

What follows is an updated instruction manual for Nintendo's classic video game, *Zelda II: The Adventure of Link*. This manual is the result of a group assignment for a required technical writing class I had to take back in the summer of 2001 at the university. The objective for this final project was to write an instruction manual for a product in a technical style, omitting flashy graphics, story elements, and fun fonts and instead only providing actual factual gameplay information in an easy to follow style with simple diagrams and basic illustrations. Basically, we had to suck the fun out of the source material. I like to think that my group and I achieved this, taking the original manual and updating it with thirteen years of gameplay experience.

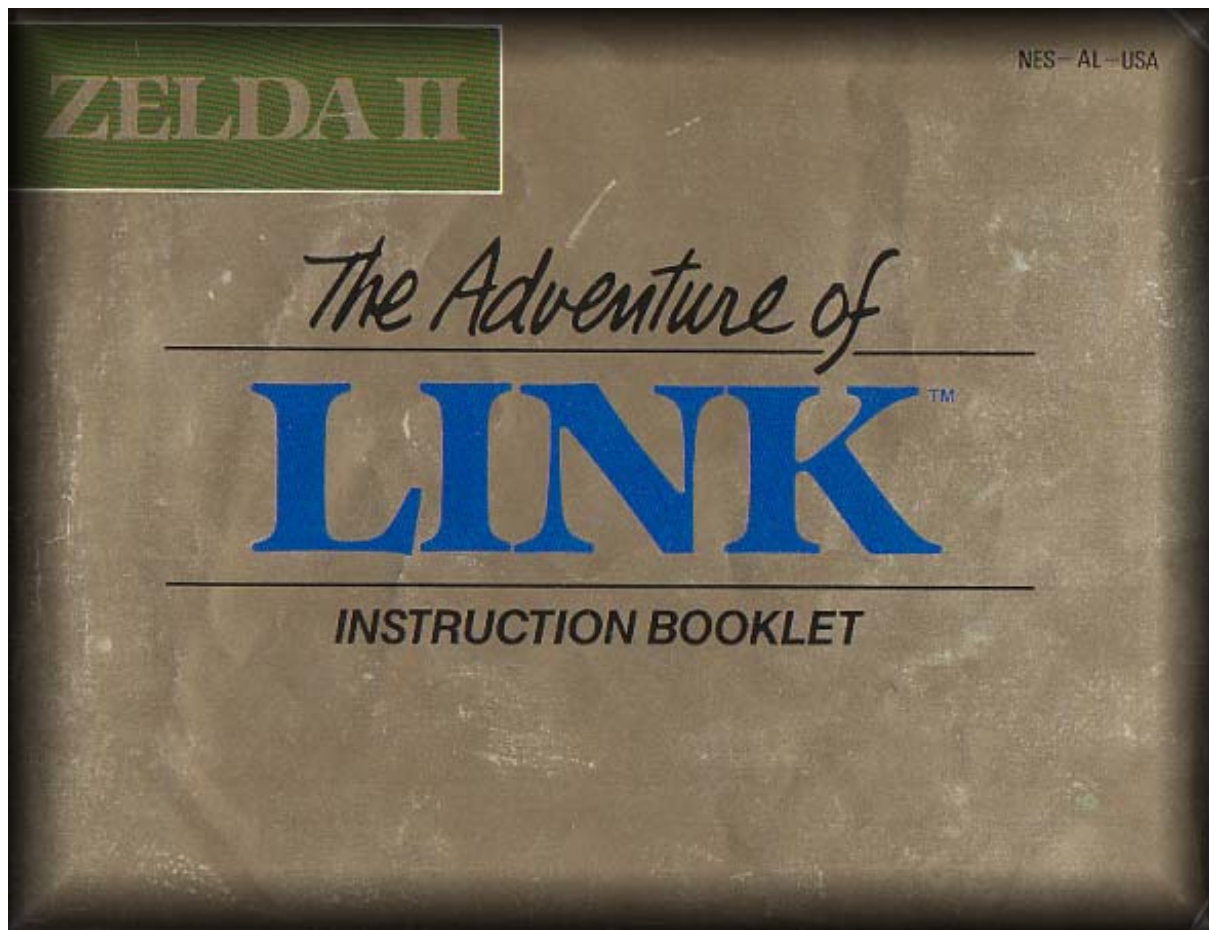
Some of the graphics ahead may look familiar, as they were scanned from the original manual that is still in my possession. Beyond that I wowed everyone in the group and the professor himself with some custom screenshots of the game, something that at the time seemed like the work of sorcery. My work must have paid off. I earned an A on this project and passed the course.

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Revised And Updated With Thirteen Years of
Gameplay Experience

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INTRODUCTION

Your name is Link and the fate of Princess Zelda is in your hands. The princess has been placed under a spell by an evil magician, and lays in eternal sleep. The only way to release her from the spell is to take control of the Triforce. You already possess the parts Power and Wisdom. The third part, Courage, is hidden in the Great Palace on the largest island in Hyrule.

However, to enter you must first set crystals in the foreheads of statues located in six other palaces. This will not be easy. The statues are watched over by six separate guardians. But once all the crystals are set, the 'binding force' on the Great Palace will be lifted. You may then enter, where your most challenging task will begin. For here is where you must face the Great Guardian, and he will do everything to keep you from possessing the final part of the Triforce. But destroy the guardian and take control of the Triforce, and you will be able to awaken the princess and rescue her from eternal sleep.

This booklet of easy to follow instructions will help guide you through your difficult task of freeing Princess Zelda. Helpful illustrations and text are provided to help even novice gamers conquer the guardians and complete the Triforce. The booklet is simple enough to read entirely before starting the game, and then feel free to come back and reference it whenever necessary. Good luck on your journey through the palaces of Hyrule, where only you can free Princess Zelda.

TABLE OF CONTENTS

INTRODUCTION	i
STARTING A GAME	1
BE AWARE OF THE FOLLOWING CONDITIONS.....	1
THE ADVENTURE BEGINS!.....	2
Types of Land	3
FIGHTING.....	4
Skills.....	4
<i>Attacking</i>	4
<i>Defending</i>	4
WORLD MAP	5
Enemies	5
Movement	6
TOWNS	6
Interacting with people in towns.....	6
Entering houses	6
PALACES	7
Fighting	7
Items	7
Bosses.....	8
ITEMS.....	8
SPELLS.....	9
ENEMIES	10
Palace Guardians.....	14
FINAL THOUGHTS	16

STARTING A GAME

To start a game press START on the controller when the title screen appears. You can then register your name for the first use or select a previous name.



Fig. 1 (left):
Title Screen



Fig. 2 (right):
Game Menu

To start a new player name press SELECT until the mode changes to Register. Press START to begin entering your name. You enter your name by pressing the CROSS button to select a letter and pressing A to accept it. You can enter up to eight letters. After you enter your name press START to begin.

To begin a previous game press SELECT until the fairy icon moves next to the game you want to play. Then press START to begin the game.

BE AWARE OF THE FOLLOWING CONDITIONS

- If you are saving a game for later playing you must keep the RESET button pressed while turning of the power. You may lose your game if you fail to do this.
- Do not press the RESET or POWER button while the select display screen is up. If you do this you may lose a previously saved game.
- If your game ends while in a palace and you press CONTINUE the game will resume from the entrance to the palace. If you are not in a palace and you press CONTINUE the game will resume from the very beginning.
- The game may be saved for up to five years. Exposing the game cartridge to high temperatures will shorten the life of the battery that keeps your game.

THE ADVENTURE BEGINS!

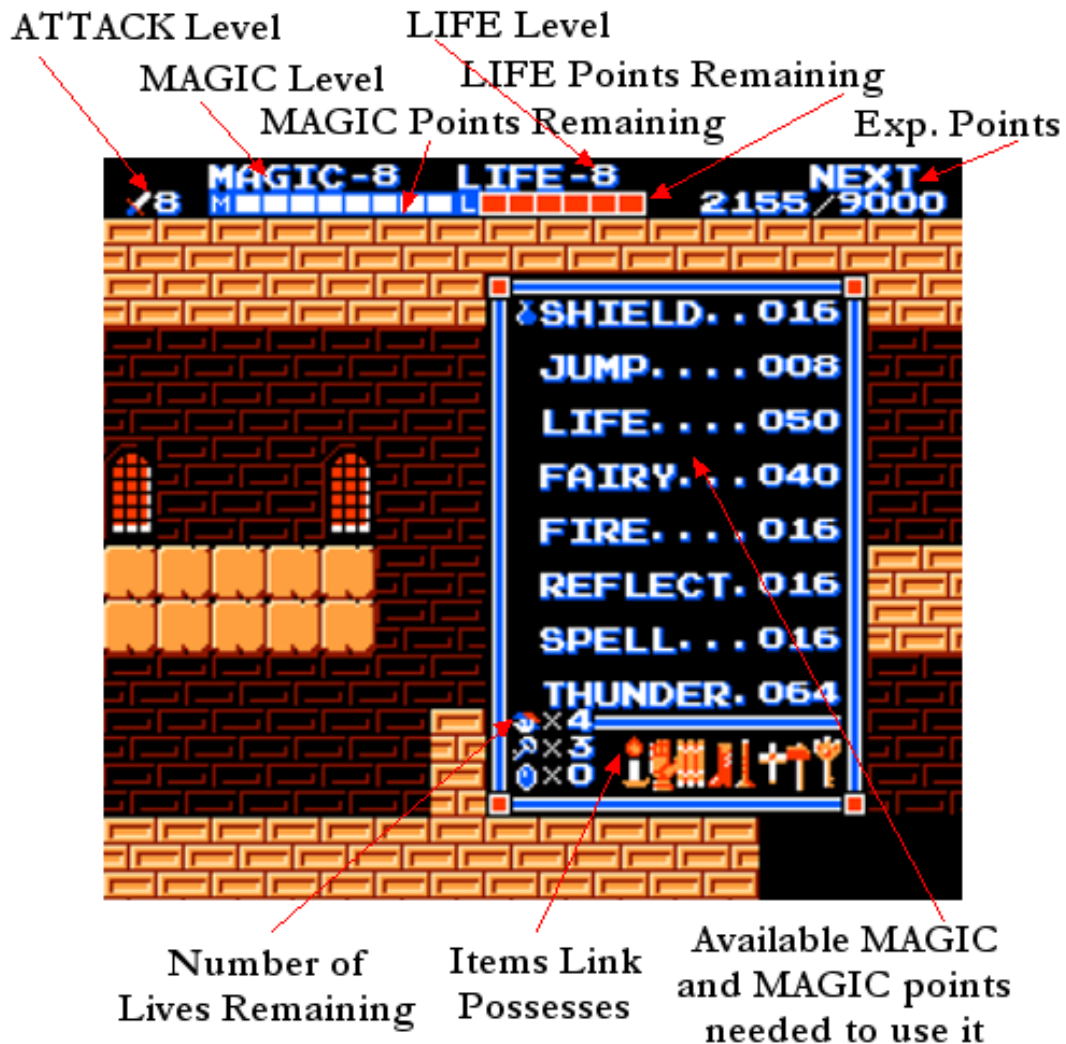


Fig 3. (left): The start of a new game. Princess Zelda is asleep on the altar.

Fig 4. (right): The Land Map Screen



Fig. 5 (below): Screen Diagram



Your adventure begins in the castle (Fig 3). This screen layout is the action-screen. While in the screen mode you can press the START button to see your available magic spells

and items (Fig 5). At the top of the screen is the ATTACK level, plus the MAGIC and LIFE meters.

- ATTACK is how well you can attack enemies. It will increase with experience.
- MAGIC is separated into three areas. Magic spells are shown with the level and magic points necessary to use the spell. You must have a “magic-level” high enough to use certain spells. You also need to see how many magic points you have. Magic points are used up when casting a spell.
- LIFE is separated into two parts, your life points or health for the current life and the number of lives you have left. You get three lives. You must start from the beginning when you die three times.

Pressing START again will return to the action-screen. You can move horizontally across the screen using the control pad. Use the control pad to exit the screen to the right. After leavening the castle you will see the land-map (Fig 4).

Types of Land

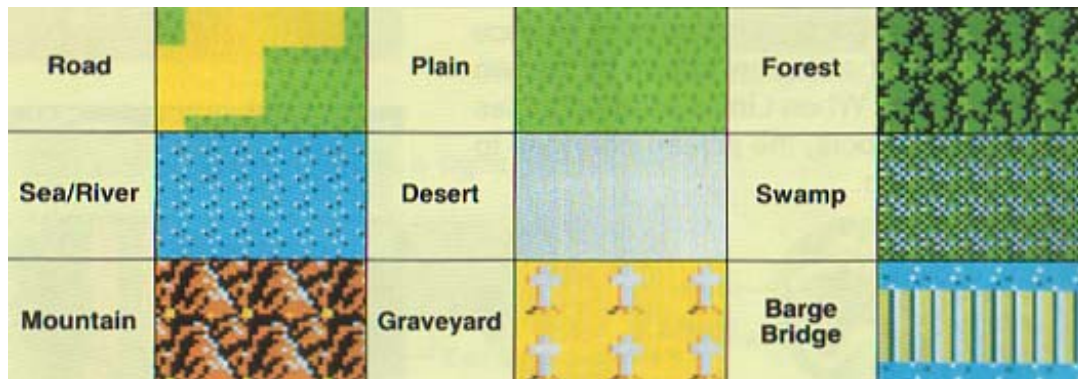


Fig. 6: Land-map Types

The land-map shows the type of land that is in each area. Each land type has special properties.

- Road is the easiest to travel on. You will not be attacked while traveling on a road. Sometimes a road may be blocked. You will need find and use items to unblock it. This is explained in the items section on page 8.
- Sea/River refers to all bodies of water. You cannot travel on water by foot, however you may find magic boots to cross some bodies of water.
- Mountain is land that is too difficult to cross.
- Plain is open grassland. Movement is easy but enemies may attack you.
- Desert is open land. Movement is easy but enemies may attack you.
- Graveyard is a place where you will most likely find enemies.

- Forest is land that is difficult to travel in and enemies may attack you.
- Swamp is land that is very difficult to travel in and enemies may attack you. Due to the high grass in a swamp, Link will only be able to walk at half his normal speed.
- Barge Bridges cross over small channels of water. They typically lead to an action scene.

FIGHTING

You will encounter many different types of enemies during your adventure. You must study their strengths and take advantage of their weaknesses if you are to prevail. This section provides an introduction to the art of fighting.

Skills

There are two basic skills to fighting: attacking and defending. Attacking is accomplished through the use of the sword, and defending is accomplished through the use of the shield.

Attacking

You inflict damage by swinging your sword with the B button (See Figure 2). Once you have met the sword master, you will be able to perform more advanced techniques such as the Jump Thrust, and the Downward Thrust. Be careful however, for when you are swinging your sword, you are defenseless.

Defending

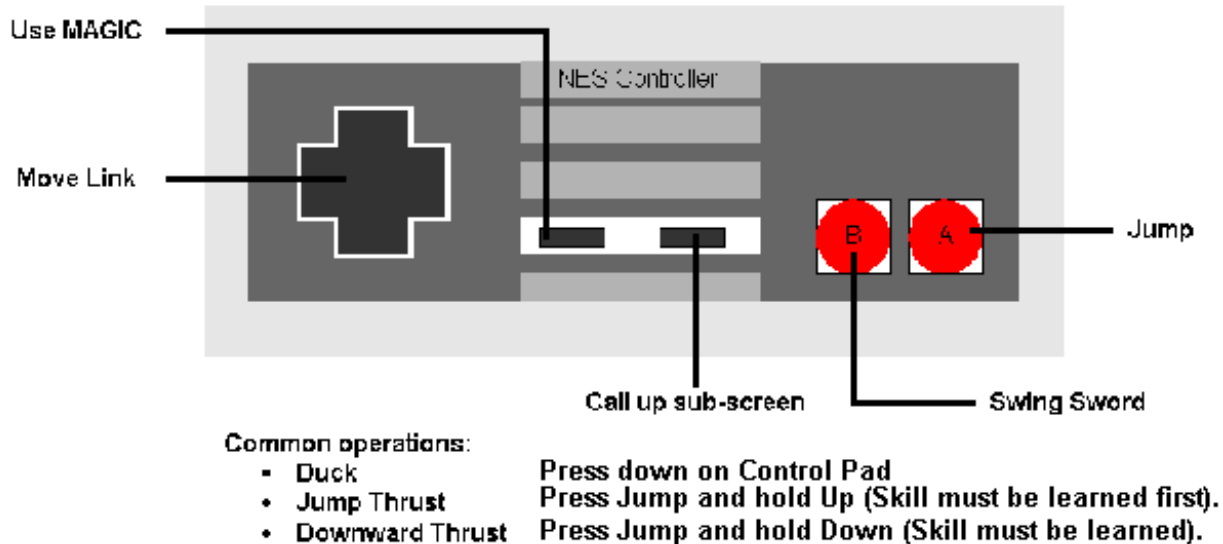
You can defend against some forms of attack with your shield. When you are standing, you can defend with your shield attacks that come from a height of O. However, you can still be injured at a height of X (See figure below). The same applies when you are ducking.



Fig 7 (right): Standing and Ducking, X and O

Be careful though, there are some forms of attack that cannot be defended against.

Figure 8: Controller Operations in a Fight Scene



WORLD MAP

Most of the game is spent adventuring on the World Map. From this screen, you will explore the world of Hyrule. Beware, however, there are enemies who will try to attack you if you leave the road. This section provides instructions on exploring the world of Hyrule.

Enemies

There are two different types of enemies that will besiege you on your journeys. There are both weak enemies and strong enemies who will try to attack you (See Fig. 9). If you run into one of them on the World Map, you will be taken to a battle scene where you must fight a group of enemies. Exit a battle scene by walking to the left or the right until you reach the end of the screen.

NOTE: You will sometimes encounter a fairy on the world. If you are able to run into one, you will enter a screen with a fairy, who will renew your life.

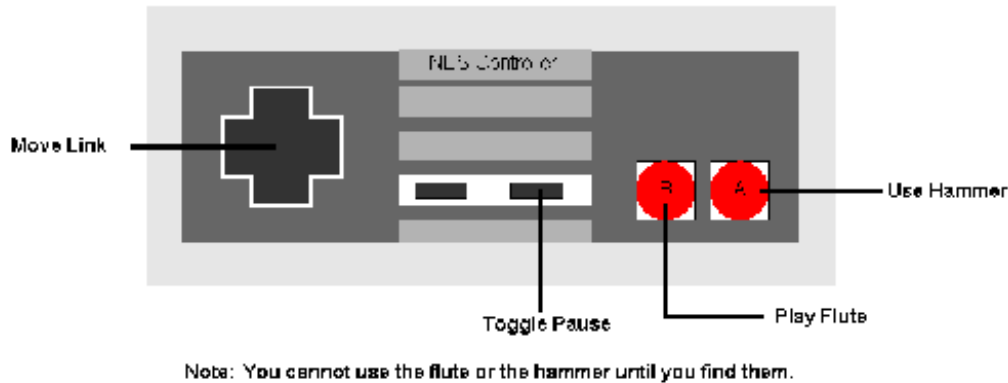


Fig. 9 (left): Strong and Weak Enemies on the Map

Movement

You can move in all four directions, and over all types of landscapes, except for water and mountains (See Fig. 6). You can also use the Flute and the Hammer, once you find them.

Figure 10: Controller Operations on the Map



TOWNS

You can learn many secrets by exploring the towns carefully. To enter a town, simply walk onto it from the world map.

Interacting with people in towns

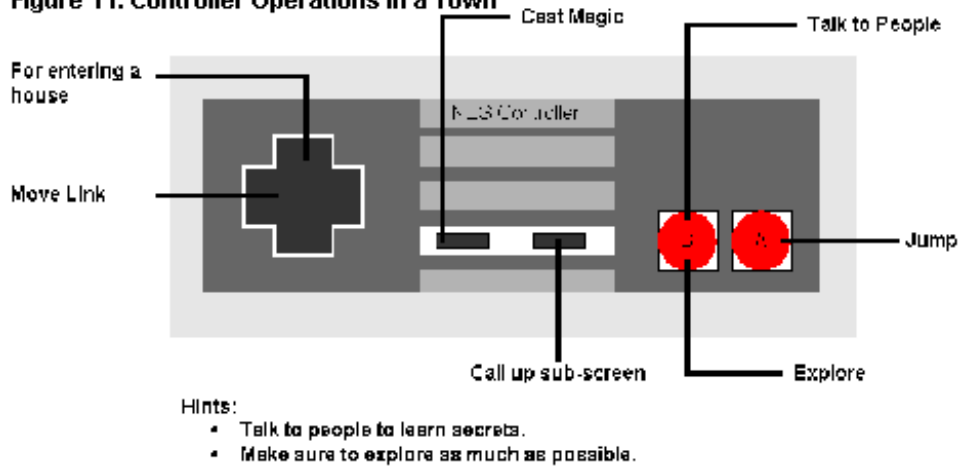
It is very important to try to talk to everyone you can. Many people have secrets to share, and some have items to give. Some people will ask you to perform favors for them. Normally, you will be rewarded for your kindness. Use the B button to talk to people (See Figure 3).

Entering houses

Some townspeople will invite you into their houses. When they open the door, press up on the D-pad to enter their house (See Figure 3). Make sure to time this carefully so you do not get locked out.

Once inside a house make sure to explore and talk to the residents. You can explore by pushing the B button (See Fig 11).

Figure 11: Controller Operations in a Town



PALACES

In order to reach the Great Palace, you must first fight through the six palaces and defeat their guardians. The palaces are much bigger than towns, and can hide special items that will assist you in your quest. This section gives instructions on navigating through palaces.

Fighting

The controls for fighting enemies are the same as described in the Fighting section (See Page 4). However, there are many different types of enemies that lurk in the palaces. You will have to adapt your fighting strategy to each creature's strengths and weaknesses if you are to succeed.

Items

Each palace contains an item that will assist you in your quest. It is in your best interests to get each item if you are to have any hope in succeeding in your quest. See Page 8 for a list of the possible items you will encounter.

You will also have to search for keys to unlock barriers (see **Fig 12**, right). Unlock a barrier by walking into it once you have a key. Keys can only be used in the palaces in which they are found. Once you find a key it is in your possession until it is used, regardless of if your game ends. The number of keys you have collected is available on the subscreen (see Fig 5).



Bosses

A boss guards each palace. You must defeat them in order to complete your quest. You will need to adapt your style of attacking to each boss's strengths and weaknesses. Only then will you be able to conquer the palaces.

Consult page 14 for a listing of bosses.

ITEMS

Link will have to collect a wide variety of items in order to complete his quest. Some items are found in caves, others in palaces, and kind-hearted town citizens give some to you. Learn to use items as efficiently as possible.



Magic Jar: Blue jars refill your magic meter by a small amount. Red jars refill it entirely.
P Bag: P Bags, or Point Bags, increase your total points. They come in 50, 100, 150, and 200 point varieties. How much is a bag worth? Stab it to find out!
Heart Container: A heart container adds one life unit to your life bar. There are four to collect around Hyrule.
Magic Pot: A magic pot adds one magic unit (16 points) to your life bar. There are four to collect around Hyrule.
Link Doll: Pick up a Link Doll and gain an extra life. However, Link Dolls are very rare.



Candle: Find the candle in a palace. It lights up dark caves for you. Without the candle you might run into enemies in a dark cave!
Hammer: The hammer will destroy rocks that block your path on the map screen. The hammer can also chop down forest blocks on the map screen.
Glove: Find the glove in a palace. It allows you to break certain blocks with your sword.
Raft: Find the raft in a palace. It enables you to cross the sea from the eastern dock.
Magic Boots: Find the boots in a palace. They allow you to walk across certain water squares. There is no visual indication as to which squares are walkable.
Magic Whistle: Find the whistle in a palace. Aside from playing beautiful music, you can use it to scare away certain barriers on the map screen.
Magic Key: A master key for all the palaces. Once you have it you do not need to collect small keys anymore. Find this treasure in a town.
Magic Cross: Find the cross in a palace. It allows you to see invisible enemies.

SPELLS

Cast spells by selecting one from the subscreen and then push the select button. Spells are only active until you cross over to another screen. Learn to use your magic spells and acquire as many of them as you can as quickly as you can. Spells are learned from the old wizards in the various towns throughout Hyrule. However, first you must find the old wizards, which can be a quest in itself.

Shield: Raises Link's life level temporarily and reduces damage inflicted by half. Link will turn brown when the spell is cast to signify he is protected.

Jump: This spell increases Link's jumping power. Link will jump twice as high when this spell is cast.

Life: This spell will recover some of Link's life points.

Fairy: This spell turns Link into a fairy. He will be able to fly, but not jump or attack. Link can be hurt while in fairy mode, so watch out for enemies.

Fire: When this spell is cast, Link will shoot a fireball when he stabs with his sword. Some enemies can only be hurt by fire.











Reflect: This spell is most useful in later palaces. It will allow Link's shield to reflect enemy wizard's magic blasts back at them.











Spell: The Spell spell does strange, random things. Try it and see what happens.



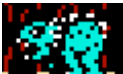

Thunder: The most powerful spell. It causes all enemies on the screen to take damage.







ENEMIES

There are many creatures and critters throughout Hyrule that are trying to prevent Link from waking Princess Zelda. Some are easy to defeat, whereas others will dog Link and chase him across the land. Learn each enemy's strengths and weaknesses in order to fight back and slay the beasts. Some enemies drop items after they are defeated, so slay as many creatures as you can.



	Bot: Comes in both a red and blue variety. Blue bots jump at you.
	Bat: Swoops down from above, then retreats to the ceiling. Comes in both a red and a blue variety, but the red ones turn into dragons.
	Geldarm: Lives in the desert. Find a way to stab its head.
	Goriya: Attacks with boomerangs. Use your shield to defend from the attack and stab it when you get close enough. Goriyas come in several colors, but all have the same attacks and energy level.
	Lowder: Scurries along the ground slowly, but it will speed up and charge if it sees Link.
	Moblin: Dog-like creature that attacks by hurling spears. Moblins come in orange, brown, and blue colors. The blue ones are relentless attackers.
	Deeler: Forest-dwelling spider. Comes in red and blue colors. Red dealers are content to hang from the trees, but blue dealers will drop to the ground and chase Link.
	Moby: The moby will swoop up and down in a wave pattern. Sometimes a moby will drop straight down and charge straight at Link.
	Octrock: Stone-spewing octopus native to swamps, deserts, and caves. They will jump before shooting a stone. Comes in red and blue colors; blue octrocks are stronger than their red cousins.
	Daria: Ax-chopping gator knight. He will charge at Link. Comes in orange and brown varieties. Orange darias will chop with their axes, while brown darias will throw axes at Link. Each one requires several stabs to defeat.







	Moa: Eyeball ghosts that fly through the air, often nose-diving at Link. Comes in blue, red, and orange varieties. Blue and red moas will swoop around, but orange moas will also drop fire balls on Link.
	Ironknight: Palace knights who are quite handy with a sword and shield. Comes in orange, red, and blue varieties. Orange ironknights attack slower than red ones, but blue ironknights will throw knives at Link.
	Mu: Small, spiky blobs. They hop around and are too small to conventionally stab with your sword. If you could only stab straight down...
	Stalfos: Skeleton knights. They attack with a sword and a shield. A blue stalfos will jump around, but a red one will not. Sometimes you will encounter an armored stalfos who is more heavily defended.
	Apebeast: The apebeast will throw fireballs that travel in an arc. Occasionally he will hop around as well. Get close enough to him to stab him. Most commonly found in palaces.
	Dogknight: Quite easy to dispose of, but if one of them touches Link they will steal experience points! They often attack in groups, coming one after another.
	Flying skull: Bounces from wall to wall inside palaces. They are unbeatable, but a quick stab will slow them down briefly. They steal energy and magic if touched.
	Pidgeon: Hops around from place to place. They often attack in groups and will swarm on Link if he doesn't act fast enough.
	Skelefish: Leaps out of water and lava. They will then land and follow Link, shooting stones at him as they travel. Touching one will result in the theft of energy and experience points! They often attack in groups as well.
	Rope: Stone-spewing snake. In later palaces, they also shoot fire. They tend to pace back and forth in a given area, jumping into the air before shooting a projectile.

	Dragonhead: Found mainly in palaces, dragonheads will swoop up and down in packs. If Link touches one, he will lose both energy and experience points.
	Wolfhead: Like their dragonhead cousins, wolfheads steal energy and experience points. However, wolfheads move vertically and horizontally instead of swooping around.
	Maceknight: Armored stone warrior that tosses maces at Link. Get close enough to stab him repeatedly. Found commonly in palaces.
	Jumpin' Spider: Heavily armored spider that leaps around the screen. Your sword won't even put a dent in it. There must be some magic you can use to defeat it...
	Blinking Moa: This moa, unlike his blue/red/orange cousins, will only move when his eye is open. When his eye is closed he freezes, but he is also invulnerable to sword attacks during this time.
	Buzzer: Flying desert bees. They drop stones on Link and dive-bomb at him. They move fast, but a sword stab will ground them.
	Leever: Desert-dwelling spiked monsters. They rise out of the ground whenever Link is near. They usually attack in groups.
	Stonelizard: Fire-breathing lizard. Heavily armored as well, but he can't take a dose of his own medicine. He will stand on his hind-legs before shooting a fireball.
	Scorpion: Only vulnerable when his eye is open. His tail shoots forceballs. Attack quickly or get out of his way!
	Armylizard: The reptile equivalent of an ironknuckle. They come in orange, red, and blue varieties. Orange ones attack with a spear, red ones with a mace, and blue ones with a throwing mace.

	Magician: Casts powerful spells at Link. He can dish it out, but he can't take it. Try some of his own magic against him. Act fast, because the magician will disappear and warp around the room.
	Wizzrobe: Like the magician, disappear and warp around the room. However, the wizzrobe will drop fire balls in an attempt to scorch Link. Introduce him to your sword.
	Birdknight: Armored eagles. Comes in both a red and blue variety. Red ones attack with a sword, blue ones with throwing knives. Both will jump around in an attempt to elude Link.
	Firebird: Fire-breathing eagles. Their fireballs travel in a parabolic motion. Stab him before he toasts you.
	Big Flying Skull: A larger version of the flying skull. It will split into several flying skulls if attacked.
	Big Bot: A larger version of the bot. It will split into several bots if attacked, and it likes to drop from the ceiling unannounced...

Palace Guardians

	Horsehead: Mace-swinging boss of Parapa Palace. Use your shield spell to withstand his attacks. Aim for his head.
	Helmethead: Armored boss of the Swamp Palace. Knock his helmet off to expose his head (pictured, left). There's your target: attack!

	Ironknuckle on Horseback: Boss of the Island Palace. He glides across the floor on horseback, charging at Link. Use a few well-timed downward thrusts to knock him off his horse, then attack him like any other ironknuckle.
	Carrock: Boss magician of the Maze Island Palace. He casts powerful spells which your Reflect spell can bounce back. He also warps around the room, so stay on your toes.
	Gooma: Mace-swinging boss of the Ocean Palace. Avoid his mace and stab his head when you can get close enough. His lack of speed is his greatest weakness.
	Barba: Fire-dragon boss of the Southern Palace. He emerges from one of the lava pits in the room and towers before Link. If only you could reach his head...
	Thunderbird: Boss of the Great Palace. He floats around the room and spews fireballs at Link. Start with an attack of the Thunder spell, then aim for the face.
	Final Boss: The ultimate evil in Hyrule. Act fast, attack with gusto, and perhaps you can slay the beast...

FINAL THOUGHTS

Now that you are armed with the knowledge of how things work in the land of Hyrule, it is time for you to go forth and save the princess. Remember that all of Hyrule is counting on you. Never give up! Never surrender!

If you enjoyed playing Zelda II: The Adventure of Link, consider playing one of the many other Zelda titles released over the years, such as Link's Awakening or The Ocarina of Time. Good luck, and good adventuring!