

Nintendo®

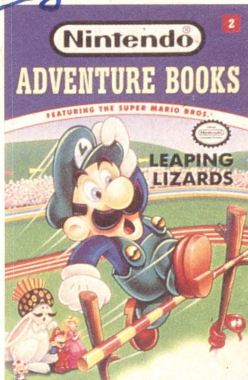
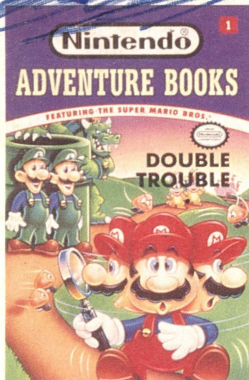
ADVENTURE BOOKS

FEATURING THE LEGEND OF ZELDA®

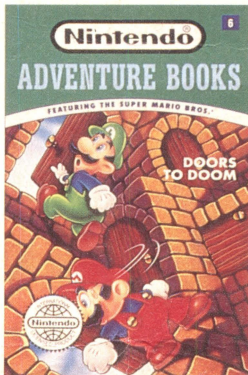
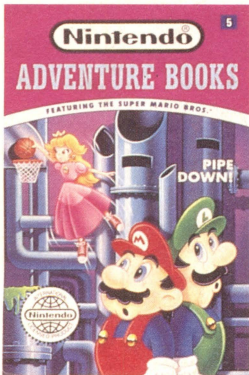
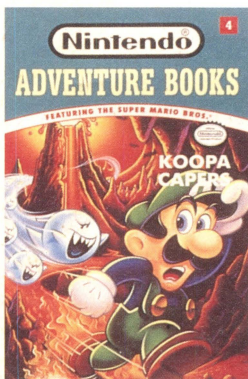
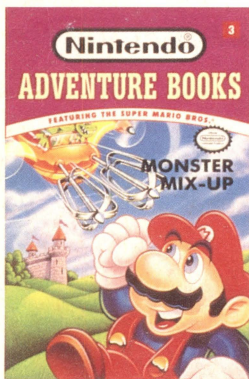
THE CRYSTAL TRAP



Jackie Buckley



*Jon
Full*



Nintendo[®]
ADVENTURE BOOKS
FEATURING THE LEGEND OF ZELDA[®]



THE CRYSTAL TRAP

By Matt Wayne

MAMMOTH

This book is for Viola and Fran

This book is a work of fiction. Names, characters, places and incidents are either the product of the author's imagination or are used fictitiously. Any resemblance to actual events or locales or persons, living or dead, is entirely coincidental.

First published in the USA 1992 by Pocket Books,
a division of Simon & Schuster

First published in Great Britain 1993 by Mammoth
an imprint of Reed Consumer Books Ltd
Michelin House, 81 Fulham Road, London SW3 6RB
and Auckland, Melbourne, Singapore and Toronto

Copyright © 1992 by Nintendo. All Rights Reserved.
Cover artwork copyright © 1992 Nintendo

Nintendo, The Legend of Zelda and Link and Zelda
are trademarks of Nintendo.

ISBN 0 7497 1544 8

A CIP catalogue record for this title
is available from the British Library

Printed and bound in Great Britain
by Cox & Wyman Ltd, Reading, Berkshire

This paperback is sold subject to the condition
that it shall not, by way of trade or otherwise,
be lent, resold, hired out, or otherwise circulated
without the publisher's prior consent in any form
of binding or cover other than that in which
it is published and without a similar condition
including this condition being imposed
on the subsequent purchaser.

Creative Media Applications, Inc.
Series developed by Dan Oehlsen, Lary Rosenblatt &
Barbara Stewart
Text by Richard Cherat
Art direction by Fabia Wargin Design
Cover painting by Greg Wray
Puzzle art by Josie Koehne
Edited by Eloise Flood
Special thanks to Ruth Ashby, Lisa Clancy, Paolo Pepe &
George Sinfield



“Watch out, Link!” yells Princess Zelda as they rush along a narrow ledge far beneath Midoro Palace. Jumping quickly, she grabs Link’s hand just as he’s about to slip and fall into a bottomless pit.

“Whoa!” Link says, looking down into the darkness. “That was a close one, Zelda.”

“Don’t bother to thank me,” Zelda replies with a huff. “Hurry! Ganon is close by. We can get him this time, I know it!”

The two heroes entered the deserted castle hours ago, hot on the trail of the evil wizard Ganon. Now they’re deep underground, in the maze of caves and tunnels below the ancient palace.

Groping their way in the gloom, they scramble along the ledge, hugging the slimy brick wall, while cave lizards and bats squeak and flutter just out of sight. Finally they come to an opening in the wall.

"Where are we now?" Link whispers.

"Shh!" Zelda hisses, brushing red hair out of her eyes. The gems on the thin circle of gold around her forehead shine dully in the gloom. "Can't you be quiet for once?"

"Aw, come on," Link complains. "Ganon's miles from here by now. He's running scared."

"Maybe you're right," Zelda says slowly. "But we saw him come in here after he tried to steal the Triforce of Wisdom."

"I tell you, he's gone," Link answers. The young warrior shifts his shield off his thin shoulders for a moment. Although younger than Princess Zelda, he's had more experience fighting the wicked Ganon. "Stop worrying," he insists. "Light a torch so we can find a way out of here."

Suddenly, wild and evil laughter fills the stone chamber.

"Light? Light, you say? Hah! I'll give you a light!"

Link and Zelda are blinded by a glaring pink flash. Standing not twenty feet away is their archenemy, Ganon! The tall, hooded figure looms over a dozen of his soldiers—the squat, ugly, dog-like moblin. They growl and bare

their long fangs. With a horrible crash, a stone wall falls over the opening that led into the chamber.

“A trap!” shouts Zelda, who already has an arrow notched in her bowstring. Out of the corner of her eye she sees Link standing with his sword at the ready.

“Yes, a trap!” Ganon’s voice comes from under the shadow of his hooded cloak. All that can be seen of his face are two glowing white eyes. Zelda can feel the icicle-cold chill of his breath from where she stands.

“Surrender or die,” Ganon thunders. His voice crashes off the stone walls.

“Never!” Zelda cries back.

Ganon laughs again, harsh and cruel. In spite of herself, Zelda feels a whisper of fear. She eyes the moblin and their cruel-looking crossbows. She knows each dart is tipped with the most horrible poisons.

“We’re in trouble,” she thinks, as she sights down her arrow at the dark shadow where Ganon’s face should be. “Ganon’s evil magic can stop these ordinary arrows. But there must be a weapon that Ganon can’t defeat. I wonder what it is?”

**Solve this puzzle to find out which weapon
can defeat Ganon:**

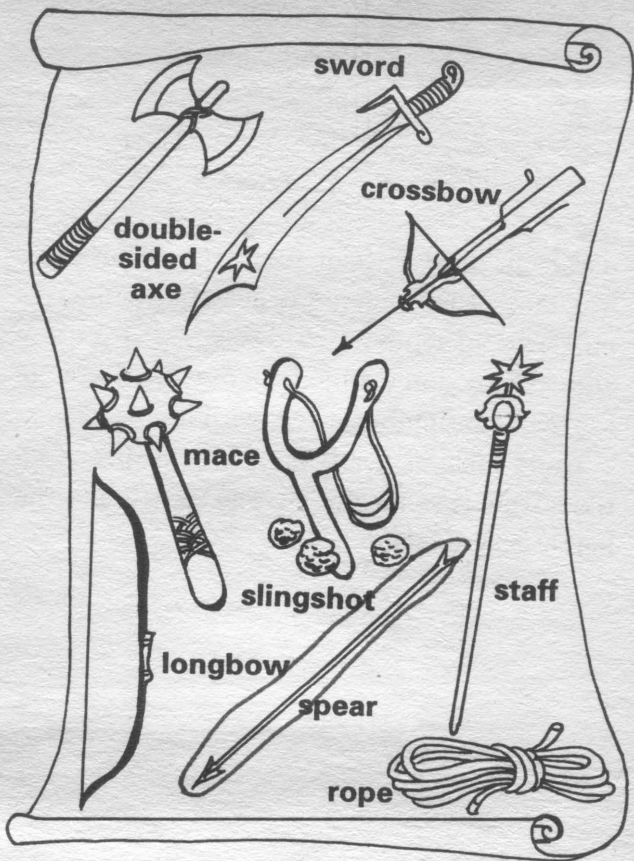
- Study the nine pictures in this ancient scroll. Then use these clues to decide which weapon is the one that can defeat Ganon.

1. The weapon that will defeat Ganon doesn't have a star on it.

2. Any weapon that begins with the letter S might defeat Ganon.

3. Ganon cannot be defeated by a weapon that throws stones.

Once you've solved the riddle of the scroll, write the answer on the scoring page. The heroes will need it later.



Turn to page 64.



“**M**agic honey!” Zelda exclaims. “That must be sweeter than sugar. I’ve got to get some.”

“Please, Princess,” Aldo begs. “Take my advice and don’t go see Conly until you’ve learned how to make a deal with him.”

Zelda nods at the trusted gatekeeper. “All right,” she says slowly. “I won’t try to get the honey from Conly now.”

Turn to page 24.





Finally Zelda fights her way through the crowd to the stranger's side. "You!" she says boldly, her hand on her dagger. "What are you staring at?"

"A weary princess," the man answers and lets his hood fall away from his face.

"Estragon!" Zelda cries. "My old teacher. I thought you were Ganon's spy."

Estragon nods his gray head and smiles. "At least you haven't forgotten everything," he says. "Now sit down. There are real spies of Ganon lurking about."

Zelda starts to tell her tale but Estragon has already heard.

"You always knew when I was in trouble," she says. "Do you know how I can get the magic honey?"

"With this," he replies and places a small flask on the table. "The sap of the fairy flower tree. The beekeeper uses it to make his favorite drink."

Zelda puts the flask in her pouch. "Come with me, Estragon," she begs. "I need your help."

"No, child," the old man says gently. "I'm too old for adventures. But ask the beekeeper for help. He can get you to Link in time to undo the spell."

Zelda embraces her old friend and heads for the beekeeper's hut.

Turn to page 70.





“**W**hat a mess!” Zelda sighs as she looks at the swamp in front of her. Pools of black water and stinking bogs are on every side.

She slogs forward, deeper and deeper into the muck, trying to keep her footing on the slippery bottom.

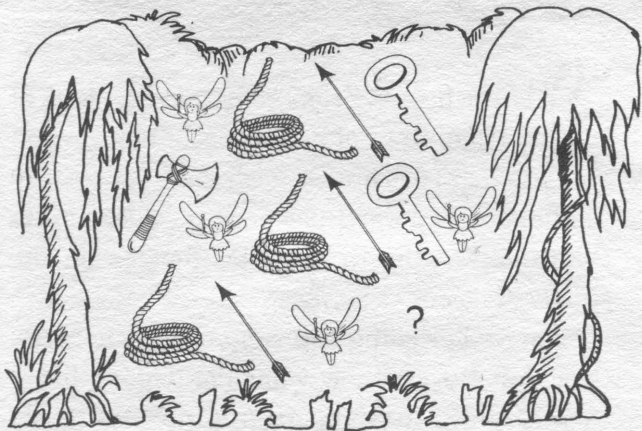
“I hope I’m going the right way,” she says. “Not that I even know what I’m looking for. I wonder where the mossunger went?”

After what seems like hours, she stops to catch her breath on a small hillock. On her right is a bigger patch of dry ground. Beyond that, just barely visible, she can make out a regular path that climbs up a slope and out of the swamp.

Suddenly, off to Zelda’s left, a loud noise tears the silence. Is it the mossunger . . . or something else? Zelda stands undecided. Should she take the path onto dry land or follow the sounds deeper into the swamp?

Solve this puzzle to find out what Zelda will need if she makes the wrong choice.

- Which of the three objects below should go next to continue the pattern?



If you think Zelda should go deeper into the swamp, turn to page 53.

If you think Zelda should follow the path, turn to page 62.



“I’ll never give up!” Zelda cries as she jabs at another boomerang devil.

Over and over again she hacks at the swirling, hissing shapes. They begin to get bolder. For each one Zelda cuts with her dagger, two more take its place.

“Yow!” she shouts. The last monster came so close she could feel the heat of its flaming hide.

Now the devils are all around and Zelda can’t move. Alarmed, she feels her arm begin to tire. She knows that soon she won’t be able to keep the devils away.

“Oh, Link,” she cries. “Now I see Ganon was counting on our friendship to keep me here. I should have gone to get help when I had the chance. This looks like the end!”

GAME OVER!



“Zelda, you’re getting too suspicious,” Zelda says to herself. She follows Madame Grusha into the other room.

But as soon as she passes through the curtain, she’s surrounded by moblin! Short, scaly fingers grab Zelda’s arms and legs. Sharp claws bite into her like iron nails. She’s trapped.

The old fortune-teller whirls about and her silk robe flies off. Instead of the face of a kindly old woman, Zelda looks into the distorted features of a wizzrobe!

“Do you still trust me?” the underworld creature laughs with its horrible voice.

“Why wasn’t I more careful?” Zelda moans. “Link is doomed. I’ve failed!”

GAME OVER!



“Watch out!” Zelda shouts. Link rolls to his right as the boomerang circles back, its razor-sharp edge slicing through the air.

“Do you see the goriya?” Zelda asks, her bow at the ready.

“Yes!” Link shouts. “Over there!”

Zelda lets fly an arrow and the two friends hear a blood-curdling scream.

“Yeow-ow-ow-ow!”

“I think you got it, Zel,” says Link. Carefully they walk forward to see.

“Spare me!” pleads the goriya when they find it. The blue ogre lies on its back, holding one arm where Zelda’s arrow cut through.

“Why should we?” Link demands, his sword at the goriya’s thick, muscled throat. The monster’s pointed ears curl back in fear.

“Spare me and I’ll show you a powerful weapon,” the monster pleads. “A battle axe. It’s the only thing that can defeat Ganon, and I know where it is.”

“A weapon!” Link says. “The one the fairy told us about.”

“I don’t know, Link,” Zelda replies. “This could be a trick. It seems to me I learned something about the weapon that could defeat Ganon. Now, what was it?”

*****Link and Zelda get 100 points for defeating the goriya.*****

If you think Link and Zelda should follow the goriya, turn to page 93.

If you think Link and Zelda shouldn’t follow the goriya, turn to page ~~43~~.





Zelda is standing in a small room that's bare except for a winding staircase right in the center.

"Well, I don't know where I am," she says, "but I guess I'll go up." She starts to climb the stairs.

At the top is a small round chamber with a door standing ajar at the far end and a wooden table by itself in the center. A thin shaft of light falls from the ceiling onto the tabletop. Something shining there catches Zelda's eye.

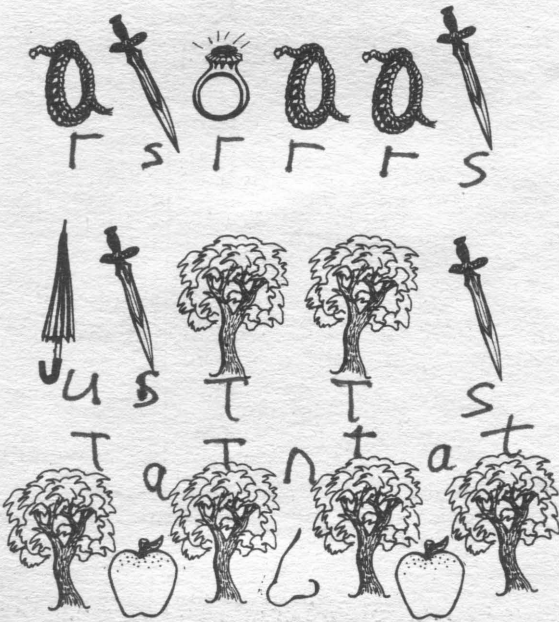
"A magnifying glass!" Zelda says, surprised. "What's that doing here? I wonder if it has something to do with Link?"

Zelda looks at the glass and thinks about the riddle of the fairy's scroll.

"What's hotter than fire?" she asks herself. Then suddenly she snaps her fingers. "I know the answer!"

Solve this puzzle to find the answer to the riddle.

- Circle the object that should go next to continue each pattern. The first letters of objects you add spell the answer to the riddle.



*****Zelda now has the magnifying glass. Mark it on your score sheet.*****

Turn to page 115.



“I know how to get it,” says Zelda. She steps back from the giant tree and lifts her arms. “Greenbeard! Give us your spear to stop the axes of the moblin.”

A soft noise like the wind through leaves fills the clearing. The screaming moblin fall silent and stop where they are.

With a soft snap, the spear falls into Link’s hand. “Hah!” he cries. He holds it overhead and the moblin fall back.

“They’re running!” he says.

Then, through the ranks of the cowering moblin strides a tall, hooded figure.

“Ganon!” Zelda whispers.

*****The heroes get 200 points for the spear.*****

Turn to page 22.



“**M**agic arrows!” she cries. “What about those arrows I found in Midoro Palace?”

In a split second, she notches one of the strange arrows into her bowstring and takes aim on the nearest gibdo. It’s close enough for her to smell its rotting cloth bandages.

Zing!

The arrow finds its mark and the gibdo bursts into flame! In the red glare, Zelda sees the twisted shapes of the other mummy men as they run in fear from the terrible fire.

In a few seconds the blaze is out. Above the ashes, a blue glow floats in the air.

“A fairy!” Zelda cries with joy.

“Yes, a fairy,” says the little sprite, beating her wings above the gibdo’s ashes. “And one that’s glad to be rid of that putrid gibdo. He’s been holding me prisoner for I don’t know how long!”

The fairy waves her wand and Zelda is covered from head to toe in warm blue light.

"That feels great!" she says. "I'm ready to battle a thousand gibdos now!"

"Let's hope that won't be necessary," says the fairy. "Tell me child, why are you here in this evil place?"

Quickly, Zelda tells the fairy of the crystal spell on Link. "I've been looking for help for almost half a day, but I don't know what I'm looking for," she groans.

"Hmm, the fairy replies. "I'm sorry I can't stay with you, but maybe this will help." She drops a scroll at Zelda's feet.

"What is it?" Zelda asks.

But the fairy doesn't answer. "Good luck!" she cries. Then she vanishes.

Zelda picks up the scroll. "It's a riddle," she says. "I wonder what it means?"

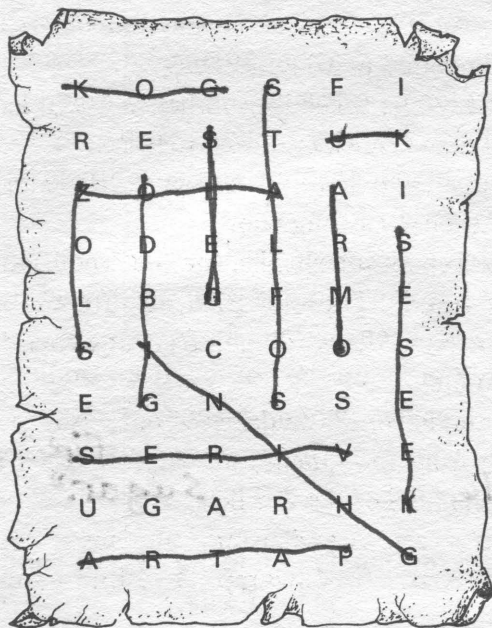
"Look for something hotter than Fire, colder than Ice, and sweeter than Sugar."

**Solve this puzzle to find the missing words
in the riddle.**

• Here is a list of Ganon's creatures. You'll find them all hidden in this word search. They may be written forward, backward, up, down or diagonally. Circle the words. The remaining

letters will spell out the missing words in the riddle.

~~GIBDO~~ ~~STALFOS~~ ~~ZOLS~~ ~~CELS~~
~~VIRES~~ ~~KEESES~~ ~~ZOLA~~ ~~GHINI~~
~~ARMO~~ ~~GOK~~ ~~PATRA~~ UK



*****Zelda gets 100 points for defeating the gibdos.*****

Turn to page 48.



“The rope!” Zelda cries as she remembers the rope she found in Midoro Palace.

Quickly, she takes it from her belt and looks for a strong branch or stump to lasso.

“I hope I can do this,” she says. “Rope tricks were never my strong point.”

But even as she speaks, the rope comes alive in her hand! The end flies up into the air, twirls around the trunk of a tree, and then ties itself snugly.

“A magic rope!” Zelda cries out. She pulls herself from the quicksand, carefully coils the rope, and hooks it on her belt.

“You’re coming with me,” she says. “And we’re leaving this swamp. I’ve had enough mud for today.”

She heads for the path out of the swamp.

Turn to page 62.



“Well, little princess,” Ganon sneers in an icy voice. “You’ve done better than I expected. You broke my crystal spell. You fool! Don’t you know I’ll just cast it again?”

“Not this time!” Link cries defiantly. “We have something that will stop you!”

“Hah!” Ganon’s laugh is like a poison dart thrown through the air. “Once again boy, you have made a fatal mistake.”

Ganon waves his arm and the crystal-making scroll appears in his twisted hand.

“The scroll,” calls Zelda. “Quick, Link, before he can cast the spell again.”

Link poises himself to strike.

“I hope we have the right weapon,” he says to himself.

If Link has the spear, turn to page 118.

If Link has the axe, turn to page 95.



“The ring,” Zelda says. “The one the tree witch gave me!” She raises her hand and looks at the oddly-shaped crystal. It is glowing with a soft pink light.

“It’s the same shape as the keyhole!” Zelda exclaims. As she moves the ring closer to the locked door, it grows brighter.

The crystal fits smoothly into the keyhole and the door springs open. On the other side is a small chamber, like a closet.

“Odd,” Zelda says. “It’s empty.” She steps inside to get a better look.

With a bang, the door slams shut.

“A trap!” Zelda cries in alarm. The whole chamber is turning! Then suddenly the door opens again. Zelda jumps through.

“Where am I?” she wonders.

Turn to page 15.



“I’ll deal with him later, when I’m better prepared,” Zelda decides.

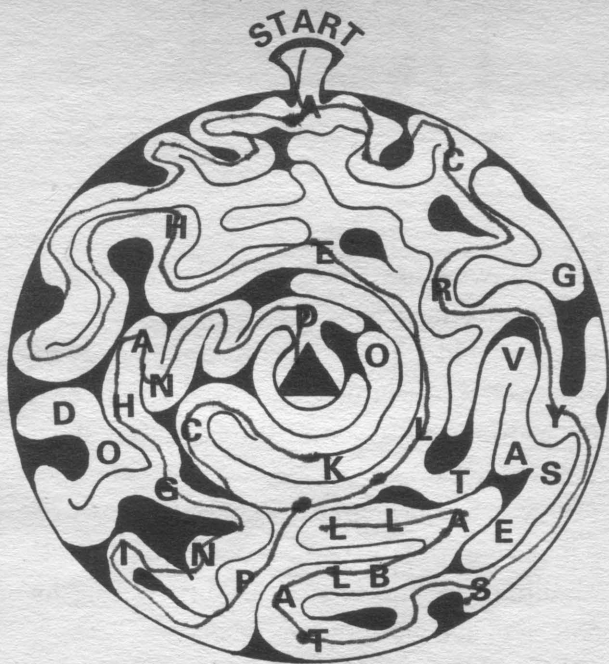
She goes out to the main street of Ruto and looks around. Looming over everything is a dark, evil-looking tower with five curved stone spikes on its top.

Down a narrow lane to the left she sees lights coming from a tavern and hears sounds of singing. To the right, a lantern lights the entrance to a fortune-teller’s shop.

“Which way do I go now?” Zelda sighs.

Solve this puzzle to get a clue about what Zelda should look for next.

- There’s only one solution to this maze. Find it and unscramble the letters you pass over. They will spell out a clue.



If you think Zelda should enter the tower, turn to page 105.

If you think Zelda should enter the tavern, turn to page 88.

If you think Zelda should go see the fortune-teller, turn to page 116.



“Grusha?” Zelda thinks. “Something about that name is fishy!”

She stops at the entrance to the other room and backs away, quickly unslinging her bow. The old woman turns and the friendly light is gone from her eyes.

“What are you doing?” she asks in a menacing tone.

“I think I’ve had enough fortune telling for today.” Zelda backs toward the door.

“No!” commands the old woman.

Before Zelda’s eyes, Madame Grusha changes shape. The silk robes fall away and the bent back straightens. Instead of the kindly face of an old woman, Zelda is now looking at the evil mask of a wizzrobe!

“Get her!” the wizzrobe growls. The curtain to the other room parts to reveal a dozen moblin, waving battle axes and spears.

In a flash, Zelda lets fly two arrows, piercing

the two closest moblin. The others pour into the small room over the bodies of their fallen comrades, slobbering and jabbering in their awful tongue.

“No room for the bow,” Zelda says as she whips out her dagger. She kicks over a table, pinning two more moblin. The wizzrobe is in the corner, chanting to himself.

“He’s going to cast a spell!” Zelda guesses. She grabs a mirror off the wall and holds it up as a shield just as the wizzrobe lowers his staff. There’s a flash of red light. The spell hits the mirror—and bounces back across the room. The wizzrobe and the moblin freeze where they stand.

The spell has turned them to stone!

“Their future looks rocky,” Zelda says as she goes back out to the street and heads for the dark tower.

*****Zelda gets 120 points for defeating the wizzrobe.*****

Turn to page 105.



“I’m back, Link!” Zelda cries. “I didn’t get all three of the things that the fairy’s riddle told me about, but maybe I can undo the spell any—”

Kuh-RASH! Crackle!

A thunderclap rips through the chamber, drowning out Zelda’s voice. As she watches in horror, the light falling on the crystal takes on an evil red glow.

Slowly the crystal changes color. It becomes darker and darker until Zelda can no longer see Link inside. The crystal is turning to stone!

“Link!” Zelda cries despairingly.

In reply she hears Ganon’s evil laugh. “He’s gone forever. You failed, little princess,” he mocks her. “You failed!”

GAME OVER!



At the end of the corridor, Zelda comes to a long flight of stairs. Up, up she climbs, to a large chamber with a pair of massive doors.

“That must be the way out,” she thinks. Racing for the doors, she slips through.

On the other side, Zelda is blinded by a bright, white light. Is it Ganon again? Then she laughs. It’s the sun! She’s found her way out of the palace! She runs down the stone steps and onto an old deserted road.

“I wonder where I am,” she says. “This isn’t the way we came. I wish Link had drawn me a map of the land between Midoro Palace and my home, North Castle.”

After a little ways, the road veers left and runs into a large flat space. Tall stone pillars lie crumbling in a ring all around.

“It’s a crossroads,” Zelda says. “Those pillars are signposts. But I don’t recognize the language they’re written in.”

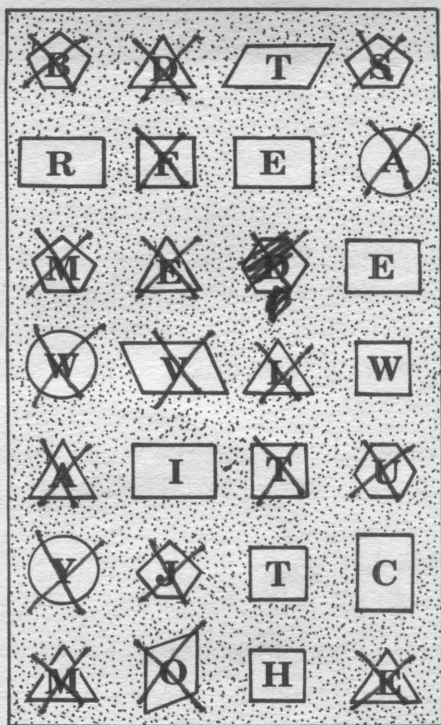
She walks up to one of the columns and sees a worn picture carved on its side. She can just make out trees and a deer.

“This road must lead into the forest,” she says to herself. She looks at another pillar. “And that’s a carving of a swamp. But which swamp, Midoro or Moluge? And over there on the third column is a picture of a desert. Is it the Tantari? I can’t tell. None of these roads look like they lead straight back to North Castle.

“Well, my choices are the forest, the swamp, or the desert. Which should I choose?”

**Solve this puzzle for a clue about something
Zelda should seek. Just follow these rules:**

- Cross out every shape with an odd number of sides.
- Cross out every shape with three more sides than a triangle.
- Starting in the upper left corner, cross out every remaining third shape with parallel sides.
- The remaining letters will spell out a clue.



**If you think Zelda should go to the forest,
turn to page 42**

**If you think Zelda should go to the desert,
turn to page 83.**

**If you think Zelda should go to the swamp,
turn to page 112.**



The key fits neatly into the lock and with a gentle shove, Zelda pushes the iron doors open. Inside, the road disappears into an immense cavern. The walls glow with an eerie light.

“Well.” Zelda gulps. “I said I wanted to go in.”

She steps inside and the doors slam shut behind her.

“There’s no keyhole on this side,” she says, looking at the doors. “I guess I’m not getting out this way.” She moves forward, following the road through the middle of the cavern.

Clink, clink, clink.

Zelda turns, on guard. She knows that sound only too well. Gibdos! Mummy men!

“I can outrun those creeps any day,” she thinks, but as she prepares to flee she hears the same sounds on her other side.

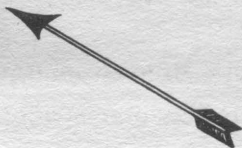
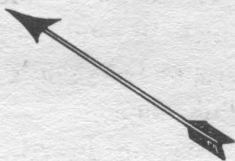
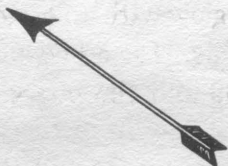
Clink, clink, clink.

The weird, half-dead things shuffle toward her, dragging their chains and wrappings.

“A dagger’s no good against gibdos,” Zelda thinks. “Even a plain arrow will pass right through them. What I need are some magic arrows.”

If Zelda has the magic arrows, turn to page 18.

**If Zelda doesn’t have the magic arrows,
turn to page 102.**





“I’ve got to get help,” Zelda says to herself, “or Link will be trapped forever.”

She puts her hand to the smooth side of the crystal. “Link, I promise I’ll be back!”

She turns quickly so that Link cannot see the tears welling up in her eyes.

Scooping up her bow from the stone floor, she passes her hands over the walls, searching for a way out. At first they seem solid, but then she finds a small hollow between the rocks. When she pushes on it, a section of the wall opens like a door.

As she stoops to leave, she looks at Link. “Bye, old friend,” she whispers.

Zelda steps into a long hallway with torches flickering along the walls. “I think this is a way out,” she says. “Maybe—”

Screech!

A swarm of tektites drops from the ceiling in front of her, looking like huge spiders on slimy

threads. They let out screeching cries as they scurry toward Zelda.

In a flash, her trusty longbow is in her hand. Her bowstring hums as she hits one armored beast after another. The tektites flee, trails of red ooze flowing from their wounds. Zelda reaches for one more arrow to send after the retreating horde. But her quiver is empty.

“Uh-oh!” she says to herself.

With her hand on the hilt of her dagger, Zelda walks toward the exit at the end of the hall. Just as she’s about to leave, though, she sees something lying in a small alcove. It’s a quiver full of arrows! They’re marked with strange runes and symbols.

“Should I take them?” she wonders. “They might be evil—but I sure could use them.”

*****Zelda gets 50 points for fighting off the tektites.*****

*****If you think Zelda should take the arrows, mark them on your score sheet.*****

Turn to page 29.



“I’ll stay,” Zelda says. “I bet Ganon wants me to go rushing off, when the things I need to free Link are right here.”

Crash!

Zelda ducks just as a flaming boomerang demon rams into the wall above her.

Swish!

Another v-shaped devil roars by, its glowing jaws just inches from Zelda’s head.

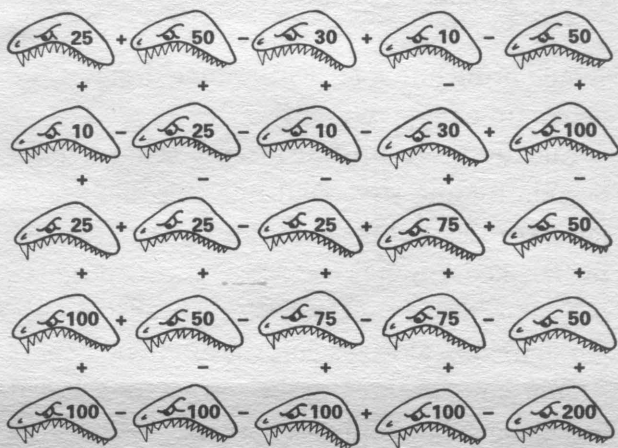
“Drat!” she yells. “Arrows are no good against these monsters.” She draws her dagger to fend off the weird flying goblins.

She jabs at one that gets too close and it crumples with a hiss of steam. Another swoops by and Zelda nicks it with her shining blade. Soon a dozen of the monsters are scattered at her feet. But faster than she can defeat them, more come swooping at her.

“I can’t hold them off forever,” Zelda thinks. “What am I going to do?”

Solve this puzzle to see what Zelda should do next:

- Get Zelda past the living boomerang demons. Go from demon to demon and add or subtract the number on it, according to the plus or minus sign. You may only pass each demon once. When you finish, write your total on the score page.



If you think Zelda should stay, turn to page 11.

**If you think Zelda should leave,
turn to page 90.**



“**M**agic honey!” Zelda exclaims. “That’s what’s sweeter than sugar. I’m going to go see that beekeeper and get some.”

“He’s mighty mean,” says Aldo. “Maybe you should bring him a present or something.”

“No time!” replies Zelda.

Luckily there’s a full moon. Zelda has no trouble finding the small hut. As she draws near, she notices strange sparks rising out of the crooked chimney.

“Hello, beekeeper Conly!” Zelda calls.

“Heh?” answers a deep voice. “Who’s that? Another one of them pesky townspeople? Did you bring me anything?”

“No,” Zelda replies, suddenly recalling Aldo’s advice. “Sorry, I’m in a hurry.”

“Hurry?” snarls the voice. “I’ll make ya hurry!”

Suddenly there’s a loud buzzing noise from inside the hut. A swarm of blue and gold lights flies out of the chimney and heads straight for her!

“Ouch!” Zelda feels a sharp sting on her neck. “The magic bees! Help!”

Covering her face with her hands, she flees, surrounded by a mass of angry, stinging bees. She stumbles into the forest without looking where she is going.

Suddenly she trips over a root and falls into a deep pit. “Yeow! I’ve twisted my ankle,” she moans. “I’ll never get out of this hole in time to save Link. I’ve failed!”

GAME OVER!



“Just a little further,” Zelda says as she helps Link down the broad stone steps in front of Midoro Palace.

“I feel so weak,” Link says. “But we have to keep after Ganon.”

“How can we fight him when we do find him?” Zelda says.

“We’ll find a way,” Link says stoutly.

The two friends enter the forest and rest on an old, moss-covered log.

Crash! A large stone splinters the wood next to Link’s knee.

“Octoroks!” he shouts as another stone slams into the ground at Zelda’s feet.

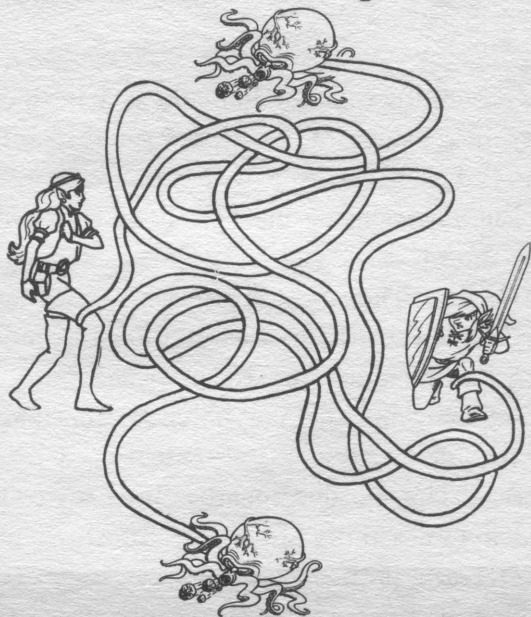
Three of the blue octopus-like animals come swinging through the trees, spitting stones and howling with shrill cries.

“Quick!” Zelda cries. “Let’s run!”

“I’m too tired to run,” Link says. “We’ll have to stand and fight.”

**Solve this puzzle to help you decide if
Link and Zelda should stay or run.**

- Pick an octorok and follow its tentacles to find out which hero it is touching.



**If the octorok you picked is touching Link,
then Link and Zelda should stay and fight.**

Turn to page 68.

**If the octorok you picked is touching Zelda,
then Link and Zelda should run.**

Turn to page 46.



“Something tells me I should stay in the forest,” Zelda says. “I just wish I could rest a little—but there’s no time to lose.”

She hurries along the right-hand road deeper into the woods. Soon towering trees close in on either side. They look very ancient, with gnarled trunks as thick as houses and long strands of gray moss hanging from the branches.

As she walks, the road narrows. Thorn bushes sprout thickly along it, catching at Zelda’s clothes. The sun disappears behind the canopy of leaves. Finally the road is nothing more than a faint path.

“It’s dark,” Zelda says. “And the air is so thick I can’t breathe! My head is spinning. Maybe I should lie down and rest.”

If you think Zelda should rest, turn to page 98.

**If you think Zelda should go on,
turn to page 72.**



“You’re right,” Link says. “Something smells fishy and I don’t trust this ogre.”

“Stupid people!” the goriya sneers. He dives for a hole in the floor and disappears.

“Let him go,” says Zelda. “Let’s find Ganon.”

Together the two friends search the palace. It’s empty, so they make their way into the thick woods surrounding it.

“Ganon’s creatures are all around. I can feel them watching us,” Zelda says as they forge through the brush.

“I don’t care,” says Link. “I just wish we knew what we were looking for.”

Suddenly, Zelda stops short and puts her hand on Link’s arm. “I think we just found it,” she says softly.

Turn to page 99.



Zelda trudges up the stone staircase. After a long climb, she comes out at the very top of the spire. All Ruto is beneath her.

"That darknut was here for a reason," she says. "It was guarding something. What?"

Her eyes travel over the battlement and stop on a strange object set in the floor. Bow in hand, she walks over to take a look.

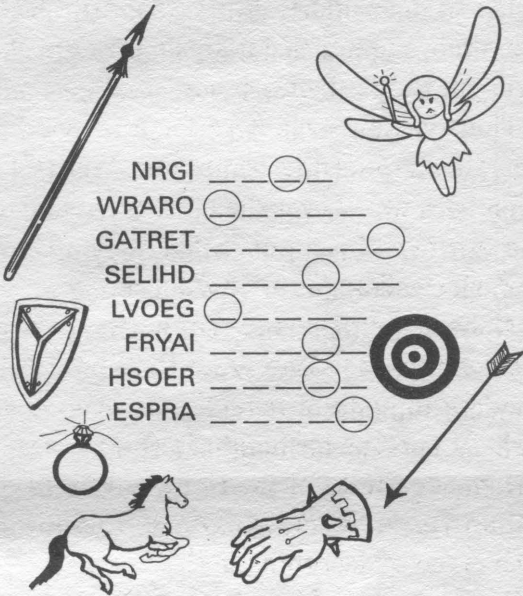
"A handprint!" she says in surprise. "Pressed into the stone. And that mark!" She shudders in spite of herself. "That's Ganon's mark! It must be his handprint."

Then she thinks of the riddle. "What's colder than ice?" she says. "Ganon's hand! His touch is the coldest thing in the world."

With the point of her dagger, Zelda carefully pries at the stones around it until the handprint comes free. She slips the print into her pouch. Then she walks down the steps and heads for the tavern lights.

**Solve this puzzle and you'll find out what
Zelda has to look for next.**

• Unscramble each word below and write it on the dotted line. Then take the letters inside the circles and unscramble them. They will spell out what Zelda should look for.



NRGI _ _ _ () _
 WRARO () _ _ _ _
 GATRET _ _ _ _ ()
 SELIHD _ _ _ () _ _
 LVOEG () _ _ _ _
 FRYAI _ _ _ () ()
 HSOER _ _ _ () ()
 ESPRA _ _ _ _ ()

*****Zelda now has the handprint. Mark it on
your score sheet.*****
Turn to page 88.



“Come on!” shouts Zelda. She throws her arm around Link’s shoulders and tries to run.

“I can’t make it!” Link cries as stones fall on every side. “You go ahead.”

“Never!” answers Zelda. She pulls Link along with all her might, but it’s no use. She can’t outrun the octoroks while carrying him.

“Ow!” A stone strikes Zelda’s leg and the two heroes fall together. In a flash, Zelda is on her feet again, but by now the octoroks have them surrounded.

“I can get one of them,” she thinks. “Maybe two. But I can’t get all three. I should’ve held my ground when I had the chance. Now we’re lost!”

GAME OVER!



“No sense in leaving till I’ve explored everything,” Zelda says. She heads down the gloomy staircase.

Cr-r-reak! Cr-r-rack!

“Yeow!” she screams. The stairs are collapsing! Zelda slides down a long curved ramp, faster and faster, until she lands with a heavy thud at the bottom.

She climbs to her feet. “What now?”

R-r-r-rumble!

Zelda reaches out in the darkness and touches a wall. It’s moving closer! She runs the other way and hits another wall. It’s also moving! With all her strength she pushes against the slowly moving stones.

“It’s no use!” she cries. “I can’t stop these walls! I’m done for!”

GAME OVER!



Zelda strikes out across the cavern and soon comes to a sheer wall. There are no stairs up it and no windows in its face.

Clink, clink.

Zelda whirls around. The gibdos have returned—and there are more this time!

“Too many to shoot,” she says to herself. “Better find a way out of here.”

She turns back to the wall and searches for a way out. “There must be a door or gate or something!” she cries.

At last she spots a small door in a shallow alcove of rock near the end of the wall. It’s a good distance away, and the gibdos are closing in. Taking a deep breath, Zelda sprints over the cavern floor.

Turn to page 96.



Zelda enters the hut and fills a small jar with the magic honey. As she does, she sees that the blue and gold sparks are really bees. They land on her, one at a time, till her whole body is covered with thousands of buzzing insects.

Suddenly, the buzzing gets louder and Zelda is lifted gently off the floor. The magic bees are carrying her! They fly out the door and up into the sky. Through the moonlit night they soar, heading for Midoro Palace.

They arrive just as rays from the rising sun strike the tall columns of the palace. The white stone glows softly. For a moment, Zelda thinks it looks like a friendly place. Then she remembers Link, trapped there.

The bees swarm up into the air and head back toward Ruto. "Thank you," Zelda calls.

Down she rushes into the maze beneath the palace, retracing her steps until she reaches the room where Link is imprisoned.

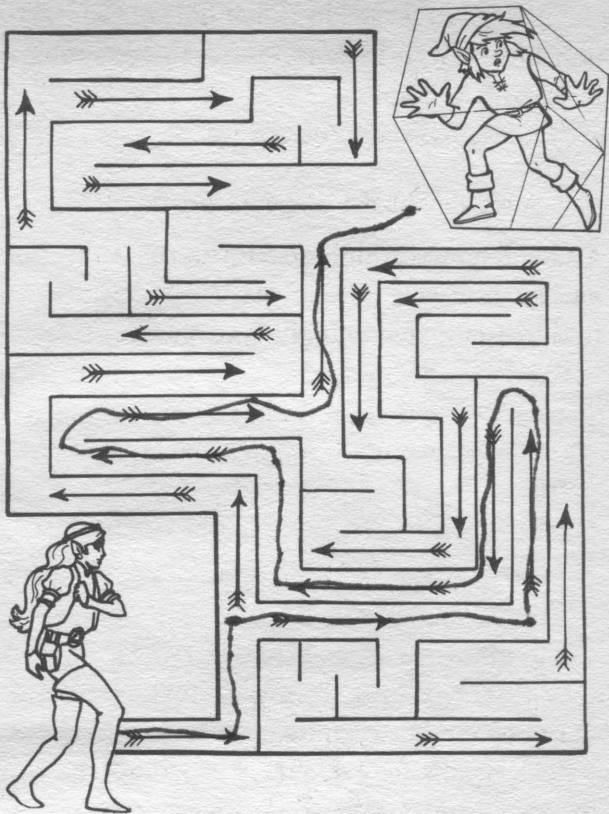
The crystal is still in the middle of the room, and Link is still frozen in it. A ray of sunlight is shining on him.

“Link, I’m back!” Zelda cries.

Solve this puzzle to score extra points.

- Get Zelda through the maze to Link. For each arrow you pass, score 10 points. Try to find the path that will give you the best score.





If Zelda has the magnifying glass, the hand-print and the magic honey, turn to page 74.

**If Zelda doesn't have all three things
turn to page 28.**



Boom! Boom! Zelda pounds on the doors, but it's like pounding on solid stone.

"If only I had a key," she moans.

Weary and downcast, she slumps to the ground, trying to decide what to do. But a rush of hot air makes her jump to her feet.

Hiss!

Zelda turns just as a huge snake-like neck rises up from a hole in the ground.

"A rope snake!" she cries.

The giant serpent slithers forward, its cold eyes flashing and its great, forked tongue whipping out between its fangs.

Zelda grabs for her bow, but before she can get it, the monstrous snake throws a coil around her arms. "Help!" she screams.

GAME OVER!



“I’m not turning my back on that, whatever it is,” Zelda says. She plunges into the swamp. The ooze catches at her boots with loud sucking noises as she wades toward the sounds.

“Guess there’s no hope of surprising it,” she thinks, taking her bow from her back and notching an arrow to her bowstring.

She stumbles through a thicket of vines and bushes and almost runs right into the mossunger. It’s trapped in a pit of quicksand, sunk up to its waist in the muck.

“Yaargh!” it screams. “Help Geetchee! Help, oh help, brave warrior!”

“Should I help this monster?” Zelda wonders aloud. “It’ll probably just turn on me. Besides, I don’t have time to waste.”

The mossunger hears this. “No! Nasty warrior kill Geetchee!” it yells and starts thrashing about with its claws.

“Yeow!” Zelda yells. The mossunger has

grabbed a loose stick and thrown it against her feet. She tumbles into the quicksand and quickly sinks up to her waist.

“Great!” she says. “Now we’re both trapped.”

“Stupid warrior,” the mossunger says. Suddenly he no longer seems frightened. “Geetchee not dumb. He have rope.”

As Zelda watches, the hairy beast uncoils a rope from a sack on his shoulders and tosses a loop around a nearby tree stump. In a few seconds, he has pulled himself free and is standing on dry land.

“Bye-bye, stupid warrior. Geetchee go tell master how smart he is.”

Zelda watches helplessly as the mossunger disappears into the trees, carrying the rope.

“Stupid is right!” she thinks. She is slowly sinking into the quicksand. “What am I going to do now?”

If Zelda has the rope, turn to page 21.

If Zelda doesn’t have the rope, turn to page 82.



“I’m getting out of here while I still can,”
Zelda decides.

She climbs the stairs quickly and comes out on a stone ledge at the edge of a forest just as the sun is going down.

“What’s that?” she says, peering across a wide meadow at a collection of twinkling yellow lights. “It looks like a town! Maybe I can find some help there.”

Wearily, she trudges across the meadow and soon finds herself on a wide, rutted road that leads right to the town gates.

“Halt!” yells a voice from the shadow of the guard tower. “Who goes there!”

“Princess Zelda!” she answers in a loud but tired voice. “What town is this?”

The gatekeeper steps out of the shadows and runs to Zelda. “Princess?” he says. “It’s me, Aldo. Where have you been? Don’t you recognize the town of Ruto?”

"Ruto?" Zelda repeats with a sigh. "I missed North Castle completely! Well, wherever I am, I'd better sit down before I drop."

Aldo leads Zelda into the gatehouse and brings her fresh bread and cheese and cool water. Between bites, Zelda tells him about her quest.

"Have you seen anything or anyone unusual in town?" she asks.

"In town?" The gatekeeper shakes his head. "No," he says. "But just out of town there's a strange newcomer—a beekeeper."

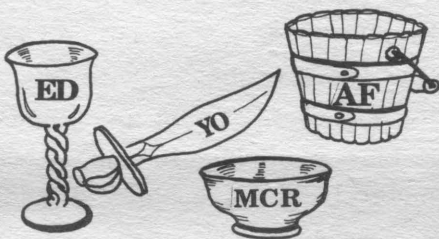
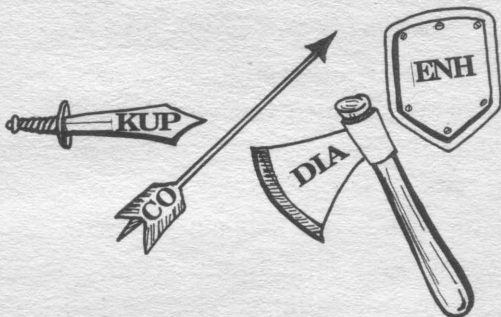
"Beekeeper?" Zelda asks.

"Name of Conly," Aldo replies. "Very strange. He lives just out of town, back along the road a bit. Folks say his bees are magic. But he won't let anyone taste their honey. Very unfriendly old coot. Don't go near him, that's my advice. Not until you know how to make a deal with him."

"Hmm," Zelda says softly. "How did the riddle go? What's sweeter than sugar? I think I know the answer!"

Solve this puzzle to find the answer:

- Look at each set of objects. Find the one that doesn't belong. Then take the letters from both objects that don't belong and unscramble them.



If you think Zelda should visit the beekeeper now, turn to page 38.

If you think Zelda should go into town, turn to page 6.



“We can’t wait!” Link shouts as a horde of moblin bursts into the clearing. With one stroke of his sword, he cuts the spear from the tree. “I’ve got it!”

“Link, look!” cries Zelda.

Even as Link picks up the spear, it begins to fade and turn into mist. The spear disappears in his hand!

“The tree!” shouts Zelda. As they watch, the ancient tree begins to wither and die. One by one, the massive limbs begin to fall to the ground. Huge pieces of bark fly off and crash to earth. Link and Zelda are trapped between the advancing hordes of moblin and the falling tree.

“I should have kept my promise to Greenbeard and not let Link cut that tree,” says Zelda. “Now we’re doomed!”

GAME OVER!



“I must be crazy,” Zelda says as she starts climbing the rocky slope.

“Ow!” She slips on a moss-covered stone. “This’ll teach me not to do things the hard way.” But after she climbs a little more, the hill flattens into an outcrop of gray stone streaked with dark marks.

The rock ends in a sharp, deep crack. On hands and knees, Zelda crawls to the edge. Below is a narrow canyon and against the opposite wall stands a hut. As Zelda watches, a bent figure comes to the doorway.

“Well, don’t lie there like a thief!” the figure shouts in a high, crackly voice. “You! Come down and have some lunch.”

“There’s no use hiding here,” Zelda reasons. She climbs down the cliff and walks to the hut. As she gets near, a terrible stench reaches her nose.

“Don’t mind the smell!” A small gray-haired old woman appears, carrying a big black pot with

something bubbling inside. "It's the boiled moss scum," she cackles. "You'll get used to it, Zelda."

"How do you know my name?" Zelda says, her hand on the hilt of her dagger.

"Oh, I know about most things in these woods," says the old crone with a toothless smile. "I'm a tree witch, ain't I?"

"Tree witch?" Zelda cries. "But Greenbeard said—"

"That old wood sprite been bad-mouthing me again?" cackles the witch. She pulls a few wisps of hair from her head and absent-mindedly adds them to the pot. "He's been mad at me since I stole his prickle-berries last autumn. Don't worry. Have some stew."

"Stew?" Zelda looks in the pot and sees a thick brown mess with dark heaps of greenish goo floating on top.

"I—I have to go," she says quickly. "Can you tell me the way out of here?"

The witch points down the canyon. "Follow the creek bed and you'll get where you have to go. Oh, you'd better take this."

She fumbles in her torn and dirty rags for a moment and pulls out a large brass key. She offers it to Zelda.

“Sure you don’t want some stew?” she asks, then laughs so loudly that Zelda jumps. “It tastes a mite better than it looks.”

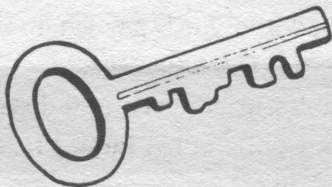
Zelda doesn’t know what to do. Should she take the witch’s key? What if it contains an evil spell? And should she stay and eat the awful-smelling stew?

“I’m hungry all right,” she thinks. “But I don’t know if I’m that hungry.”

**If you think Zelda should take the key,
mark it on your score sheet.**

**If you think Zelda should stay and eat with
the witch, turn to page 110.**

**If you think Zelda should leave,
turn to page 62.**





Zelda follows the path for quite a while until she's in a region of tall, craggy hills covered with thick bushes. Now it looks like a road again, with deep wagon ruts on either side.

It's late afternoon by the time the road ends at the base of a tall cliff. Set into the jagged stone is a massive iron door.

"I don't know what's behind this door, but maybe I should go in," she says.

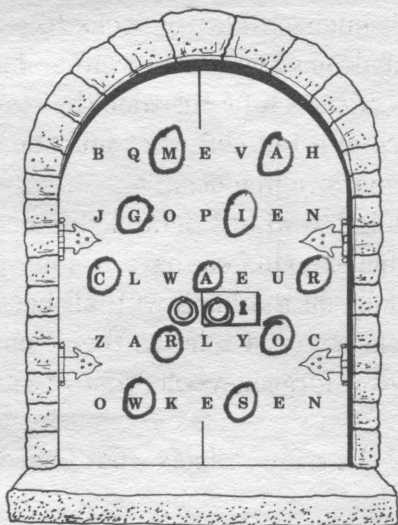
Zelda pulls on the latch with all her might, but it's held fast and solid as the stone. Then she notices a large keyhole, just at shoulder height.

"A key!" she cries. "That's what I need!"

Solve this puzzle to find out something Zelda will need if she gets inside the doors.

- Zelda has twice as many rubies in her pocket as there are arrows in her quiver.
- Zelda has one dagger.

- The number of Zelda's arrows, rubies and daggers added together is ten.
- How many arrows does Zelda have?
- Starting with the first letter on the doors, count off the number of arrows Zelda has. Circle that letter. Repeat until you reach the last letter. The circled letters spell out something Zelda will need inside the cave.



If Zelda has the key, turn to page 32.
If Zelda doesn't have the key, turn to page 52.



Zelda bends her bow. "We may be trapped, Ganon, but so are you," she says.

Just as she is about to let her arrow fly, Ganon waves his deadly claws in the air. A bolt of light leaps from his fingers and shoots toward Zelda. Her arrow vanishes in a spurt of flame!

"Link!" Zelda shouts. The young warrior leaps forward. But before he can cross the distance to his enemy, Ganon's claws move again and he waves a scroll through the air.

Zelda watches in horror as Link seems to be swallowed by a thick, murky pool of water. He fights bravely to reach Ganon, but his legs are slowed by the strange spell. In a moment, his feet are stuck, held fast by the jelly-like ooze. With one final effort, he turns his head.

"Zelda . . ." he begins to say. His voice sounds like it's coming from the bottom of a deep well. Then the ooze around him hardens into a huge, shiny crystal.

“Link!” Zelda runs to the crystal and pounds on the side with her fist, but it’s hard as steel. Link is trapped inside, his eyes open in a look of horror.

Zelda turns to Ganon. “What have you done?” she cries.

Ganon’s twisted smile glows in the darkness under his hood. “I already have the Triforce of Power, but I need all three parts of the Triforce to complete my hold on Hyrule. Since I cannot get the Triforces of Courage and Wisdom from you, then you shall not be able to use them, either,” he says. “With this magic scroll, I have cast a spell to encase them in unbreakable crystal. Of course, since the Triforce of Courage is in Link’s heart, I’m afraid the poor boy will have to be shut up in the crystal also. Sorry about that.”

Zelda pounds on the crystal again. “I’ll get you out, Link!” she cries.

“Not likely,” says Ganon. “There’s only one way to break the crystal, and I don’t think you’ll ever figure it out, or find the three things you need. By this time tomorrow, Link will be trapped in the crystal forever!”

Ganon steps closer to Zelda. “I was going to

kill you," he tells her. "But it's so much more fun to see you suffer over your friend. I think I'll just leave you here. Well, bye-bye. I have a kingdom to conquer!"

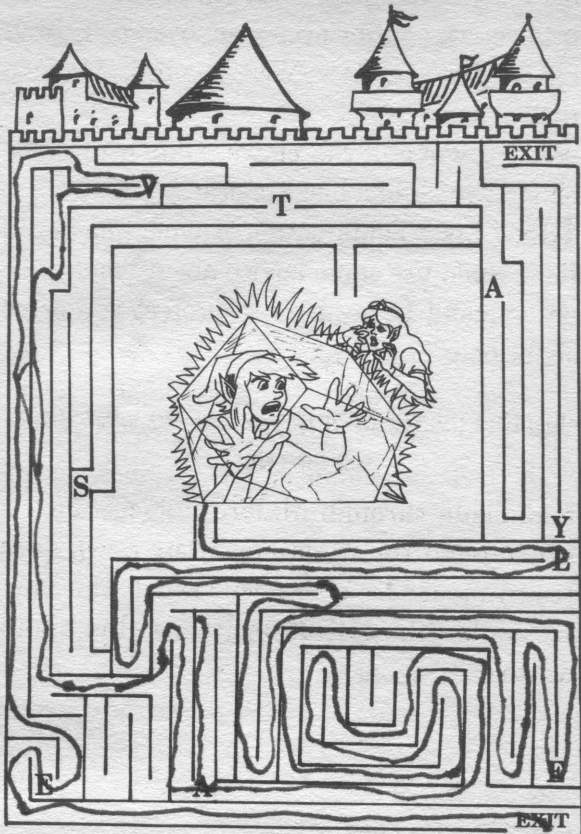
With a wave of his claws, Ganon and the moblins vanish in a blaze of orange fire.

"Oh, Link," Zelda says. "I wish you could talk! I could use some advice about what to do next. Should I stay here to protect you or go look for help?"

Solve this puzzle to help you decide what Zelda should do:

- Get Zelda through Midoro Palace. Pick a path through the maze and write down each letter you pass. When you reach the end, unscramble the letters to find a clue about what to do.





If you think Zelda should stay, turn to page 36.

**If you think Zelda should go to look for help,
turn to page 34.**



“Link, get down!” Zelda pushes her friend behind the cover of the log.

“Aim for their mouths,” Link says in a weak voice as Zelda takes aim with her bow.

“Eaaah!” One of the tentacled creatures falls to the ground with Zelda’s arrow through it.

“Got one!” she shouts. Then she ducks as another huge stone bites into the log by her head.

“Watch them,” Link advises. “They’re splitting up!”

“I see!” shouts Zelda. The two remaining octoroks have gone in opposite directions, trying to divide Zelda’s fire. But one is a second too slow as it swings from tree to tree.

“Eeah!” it howls.

“One more!” cries Zelda.

“Zel!” screams Link.

She turns in time to see the last octorok swinging just overhead.

“Got him!” she shouts as her arrow finds its mark.

Zelda collapses next to Link, exhausted. But then they see a pink glow rising from the ground next to one of the dead beasts.

“A pink fairy!” Zelda cries with joy.

The two heroes bathe in the warm pink light of the fairy as she floats above them.

“You have freed me from the octoroks,” she says, “and now I’ll help you. I can show you where you’ll find a weapon that can defeat Ganon.”

“Show us!” cries Link, his strength restored by the fairy’s power.

“It’s over that hill,” the fairy says.

They hurry through the dense forest in the direction the sprite has pointed out. Suddenly the trees part into a vast clearing.

“I have a feeling the thing we’re looking for is right here,” says Zelda.

Turn to page 99.





The moon is high in the sky when Zelda arrives at the beekeeper's small hut outside of town. Strange gold and blue sparks rise from the crooked chimney and she can hear a loud buzzing inside.

"Beekeeper Conly!" Zelda calls.

"Heh?" replies a deep voice. "Who's there?"

"A friend," Zelda answers. "With some fairy flower sap."

The door to the hut flies open. A short, round man dressed in heavy robes stands there, looking up at Zelda.

"Let's see!" he demands.

Zelda takes the flask out of her pouch, uncorks it and waves it gently under the beekeeper's nose. He grabs for it, but she snatches it away.

"Not so fast," she says. "Let's trade."

The little man eyes the flask hungrily. "What do yer want?" he asks. "Honey? Take

whatever you need.” And he waves to a row of honey pots along one wall.

“That’s not all,” Zelda says, holding firmly onto the flask. “I need to borrow your bees.”

“My bees?” Conly says. “What for?”

“To take me to Midoro Palace. I must be there by morning,” Zelda answers.

Conly laughs. “You want to ride the bees? Okay, if you think you can!”

He turns toward the inside of the hut.

“No stinging, friends!” he yells. Then he snatches the flask from Zelda and disappears into the back of the hut.

*****Zelda now has the honey.
Mark it on your score sheet.*****

Turn to page 49.



“No, I don’t like the feel of this place,” Zelda says. “I’d better go on.”

It takes all of her will power to push through the thorny bushes. It’s almost as if an unseen force is trying to stop her.

“Phew! I’m glad I’m out of that,” she says as she steps into a clearing.

“Aoooh!” A low moan fills the air. For a moment, Zelda thinks it’s just the wind whispering through the treetops.

“Whooo? Whoo is there?”

Zelda searches for the source of the voice but can’t find it.

“It is I, Princess Zelda of Hyrule,” she says boldly. “Who are you?”

“I?” A long moment goes by. Then the voice answers with a loud rush.

“I am trees!” it roars. “I am woodods! I am Greenbeard!”

The voice shifts about like the wind.

“Let me pass!” Zelda demands. “I mean no harm.”

“No harm?” The angry reply sounds like a thunderclap. “People always harm woods!”

“I swear by my royal crown that none of the people of Hyrule shall ever harm these woods,” Zelda declares.

“And moblin with axes?” the voice asks.

“No moblin shall harm these woods while I live to stop them,” she replies.

“Pass!” calls the voice of Greenbeard with a sigh like a gentle breeze.

Zelda bows deeply and moves through the clearing. On the other side she turns and calls back.

“Thank you. May your roots run deep!”

“Go!” calls the voice. Then, faintly it adds, “Beware! Beware tree witch!”

Zelda turns and walks down the path.

*****Zelda gains 70 points for getting through the clearing.*****

Turn to page 107.



“I’ve got them, Link!” Zelda cries. “I’ve got the three things I need to break the spell!”

Link can’t respond but Zelda thinks his frozen face looks a little more hopeful.

From her pouch she takes the magnifying glass, the magic honey, and Ganon’s handprint. “Now, the problem is, what do I do with these things?” she asks out loud.

While Zelda thinks, the beam of sunlight grows stronger. Link’s crystal prison shines brightly. Zelda stares at it.

“Oh!” she cries. “Part of the crystal is shaped just like Ganon’s handprint!”

Zelda takes the stone handprint and places it over the raised mark on the crystal. They fit together perfectly.

Crack! A dozen small holes appear in the top of the crystal right under the beam of light.

“Look at that,” Zelda whispers. “It looks like a honeycomb. The honey!”

Quickly she pours the magic honey into the holes. The thick brown liquid begins to steam and bubble.

“Heat!” Zelda cries. She takes the magnifying glass and holds it in the light above the honey. Under the heat of the magnified sunlight, the crystal begins to turn colors—first blue, then gold, then red.

Bbrr-r-room!

With a terrific crash, the crystal splits open!

“Link!” Zelda cries and catches him as he’s about to fall.

“Zelda?” Link looks as though he is waking from a deep sleep. “What happened? I’m so tired. Did we get Ganon?”

Quickly, Zelda tells him all that has happened in the last day.

“We must find Ganon!” Link says. “We must get the magic scroll or he’ll use it again.”

“But where should we look?” Zelda asks. “Do you think he’s still here?”



**Solve this puzzle to get a clue about
what to look for next.**

- First, use these rules to figure out how many rubies Link has.

When Link had 16 rubies, Zelda had half the number he did.

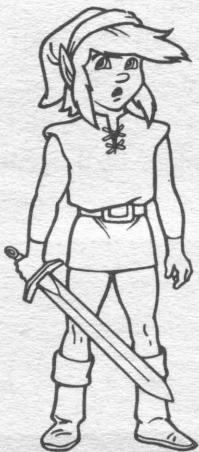
Link gave Zelda 4 rubies.

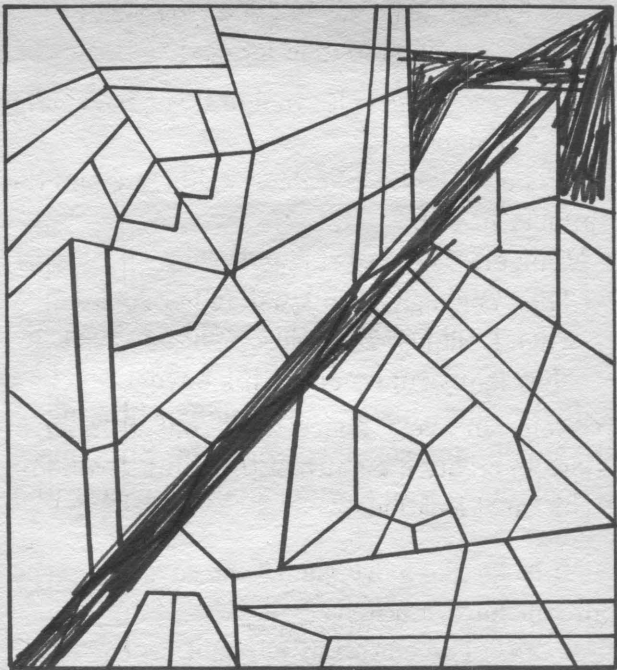
Then Zelda gave Link half of her rubies.

Then Link lost 15 rubies.

How many rubies does Link have?

- Color in every space with that number of sides to create a picture of the thing Zelda and Link must look for.





*****Zelda gets 200 points for freeing Link.*****

**If you think Zelda and Link should leave the
palace, turn to page ~~85~~**

**If you think Zelda and Link should go deeper
into the palace, turn to page 86**



Zelda turns to face the far-off palace. "At least it's something I can head for."

She sets off for the distant building. Soon she is caked head to toe with dust. "I must look like a dusty windwhirler," she laughs, thinking of the small, sand-colored desert rats. She pauses to look down into a wide, shallow area in the sand.

"It looks like a dry pond," she says and steps onto the hard, cracked surface.

Boom! The sound of her foot on the sand echoes like a deep bass drum.

"A gohma hollow!" Zelda turns just in time to see the crab-like gohma crawl from its hiding place.

The monster, big as a horse, scuttles forward on five spindly legs, waving its huge claws. Thick red armor covers its body.

Zelda darts to her left, looking for a weak spot in the gohma's armor. "Gohmas are dumb," she

remembers. "But they never give up once they have something in their hollow."

The gohma is clumsy and turns slowly. But then it jumps suddenly right at her.

Snap! The giant claws close only inches from her head.

"Hmm. It has trouble turning," Zelda notes. "Okay, Mr. Gohma, let's dance."

She begins to run this way and that, circling the clumsy monster, then doubling back quickly. Each time she changes direction, the gohma trips over its own feet as it tries to follow.

"It's off balance," Zelda thinks as she zig zags around it. "Maybe I could . . ."

She dashes to her right. The gohma slowly follows. Zelda whips back in the other direction. The gohma tries to turn, but its feet get tangled. It totters, grasping at the air with its claws. Then—

Kuh-rash! The gohma falls over onto its back, its legs waving helplessly in the air. Right in the middle of its belly Zelda sees a faint white spot. Her bow leaps up and an arrow flies straight into the gohma's heart.

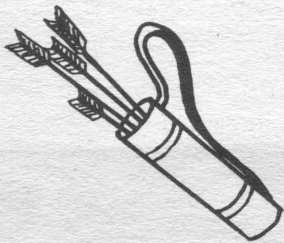
Zelda collapses, panting. By now, the sun is hotter than before. She looks at the palace in the distance.

“It looks very far,” she says. “Maybe I should go back and look for the path again.”

*****Zelda scores 70 points for slaying the gohma.*****

If you think Zelda should go on to the palace, turn to page 103.

If you think Zelda should look for the path, turn to page 92.





“I’m not going to turn back now! On to the palace,” Zelda says firmly.

“I hope I find water soon,” she says as she plods on under the scorching sun. Her throat is aching with thirst.

Weak from the heat, she begins to stumble, tripping over the smallest pebble. Still she walks on wearily, but it seems that no matter how far she walks, the palace is still on the horizon.

“Ow!” Zelda falls facedown in the dust. With great effort she looks ahead.

There’s nothing there!

“The palace was a mirage!” she cries.

She slumps back down. “This must be the middle of the Tantari desert, and I have no water,” she moans. “I’ll never get out!”

GAME OVER!



“Oh, no! Why didn’t I bring a rope!” Zelda cries.

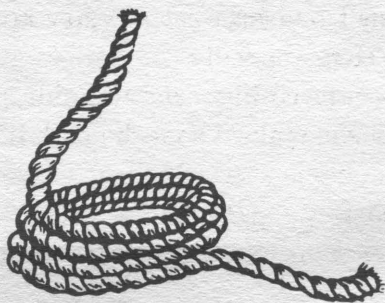
With every movement, she sinks a little deeper into the muck. Soon she is buried up to her neck.

“Now I know why I hate swamps!” she says.

GLURP! URP! The quicksand bubbles noisily. Zelda groans in despair.

“I guess I’m really sunk now!”

GAME OVER!





“I don’t like the look of this forest,” Zelda says to herself. “So I guess it’s the desert. I hate getting my feet wet.”

She plunges down the middle road leading from the crossroads. Before long, the trees thin out and are replaced by stunted, twisted shrubs. Plants with sharp, pointed leaves appear, lining the road on either side.

The land turns dry and harsh with a hot, baking sun beating down. Now Zelda is really in the desert. She seems to be the only living thing in the bleak landscape.

“I wish I had brought a water bottle with me,” she says worriedly.

The sun rises higher, and Zelda plods on. Suddenly she realizes that the path has ended. In front of her is a sea of dunes.

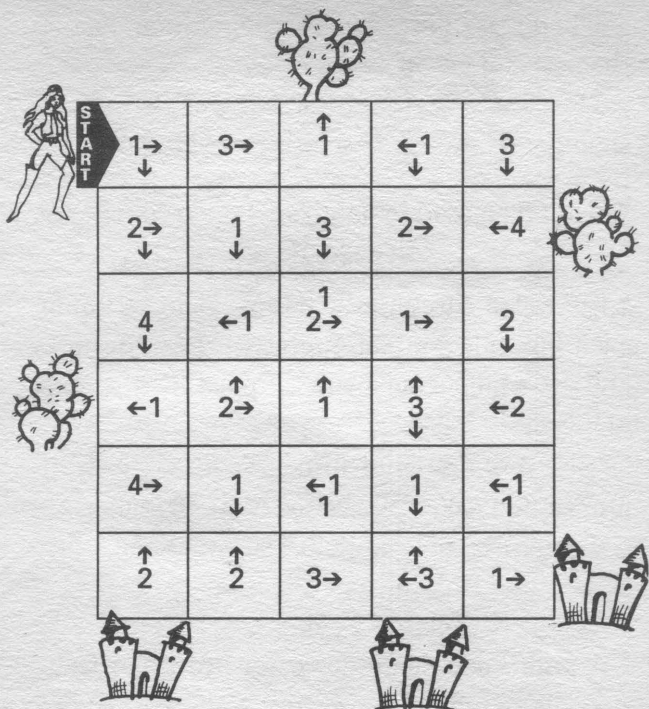
“Which way now?” she wonders. “I guess I should keep on in the direction the path was going.”

Then she thinks she sees something, just on the horizon, far off to the right.

“Is that a palace?” she says. “Maybe I should go there. It’s something to aim for.”

**Solve this puzzle to help you decide which way
Zelda should go.**

- Get Zelda through the desert. The arrows in each box tell you the direction you can go in and the number tells you the number of spaces to move. In boxes with two arrows, you have a choice—you can move in either direction. You may land in the same box more than once.



If Zelda lands on a palace, turn to page 78.

If Zelda lands on a cactus, turn to page 92.



“I’m sure Ganon is near. Maybe he’s even still here in the palace,” Link says as Zelda helps him down a long hallway. “I could sense him the whole time I was trapped in the crystal.”

“But if we do find him, how can we fight him?” Zelda asks. “You’re too weak to stand.”

“I might be able to help,” says a small voice as clear and tinkling as a silver bell.

“A fairy!” exclaims Zelda.

A pink fairy floats down toward them from somewhere high in the cavern wall.

“Yes,” the fairy says. “I heard about your problem and I came as fast as I could.”

Link and Zelda stand underneath the fairy and are bathed in her pink light. Immediately, Link’s strength returns.

“I could fight a hundred Ganons now,” he says joyfully.

“Don’t be rash,” the fairy warns them.

“Ganon can be defeated today—but only if you find a special weapon that’s hidden nearby.”

“What is it?” Zelda asks.

“That I can’t tell you,” the fairy answers. “But it’s close indeed. Goodbye, and be careful!”

The two friends watch as the fairy floats up and disappears somewhere near the ceiling.

“A special weapon?” Link repeats.

“Duck!” shouts Zelda.

Link ducks just as a deadly boomerang cuts through the air over his head.

“A blue goriya!” he cries, pointing to the thick, blue-furred monster. “Look!”

Turn to page 13.





“I’ll try the tavern,” Zelda thinks.

She steps into the crowded, brightly-lit room. No one seems to notice her as she takes a seat close to the fireplace.

“What’ll it be, milady?” the serving girl asks.

“Something hot,” Zelda replies. For the first time that day, she relaxes a little. Then she sees the stranger.

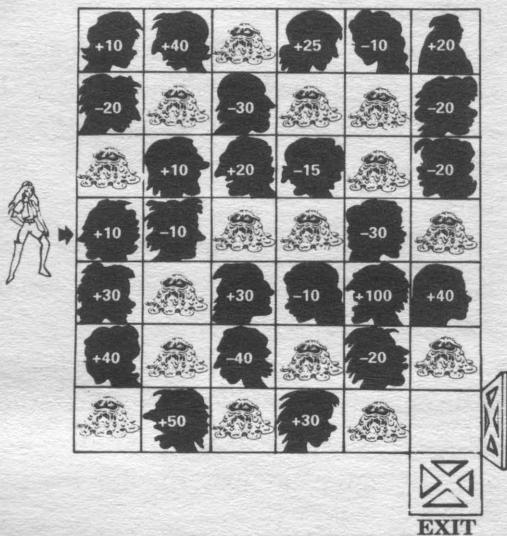
He’s sitting in a corner of the room by himself wrapped in a thick cloak of dark green cloth. His hood is up. Zelda can just see the glint of his eyes reflecting the firelight. He’s staring right at her.

Zelda scowls. “I’ll bet that’s a spy of Ganon’s watching me,” she mutters. “I could confront him now and get him off my back.”

Then she reconsiders. “Or maybe I should leave and try to lose him in the streets.”

Solve this puzzle to decide what Zelda should do.

• Help Zelda cross the tavern, either to the door or to the hooded stranger. She must reach her destination by jumping from person to person without landing on a monster. She can go in any direction, including diagonally, but she can't land on the same person twice. Add or subtract the number on each person she lands on according to the plus or minus signs. Write the total on your scoresheet.



If Zelda lands on the door, turn to page 24.
If Zelda lands on the stranger, turn to page 7.



“It’s no use!” Zelda cries as she jabs another boomerang demon with her dagger. “I can’t fight them all.”

Thrusting again and again at the devils, she begins to grope along the stone wall in search of a way out. As she passes her hands over the walls, she finds a small hollow between the rocks. She pulls and a section of the wall opens like a door.

As she stoops to leave, she looks once more at Link, still trapped in the crystal. Boomerang demons circle above it, hissing.

“Bye, old friend,” she calls. “I’ll be back.”

Once through the opening, Zelda finds herself in a small room with an open doorway. She walks through cautiously, holding her bow at the ready.

On the other side, she finds herself at the bottom of a tall shaft. High, high above there’s a faint glimmer of light. Hanging on the wall

just at shoulder height is a thick rope that seems to lead up to the light.

“It would be just like Ganon to leave a frayed rope as a trap,” she thinks aloud. “But there doesn’t seem to be any other way out of here, so up I go!”

Slinging her bow across her back, she grasps the rope firmly and pulls until it holds her weight. Hand over hand, she hauls herself up the rope.

Soon she is standing on a ledge high above. A long corridor leads away to the left.

Zelda turns to walk down the corridor. As she does, the rope comes loose in her hand. Slowly she coils it up.

“This rope wants to come along,” she says with a grim smile. “But I still think there’s something fishy about it. I wonder if I should just leave it here?”

*****If you think Zelda should take the rope,
mark it on your score sheet. *****

Turn to page 29.



Zelda shakes her head. "That palace may be a mirage," she says. "I'll skip it."

The sun is baking through her leather tunic as she heads in the direction the path had been going, struggling through the sand. It seems that for every two steps she takes, she slides back one. In the endless dunes, it's hard to tell if she's getting anywhere.

The sun rises higher. The inside of Zelda's mouth is dry as the sand. But then she sees a tall rock not far away with some scrubby bushes clinging to it.

"There must be water around here," she says as she stumbles forward.

Beyond the rock is a clump of thorn bushes and stunted trees with a path going through them. Shaking the dust from her clothes she heads for the path.

Turn to page 62.



“What harm can it do to look at it?” Link says.

“I guess you’re right,” Zelda agrees.

“It’s a good weapon,” the goriya whines.
“You’ll see.”

Nursing his wounded arm, the ogre gets up and leads Link and Zelda through a side cavern. He crawls up a staircase and over a stone bridge, always with Link’s sword at his back.

They enter a huge room carved into the depths of the mountain, big enough to hold an army. Together they cross the bare stone floor to a throne set on a platform in the center. There on the throne lies a massive battle-axe.

“I told you,” the goriya says happily. “Now you must spare me.”

With a little cackle, he dives into a hole behind the throne and disappears.

“Let him go, Link,” says Zelda. “Let’s take the axe and go find Ganon.”

Quickly, Link grabs the axe and follows

Zelda out of the palace and into the forest. Soon they're pushing through the dense brush, looking for any sign of their enemy.

"Look over there," Zelda says, pointing. "Is that a clearing?"

Together they walk into a large open space. One huge tree grows alone in the center.

"I don't know why," Zelda says. "But I have a feeling this is the place we're going to meet Ganon."

"You're so right, little princess," says a cold, menacing voice. From behind the tree steps a dark, hooded figure.

"Ganon!" Zelda whispers.

*****Link and Zelda now have the axe. Mark it on your score sheet.*****

Turn to page 22.



Link hurls the axe with all his might at the scroll in Ganon's hand. It turns end over end as it flies through the air. Then it stops! It hangs in mid-air for a second, then drops to the ground with a thud.

"The axe!" Link cries.

"My axe, you mean," says Ganon. "I told that goriya to lead you to it. I knew if you had the axe you'd stop looking for the real weapon that can defeat me."

Laughing, Ganon raises the magic scroll in his gnarled claw.

"Oh no!" cries Zelda. "He's going to cast the crystal spell again!"

GAME OVER!



“I hate that gibdo smell!” Zelda says as she rushes through the door. She tries to slam it shut, but something jams the hinges.

“Move, Zel!” She races forward. After a while, she can no longer hear the gibdos.

“Phew, I must have outrun them,” she sighs. “Now to find the things I need! I wish I could make sense of that riddle.”

She keeps walking down the cave, trying to figure out the meaning of the riddle. She’s so lost in thought that she almost misses a pair of doors set in the cave wall.

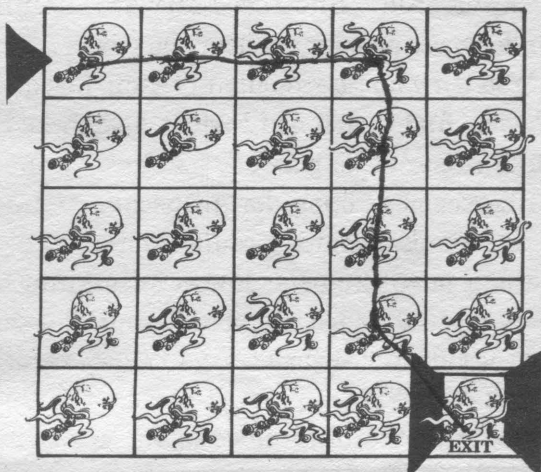
“Another locked door,” says Zelda. “And an unlocked one.”

She tries the brass key on the locked door, but it doesn’t fit.

“I bet there’s something important behind this locked door,” she says. “But where can I find the key to open it?”

Solve this puzzle to score extra points.

- Get Zelda through the door. She can jump from monster to monster, moving in any direction, including diagonally, but she cannot land on the same one twice. She may only move to a monster with the same or a greater number of arms.
- Score ten points for each monster Zelda lands on.



If Zelda has the ring, turn to page 23,

If Zelda doesn't have the ring,
turn to page 115.



“I’ve got to rest,” Zelda says. With a sigh, she lies down right in the middle of the path. Soon she’s fast asleep.

She dreams she’s on her palace walls. Suddenly, Ganon appears.

“You’ll never break the spell on Link,” he laughs. With a flick of his claw, he knocks her off the battlement. Just as she’s about to plunge to her death, he grabs her foot and holds her upside down in mid-air.

Zelda feels Ganon’s claws cutting into her foot. She struggles to get free, but she can’t move. Suddenly she wakes.

“No!” she cries. She can’t move. The thick, woody creepers of a vine hugger are twined around her arms and legs!

“I’m stuck!” she cries. “I shouldn’t have stopped. Now I’ll never rescue Link!”

GAME OVER!



In the center of the clearing stands a tree that is larger and taller than any Link and Zelda have ever seen. They walk forward, forgetting Ganon and his monsters as they stare at the mighty tree. Its leafy canopy stretches like a roof overhead. Its trunk is wider than a tower in Zelda's palace.

"Look," Link says suddenly. "Right in the middle of the trunk there's a spear!"

The spear is growing out of the trunk at shoulder height. It looks just like a branch, but it's tipped with a shining steel point.

"That must be the weapon the fairy was talking about," says Link. "I'll just cut it off." He raises his sword.

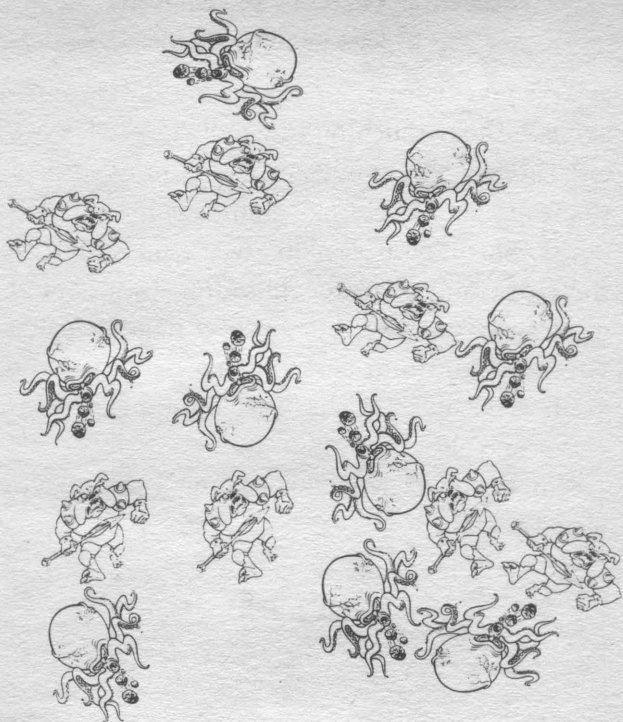
"No!" cries Zelda, recalling her promise to Greenbeard. "Isn't there another way?"

Link puts a hand to his ear. "It sounds like a band of moblin is on the way. We need the spear right now!"

**Solve this puzzle to see what the
heroes should do:**

- Can you use the spear to divide Ganon's army without touching any monsters? There's one catch. The magic spear will only work if there are more octoroks than moblin on each side. See if you can draw a straight line through Ganon's army where the spear should go. Can it be done?





If you think the puzzle can't be solved, then Link cuts off the spear. Turn to page 58.

If you think the puzzle can be solved then Link doesn't cut off the spear. Turn to page 17.



“**M**agic arrows!” Zelda cries. “Link told me I should always look for some!”

Bravely drawing her useless dagger, Zelda turns around and sets her back against the wall. The mass of shuffling mummies comes closer and closer.

“I’m doomed!” she cries. “I’ll never be able to save Link now!”

GAME OVER!



“Since I’ve come this far, I’ll keep going,” Zelda says. She walks on toward the palace. The sun beats down mercilessly.

Soon, a jagged shape looms through the haze. “What’s that?” she wonders.

Carefully, she walks to a large heap of broken stones. Huge faces carved in granite stare at her through layers of dust.

“It’s some kind of old temple,” Zelda thinks. “The kind of place Ganon’s creatures like.” She shudders, thinking of the gohma she just fought.

In the center of the ruin stands one stone that isn’t broken or cracked. It’s a tall, smooth piece of white marble and it looks as though it has just been polished. On guard, Zelda tiptoes to the stone and peers over the edge at the top of it.

“It’s an altar,” she whispers. “And there’s something on it.”

She reaches across the polished stone and

touches the object. It's a large brass key. She's about to take it when her eye catches some letters carved in the base of the altar. Slowly she makes out the letters.

"A thousand curses on the one who takes the offering of the altar," she reads.

Zelda looks at the key. "It might be cursed," she says to herself. "But the curse might be phony. Maybe that key is to something important."

Zelda leans against the smooth marble. It almost feels cool. She looks at the palace in the distance.

"I don't know what to do," she says to herself. "Should I keep going toward that palace? Or should I head back the way the path was going? And what about this key?"

*****If you think Zelda should take the key,
mark in on your score sheet.*****

**If you think Zelda should go on to palace,
turn to page 81.**

**If you think Zelda should go back and find
the path, turn to page 92.**



“I’ll try the tower,” Zelda says, walking to the base of the dark building. “Those spikes on top look kind of like fingers on a hand.”

She takes one of the fresh arrows that Aldo gave her out of her quiver and notches it to her bowstring. Slowly she opens the battered wooden door.

Moonlight pours through broken windows. In the pale glow, Zelda sees a hallway with a stone staircase curving around the inside of the tower. She steps forward carefully.

“Welcome!” an inhuman voice whispers from the shadows.

“Who’s there?” Zelda demands, pulling back on her bowstring.

A tall, armored figure steps into the moonlight.

“A darknut!” Zelda whispers.

Without another word, the evil knight

charges, his shield held high, his long blade slicing the air.

Bong! Zelda's arrow bounces harmlessly off the darknut's thick breastplate. She ducks and rolls out of the way. The darknut wheels and stabs at her. Zelda dodges sideways, and takes aim again.

"The back!" she thinks. "A darknut's weak spot is in his back."

The tall fighter charges again. This time Zelda somersaults under his sword and jumps to her feet behind him.

Zing! Her arrow finds its mark in the darknut's back. The evil knight crashes to the stone floor, and his armor shatters into a thousand pieces.

"Not a very friendly place," Zelda says as she catches her breath. "I hope there's better hospitality upstairs."

*****Zelda gets 120 points for defeating the darknut.*****

Turn to page 44.



The lane is as smooth and green as a lawn and Zelda walks along easily. But after a while she begins to worry.

"I'm supposed to be finding help for Link," she says. "But all I see are trees."

As if in answer, she spots a rocky path leading up a steep slope. It's littered with vines and fallen tree trunks. The rocks are covered with moss and dead, moldy leaves, and they look slimy and dangerous.

Zelda looks at the broad, sunny path in front of her. Then she looks at the rocky track leading up the slope.

"Well, here's a choice," she says to herself. "One way looks safe and sunny, and the other looks dark and dangerous. Which way should I go?"

Solve this puzzle for a good piece of advice.

• This message is in code. Change the letter on each line by moving forward in the alphabet the same number of letters as the answer to the question. Look at the picture of Zelda for some of the answers.

- A How many days does Zelda have to save Link?
- D How many crystals is Link trapped in?
- B How many arrows are there in Zelda's quiver?
- O How many roads did Zelda choose from at the crossroads?
- F How many triforces are there in Hyrule?
- D How many of Zelda's arrows did Ganon burn?
- K How many things does Zelda need to free Link?
- C How many daggers is Zelda carrying?
- G How many jewels is Zelda wearing?
- S How many stripes are on Zelda's clothes?

Bes~~z~~friendly
Besfriendly



If you think Zelda should stay on the grassy lane, turn to page 62.

If you think Zelda should climb the rocky path, turn to page 59.



Something in the old witch's face makes Zelda stop. "I don't know why," she thinks. "But she just looks . . . friendly."

As if she can read Zelda's mind, the witch says, "Of course I'm friendly. Didn't I offer you some delicious stew?"

And the witch pours a huge, steaming ladleful of the glop into a wooden bowl. Carefully, Zelda takes the bowl. She raises it to her mouth. She sniffs it.

"I told you, don't mind the smell," the witch says. "It's them toadwarts. Can't find good toadwarts these days."

"Toadwarts?" Zelda thinks. "Well, if I'm going to do this, I'd better do it!"

She grabs a spoon from the old crone, dunks it into her bowl, and jams a mouthful of the brown glop into her mouth.

The witch looks at her, smiling.

"Mmm," Zelda says as a wonderful sweet

flavor fills her mouth. "This is delicious!"

"I told you!" the witch laughs. "Course, not many folks have the courage to try some tree witch stew, but them that do deserve a reward. So here's yours."

She fumbles in her rags, pulls out something small and shiny, and hands it to Zelda.

"A ring!" Zelda says. It's a thin band of gold, with an oddly-shaped pink crystal set in it. Zelda slides it on her finger. Suddenly she doesn't feel tired at all. She gulps down the rest of the stew.

"How can I thank you?" she asks.

"Just don't believe all the bad things you hear about tree witches," the old woman replies with a laugh. "Now get going. You have a lot to do before you can rescue Link."

Zelda jumps up and walks quickly down the path the witch has shown her.

*****Zelda now has the ring. Mark it on your score sheet.*****

Turn to page 62.





“I don’t like the look of this forest,” Zelda says aloud. “That leaves the swamp or the desert. Guess I’d rather be wet than burning under the sun.”

She takes the left-hand road out of the clearing. It runs along the banks of a swift stream. The rushing water bubbles happily and for a while Zelda can almost forget about her terrible mission.

But soon the stream begins to spread out until the ground all around is wet and boggy. Zelda picks her way around ponds and puddles.

“I’m beginning to wish I had picked the desert,” she says to herself. Then she stops in her tracks at the sound of someone—or something—up ahead.

Bow at the ready, Zelda creeps forward noiselessly. The sounds are coming from behind a clump of saplings.

“Arrgh!” someone is groaning. “Oh, poor

Geetchee, poor Geetchee. Master will be very angry.”

Zelda peers around the trees and sees a mossunger. The thin, scraggly, blue-furred creature is lying face down on a branch over a muddy pond. With one bony claw, it's holding onto the branch and with the other, it's trying to fish something out of the mud.

“Poor thing,” Zelda says, feeling sorry for the ugly beast in spite of herself. Then she thinks, “Whatever it's looking for must be important. Maybe I should try to get it.”

She jumps out from behind the trees with an arrow pointed straight at the mossunger.

“Be gone, Geetchee, or whatever your name is,” she shouts. “Or you'll have more than mud to worry about.”

With a low growl, the mossunger drops from the branch. At the same time, it hurls one of its deadly boomerangs at Zelda.

In a flash, Zelda's arrow flies out and cuts the boomerang in two. With a cry of fear, the mossunger turns tail and runs away.

Zelda wades into the thick, black ooze. Reaching down, she fishes out a large brass key.

“This is what he was looking for?” she asks

herself. “It looks like a plain key. But what if it holds one of Ganon’s spells? Maybe I should just leave it in the mud.”

*****Zelda gets 70 points for scaring off the mossunger.*****

*****If you think Zelda should take the key, mark it on your score sheet.*****

Turn to page 9.



Pushing open the unlocked door, Zelda enters a small, empty chamber with two more doors on the far side. The first opens onto stone steps leading up. At the top she sees a faint glimmer of twilight.

“Must be a way out,” she thinks.

The other door has strange runes and symbols carved into it. Some look like goblins. “Whoever built this sure made it look scary,” says Zelda. She opens the door and peers inside. It leads into darkness.

“I came here to find the things I need to free Link,” Zelda reminds herself. “Maybe I should explore some more. Or maybe I should leave and look somewhere else.”

**If you think Zelda should leave the cave,
turn to page 55.**

**If you think Zelda should go deeper into the
cave, turn to page 47.**



“I could use some advice,” Zelda says. She pushes aside the curtain and steps into the fortune-teller’s parlor.

“Welcome!” A wrinkled old woman dressed in a flowing silk gown enters from another room. She motions to a chair and Zelda sits.

“You have traveled far,” the fortune-teller says, taking one of Zelda’s hands in her own. “From Midoro Palace.”

“You know?” Zelda shivers.

“Of course, child,” the old lady replies in a kindly voice. “Grusha can see far. You are seeking three things.”

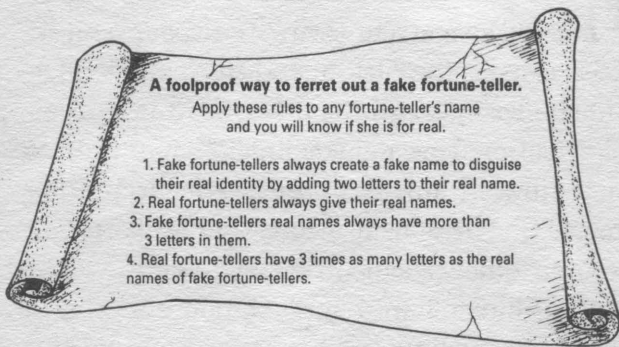
“That’s right!” Zelda cries.

“I can help you,” Grusha whispers. “But I can’t speak of it here. Come into my inner sanctum.” She starts to lead Zelda into the other room.

“What’s in there?” Zelda thinks. “Grusha seems kind—but should I trust her?”

Solve this puzzle to find out something about the fortune-teller.

- This ancient scroll is a guide to fortune-tellers. If you can understand it, you'll know what Zelda should do.



If you think Zelda should trust the fortune-teller, turn to page 12.

If you think Zelda shouldn't trust the fortune-teller, turn to page 26.



Link gets ready to throw the spear. As he does, Ganon stumbles backward.

"The spear!" says the evil wizard in a trembling voice. "How did you find it?"

"With a little help from our friends," Zelda replies. "Of course, that's something you wouldn't know about—friends, that is."

"You haven't won yet," Ganon barks. He whirls and brings up his other hand with a fireball in it. Flames shoot out at Link.

The young warrior springs out of the flame's reach. Ganon immediately snaps his fingers and another ball of flame appears.

"Use the spear, Link!" Zelda calls as another fireball flies toward Link.

"I can't get a clear shot," Link answers as he jumps to safety.

"I think I can arrange something," Zelda says under her breath.

As Ganon holds up yet another huge ball of

fire, Zelda slips an arrow from her quiver and lets it fly. Ganon is so busy trying to stop Link that he doesn't see the arrow until it's too late. It catches his robe and pins it to the tree trunk.

"Now, Link!" yells Zelda.

Link hurls the spear. Ganon throws a flaming fireball at it, but the magic weapon can't be stopped. It hits Ganon in the hand and nails the scroll to the tree trunk.

"Ooooh!" Ganon's cry of pain echoes off the distant hills. He pulls his bleeding hand free and stumbles away from the heroes.

"You'll pay for this!" he cries in a twisted voice. Then, in a flash, he is gone.

Zelda runs to Link's side. "We did it!" she cries. "We defeated Ganon!"

"Yes, thanks to the wood magic of your friend Greenbeard," Link agrees.

"The spear," Zelda says. "Look at it!"

As they watch, the spear begins to sink into the bark of the tree, taking the scroll with it. In a few moments, both disappear.

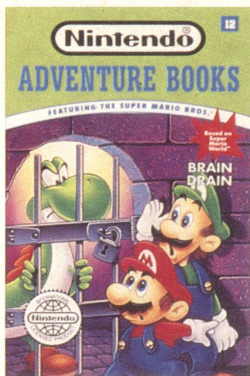
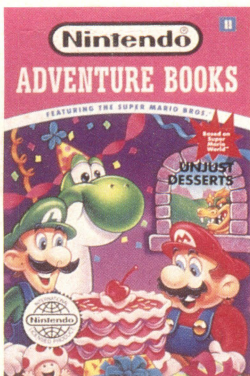
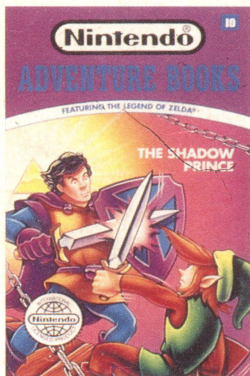
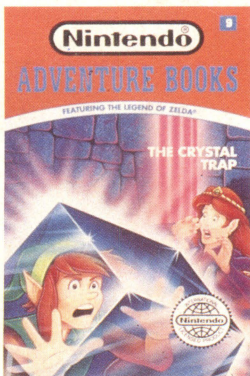
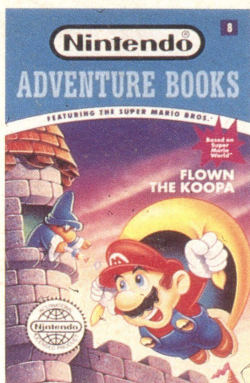
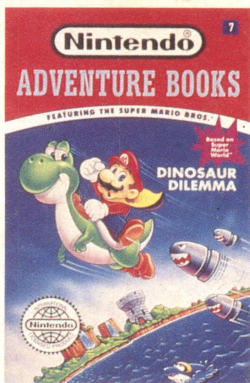
"Well, no one is going to believe all the adventures you had," Link says as they leave the clearing. "The whole story is one big muddle to me."

“Oh really?” says Zelda with a laugh. “I think it’s all very easy to understand. In fact, it’s crystal clear!”

*****Link and Zelda get 300 points for defeating Ganon.*****

GAME OVER. YOU WIN!





YOUR FAVOURITE GAMES CAN NOW BE
YOUR FAVOURITE NOVELS

Nintendo® Adventure Books

All-new Legend of Zelda® stories in which **you** make the decisions

IMPRISONED IN GLASS!

The evil wizard Ganon casts a spell that encloses the Triforce in impenetrable crystal cocoons. Because the Triforce of Courage is in Link's heart, he becomes encased in glass. Princess Zelda must free Link so together they can defeat Ganon and save Hyrule.

As in all Nintendo® Adventure Books, you control the action. Only you can make the choices that allow Zelda and Link to outwit Ganon and his foul army. Help them crack codes, solve puzzles, conquer mazes and subdue enemies. You, Zelda and Link must save Hyrule or go down in final defeat!

HAVE A MAGICAL LEGEND OF ZELDA® ADVENTURE!

MAMMOTH
U.K. £2.99

ISBN 0-7497-1544-8



9 780749 715441