

Zelda II - The Adventure of Link

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Basic Controls

Move/Menu navigation	+
Jump/Use hammer	A
Swing sword/Pick up item/Play flute/Talk/Interact	B
Display subscreen/Pause/Resume game	START
Use magic	SELECT

Special Controls for the Action Screen

Link can use the jump thrust and downward thrust moves after a swordsman teaches them to him.

Jump thrust	Press + while jumping to perform a jump thrust.
Downward thrust/ Lower shield	Press + while jumping to perform a downward thrust. Press + while standing to lower your shield.

Press START on the title screen to access the file selection screen, then register your name if you are starting a new game. Press SELECT to select REGISTER YOUR NAME, and START to confirm. Use \oplus to select a character, and press A to input it. When you're finished, use SELECT to select END, then press START to go back to the file selection screen. Select your file and press START to start the game.

● Erasing Save Data

Use elimination mode to erase save data. **Files that have been erased cannot be recovered, so be careful.**



File Selection
Screen



Name Registration
Screen

Guide Link through Hyrule, defeat the guardians of the six palaces and set crystals in the statues you find there. Once your mission is complete, journey to the Valley of Death, defeat the final guardian and recover the Triforce of Courage.

● Basic Rules

Link will take damage and lose life points when hit by enemies or enemy attacks. If



all of his life points are drained, he will lose one life. If he loses all his lives, it will be game over. When you restart you'll begin from the North Castle.

● About Levels

Link gains experience points by defeating enemies. Once he earns a certain number of



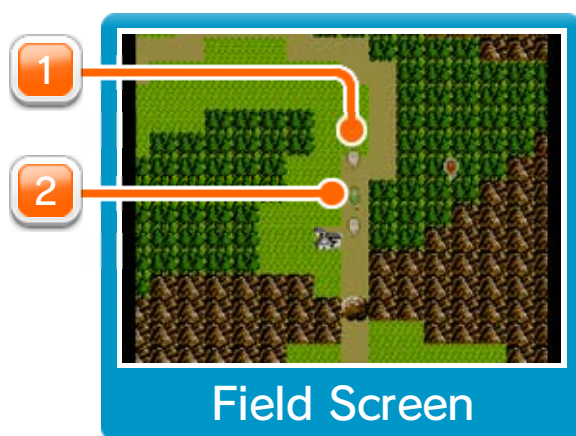
points, he can raise his attack, magic or life points one level. When it is game over, his experience points will revert back to zero.

Link's Abilities

Listed below are the results of raising Link's abilities.

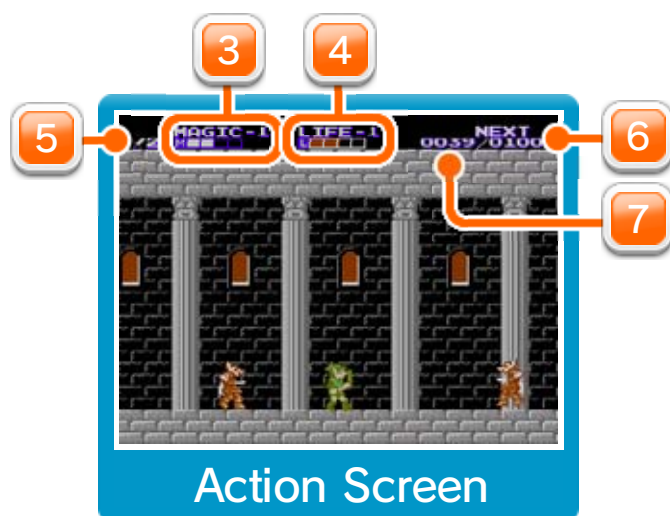
Attack	Raise this to inflict more damage on enemies.
Magic	Raise this to decrease the amount of magic points needed to use magic.
Life	Raise this to decrease the amount of damage Link takes when attacked.

Move across the field screen and enter towns, temples and caves to progress in the adventure. When you enter a location or touch an enemy on the field screen, you'll switch to the action screen. Press START on the action screen to display the subscreen.



1 Enemy

2 Link



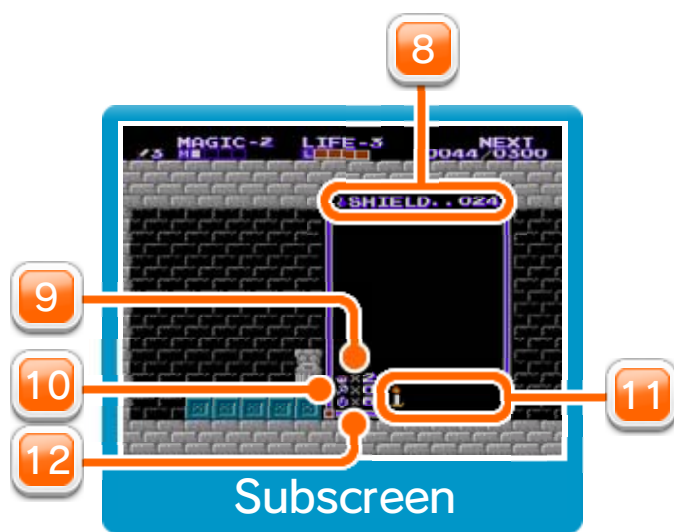
3 Magic level/Magic points remaining

4 Life level/Life points remaining

5 Attack level

6 Experience points needed for the next level

7 Experience points earned



8 Memorised magic/Magic points needed

9 Lives remaining

10 Keys

11 Items

12 Crystals remaining



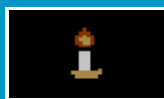
Heart Container

Increases Link's maximum life level by one and restores all life points.



Key

Opens certain palace doors.



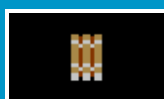
Candle

Lights up dark places.



Hammer

Crushes rocks and cuts down trees on the field screen.



Raft

Allows you to cross the sea when launched from a dock.



Flute

Plays legendary Hylian music that rouses ancient powers.

Villagers will teach you magic as you progress through the adventure. You need magic points to use your mystic powers. You can find in the table below an example of the magic spells Link can learn.

Shield	Protective magic that reduces the damage Link takes by half.
Jump	Helpful magic that raises Link's jumping power temporarily, enabling him to reach places he normally could not.
Life	Magic that restores a portion of Link's life points.

When your game is over, choose SAVE to save your game and be taken back to the title screen. Once you save, all the special items and the current level of each ability will be saved. However, the experience points will be set back to zero.



- ◆ While on the subscreen, you can press **A** and **+** on a second controller to go to the save screen and save your progress.