

The Legend of Zelda :: ZELDA Kendan: HAIRUL ni Jochon

Text Dump from English NES release; Originally Ripped and Formatted by [EvilGiegue](#)
Translated to Adinjo Journalist by Oztin

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LG 6@2! NÌNTÈNDÒ

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PUSH START BUTTON

MENJU "KEFOL" BOTOCHI

Menju Kefol Boton
button start press.button-FUT

"Press "Start" Button"

THE LEGEND OF ZELDA

SUG KENDAN I ZELDA

Sug Kendan i ZELDA
DEF legend of Zelda

"The Legend of Zelda"

MANY YEARS AGO PRINCE DARKNESS "GANNON" STOLE ONE OF THE TRIFORCE WITH POWER.

NYORU CORI KÉRIN, HIRO ESTAG "GANNON" WIN JONEIRINU I MIKTAN SAUKENTOT.

nyor-u cori kèrin hiro estag GANNON win jon-eirin-u i miktan
nyore-nu cori kèrin hiro estag GANNON win jon-deirin-u i miktan
year-PL some before king shadow GANNON one three-power-PL of might
years some before king shadow Gannon one Triforce of might

sauken-tot

sauken-tot

take.command-PAST

took command

"Some years ago, King Shadow "GANNON" took control of one Triforce of Might."

PRINCESS ZELDA HAD ONE OF THE TRIFORCE WITH WISDOM.`

KAIRO ZELDA WIN JONEIRINU I CHIJIN CHUMATOLOT.

kairo ZELDA win jon-eirin-u i chijin chuma-t-ol-ot

kairo ZELDA win jon-deirin-u i chijin chuma-t-ol-ot

queen ZELDA one thee-power-PL of wisdom own-PASS.PAST

Queen Zelda one Triforce of wisdom had.ownership

"Queen ZELDA had ownership of one Triforce of Wisdom."

SHE DIVIDED IT INTO 8 UNITS TO HIDE IT FROM "GANNON" BEFORE SHE WAS CAPTURED.

FI JONEIRINU WINIKOSIJ AMKEITOT HI "GANNON"TAK UMASHTOT.

fi jon-eirin-u win-i-kosij amkei-tot hi GANNON tak umash-tot

fi jon-deirin-u win-i-kosij amkei-tot hi GANNON tak umash-ton

she three-power-PL one-of-eight cut-PAST and GANNON away.from hide-PAST

She Triforce eight parts cut and Gannon from hid

"She divided the Triforce eight ways and hid them from "GANNON. ""

KYOREL FI DURADOLOT.

kyorel fi dura-d-ol-ot

kyorel fi durab-t-ol-ot

then 3.SG.F capture-PASS.PAST

Then she was captured

"Then she was captured."

GO FIND THE "8" UNITS "LINK" TO SAVE HER.

LINK! A8 AMKEINU AIRENTOCHI!

LINK a-kosij amkei-nu airen-tochi

LINK UNIV-eight to.cut-PL seek.out-FUT

Link all eight pieces seek out

"Link! Seek all eight pieces!"

FI ANBRONTOL!

fi an-bront-tol

fi ani-bront-tol

3.SG.F be-wait-PASS.PRES

she is waiting

“She is waiting!”

ALL OF TREASURES

ASAIRENT

a-sairent

UNIV-loot

all loot

“All Loot”

HEART CONTAINER

JENESLAV ATKI

jenes-lav atki

life-spirit extra

vitality extra

“Extra Vitality”

HEART

MORI

mori

heart

“Heart”

FAIRY

NANEF

nanef

fairy

“Fairy”

CLOCK

KLIKTOK

kliktok

clock

“Clock”

RUPY

RÚPI

rúpi

rupee

“Rupee”

5 RUPIES

5 RÚPINU

kom rúpi-nu

five rupee-PL

“5 Rupees”

WORD

TEN

ten

sword

“Sword”

WHITE SWORD

TEN I FIROM

ten i fir-rom

sword of grey-wind

“Sword of Greywind”

MAGICAL SWORD

TEN XÁU

ten xá-u

sword magic-DESC

“Magical Sword”

MAGICAL SHIELD

RUKAM XÁU

rukam xá-u

shield magic-DESC

“Magical Shield”

BOOMERANG

HIJOLI

hijoli

boomerang

“Boomerang”

MAGICAL BOOMERANG

HIJOLI XÁU

hijoli xá-u

boomerang magic-DESC

“Magical Boomerang”

BOMB

HUNYUGA

hun-yuga

explode-thing

bomb

“Bomb”

BOW

OMOJ

omoj

bow

“Bow”

ARROW

NAYU

nayu

arrow

“Arrow”

SILVER ARROW

NAYU I FIROM

nayu i fir-rom
arrow of grey-wind

“Greywind Arrow”

BLUE CANDLE

DOMPEN ARZOL

dompe-n arzol
burn.for.light-N.SG blue

“Blue Torch”

RED CANDLE

DOMPEN ROHA

dompe-n roha
burn.for.light-N.SG red

“Red Torch”

BLUE RING

TIMISH DWÁN

timish dwán
gemstone.ring sapphire

“Sapphire Ring”

RED RING

TIMISH EBWÉSTA

timish ebwésta
gemstone.ring ruby

“Ruby Ring”

POWER BRACELET

ÓFKI I MIKTAN

ófki i miktan
bracelet of might

“Bracelet of Might”

RECORDER

FANWE

fanwe

flute

“Flute”

RAFT

JOMRÉJO

jom-réjo

joma-réjo

family-log

“Raft”

STEPLADDER

FORTENGA

forten-ga

fortenk-yuga

climb-thing

“Ladder”

MAGICAL ROD

XÁLIC

xá-lic

magic-stick

magic wand

“Magic Wand”

BOOK OF MAGIC

MOKTWA I XÁ

mokure-twa i xá

study-book of magic

“Magic Textbook”

KEY

LONAK

lonak

key

“Key”

MAGICAL KEY

KUHIRO LONAK

ku-hiro lonak

GEN-king key

“King's Key”

It feels reasonable to call this the **King's Key** here as the Japanese name was ライオンノカギ literally meaning "Lion Key" -- and there is a fair association between Lion's and Kings, plus the metaphor of a king having authority to enter anywhere he likes.

MAP

JALMETÈN

jál-metèn

jalu-metèn

land-illustration

“Map”

COMPASS

PONTYUGA

pont-yuga

pontifar-yuga

direction-thing

“Compass”

TRIFORCE

JONEIRIN

jon-eirin

jon-deirin

three-power

“Triforce”

LIFE POTION

ALMEN I JENESLAV 1

almen i jeneslav win
potion of vitality one

"Potion of Life I"

2ND POTION

ALMEN I JENESLAV 2

almen i jeneslav larn
potion of vitality two

"Potion of Life II"

LETTER

PARATWA

paratwa
missive

"MESSAGE"

FOOD

ANBURME

anburme
roast

"Roast Meat"

In-Game Texts

IT'S DANGEROUS TO GO ALONE! TAKE THIS

It's dangerous to go alone!

LIWIN CI IJINA HEMLÉ

"Alone, you approach danger"

Take this.

YI BATEN CI'HEM BANCELS

"I am giving you this sword."

MASTER USING IT AND YOU CAN HAVE THIS

Master using it, and you can have this

DAN TEN'ALDJIN HEMLÉ YI BATEN BANCOLOCHI

“To a swordmaster, I will give this sword”

TAKE ANY ROAD YOU WANT

ADASHINU CI'HEM LOTRETOLOCHIGALM

“All roads are (ready) for you to enter”

SECRET IS IN THE TREE AT THE DEAD-END

SUG XAGI FONOLRE DAN VA UMASHTON

“The stopping tree hides a secret.”

LET'S PLAY MONEY MAKING GAME

AUR RÚPINU ARMO PAURETOCHI?

“Want to wager for rupees?”

PAY ME FOR THE DOOR REPAIR CHARGE

JU CI ARMO KYI BITKE JANLIXAN RÚPINU BACOGHI!

“To rebuild my door, give me rupees now!”

SHOW THIS TO THE OLD WOMAN

MEMÉ BAPARATWA PUTOCHIRIN

“Granny will really like this message.”

MEET THE OLD MAN AT THE GRAVE

TENSOMA ALD HEJION NI JENETON

“An old sword-master lives in the cemetery.”

BUY MEDICINE BEFORE YOU GO

PERANTI, B'ALMEN BANBORAK

“If ya like, buy this potion.”

Gossip Lady

PAY ME AND I'LL TALK

ELOSHIN RÚPIA ICHA...

“Prophecies aren't free...”

THIS AIN'T ENOUGH TO TALK

BACORI? WIN DEKCINA ICHA.

“This much? Not a single word.”

GO UP,UP, THE MOUNTAIN AHEAD

NONKE KLOR FORTIN FOLRYAK'

“Don't stop climbin' up the mountain.”

GO NORTH,WEST,SOUTH, WEST TO THE FOREST OF MAZE

JURIA, KARNI, MIKAU, KARNI, XLARI I DASHINA AKAR DASHIN

“North, West, South, West, the path through the Pathless Forest”

BOY, YOU'RE RICH

HAI! AUR RÚPIDUL BANCOCHI!

“Ah! Will you give me more rupees?”

BUY SOMETHIN' WILL YA

AUR QE YUGA BANBORON?

“So, whatcha wanna buy?”

BOY, THIS IS REALLY EXPENSIVE!

KABUCINDA, KYI GIL CHURITODYUR

“Just for you, a great price”

TAKE ANY ONE YOU WANT

YI CI'HEM KABUWIN BANCOCHI

“I'll give you only one.”

IT'S A SECRET TO EVERYBODY

XI ADIN'TAK KYI VA ICGALM.

"It is my secret from everybody."

GRUMBLE,GRUMBLE..

HORKEN, HORKEN...

"Unintelligible Sounds"

EASTMOST PENNINSULA IS THE SECRET

This line actually gets two translations, because it was heavily modified in the original English. The first is a direct translation from English:

JURIASENT NI JURIA'HEM DAN VA AIRETOCHI.

"In the northeast, go north and find a secret."

The second is more accurate to the original Japanese hint:

オカネガナクナレバ ヤ ハ ツカエナイ

"Okane ga naku nareba ya wa tsukaenai," is the romanization of this hint, which roughly means, "Without money, the arrow can't be used."

RÚPINU CHUMASTELA, NAYU IMATOCHA'MER

"Without rupees, the arrow cannot shoot"

DODONGO DISLIKES SMOKE

DODONGO TOCAS KEJÉS

"Dodongo hates smoke"

DID YOU GET THE SWORD FROM THE OLD MAN ?

AUR YI POPÓ'TAK TEN BORTOLOT?

"So, have you got the sword from gramps?"

TOP OF THE WATERFALL

SUG XAMPTWARU KLOR HEMLE

"Go up the waterfall."

WALK INTO THE WATERFALL

XAMPTWARU NI'HEM MARTOCHI

"Walk into the waterfall."

SECRET POWER IS SAID TO BE IN THE ARROW

Like the Eastmost Peninsula (sic) above, this line was significantly changed in the English language release, but unlike that one, this was for a reason: the special weakness of the enemy *Pol's Voice* was changed between the original Famicom and NES releases! In the NES release, *Pol's Voice* is vulnerable to arrows, while on the Famicom it was weak to sound from the Player 2 controller's microphone. Translations of both the English and Japanese hints are included here:

NAYU CORI HARUDJU SALI PORAUN IC

"The arrow is strong against some foes"

オトニヨワイイキモノガイル

This line "*oto ni yowai ikimono ga iru*," means something like "Sound is the weakness of certain creatures." Some translations say, "There are creatures which are sensitive to sound." As mentioned above, this is a hint to defeat the *Pol's Voice* enemies by using the microphone feature of the Famicom's Player 2 controller.

DULA CORI ACENU SALI PORAUN IC

"Sound is strong against some creatures"

DIGDOGGER HATES CERTAIN KIND OF SOUND

DÌGDOGGARU DULA I FANWE SUGO KEJÉS

"Digdoggers hate the sound of a flute"

I BET YOU'D LIKE TO HAVE MORE BOMBS

YI CI'HEM WORKAIN I HUNYUGANU GORTOCHI

"I can increase your bomb carrying."

THERE ARE SECRETS WHERE FAIRIES DON'T LIVE

GAMBU NANEFA JENESAL... VA AIRENTOL.

"A pond where no fairy lives... Find a secret."

AIM AT THE EYES OF GOHMA

KUGOHMA AIMI, MUÉ IMAS'GALM...

"Gohma's eye, may we shoot there..."

THERE'S A SECRET IN THE TIP OF THE NOSE

Once again, we find a line which was massively changed from Japanese to English. In English, this becomes an apparently obscure hint about a single room in Level 7 (there's a secret passage), while the original gave you a hint a bit further out than the current dungeon...

DAN VA OWALA I TONOX JUN UMASHTOL.

"A secret is hidden at the tip of the nose."

The Japanese hint here was more like:

SPECTACLE ROCK IS AN ENTRANCE TO DEATH

DJANE AIMINEMALNI KUJUMANAI LOTREK IC

"Eyeglass Hill is Death's Entrance"

This was moved from Level 7 (see the above hint!) to Level 8, and the man here originally said:

デスマウンテンデ ヤラ サガセ

Romanized as "*DEATH MOUNTAIN yara sagase*," this lets the player know something hugely important: There are arrows in Death Mountain that you need to find. As these are necessary to defeat the final boss, this hint is so important:

NAYU FÌROM NONKE JUMANAI JUN UMASHTOL

"Silver Arrow is hidden in Death Mountain"

10TH ENEMY HAS THE BOMB

Another interesting and drastic change. This hint is true, but obscured heavily by it's simple wording.

I10 HARUDJ, HUNYUGA, CORITEMBA...

"10th enemy, bomb, sometime..."

This is because the original Japanese text read:

ライオンノカギヲサガセ

KUHIRO LONAK INDA NUQETOCHI

"Seek the King's Key"

There are three major items in Level 9, or Death Mountain -- and this is the second hint to look for them.

ONES WHO DOES NOT HAVE TRIFORCE CAN'T GO IN

JONEIRINA, LOTREKA

"No Triforce, No Entry"

PATRA HAS THE MAP

The NES releases claim that Patra (a monster first seen in Level 8) has the map for Level 9:

PATRA SUG JALMETÈN CHUMASTOL.

"Patra has the map."

But the original Japanese hint was:

イチバンウエ ノ サカ イメヲ コクセ

Romanized as "*ichiban ue no saka ime wo kokuse*" this means "Destroy the topmost boundary." This is once again a hint to an item hidden in Level 9 -- this time the way to find the room where the Red Ring is hidden.

AUROC I KIMARI KLORDYUR HUNTENSAI

"Explode the border of the topmost room"

GO TO THE NEXT ROOM

AUROC RAKIM HEMLÉ

"Go to the next room."

EYES OF SKULL HAS A SECRET

AIMINU VA CHUMASTOL

"The eyes have a secret"

This line was originally:

アカイユビクヲ ミツケ タカイ

TIMISH EBWÉSTA... AUR CI XI AIRENTOT?

"Ruby Ring... Have you found it?"

THANKS LINK, YOU'RE THE HERO OF HYRULE

LINK, DAMACHI! YI KUHAIRÚL KENDIN TONSTON!

"Link, thank you! You've become Hyrule's Hero!"

FINALLY, PEACE RETURNS TO HYRULE.THIS ENDS THE STORY.

Finally, peace returns to Hyrule.

AGOJU, ASHA HAIRÚL'HEM WORKATON.

“After all, peace is born in Hyrule.”

This ends the story.

HIMA BA KENDAN TOXS.

“And so, this story ends.”

End-Game Credits

STAFF

KASONTAXU DINU

“Makers People”

EXECUTIVE PRODUCER H YAMAUCHI

Executive Producer

AKLORBACITAX

“Grand Overseer”

Yamauchi Hiroshi (H. Yamauchi)

PRODUCER S MIYAHON

Producer

KLORBACITAX

“Overseer”

Miyamoto Shigeru (S. Miyahon)

DIRECTOR S MIYAHON; TEN TEN

Director

ALMÁN

“Team Leader”

Tezuka Takashi (Ten Ten)

DESIGNER TEN TEN

Designer

Dangetax

"Planner"

PROGRAMMER T NAKAZOO; YACHANC; MARUMARU

Programmer

KARM XÁTORICAX

"Game Artificers"

Nakago Toshihiko (Nakazoo)

Soejima Yasunari (Yachan)

Marui I. (Marumaru)

SOUND COMPOSER KONCHANO

Sound Composer

DULA QONTAX

"Sound Writer"

Kondo Koji (Konchan)

First Quest Ending

The following text appears after the credits when you finish the First Quest of the game.

**ANOTHER QUEST WILL START FROM HERE. PRESS THE START
BUTTON.**

Another quest will start from here.

JU, DAN JOCHON DAMA KEFOLIKUN

"Now, a new adventure starts."

Press the Start button.

SUG MENJU "KEFOL" BOTOCHI.

"Press the "Start" button."

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Second Quest Exclusive Text

These lines appear only in the Second Quest, which is unlocked by beating the First Quest or by naming your character ZELDA.

SOUTH OF ARROW MARK HIDES A SECRET

NAYUDAI NOCU MIKAU'HEM VADUR UMASHTOL

"A big secret is hidden south of the arrow-mark stones."

IF YOU GO IN THE DIRECTION OF THE ARROW

NAYUDAI NOCU DASHIN CABITOL.

"The arrow-mark stones reveal the path."

LEAVE YOUR LIFE OR MONEY

RÚPINU YR JENESLAV. YI'HEM WIN BORTOCHI.

"Rupees or Vitality. Give me one."

Second Quest Ending

The following text only appears when you complete the game on the Second Quest mode, and replaces the above **First Quest Ending** text:

**YOU ARE GREAT YOU HAVE AN AMAZING WISDOM AND POWER END
OF "THE LEGEND OF ZELDA 1" 1986 NINTENDO**

You are great.

CI CHURITO IC

"You are great."

You have an amazing Wisdom and Power.

KUCI CHIJIN HI MIKTAN CURITODYUR IC

"Your Wisdom and Might are the greatest."

End of "The Legend of Zelda 1"

"SUG KENDAN I ZELDA 1" TOX

"The Legend of Zelda 1" END

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