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THE LEGEND OF ZELDA: A LINK TO THE PAST

Magic, Danger and Daring Deeds



THE SOURCE FOR NEWS AND STRATEGIES STRAIGHT FROM THE PROS

THE LEGEND OF ZELDA

A LINK TO THE PAST™

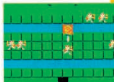


THE GOLDEN RULE

An ancient legend of Hyrule tells of a Magic Power locked away in a secret, Golden Land by seven wise men. That age of the world has passed and now a wizard named Agahnim appears in Hyrule. At the same time, descendants of the seven wise men of legend begin to disappear. When Princess Zelda also vanishes, Link can no longer sit idly by. So begins Nintendo's classic new adventure that links two worlds—one of Light and one of Darkness—where treasures or terrors may lie beneath the stones and in the shadows.

*Look for The Legend of Zelda: A Link to the Past at most Nintendo Dealer locations May 1st.

COMPARING ZELDAS



The Legend of Zelda (NES)



A Link To The Past (Super NES)

From the overhead view to the ingenious puzzles that must be solved, A Link To The Past captures the freedom and excitement of the early Legend of Zelda. This time the world is larger, the story deeper, Link has new powers and the graphics are incredible!

SUPER NES



LINK'S TOOLS OF

Whether they are hidden beneath rocks, in caves, buried in the ground or guarded by monsters these items are the real keys to Link's success. Some items can be used in many ways and in many places. Others are used only once. Explore thoroughly: bombing, cutting, lifting, pushing and hitting everything! Use your items everywhere!



MUSHROOM

Look for the Mushroom in a dark, moist glen, then give it to a friend in return for favors later in your quest.



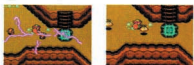
ICEROD

Freeze enemies in their tracks, then finish them off with your sword using the Icerod. Like the other magic rods, the Icerod requires Magic.



QUAKE

Shake up the opposition by using Quake. Like the other medallions, Quake uses up a lot of Magic Power. Beware of cave-ins when using it.



BOW & ARROWS

You'll find the Bow and Arrows early on, and you'll need them. Too bad these hopping enemies don't have bull's-eyes, or do they?



HOOKSHOT

Cross gaps to the other side or short-circuit high-voltage villains with the Hookshot. Look for it in a Golden Land of opportunity.



MAGIC POWDER

Turn ferocious enemies into spineless blobs by tossing Magic Powder in their faces. The Powder is brewed from secret ingredients!



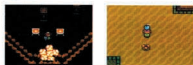
BOOMERANG

Stun creatures with the Boomerang, or collect items that are out of reach. If someone wants you to throw it away, do so. It will come back.



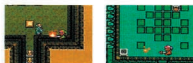
BOMB

Look for cracks and discolored areas of walls and floors, then light the fuse. Link can also pick up Bombs and throw them at enemies.



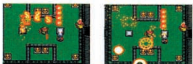
FIREROD

Turn foes into loast with a blast of the Firerod. You'll need Magic to operate it. The Firerod doubles as a lamp-lighting device in dungeons.



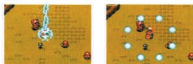
BOMBOS

Each of the three medallions has a very interesting purpose, but they can also be used against enemies. Use the Bombos to explode all sorts of myths.



ETHER

Although the foremost function of the Ether is for Dark World instances only, you can also use it to freeze foes solid.



LAMP

Light up the dark dungeons and caves of Hyrule with the Lamp. You can light other lamps with it, too. Don't leave home without it.



MAGIC HAMMER

A lot is at stake on Link's quest, and a lot of stakes and posts are in the way. Pound on posts and some hard-shelled enemies.



THE TRADE

THE LEGEND OF
ZELDA
A LINK TO THE PAST



SHOVEL

A special treasure of note lies buried somewhere in Hyrule. The man who lost it will give you his shovel for a song.



FLUTE

The song of the Flute carries far on the wind, and it can carry you away. But before the magic will work, you must have some direction.



BUG-CATCHING NET

Don't let those bees bug you. Catch one with the Net and store it in a Bottle. Release it later to attack foes. Then try catching a Faerie.



BOOK OF MUDORA

Strange Hyrule glyphs are written on tablets throughout the land. Only if you have the Book of Mudora can you translate the words.



BOTTLE

Bottles hold potions and other things like live bees. Buy Bottles in town or find them in the countryside by poking your nose under everything.



CANE OF SOMARIA

The Cane of Somaria creates blocks, which can be used in several ways. You can also defend yourself by shooting fire in four directions.



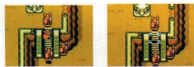
CANE OF BYRNA

For the best protection around, use the magical Cane of Byrna. You can even protect yourself from enemies while swimming!



MAGIC CAPE

Not all is what it appears to be, especially if Link dons the magic cape. Enemies can't hurt what they can't see, even in the Dark World.



MAGIC MIRROR

One step through the lookingglass takes you back where you came from. Look for a friend to give you this gift before you scale the heights.



EXCELLENT EQUIPMENT

● SWORD

Link's main weapon is the sword. He can swing it for a regular attack or power it up by holding down the B Button, which results in the awesome Spin Attack. There are four levels of swords waiting for Link whenever in Hyrule.



● CLOTHES

Clothes and armor partially protect Link from the blows of his enemies. You never have to activate or choose Mail, but to use more protective Mail you must find it. There are three levels of protection.



● SHIELD

Link's Shield can stop arrows and other enemy attacks. Three Shields are available during the game. Learn how Link moves his Shield during battle. When he attacks, Link moves the Shield to his right side.



● BOOTS

The Pegasus Boots give Link the ability to run at super speed. Using the Dash Attack, he runs so fast that he blows straight through enemies. Try crashing into trees and other things to see what happens.



● FLIPPERS

Zora's Flippers allow Link to swim in the lakes and rivers of Hyrule. Many places can be reached only after you buy the Flippers, but buying them won't be as easy as walking into a shop and laying down your Rupees.



● MOON PEARL

One of the strangest aspects of the Dark World is that you change shape when you enter. People become rabbits, pigs and other strange creatures. Once you have the Moon Pearl, you will retain your true shape.



● POWER GLOVES

Power Gloves give Link incredible strength—enough to lift great stones or push monolithic statues. Throughout Hyrule, many treasures and hidden doorways will be found beneath stones.



SUPER NES



HYRULE: THE LIG

The Kingdom of Hyrule has many regions and many secrets in each of those regions. The overworld shown here is just the surface. Caves, dungeons, castles and buildings contain many hidden levels. Explore each of the eight regions in greater detail in the following pages. If you fulfill the tasks here, you'll be ready to move ahead to the Dark World.



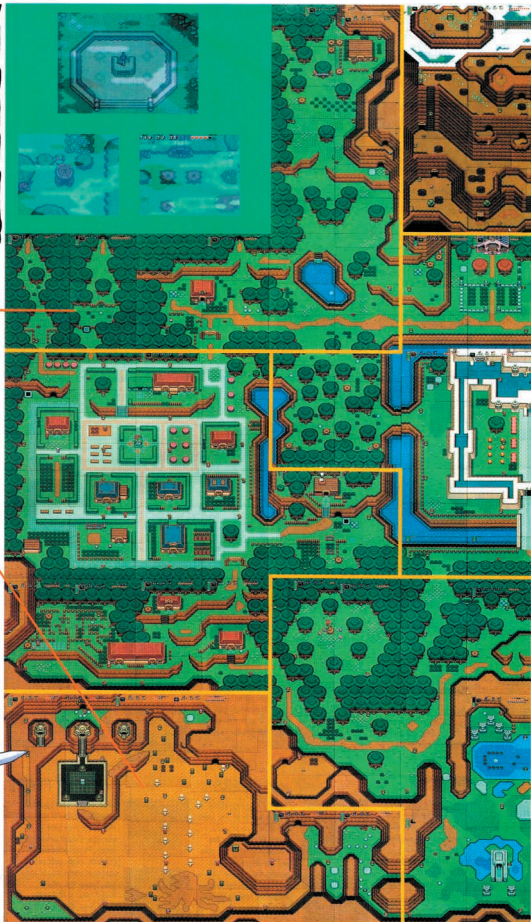
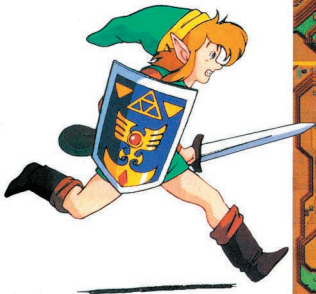
**LOST WOODS &
OUTER WOODLANDS**
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**KAKARIKO VILLAGE
& OUTSKIRTS**
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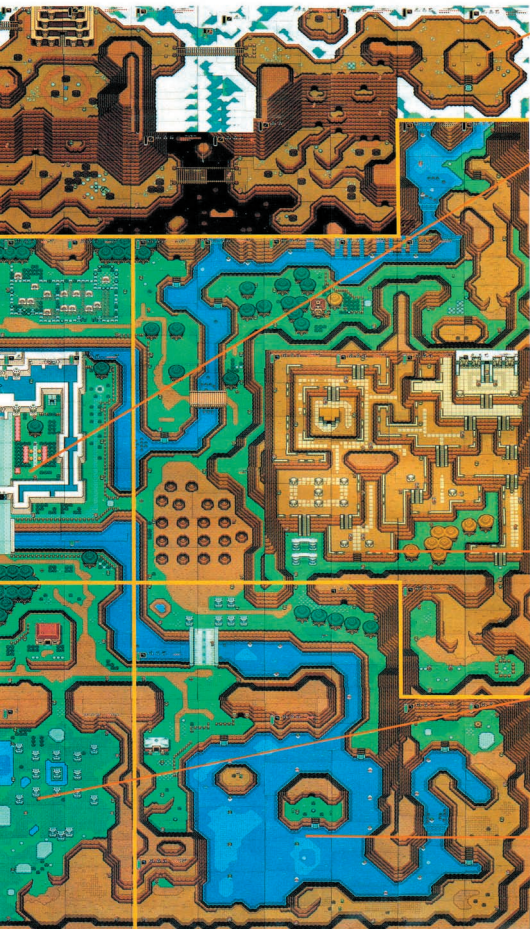


**DESERT OF MYSTERY
& THE CANYONS**
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HT WORLD

THE LEGEND OF
ZELDA
A LINK TO THE PAST



**DEATH MOUNTAIN
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**LAKE HYLIA &
SURROUNDING
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SUPER NES



LOST WOODS OUTER WOODLANDS



THE SECRET OF THE MASTER SWORD

Legend tells of an ancient sword that lies somewhere in the Lost Woods. Is it Link's destiny to claim this mighty sword? You must venture into the drifting mists of the woods to find out. Your eyes may play tricks on you there. Beware of thieves and secretive creatures who dwell in the greenwood.



Mists drift through the Lost Woods like ghosts. Often times it is difficult to discern Link from the trees, so you must concentrate.

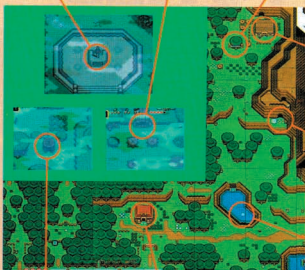
THE MASTER SWORD

A secret glade deep in the forest contains a monument with the Master Sword embedded in it. Strange writing on the monument is meaningless without a translation.



Fulfill the quest of the three Pendants, then return for the Master Sword and claim it as your own.

MASTER SWORD GAME OF CHANCE LUMBERJACKS



LUMBERJACKS' HOUSE

TUNNEL TO DEATH MOUNTAIN

WHIRLPOOL (WARP TO LAKE HYLIA, SOUTHEAST)

DEN OF THIEVES

FORTUNE TELLER



COLLECT THE FOLLOWING TREASURES IN THIS REGION

MASTER SWORD
MUSHROOM

TWO HEART CONTAINER PIECES

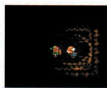
DEN OF THIEVES

Earlier in the Lost Woods you may have bumped into one of the band of thieves who dwell here. This thief, however, will not rob you blind. Go into his house and take what you find.



TUNNEL TO DEATH MOUNTAIN

The path to the top of Death Mountain winds through dark tunnels. Link will be attacked often, but he'll also meet a friend along the way.



The Old Man in the tunnel will give you a revealing gift. Now you can restart your quest from the Old Man's cave.

LUMBERJACKS

The lumberjacks have noticed something very odd about the tree they are cutting down. Later on you'll be able to shake off its leaves.



THE SECRETS OF THE TREES

Some trees have hidden secrets. Use the Dash Attack to crash into them and make special items appear.





KAKARIKO VILLAGE



THE LEGENDS OF HYRULE

In the village of Kakariko you'll learn of many legends and secrets that will help you in your quest. Be sure to speak with everyone, but be prepared to run. Link has a price on his head and some villagers will call for the soldiers. Besides information, there are many items to pick up here.



Since Link rescued Zelda from the dungeon, he has become a traitor to the evil power controlling Hyrule. Luckily, most people trust him.

THE INN

The Inn has two rooms and two ways in. Enter from the top or bottom. Learn useful facts in the main room and find a Bottle in the upper room.



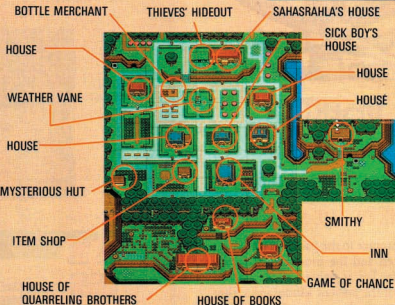
Enter the lower entrance and talk to the people in the Inn.



The upper room has a Bottle in a treasure chest.

MYSTERIOUS HUT

There doesn't appear to be any way to enter this building. If there isn't a door, then use a bomb. Not all walls can be bombed, of course, and some cracked walls can be knocked down with the Dash Attack.



COLLECT THE FOLLOWING ITEMS IN THIS REGION



BUG-CATCHING NET
BOOK OF MUDORA
TWO BOTTLES

MASTER SWORD (LEVEL THREE)
THREE HEART CONTAINER PIECES

SMITHY'S HOUSE

The Blacksmith can do nothing for you until his partner returns. When the partner does come back, your sword can be tempered for a harder edge.



The Blacksmith's partner has disappeared and must return to improve the Master Sword. Don't expect this to happen until much later in the game.

THE QUARRELING BROTHERS

The brother in the first room isn't speaking to the brother in the second room. Blow a hole in the wall between the two rooms to get them talking again, then run a race outside to earn a piece of Heart Container.



Reconcile the brothers, then challenge the maze. Look for a shortcut to win the prize.

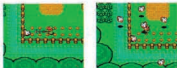


HOUSE OF BOOKS

One book has been left out in the House of Books, but it is stuck on top of the bookcase. Use your head, and your feet, to retrieve the book.



FLOCKS OF ANGRY CHICKENS



The chickens in Hyrule may seem stupid, but don't underestimate them. If you beat up on a chicken long enough, a mob of its irate fellow fowl will eventually attack you without mercy.



DESERT OF MYSTERY



HOME OF THE MUDORANS

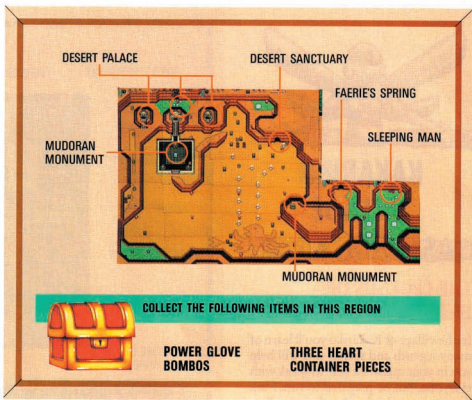
The entrance to the palace in the desert is locked and the monolith that contains the key is written in the strange script of the ancient Mudorans. Other monuments throughout Hyrule share this mysterious language. Learn to translate the Mudoran language, then enter the temple.



The sands of the desert suddenly erupt and the Sandman comes forth, grasping at Link. At the same time, vultures swoop down from the cliffs.

SLEEPING MAN

The fellow in the canyon has nothing to say to you unless you pull up his signpost. If you take the sign later, he will unlock a mystery.



DESERT PALACE

Levers and rotating lasers keep Link hot-footing it through the Palace in search of the second Pendant. One of the keys to the Palace is to remember your hard knocks in the House of Books. You'll need true enlightenment to reach the final chamber.



The Skull beyond the wall indicates where the Master of the Desert Palace is lurking. Shed some light on the situation using your lamp.



Round and round go the unblinking eyes of the Laser Towers. If the eyes see Link, they will fire beams of energy.



Attack the heads of the Lanmolax as they appear. Use your powerful Spin Attack for the best results.





DEATH MOUNTAIN



THE FINAL PENDANT

The dangerous trails and tunnels of Death Mountain lead to a fabled tower on the summit. There Link must battle the tower won't be easy. Look for help along the way, and on the top, seek out the Spectacle Rocks to reach the tower.



Many of the caves on Death Mountain can be reached only by jumping to narrow ledges from above. At the edge of the cliff, look for openings.

MOUNTAIN CAVE

The Old Man in the Mountain Cave will give you a valuable gift. Hereafter, you can start your journey at the Mountain Cave, Link's House or the Sanctuary.



All I can do for you now is to comfort your weariness. Come back here any time.

BROKEN BRIDGE

The planks of this bridge rotted and fell away long ago. Now Link's only hope to cross the span is the Hookshot. When you have obtained the Hookshot, return to the bridge and search out its secrets.



TUNNEL TO KAKARIKO VILLAGE

MONUMENT

MOUNTAIN TOWER

DARK WORLD PORTAL



COLLECT THE FOLLOWING ITEMS IN THIS REGION



MOON PEARL
ETHER
MAGIC MIRROR
FOUR HEART CONTAINER PIECES



DARK WORLD PORTAL

Once Link steps onto the Portal he will be transported to the Dark World where people have new shapes and even the hills may be flat. Use the Mirror to return to the spectacle of the Light World.

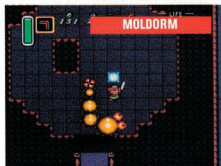


MOUNTAIN TOWER

The Mountain Tower has many floors, and some areas are accessible only by falling through holes from above. Look for the long fall to the Faerries' Spring in the basement, and don't leave the Tower without the Moon Pearl. To lower barriers, use your Boomerang on the glowing Crystal Switches.



Only a leap of faith from the floor above will land Link next to the large Treasure Chest. Use the Star Gates to change the positions of holes.



Attack the giant Moldorm's tail segment repeatedly. Each time you fall, you'll have to start anew.

SUPER NES



CASTLE OF HYRULE

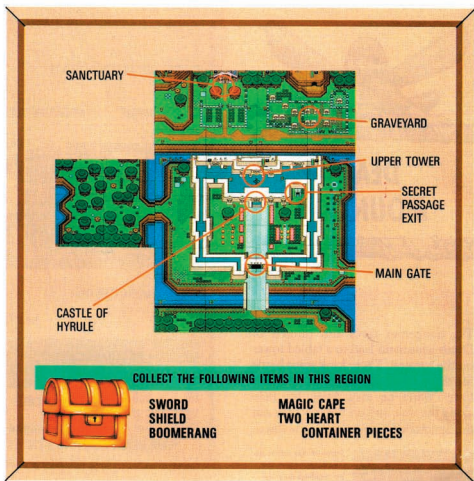


THE FIRST QUEST: RESCUE ZELDA

Heed the telepathic summons of Princess Zelda and slog your way through the downpour to the Castle. A secret way inside will be found concealed beneath a bush. Once inside, Link's uncle will provide a sword and shield. Now you must find Zelda somewhere in the basement dungeon.



The Castle Gate is heavily defended and Link has no weapon. You won't be able to enter this way. Look for a secret passage to the east.



CASTLE OF HYRULE

Learn to use the statues and turns in the hallways for launching surprise attacks on the guards. Once Zelda is safe, head for the Sanctuary.



GRAVEYARD

You never know what you'll find beneath these stones in Hyrule. That is especially true in the Graveyard. Link should push all of the stones, even though some won't budge and others reveal hidden dangers.

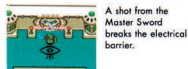


THE UPPER TOWER

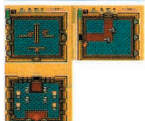


Agahnim can only be defeated by his own powerful spells.

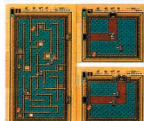
After clearing the Mountain Tower, get the Master Sword and return to the Castle. Agahnim (the wizard) lives in the highest chamber. Link must cast him from the heights.



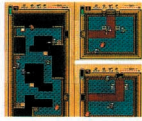
SECOND FLOOR



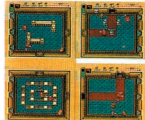
THIRD FLOOR



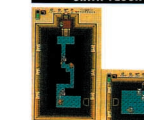
FOURTH FLOOR



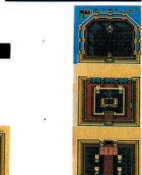
FIFTH FLOOR



SIXTH FLOOR



SEVENTH FLOOR





EASTERN PALACE & VICINITY



THE TASK OF THE ELDER

The wise Elder of Kakariko Village, Sahasraha, has taken refuge near the Eastern Palace. He will tell you of the importance of the three Pendants. If you defeat the Armos Knights, you'll win the first Pendant. Link should also visit the headwaters of the river to obtain valuable items.

MAGIC SHOP

Here you can sample the Life Potion (for free) or buy a supply of Life, Magic or Life & Magic Potion. The woman outside requires a special ingredient.



WATERFALL OF WISHING

The Water Faerie inside the Waterfall of Wishing can alter an item if you toss it into the pool, but she won't transform just any item.



SHRINE OF SAHASRAHLA

The Village Elder is sought by the forces of evil. Here in his refuge Link may learn much of his destiny. After clearing the Eastern Palace, return here.



THE LEGEND OF ZELDA A LINK TO THE PAST

COLLECT THE FOLLOWING ITEMS IN THIS REGION

	BOW & ARROWS FLIPPERS	BOOMERANG (LEVEL 2) PEGASUS BOOTS MAGIC POWDER	ONE HEART CONTAINER PIECE SHIELD (LEVEL 2)
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ZORA'S FALLS

Although the map above does not show Zora's Falls, it shows the route that take you there. Zora can give you a special item, but for the very steep price of 500 Rupees.



EASTERN PALACE

The Eastern Palace holds many secrets and dangers. Once you have the Bow & Arrows, some difficult enemies become easy targets. Be sure to bomb walls and push stones as you search for the Armos Knights.

To obtain the Big Key in the Treasure Chest, defeat all but the circling enemies, who cannot be destroyed.



Stay in a corner and fire three arrows at each Knight. The final Knight requires many more.

SUPER NES



GREAT SWAMP & ENVIRONS



THE SWAMP HOLDS DEEP MYSTERIES

The tall grasses, stone statues and many ponds of the Great Swamp conceal secrets from the age of legends. Solving the puzzles, like that of the Haunted Grove, is a more involved task than simply stumbling across a treasure. Pay heed to messages and explore the darkest corners.



Much is hidden by the tall grasses of the Great Swamp, and not all of it is wanted. Link can quickly mow down the reeds by using his Dash Attack.

LINK'S HOUSE

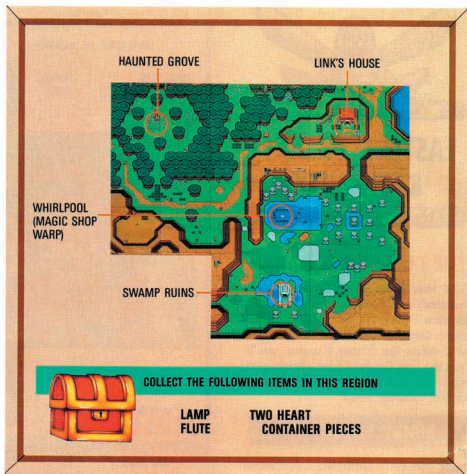
This is where Link begins his long quest. Search the single room for the Lamp before heading out into the rain.



Later on, you can begin sessions of play in this central location.

FISH STORIES

A fish in need is a friend indeed. If you find a fish flopping on land, pick it up and throw it into a pond for a reward.



HAUNTED GROVE

The secret of the Haunted Grove will only be unburied when you visit the same area in the Dark World and put right what once went wrong.



The boy playing the flute cannot be touched, nor can the animals be harmed. The answer lies in the Dark World.

SWAMP RUINS

A great civilization once thrived here. Inside the Ruins remains a token of their technology—a water gate that drains the pools. Although inconvenient for local fish, draining ponds will help Link in another dimension.



BOMBING FOR PROFIT

Look for places in walls, floors and cliffs that have cracks or a different pattern of rocks. These are the weak spots that you should bomb.





LAKE HYLIA & SURROUNDING SHORELANDS



THE SEARCH FOR STRENGTH AND HAPPINESS

The large lake in the southeast corner of Hyrule has secrets both in its waters and on its shores. You'll need the Flippers to explore the lake area, but early in the game you can find much on the shore. The Fountain of Happiness has a special secret that is worth its price in Rupees.



Swimming is the only way to cover most of the lake, but the Flippers won't be found here. Look for them in the streams of the North.

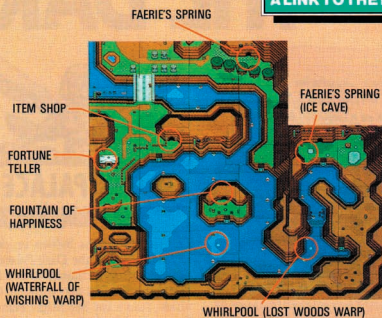
FORTUNE TELLER

For a small fee, the Fortune Teller will give you advice about what to do or who to see next on your journey, but don't expect too much help from him.



ICE CAVE

To the left of the Faerie's Spring is the Ice Cave, but you can't reach the Treasure Chest from here. There must be another entrance from the outside. Test the theory with bombs.



COLLECT THE FOLLOWING ITEMS IN THIS REGION

ICEROD BOTTLE

ONE HEART CONTAINER PIECE

FOUNTAIN OF HAPPINESS

Happiness isn't cheap. Bring lots of Rupees to this shrine and cast them into the pool. Keep throwing Rupees into the pool until you get a reward.



CAPTURE THE GOOD BEE

Is the legend of the Good Bee true? Look for a large, strong bee and catch it with the net. Release the Good Bee to fight enemies that bug you.



WHIRLPOOLS

In Hyrule, the Whirlpools can be used to transport Link from one area to another. Swim directly over the Whirlpool and you'll be transported to a place across the kingdom. It's the fastest way to travel in Hyrule.





THE DARK WOR

When Agabnim captured the descendants of the seven wise men of legend, he brought them to the Dark World and imprisoned them in Crystals. These seven must now be freed or the forces of the Dark World will invade Hyrule. It is said that for every evil-doer there is one hero who can stop the wickedness and save the world. Link is that hero, but the evil power of the Dark World is controlled by someone stronger than Agabnim. Now, through seven dungeons and many other dangers, Link must prove himself the champion.



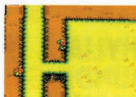
The Dungeon Masters of the Dark World are strong and merciless enemies.



DARK PALACE



The first Crystal is hidden inside the intricate maze of the Dark Palace, but there is a maze of thorny trees outside that you must first pass through. Once inside, search for the Magic Hammer. Enemies with shells can be defeated only by using the Hammer. Be sure to push stones and statues and take plenty of bombs to fight the Dungeon Master.



Look for tiny holes in the canopy that mark the trail through the outer trees.

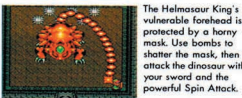
This monkey's business is your business, too, for a short time.



The difficulties have only begun by the time you reach the entrance to the Dark Palace.



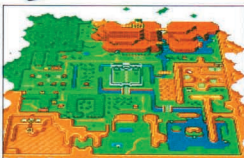
HELMASAUR



The Helmasaur King's vulnerable forehead is protected by a horny mask. Use bombs to shatter the mask, then attack the dinosaur with your sword and the powerful Spin Attack.



TWO WORLDS: LIGHT & DARK



LIGHT WORLD



DARK WORLD

The Dark World is a twisted reflection of the familiar Light World of Hyrule. Paths and mountains may be oddly shifted, and new enemies wander the eerie forests. Link can pass between the two worlds using the Portals and the Mirror. Several Portals besides the one on Death Mountain can be found. While searching for the seven Crystals, Link will have to go back and forth between the worlds many times to get items and clues that can be used in the opposite world.

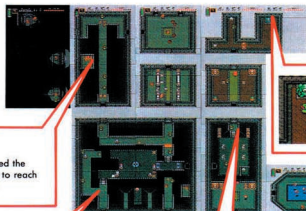


Some places in the Light World can be reached only by going to the Dark World first, then transporting.

LD... LINK'S TRUE QUEST BEGINS

THE LEGEND OF
ZELDA
A LINK TO THE PAST

FIRST FLOOR



You'll need the Hammer to reach the end.

The Dark Palace is the most complex maze yet. Link must learn some new tricks.



Cracks in the floor indicate a weak spot where you should try to bomb.



ENTRANCE



HELMASAUR

There is more to this room than meets the eye. Look to the statue.



Link must place some heavy object on the door trigger to keep the door open.



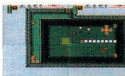
BASEMENT A



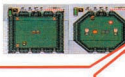
Use the Hammer to pound the posts into the floor. Also use it against turtles.



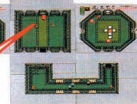
BASEMENT B



Shed some light on the situation with the Lamp. It's hard to fight enemies that you can't see.

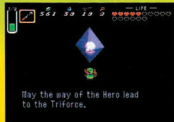


Shoot an arrow at the red Goriya, then move sideways to draw it into the arrow's path. It moves opposite to you.



▲ WILL LINK FULFILL HIS DESTINY? ▲

The Legend of Zelda: A Link To The Past might be called the ultimate adventure. There is action for those players who love adventure, mysteries for those who love secrets, two worlds to explore and a story that ties it all together. The quest has just begun, although already it seems like it has been a long road. Link's path will pass through the seven levels of the Dark World and the Golden Pyramid. He will meet unlikely friends and face dangers in both the Light and Dark Worlds before hearing whispers of the dreaded name of Ganon.



May the way of the Hero lead to the Triforce.



SUPER NES