= Zelda II : The Adventure of Link =

Zelda II : The Adventure of Link (Japanese : ?????? , Hepburn : Rinku no B?ken , " Adventure of Link ") is an action role @-@ playing video game with platforming elements . The second installment in the The Legend of Zelda series , it was developed and published by Nintendo for the Family Computer Disk System on January 14 , 1987 , less than a year after the original The Legend of Zelda was released and seven months before North America saw the release of the first Zelda title . The game was released in North America and the PAL region for the Nintendo Entertainment System in late 1988 , almost two years after its initial release in Japan .

The Adventure of Link is a direct sequel to the original The Legend of Zelda , again involving the protagonist , Link , on a quest to save Princess Zelda , who has fallen under a sleeping spell . The Adventure of Link 's emphasis on side @-@ scrolling and role @-@ playing elements , however , was a significant departure from its predecessor . As of 2016 , the game remains the only technical sequel to the original title , as all other entries in the series either are prequels or take place in an alternative reality , according to the official Zelda timeline .

The game was highly successful at the time , and introduced elements such as Link 's " magic meter " and the Dark Link character that would become commonplace in future Zelda games , although the role @-@ playing elements such as experience points and the platform @-@ style side @-@ scrolling and multiple lives were never used again in canonical games . It was followed in 1991 by The Legend of Zelda : A Link to the Past for the Super Nintendo Entertainment System .

= = Gameplay = =

The Adventure of Link bears little resemblance to the first game in the series or later games in the series . The Adventure of Link features side @-@ scrolling areas within a larger top @-@ down world map rather than the exclusively top @-@ down perspective of the previous title . It is more an action @-@ RPG , much like Faxanadu (also on the FC / NES) . The side @-@ scrolling gameplay and experience system is also very similar to many games in the popular Castlevania series , especially Castlevania II : Simon 's Quest also released for the FDS in 1987 . The game incorporates a strategic combat system , a proximity continue system based on lives , an experience points (EXP) system , magic spells , as well as more interaction with non @-@ player characters (NPCs) . Apart from the CD @-@ i exclusive Zelda : Wand of Gamelon and Link : Faces of Evil , no other game in the series includes a life @-@ feature . The side angle was used again in Link 's Awakening and the other Game Boy entries , but was not the main angle in those games , which relied primarily on the top @-@ down view .

= = = Experience levels = = =

In this installment , Link gains experience points to upgrade his attack , magic , and life by defeating enemies . This feature is exclusive to Zelda II in the game series . He can raise each of these attributes to a maximum of eight levels . Raising a life level will decrease the damage Link receives when hit , raising a magic level will decrease the magic points (MP) cost of spells , and raising an attack level will strengthen his sword 's offensive power . Each attribute requires a different amount of experience to level up , with the life level requiring the least number of points to level and attack requiring the most . When enough points are acquired to raise an attribute , the player may choose to level up that attribute or to cancel and continue gaining experience points towards the next level in another attribute . Once Link has raised an attribute to the maximum level of eight , further advances in that attribute will earn Link an extra life , without advancing the attribute itself . Link begins the game with four Heart Containers and four Magic Containers and can acquire up to four more of each , permanently increasing his life points and magic points respectively . Other games in The Legend of Zelda series only allow Link to increase his strength through new weapons , items , and Heart Containers . Certain enemies drain Link 's experience when they attack , but he will never lose a level once raised . When a game ends or is saved , the cartridge records Link 's current ability

levels and the number of experience points required for the next increase , but resets his accumulated points to zero .

= = = Overworld map and side @-@ scrolling = = =

The Adventure of Link plays out in a two @-@ mode dynamic . The overworld , the area where the majority of the action occurs in other The Legend of Zelda games , is still from a top @-@ down perspective , but it now serves as a hub to the other areas . Whenever Link enters a new area such as a town , the game switches to a side @-@ scrolling view . This mode is where most of the action takes place , and , with the exception of traveling across lava and water , it is the only mode in which Link can take damage and be killed .
Link also enters this mode when attacked by wandering monsters . Whenever the player traverses the various environments of Hyrule , enemy silhouettes appear and pursue him . Of the three random creatures that appear , there are three types which correspond to the relative difficulty of the monsters in battle mode : a small , weak blob denoting easy enemies , a large , strong biped denoting harder enemies , and a Fairy , which will put Link on a single screen with a free Fairy to refill his health . This separate method of traveling and entering combat is one of many aspects adapted from the role @-@ playing video game genre . Stepping onto particular spots in the overworld map will automatically switch the game to side @-@ scrolling mode for an enemy encounter or item pickup .

= = = Combat system = = =

The Adventure of Link has a more complex combat system than its predecessor . Armed with a sword and shield , Link must alternate between standing and crouching positions in order to attack enemies and defend himself ; for example , the Iron Knuckle enemy changes the height of its attack and its shield depending on Link 's current stance , forcing Link to change stances until he has a chance to attack safely . Link has the ability to jump , which can be used for attacking tall or airborne enemies , and can be used for evasion . Eventually , he can learn techniques for downward and upward stabs in midair .

= = = Magic and special items = = =

Though Link must still collect several items in order to progress in the game (as in the previous and subsequent installments of the series) , these special items grant abilities which either remain in permanent use for the rest of the game or can only be activated in the overworld . In place of actively used items , The Adventure of Link features eight spells for Link to use during action scenes . Each spell is learned from a different wise man in one of the eight towns within Hyrule . Link often has to complete side @-@ quests , such as retrieving lost items , before they will teach him their spells . Some spells and items are necessary for advancing beyond certain points in the game . Also , the Life spell becomes the main means of recovering health during action scenes , since healing Fairies are only found in rare fixed spots , and only appear randomly as overworld encounters .

= = = Replay = = =

Like its predecessor , The Adventure of Link allows storing up to three games in the cartridge 's memory . Once the game has been completed , selecting the corresponding file in the main menu allows starting a new game preserving the acquired experience levels , techniques and magic spells (but no special items , Heart and Magic containers or extra lives , which must be obtained again) .

= = Plot = =

Several years after the events of The Legend of Zelda , the now @-@ sixteen @-@ year @-@ old

Link notices a strange mark on the back of his left hand , exactly like the crest of Hyrule . He seeks out Impa , who responds by taking Link to the North Castle , where a door has been magically sealed for generations . Impa places the back of Link 's left hand on the door , and it opens , revealing a sleeping maiden . Impa tells Link that the maiden is Zelda (not the Zelda from the first game) , the princess of Hyrule from long ago , and the origin of the " Legend of Zelda " . Zelda 's brother had tried to force her into telling their recently deceased father 's secrets concerning the last of three sacred golden triangle treasures of his kingdom , known collectively as the Triforce . Princess Zelda refused to reveal its location , and the prince 's wizard friend , in anger , tried to strike her down with a spell . Zelda fell under a powerful sleeping spell , but the wizard was unable to control the wildly arcing magic and was killed by it . The prince , filled with remorse and unable to reverse the spell , had his sister placed in the castle tower , in the hope that she would one day be awakened . He decreed that princesses born to the royal family from that point on would be named Zelda , in remembrance of this tragedy .

 Impa says that the mark on Link 's hand means that he is the hero chosen to awaken Zelda . She gives Link a chest containing six crystals and ancient writings that only a great future king of Hyrule can read . Link finds that he can read the document , even though he has never seen the language before ; it indicates that the crystals must be set into statues within six palaces scattered all over Hyrule . This will open the way to the Great Palace , which contains the Triforce of Courage . Only the power of the combined Triforces can awaken the enchanted Zelda . Taking the crystals , Link sets out to restore them to their palaces . Meanwhile , the followers of Ganon are seeking to kill Link ; sprinkling his blood on Ganon ? s ashes will bring Ganon back to life .

 Ultimately , Link restores the crystals to the six palaces , defeating a strong guardian within each one to do so , and enters the Great Palace . After venturing deep inside , Link must battle a flying creature known as Thunderbird , followed by a shadowy doppelgänger of himself known as Dark Link . Link then claims the Triforce of Courage and returns to Zelda . The three triangles unite into the collective Triforce , and Link 's wish awakens Zelda . The game ends as they (presumably) kiss under a falling curtain .

= = Development and releases = =

 Shigeru Miyamoto , the creator of the original The Legend of Zelda , intended to make Zelda II : The Adventure of Link fundamentally different from its predecessor . A different team was assembled to develop the game . However , Miyamoto (who was credited under the pseudonym " Miyahon ") was the producer , and Takashi Tezuka returned to write the story and script . Zelda II : The Adventure of Link was directed by Tadashi Sugiyama (credited as " Sugiyan ") , for whom it was the first project at Nintendo . The game 's music was composed by Akito Nakatsuka (credited as " Tsukasan ") .

 The Adventure of Link was originally released on the Family Computer Disk System (FDS) before its worldwide release . Like its predecessor , the FDS version appears to be an earlier version of the game , with a few obvious differences . In the English release , the dungeons each have different colors , whereas in the FDS version they are all gray . Also , the two dungeon bosses Carrok and Volvagia (the latter being initially named Barba in the NES release) have different graphical appearances . The game over screen in the English version features the silhouette of Ganon from the chest up , with the text saying " Game Over / Return of Ganon " , whereas the FDS game over screen is a plain black screen with the text saying " Return of Ganon / The End " . There are some slight additions to the dungeons , as well as a handful of differences on the dungeons themselves . Due to an additional soundchip that the Disk System has , when Nintendo ported Zelda II over to the NES they had to eliminate some musical elements , especially from the title screen . On the main map , the icons denoting attacking monsters look different , but the most significant change is the spending of experience points , as Link 's three attributes cost the same , unlike the worldwide release . Further , the game is designed to promote balanced leveling , as the saved game on the disk will only let the levels for the attributes go as high as whatever is set the lowest (e.g. if Life is at 5 and Strength is at 4 , but Magic is at 1 , then the saved game will reflect all as level 1) , while still

saving the data regarding crystals that have been placed and items that have been collected . These differences make leveling up in the game very different .

The Adventure of Link was re @-@ released in 2003 on the The Legend of Zelda : Collector 's Edition disc for the GameCube , and again in 2004 as part of the ? Classic NES Series ? for Game Boy Advance , with changes . The intro text has been changed to read " third Triforce " rather than " No.3 Triforce " and the copyright date has been altered to read " 1987- 2004 " . The death animation removed flashing colors in an effort to prevent seizures , replacing it with a solid red color . There were also various graphical and audio tweaks . It was released as the 100th title on the Wii 's Virtual Console in Japan on January 23 , 2007 , in Europe and Australia on February 9 , 2007 and was released in North America on June 4 , 2007 . The text changes weren 't made in this version , but it does feature the solid red color in the death animations from the GameCube and Game Boy Advance versions .

The game was released yet again in September 2011 on Virtual Console (this time on the 3DS) , bundled with its predecessor as part of a free giveaway of 10 original Nintendo Entertainment System games to 3DS owners who purchased the console before the price drop . It is now available to purchase on the Nintendo eShop for the 3DS and Wii U. The 3DS version is a direct port of the original NES release and , consequently , features the flashing color death scene and none of the text alterations of previous re @-@ releases . Although the game features the save option , fully resetting the software currently results in the save game being deleted , meaning that the user should not do this unless that is the desired outcome .

= = Reception = =

= = = Original version = = =

Upon its release in North America , Zelda II became one of the most popular NES games of 1988 , with many retailers reporting that the game was selling out that year . The game ultimately sold 4 @.@ 38 million copies worldwide , making it the fifth best selling NES game , behind the Super Mario Bros. series and the first Legend of Zelda game .

In 1987 , Famicom Ts?shin (now Famitsu) gave it a score of 36 out of 40 , based on a panel of four reviewers giving it ratings of 8 , 10 , 9 and 9 out of 10 . This made it their second highest @-@ rated game of 1987 , behind only Dragon Quest II . These were also the only two games to have received a Famitsu score of 35 / 40 or above up until 1987 . Play magazine praised the unique gameplay , saying that " it 's this combination of unique elements that creates an action @-@ RPG experience unlike any other " . Nintendo Power said that the game was " an entertaining and natural step in the franchise 's evolution , " and awarded it their Game of the Year Award for 1988 . Zelda II was reviewed in 1992 by issue # 2 of Total ! magazine , where it received an 82 % rating , due in great part to mediocre sub @-@ scores for music and graphics . A 1993 review of the game was printed in issue # 198 of Dragon by Sandy Petersen , in the " Eye of the Monitor " column . Petersen gave the game 3 out of 5 stars .

Zelda II was rated the 110th best game made on a Nintendo System in Nintendo Power 's Top 200 Games list . In August 2008 , Nintendo Power listed it as the 12th best Nintendo Entertainment System video game , describing it as a radical and refreshing departure from its predecessor .

= = = Re @-@ releases = = =

IGN said that the game is a " recommended and playable adventure " but also said " don 't expect the same gameplay from the truly classic Zelda titles . " 1UP.com praised the game 's length , citing that " you can certainly find plenty here to keep you busy for some time . " The game also received some criticism . GameSpot said that while the game is " decent enough to make it worth the $ 5 price [on the Wii 's Virtual Console] " , it features " questionable design decision [s] " and can get confusing if players don 't have the help of walkthroughs . The GBA version of the game had an

aggregated score of 73 on Metacritic. and an aggregated score of 68 @.@ 88 on GameRankings , making it the game of the series with the lowest score in both websites .

= = Legacy = =

Many elements first introduced in this game have remained in the series . For instance , non @-@ player characters (NPCs) were present in The Legend of Zelda , but their role was rather limited . Starting with The Adventure of Link , Zelda games have prominently featured a variety of NPCs who play pivotal roles in Link 's quests . Zelda II was also one of the first games where NPCs walked around and seemingly had their own agendas , giving the world a life of its own rather than being a simple stage for the story to unfold . The use of metered magic and spells has also carried over into other Zelda games . The Triforce of Courage makes its first appearance in The Adventure of Link and plays an important role in later Zelda games , as it is strongly associated with Link . Dark Link is a version of Link 's Shadow which appears in Ocarina of Time , a similar Link clone called Shadow Link appears in Four Swords Adventures , and yet another appears in Spirit Tracks , as well as in A Link Between Worlds .

Additionally , The Adventure of Link was one of the first games to combine role @-@ playing video game and platforming elements to a considerable degree . Over the next few years , a number of Japanese @-@ made games appeared with a similar format ; major titles such as Cadash (1989) closely resemble The Adventure of Link , with side @-@ scrolling platform stages supplemented by RPG @-@ like statistical systems , weapons , armor , magic spells , and so forth .

Most of the sages in Ocarina of Time bear the same names as towns from The Adventure of Link (Rauru , Ruto , Saria , Nabooru , and Darunia ; excluding Impa) . Another town , Mido , is also the name of a character in Kokiri Forest . However , in the in @-@ game chronology , the towns were named after the characters . The Adventure of Link is also the only Zelda game of the main English releases not to use " The Legend of Zelda " in its title , the only Zelda game to feature " lives " counting down , and therefore the only game in the series to include 1 @-@ up dolls . The next Zelda game released after The Adventure of Link was The Legend of Zelda : A Link to the Past for the Super Famicom in 1991 , which follows new Link and Zelda characters and returns to the top @-@ down style of the original . It is officially considered a prequel to the NES games , and as of 2016 there has been no technical plot sequel to The Adventure of Link , with each Zelda game being either a prequel or a " sequel to a prequel " .

There are a small number of side scrolling areas in The Legend of Zelda : Link 's Awakening ; these areas were mainly underground tunnels and caves . The series broke away from the top @-@ down style again in 1998 when Ocarina of Time was released on the Nintendo 64 , with 3D graphics . A new version of the composition " Temple " , arranged by Shogo Sakai , is featured in Super Smash Bros. Melee , where it is played during the " Hyrule Temple " stage and the " Underground Maze " level . A variation of the track , as well as a new version of the ' Grand Palace ' level song , also appears in Super Smash Bros. Brawl . The track was later once again updated and appeared twice , as the " Streetpass Battle Theme " as well as a slower version for the " Battle Victory " music , in the Nintendo 3DS Zelda game A Link Between Worlds , making it the only subsequent Zelda game to include theme music that originated in The Adventure of Link . The Streetpass battle mode is itself inspired by the final boss fight of Zelda 2 , and Streetpass fights occur between the player as Link , and the other player as Shadow / Dark Link .

The 3DS title Adventure Time : Hey Ice King ! Why 'd You Steal Our Garbage ? ! , developed by WayForward Technologies was intended to play like Zelda II and pays homage to it . It features very similar gameplay and references to The Legend of Zelda series of video games .