Zelda's Adventure walkthrough

Obtain sword and shield in Vision Henge.

Optional: Obtain the boomerang south west of Vision Henge.

Optional: Help beggar lady outside Moblin Inn and get [Fire item].

Optional: Buy power stone from Moblin Innkeeper.

Obtain lantern in Forest of Ogbam.

Game path: Region 2

With the Red Boots you found in Shrine 1 you can cross the stream in the above part of region 1. Go to J-22 (Inn).

J22 - Go up to cross the river. Now you will enter spot J21 of region 2.

J21 - Enter the cave at the right side of the screen.

Cave - In the cave you can see the harp. Take it by moving over it.

Go back to J21 at the left. Don t leave the cave at the right side of it because otherwise you will enter a dead end spot. You can t leave this spot anymore and the monsters will kill you.

J21 - From this spot go to K20.

K20 - In this place you can see a mushroom. It will speak to you.

Go to K15.

K15 - Kill the 2 blue Tektites that guard the Raft item. Take this item by moving over it. Go up to K14.

K14 - The Shaggy Woman sits outside a vegetable stand. She is selling a Candle for 100 rupees and a Potion of Life for 200 rupees. Most important thing to buy is the potion of life. She will speak to Zelda when touched. A Villager will eventually wander out from under awning to the west. Go up to K13.

K13 - A Lounger sits between two shops. A Dog darts around Zelda. Enter the left shop and trade the Bone for an Axe. Enter the right shop and buy the blue/turquoise ring for 20 rupees. Go to L14.

L14 - Yvonne the Musician and the Twins (Eric and Ian) stand outside a house. Listen to Yvonne. She will speak and give Zelda a Flute. The twins can also speak to Zelda. Go to R9 of region 4 to get the spell of noise from Gwynla (Path from L14 to R09: Up/Right(2\*)/Up/Right/Up(2\*)/Right/Up/Right(2\*))

R09 - Here you will receive the spell of noise from Gwynla. Go back to L14 (Follow the same path).

L14 - From here go to N11 (path: Up/Right(2\*)/Up(2\*))

N11 - Waldensop stands outside the White Steed Lodge along with two horses. Zelda can enter lodge. He gives Zelda a Feather after she goes into and comes out of lodge. Go up to N09.

N09 - Here you can see a mermaid. Go towards the mermaid and she will restore Zelda to full health again. Go to P08 (path: Right/Up/Right).

P08 - Sir Basil will give Zelda a Broadsword on west side of stream. Take it by moving over it. Go to L08 (4\*Left) to play Shrine 2. Before you will play Shrine 2 you can first go to 011.

O11 - Enter the Abandoned Mine.

Mine - Zelda can traverse hollow tree and get Secret Heart Container to increase health capabilities.

Shrine 2 - Shrine of Illusion

L08 - Enter the tent to start Shrine 2.

S2-01 - Step before the mirror in the center of the ring, a trapdoor drops Zelda into the next cell (S2-02).

S2-02 - Kill the monsters and go upwards to S2-03.

S2-03 - Kill the 3 monsters. Two doors, one heading west, the other heading north will appear. Go left to S2-05.

S2-05 - The middle door is the only accessible door, the other two are false. Go down to S2-04.

S2-04 - Kill the vire and it drops a Key. Take this key. (This Key enables her to get through the door in cell S2-17.)

Move upwards to S2-06.

S2-06 - Kill the Vire and it drops the Map to Shrine 2. Move right to S2-07.

S2-07 - Zelda needs the Noise Spell to kill the single Pols Voice.

S2-08 - Stepping stones appear and disappear one after the other above a chasm. If Zelda falls into the chasm, she is returned to the first cell of the shrine. The NE door is the only accessible door. The others two are false. Go up to S2-09.

S2-09 - 2 Wizzrobes fire sound waves at Zelda. Use the Dagger to kill them. They drop a Compass when dispatched. Take this compass (compass for Shrine 2). Go up to S2-11

S2-11 - Zelda must carefully traverse a narrow and slippery path over a chasm. 2 Wizzrobes fire at her from the east and west. If Zelda falls into the chasm, she returns to the first cell of the shrine. Go up to S2-13.

S2-13 - Kill the 4 monsters and they drop a Black Orb. Take it. The door to the west is false. Go back to S2-09.

S2-09 - From here go right to S2-10.

S2-10 - 3 Wizzrobes fire sound waves. Kill them with the dagger. Go up to S2-12.

S2-12 - Kill the 3 monsters. Only the center door is accessible. The others are false. Go up to S2-14.

S2-14 - Place the Black Orb in the cup of the center of cell to open the east door (to remove the bars). Go right to S2-15

S2-15 - Kill the 2 monsters and they drop a Knife. Take it and cut an exit in the east (right) side of the tent. Go right to S2-16.

S2-16 - Go down to S2-17.

S2-17 - Pasquinade speaks and disappears before Zelda can fight him. Zelda can open the green SE door only if she holds the Key from cell S2-4. Enter the green door to go to S2-18.

S2-18 - Dark room. If you holds a candle you can light the room. Go up to S2-19.

S2-19 - Kill the monsters to remove the Spikes that block the north exit. Door along west wall is false. Go up to S2-20.

S2-20 - Kill the monsters (they fire pearls at Zelda). She must kill them to get a Key that will open the eastern door. Go right to S2-21.

S2-21 - Kill the monsters and go to the right to S2-22.

S2-22 - 2 Wall Masters, ghostly hands, reach down for Zelda. If she is touched, she is returned to first cell in Shrine 2. Exit through the hole in the NE (top right) side of tent to go to S2-23.

S2-23 - Kill the monsters and go up to S2-24.

S2-24 - Zelda faces Pasquinade inside his lair. The exits are barred. He fires glowing balls at her. The doors open when Zelda kills him. If he kills Zelda, she will return to S2-23. If you kill Pasquinade go up to S2-25.

S2-25 - Collect the Celestial Sign atop the pedestal. Take it by moving her over it. A sequence will be started. After this sequence Zelda will return to L08.﻿

Dungeon order:

1. Earth
2. Illusion
3. Fire
4. Destiny
5. Air
6. Water
7. Strength

Refer to Items List document.

Create a trading sequence to obtain best armour and sword in game.

Make dialogue less cryptic.

To do list:

1. Finish writing game dialog
2. Finish Zelda’s sprites
3. Add title screen
4. Finish mapping overworld and dungeons
5. Make it so you can’t exit Vision Henge without the sword and shield
6. Find places to hide heart pieces
7. Implement inventory screen
8. Implement saving
9. Program bosses
10. Fix behaviour of Tektites, Leevers, Peahats and Geldman (this entry may expand as future problems arise)
11. Shrine of Earth
12. Cc07- make chest spawn
13. Same goes for rooms containing Taros
14. Implement boss
15. Implement entry dialog
16. Implement dark rooms
17. Chest spawning in Vision Henge centre east and ad24
18. Enable quests for hungry and thirsty ladies
19. Witch encounter to generate enemies
20. Proper implementation of shop items in Ogbam Forest and Inn
21. Add secret dungeon with following enemies: Pols Voice, Lynel, Eyegore, Vire, Stalfos