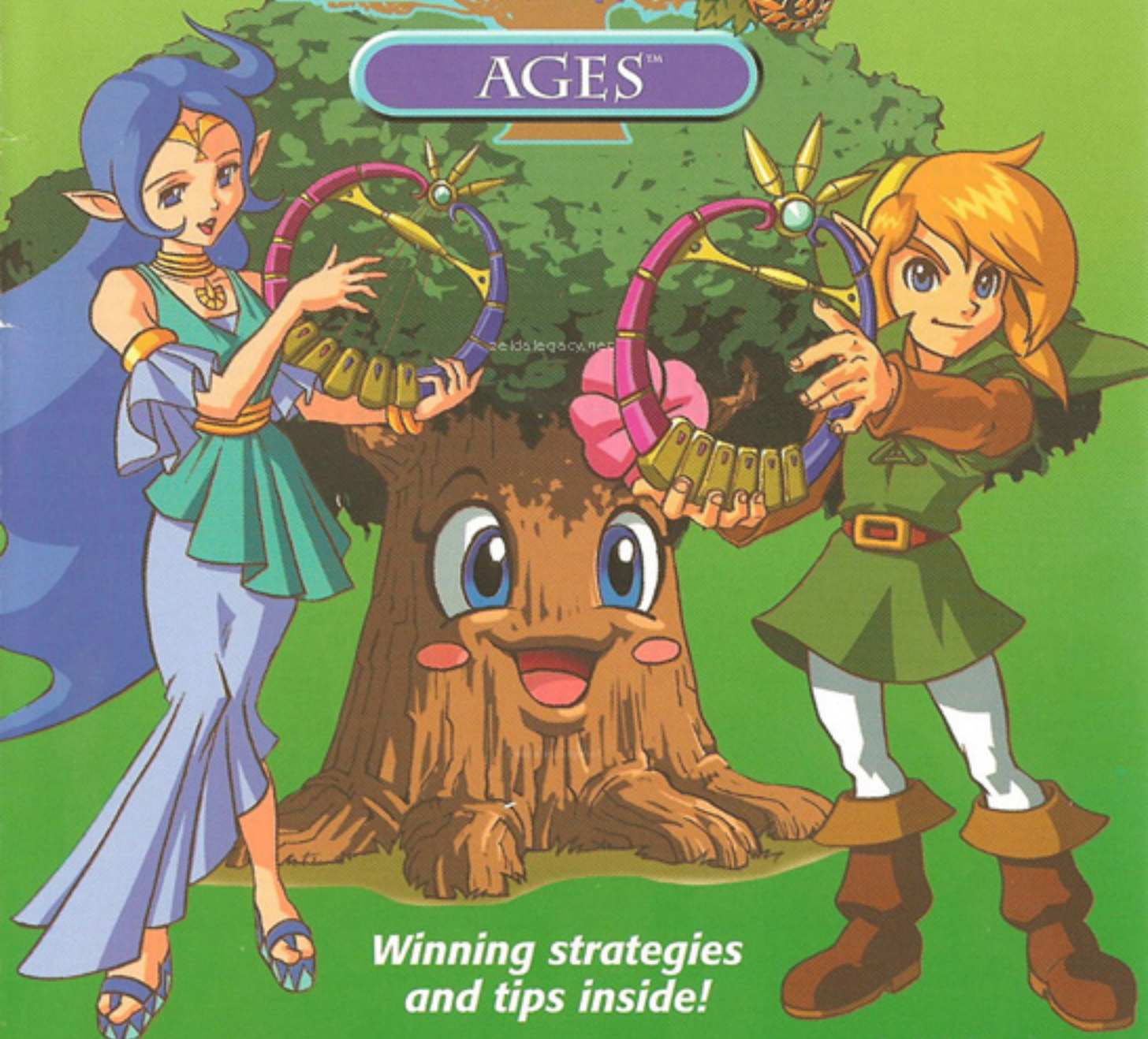


Nintendo

GAME BOY COLOR

YOU DECIDE
on
the
ADVENTURE

THE LEGEND OF
ZELDA[®]
ORACLE OF
AGES[™]



*Winning strategies
and tips inside!*

by Craig Wessel

SCHOLASTIC



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The Legend of Zelda®: *Oracle of Ages*™

Since *The Legend of Zelda* was released for the original Nintendo Entertainment System® in 1987, the *Zelda* series has earned a reputation for delivering action-packed gameplay mixed with deep storylines and unforgettable characters.

In *The Legend of Zelda: Oracle of Ages*, Veran, Sorceress of Shadows, has possessed the body of Nayru, the Oracle of Ages, giving her the power to change the past. Link, the Hyrulian hero, must travel through time, exploring dungeons, collecting items, battling enemies, and completing quests in order to defeat the evil Veran, rescue Nayru, and return Labrynna to normal.

How to Use This Book

This special book is more than just one story about Link and his adventures in the land of Labrynna. You get to decide what happens every time you read this book!

Start by reading the Introduction. The Introduction begins the story and introduces you to the main characters in the story. The next section of the book is titled "Lynna City." At the bottom of this page, you'll see a question and some choices, and you'll have the chance to make your first choice.

Once you've made your choice, turn to the page shown with your choice to continue the story. As you read through the book, you'll make other choices until you reach one of the book's endings.

That's the best part — there are several endings to this book! Some are good, but some of them are bad. Every time you read it, you can make a different set of choices and read a brand-new story.

One more thing before you turn the page — this book is based on the Game Boy Color game *The Legend of Zelda: Oracle of Ages*, so read carefully — you just might find some clues that will lead to secrets in the game!

Good luck, and have fun adventuring with Link!

Introduction

One day, Link awoke to find himself in a strange forest. As he walked through the woods, he heard cries for help coming from a clearing ahead. Following the frightened voice, Link ran ahead to find several monsters surrounding a woman. As soon as the monsters saw Link, they disappeared.

Link was shocked to see that the woman who had been under attack was Impa, Princess Zelda's loyal nurse! Impa told Link that she had come to Labrynnia to search for a singer.

"Please, Link, won't you help me look?" Impa asked as Link helped her to her feet. Even if Link hadn't known Impa, he would have helped. Since he did know her, he quickly offered to help. As they searched, they came across a large stone with a strange symbol carved on it. Impa seemed afraid to touch the stone, and stood back and watched as Link moved the stone.

Deep in the forest, they finally found the singer. As they drew near, the singer, who called herself Nayru, asked Link to sit and listen. Ralph, who was already listening to Nayru, glared jealously at Link. Enchanted by her music, Link listened as she sang. Suddenly, Impa laughed, "Ahahahh!"

Link was shocked to see Impa's face change, and a shadow lift from her body. Before he could react, the

shadow reached Nayru and flew right into her. There was a blinding light, and when Link's eyes recovered, he could see that Nayru was not the same. Her innocent face was twisted in an evil grin, and her voice was not the sweet voice he had heard earlier.

"I am Veran, Sorceress of Shadows," she said, "and I have made the power of Nayru the Oracle of Ages my own! Now I can travel freely through time, and nothing can stop me from creating an age of shadows!" With that, Veran and Nayru vanished. As soon as Veran vanished, everything began to grow dark.

"Veran has gone to the past," said Impa. "What she's done there has changed the world. Link, you have to find a way to stop her, or all of Labrynnia is doomed to shadows!"

"I don't think we'll need any more heroes with me around," said Ralph, and he ran off into the woods to find Nayru.

Will Link be able to free Nayru from Veran's evil hold? It's all up to you — make your choices wisely. The future (and the past) of Labrynnia is in your hands!

Turn to page 25.



8 Saving Nayru: *Outside the Palace*

Link couldn't just knock on Queen Ambi's palace door and ask where Nayru was, so he had to find a way inside. As he walked around the palace, he entered the gardens. *There might be a way inside here*, he thought. Link searched the area carefully. He avoided the guards as he explored the gardens, and he found something strange. In each of the four corners of the gardens, he found a switch on the ground. He stepped on each one of them, being careful to hide from any guards that came along.

When all four switches had been pressed, Link saw a secret passage open near a line of statues. He entered the passage, and went down a set of stairs to a deep pool. Link dove in and swam west beneath the palace. He surfaced once he was inside, and then made his way up the stairs to the central foyer of the palace.

He could see several guards talking near the entrance to the rest of the palace, as well as another door to the east.

What should Link do?

Try to sneak past the guards and enter the door behind them.

Turn to page 44.

Enter the door to the east.

Turn to page 20.



The Secret of the Crystals

9

Link was about to hit the crystal with his sword, when he saw something across the room. It was an owl statue! Reaching into his pouch, Link dropped a Mystery Seed on the statue, and it immediately came to life.

"The four crystals tie it all together," the statue said. Link waited for more, but that was it. Shrugging his shoulders, Link faced the crystal again and hit it with his sword. As soon as he hit it, it disintegrated, and he heard a loud sound somewhere else in the dungeon.

He left the room, and climbed the stairs to the north. Inside the next chamber he found a huge wheel in the middle of the floor. There were three paths that led away from the wheel, and Link could tell that he'd have to ride the wheel to reach all of them. He had to start somewhere, so Link chose the path on the right first.

Turn to page 19.



10 The Maku Sapling

Once he was back in the village, Link used his new shovel to clear the path to the Maku Tree. When the path was clear, he entered the cave.

Link was surprised to find that the cave was very different in the past. He had to navigate a very treacherous path and fight off a horde of Keese — or bats — to reach a room with two doors. One of them was locked, and Link was sure that this was the way he needed to go.

He entered the other door, and fought his way to a switch on the floor. Stepping on it made a small chest appear. Inside, Link found the key he needed. He returned to the locked door and opened it.

After making his way through a maze of stone blocks, Link finally came to the stairs that led to the Maku Tree. However, as soon as he entered her chamber, he could see that she was in trouble. Several Moblins were tossing spears at her!

Link rushed toward them, using his sword to block their spears, and saved the Maku Tree, who was really just a sapling at this time.

"My hero!" said the tree. "Thank you for rescuing me — I'll have a gift for you when I grow up . . . and I'm going to marry you, too!"

Link wasn't sure how to respond, so he grinned sheepishly and took the nearby steps down to the cave below.



11

Inside the cave, he found another time portal, and he stepped inside to return to the future.

When he arrived, Link went back up the stairs to see the Maku Tree. She seemed to be over her ancient crush on Link. Most important, she was there again.

"Link, you'll have to find the eight Essences if you have any hope of defeating Veran. You'll find the first one in the Yoll Graveyard to the east."

Link turned to go, but the tree stopped him. "Wait! You forgot my gift," the tree said. The Maku Tree handed Link a satchel filled with Ember Seeds. "Use them to burn through plants and other things that block your way. They also make good lights in dark areas," she said.

Link thanked her, and left the chamber.

Turn to page 13.



12 The Ancient Tomb: *Death Stalfos*

In the basement of the dungeon, Link found what he was looking for — the doorway that led to the dungeon's first boss. He rested in a room full of vases, and then entered the chamber with his sword drawn.

This scary creature fired massive balls of energy at Link. However, the energy balls moved slowly, so Link could dodge them with ease. Link noticed that as soon as Death Stalfos lobbed one of them at him, the creature stayed in the same place.

Link defeated the creature by hitting its energy balls right back at it. Once the energy ball hit it, Death Stalfos turned into a bat. Link charged it when it was in this form, slashing with his sword. After Link had scored three hits on it with its own weapon, Death Stalfos disappeared, leaving Link with a warp to the first part of the dungeon, and a health fairy.

Once he was fully healed, Link was ready to keep going. As he explored, he found a room with five shallow pits in the center. He didn't know what they were for, but he knew that they were important.

Turn to page 59.



Yoll Graveyard

13

Link left Lynna City and headed east. As he walked, the area began to get darker and spookier. Eventually he came to the sign for the Yoll Graveyard, but he didn't notice a way to get inside. Remembering his Ember Seeds, he used one of them to burn down the small tree next to the path. He was able to walk past the smoldering tree and enter the graveyard.

Link walked through the graveyard and turned south. A Poe, a guardian ghost, was standing near the entrance to the Spirit's Grave, but Link couldn't reach it yet. He passed some boys telling ghost stories about a dark and scary tomb below. South of the clearing where the boys were, Link used an Ember Seed to burn down a tree and reveal some stairs that led below.

The room Link was in was very dark, but he could see four unlit torches in the corners of the room. He used his Ember Seeds to light them, and the Graveyard Key fell from the ceiling! There was nothing else to see in the chamber, so he went back upstairs and returned to the Spirit's Grave the Poe was guarding. With the new key, Link had no problem getting past the Poe and entering the crypt behind it.

Turn to page 41.



14 Jabu-Jabu's Belly: *Angler Fish*

One of the first things he had to do once he was inside the whale was drain the water from one area so he could cross to another. Link did this by making his way through a maze of rooms until he uncovered a switch that would move the water for him. He had to make use of his Switch Hook several times in order to get across some areas, but he soon reached a strange room with a very big Angler Fish inside.

The Angler Fish moved around its chamber very quickly, and released bubbles that would harm Link if they touched him. Link outwitted the fish by using Scent Seeds, then hitting it while it lay helpless on the bottom. He kept this up until the fish sank for good.

Immediately a ladder extended down into a room below, and Link climbed down to retrieve the Long Hook — it was just like his Switch Hook, only much longer. Now he'd be able to reach things that were farther away.

Turn to page 32.

Maple and the Poe Clock



15

Link left the dungeon, and returned to the graveyard above. Just then, a shadow appeared on the ground, and Link barely had time to brace himself before he was knocked to the ground. Lying on the ground near him was a girl who had been flying on a broom.

"Hey!" she shouted as she straightened her hat.

"Watch It! I'm Maple, Syrup the Witch's apprentice. You'd better have a good explanation for getting in my way!"

Link was dusting himself off. He picked up his pack and saw that many of his items, including his Rupees, were on the ground.

"Oh, you have nice stuff," said Maple. "I think I'll take it all to pay you back for running into me!" Maple jumped up and began picking up Link's items! Link pushed her away and started grabbing things and stuffing them in his pack. When everything had been put away, Maple was not happy.

"You took some of my things!" she shouted. "Just wait until next time, hero boy! I'll get what's mine!" With that, Maple flew away, barely missing a nearby tree.

Before Link left the area, he remembered the trapped Poe nearby. With the Power Bracelet, he was able to free it and push its headstone out of the way. This revealed the Poe's tomb. Once Link cleared the way, the Poe could go to the afterlife. Before it left, the Poe gave Link the Poe Clock — Link wasn't sure what to do with it, but he tucked it into his pack anyway.

Turn to page 60.



16 Subterror

Link dropped onto the fallen wheel, and it took him to another path. He had to get creative to light the torches that flanked a door across the pit ahead — he bounced Ember Seeds off the blocks on his side of the pit, and they bounced across to light the torches. He was then able to leave the room and enter the next chamber, where he came face to face with Subterror.

Subterror was a ruthless, mole-like creature that attacked from underground whenever possible, surfacing to destroy its prey with a mighty drill. Link could spot its path around the room, because it pushed a huge mound of dirt in front of it.

Instead of letting Subterror choose when to attack, he hit the mound of dirt with his shovel, causing the mole to pop out of the ground. While it was confused, Link hit it with his sword several times. He had to repeat this several times. Eventually, Subterror went down and stayed down.

A portal appeared, along with a healing Fairy, and Link left the room through the west exit.

Turn to page 38.



The Shooting Range

17

Link explored the town, and he found that many of the buildings were different. In fact, some of them weren't even there yet! In the location where the shop was in the future, Link found something interesting — a shooting range.

"Step right up, stranger," said the man running the shooting range. "Only ten Rupees." Link had found some Rupees under some of the plants around town, so he tried his luck. Once the man had set up the targets, Link quickly knocked them all down.

"You're pretty good," said the man. "Care to try some more?"

Link had wasted enough time, so he decided to move on.

"Fair enough, stranger. Listen, you really should see Queen Ambi's tower. It's west of town, and we're very proud of it." He paused for a second and looked around to be sure no one else was near. "Actually, it's the Queen who's the most proud of it — she's been working us night and day to finish it!"

Link thanked the man, and decided that he had better check out this tower — since there was no tower in the future, he was worried that the tower was Veran's doing.

Turn to page 46.



18 Battle!

Link decided to return to the crumbled cave, so he set out across the forest again. Things were going fine when suddenly, he came to a clearing that was swarming with Octoroks! Before Link could draw his sword, the Octoroks had surrounded him and knocked him to the ground.

As he lost consciousness, Link could only think about poor Nayru, and his failure to save her.

The End

You've reached one of the worst possible endings of this story! Care to try again?

The Search for the Crystals



Link followed the right path, and began searching for the other crystals that were tied to the first one. He found the next crystal at the center of a huge puzzle maze. It took him several tries, but he was able to push the blocks aside and reach the crystal in the center. As he destroyed it with his sword, he heard the same sound again. In the puzzle maze, Link also found a small key that he tucked into his pack to use later.

Link found the next crystal in a room with a conveyor belt running across it. The crystal was in a protected alcove, so Link couldn't use his sword to destroy it. Instead, he placed a bomb on the conveyor belt, and it blew up just under the crystal, destroying it. Unfortunately, this unleashed a dormant Soldier, but Link was able to finish it off quickly and continue his search.

The next crystal was located across a pit in a nearby chamber, and Link reached it by going downstairs and coming up on the opposite side of the pit. When he smashed the final crystal, another path near the rotating wheel was opened. Link returned to the wheel, and rode it around until he could enter that passage.

Once Link found the final crystal, he had to hit it with his Seed Shooter, since there was no other way to reach it. When it was destroyed, he heard a tremendous crash, and he discovered that the spinning wheel was gone, revealing a chest with a Gasha Seed inside.

Turn to page 16.



20 Veran: Round One

Rather than risk being seen by the guards, Link carefully made his way to the door on the east side of the palace foyer and slipped inside. He passed through several areas, and worked his way upstairs.

A single guard was patrolling the hallway ahead, so Link stayed out of sight and followed him. The guard almost spotted him a few times, but eventually he led Link to a small garden. Link searched the plants here for helpful items, and then he entered the chamber to the north.

Veran (who was still in possession of Nayru's body) was waiting for him. Before Link could say anything, she attacked him. An evil fireball appeared above her head, and it sent out flames that Link knew would destroy him if they got too close.

As Link dodged Veran's attacks, he wondered how to fight her. *If I hurt her, then I'm actually hurting Nayru's body. I can't do that.* Suddenly, he had an idea. He reached into his pack and loaded a Mystery Seed into his sling. He let it fly at Veran. Immediately, Nayru was free from her. Link quickly used his Switch Hook to switch places with Veran. As she closed in for the attack, Link hit her over and over again with his sword.

Link repeated this set of attacks three times. After the third time, Veran gave up. Just when Link thought he'd won, Queen Ambi entered the chamber. Seeing her chance,



Veran possessed the Queen. Nayru barely managed to cast a spell that would take Link and her away before Veran/Ambi could attack. **21**

Link and Nayru reappeared at the Maku Tree.

"Link," said Nayru. "Veran is still in the past. We need you to return and bring an end to her treachery once and for all."

The Maku Tree spoke up. "The Tune of Ages will make your travels simpler. Just play it when you want to flip from past to present, or present to past without any Time Portals."

Now that Link had rescued Nayru, he had to find the remaining two Essences in order to enter Veran's Black Tower.

Which dungeon should Link enter first?

Jabu-Jabu's Belly.

Turn to page 45.

Ancient Tomb.

Turn to page 28.



22 A Leap of Faith

Link decided to try jumping to the green switch. There was a stone block in front of him, but after a few tries, he was able to climb on top of it. He took a deep breath, and leaped for the switch.

He thought he was going to make it, but the switch was slippery, and his feet slid when he tried to land on it. As Link fell into the deep pit, his last thought was that he'd failed, and that the people of the land were doomed to live their lives under Veran's shadow.

The End

You've reached one of the worst possible endings of this story. Care to try again?



The Ring Shop

23

Inside the Ring Shop, Link met Vasu the Jeweler. Vasu was very proud of his merchandise, but he could tell that Link wasn't likely to buy anything soon. He asked Link if he knew about rings and how they worked.

"No, I don't know anything about rings," answered Link.

Vasu began to tell Link all about finding, appraising, and wearing rings. Most of it was boring, but Link did catch a few important things.

"You must be wearing a ring to use it," Vasu said at one point. "And you can only wear one ring at a time."

"Where do I keep my other rings when I'm not wearing them?" asked Link.

"In this," answered Vasu. He reached behind the counter and pulled out a small box. "This is a Ring Box. It will hold your other rings when you aren't wearing them."

When Link didn't take the box, Vasu pushed it closer to him. "Go on, take it — it's on the house!" Link thanked Vasu, and tucked the Ring Box in his pack. As he turned to go, Vasu called out, "Wait! I have one more thing for you."

Vasu walked out from behind the counter and placed a plain ring in Link's hand. "This is a Friendship Ring. It's to remind you of our meeting — it doesn't have any special powers, though."

Link put the ring in his new Ring Box, thanked Vasu, and left the shop.

Turn to page 36.



24 The Giant Ghini

Link traveled deeper into the dungeon. Several times he had to move blocks to clear the way ahead. Soon, he came to a large room that was empty when he entered. As soon as he stepped inside, a Giant Ghini and three smaller Ghinis appeared.

Three of them at once! thought Link. *I'd better take care of the little guys first, then try to get rid of the giant one.* He moved in fast and swung his sword as hard and as fast as he could while avoiding their attacks. Once he had taken care of the mini-Ghinis, Link took on the Giant Ghini the same way. By staying on the move and pressing his attacks, Link quickly destroyed the creature.

As soon as the Giant Ghini was gone, a healing Fairy appeared and healed Link's wounds. A portal also appeared in the chamber. Before he stepped into the portal, Link decided to explore a bit more. In the west wall of the room was another door, and he entered it.

Link's instincts paid off — after another stone block maze, and a brief battle with several Stalfos, he came to two unlit torches. He lit them using Ember Seeds, and a new stairway appeared. Downstairs, he found a Power Bracelet, which would allow him to lift heavy things and smash vases that were in his way.

Turn to page 55.



Lynna City

25

As Link searched the clearing for clues, Impa touched his shoulder. "I have something for you that will aid you, Link." She handed him a Wooden Sword, and Link swished it through the air.

"Thank you, Impa," said Link. "This isn't as good a blade as my own, but it will do."

"Lynna City is to the south — maybe you should start there?" said Impa. "I'm going to rest here until I feel better. Being possessed by that foul creature has worn me out! Look for the Maku Tree. She will help you find Nayru."

Link set off to the south. His path was blocked by some plants, but the Wooden Sword cut through them easily. Soon he reached the gates of the city.

Once inside the city, Link could see several buildings. *I wonder where I should go first?* thought Link.

Which building should Link enter?

The Shop.

Turn to page 49.

The Ring Shop.

Turn to page 23.

The Mayor's Home.

Turn to page 57.

A Nearby Home.

Turn to page 52.



26 Moonlit Grotto

Once Link had the Ancient Wood, the Maku Tree told him to seek the next Essence in the Moonlit Grotto. Near the graveyard, Link came across Moosh, a giant blue bear that was being tortured. After Link saved him, Moosh offered to help Link. Link discovered that if he rode on Moosh's back, he could easily cross pits and other obstacles. This made it much easier for him to reach the Moonlit Grotto.

In the first room of the Grotto, Link saw several cracked stone blocks. He used a bomb on them, and this freed one of the blocks. Pushing the block revealed a doorway, and Link quickly entered it. He explored the area, battling the creatures that were waiting to ambush him, until he came to a chamber with a blue crystal inside.

What should Link do?

Hit the crystal with his sword.

Turn to page 9.

Leave the room.

Turn to page 58.



Swoop Attacks!

27

Not far from the cracked wall, Link came across an underground railroad. He climbed into one of the mine carts, and it rolled along the tracks. When he reached the end of the line, Link got out and headed north.

In the next chamber, Link was attacked by Swoop, a flying menace that attacked him by dropping on him from above. When Swoop landed, it knocked holes in the floor. Link avoided the holes and hacked at Swoop with his sword whenever it landed. He found that he could watch for Swoop's shadow to see where it was going to land, then attack it before it flew off again. He repeated this until Swoop was destroyed, which caused a healing Fairy and a portal to the beginning of the dungeon to appear.

Instead of using the portal, Link kept exploring, going deeper into the dungeon. Along the way he came across a useful item — the Roc's Feather — which allowed him to jump over holes instead of going around them.

Using a combination of the Roc's Feather and his puzzle-solving ability, Link was able to solve the rest of the dungeon's puzzles, locate the Boss Key, and use it to enter the final chamber of the dungeon.

Turn to page 56.



28 The Ancient Tomb

The Maku Tree guided Link to the area outside the Ancient Tomb. He could sense that the evil here was very great. He faced swarms of Soldiers and Fire Cats as soon as he entered. To make matters worse, the room was a complicated maze, and Link had to try many times to make his way through it.

Finally, Link reached the entrance to the tomb and walked inside. He made his way through the first chamber easily, but the second room was full of ghosts. He used his Ember Seeds to light the torches in the room, which scared the ghosts away. There was a Stone Owl in the room, and he used a Mystery Seed to get its advice: "Open your ears to the sound of a sword hitting the wall." Link followed its advice, and he found a spot on the west wall of the room that made a different sound when he hit it. He used a bomb on this spot to open a doorway.

As Link made his way deeper into the dungeon, he could tell that this was the most challenging one yet. At every turn he was attacked by evil creatures, and several times he was nearly defeated. Along the way, he picked up the Power Glove, a powerful weapon that would allow him to pick up almost anything.

Turn to page 12.

Shadow Hag



After a few more propeller puzzles, Link found his way to the final chamber of the dungeon. Inside, the Shadow Hag waited for him. The Shadow Hag was a horrible creature, with two primary attacks.

Her first attack was to split into four smaller shadows, and her second attack was to rush Link once she had re-formed. Link didn't try fighting the mini-shadows. Instead, he stayed away from them when the Shadow Hag was in that form. He saw his chance when she was trying to re-form, and he rushed in to hit the butterfly-like creatures she tried to use as a distraction.

Link turned to face the re-forming Shadow Hag, but as soon as he saw her, she became a shadow again. *So, I can't face her, but I have to hit her while she thinks I'm busy with these butterflies,* thought Link. He quickly came up with an idea to defeat the Shadow Hag.

Link waited until she was re-forming again, then he bounced a seed off the wall to the north. As the Shadow Hag charged him, she ran right into the seed! Link stepped aside, and she crashed into the wall! This returned her to her other form, and Link had to do it all over again. It took four times to finally destroy her, and Link was exhausted from dodging her attacks by the time the battle was over.

Once the Shadow Hag was gone, Link picked up the Essence, Echoing Howl, that she left behind, and he left the dungeon.

Turn to page 48.



30 The Search for the Essences

Once he was across the bridge, Link's search took him all over the land. As he traveled, he used the Harp of Ages to go back and forth in time to find what he needed. The Maku Tree continued to provide support and help to Link as he traveled.

In addition, Link had acquired a new and powerful weapon, the Noble Sword, through a series of trades that had started with the Poe Clock he received from the Poe in Yoll Graveyard. In order, he had traded:

- The Poe Clock for the Stationery (In the Past from Postman)
- The Stationery for the Stink Bag (In the Past from the Toilet in town)
- The Stink Bag for the Tasty Meat (In the Present from the Chef)
- The Tasty Meat for the Doggie's Mask (In the Present from the Mask Salesman)
- The Doggie's Mask for the Dumbbell (In the Present from Mamamu Yan)
- The Dumbbell for the Cheesy Moustache (In the Past from the Unbalanced Man)
- The Cheesy Moustache for the Funny Joke (In the Present from Subel)



- The Funny Joke for the Touching Book (In the Past from Dekadin) **31**
- The Touching Book for the Magic Oar (In the Present from Maple)
- The Magic Oar for the Sea Ukelele (In the Past from Rafton)
- The Sea Ukelele for the Broken Sword (In the Past from Zora)

Once he had the Broken Sword Link took it to Symmetry City, where he battled Hardhat Beetles to restore it to its true form — the Noble Sword. The Noble Sword was much more powerful than the Wooden Sword, and it had the ability to shoot a powerful beam of light from its tip, causing damage to multiple enemies at once.

One day, long after his search had began, the Maku Tree spoke to Link.

"Link, you have found all but two of the Essences you need. You must go to Queen Ambi's palace and free Nayru. Once you have rescued her, you can finish your search for the Essences. Your quest is nearly at an end, Link — go quickly!"

Link had learned to trust the Maku Tree, and so he set out on the final leg of his journey.

Turn to page 8.



Jabu-Jabu: *Plasmarine*

32 After he defeated the Angler Fish, Link used the red button he had found earlier to change the water levels again. This let him reach another part of Jabu-Jabu, where he found the key that would open the final door of the dungeon.

Before he entered to fight the final boss, Link made sure he had plenty of health and seeds. Then he unlocked the door and went to confront whatever was on the other side.

The final creature in this dungeon was like nothing he had ever seen. It was a huge, shapeless gel creature called a Plasmarine. As soon as it saw Link, the Plasmarine started spitting fireballs at him. Link dodged them while he looked for an opening.

To his amazement, Link found that the Plasmarine seemed to be immune to his weapons! However, Link knew it could be destroyed. He kept dodging its attacks, and suddenly he had an idea.

Link waited until the Plasmarine had spit a fireball at him, then he used the Long Hook to switch places with the creature. Its own fireball slammed into it, and it shuddered in pain. Link knew he could finish it off — it took six tries to destroy, but Link stayed with it until Plasmarine was history.

His reward was waiting in the next chamber — the next Essence, Rolling Sea. Link took it from its resting place, and made his way out of Jabu-Jabu's belly.

If you've not completed the Ancient Tomb, turn to page 28.

If you've completed the Ancient Tomb, turn to page 42.





Vasu

When it comes to jewelry, nobody can match Vasu. Bring any rings you find on your quest to him, and he'll appraise them — for a price.

Link

The Hyrulian hero, Link must save Nayru and defeat the evil Veran.



Nayru

The Oracle of Ages must be rescued by Link, or Labrynnna will become a land of shadows.



Veran

Veran, the Sorceress of Shadows, has possessed the Oracle of Ages and can control time.



Bipin and Blossom

They know *their* names, but it's up to you to name their new baby.

Maple

Watch out for Maple, the Witch's apprentice. She isn't used to her broomstick yet, and runs into things — and people — a lot.





Great Moblin

Big, bad, ugly, and just plain mean. The Moblin King is out to stop Link.



The Missing Workers

33

Link began his search, but the area was covered with holes in the ground. He had to ride Moosh most of the time, which allowed him to cross the holes. He found the first worker not far from the bridge, and convinced the man to return to work.

The next worker was asleep next to one of the pits. Link woke him up and he agreed to go back to work. The final worker was in a very hard-to-reach spot — Link had to hover over the pits on Moosh's back to reach the one spot near him.

All three workers returned to finish the bridge after Link talked to them, and they quickly completed the work. Link was then able to cross the bridge and continue his adventure.

Turn to page 30.



34 Wing Dungeon

As soon as he entered the dungeon, Link saw one of the Owl Statues. He placed a Mystery Seed on it, and was rewarded with the advice, "Good defense is the best of-fense against Spikes."

In the next room, Link found out what that meant, as he faced several Spiked Beetles. Using his shield (his "de-fense"), Link caused the beetles to cover up, and then he could hit them with his sword.

Link made his way deeper into the dungeon, but he came to a dead end. There was no way out of the room, but he knew there must be something he could do. A quick search revealed a crack in the wall. Link used one of Queen Ambi's bombs to blast a hole in the wall and con-tinue.

He came to another dead end shortly, but he used an-other bomb on a crack in the wall, and was quickly on his way.

Turn to page 27.



Switch Hitter

35

Link didn't think he could make a jump to the green switch, so he studied the puzzle for awhile and came up with an idea.

If I turn those propellers, I think I can bounce a seed through them and hit that switch. Link used his Seed Shooter to bounce a seed off the wall and into the propellers, mak-ing them spin until their blades pointed southwest and northeast. This left a small gap between them that pointed right at the switch. With a well-aimed seed shot, Link was able to send one through the gap, hitting the green switch and opening the locked door ahead!

The next room had the same sort of puzzle, only this time there was a crystal ball that Link had to hit to extend a moving bridge. From the end of the bridge, he bounced a seed into a propeller that was blocking a switch, and it moved so that he could shoot a seed past it to trip the switch. This extended another walkway, and he was able to make his way across the pit.

Turn to page 29.



36 The Maku Tree

Near the Mayor's house, Link found a small cave. He went inside the cave and began exploring. At the north end of the cave, he found a set of stairs that led deep into the cave.

I'm sure something important is down there, he thought. Link walked down the stairs. In the cavern at the bottom of the stairs, he was amazed to find a giant tree. As he approached it, the tree woke up and started speaking to him.

"Greetings," she said. "I am the Maku Tree, guardian of the Oracle of Ages and all of Labryna. I have seen all that has taken place, and I'm worried about Nayru."

"If you know about Veran possessing her, then you must know that I've promised to rescue her and free Labryna from Veran's shadow curse," said Link.

"Yes, you are very brave, Link," said the tree, "but you'll need much more than bravery to succeed in your quest. I have something to give you that will help you. . . ."

The Maku Tree stopped in mid-sentence.

"Something is wrong, Link — I'm fading!"

It was true. Link could see through the Maku Tree. "Link, Veran has done something to me in the past. You must save me!" said the disappearing tree. Link was helpless to do anything but watch as the Maku Tree became more and more transparent, until she finally disappeared from sight.



37

The Maku Tree chamber shuddered, and the floor where the tree had been shattered. The entire room began to fall apart, and Link ran back up the stairs just before the entry collapsed.

Just outside the doorway, Link saw a Time Portal swirling in midair. The Time Portal didn't take all his attention, however, because he could see Veran about to step through. Ralph was running up behind her, but Link could tell that he wouldn't get to her in time to stop her.

"Veran!" shouted Link, hoping she would turn and see him.

Veran didn't seem to hear Link, and she stepped through the portal and vanished. With a quick glare at Link, Ralph stepped through after Veran. Link didn't hesitate — he had no idea how long the portal would stay active, so he quickly stepped through and vanished.

Turn to page 51.



38 Into the Shadows

After leaving the room where he had defeated Subterror, Link easily found another key nearby. However, he soon entered a room that was nothing like anything he had seen before.

The room had a large pit on one side, with some propeller blades across the middle. He could also see (but not reach) a small, green switch across the pit. Link looked at the puzzle for awhile — it was obvious that to keep going he had to hit the green switch somehow.

I might be able to jump to it, he thought, but I wonder if there's another way?

What should Link do?

Jump to the green switch.

Turn to page 22.

Look for another way to reach the switch.

Turn to page 35.



The Ancient Tomb: Ramrock

39

Link had finally made it to the last room of the dungeon. He entered the chamber and found Ramrock, a massive metallic head that began attacking Link as soon as it saw him. Link barely fought off its first wave of attacks.

Ramrock first attacked by shooting out its hands, trying to slap Link down. Link swatted the hands with his sword. The hands rebounded, hitting and damaging Ramrock. Link did this three times, and Ramrock switched attacks.

Its second attack was a crushing attack. Ramrock's hands hovered near Link and tried to crush him. Link placed a bomb between the hands, and they were damaged when they tried to squeeze together. Three bombs took care of this attack.

In his third phase, Ramrock was heavily shielded. Link could only attack from above. He pulled out his Seed Shooter, and tried angling a shot off the north wall. It worked! The seed went through Ramrock's armor. Link used this tactic to force Ramrock into its final form.

Ramrock's hands became wrecking balls, and he tried to crush Link. Link used his Power Gloves to catch the balls and pull on them. When he let go, they swung back and hit Ramrock. After three hits, Ramrock was history.

Link stepped into the next room, and grabbed the next Essence — Falling Star. Then he turned and left the dungeon.

If you've not completed Jabu-Jabu's Belly, turn to page 45.

If you've completed Jabu-Jabu's Belly, turn to page 42.



40 The Mayor's . . . er . . . Mailman's Home

Link made his way through the streets of the town, and decided to go and see what the current Mayor had to say. When he came to the place where the Mayor's home was in the future, he found a simple house.

Inside, he talked to the mailman who lived there, but the man was too busy to say much, so Link left. Outside his door, Link talked to a woman who had a lot to say about Queen Ambi.

"She's going to ruin this town," the woman complained. "That tower is all she cares about, and we've just about had enough of it." She went on, but Link had already decided that he'd better check out this tower for himself.

It sounds like it could be Veran's work, he thought, and so he set off to the west side of town to see what he could find out about the tower.

Turn to page 46.



The Spirit's Grave

41

In one of the first rooms of the dungeon, Link was faced with a puzzle. The door ahead was locked, but there was no keyhole. As he looked around the room, he saw a stone block on the floor. When he looked closely, he could see scratch marks on the floor near the multicolored block.

Link pushed the block forward, and it fell into the pit in the center of the room. This lit the pale blue flame in each of the torches, and unlocked the door. On the other side of the door, Link found a dungeon map that would help him find enemies and treasure chests. Once he had the map, he returned to the chamber with the blue flame. He pushed the block into the pit again to open the other door.

The room beyond the next door was small, but it was guarded by a fearsome creature called a Ghini. Link hit him with his sword, and he dropped a key. Link used the key in the door on the west side of the room, and continued exploring.

Turn to page 24.



Veran's Defeat

42

As soon as Link found all the Essences, the Maku Tree called to Link to return to Lynna City in the Present Age.

Once he arrived, the tree gave him a massive Maku Seed.

"With this seed you can enter Veran's Black Tower," she said. She wished Link good luck, and watched as he disappeared into the Past Age to fight Veran for the last time.

When Link arrived at the Black Tower, things got confusing. The first room was a maze of staircases. It seemed like Link would never figure out which staircase to take, but he finally found his way. The higher he went, the more enemies he faced.

At the top of the tower, Link faced a room full of stairs. He found that all but one of them led to a room full of enemies. Through trial and error, he discovered that the correct set of stairs was in the southeast corner — the second set of stairs from the right took him to Veran.

Link was surprised that Ralph had beaten him to the roof! However, Ralph was in trouble because Veran was about to destroy him. As soon as Veran saw Link, she freed Ralph so she could concentrate on Link. The battle began.

Link used the same strategy on Veran that he had used to save Nayru — he tossed a Mystery Seed at her, used his Switch Hook, then hit her with his sword. This saved Ambi and banished Veran. Ambi ran from the tower, and Link prepared to face Veran alone.

Veran's next form looked like a giant insect, and she had a swarm of Link clones with her that mirrored Link's moves! Link defeated the clones by pushing them together, which made them easier to avoid. He used his spin attack

to damage Veran as he ran by her. It took six tries, but he won the battle.

Link thought it was over, then a giant hand pulled him back inside. Veran wasn't through with him yet!

Veran had dropped all illusion of being human. At first, she appeared as a giant beetle that leaped high in the air and came crashing down, crushing anything in her path. Link quickly found the weakness of this form, though — when she landed, Veran stuck her face out, and Link could hit it repeatedly until it jumped again.

Veran would switch between two other forms — the spider and the bee — whenever Link nearly had her down. Link used bombs to force her spider form to show its true face, then he used sword attacks. In her bee form, Veran swarmed Link, forcing him to battle. He used his Seed Shooter and his sword to keep up the attack.

Veran began to cycle between her final forms more quickly. Link pressed his attacks. With one final blow, Veran disintegrated. The Black Tower began to collapse. Link found himself transported to the Maku Tree before the tower could destroy him.

The Maku Tree and Nayru thanked him for his help, and they put up a statue in his honor. Link was a hero once again, and the land was safe from Veran's evil schemes.

Nayru launched into a song of celebration. The people of Lynna City gathered around, celebrating their freedom from Veran.

The End

Good job! You've defeated Veran and freed the land from her plot! Be sure to read this book again, and make different choices!



43



44 Palace Battle!

Link thought he could slip by the palace guards. He tossed a small rock he had picked up into the foyer, thinking that he would be able to distract them long enough to sneak by. Unfortunately, one of the guards saw Link throw the rock, and Link quickly found himself surrounded!

They took all his things, and brought Link deep under the castle. They locked him in an old, moldy cell in the dungeon. "That should keep you until the Queen is ready to deal with you." Link couldn't believe how foolish he had been.

"Now Veran will rule the land, and Nayru will be her prisoner forever." Link hung his head and waited for Veran to destroy him. From the looks of the cell, he thought he might be waiting a long, long time.

The End

You've reached one of the worst possible endings for this story. Care to try again?



Jabu-Jabu's Belly

45

The Maku Tree told Link that the next Essence would be found inside a giant fish. To reach the fish and find the Essence, Link had to travel to the Rolling Sea and swim deep underwater. After meeting both the King of the Past Age, and the King of the Present Age, Link found out that the water had been poisoned.

Link solved the problem by rescuing the Fairy that could cleanse the seas from her prison. The King made Link a hero, and granted him his wish to see Jabu-Jabu, the giant whale. "I sense one of the Essences inside Jabu-Jabu," said the Maku Tree. Link approached the great whale, and entered its mouth to begin his search.

Turn to page 14.



46 West of Lynna City

Link crossed the bridge on the west side of town, where he found a small shack. Inside, he talked to the farmer that lived there.

"Here, take this Gasha Seed," said the farmer. "You can plant it in soft soil, and when it grows, you'll be able to harvest rings and other items from it."

Link took the seed and thanked the farmer.

"Just don't plant it in the soil out front," warned the farmer as Link left.

Link walked south and then east, and he came to another shack near the river. Adlar, a former palace advisor who no longer lived there, had plenty to say about Queen Ambi's obsession.

"Things got worse once the Queen started listening to Nayru," Adlar said.

Nayru? I knew that Veran was behind this tower, thought Link.

Link talked to Adlar until he had heard all he had to say, and then he walked to the west and then the south to reach Ambi's Tower.

As Link entered the tower, several disgruntled workers walked past him.

"I've had enough of this," one of them said. "My crops are going to waste in the fields while we work on her precious tower. Black Tower is more like it!"



47

"Yes, mine too," the other answered. "I just hope we get this finished soon before I'm completely ruined!"

Inside the tower, Link saw several more villagers working on the tower — none of them seemed very happy. On the second level of the tower, he came across a man digging some holes. After talking to him awhile, the man offered Link a shovel, assuming that he was here to work.

This is just what I need to clear the path to the Maku Tree, thought Link. He took the shovel, and headed back to Lynna City.

Turn to page 10.



48 Dimitri

Link left the dungeon, but he had a problem. There was no way to cross the water and return to Lynna City! Link walked to the coastline and began looking for a way across. He came across some Tokay arguing over a water-going Dodongo they'd found near the shore. When Link approached, the Tokay offered to sell the Dodongo to Link for some seeds.

Link gave them Ember Seeds, which they promptly swallowed, then ran off screaming. Chuckling to himself, Link talked to the Dodongo. He was surprised when it told him that its name was Dimitri.

"Can you take me across the water, Dimitri?" Link asked.

"Yes, and I'll be happy to — you saved me from those two, who were talking about eating me!"

Link climbed onto the Dodongo, and it swam across the water until Link reached the opposite shore. Once he was on dry land again, Link thanked Dimitri, and headed for Lynna City.

Turn to page 54.



The Shop

49

Link stepped into the small shop and looked around. The man behind the counter stepped out to greet him.

"Greetings, stranger. Come in! Come in! You'll find just what you need in my humble shop."

Link could see many things in the shop, but the things that interested him most were a small shield and some bombs. "I really like that shield," he said.

"Thirty Rupees!" said the shopkeeper. Link didn't have any money yet, so he told the shopkeeper that he'd come back for the shield when he did.

"Fine, then," said the shopkeeper in a much less friendly tone. "Bring some money next time you come in." With that, he stepped back behind the counter and Link left the shop.

Turn to page 36.



Queen Ambi

50 Link didn't waste any time. As soon as he stepped outside Nayru's house, he used the Harp of Ages to open a Time Portal to the past, and stepped through. Once he was in the past, Link began exploring the forest again.

Eventually, he came to a clearing with a strange tree in the center. *This reminds me of that Ember Seed tree back in Lynna City*, he thought. As he approached the tree, he could see some Mystery Seeds growing on it. Near the tree, Link saw a statue of an owl. Acting on instinct, Link placed one of the Mystery Seeds on the owl. It spoke to him.

"Greetings. Be sure to feed me Mystery Seeds, and I'll tell you all I know," said the statue. *I'll have to remember that if I see any more Owl Statues*, thought Link. With his satchel full of Mystery Seeds, he continued searching the forest.

As he walked, a Queen's soldier ran up to him. "We must go to the Queen immediately — she needs your Mystery Seeds!" The soldier escorted Link straight to Queen Ambi. The Queen thanked Link for bringing her the seeds, and took all that he had. In exchange, she gave him some bombs. As he left, Link found out that Queen Ambi was actually Veran, who wanted the Mystery Seeds for her own reasons.

He couldn't stop Veran yet, so Link returned to the crumbled cave, and used one of the bombs to open it. This revealed the Wing Dungeon. As soon as the dust settled, Link stepped inside to continue his adventure.

Turn to page 34.



A Blast From the Past

51

As soon as Link stepped through the Time Portal, he could tell that things were different. The city was now a smaller village, and it was named Lynna Village instead of Lynna City.

Link entered the town, and spoke to several of the people he met on the streets. Nearly all of them had something to say about Queen Ambi's Tower. It seems that she had most of the town working overtime to finish it. Link could see the mess from the construction. In fact, in some cases it was blocking his way.

"The path to the Maku Tree is blocked," said Link. "I'll need something to dig it out."

Where should Link go?

The Shooting Range.

Turn to page 17.

The Mayor's Home.

Turn to page 40.

West of Town.

Turn to page 46.



52 Bipin and Blossom

Link noticed a small house near the center of the village. He wasn't sure where to find the Maku Tree, so he knocked on the door to get directions.

"Hello," said the woman who answered the door. "Please, come in!"

Link entered the house. Inside, he noticed a man bending over a cradle in the corner.

"Welcome, stranger," the man said. "Why don't you come in and warm yourself by the fire?" The man lifted a tiny bundle from the crib, and Link could see a baby's face peeking out.

Link introduced himself and found out that their names were Bipin and Blossom. When he asked what the baby's name was, the parents looked at each other, then sheepishly shrugged at Link.

"We haven't named him yet," Bipin said. "Finding the right name is hard!"

"Perhaps . . . perhaps you can help us think of a name for him?" asked Blossom hopefully.

Put on the spot, Link thought for a moment and said, "Why don't you name him Bipsom, after both of you?"

The parents smiled, "That's a wonderful idea, Link! Bipsom he shall be!"

Link felt like he was intruding, so he declined their offer to spend the night. Bipin showed him to the door, clap-



53

ping him on the back. "Thanks for your help with Bipsom's name, Link. We'll never forget you — nor shall he!"

With that, Link left the house to finish exploring the village.

Turn to page 36.



54 Unfinished Business

Link made his way back to Lynna City, and headed west to explore an area he hadn't seen before. He stood on a platform over the river, and looked at the bushes across from him. Link used an Ember Seed in his Seed Shooter to burn a small tree on the other side. This revealed a switch, and he used another seed to trip the switch and lower a drawbridge so he could cross over.

Eventually, he came to a bridge that was under construction, but no one was working on the bridge. The foreman was angry, and told Link that the three workers who were supposed to be working on the bridge were gone.

Normally, Link wouldn't have gotten involved in a labor dispute, but he had to cross the bridge, so he needed those workers to get busy! "I'll help you find them," Link said, and left to hunt down the missing workers.

As he was exploring, Link came across Moosh, the blue bear, again. This time, Moosh gave Link a flute. "You can call me with the flute anytime you need me," Moosh told him. Link thanked him, and together they looked for the missing workers.

Turn to page 33.



Boss: Pumpkin Head

55

Once Link had the Power Bracelet he had no problem moving any vases in his way. Using it made exploring the dungeon easier, and it didn't take him long to find the Boss Key — the key that would open the final door in the dungeon. He found the door not far from where he had found the Power Bracelet, and he unlocked the door and stepped through.

Link found himself in a large room, where he was immediately attacked by a very strange creature. Pumpkin Head looked like a normal man, but it had a jack-o'-lantern for a head. As scary as that was, it also spat fireballs at Link that he was barely able to dodge. Pumpkin Head's other attack was a running jump — Link knew that he wanted to stay as far away as possible.

I'll bet the Power Bracelet I just found will take care of him, thought Link. He rushed toward Pumpkin Head, hitting him with the sword before he could react. Link was surprised when the freakish head fell off, but he used the Power Bracelet to scoop it up and throw it. Link did this twice, and Pumpkin Head was destroyed.

Once Pumpkin Head was history, Link walked through the door to the north and collected the first essence, the Eternal Spirit.

Turn to page 15.



56 Boss Battle: *Head Thwomp*

The final chamber of the dungeon had a ladder and several stone blocks inside, but Link was more concerned with the creature that attacked him as soon as he entered the room. Head Thwomp was a tough enemy to defeat! He had several different attacks, and all of them were deadly.

Thwomp's face was constantly changing expressions and colors — green, red, purple. Link quickly discovered that the only way to hurt Head Thwomp was to stand on the ladder and toss a bomb onto Thwomp's head while his face was red. This was easier said than done, because Thwomp only turned red when he was very mad. To make things worse, he would also slam into the ground, and fireballs would rain down on Link.

Using the stone blocks for protection, Link was able to avoid Head Thwomp's attacks. Once he had thrown four bombs onto his head, the guardian of the next essence was defeated.

Link entered the next room, and retrieved the Ancient Wood Essence.

Turn to page 26.



The Mayor's House

57

Link stepped inside the Lynna City Mayor's house, where he found the Mayor doing absolutely nothing.

"Welcome to Lynna City, my boy," said the Mayor. Link thanked the Mayor, and asked if he could tell him about the city.

"Of course, son. I'd be glad to," said the Mayor. An hour later, the Mayor was still going strong, talking about the small town. Link had had enough, and mumbled something about Nayru as he slipped out the door.

"Whew," he said once the door had shut behind him. "It's a good thing he's not running for reelection just now, or I'd never have gotten out of there."

Turn to page 36.



58 Battle!

Link wasn't sure what the crystal did, so he decided to explore some more before doing anything with it. Unfortunately, as soon as he left the room, a swarm of Moldorms ambushed him, stripping him of his sword. Link struggled but wasn't able to get away from them. The last thing Link thought before he was knocked unconscious was *Nayru! I've failed you!*

As he fell into darkness, Link thought he could hear Veran laughing.

The End

You have found one of the worst possible endings to this story. Care to try again?



59 The Ancient Tomb: The Four Slates

When Link found the first Slate, he knew that it would fit in one of the four shallow pits he had seen earlier. *There must be three more of these*, thought Link. *Once I have them all, I'll return to that room.*

Searching for the other Slates wasn't easy. The dungeon was crawling with enemies — several times Link barely escaped with his life. He found the other Slates scattered throughout the dungeon, and by the time he had collected them all, he was ready for the final battle.

Link placed all four Slates in their proper slots, which revealed a staircase leading down. The approach to the final door wasn't an easy one — it seemed like every creature in the dungeon was in Link's path. He fought past them all, one by one, until he finally faced the last door of the dungeon.

Turn to page 39.



60 The Harp of Ages

Link made a quick return to town, where he bought a small shield with the Rupees he had gained from Maple. West of town, he entered the forest. The forest was crawling with Octoroks, but Link handled them easily with his sword.

As he traveled through the forest, Link came to a large clearing with a huge tree in the center. Three fairies appeared, and asked Link to play hide-and-seek with them. Link would have refused, but he quickly found that he couldn't leave the area — the fairies had jumbled the forest, and he'd have to win the game to get free!

Link didn't have time to play this game, so he cheated. He watched from the edge of the clearing, where he could see the fairies hide, then he returned and caught them one by one. When he had found all three, the fairies returned the forest to normal and Link could continue.

East of the fairy clearing, Link found a cave that was blocked by a rock with a sign above it.

WARNING! DO NOT MOVE THIS ROCK!

Of course, Link decided to move the rock anyway. The ground shook, and the cave entrance crumbled and collapsed. "That didn't work out well," said Link.

Just then, the Maku Tree spoke to Link. "Link, go to



Nayru's house to the northeast. There's an item there that will help you here."

61

Link did as the tree instructed. He found Nayru's house, where he discovered the Harp of Ages behind a secret statue. Once he had the Harp, he discovered that it would allow him to open a Time Portal to the past.

What should Link do next?

Return to the crumbled cave.

Turn to page 18.

Use the Harp of Ages.

Turn to page 50.

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