

Nintendo®

10

ADVENTURE BOOKS

FEATURING THE LEGEND OF ZELDA®

**THE SHADOW
PRINCE**



Mob of Monsters

"I ve got to find out what Charles of Moria is really up to. There's no time for detours," Link says, and spurs Cloud into the Midoro Swamp.

He gallops down a murky trail. Tall, gnarled trees grow on either side. Long vines hang down and whip across his face. The only sound is the drumming of Cloud's hoofs.

"No moblin here," Link thinks.

Crack! Smash!

A giant tree falls in front of the path. Cloud skids to a halt, just as Link sees the flash of red moblin eyes in the forest. In seconds, he is surrounded by a pack of the hideous beasts. Their wet tongues hang out of their mouths.

"Yum!" growls the biggest moblin.

Uh-oh! How will Link escape from the mob of moblin? It's up to you to make the decisions that will get him through this adventure!

Dear Game Player:

You are about to guide me through a great adventure. As you read this book, you will help me decide where to go and what to do. Whether I succeed or fail is up to you.

At the end of every chapter, you will make choices that determine what happens next. Special puzzles will help you decide what I should do—if you can solve them. The chapters in this book are in a special order. Sometimes you must go backward to go forward, if you know what I mean.

Along the way, you'll find many different items to help me with my quest. When you read that I have found something, such as a clock, you'll see a box like the one below:

***** Link now has the clock.*****

Turn to page 14.

Use page 121 to keep track of the items you collect and to keep score.

Good luck!

Your fellow Triforce Protector,

Link



Deep in the Hyrulian forest, a moblin slithers stealthily through the trees to a small clearing. "They're on their way, Boss," the squat, bulldog-faced ogre hisses.

A larger moblin—the leader of this band of the evil wizard Ganon's minions—wipes a warm splotch of ooze from his chest. "Are you sure it's Link and Princess Zelda?"

The scout nods. "Hunting," he says, showing yellow fangs in a grin. "Heh, heh!"

"Shut up." The moblin chief cuffs the scout in the head. "They're coming, partners in slime!" he calls, lurching to his feet. "Hop to it! If we let down our leader Ganon, you can be sure he'll 'let down' our heads!"

The wood comes alive with the grunts of moblin. Tiny eyes gleam and dog mouths drool as the hideous horde prepares for battle.

"Okay, let's go!" the chief commands. "And remember—"

"Take no prisoners!" shouts one of the troops.

The moblin boss scowls. "That's *take* prisoners, idiot!" he yells.

They clatter into the dark wood. Birds caw, wild animals growl. After a short walk the chief raises his hand. His troops come to an abrupt halt. Utter silence falls—moblin can be very quiet when they want to be.

Walking through a clearing, a bow and arrow slung over her shoulder, is Princess Zelda, the young heir to the throne of Hyrule. Her long, blond hair shines in a stray shaft of light. Two steps behind is Zelda's best friend, Link. Though he isn't even twenty yet, Link is already known as the greatest warrior in all of Hyrule.

"Did you hear something?" Zelda asks, stopping suddenly.

"Hear something?" Link replies.

Zelda scowls. "Do you have to repeat everything I say?"

"Repeat everything you say?" Link grins.

"I'm not in the mood for jokes, Link. I have a strange feeling Ganon and his forces might be lurking around here."

"Ohhh," Link cries. "'Lurking'—pretty big word, Zel. Been hitting the books again?"

Before Zelda can think up a good retort, there is a grunt, then the rasping voice of the moblin boss: "Get them!"

Princess Zelda's eyes go wide. From all sides, a green mob pours out of the woods, waving spears and screaming war cries.

"See?" Zelda cries. "Moblin!"

"Okay, maybe you're right," Link says.

Zelda and Link jump behind a rock. Zelda draws her bow and arrows and begins firing, while Link uses his trusty sword to keep away any monsters that try to sneak up behind them.

Swish! "One down!" Link shouts.

Whizz . . . *Thunk!*

"Arragh!" A moblin hits the dirt.

"Two," calls Zelda.

"Nice shot, Zel," Link cries.

Zelda smiles, aims and fires again.

Bullseye! Another moblin falls. And another, to the bite of Link's blade.

But the enemy keeps coming. Soon Zelda has only three arrows left, and Link's sword arm is getting very tired.

Zing! Thwack! Swish!

Another hit, but now Zelda has only two more arrows. Then one . . . then none.

Link glances around. A cluster of boulders behind them blocks any chance of escape. Moblin are on all sides, close enough to smell. Suddenly, a large rock flies through the air.

"Duck!" Link cries.

Too late. The rock glances her head and Zelda falls down, stunned.

"You dirty rats!" Link cries, racing out from his hiding place. "I'll—ugh!"

Link trips and tumbles to the ground. When he looks up, he's staring into the beady eyes of a moblin. The dog-faced creature pants eagerly as he moves in for the kill.

But then Link hears drumming hoofbeats on the forest floor, followed by a man's voice: "Move aside, mutts, or taste steel!"

*****Link and Zelda get 200 points for destroying the moblin.*****

Turn to page 114.



“Our latest reports are alarming,” the king says gravely. “Very alarming indeed.”

The council is being held in a small stone-walled chamber. Link, Zelda and Charles sit with Hyrule’s best warriors and advisers around a large oak table. The king paces back and forth, stroking his beard.

“People all over Hyrule have been reporting strange things. You’ve heard about the Darknut our friend Charles defeated in the forest near here,” the king says.

Link scowls, remembering how he missed out on that fight.

“It’s not the only sighting of Darknuts in strange places,” the king continues. He pulls out a large map of Hyrule. “Word came last night that an entire gang of Darknuts were spotted in the Jungle of Favors. And a scout from Ruberry tells me a thunderstorm last week produced a hail of Goriyas!”

"Goriyas? From the sky?" Murmurs of disbelief run up and down the council table.

The king nods. "It seems that Ganon's power is growing stronger."

Charles looks concerned. "What do you think he wants?" he asks.

Link rolls his eyes. Can Charles truly be so ignorant he doesn't know what Ganon is after? Or is he just playing dumb?

The king places both palms on the oak table and looks slowly around the room. "I believe Ganon is after our Triforce of Wisdom again. It's in danger here. We must move it."

"Move it where?" Zelda asks, puzzled.

"To the Fifth Castle of Ancient Hyrule. Here is North Castle," says the king, pointing to a dot near the center of the map.

"And the Fifth Castle?" Charles asks.

The king places his finger in the lower right corner of the map. "Here."

Charles whistles. "That's quite a distance. What's in between?"

"Deserts, rivers, swamps—some of the most treacherous terrain in the land. But it must be done. Ganon and his forces will never get our Triforce there. Never."

“Who’ll take it there?” Zelda asks.

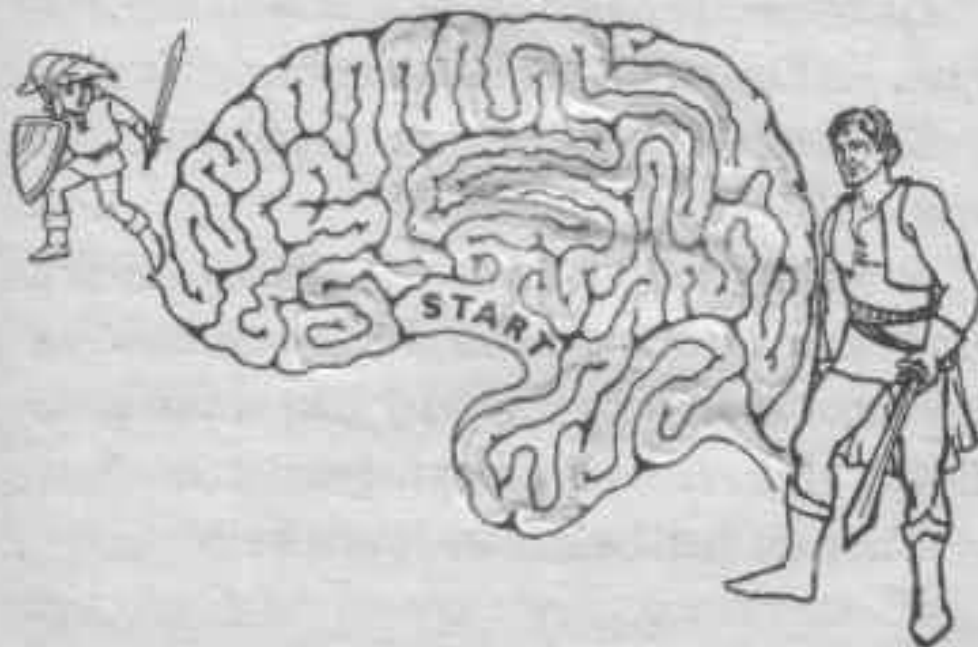
Link sits up straight in his chair, blushing modestly. He’s sure it will be him.

But the king clears his throat. “Well, two heroes come to mind. Link and Charles.”

Even though Impa said it might come to this, Link is very hurt. Clenching his fists, he waits anxiously for the king’s decision.

**Solve this puzzle to see who the king
will choose:**

- There’s only one correct solution to this maze. Find the way through the maze and learn who the king’s champion will be.



Turn to page 102.



"I am looking for something," Link tells the man with the mustache. "Let's go."

The crowd cheers. The man leads Link to the meeting hall, a sturdy marble building.

"After you!" the man says cheerfully, holding the door open for Link.

"Why, thanks," Link says.

Bang!

Link wheels around as the door slams behind him. He tugs on the knob. Locked!

"Ganon will be glad to hear about this!" the man yells through the door.

Suddenly the walls begin moving toward Link with a grinding noise. Desperate, he looks around. There's no way out! The walls move faster. Link rattles the door in vain.

"I'm done for!" he thinks. "Done for!"

GAME OVER!



Link is in an agony of doubt. What if the glass in his hand isn't really the Mirror of Truth? How can he be sure? If he points it at Charles and nothing happens, who knows what the king's punishment will be? And besides, how can he bear to have Zelda and his other friends laugh at him?

Then, before he knows what's happening, Charles is at his side. The Morian knight knocks the mirror out of his hands.

Kuh-rash! The mirror shatters against the floor.

"No!" Link shouts.

Thick blue smoke fills the room. The king, Link, Zelda and all the counsellors begin to cough and fall to the ground.

"Goodbye!" Charles calls, heading for the door. "And don't worry about your precious Triforce. It'll be in fine hands—with Ganon! Hah, hah, hah!"

Link struggles to get to his feet, but the poisonous blue fumes make him too weak to stand.

"Link," the king cries as he passes out. "You were right, and we were all wrong. Now Hyrule is lost forever!"

GAME OVER!





Charles pulls out a long, silver sword.

"Relax!" he cries to Zelda. "My great grandfather used this sword during the Grindle-Morian Civil War!"

Zelda sits tight. Link starts to pull his sword from the sheath, but it seems to be caught on something.

Just then, the Darknut swings his sword around his head wildly. Then he thunders forward, waving his shield.

But Charles is too quick for him. He plants his feet and strikes forward. The Darknut blocks the blow.

"Come on, sword," Link mutters, grunting as he tries to unsheath his sword. But it won't budge.

The Darknut lunges again. At the last second, Charles dives out of the way and then plants the point of his sword in his enemy's back. The Darknut shrieks and crashes to the

forest floor. The sword, caught underneath his massive body, sinks into the ground.

R-R-R-UMMMMMBLE!

The earth around Link's feet shakes. Oh, no! Charles's sword must have sliced into the roots of a quaker tree!

The next thing Link knows, he, Zelda and Charles have dropped twenty feet into an underground tunnel. In the feeble light Link sees four passageways heading off in opposite directions. He knows they haven't much time. These mazes are haunted by Stalfos, horrible skeleton demons. They need to find the way out, and fast!

As he looks around, Link spots something. Dug deep into the tunnel floor is a flat rock. A corner of a yellowed piece of paper sticks out from under it.

Link grabs it. "Aha!" he crows.

"What is it?" Charles asks.

"A map," Link replies. "It should tell us the way out of here—that is, if it's not a fake. There are lots of fake maps floating around these days."

Solve this puzzle to see what happens next:

- Here's the map that Link found in the maze. There are many paths to choose from, but it's

hard to tell if any of them really lead outside.
Can you find a safe path and help Link, Zelda
and Charles escape from the Stalfos? Or is the
map a fake?



If you think the map is real, turn to page 46.
If you think the map is a fake, turn to page 80.



“I’ll give you proof!” Link cries. He pulls a small wooden mirror out of his pocket. Murmurs fill the room. Charles narrows his eyes and takes a step back.

“What’s that?” Zelda asks.

“The Mirror of Truth,” Link says.

Zelda frowns. “Are you sure?” she says, walking to Link’s side. “I thought the Mirror of Truth was much bigger.”

“If it’s the Mirror of Truth, use it,” the king says. “But let me warn you, Link. If this mirror doesn’t show something important, I’m going to be very angry with you!”

Link hesitates for a moment, suddenly unsure. What if he’s wrong about the mirror?

**If you think Link should wait to use the mirror,
turn to page 9.**

**If you think Link should use the mirror
immediately, turn to page 64.**



Link pats his pockets. "Nothing there," he mutters.

The big moblin lurches closer. "Looking for something?"

"Flea spray!" Link says defiantly.

At that, the moblin rush at him. Link sees one chance, a low-hanging branch. If he can only grab it, and swing over to the other side of the pack...

There's not a moment to lose. A moblin is grabbing at his foot. Link reaches up. But the branch snaps off under his weight and Link crashes to the forest floor, smack in the middle of the horde of moblin.

"Well, well," the big one says, lapping his tongue hungrily over his lips. "Look who dropped in for dinner."

GAME OVER!



“I can’t wait to see what they say back at the palace,” Link thinks as he approaches North Castle.

But when he gets there, the fortress is completely dark. Bearing the Triforce, he crosses the bridge over the moat.

“Hello,” he calls out. “Anybody home?”

His voice echoes as he walks into the throne room. It’s dark and silent.

Confused and a little annoyed, he checks the library. Empty.

Behind him, he hears a scraping noise. He spins around. He’s almost sure it came from the banquet hall.

Link strides over and flings the door open, his hand on his sword.

“Surprise!” a hundred people shout out.

“Come in, my boy,” the king says, beckoning from the middle of the room.

Link walks in to the wonderful sound of a

standing ovation. He places the Triforce on the table before the king.

"Link, once again, you've saved our land from evil Ganon. Thank you, thank you!"

Link meets the king's bright eyes. "It was nothing," he mumbles modestly.

"Nothing!" exclaims the king. He laughs heartily.

Everyone cheers loudly. Impa pinches Link's cheek. "I'm proud of you!" she tells him.

"I couldn't have done it without you," Link says sincerely.

Finally, Zelda approaches. "Oh, Link!" she says. Her cheeks are red with embarrassment. "I can't believe I was such an idiot."

Link grins. "Maybe now you'll better appreciate the talent here at home."

Zelda looks confused. "Talent?" she says. "Where?" Then she grins and they both burst out laughing.

The king throws an arm around Link's shoulders and cries, "It's time to celebrate!"

*****Link gets 100 points for returning the Triforce safely.*****

GAME OVER. YOU WIN!



Quick as a flash, Link dashes down the hill, scurries up into the tree and lies quietly on a branch. Charles walks right under the tree and looks around. But the wood is quiet. Far in the distance, a bird caws.

Charles takes a final look around. Then, satisfied that he is alone, he turns back to his rock.

*****Link gets 100 points for not being seen.*****

Turn to page 44.





“Charles, the Champion of Hyrule?” Link shoves his hands dejectedly into his pockets. Then, feeling something round under his right hand, he says, “Wait! I just remembered I had this.” He pulls out the golden compass that fell from Charles’s belt.

“Where did you get that?” Impa asks.

Link tells her. “I forgot to give it back to Charles. Now I’m wondering if it will tell us anything about him.”

Impa studies the compass, twirling it in her gnarled fingers. “The letters on the face don’t make sense,” she murmurs. “Most compasses have an N for North, an S for South, and so on. But this one has G’s and A’s and H’s.” She turns the compass over. “There are directions written on the back! Let’s follow them and see what we get.”

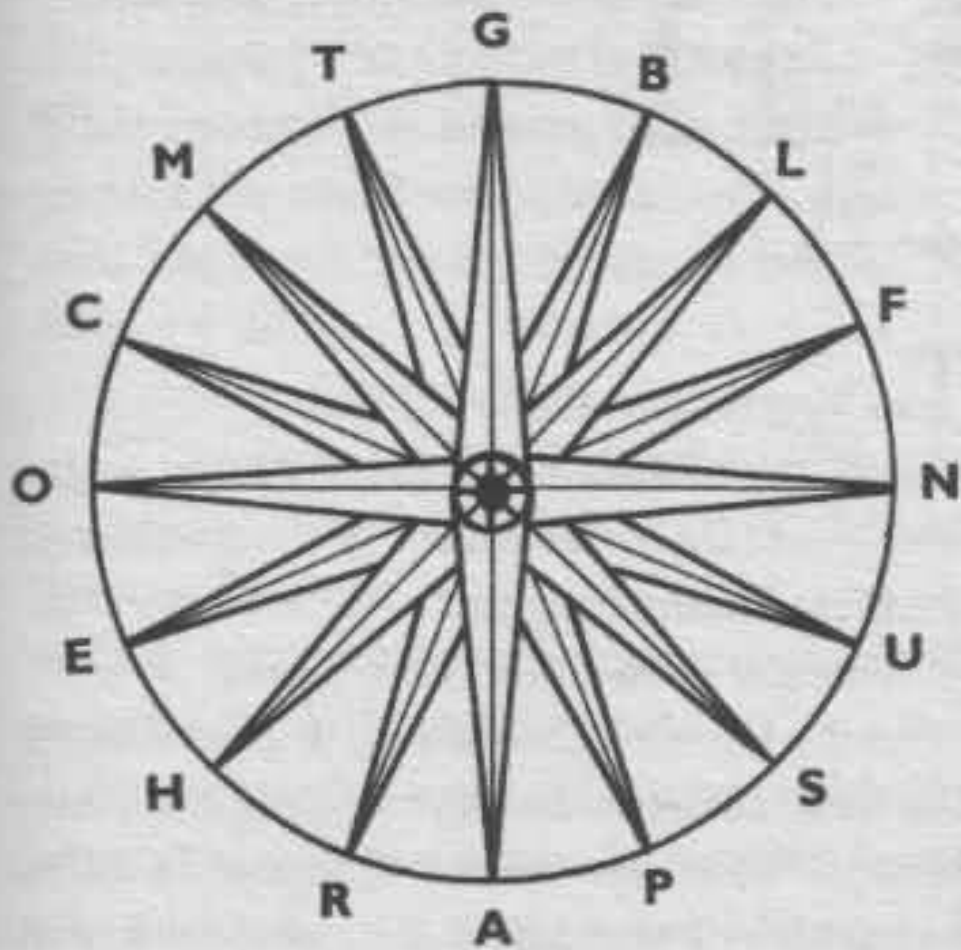
As Impa reads off the directions, Link writes down each letter on the compass that the directions lead to. When they finish, both he and

Impa stare in astonishment at the message they've just decoded.

Just then, trumpets blare. "The council is starting," Impa says. "Go. Don't do anything foolish—we don't know enough about Charles yet. But be on your guard!"

**Solve this puzzle to see the message
of the compass:**

- Look at the compass below. Use a ruler to follow the directions, and write down the letters that you come to as you go.
- March north, then south. Gather your strength and turn east, then go west to the sunset, then return east.
- Sail southeast, into the wind. Change your course to southwest. Then head due south. The wind will carry you northeast into a calm, and then northeast again.
- Fly with the wind south-southwest until a gale blows you east-southeast. Then soar northeast and finally west-southwest to your journey's end.



Turn to page 5.



The king congratulates Charles.

"I do my humble best," Charles says, gazing deeply into the king's eyes. "In the tradition of the great Morian Knights."

"This guy is too much," Link thinks.

As the Hyrule court lines up to greet Charles the king turns to Zelda, stroking his white beard. "Your new friend, Charles, is a fine young man. I was thinking . . . would it be premature to show him the Triforce?"

Zelda looks startled. "Well, I—"

"I know it's an honor usually saved for proven friends of Hyrule," the king cuts in. He looks at Charles twirling a baby in the air. "But Charles is surely our dear friend, even though we do not yet know him well."

"But our enemy Ganon already has the Triforce of Power," Zelda says. "If we lose our Triforce of Wisdom, Ganon would be that much closer to ruling us all."

The king is shocked. "Surely," he says, "you don't suggest that Charles is linked to Ganon? What an idea!" He beckons to Sir Charles. "To cement the new bond between our kingdoms, we'd like you to see something we call the Triforce of Wisdom."

"Father . . ." Zelda begins.

Sir Charles looks into Zelda's eyes, then bows to the king. "I'm honored. I'd very much like to see your Triforce."

Link, who's nearby listening, turns to Impa in outrage. "The Triforce!" he blurts.

Impa grabs his arm. "If you act rashly, you might ruin your own cause. Here." She presses a crumpled piece of paper into his hand. "Let this guide your actions."

Link stares at the one-word message on the paper. It's written in an ancient Hyrulian number-letter code. "What does it say?" he asks Impa.

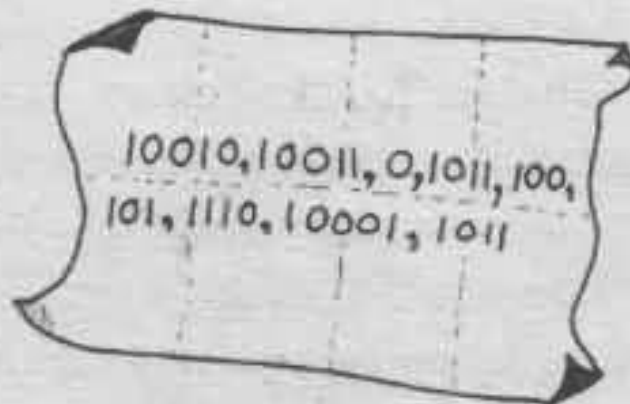
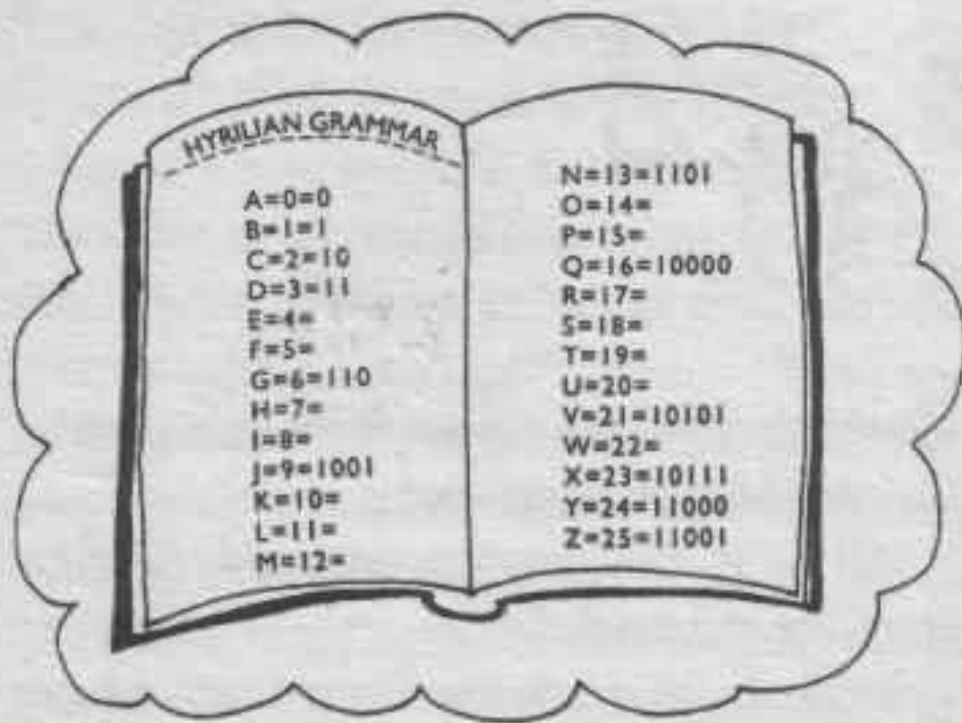
She shrugs. "I don't know. I never could read that code stuff. But I have a feeling it's good advice."

"If only I'd spent more time in code class," Link laments. "I hope I can translate this correctly. Here goes."

**Solve this puzzle to see what advice
the piece of paper holds for Link:**

• In the ancient Hyrulian number-letter code, each letter of the alphabet has a number that matches it. A=0, B=1, and so forth. But in old Hyrule, the number system was in base 2! That means the numbers in the message are the base 2 numbers that match the Hyrulian alphabet. Below are the translation rules that Link remembers. Fill in the missing letters and decode the message.





**If you think the message tells Link to act forth-
with, turn to page 86.**

**If you think the message tells Link to forestall
acting, turn to page 110.**



Sword drawn, Link swings down from the tree. He lands hard on the ground.

"All right, Charles, you miserable Morian! Stop your evil magic!"

Suddenly the woods are silent. Charles turns around. "Link?" he asks. "Is that you?"

"Yes! Get down off that rock and fight!"

"What for?" Charles says, approaching him with a smile.

"What for?" Link sputters. "I saw you summon all those demons to these woods. Come on, what did you do with them?"

"Demons?" Charles says. He snickers. "You're dreaming, boy. There are no demons."

Link pauses. The woods are entirely still.

"Now." Charles puts an arm around Link's shoulder and gazes into Link's eyes. In the dark Link can't see his expression very well. "Stop acting like I'm your enemy. You've got me all wrong. I want to be your friend."

"You do, huh?" Link is feeling confused.

"Right." Charles reaches into his vest and pulls out a ring set with a curious blue stone. "Take this as a token of friendship. It's an ancient Morian custom to exchange gifts. Do you have something to give me?"

Link scratches his head, then remembers the golden whistle Impa gave him. He pulls it out and hands it to Charles. "Here."

"Thanks, Link," says Charles, smiling. "Now let's head back to the palace together. I'm through here anyway."

"Uh—okay," Link agrees. He's still suspicious of Charles, but he's also overwhelmed by a sudden urge to sleep.

*****Link now has the blue ring, but he no longer has the golden whistle.*****

Turn to page 104.





The cell door slams behind Link. He checks his pockets, and finds nothing but two rubies and a toothpick. "Means to get out? What was Impa talking about?" he says.

The cell is bare, the walls cold stone. Link gazes out the lone window. In the distance he can see Charles riding away.

But then Link's heart jumps. He squints. Have his eyes gone bad?

Just as Charles is disappearing into the woods, his horse turns into a giant, winged lizard! Then Charles turns around in the saddle. Even at this distance, Link can see his skull-like face and burning white eyes. A chilling laugh rings through the air.

Link slumps down on the bed. "Oh, no! Charles is Ganon himself!" he moans. "And he's gotten away with the Triforce!"

GAME OVER!



Link gazes at the gnarled apple tree. His mouth waters as he sees its ripe fruit. "What I'm really looking for right now is something to eat," he mutters.

But then, looking at the moat of bubbling slime that surrounds the tree, he reconsiders. "That thing looks like it's meant to keep people out. I've heard of bad things happening to people who eat apples from strange trees," he says. "Anyway, Saria Town is starting to give me the creeps. I don't think I'm going to get what I'm after here."

With a polite thanks to his would-be helper, Link rides back out through the great gate. It clangs shut behind him.

As he rides, Link notices that his pockets feel lighter and flatter than they did this morning. He knows he left North Castle with a plentiful supply of rubies—he never leaves home without them.

Frowning, Link reaches a hand, first into his right pocket, then into his left. Empty.

"No wonder I didn't like Saria Town," he fumes. "I've been robbed!"

*****If Link had any objects in his pockets, they're gone, and he loses 100 points to the pickpocket.*****

Turn to page 104.





"Link." Zelda pulls him aside. "Why are you acting so strange? Don't you like Charles? He's proved he's our friend."

Link hangs his head. Is envy getting the better of him? So what if Charles thinks he's just a kid? The guy did save their lives. It would be rude to tell him to buzz off. Besides, Zelda is in no shape to make the long walk back to North Castle.

Smiling, Link holds out his hand to Charles. "We appreciate your help."

Charles lifts Zelda and places her in the saddle. Then he swings up behind her. Gazing down at Link, he says brightly, "Sorry there isn't room for three! I hope you won't have trouble keeping up."

Link grits his teeth. "Don't worry about me. I can keep up just fine!"

Zelda and Charles start cantering through the forest toward North Castle. Link runs along

beside them, trying not to let Charles see that he's getting out of breath.

The forest is thick and dark and filled with strange noises. After a while Charles stops his horse, climbs down and listens with an ear against the ground.

"I can't be too careful," Charles says. "If anything happened to me, Moria would lose one of its greatest kings!"

"Modest, aren't you?" Link mutters.

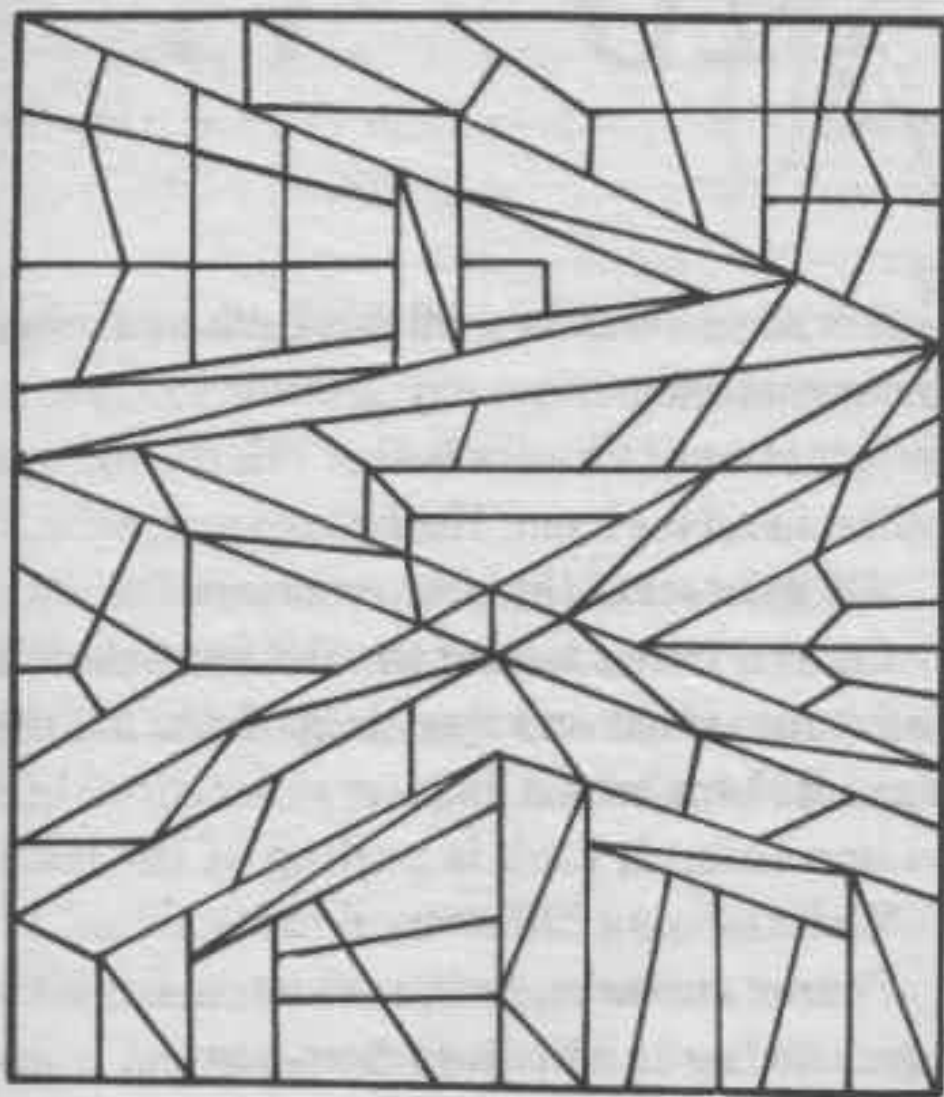
All at once there is an enormous rumble. In a flash, a Darknut—a huge warrior wearing heavy red armor—charges at Charles, swinging a sword. Link tries to shout a warning, but he's too short of breath.

"Charles!" yells Zelda. "Look out!"

Charles smiles confidently as he faces the enemy. He has two weapons to choose from: his sword or his battle-axe.

**Solve this puzzle to see which weapon
Charles should use:**

• Shade in all the triangles in the drawing below to reveal the weapon that will ensure a complete escape from the Darknut's powers.



**If you think Charles should use his axe,
turn to page 66.**

**If you think Charles should use his sword,
turn to page 11.**



Link takes a step forward, but Zelda's pale face makes him stop.

"All of you," Charles barks. "Gather on the other side of the room. Hurry!"

"Do as he says," the king commands.

Charles inches toward the Triforce, snatches it from its stand and then drags Zelda out the door. It slams behind him.

In a second, Link is pulling at the door. "Charles locked it!" he cries.

Four of the strongest Hyrulian warriors hit it again and again with their shoulders.

"Hurry!" Link cries.

Crash! The door falls on the tenth try. Zelda is in a heap on the floor outside.

"He's going out the castle gate with the Triforce!" she says. "Hurry!"

Turn to page 99.



Link doesn't give up yet. "I have one more card to play," he thinks. Triumphantly he reaches into his pocket and pulls out the blue ring Charles gave him.

Charles and the moblin take a step back. "What's that?" Charles asks.

"Don't play dumb, slimeball," Link says. "This is the magic ring you gave me as a token of friendship."

Charles looks nervous. "Did I now?"

"And from the way you're reacting, I'd say its magic must be pretty powerful," Link goes on, walking toward Charles.

"Powerful?" Charles echoes. He puts up a hand to shield himself. "You don't know the half of it!"

Suddenly, thin blue smoke rises from the ring. Link sniffs. Then he starts to choke. He's having trouble focusing. His legs go weak and his palms sweat. Charles smiles.

“Why, Link, my dear friend. You look pale. Do you want to lie down?”

“Over my dead body,” Link manages. Then he collapses, sliding into a mud puddle.

Charles nudges Link’s floppy body with his toe. “Well put,” he says. “Very well put indeed. Hah, hah, hah!”

GAME OVER!





“Just some guy who happened along and took care of our moblin problems,” Link says. “Anyway, thanks, Mister.”

The man winks. “When you’re a man it’s clear you won’t be needing any help, lad.”

“Uh . . . right.” Link is growing eager to part company with the irritating stranger. “We’ll be seeing you.”

Ignoring Link, the man smiles at Zelda. “Charles of Moria, at your service,” he says.

“Moria?” Zelda lets Charles help her to her feet. “I’ve never heard of it.”

“Oh, it’s far away,” Charles says. “I’ve been travelling for months, doing good deeds as part of Morian custom. When I’ve done enough I’ll go home and become King Charles.”

Zelda nods, impressed. “King, eh?”

Link scowls and looks the man over. Clashed around his neck is an ornate gold necklace, with oddly-shaped turquoise stones fitted into the

metal. They look like runes, but of a kind Link has never seen before.

"What do those runes mean?" Link asks.

"Nothing," Charles says. "The necklace is an ancient relic from Moria. It's been passed down in my family for generations."

"Say!" Zelda exclaims. "Why don't you come back to North Castle with Link and me? My father, the king, would love to meet you."

"Zelda," Link warns. "That's—"

Just then, Zelda clasps a hand to her head. "I feel . . ." she murmurs. Then she slumps back down to the forest floor.

Link rushes to her side. "Are you okay?"

Zelda nods. "I'm just a little dizzy."

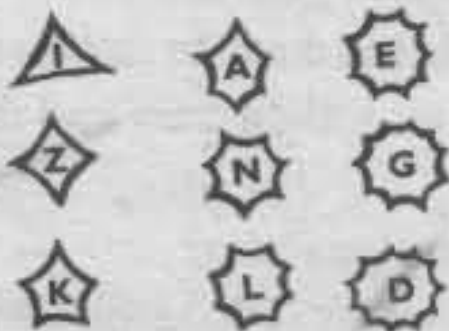
"You can't make the trip to the castle alone," Charles says firmly. "I'll take you."

"You'll take her?" Link says. "Wait a second. I've got to think this through."

Solve this puzzle for a clue about what's coming up:

- If Sir Charles goes to North Castle, he'll make trouble for someone there! Read the runes to find out who that person is.
- Cross out all of the paired runes. Then cross

out the rune with the most sides. Next, decode the remaining runes using the key at the bottom of the page. Then unscramble the letters to learn the name of the person Charles will threaten.



If you think Link should let Charles help him take Zelda to the castle, turn to page 31.

If you think Link should run to the castle for help, turn to page 118.



Thinking fast, Link reaches into his shirt and pulls out the golden whistle on its slender chain. The big moblin laughs hysterically. Flecks of drool shoot out of his mouth.

"You expect to beat us with that?" he cries. "You're even stupider than we are!"

Link grins. "We'll see."

Covering his horse's ears with his thick cloak, Link holds the whistle to his lips and blows. A high-pitched whine pierces the air.

The effect on the dog-like moblin is instantaneous. They grab their ears and double over, whimpering.

"Stop! Please!" one cries.

Link blows again. The moblin howl and roll on the forest floor. Link sees something glinting on a skinny beast's belt.

"What's this?" he asks, taking it.

"Magic potion!" the moblin cries. "Take it! But please! Stop with the whistle!"

Link puts the potion in his pocket and gives the whistle one last, fierce toot.

Binkle-link! The force of the blast shatters the golden whistle like glass. Link gazes at the shards in his hands.

“Whoops! I think it’s time for a fast exit now,” he says. He urges Cloud to a gallop and they race out of the swamp, leaving the howling moblin behind.

*****Link now has the magic potion, but he no longer has the whistle.*****

Turn to page 120.





Rap! Rap! Rap!

Link lifts his head off his pillow. Early sun streams through his curtains.

"Who is it?" he calls.

His door swings open and Impa waddles in. "Get up!" she says. "Big news!"

"What is it?" Link asks, sitting up.

"The king has called a royal council," Impa tells him. "Something to do with Ganon."

"Ganon?" Link cries, jumping out of bed. "Where is he? Let me at him!"

"Easy, now, Link. I didn't say Ganon was here. But I must warn you, Charles is in with the king. If he needs a champion, it's possible he'll pick Charles instead of you."

If Link has the compass, turn to page 19.

**If Link doesn't have the compass,
turn to page 5.**



“I know how to get across!” Link says suddenly. Jumping down from Cloud’s back, he quickly arranges the planks in a T-shape across the corner of the moat.

Cloud beats him to the tree and bites off an entire apple in one gulp.

“Hey,” Link laughs. “Not bad.”

As Link is reaching for his own snack, he sees something shining in a forked branch.

“Hmmm . . .” He reaches up and pulls down a small mirror with a thin wooden frame.

Link grins. “So that’s what the old lady meant about clear eyes,” he says. “I think this is the Mirror of Truth—it may tell me who Charles of Moria really is!” He leaps onto his horse. “To North Castle—and fast!”

*****Link now has the mirror.*****

Turn to page 104.



Lying flat on his branch, Link watches Charles.

“Creatures of the night,” Charles whispers. “My friends . . .”

Link’s eyes narrow. Whatever Charles is doing, it isn’t an ancient Morian custom.

But the show isn’t over. The woods come alive with screeches. Link takes his dagger out in case things get dangerous. He leans forward, straining to hear Charles’s words.

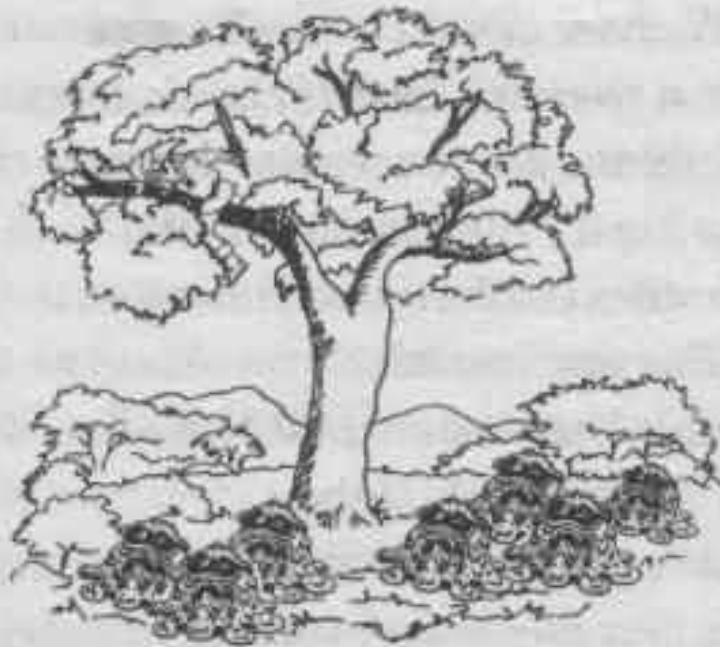
Suddenly Charles cries out in a strange, hideous tongue. Link blinks. Are those shadows moving across the ground? “It’s a bunch of bots,” Link mutters. “I hate those giant jellyfish.”

Link is itching to jump out of the tree and fight Charles. “At least I might be able to stop him from summoning all those horrible creatures,” he thinks.

“But then again,” he reasons, “If I jump him now, I’ll never learn what he’s up to.”

Solve this puzzle to see what Link should do:

- Link knows that bots always travel in families, with a mother, a father and several baby bots. From his perch in the tree, he can see that there are seven male bots. He can also see that each of the young bot brothers has only one sister.
- Fighting bots is a strange business. The more of them there are, the easier it is to confuse them. Link decides to stay in the tree if there are less than fourteen bots in the clearing, and to fight if there are fourteen or more. How many bots are there?



**If you think Link should wait in the tree,
turn to page 76.**

If you think Link should fight, turn to page 26.



Link hears the howling of Stalfos rushing toward them. He takes a deep breath. "Let's hope this map is real," he says to Zelda and Charles. Quickly, he unfolds it and searches for a route out.

"Hurry, Link!" Zelda says urgently.

"Want me to look?" offers Charles.

Just then the first of the skeletons rattles around the corner, waving a sword in either bony hand. Link jumps up and runs down a dark tunnel in the opposite direction.

"This way!" he calls.

Zelda heaves a rock at the Stalfos. Then she and Charles follow along.

Left, right, then left, then three rights . . . Link sees daylight ahead! In minutes they're back outside. The skeletons stop at the mouth of the tunnel, howling.

"Close call," Charles says.

"Oh, it was no big deal," Link says.

"No big deal? Getting skewered by a skeleton in a maze is no picnic. You could have speeded it up with that map," Zelda says tartly. She jams her hands into her pockets. Then her expression turns even sourer. "My rubies," she grumbles. "I had ten in my pocket when I left home this morning. Now they're gone. I must have lost them while we were running from those monsters. Great!"

"Zelda!" Link protests, but she's already stomping toward the waiting Herald.

As Charles is mounting his horse again, something falls out of his pocket. Link notices and hurries to retrieve the object. It's a small, golden compass with many strange letters etched on its face.

"You dropped—" Link starts to say. But Charles and Zelda are already trotting away.

"Thanks for waiting," Link calls angrily. He puts the compass in his pocket. "I'll give it to him later," he thinks.

*****Link now has the compass, but he and Zelda lose 100 points for dropping the rubies.*****

Turn to page 92.



“I think I already figured that out, Impa,” Link tells her. “I know Charles is Ganon. But thanks anyway. Now I’m off to see if I can catch him before it’s too late!”

Link races to the stables and saddles his horse as quickly as he can. “Charles is Ganon!” he repeats to himself as he mounts up and takes off into the forest. “I knew it! But did anyone want to listen to me? No! Well, now I guess I’ve got to take care of things myself!”

Link leans forward in the saddle and squeezes his horse’s sides with his knees. She stretches her legs and runs as fast as she can across grassy pastures, down dirt roads, through small towns.

Link follows Charles’s tracks to the Midoro Swamp.

“I should’ve known that slimeball would come this way,” he thinks.

Soon Cloud is slogging along in thick, rancid-

smelling black mud up to her knees. But the valiant steed doesn't slow down.

Then Link rounds a wide turn. His heart jumps. "Uh-oh," he says. He wasn't expecting this!

Before him is Charles. Behind the false knight is a line of moblin, wicked-looking spears in their hands, panting hideously.

"Well, well, well," Charles says with a grin. "It's the great warrior Link. So you figured out my little game!"

Link looks to his left, then to his right. Then behind him. He gulps.

He's completely surrounded!

If Link has the blue ring, turn to page 35.

**If Link doesn't have the blue ring,
turn to page 60.**





Link races up the hill and dives behind the boulder.

“Clank! Buuurrrble!”

Link looks around, wondering where that noise came from. Suddenly the night is filled with multiple pairs of glowing red eyes.

“Tektites!” he wails. The metallic, spidery monsters surround him on all sides, their mandibles clacking angrily. He must have dived into a nest of the creatures.

Bravely, Link draws his sword and slices at the bulbous body of one of the beasts. But then strong, jointed legs wrap around him from behind. He’s thrown on his back.

“Wouldn’t you rather be eating flies?” Link suggests, but the Tektites ignore him. He sees a pair of armored jaws coming at him. Then everything goes black.

GAME OVER!



“**M**agic potion?” Link thinks. “From the moblin, too . . . Well, it’s better than nothing. I’ll try it.”

He opens the jar and pours its contents into the keyhole of the locked gate, then steps back. “Let’s see what happens now,” he says. “Probably some moblin trick, but I—”

Pouf!

Link’s eyes pop. The gate is wide open! Before him is a town square with a gnarled apple tree right at its center. People rush about, taking care of business. Out of the crowd a mustachioed man struts over.

“There you are!” he says, throwing his arms around Link. “We thought you’d never get here! Hey everybody!” he cries to the crowd. “It’s Link! Link is here!”

Suddenly, everyone drops whatever he or she is doing and runs over. In seconds Link is surrounded by a chattering crowd.

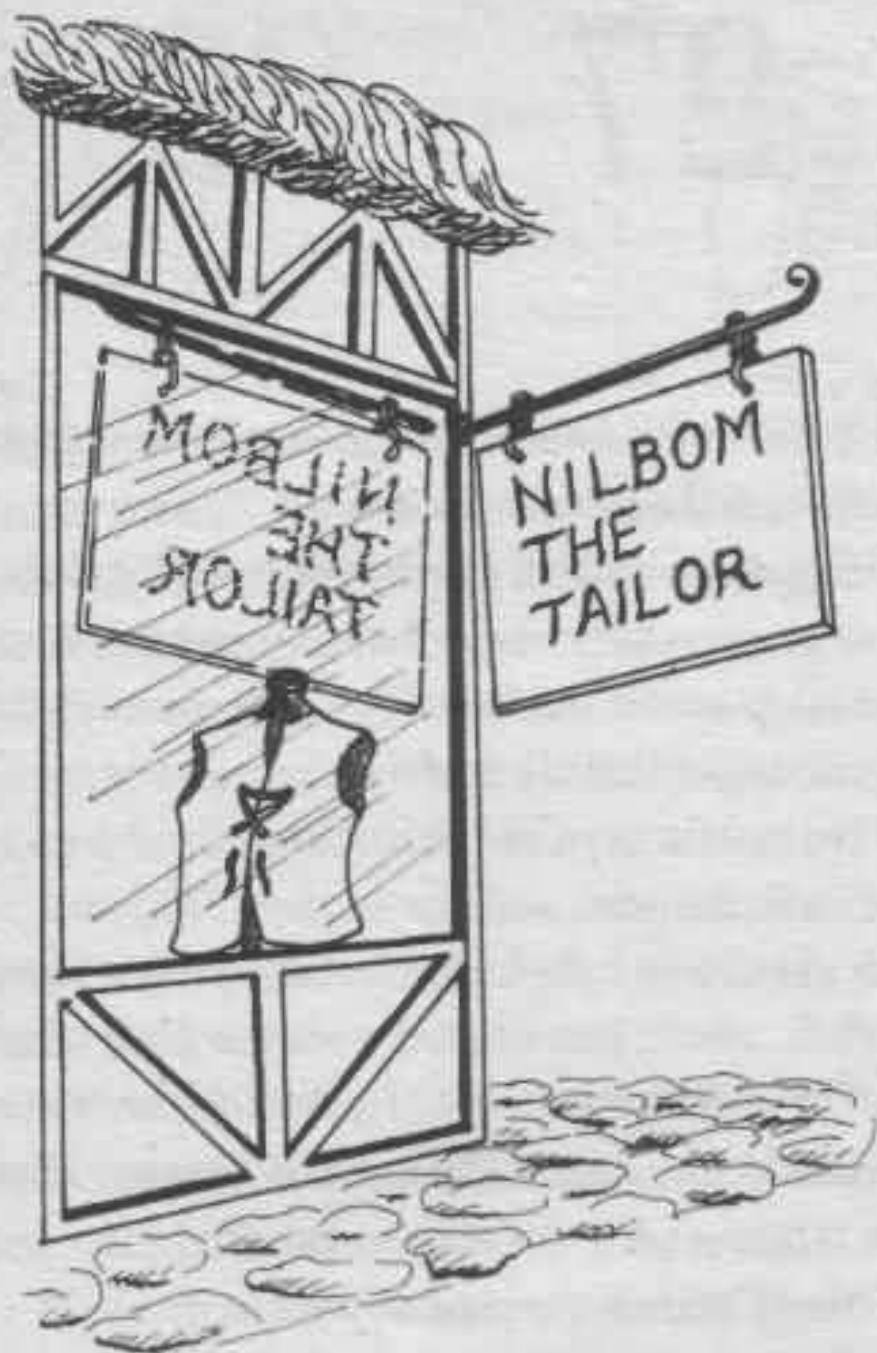
"These people sure treat a guy right," Link says to himself. Then he asks, "Who are you, and how did you know I was coming?"

"I'm Nilbom, the tailor. That's my shop there," the mustachioed man says, pointing to a small shop across the square. "The king sent word you were on your way. You know what? I'm good at guessing things. I bet you're looking for something, right? Well, everyone in Saria finds what he deserves in the town meeting hall! Come on!"

Link is about to follow Nilbom when his eye is caught by something in the tailor's shop window. He stares at it for a moment, then turns back to Nilbom.

Solve this puzzle to find out what Link saw:

- Look carefully at the drawing of Nilbom's window. Hidden in it is a clue as to whether or not Link should trust the tailor.



**If you think Link should follow Nilbom,
turn to page 8.**

**If you think Link shouldn't follow Nilbom,
turn to page 29.**



“No time for detours,” Link thinks, and spurs Cloud into the Midoro Swamp.

He gallops down a murky trail. Tall, gnarled trees grow on either side. Long vines hang down and whip across his face. The only sound is the drumming of Cloud’s hoofs.

“No moblin here,” Link thinks.

Crack! Smash!

A giant tree falls in front of the path. Cloud skids to a halt, just as Link sees the flash of red moblin eyes in the forest. In seconds, he is surrounded by a pack of the hideous beasts. Their wet tongues hang out of their mouths.

“Yum!” growls the biggest moblin.

If Link has the golden whistle, turn to page 40.

**If Link doesn't have the golden whistle,
turn to page 15.**



The cell door bangs behind Link. "What did Impa mean?" he says in bewilderment. Then the light dawns. A broad smile crosses his face as he reaches into his pocket.

When he pulls his hand out, lying in his palm is what appears to be an ordinary clock—gold plated, with black numerals.

But Link now recognizes this clock, and he knows it's anything but ordinary. It can stop time for everyone but its bearer for a short while. If it works the way he hopes it does, Charles will be frozen in time and unable to leave the palace grounds.

"Do your stuff!" Link commands, and pushes the small knob that sticks out from the clock just a shade to the left of the numeral XII.

In a second, the clock starts to whirr softly. The hands turn faster and faster. Finally, a thin line of bright yellow smoke plumes silently from its top. The hands settle down to a steady rhythm.

"It's working," Link says excitedly. He turns to the door and cracks his knuckles. "I hope I can still do this," he says.

Link takes a toothpick from his pocket and goes to work, trying to push the heavy key out of the lock. Minutes go by, and the hands of the clock seem to be moving faster than before. "Open, open," he mutters.

Clunk! The key falls to the stone floor outside. Link slides a piece of paper under the door, trying to catch the key on it. But the big brass key is heavy, and the paper keeps tearing. Link glances again at the clock. He's certain now that the hands are moving faster and faster.

"Come on, key!" he says in anguish.

Then he's got the key onto the sheet of paper. Finally! Link grabs it and fumbles to unlock the door. Both hands of the clock are nearing the XII. Any minute now Link's guards will wake up—and so will Charles!

The door swings open.

Turn to page 99.



Carefully, Link places the key in the slot in the gate and turns it twice around.

Creeeaaak . . . The gate swings open. Link blinks. He is in a busy town square! People bustle by without looking at him. Then a hunched old woman waddles toward him. A draped shawl hides her face.

"Might you be Link?" she rasps.

"That depends," Link says. "Might you be a friend of Impa of North Castle?"

"I might, Link, I might," the woman croaks. She looks up. Link has never seen a face so wrinkled. But her eyes are clear as glass. Link can't quite believe them.

"What strange eyes you have!" he says.

The woman smiles, revealing one chipped tooth. "You're an observant youngster!" she says. "I'm going to give you some advice, clever lad." She points to a gnarled tree in the middle of the square. "See that apple tree? If you can

get to it, its fruit will make your eyes as clear as mine.”

Link rides closer to the tree. It's on a small plot of land surrounded by a wide, square moat. Link gazes into the moat. It's full of bubbling green slime, and a nauseating odor rises from it. A sign in front of it says WISEAPPLE FARM. ENTER AT YOUR OWN RISK.

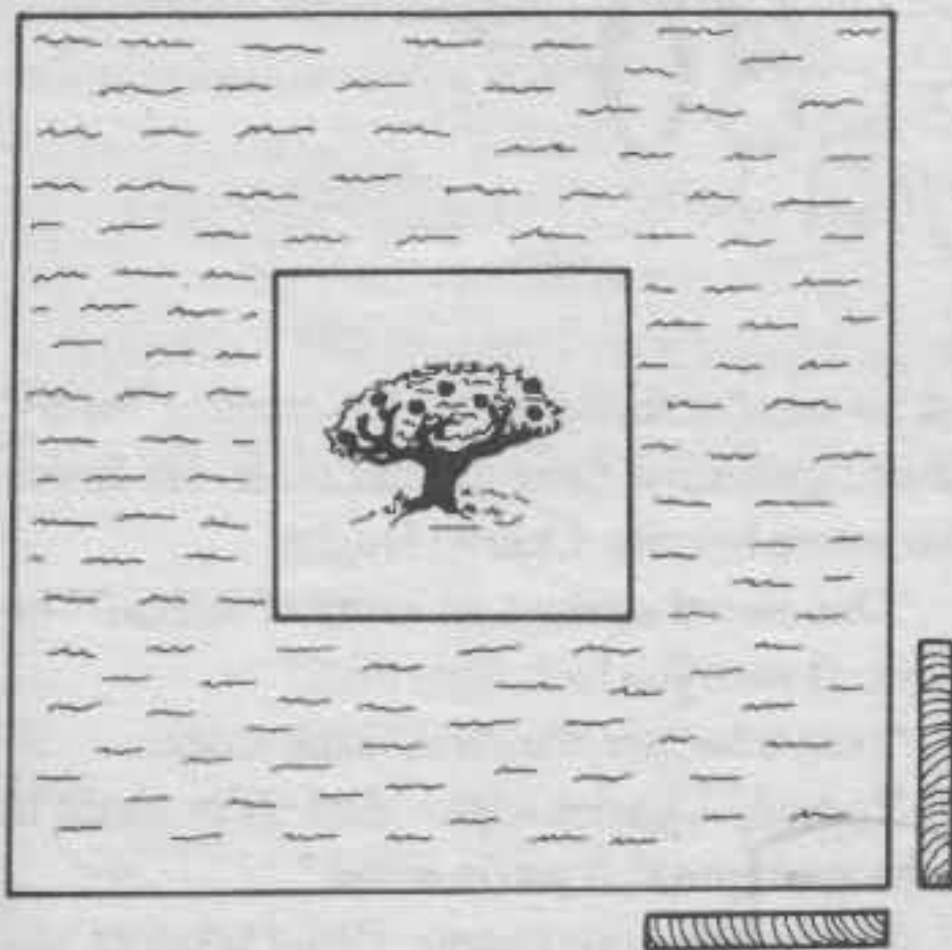
“What do you think, Cloud?” Link says to his horse. “Can we make it over there? Is it worth the risk to try?”

Cloud neighs and paws the ground with her hoof. Looking down, Link sees that she's found two long, thick planks.

“Neither of those is long enough to reach across the moat,” he says. “And there's no way to join them together.” He frowns, thinking hard. “I wonder if there's another way to use them to get across.”

**Solve this puzzle to help Link decide
what to do next:**

- Study the drawing below to see what Link's choices are. Can you find a way to use the planks to get across the moat?



**If you think Link can get across the moat,
turn to page 43.**

**If you think Link can't get across the moat,
turn to page 29.**



The moblin waste no time. Drooling madly, they tighten the circle around Link. He draws his sword bravely. Charles laughs.

“One sword against an army of moblin?” he says. “I wish you luck, little man.”

“I can take care of myself,” Link snaps.

“Indeed,” Charles says. “And we’re about to take good care that you’re killed.”

The moblin draw nearer. Cloud takes an uneasy step back. Link glances around. But there is no escape. He must live or die by his sword.

Suddenly his eyes fall on Charles’s ornate necklace—the necklace he claimed was a gift from his great aunt.

“I’ve always suspected that necklace has some sort of magic power,” he says to himself. “Maybe I should go after it and try to unleash its power.

“But then again,” he continues, frowning, “if Ganon’s wearing it, it’s got to be evil. If I mess

around with black magic, I might just make my life even harder than it is now.”

**If you think Link should fight by sword,
turn to page 90.**

**If you think Link should go for the necklace,
turn to page 96.**





Link looks around the room. All eyes are focused on him. He meets the king's gaze.

"Well, I have no concrete—"

"Just as I suspected!" the king bellows. "Link, I've heard enough. Your petty envy has become more than a nuisance. It's time you were taught some manners. I hereby banish you to the Tower for three days, effective immediately!"

Link slumps back into his chair in abject despair until two guards come into the council room and lead him away. As he leaves, he sees a triumphant smirk on Charles's handsome lips.

The Tower is in the most remote part of North Castle, up a long, narrow, spiral staircase. One guard ahead, one behind, Link walks up those winding stairs.

"Link! Master Link!" Impa runs toward him.

"Keep your distance, ma'am," a guard says. "We've got strict orders that Link may touch no man!"

"Oh, fiddlesticks!" Impa exclaims, waving her arms. "I'm not a man. And I refuse to let you lock up my friend Link without a good-bye hug. That's the least you could grant an old woman."

Impa drapes her arms around him.

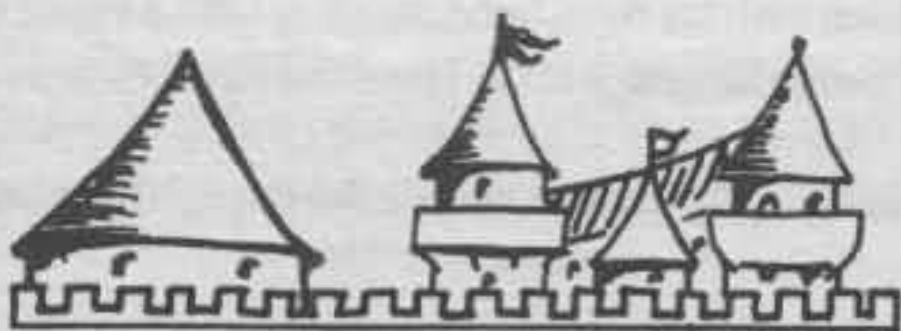
"Remember, you have the means to get out," she whispers. "It's—"

"All right!" the second guard says irritably. "That's enough of that. Come on, Link. Let's go. To the cell with you!"

If Link has the clock and you think he should use it, turn to page 55.

If Link has the golden whistle and you think he should use it, turn to page 108.

If Link has neither the clock nor the golden whistle, or you don't think he should use them, turn to page 28.





“I have to take the chance,” Link says bravely. He holds the mirror up to Charles.

“Aauugh!” cries the Morian knight, trying in vain to shield his eyes.

Zelda sees the reflection first. Instead of Charles’s face, a horrible, hooded, skull-like mask with burning white eyes fills the mirror.

“It’s Ganon himself!” Zelda cries.

In a flash, Charles grabs her and holds a dagger to her throat. “Stay back!” he cries. “Or say bye-bye to your princess. Yes! Your mirror is correct. I am Ganon!”

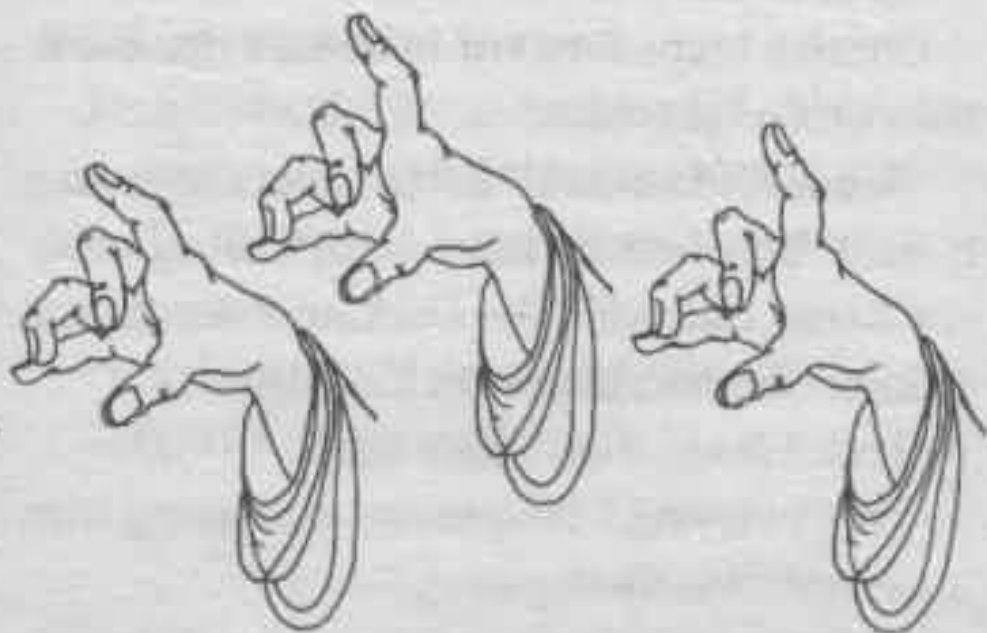
Link reaches for his sword.

“No, Link!” cries the king.

Link wavers. The king makes three quick gestures with his right hand, sending Link a signal in the sign language of the Hyrulian Royal Guard.

Solve this puzzle to see what message the king sent to Link:

- The gesture the king made means “attack.” In the sign language of Hyrule’s Royal Guard, if the attack signal is given three times in a row, the command is to attack. But if one signal is slightly different from the other two, the message means, “Don’t attack.”
- Study the drawing of the three signals. Are they all identical? If so, then Link should attack. But if any one is different from the others, Link should hold his hand.



If you think Link should attack, turn to page 71.

**If you think Link should hold off,
turn to page 34.**



As the Darknut rages before him, Charles pulls out his battle-axe.

Gasping and wheezing from the run, Link tries to draw his sword. It won't come out of its sheath! "Am I that weak?" he wonders, mortified.

Charles leaps forward to deflect the Darknut's first mighty blow.

"Beautiful footwork!" Zelda shouts from atop Herald. The Darknut hisses with frustration.

Charles charges. The Darknut swerves and deflects Charles's blow with his shield.

"Link!" Zelda cries. "Help him!"

"I'm . . . trying," Link pants, struggling with his sword. But it's stuck.

Again Charles rushes at the Darknut, swinging his axe. The Darknut bats him away.

"Fine! I'll help him myself," Zelda fumes. She jumps off Herald and takes out a dagger. While Charles pushes the Darknut toward the woods, Zelda circles behind him.

Charles lunges forward again. The Darknut deflects the blow and rocks with a hollow, inhuman laugh. But then his tall, armored body stiffens. He clutches his back and falls, bewildered, to the earth.

Zelda appears out of the bushes, holding the dagger. "I just thought I'd pitch in."

"Good work!" Charles cries.

Zelda glances at Link. "Thanks a lot for helping," she says in a chilly voice.

"My sword was stuck!" Link protests, but Zelda turns up her nose at him.

Link kicks the ground miserably. As he does he sees something glimmer from the sheaf of the dead Darknut. He bends down and retrieves a red arrow.

"Why're you taking that?" Zelda asks.

"Darknut arrows are often magic," Link replies, putting it in his sheaf. "Come on!"

*****Link now has the red darknut arrow.*****

Turn to page 92.





During dinner, Charles regales the king and his guests with tales of his travels.

“And then there was the time I slew twenty octoroks with one swing of my axe.”

“Very impressive,” the king comments.

“Isn’t he great?” Zelda puts in.

Link scowls. “What’s so great about that?” he thinks. “Octoroks are easy prey.”

When the meal is over, Link has an idea. He says to the king, “It’s been a while since we’ve had an indoor archery match.”

The king scratches his beard. “You’re right, Link. How about it, Charles?”

Quickly, the targets are set up at the opposite end of the long hall. Link smiles.

“I can’t wait to show this guy a thing or two,” he thinks. “His bragging is gross.”

Turn to page 82.



“Better safe than sorry,” Link decides. He spurs Cloud toward Ruto Town.

The ride is long but easy. After a few hours Link spots the gates of Ruto in the distance. He urges Cloud along the road.

“Hello, there, young fella!”

An old man with a long cane suddenly appears in the road in front of them. Cloud rears and stops.

“Who are you?” Link demands.

“Just a humble townsman,” the man says.

“And a friend to you.”

Link wrinkles his brow. “A friend?”

The man shuffles forward, waving his cane. “That’s right, young fella!” He smiles, showing a row of crooked, yellow teeth. Then he reaches into his cloak and pulls out something that glimmers like gold.

“What’s that?” Link asks.

The man places it in Link’s hand. “A key!” he

says with a wink. "A key, that's what she is! Listen, take my advice and don't go through Ruto on your way to Saria. Terrible traffic jam in there."

Before Link can ask any more questions, the man turns and disappears into the tall grass by the roadside. Link inspects the key, wondering if it's safe to take.

"How did that old man know I was going to Saria? I hope he's one of Impa's friends," Link says, tucking the key into his pocket. "Keys often come in handy. But if the man is one of Ganon's agents, I could be making a big mistake.

"Anyway," he concludes, "I will take the fellow's advice and avoid Ruto. I can't afford to get stuck in traffic right now."

Clucking to his horse, Link rides on.

*****Link now has the key, and he gets 100 points for avoiding the traffic in Ruto.*****

Turn to page 120.

ERROR: stackunderflow
OFFENDING COMMAND: ~

STACK: