



AMAZING ZELDA

The Legend of Zelda

54

Zelda II—The Adventure of Link

60

The Saga Of Link And Princess Zelda

When *The Legend of Zelda* hit the U.S. market in the summer of 1987, it changed the way people looked at video games. It was very popular in Japan, but U.S. players had never seen an adventure of its depth! And because it was the first battery-backed Game Pak, now they were able to save their progress. For the first time, a game became an on-going challenge. While earlier games challenged dexterity, this one challenged players' wits as well. Now they had to ponder clues and plan strategies. Link and Prin-

cess Zelda introduced not only the mythical land of Hyrule, but a whole new world of possibilities for adventure games.

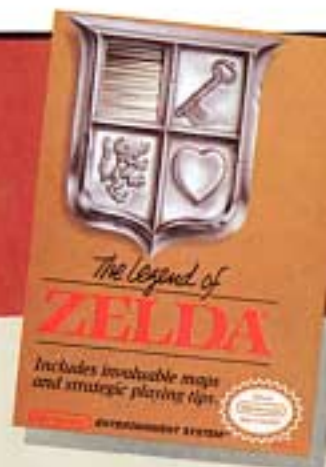
As the tale begins, once-peaceful Hyrule is invaded by Ganon, a mysterious force who rules by force and terror. When he kidnaps Princess Zelda, the people are powerless to help her. Then a young lad, Link, steps forward and vows to return the Princess to her rightful realm.

Link's quest takes him to the far corners of Hyrule and to nine Underworld labyrinths. Our Atlas is your complete guide to every Level. For the first time we've mapped all Levels of both Quests! Now you'll know where to find all of the items you'll need to complete the journey.



Zelda II—The Adventure of Link introduced a new perspective to adventure. When Link's walking through the country, he's seen from overhead, but when he enters a battle or a village, he's seen from the side. Villagers give him information, and sometimes they also give him special items and teach him special techniques. Our overview map shows the layout of the countryside. Other detailed maps show the interiors of the various castles.

Link's two adventures have not only broken video game ground, they've also made him one of the most popular characters ever. What's in store for the future? The Super NES has capabilities just waiting to be explored!



THE LEGEND OF ZELDA™

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COLLECT THE EIGHT PIECES OF THE TRIFORCE AND SAVE ZELDA
Ganon casts an ominous shadow over Hyrule. Only young Link can challenge him and restore peace to the land.

HYRULE OVERWORLD

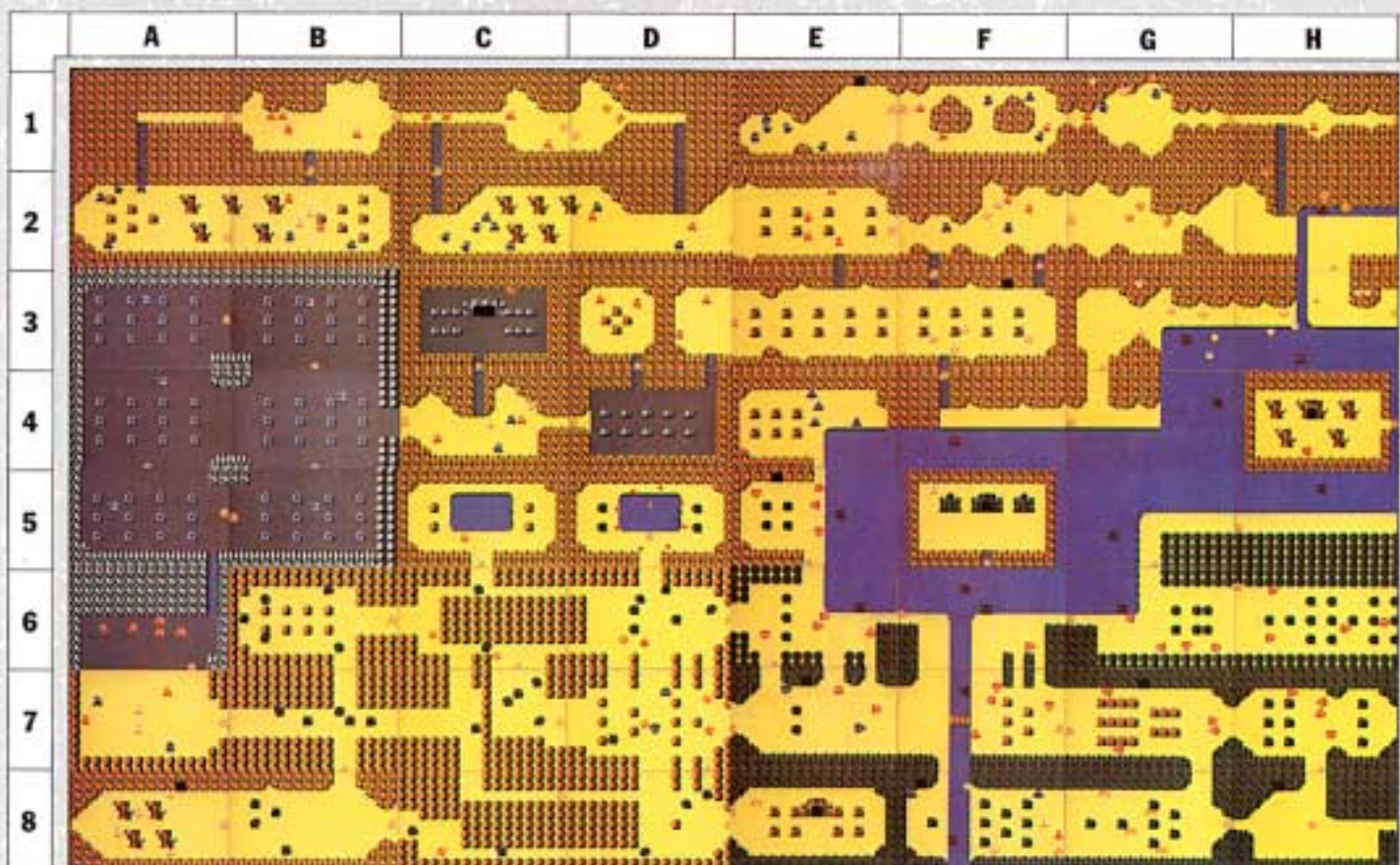
There are many items hidden in the Overworld that will aid Link as he searches out the evil Ganon. Use the map to find treasures, magic, weapons, and entrances to other levels. Explore each area thoroughly as you gain experience and strength.

DISCOVER SECRETS

- A** by moving Armos
- B** by using Bombs
- C** by using Candles
- D** by pushing Rocks
- E** by pushing Tombstones
- F** by blowing Whistle

FIND DUNGEONS

- Level 1 H-4 Level 5 L-1 Level 9 F-10
- Level 2 M-4 Level 6 C-3
- Level 3 E-8 Level 7 C-5 **Ⓢ**
- Level 4 F-5 Level 8 N-7 **Ⓢ**



START



FIND ITEMS

Choice of Heart Container P-6
 Heart Container Sword H-8
 or Water of Life White Sword K-1
 H-5 **C** Magical Sword B-3 **T**
 L-8 **B** Letter O-1
 M-3 **B** Power Bracelet E-3 **A**
 P-3

OBTAIN RUPEES

10 B-6 **C** 30 H-7 **D** 30 N-3 **B**
 30 B-8 **B** 30 I-3 **C** 30 N-4 **A**
 100 C-7 **C** 30 I-5 **C** 10 O-5 **A**
 30 D-2 **B** 10 L-6 **C** 100 P-1
 30 G-6 **C** 100 L-7 **C**

PAY RUPEES

B-1 **B** E-2 **B** K-7 **C**
 D-1 **B** H-1 **B** N-8 **B**
 D-7 **C** I-7 **C** O-2 **B**

FIND SHOPS & ITEMS

Items Location	Magic Shield	Keys	Blue Candle	Enemy Ball	Hearts	Bombs	Wooden Arrows	Blue Ring
C-2 D	90			100	10			
E-4 A		80		60				250
E-5	130					20	80	
F-3	130					20	80	
G-3 C	90			100	10			
G-5 C	90			100	10			
G-7	160	100	60					
K-5	130					20	80	
M-1	160	100	60					
N-5 C	90			100	10			
O-6	160	100	60					
P-7	130					20	80	

GAMBLE

A-2 **D** G-8 **B**
 G-2 **D** M-8 **B** P-2

OBTAIN INFORMATION

A-8 K-2
 F-8 M-2 **A**

FIND FAIRIES

D-5 J-4

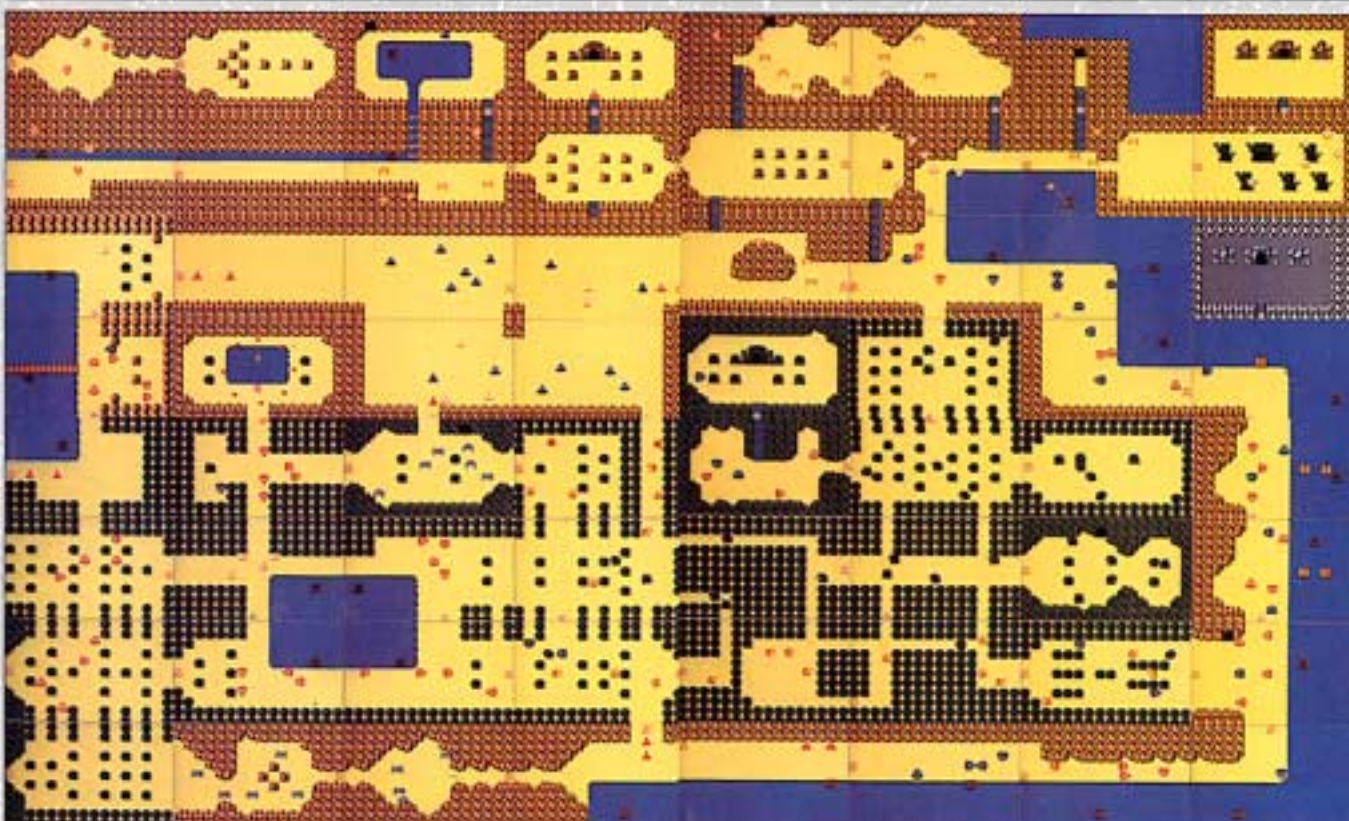
FIND WARP HALLS

D-3 **R** J-8 **R**
 J-5 **R** N-2 **R**

FIND POTION SHOPS

D-4 **D** E-7 I-8 **C**
 E-1 H-3 **B** L-5 **C** N-1 **D**

I J K L M N O P



HYRULE DUNGEONS

Link must explore nine dungeons on his quest. Their entrances are located in the Overworld, as indicated in the table on pages 52–53. Each Level is named for its shape. The rooms of Level 1, for example, are laid out in the shape of an Eagle.

A KEY TO THE MAPS

	Doors that you need keys to open
	Shutters
	Walls you'll have to blast with bombs
	Entrances to secret passages
	Arrows that show which way you can go

LEVEL 1

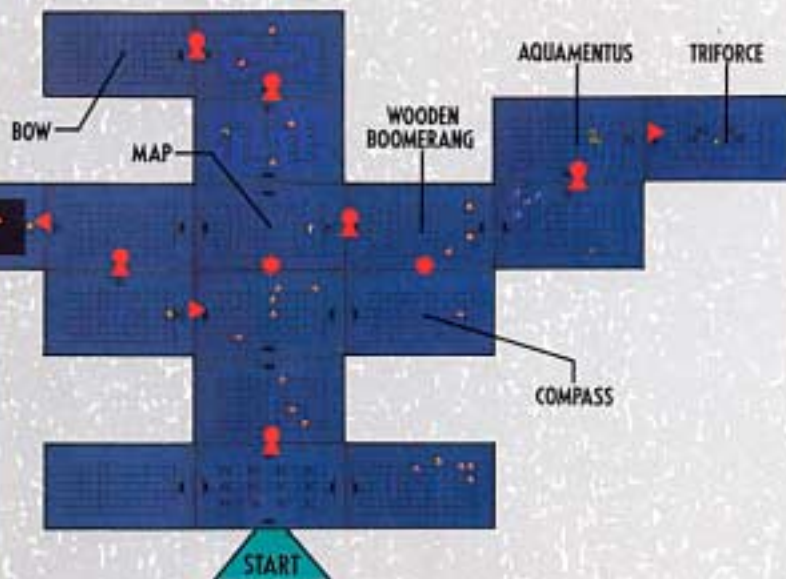
N-4

LEVEL 1: EAGLE

Level 1 is the Eagle. It houses, among other things, the Wooden Boomerang and a Heart Container. With five Heart Containers, you'll be able to get the White Sword from an old man in the Overworld. Aquamentus guards a piece of Triforce here.



Use the shield to deflect Aquamentus' fire and aim for its head.



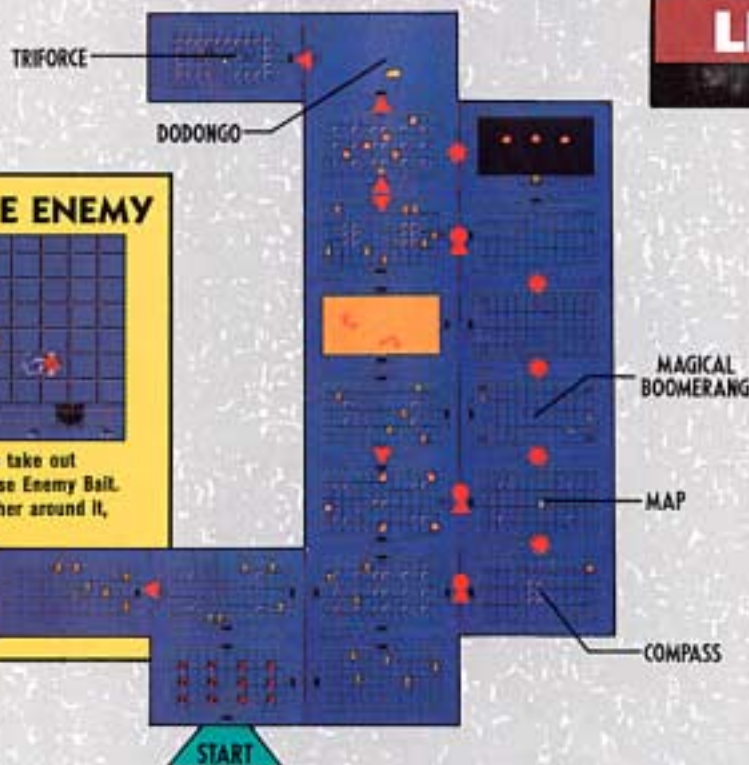
LEVEL 2

M-4

BAIT THE ENEMY



A quick way to take out Goriyas is to use Enemy Bait. When they gather around it, either bomb them or use one of your other weapons.



LEVEL 2: MOON

Shaped like a crescent moon, Level 2 yields a Magical Boomerang and lots of Rupees. Dodongo is a tough character, but an old man will tell you how to beat him. Once you've cleared the level, pick up Rupees.

Dodongo is thick-skinned and hard to hurt. He eats anything—feed him bombs.



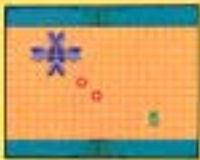


LEVEL 3

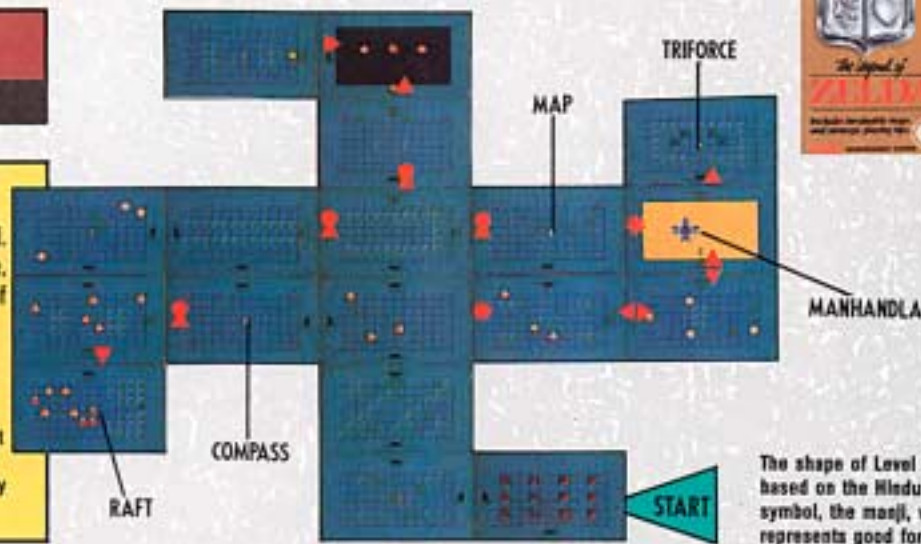
E-8

LEVEL 3: MANJI

You'll find the Raft in this, the Manji level. The fighting is much fiercer than before, and most of the action takes place in one of the four Darknut rooms.



Even a Magical Shield is no match for Manhandla. Plant a Bomb directly under him to destroy him in one shot.



The shape of Level 3 is based on the Hindu symbol, the manji, which represents good fortune.

LEVEL 4

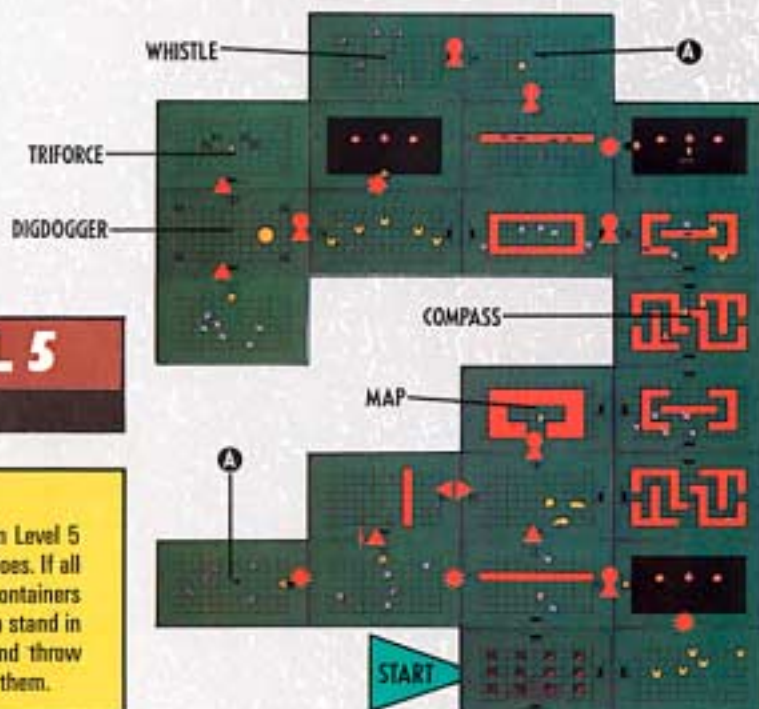
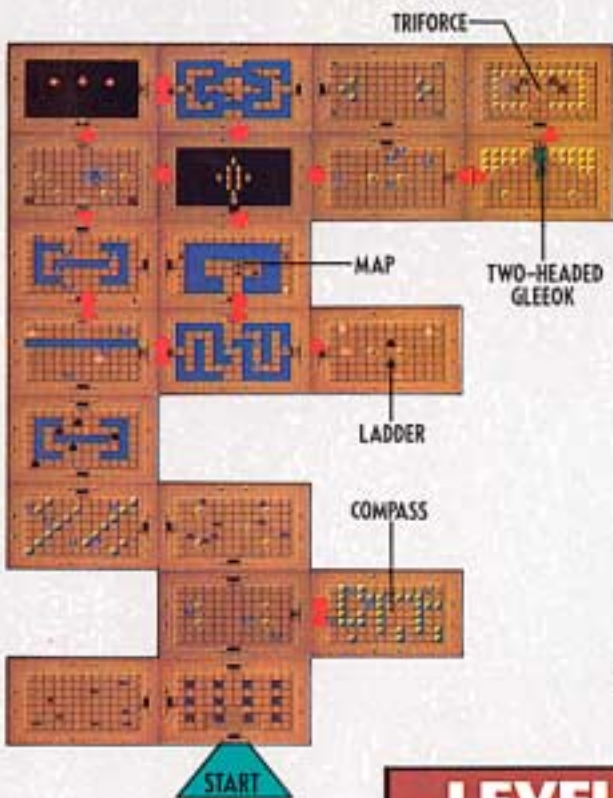
F-5

LEVEL 4: SNAKE

Buy the Blue Candle before entering Level 4. You won't be able to see a thing in the dark rooms here without it. Link can pick up a valuable item, the Ladder, in the room with the Like Likes. Search thoroughly after destroying them.



Strike the Two-Headed Gleeok repeatedly on its heads.



LEVEL 5

L-1

LEVEL 5: LIZARD

Digdogger hates music. Shrink him down to size by using the whistle.



The Darknuts in Level 5 are formidable foes. If all of your Heart Containers are full, you can stand in the doorway and throw your sword at them.

LEVEL 6

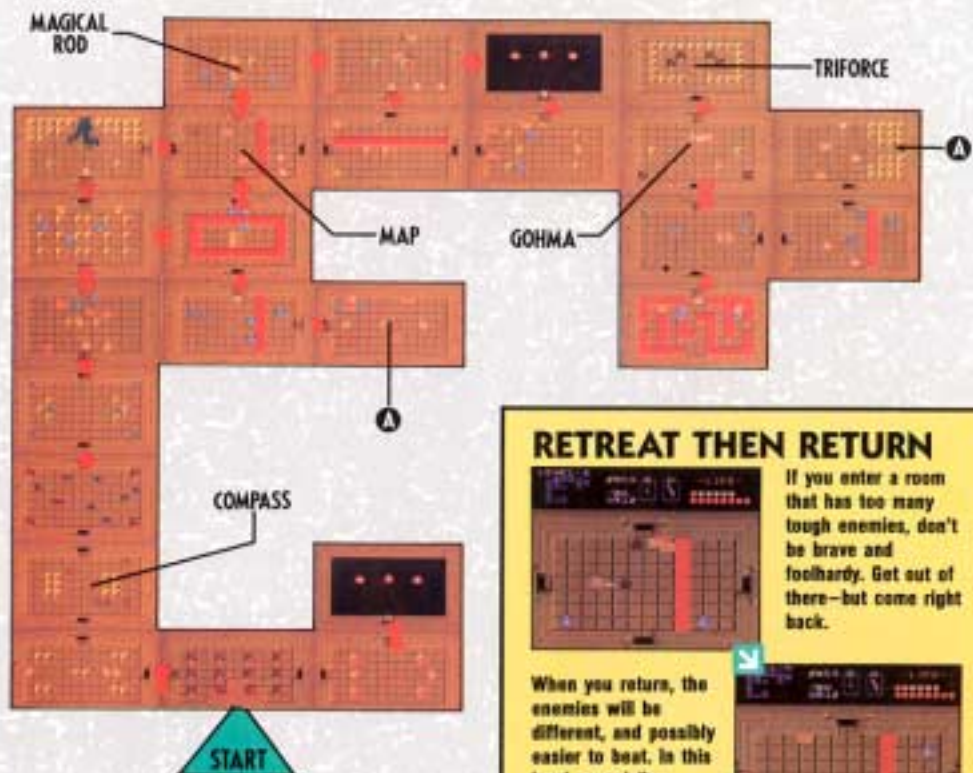
C-3

LEVEL 6: DRAGON

This is the toughest level yet. Wizzrobes and Like Likes are tough individually; combined, they're next to impossible. Keep moving! Beat the Wizzrobes first, then concentrate on the slower-moving Like Likes.



Gohma, a very crabby character, guards the Triforce in Level 6. His tough shell repels every attack, but he does have a weakness. Use your arrow and aim directly for his eye when it's open.



RETREAT THEN RETURN



If you enter a room that has too many tough enemies, don't be brave and foolhardy. Get out of there—but come right back.

When you return, the enemies will be different, and possibly easier to beat. In this level especially, retreating can work to your advantage.



LEVEL 7

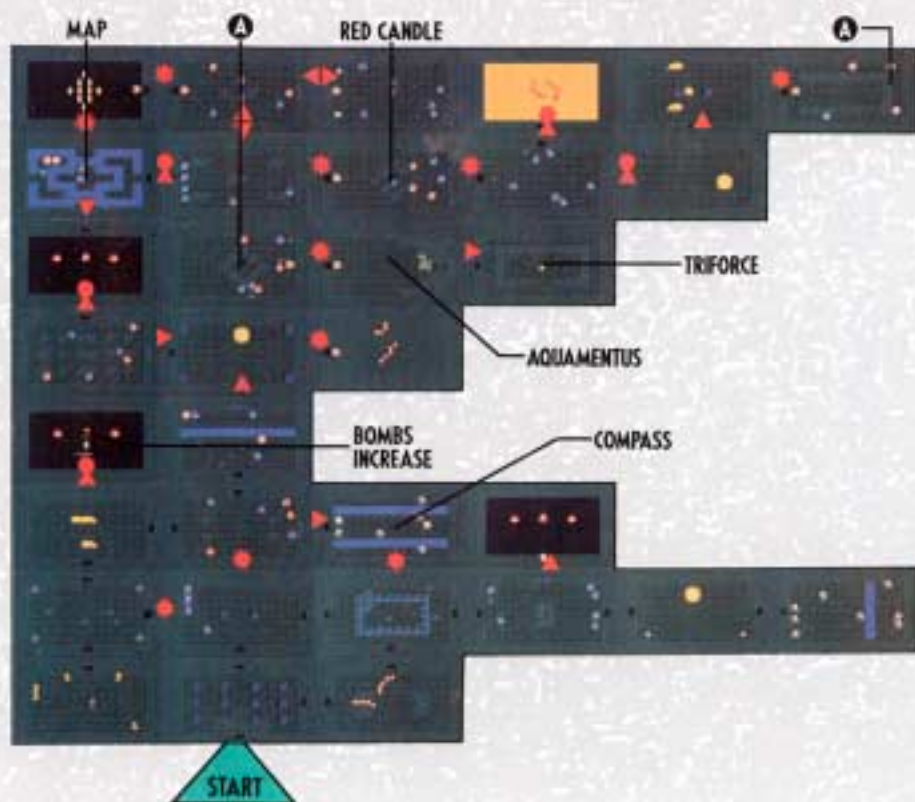
C-5

LEVEL 7: DEMON

Before entering, have Enemy Bait and at least 100 Rupees. You must beat all of the Wallmasters in the tip of the nose room before discovering a secret stairway, but a clock freezes Wallmasters in the walls. If a clock appears, leave it!



To reach the hidden staircase that connects the two A's, go through the room with the Red Candle. This room does not appear on your map, but it's there. Bomb into it to get the candle.





LEVEL 8: LION

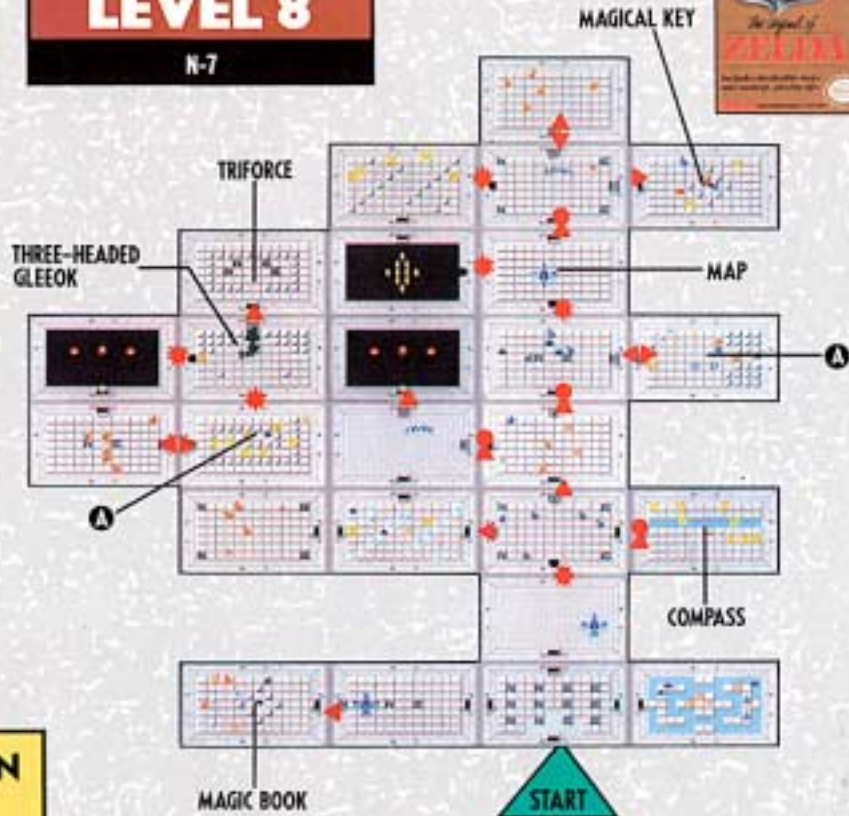
Level 8 has many enemies and several hidden passages. Plan your path to avoid your enemies when possible and be sure to pick up the Magical Key. Try bombing or walking through every wall.



If you thought the Two-Headed Gleeok was bad, wait until you face the three heads of this one! Hit them repeatedly with your sword.

LEVEL 8

N-7

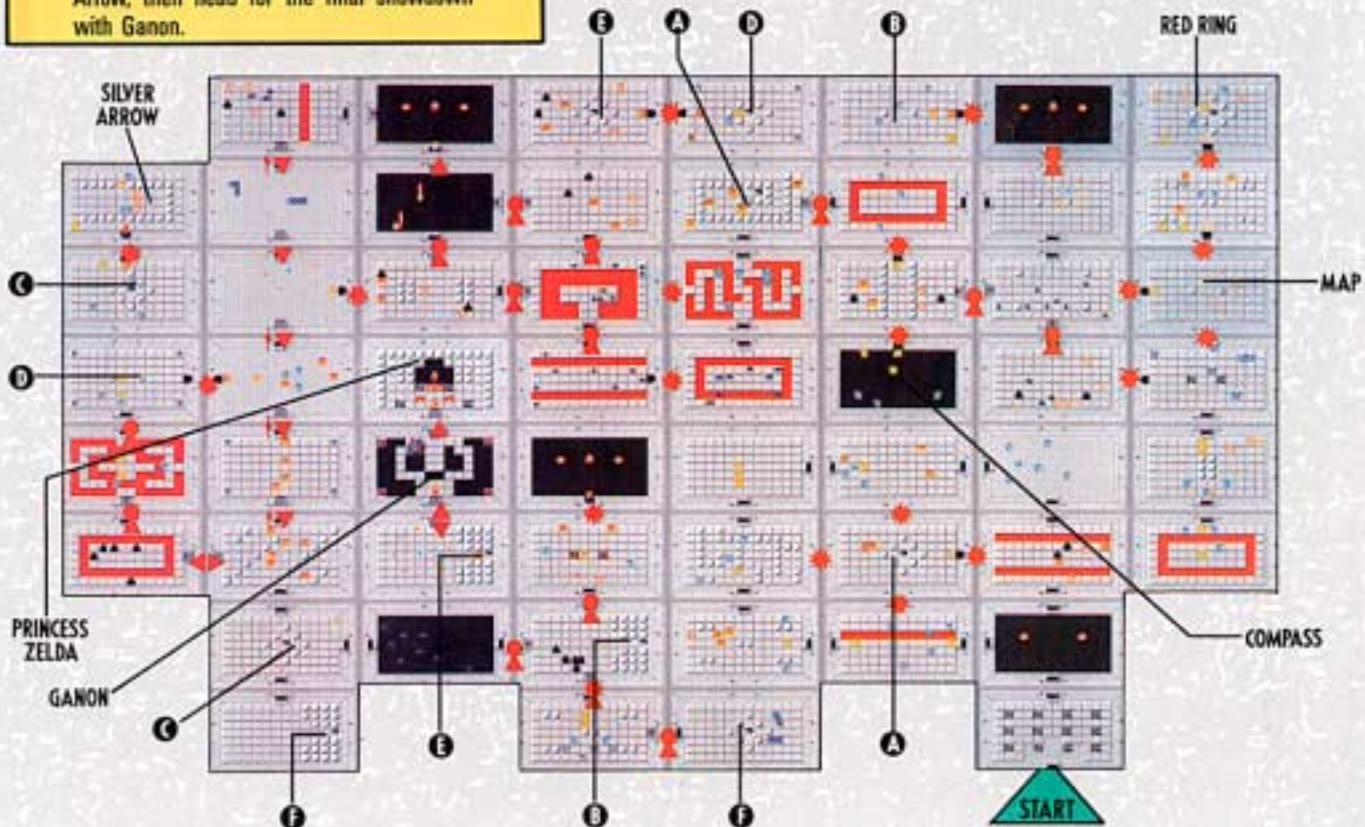


LEVEL 9

F-1

LEVEL 9: DEATH MOUNTAIN

Level 9 has lots of hidden passages. Check everywhere! Get the Red Ring and the Silver Arrow, then head for the final showdown with Ganon.



SECOND QUEST

HYRULE OVERWORLD

The Overworld map to the Second Quest may look like the First Quest map, but the similarities end there. Don't expect to find items hidden in the same places, and don't look for entrances to the levels where they were before, either. In the Second Quest, many walls are just illusions. Try walking through them everywhere. You'll find that the Whistle is more useful than ever.

DISCOVER SECRETS

A	by moving Ammos
B	by using Bombs
C	by using Candles
R	by pushing Rocks
T	by pushing Tombstones
W	by blowing Whistles

FIND WARP HALLS

D-3 **R** J-8 **R**
J-5 **R** N-2 **R**

GAMBLE

A-2 **B** G-2 **B** M-8 **B**
A-7 **W** G-8 **B** P-2

OBTAIN INFORMATION

A-B K-2
F-B M-2 **A**

FIND DUNGEONS

Level 1 H-4 Level 6 A-4 **T**
Level 2 E-4 **A** Level 7 M-7 **C**
Level 3 M-4 **W** Level 8 J-2 **B**
Level 4 L-2 **R** Level 9 A-1 **B**
Level 5 F-5

PAY RUPEES

B-1 **B** D-7 **C** I-7 **C** O-2 **B**
C-8 **C** E-2 **B** K-7 **C**
D-1 **B** H-1 **B** N-8 **B**

FIND POTION SHOPS

C-1 **B** E-7 J-3 **W**
D-4 **B** I-2 **B** L-5 **C**
E-1 I-8 **C** N-1 **B**

FIND FAIRIES

D-5 J-4 L-1

FIND ITEMS

Choice of Heart
Container or Water
of Life

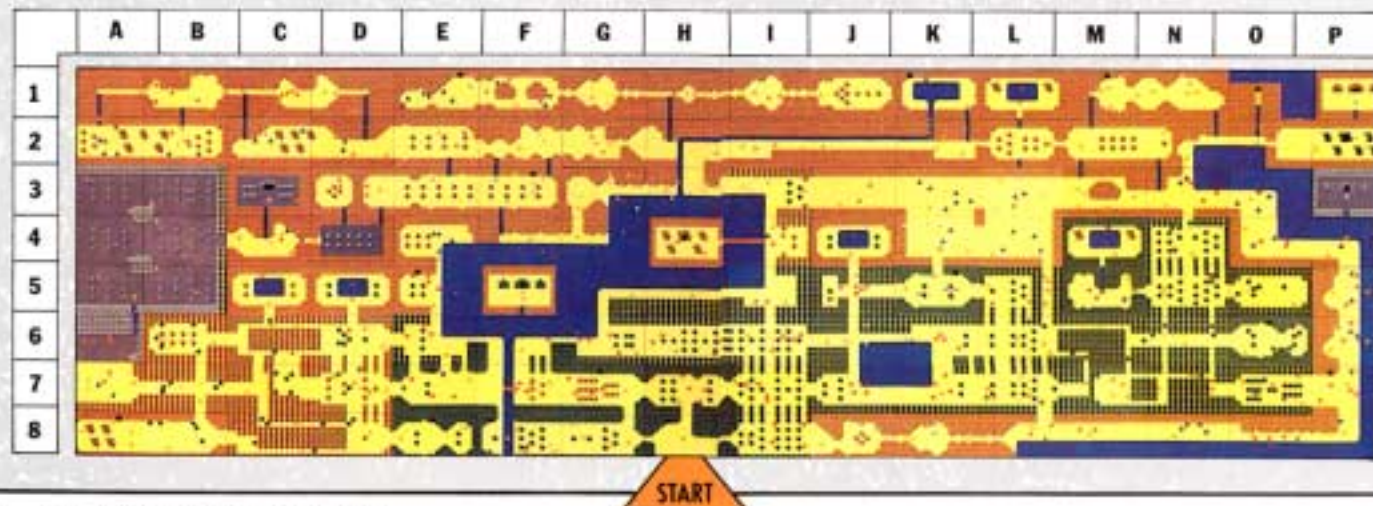
Heart Container P-6
Sword H-8
White Sword K-1
Magical Sword J-1 **R**
Letter B-2 **R**
Power Bracelet E-3 **A**

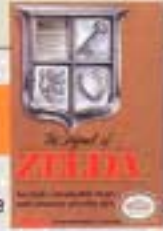
OBTAIN RUPEES

10 B-6 **C** 30 I-3 **C** 30 N-3 **B**
30 C-3 30 I-5 **C** 30 N-4 **A**
30 D-2 **B** 30 I-6 **W** 10 O-5 **A**
100 D-6 **C** 10 L-3 **W** 10 O-7 **W**
10 G-6 **C** 10 L-6 **C**

FIND SHOPS

Location	Item	Magic Shield	Key	Blue Candle	Empty Bell	Heart	Bomb	Wooden Arrow	Blue Ring
C-2 B		90			100	10			
E-5		130					20	80	
E-8		160	100	60					
F-2 B		160	100	60					
F-3		130					20	80	
G-3 B		90			100	10			
G-5 C		90			100	10			
G-7		160	100	60			20	80	
K-5		130					20	80	
M-1		160	100	60					
N-5 C		90			100	10			
O-1		160	100	60					
O-6		160	100	60					
P-1			80		60				250
P-7		130					20	80	





SECOND QUEST

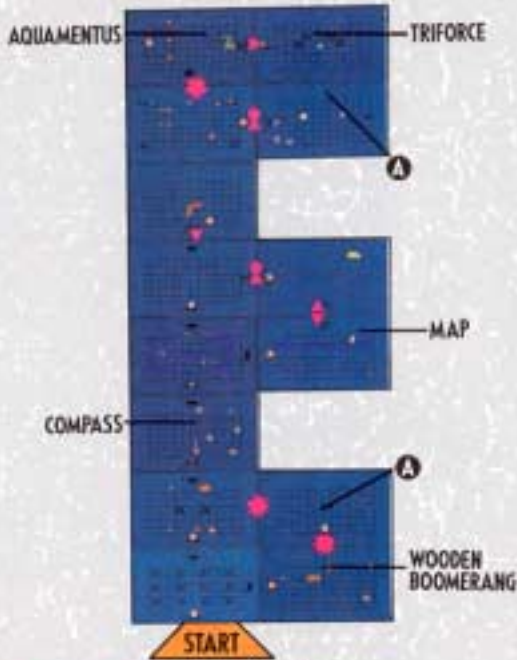
HYRULE DUNGEONS

In the Second Quest, you'll find it helpful to walk through walls to discover otherwise invisible passages. You never know where

the technique will work, so try it on walls everywhere. See the key on page 60 for the locations of important items.

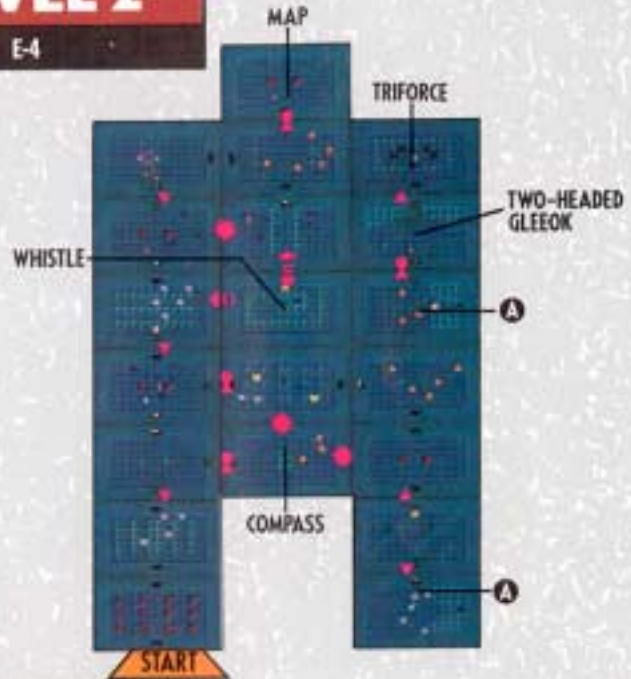
LEVEL 1

H-4



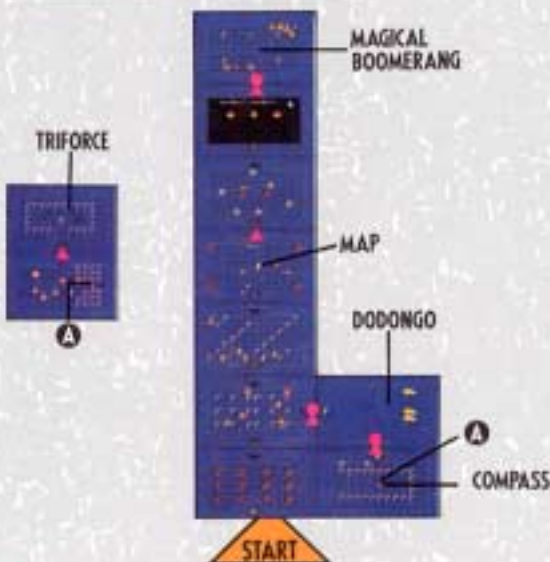
LEVEL 2

E-4



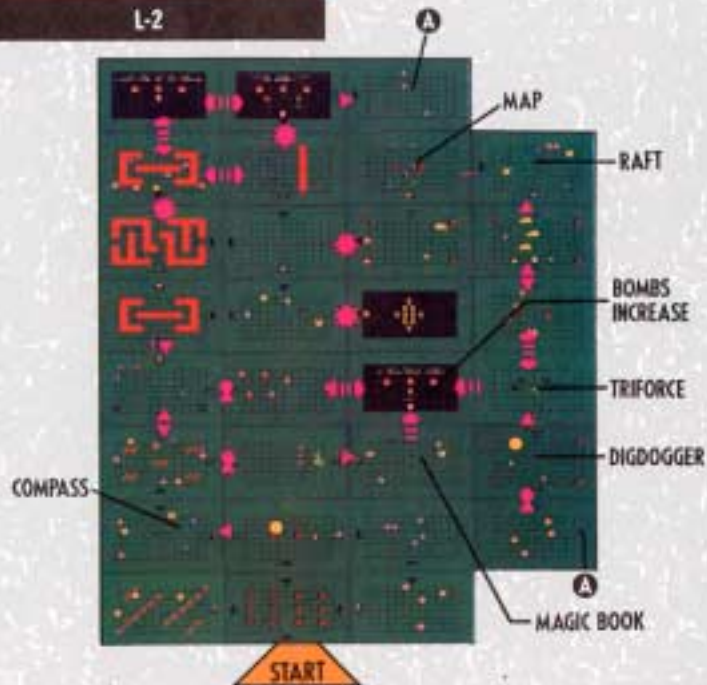
LEVEL 3

M-4



LEVEL 4

L-2

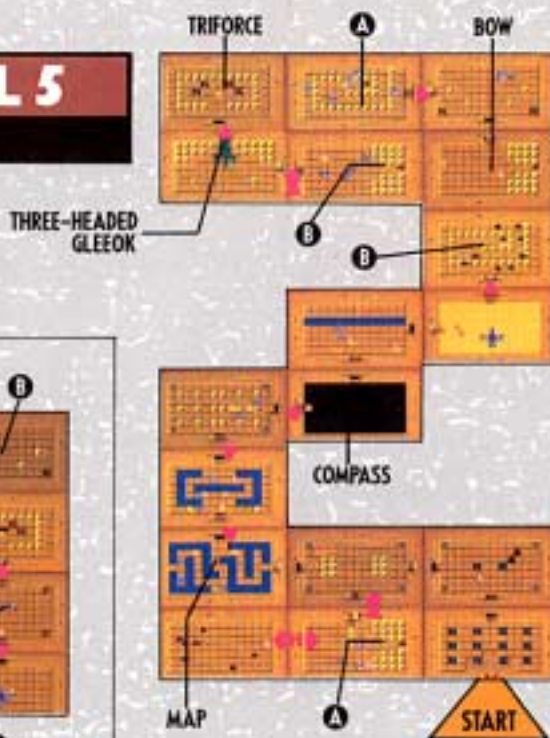


A DESCRIPTION OF THE MAP

	Doors that require keys
	Shutters
	Invisible doors (Walk through the walls)
	Walls that you can blast with Bombs
	Entrances to Secret Passages
	Arrows that show which way you can go

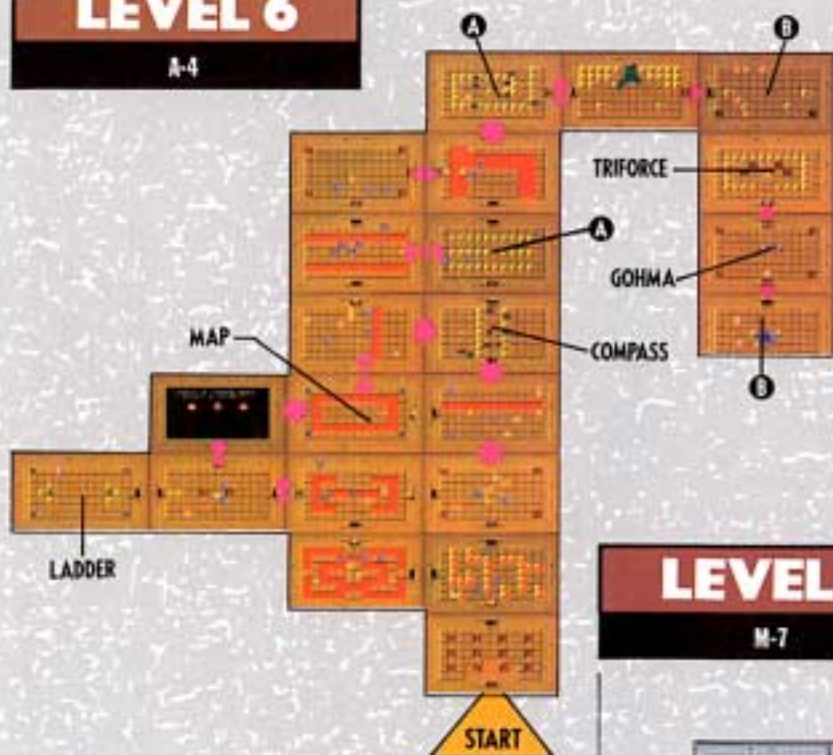
LEVEL 5

F-5



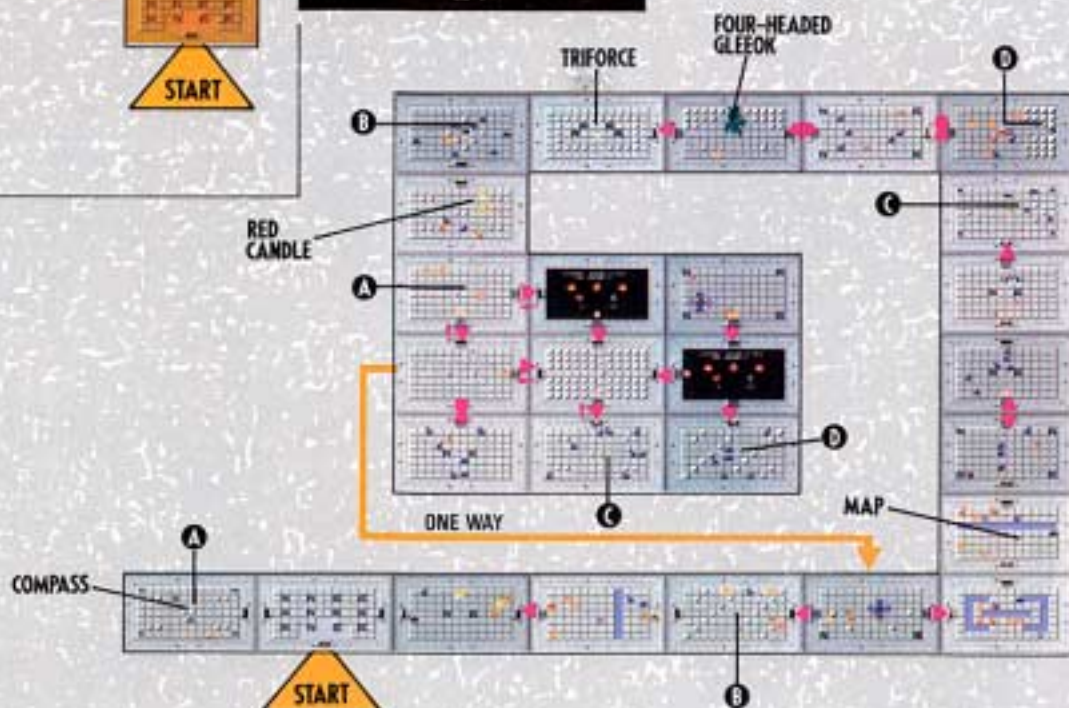
LEVEL 6

A-4



LEVEL 7

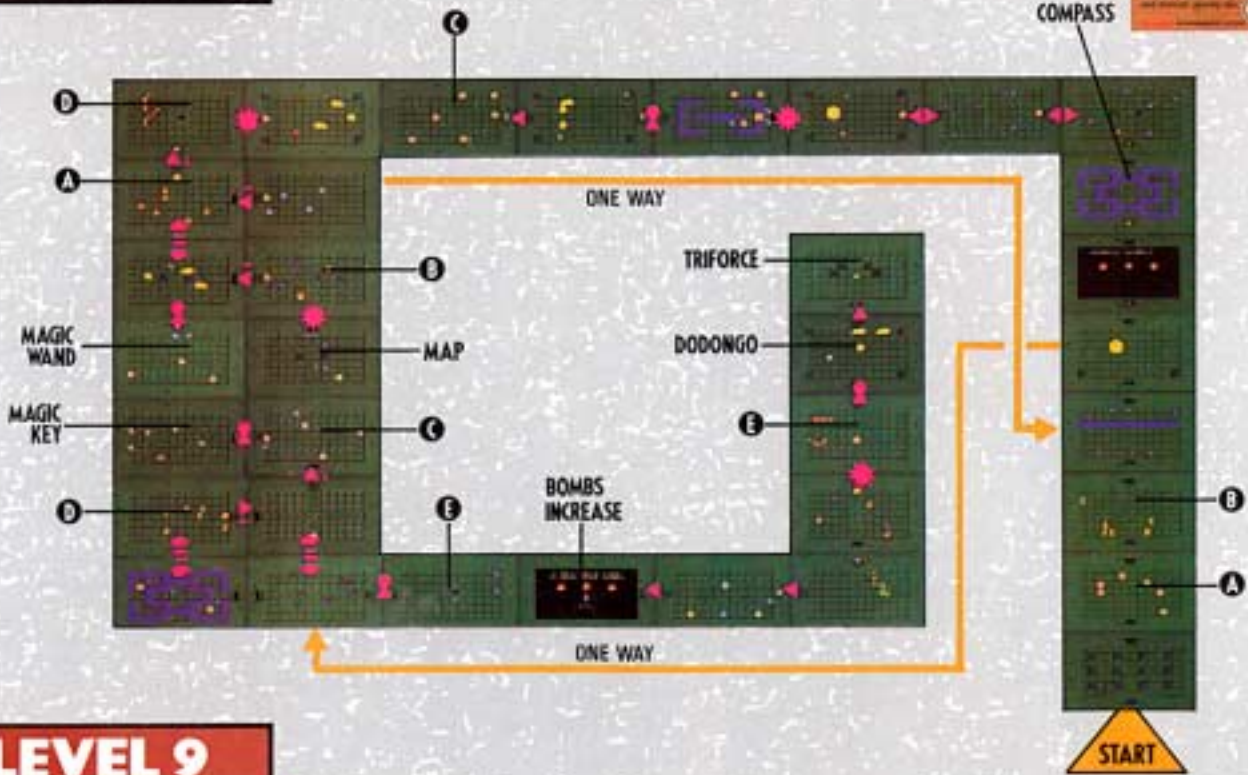
M-7





LEVEL 8

1-2



LEVEL 9

A-1

