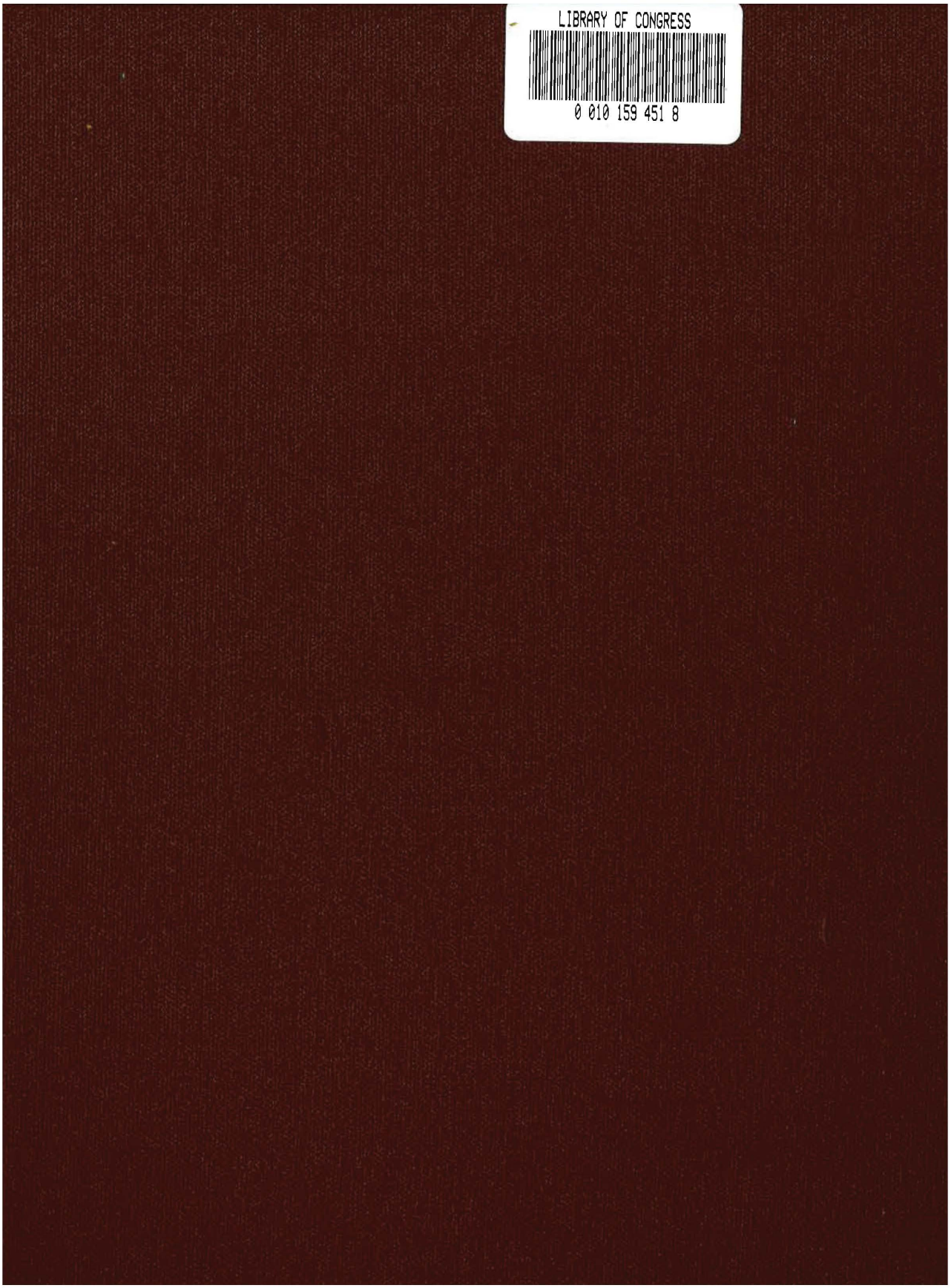
Light one of the torches in the northwest and southwest corners of the room. Take out all the Mice and Bats, relighting the torches if necessary.



One of the pots along the south wall contains a Magic Vial, and another near it contains a Heart. You can also get another Magic Vial from a pot in the center of the room.

Meta Exhibit 1014
Meta v. Mullen - Page 0023


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