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Zelda II

The Adventure of Link
Blockbuster Review

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Three Game Kickoff

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Captain Nintendo: Part 2



Nintendo

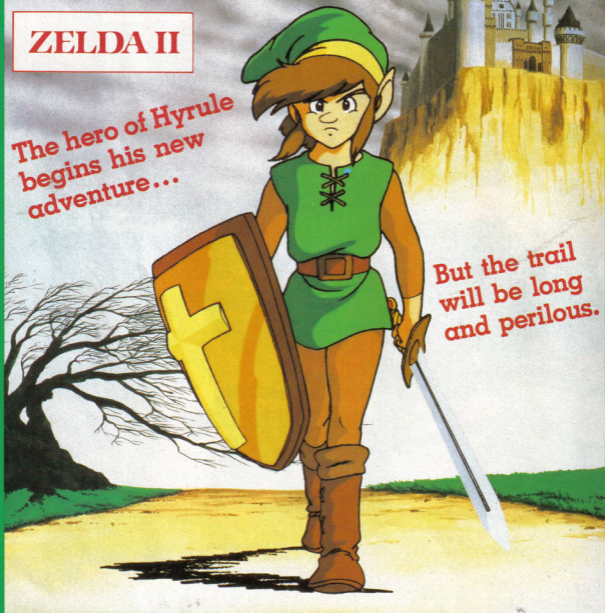
THE SOURCE FOR NES PLAYERS STRAIGHT FROM THE PROS

The Adventure of LINK™

ZELDA II

*The hero of Hyrule
begins his new
adventure...*

*But the trail
will be long
and perilous.*



After the fall of Ganon...



Princess Zelda knew the secret of the Triforce, but refused to tell it to a great sorcerer. He then cast a sleeping spell on her.

Years have passed since Ganon's defeat, and Link has grown since that epic struggle. But much evil remains still in Hyrule.



As foretold in legends, a man of royal bearing would come to save Zelda and Hyrule, and his hand would show a mark.



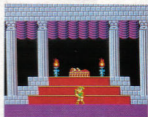
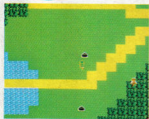
To overcome the evil forces, Link must find the third piece of the Triforce. Wisdom and Power he has already. Now he must find Courage.

And thus Link's great task begins.



Hyrule has greatly changed.

Unlike "The Legend of Zelda" the game consists of two viewpoints. In the Overhead view, Link can hike along the roads or venture into the wilderness. If he meets an enemy off the road, suddenly he is thrown into the Side view action screen where he must do battle. The view is also from the side inside the many palaces and towns that lie along his way. Other changes include the many people who talk to Link and help him with clues. He also has the ability to use magic.



Link sets out on roads unknown.



Link visits towns.



Villagers give him clues.



ITEMS

As Link searches out clues and battles the minions of Ganon, he must uncover powerful items in secret places.

Magic Jar

The potion within restores Link's magic. Know that the red jar will fill up his magic meter.



Treasure Bag

A treasure of points (50, 100, or 200 pts.) awaits Link if he is quick and brave and lucky.



Heart Container

Adds one measure to the staunchness of Link's heart and restores life to its fullest.



Magic Container

An increase in one measure of magic will Link gain from this vessel, and his magic meter will fill up!



Candle

A flame to brighten the dark caves through which Link must pass. Once lit, it cannot be extinguished.



Hammer

Many roads in the Overview Screen are blocked by boulders. Only the hammer can shatter them.



Handy Glove

Where the way is blocked by a fall of stones, the glove will prove to be Link's salvation.



Raft

Divided by a great sea, the vastness of Hyrule can be explored fully only if Link wins the raft.



Boots

The way ahead lies sometimes across the seas in places where no man may venture save he who has the boots.



Flute

Long it has been told that the music of this ancient flute has powers both mysterious and strong.



MAGIC

Eight spells of Hyrulian Magic must be learned by Link, and some will use up more of Link's magic than others.

Shield

Strengthens Link's defenses. Within one screen, an enemy's blow will fall with only half the force.



Life

Dark moments will come when Link is nearly spent. Using Life, he will regain three measures of vitality.



Jump

Once earned, the magic of the high jump allows Link passage over walls and other barriers along his way.



Fairy

In narrow places, impassable even to Link, he may choose the magical transformation into a flying pixie.



Fire

In many battles, the magic fire which Link shoots from the tip of his sword will give him the edge.



Reflect

With this powerful magic weapon, reflect back the evil spells that sorcerers hurl at Link.



Spell

Casting this spell on particular enemies will prove the difference between victory and defeat.



Thunder

When all seems lost the magic of thunder brings hope, for its power effects all enemies present.



Study well the battle map of Hyrule!



Do not be deceived! The distances of Hyrule are greater than they at first appear. Long is the road Link will travel, and fraught with many dangers. Yet also he will find help in unexpected places.



Setting out from North Castle where lies the sleeping princess, Link explores the roads open to him, putting them to memory and learning secret ways through hill and desert and treacherous swamplands.



Action Scene

Off the beaten path, Link encounters enemy creatures and servants of Ganon. The scene becomes a side view, and will scroll either left or right as Link fights toward freedom from the center as seen below. Each action scene consists of three screens where Link must prove himself to be the Champion of Hyrule.



The servants of Ganon have invaded!



Bot

This jumping jelly drop is found everywhere.



Deeler

Like a giant spider the Deeler drops on a thread from trees.



Lowder

A crawling beetle that gobbles up life energy.

Bago-Bago



Vicious flying fish, they spit rocks at Link on the bridges.



Geldarm

A caterpillar that stands up; only its head is vulnerable.

A graveyard ghost.

Moa



Goriya

A boomerang master, he lurks in caves. Link must use his shield.

Daira



Against the Daira's ax, Link's shield is useless.



Megmat

Tough skinned, the Megmat is a dangerous pest.



Octarok

The land-octopus spits rocks and leaps high.

They swoop down from the shadows of deep caverns.

Ache



Moby

He drops from the sky and attacks swiftly.

Boon

This giant fly persistently drops stones.



Acheman

A battle monster, it breathes fire and changes shape.



Color shows its strength.

Moblin



Weak



Normal



Strong

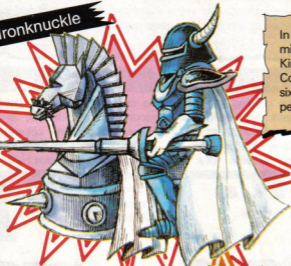
Small, thorny and hard, Myu is weak on top.



Myu

The King's Test: Passing the Palace Guardians

Ironknight



In the depths of each of the six palaces of Hyrule, a mighty guardian challenges Link. Long ago, the King who broke the Triforce and hid the fragment of Courage, set these guardians the task of protecting six mystical statues that are the key to regaining peace in the land.

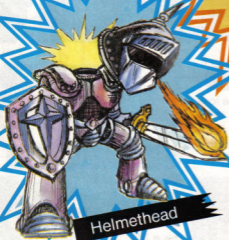
Horsehead



Barba



Helmethead



Carock



Link sets off to meet his destiny.

Not all paths are open to the hero when first he ventures forth from North Castle. In the map below are shown the limits of his wandering, from Ruto in the mountains of the northwest to Rauru in the south. Parapa Palace is within reach if he travels to the northeast. And yet in this region of Hyrule, buried in the hills and deserts, hidden away in forests and caves, can be found items essential to Link's quest. It is but for him to find them.

From North Castle...

Always will Link's journey begin here where Zelda sleeps. Should he fail during an attempt, he must start out again from North Castle. Only while Link retains a life will he continue at the place where he fell.



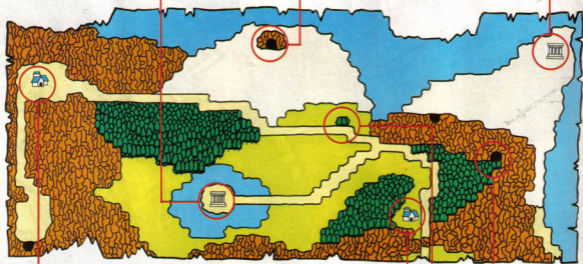
The Desert Cave

Far across the burning sands of the Tantara Desert lies a deep cave in which it is rumored there rests the statue of a Goddess and a great prize to he who wins it. But the prize must also be won, for the quest is never easy.



Parapa Palace

To the north and east, beyond mountains and deserts, is set Parapa Palace. Only columns of marble rise above the lonely sands. But below, in the great halls and passages, it is said that a candle awaits.



Ruto

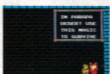


Nestled between northern peaks, the village offers rest and aid to Link.

From Ruto came the statue of the Goddess. Return it for a rich reward.



Rauru



Near the forest east of North Castle, Rauru offers lessons in magic!

Here dwell folk with powers to restore spent life and magic.



Parapa Cave

This dark passage leads to the desert. But beware, a lone Lowerder lurks within.

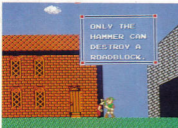
The Secret Wood.

Under the eaves of this isolated forest, look for a bag worth 50 pts.



Link first visits Rauru.

In the town, Link approaches and speaks with many people (get close and press B). Some know nothing, but others help with guidance and words of wisdom. Here, too, Link may restore both his life and magic.



From a wise man in the town, he may learn a secret of magic power. Here, in Rauru, Link need only discover the whereabouts of this sage old man. But in all

other towns secret lessons are offered only to those who have earned them. By finding treasured objects lost, and by doing valiant deeds, Link gains the trust of the town folk who will then reveal the



Those who step from their homes give the best clues.



Link can enter freely those houses with open doors.

home of their local magician. Much evil has come to pass due to Ganon's henchmen, and many wrongs must be righted in Hyrule. So this, too, is Link's fateful task.

Cautiously Link takes the dark path to the Parapa Desert.

Carved from the roots of the mountains, the tunnel to the desert remains the only way open to Link. There darkness hangs like a cloak, and there lurks a Lowder which Link must pass. Although in blackness, he can just see the motion of the creature's feet.



The Desert Palace lies deep in the desert.



Whispers in Ruto may tell much.

Link listens well to all those he meets in this village. Some speak of a mysterious, stolen statue which can be traded for magic.

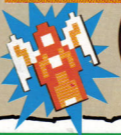
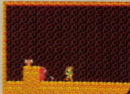


South of North Castle is the cave to which Link must now go. Though he has no candle to light his way, treasure beckons. Each step threatens to be his last!



The Desert Cave of Tantara

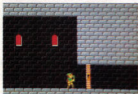
In a cave in the Tantara Desert, a statue of a Goddess awaits the hero. It is more perilous than the southern cave, for invisible holes pit its floor and the dreadful creatures rush and swoop at Link. With the candle from Parapa Palace, the way is easier.





Parapa Palace Awaits!

The screen has switched to the side view as Link reaches the palace in the desert. Cautiously he passes a silent guardian of stone and moves swiftly to the lift which will take him below. There in the ancient hallways the servants of Ganon roam. Long has it been since adventurers dared to enter this shadowy realm, and of Link at first they have no fear. Branching tunnels and stairways and deep shafts all are there to be explored. Treasure, too, lies buried in the vaults. But with each step Link takes new terrors may awaken seeking his end.



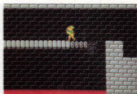
He must seek hidden keys to enter locked chambers.



An elevator gives Link access to the many Palace levels.



Not all is evil here, for a life-giving fairy awaits him.



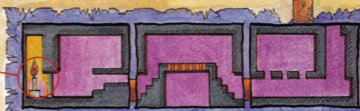
Bridge stones crumble with each step as Link runs across.



Entrance



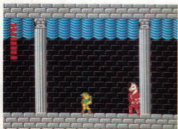
KEY



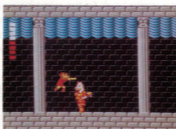
This precious gift of light is worth more than gold or jewels to Link.

Horsehead: The Guardian

In a time long forgotten in Hyrule, Horsehead was given the task of guarding the statue in the back of Parapa Palace. Suddenly coming face to face with the monster, Link stops short. He cannot proceed until he defeats Horsehead, and only an attack to the creature's huge head can succeed. After a moment, he knows he must use a jump attack.



The guardian has the head of a horse and attacks whirling a giant club.



Horsehead wears no helmet. Link need only leap high and strike hard!

To the statue Link returns the crystal!

Each Palace holds a statue that resembles a face of mystic origins. Together they create a binding force that locks the Grand Palace. The crystals destroy the statues, Palaces, and the force:

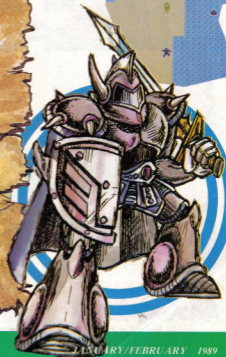


Only after Horsehead is defeated can Link place a crystal in the statue.

Set the crystal and the palace will crumble.



Fairy





Midoro: The Swamp Palace

With the candle and a greater confidence, Link now seeks the second Palace. Through a cave he must pass and there defeat a fierce boomerang wielding Goriya. He must also have earned the magic of the high jump to escape. Once outside, he finds himself on the south side of the mountains in a new land. Here the Midoro Marsh stretches wide before him. First south, then east and north, finally turning back to the west he must travel. Through a narrow gap in the mountains he struggles on through the swamp until there ahead he sees the Palace. When he has increased all of his levels at least to three, Link enters this new Maze. He has heard that a handy glove is somewhere hidden in the second underground level to the far left and that one cannot proceed far without it.



The glove allows Link to crush fallen blocks here.

Helmethead: The Guardian

Link comes upon him in the most remote corner of the Palace. A knight armored in blue steel bars his way. With his shield Link foils the attack, but his sword blows merely ring off the guardian's hard head. Here, to succeed, he must learn the art of the Downward thrust.



Aiming high, Link jumps and attacks.



Link continues with his head attack.

Palace Secrets...

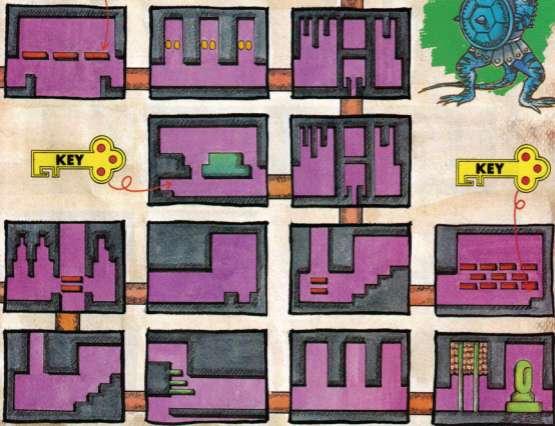
On the steps, stone statues guard the palaces. If Link strikes one with his sword he may receive something valuable.



This prize is a jar of magic potion.



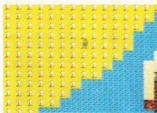
Entrance



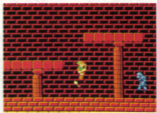


Island Palace

Off the shore of Hyrule, protected by mist and sea, a rocky island is home to the third Palace. Neither boat nor bridge will avail Link as he attempts to cross the channel. Instead, he must take another, darker path. One day, he wanders directly south from the King's Tomb and suddenly he is falling through the earth! He has stumbled upon an ancient tunnel linking the mainland to the Palace. Picking himself up, he makes toward the right and the Island Palace.

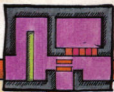
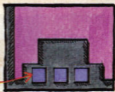
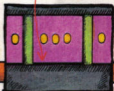
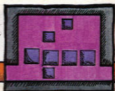
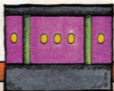


Link sets to memory the path he must take from the King's Tomb. "Eight steps in a line straight to the south." Later, he would draw a map of all his travels, for he knew the importance of this.



The Island Palace was built with fewer twists and turns, but a powerful enemy waits within. Link shrewdly uses Jump and Shield magic to work his way through.

Entrance



Ironkuckle: The Guardian

Astride an unearthly horse, Ironkuckle charges in the final chamber of the Palace. Link jumps at his foe, swings his sword, and discovers that this technique may be the key. Many times the knight thunders toward him, but eventually he dismounts and fights hand to hand.



Link's jumps and down-thrusts of his sword begin to tell on the still mounted knight.



When the knight dismounts, Link leaps in close to the attack, sensing victory.

100 points and a key are buried.

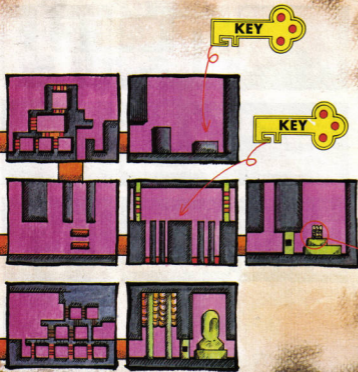
Using the down-thrust technique, Link carves his way down to the treasure buried in the blocks.



Before he seeks treasure, Link polishes off a Doomknocker and Myu.



Discovering the raft will open new horizons to Link, if he ever gets out.





Palace of Maze Island

Sailing east across the sea, Link comes to the second continent of Hyrule. Here he encounters more of Ganon's servants, new villages and puzzles to solve. One of the most intriguing is the puzzle of Maze Island. Connected by a bridge to the mainland, the island is the home of the fourth Palace wherein live a host of Wizards and other beings. For a time Link wanders through the maze. In a few places he uncovers secrets, and with luck and patience he eventually arrives at the entrance to the Palace. But that is only the beginning. The maze outside is nothing compared to that which awaits Link within the Palace walls. It is his greatest challenge yet. Hidden pits drop into fiery pools and no path, it seems, is free of the Wizards.



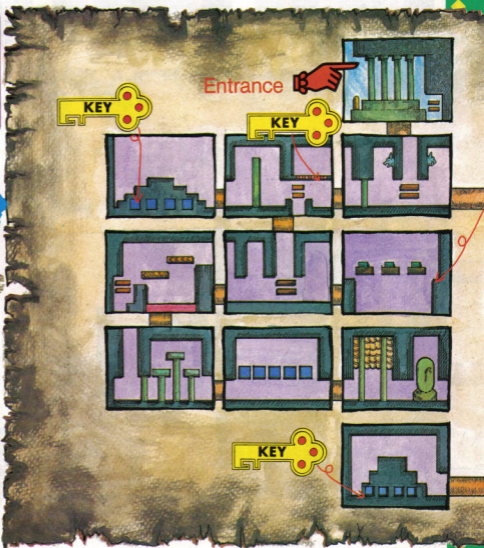
**Somewhere
in the island
maze is the
palace.**



With the magic of Reflect Link's shield now repels the spells cast by Wizards and shoots them back.

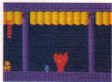


Link can close now and finish his task.

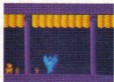


Carock: The Guardian

Quickly Link learns that the power of the wizards is not only in their spells, but also in their quickness, and the fact that they vanish without warning. Only with Reflect can he fight them. He waits, crouching on the left of the screen.



He activates Reflect, and crouches on the left.



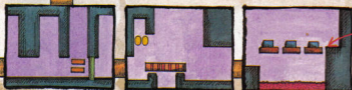
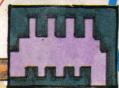
He must be patient for this method to work.

To defeat Doomknocker...

Link must face many who have the strength and cunning of Ganon. Doomknocker is one such as these. With clubs he attacks. Alone the shield is not enough. Link must use the Reflect magic.



An attack from above will frustrate the giant.



With the winged boots Link might now walk above the waves.



The Adventure Goes On...

Link has come far through countless dangers, but though weary and bruised he knows that he cannot rest. Two more palaces must he conquer and in their most secret chambers set the crystals. Still to be found is the mighty power of Thunder. People, both evil and good, will cross his path. And somewhere ahead, waiting like a nightmare, is the Great Palace. Zelda's life and all of Hyrule are at stake.



Your wait will not be long before further secrets are revealed. In March, we will aid you in conquering the guards of the fifth and sixth Palaces, as well as offering many other insights.

To the fifth Palace...

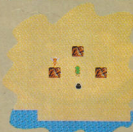


With the winged boots you can float over the waves to the Palace on the Sea. Link learns to pass through walls here.

Magos and other creatures protect this complex palace.



And the sixth Palace...

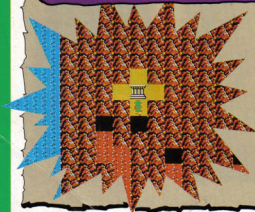


Hidden in space and time, the sixth Palace is revealed by special clues. The Magic Key is essential, too.

Inside, Link must draw a detailed map to help guide him.

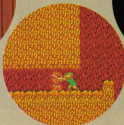


What lies ahead in the depths of the Great Palace?



The enemies, even inside the caves, give Link no quarter.

The road there is perilous, for you must pass through an enemy ambush.



And there at last is the end of the road—the Great Palace—where waits the final test.



ZELDA II

The Adventure of
LINK™

Parapa Palace

Parapa Desert

Darunia Town

Mido Town

Island Palace

Nabooru Town

Old Kasuto Town



