GAME BOY ADVANCE

AGB-FLBE-USA

ZELDA II™

The Adventure of LINK®

INSTRUCTION BOOKLET

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	**Eye or muscle twitching**	**Loss of awareness**
Altered vision	**Involuntary movements**	**Disorientation**

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

⚠WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms or eyes during or after play, stop playing and see a doctor.

⚠WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.

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THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE VIDEO GAME SYSTEM.

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*For automated game play tips and news, call Nintendo's Power Line at: **1-425-885-7529.***
This may be a long distance call, so please ask permission from whomever pays the phone bill.

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Please have Visa or MasterCard ready

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Callers under 18 need to obtain parental permission to call. Prices subject to change.
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EVERYONE E CONTENT RATED BY ESRB

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A NEW ADVENTURE

Though the hero Link defeated Ganon and rescued Princess Zelda, Hyrule remained plagued with evil. In the passing seasons, the power that Ganon had left behind, as well as his remaining underlings, were once again causing chaos and disorder throughout the kingdom. Ganon's servants hoped to revive their master by sacrificing Link and sprinkling his blood on Ganon's ashes.

One day, as Link approached his sixteenth birthday, a strange mark shaped like the crest of the kingdom appeared on the back of his hand. The worried Link consulted Impa, Princess Zelda's elderly nursemaid. Shocked and frightened, Impa took Link to the North Castle to explain the legend behind the mark. Only the descendants of the Impa family who served under the king knew how to open the door to the North Castle. On an altar in the middle of the room lay a beautiful woman, Princess Zelda. Impa began to explain the legend of Zelda...

"Long ago, when Hyrule was one kingdom, a great ruler maintained the peace in Hyrule using the Triforce. After the king died, the prince of the kingdom should have become king and inherited everything, but he could only inherit the Triforce in part. The prince searched everywhere for the missing parts, but could not find them. A wizard close to the king said that, before he died, the king had said something about the Triforce to the younger sister of the prince, Princess Zelda. The prince immediately questioned the princess, but she revealed nothing. The wizard threatened to send the princess into an eternal sleep if she did not talk. Still, Princess Zelda said nothing. The wizard, fighting off the startled prince, cast his spell. The princess fell on that spot, entering into a deep sleep, and at the same moment, the wizard collapsed, too. In his grief, the prince placed the princess in the North Castle room in which we now stand. The prince hoped that someday Zelda would awaken from her slumber. So that this tragedy would never be forgotten, he ordered every female child born into the royal household be given the name Zelda."

From the stand next to the sleeping princess, Impa gave Link six crystals and a scroll with the same crest as the one on his hand. She explained that the items had been given to her ancestors by the king and handed down for generations in her family for when a time of need would come. The scroll, which contained the key to uniting the Triforce, was written in an ancient script that only those with the crest would be able to read.

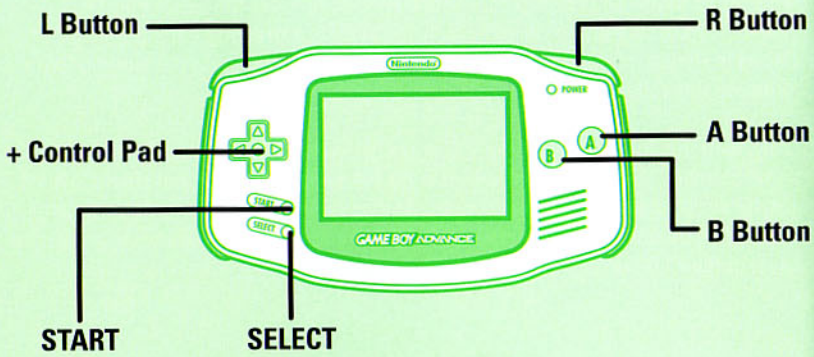
Link glanced at the scroll doubtfully, but found that he understood the words as clearly as if they were being spoken to him. The scroll revealed that the key to unlocking the Triforce's power was uniting all three: Power, Wisdom, and Courage. The king had left Power and Wisdom in the kingdom, but had hidden Courage, because only an individual with strong character and a special inborn quality could use it without disastrous results. Because the king had not found such a person during his reign, he cast a spell on Hyrule so that the crest would appear on the chosen one. But, if used before then, the Triforce would produce many evils.

The scroll went on to reveal that the Triforce of Courage was in the Great Palace in the Valley of Death on the largest island in Hyrule. To enter the Great Palace, however, Link would first have to fight the guardians protecting each of the six palaces in Hyrule, place the crystals in palace statues, and undo the binding force protecting the Valley of Death.

Surely, with the Triforce of Courage, Link could awaken Princess Zelda from her eternal slumber. With a magical sword in his left hand and a magical shield in his right, he set off alone on his long travels. At that very moment, Ganon's underlings were calling up new allies from the realm of evil and working devilishly towards the revival of their leader...

CONTROLS

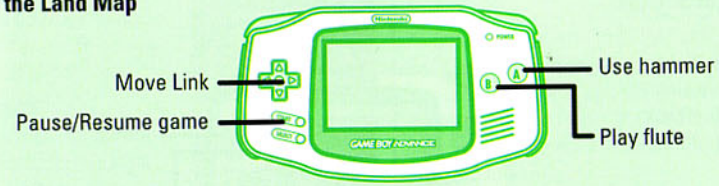
Insert the Game Pak into the Game Boy Advance and turn the power ON.



*For more information about the Game Boy Advance SP or the Game Boy Player, refer to the manuals for each system.

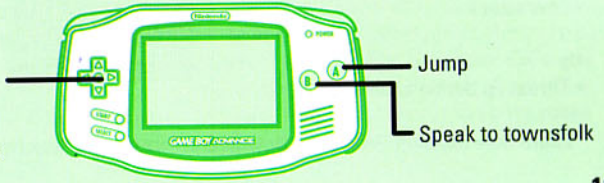
HOW TO PLAY

On the Land Map



*If you have no items, you can't use the A and B Buttons on the Land Map.

In Town

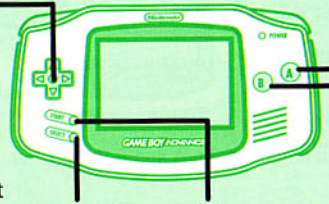


In Fight Scenes

Left or Right
- Move Link
- High attack
- High defend

Down
- Come down from jump with a Downward Thrust
- Low defend
- Low attack

Up
- Thrust up during a jump



*Learn how to Jump Thrust and Downward Thrust from Swordsmen in towns.

TITLE SCREEN

START
Press START from the title screen to access the SELECT menu.

SELECT
Press SELECT to choose a character, create a new character, or delete an existing character.

To start a new game, select REGISTER YOUR NAME. Create a new Link by selecting letters from the bottom using the + Control Pad and the A Button (up to eight letters). If you want to change Link, you may select the Link you wish from the options on the SELECT menu. If you want to delete a Link, select ELIMINATION MODE from the SELECT menu and select the Link you would like to delete. The game will begin when you choose the Link you would like to use from the SELECT menu.

START + SELECT + A + B Buttons
Press simultaneously to reset the game.

L Button + R Button
Press the L and R Buttons simultaneously to access the system menu. Here you can reset or sleep. Turn the power ON while holding the L and R Buttons to access a menu from which you can restore saved data to the default settings.

SYSTEM MENU

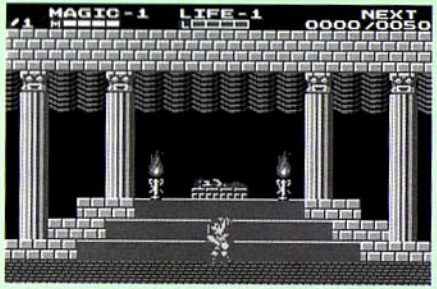
- **Continue**
  Continue your game.
- **Reset**
  Return to the title screen.
- **Sleep Mode**
  The power remains ON, but the liquid crystal display will turn off and the game will pause to reduce battery consumption.
  *If the batteries run out during Sleep mode, the power will turn OFF.
  *You cannot save from the system menu. See page 31.

If your game ends while you are in the last palace, and you select CONTINUE, your game continues from the entrance to that palace. Otherwise, you start from the beginning of the game.

Do not turn your system OFF between the time that you save the game and when the SELECT display appears. If you do, you might lose that data.

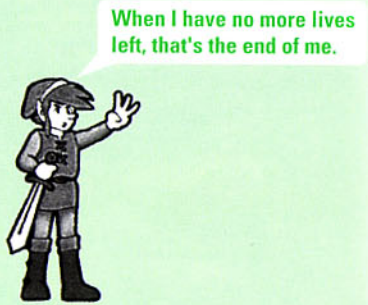
LINK'S MISSION

This is Link's Mission:
There are six palaces hidden in Hyrule. Link must gain experience by fighting Ganon's underlings and get information while visiting various towns. After defeating the guardians at the six palaces, he must obtain the Triforce of Courage.

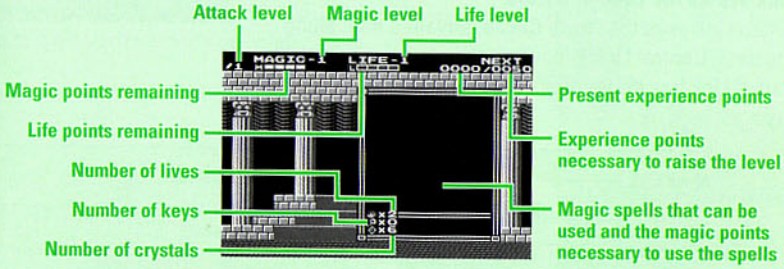


Link Begins his Adventure with Three Lives. His life level decreases each time he sustains damage from an attack. When his life level drains completely, he dies.

The Kingdom Inside the North Castle
This is the North Castle. Princess Zelda continues to sleep peacefully on the altar and Link's adventure is about to start. Move Left or Right using the + Control Pad to exit the North Castle.

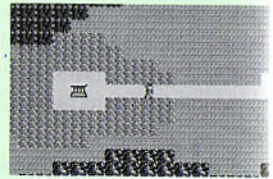


Link's Status
Take a look at Link's status before he leaves the castle. Link's attack, magic, and life statuses are displayed at the top of the screen. Press START during horizontal play to display the items and types of magic you have.



NORTH CASTLE: THE OUTSKIRTS

Link has left the North Castle, and his journey has finally begun. You can see much of the lay of the land in Hyrule due to its clean air. When you have this bird's-eye view, you are in the Land Map screen.



Link Walks the Land of Hyrule

When Link exits the North Castle, advance east along the path. Control Link's movements using the + Control Pad. If Link has items, press the A and B Buttons to use them.

Towns, Forests, and Mountains—the Various Landscapes in Hyrule

Hyrule is made up of various landscapes, including mountains, swamps, forests, rivers, and plains. Link can move anywhere except on water and on dangerous landscapes such as mountains. He will find towns, caves, and large boulders blocking roads.

Look below for the main landscapes in Hyrule.

Road		Plain		Forest	
Sea/River		Desert		Swamp	
Mountain		Graveyard		Barge Bridge	

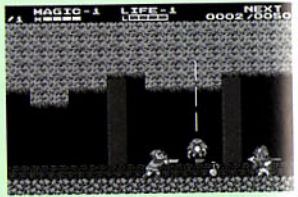
FIGHTING ENEMIES

Encountering Ganon's Underlings

Ganon's underlings are always watching for a chance to attack. When Link strays from the road, they will start to swirl around him. Enemies take two different shapes, as shown below. If Link bumps into them, he will have to defeat them in the Fight screen.

Strong enemy

Weak enemy



Fight Screen

Inflict damage to enemies with the sword and fend off their attacks with the shield. Pay attention to the size of the enemy and the height from which it attacks. When Link is upright, he can fend off high attacks but will be vulnerable to low attacks. When he is kneeling, he can fight off low attacks but will be vulnerable to high attacks. Look for a Swordsman to teach him the art of sword fighting so he'll be able to thrust up and down while jumping.

Upright
High attack
High defend
Vulnerable to low attacks

Kneeling
Low attack
Low defend
Vulnerable to high attacks

Jump Thrust
Attack enemies above Link

Downward Thrust
Come down from above and strike an enemy

Controller operations in a fight scene

EXPERIENCE POINTS

Beating the Enemy and Gaining Experience Points

After Link defeats an enemy, a number will appear that shows the number of experience points he gained. Link gets stronger by collecting these points. The stronger the enemy, the higher the number of points that Link can gain. But be careful not to pair Link with enemies that are much too strong for him. Know the strengths of the enemy well when you fight. Do not be misled by points alone.

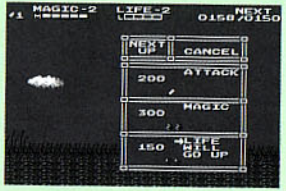
One or more experience points each

Three or more experience points each

20 or more experience points each

Getting Stronger with Experience Points

When Link collects enough experience points in the upper right of the Fight screen, you may raise the level of the one power elements (attack, magic, life). A Select menu will appear on the Fight screen. Move the arrow using the + Control Pad to the element that you have enough points to raise. Press START to confirm your choice. If you want to raise the other elements first, select CANCEL and fight more to gain the necessary points.



Note: Your experience points go back to 0 when the game ends or when you save.

POWER ELEMENTS

Raise the Levels of the Three Power Elements.
The three power elements—attack, magic, and life—can all go up to level eight. When raised beyond level eight, you get an extra Link. Here's what happens when you raise the levels on each power element:

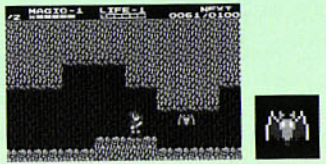
- **ATTACK:**
  Inflict more damage on the enemy in an attack.
- **MAGIC:**
  Decrease the magic points needed for a spell.
- **LIFE:**
  Decrease the amount of damage Link sustains from an enemy.

Link recovers when you raise magic and life points. However, he must find containers somewhere to raise the maximum point values.

ENEMIES NATIVE TO DIFFERENT LANDSCAPES

Plains:
Moving, fighting, and escaping are easy in plains because there are no obstacles.

Caves:
Caves are dark, with steps and holes, and can be hard to navigate.



Bit (Red) and Bot (Blue):
A jelly-like monster that wobbles and jumps.

Ache:
A bat that lives in dark places. You can usually find it hanging upside down in trees or caves.

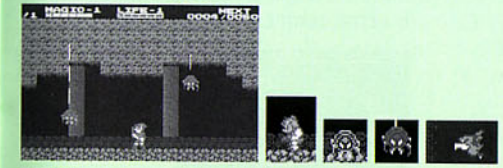
Deserts:
Watch out for areas with strong winds and small stones flying around.

Geldarm:
Stretches from the ground to the sky. Defeat it by damaging its head.

Goriya:
Attacks Link with a boomerang. Use the shield to defend yourself. Watch out! This enemy dwells on the plains and in the caves, too.

Lowder:
Slithers as it crawls. It eats up life energy and can also be found inside caves.

Forests:
Surrounded by a thicket of trees, the forest is very dark. Many enemies lurk in and attack from the trees.



Moblin:
Attacks Link by throwing spears, but also moves slowly.

Deeler:
Moves up and down by a string suspended from a tree. Blue Deelers drop down to the ground to attack Link.

Moby:
Attacks Link by flying straight down. It is very weak, but moves quickly and is hard to defeat.

Swamp:
The muddy ground is hard to walk on. Be careful or Link will sink into the swamp.

Octorok
Bounces and attacks by spitting out rocks.

Daira
Attacks with an axe that is too strong for Link's shield.

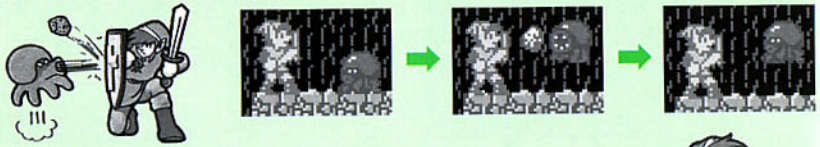
Graveyard:
The graveyard is build on a small hill so there's a slight slope. The king's grave is in the center of the graveyard.

Moa:
Flies over the graveyard. You can't see all of them unless you have a cross.

Ganon Will Return if Link is Defeated
If Link loses all of his lives, Ganon will return and the game will end. If that happens, the experience points return to 0 and you must start from the North Castle again. If Ganon returns, Hyrule will fall further and further into ruin. You have to act carefully to prevent that. If you think that you are absolutely no match for an enemy, try to raise your power element levels.

Fend Off Attacks by Knowing Your Enemy

You have to fight stronger enemies or your adventure will not progress. Strong enemies not only hurl themselves, but they also use a variety of objects to attack. Use the shield to fend them off and attack when there's an opening. The key to winning is knowing how the enemy moves.



Watch out for things that CAN'T be fended off with the shield.

Chain Hammer

Axe

Club

Fireball

Only Use Magic When You Need It

Link can pick up and arm himself with various types of magic. Magic can be used only with the points that Link has and can be very helpful against a strong enemy.

Fairies Recover Life

Sometimes a Fairy appears along with the enemy. Link recovers his life when he touches the Fairy. Fairies live in all sorts of places.

Try Another Day if Things Don't Go Your Way

Don't take it to heart when things aren't going your way. After the game is over, end the game by selecting SAVE. Your items and level will be recorded for future play. After saving, your magic, attack, and life level will all decrease to the lowest level of the three.

Saving and Quitting

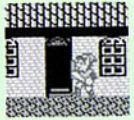
Access the map or the subscreen, then hold SELECT and UP on the + control pad to save your game and quit playing.

Arriving at the Town Near the Castle.
You'll come across towns on the road. Drop in and gather information about the palaces from the people in the town. The townspeople look busy bustling about, but they all are hoping for peace in Hyrule. Swordsmen who will teach you secret moves also hide in some of the towns. Learn the Jump Thrust and the Downward Thrust from those Swordsmen, because there are places you can't go if you don't know the moves.

Pick Up Important Hints in Conversations with the Townspeople
Press the B Button when Link is close to someone to speak to that person. The people in the town will listen to Link's story and give various answers. Some townspeople will give Link important hints and some will ask for favors. If you press the B Button when Link is not near a person, you can search to see if anything is hidden there.

Some people will invite Link into their houses. Follow the person and go to the door when entering someone's house. Enter the house by pressing Up on the + Control Pad when the door opens. Even in the house, you can speak to the person and look for things by pressing the B Button. Take care not to be shut out of the house by mistiming this operation.

There are also houses with open doors that you can enter and exit freely.

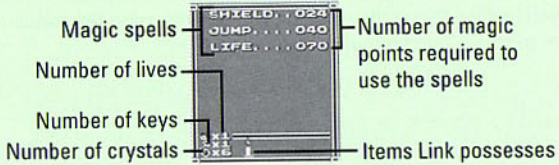


LEARNING MAGIC

There are people in town who would like to teach you magic. Depending on the kind of magic, they might not teach you if you don't have enough magic point containers or have not satisfied certain conditions. You'll be able to learn at least one type of magic per town.

How to Use the Magic You've Been Taught

You can use magic by pressing SELECT in a Fight screen or in a town. You must select a type of magic on the Sub Screen before you use it.



PALACES

After obtaining information in the towns, Link has finally come to a palace. He has been through many battles, raised his levels high enough, and been taught several types of magic. If you have not raised your levels yet and have not been taught any magic, it may be better to withdraw. The palace is a pristine ancient place, which means that there will be some very strong enemies.

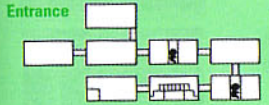
The Palace Will Turn to Stone
If you find an item at the palace, place the crystal in the statue and leave. The palace will turn to stone. Don't forget to take the key.

Enemies in Palaces
The enemies in the palaces are those that were made and chosen by the King. They're abnormally strong.

Ironknuckle
An iron warrior who can use a shield and a sword. He exists in many forms.

Myu
A special slime with thorns protruding from its body. It's small, so use a Downward Thrust to defeat it.

Stalfos
A skeleton warrior that uses a sword, but handles a shield poorly.

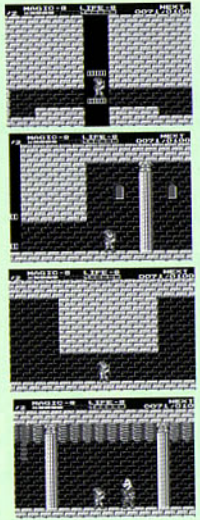


The Palace is a Complex Labyrinth
The palace is a labyrinth that comprises many screens. Use the diagram at the left as a guide, and make a map as you proceed.

Find the items in the palace and go to the Stone Statue.
In addition to finding the items in the palace and defeating the guardians, you must also find the hidden items to continue the adventure.

Find the keys to unlock the doors.

Locked Door



In fights with the main guardians of the palace, the enemy's life power is displayed at the left of the screen. Keep an eye on this during the fight.

The Great Palace
After you place the six crystals in the Stone Statues, you finally will enter the Great Palace. After Link undoes the binding force of the Great Palace, you can restart from the entrance of the Great Palace when you press Continue, even if the game is over. Try your best!

If you try to enter the Great Palace without first clearing the six palaces, the binding force will keep you from entering, and you will waste time.

TYPES OF MAGIC

Link will learn eight types of magic in various the towns. When using magic, take into consideration the magic points that Link has, the points each type of magic consumes, and their various effects. Link might not be able to advance without magic, and it wears off when moving from one screen to another. You get 16 magic points per container. Think of how to use the magic by taking into account the number of containers remaining.

Shield
Raises Link's life level temporarily and reduces damage inflicted by the enemy by half.

Life
Recovers Link's life points (but only to a certain extent). Use this type of magic when Link's life is low.

Jump
Increases Link's jumping power, allowing him to climb heights he could not reach with a normal jump.

Fairy
Turns you into a Fairy. As a Fairy, you can fly, which is particularly helpful on dangerous terrains like cliffs.

Fireball
Throw fireballs and swing a sword.

Reflect
Reflects the magic cast by wizards in the palace back at them. Shields only block a wizard's magic.

Spell
Casts an eerie spell that makes enemies tremble in fear.

Thunder
The most powerful of the eight types of magic, thunder can damage all of the enemies on the screen. However, Link has to be very strong in order to use it.

ITEMS

You obtain various items in the six palaces and several caves. Items can be obtained by finding and striking them with the sword. These items are:

Magic Jar		Recovers Link's magic points. The blue magic jars refill one square of magic. The red magic jars refill magic to its maximum.
Treasure Bag		Increases Link's experience points. Watch out! Enemies sometimes pop out of them too!
Heart Container		Increases life point containers by one and refills life points.
Magic Container		Increases magic containers by one and refills magic points.
Doll		Increases Link's lives by one.
Candle		Lights up dark places.

Hammer		Breaks rocks and cuts down trees on the land map. Press the A Button to use it.
Handy Glove		Breaks blocks in the palaces.
Raft		Enables you to cross the sea from the dock.
Boots		According to legend, it is said that if you put on these boots you can do something extraordinary.
Flute		Plays the legendary mysterious music of Hyrule.
Magic Key		Opens several of the locked doors.
Cross		See enemies that are normally invisible.

NOTES

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REV-D

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REV-O

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