

# NINTENDO POWER

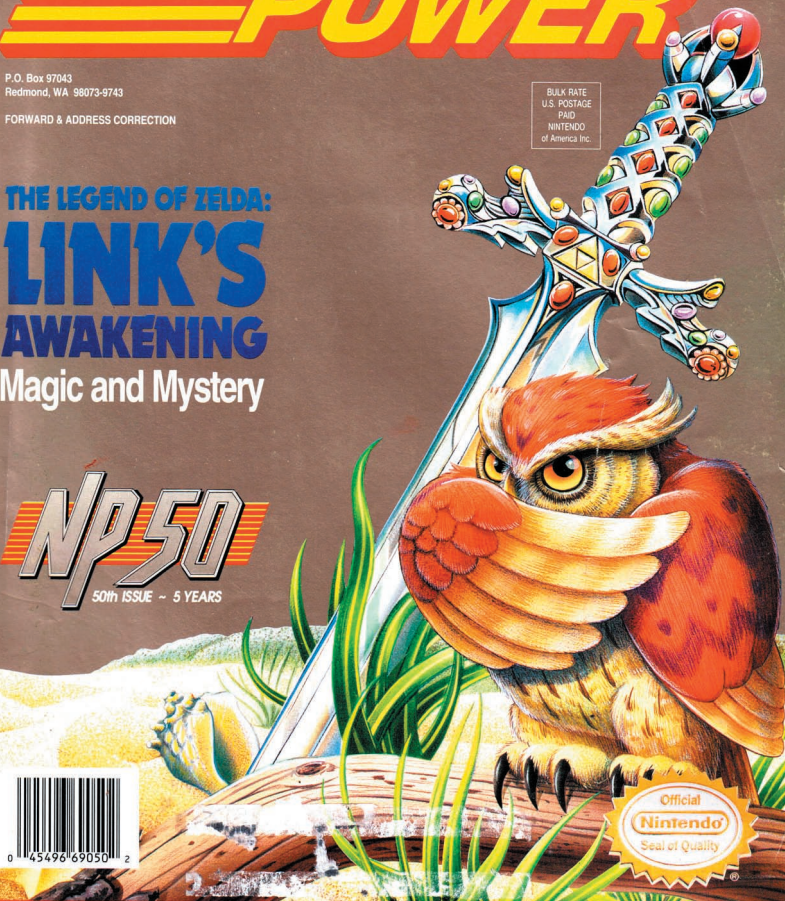
P.O. Box 97043  
Redmond, WA 98073-9743

FORWARD & ADDRESS CORRECTION

BULK RATE  
U.S. POSTAGE  
PAID  
NINTENDO  
of America Inc.

## THE LEGEND OF ZELDA: LINK'S AWAKENING Magic and Mystery

**NP50**  
50th ISSUE ~ 5 YEARS



THE SOURCE FOR NEWS AND STRATEGIES STRAIGHT FROM THE PROS



# THE LEGEND OF ZELDA®

## LINK'S AWAKENING



### A NEW BEGINNING

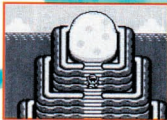
After defeating Ganon in Nintendo's *The Legend Of Zelda: A Link To The Past*, you might have thought that the threat was over. But the magical land of Hyrule is balanced between powerful forces and danger is always nearby. Link's first adventure for the Game Boy proves that the combination of action and adventure never grows old, rather like Link himself. In this quest, the youthful hero finds himself on a mysterious tropical island far from Hyrule. He must conquer seven dungeons and then face the legendary Wind Fish. The four megabit, battery-backed Game Pak contains much that is familiar, but also much that is new. The adventure begins this August.

© 1993 Nintendo



## ISLAND STORY

The island of Koholint rises from the sea like a portent of mystery. The tropical forests slope upward forming a volcanic cone atop which rests a giant egg! Here Link will find both friends and foes. The peaceful villagers living in the shadow of the bizarre mountain face daily perils from creatures that roam the forests. Link's quest takes him to the lairs of the seven Nightmares—beings too terrible to meet by daylight!



## THE EARLY QUEST

Journey with Link on the early steps of his quest to solve the riddles of Koholint and restore the island's balance. This review covers the first three levels of the game, from the discovery of Link's unconscious body on the shore to the battle with the Slime Nightmare in Level Three. Full maps of the overworld areas that you will visit have been provided for your adventure. You'll also find invaluable maps of the inner dungeons where the Nightmares guard the musical instruments that will awaken the Wind Fish from its long slumber. Along the way, Link must locate items and weapons, trade for magical powers, meet the villagers and render them service, solve mysteries and map the island. Every step brings him into potential peril, for the servants of the Nightmares roam freely over the isle. You'll have to learn new techniques to survive, and hone skills gained with Link in previous adventures. It is just the beginning.

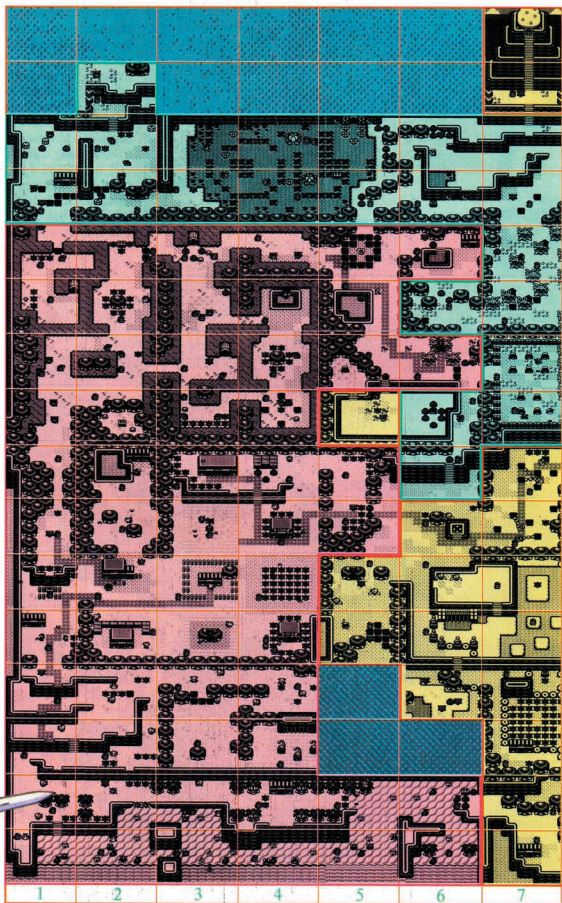


# KOHOLINT ISLAND

Link's first job is to explore the Island of Koholint. All of the overworld areas covered during the first three levels of the game are shown here. The later areas remain hidden to preserve the challenge. Use the map to plan your expeditions of discovery and to locate references from this review using the Island Grid Guide printed below. Remember that much remains hidden and that Link must look everywhere to find all the secrets of the isle.

## ISLAND GRID GUIDE

Link's Sword	3-P
Sleepy Toadstool	1-F
Witch's Hut	6-G
Raccoon	2-F
Tail's Key	2-E
Level 1 Entrance	4-N
Tool Shop	4-J
Tal Tal Heights	6-D
Bottle Grotto	5-C
M. Meowmeow's House	2-K
Kanalet Castle	10-F
Richard's Villa	7-N
Pothole Field	7-M
Level 3 Entrance	6-L

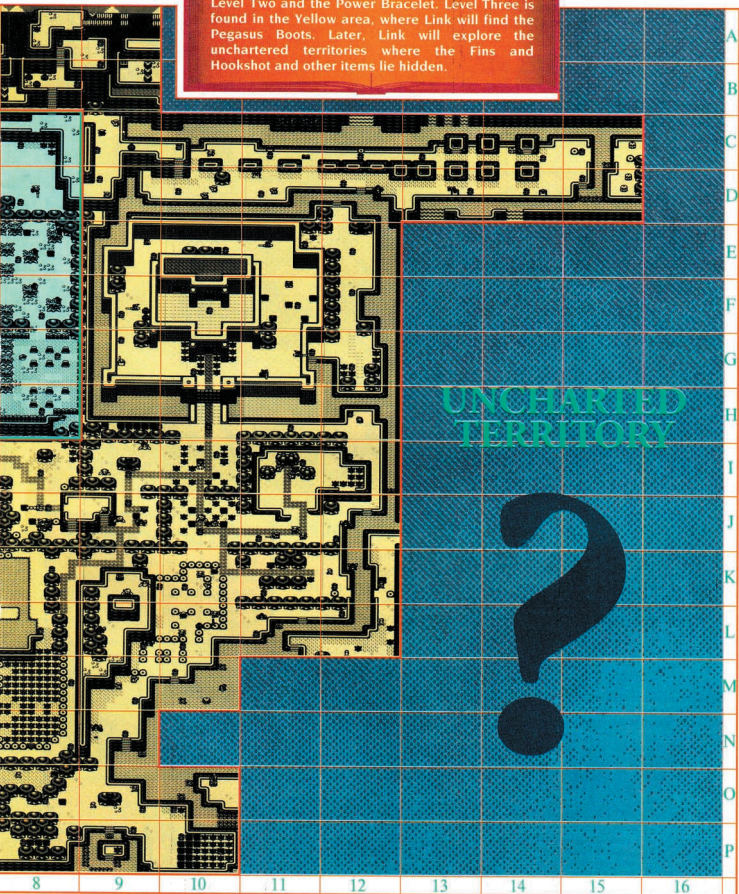




## THE COLORS OF KOHOLINT

The map of the island has been divided by colored borders to indicate the areas you can explore while conquering each level. The Pink area is where you begin your quest, find the Sword and enter Level One. In Level One you'll find the Roc's Feather. The Blue area contains Level Two and the Power Bracelet. Level Three is found in the Yellow area, where Link will find the Pegasus Boots. Later, Link will explore the uncharted territories where the Fins and Hookshot and other items lie hidden.

THE LEGEND OF ZELDA:  
LINK'S AWAKENING





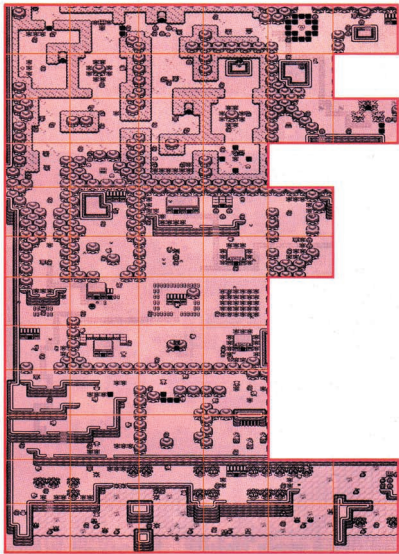
# THE QUEST OF LEVEL ONE

After Link washed ashore he was found by Marin, a young woman from the village. Marin and her father nursed the hero back to health, then they gave him a special Shield. Link's first job was to search for his Sword by the shore.



## SWORD & SHIELD

With his Sword and Shield, Link will be ready to face most of the perils he will encounter early in his quest.

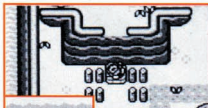


## THE SEARCH THE FIRST KEY

Marin and Tarin give Link the Shield when he wakes up. He must travel to the shore, blocking enemies with the Shield. There in the waves he will find the Sword.

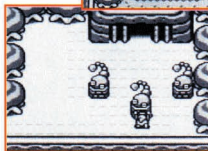


Use the Shield to block foes. Once you claim the sword, an owl appears, bearing a mysterious message.



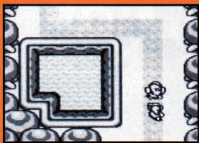
Link needs Pieces of Heart to build endurance. The Well and the Fishing Game are two places to look.

The Key to Level One has been kept safe inside this Chest. First you'll have to figure out how to pass through the Mysterious Woods. The key to that is to find the Mushroom where it grows in the Woods and to talk to the friendly Raccoon, who may not be exactly what he seems.



## MAGIC POWDER

Once you have the Sleepy Toadstool, take it to the Witch's Hut. The Witch will transform it into a Magic Powder. Sprinkle the Powder on foes and stand back!

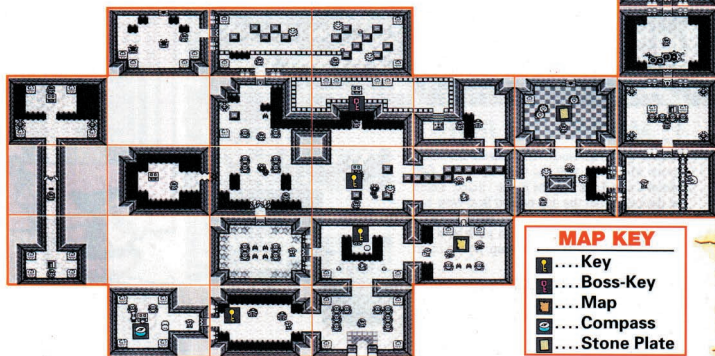




# LEVEL ONE: TAIL'S CAVE

Once you have Tail's Key, you can enter Tail's Cave in the southern part of the island. Inside you will find the magical Feather and the Full Moon Cello—the first

of the eight instruments required to wake the Wind Fish. The Nightmare in Level One is a worm-like Moldorm like the one Link battled in A Link To The Past.



## 1. SUITABLE STRATEGIES

These weird creatures bear the mark of one of the four suits from a deck of cards, but the marks continually change from Spades to Hearts to Clubs to Diamonds. The trick is to attack three of the card critters when their suits match. If the suits don't match, you won't defeat them and escape. When you defeat them, you'll obtain the Stone Plate with which you can read a secret message.



## 2. ROLLING BONES

The rolling spiked log is the least of your worries in this room. Watch out for the mini boss! He's vulnerable only when he hops, so hit him then.



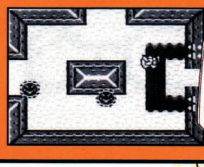
## MOLDORM

The Moldorm thrashes about on his platform, trying to swat Link into the abyss. Aim for the final section of the tail where the Moldorm is vulnerable to attack. If you fall off the platform, you'll have to make your way back to the boss' room.



## ROC'S FEATHER

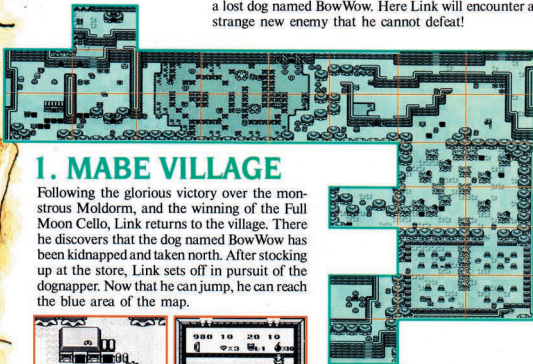
Once Link has the Roc's Feather he will be able to jump over obstacles. He needs this ability in many places, including here in Level One in the room with the rolling log.





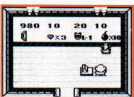
# JOURNEY TO LEVEL TWO

With the ability to jump over obstacles and holes, Link now moves on to the uncharted highlands, searching for a lost dog named BowWow. Here Link will encounter a strange new enemy that he cannot defeat!



## 1. MABE VILLAGE

Following the glorious victory over the monstrous Moldorm, and the winning of the Full Moon Cello, Link returns to the village. There he discovers that the dog named BowWow has been kidnapped and taken north. After stocking up at the store, Link sets off in pursuit of the dognapper. Now that he can jump, he can reach the blue area of the map.



## SHOVEL

Purchase the Shovel from the Tool Shop in the village for 200 Rupees. You'll need it to dig up treasures later in the game.



## 2. DOG RESCUE

Although BowWow probably greeted you in the village by chomping on your ankle, it is your job now to rescue him from the vile clutches of the Moblin who has taken him to the Tal Tal Heights. Once you've dispatched the Moblin boss, take BowWow with you to the northeast corner of the Heights where you'll find the Indigestible Flowers of Goponga Swamp. Link is helpless to destroy these plants, but BowWow can gobble them up and clear a path to the Level 2 entrance.

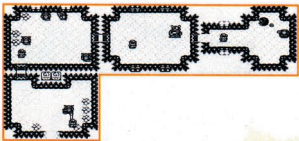


## 3. FLOWER POWER

Link cannot beat the Indigestible Flowers of Goponga Swamp, but BowWow makes a light snack of the plants, thus opening the entrance to Level Two.



## BAWWOW DUNGEON



## BOMBS

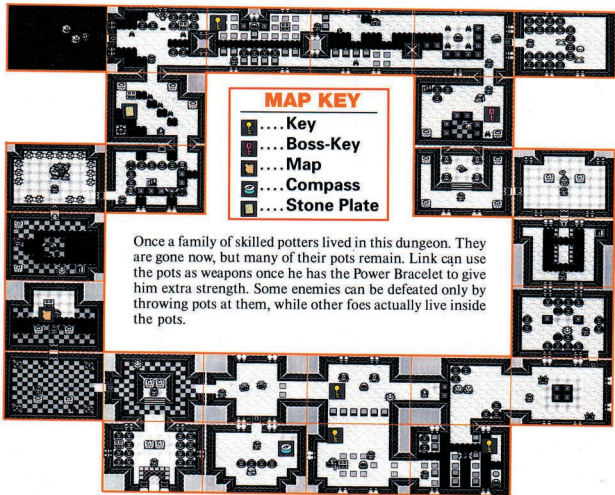
As in other Legend of Zelda games, Link can use bombs to open passages in walls and cliffs and floors. Once you have the Power Bracelet, you'll also be able to throw bombs at your enemies.







# LEVEL TWO: THE CAVE



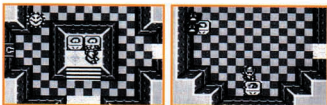
## MAP KEY

- .... Key
- .... Boss-Key
- .... Map
- .... Compass
- .... Stone Plate

Once a family of skilled potters lived in this dungeon. They are gone now, but many of their pots remain. Link can use the pots as weapons once he has the Power Bracelet to give him extra strength. Some enemies can be defeated only by throwing pots at them, while other foes actually live inside the pots.

## 1. POWDER LIGHT

Some of the rooms of this dungeon are lost in darkness. If Link casts some Magic Powder into the large lanterns, a flame will light up the room.



## 2. OLD ENEMIES

This room is filled with a trio of monsters from the original The Legend of Zelda game. The rabbit-like Poles can be defeated only by throwing pots at them. The Keese and Stalfos are easier targets. Link can use his Sword to put them in their place. Other familiar enemies will appear throughout the game.



## THE GENIE

The final pot in this dungeon holds a surprise. Inside lives a wicked Genie! Strike the pot with your sword, then lift it and throw it at the wall three times. When the Genie finally reappears, finish him off with your skillful swordplay.



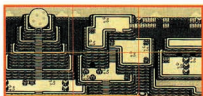
## THE BRACELET

The Power Bracelet gives Link the strength of many heroes. Now he will be able to heft huge boulders, push stones, hurl pots and smash masonry as if he were a giant. He will need this strength in Level Two against the Genie, and then in later stages to meet each new test.





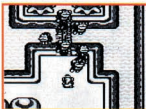
# VENTURE INTO LEVEL THREE



A vast region opens up to Link as he pursues the Nightmares. He must find the Golden Leaves around Kanalet Castle, then trade them for the Slime Key. In the end, he must enter Level Three and win the Boots and the Sea Bell.

## 1. TO THE CASTLE

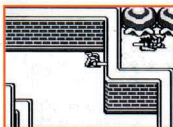
With the Banana you can bribe the Monkey who lives outside Kanalet Castle. He'll make a bridge so you can cross into the castle grounds and begin your search for the Five Golden Leaves.



The Monkey leaves the Branch—another of the many items that you must trade.

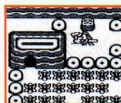
## 2. FIVE GOLDEN LEAVES

Two of the Golden Leaves are hidden outside the castle—one on the right side and one on the left. The other three Leaves can be found inside. Follow the path indicated in the maps at the bottom of the page to find them.



## 3. THE SLIME KEY

If you give the Golden Leaves to Richard, he'll send you to the cave at the top of the Mysterious Woods. Dig a hole in front of the cave to find the Slime Key.

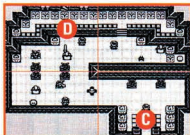


## CASTLE

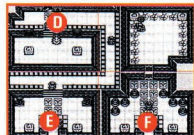
Follow the path indicated by the letters on the map of the castle.



A leads to B and B leads to C. Look for corresponding letters when the path leads through a door.



The Golden Leaf in this chamber can only be won through valorous feats. Battle the Armos Statues and all other foes until they are utterly defeated. All of the enemies must cease to exist. They must be eradicated!



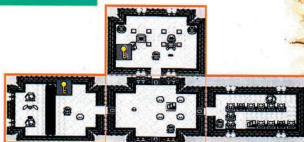
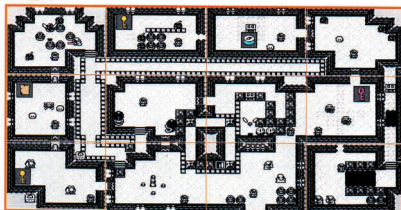
In this palatial room Link must first use bombs to blow a hole in the wall. Two berserk foes rush through this hole to assail Link with the malice and cunning of mortal enemies. Link must concentrate on the left foe, for only that wretched creature will yield the coveted fifth Golden Leaf!





# LEVEL THREE: DUNGEON OF KEYS

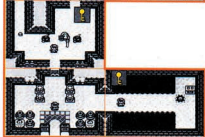
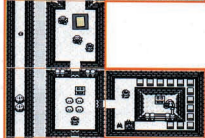
THE LEGEND OF ZELDA:  
LINK'S AWAKENING



Welcome to the Dungeon of Keys. Here you'll find the Boots and the Sea Bell.

## MAP KEY

- .... Key
- .... Boss-Key
- .... Map
- .... Compass
- .... Stone Plate



## PEGASUS BOOTS

Just as in *A Link To The Past*, the Pegasus Boots allow Link to use the Dash Attack. When you hold the A Button and run, you'll dash forward at high speed. Enemies in your path will meet a quick end as Link charges straight through them. You can also use the Dash Attack to knock holes in weak walls.



## I. SNAKES & BOMBS

The two snakes are known for their voracious hunger. They'll eat anything, including Bombs. Link would do well to use this knowledge.



## SLIME EYES

Link has reached the final room, but there is no Nightmare! Since you have the Boots now, Dash against the wall to release the Eye. The single Eye becomes two when you attack it. Fight each eye separately.



## THE LINK TO MORE ADVENTURE

Now that you've explored the first three stages, you'll be ready to challenge the rest of this mysterious world on your own. Four more dungeons hold secrets unimaginable and dangers inconceivable. Peril lurks at every step! Beware the warnings of the owl and the eerie messages on the phone in the village. Look for a bird to fly you from the mountain to the sea. Once the eight instruments have been collected from the bowels of the dungeons, Link will play a song to awaken the sleeping Wind Fish in his egg atop the volcano. Is the world of Koholint and all of its inhabitants just a mirage in the sleeping mind of the Wind Fish? Is Link just a figment of a fish's warped dream? Find the answers to all these questions and more as the drama continues in *Link's Awakening*.