

Zelda 2 Guide

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Zelda 2 Guide

This Zelda II: The Adventure of Link walkthrough and guide will take you through each location with detailed instructions. Zelda 2 is now available to play for

Walkthrough - Zelda II: The Adventure of Link Wiki Guide - IGN

Welcome to the Zelda II: The Adventure of Link Walkthrough. This is a comprehensive 100% guide, including detailed dungeon

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and boss strategies along with the collection of all Heart Containers, Magic Containers, and Spells. There are some information pages for all the characters, enemies, items, and everything else there is to know about the game.

The Adventure of Link Walkthrough - Zelda Dungeon

Welcome to Zelda II - The Adventure of Link! Widely considered among the most challenging entry in the Zelda series, as well as the only title that prominently features side-scrolling action, this...

Zelda II: The Adventure of Link Walkthrough & Guide - NES ...

Welcome to Zelda II: The Adventure of Link Wiki! The Adventure of Link is a direct sequel to the The Legend of Zelda. Following the conclusion of the 1986 original, Link returns as the protagonist...

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Zelda II: The Adventure of Link Wiki Guide - IGN

North Palace Exit the Palace and head east to Rauru Town. Exit the Palace and head east to Rauru Town. Rauru Town Enter the second house in the second segment of town, and visit the Wizard to learn the Shield spell. Enter the second house in the second segment of town, and visit the Wizard to learn ...

Zelda II: The Adventure of Link/Walkthrough — StrategyWiki ...

You move Link through the World Map using the direction pad and, if you have obtained them, you can use the buttons to use certain items. You can also pause the game by pressing Start. When you...

Zelda II: The Adventure of Link Wiki Guide

For Zelda II: The Adventure of Link on the NES, GameFAQs has

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43 FAQs (game guides and walkthroughs).

Zelda II: The Adventure of Link FAQs, Walkthroughs, and

...

Title screen Zelda II: The Adventure of Link is an action-adventure game developed and published by Nintendo for the NES, and the second installment in The Legend of Zelda series. It was originally released in Japan on the Famicom Disk System less than a year after the release of the original Legend of Zelda.

Zelda II: The Adventure of Link — StrategyWiki, the video

...

The ending sequence in Zelda II is relatively simple and typical of other "Thanks for saving the world...now roll the credits...press Start to play again" NES endings.

Bosses - Zelda II: The Adventure of Link Wiki Guide - IGN

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Would you recommend this Guide? Yes No Hide . Send Skip Hide
... Added 3 new codes Zelda II: The Adventures of Link
IMPORTANT NOTE!! A few people have reported that the infinite energy code (SZUTYUSE) didn't work for them. This may be because there are 2 different versions of the game, but I'm not sure yet. ...

Zelda II: The Adventure of Link - Game Genie Codes - NES

...

~ Ocean Walk ~ In the large ocean area on the narrow path of sand southeast of Nabooru, the Boots will let you walk on the water. Walk to a certain spot at the dead-end to find a Point Bag. When you're walking towards the Ocean Palace, keep trying to go up and you'll find a hidden path that leads to a Heart Container. Enter the Ocean Palace.

The Adventure of Link Walkthrough - Ocean Palace -

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Zelda ...

Congratulations on completing Zelda II - The Adventure of Link! With this being one of the hardest games in the Zelda series as well as being one of the toughest NES titles, this is no mean feat. Enjoy the ending, and then once you're back on the title screen, press Start to go to the file menu.

Great Palace - Zelda II: The Adventure of Link Walkthrough ...

This is a video walkthrough / playthrough / runthrough / etc of the NES game Zelda II: The Adventure of Link. I think I find all the hidden dolls and p-bags. I'm pretty sure I got all the dolls ...

Zelda II: The Adventure of Link Video Walkthrough

In the second installment of the Legend of Zelda, you control an older and taller Link. He is capable of wielding a sword and holding his own in any battle. He can leap over obstacles, or

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jump up to attack in mid-air. He can use his shield to block projectile attacks that are thrown at him by his foes.

Zelda II: The Adventure of Link/Link — StrategyWiki, the

...

Go to Eastern Hyrule and head south from Nabooru. Play the Flute in front of the River Devil and it will disappear instantly. The narrow trail ahead is filled with three action scenes with Lizalfos throwing rocks at you. Once you get through, go north into the cave in the swamp.

The Adventure of Link Walkthrough - Hidden Palace - Zelda ...

Three-Eye Rock Palace. Just to warn you now, this place is one of the toughest palaces in the entire game--it may well be one of the hardest dungeons in the whole Zelda series. I had you come in with your levels at 7-8-8 and with just a few thousand to go

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before you max out Attack.

Three-Eye Rock Palace - Zelda II: The Adventure of Link ...

The Legend of Zelda Walkthrough The second quest begins.
Home > Games > The Legend of Zelda The second quest begins
H8: Enter the cave You get the Wooden Sword. B7: Before heading to the first dungeon, time to do some more serious prepping because some enemies have changed properties. Start by going through the lost woods.

The Legend of Zelda Walkthrough The second quest begins

Go up to find another cave blocked by a stone. Smash it and then enter the cave. Go right across the bridge and keep going till you find a bottle containing the Water of Life. Then exit the cave ...

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