



The Legend of Zelda: A Link to the Past

Play Journal Entries



NoFaceFred dbrad95

08/09/2015 2:13 PM · Spoilers



Here continues my log of ALttP impressions! Spoilers will be unmarked for the convenience of the readers, so beware!

If memory serves, this is the final piece of heart I can get before venturing on to Turtle Rock. Now all that's left is to see whether or not I can get a certain Super Bomb before my errands on Death Mountain. Memory is pretty hazy on that detail...

 Yeah!

 2  80 



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NoFaceFred 08/09/2015 2:18 PM

...And it's available! It's somewhat relieving that I don't have to wait until Ganon's Tower is unlocked to get that final sword upgrade.

For those of you wondering, I stumbled across that second-to-last heart piece in a cave under Kakariko, in a location I could've accessed as soon as I had bombs. Heheh, I could've saved myself a few collective hours of searching had I been a bit more observant.



Yeah!

0



NoFaceFred 08/09/2015 2:23 PM

I don't know whether or not the Super Bomb is as fragile as its ALBW counterpart, so I played it safe and crept to the Pyramid cautiously to keep from finding out.

With impatient button mashing at the Pond I accidentally chucked my bow in instead of my sword. Good thing, too, I had forgotten all about the Silver

Arrows! Wouldn't wanna stare down Ganon without those...



Yeah!

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NoFaceFred 08/09/2015 2:26 PM

Here's that Golden Sword! The level three shield is Turtle Rock's dungeon item, if memory serves, so I think these are the only two rewards to get here. Onward to Death Mountain!



Yeah!

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NoFaceFred 08/09/2015 2:40 PM

Took me a few minutes, but I finally figured out how to open Turtle Rock. Pounding pegs in a certain order... Pure trial and error right there, with musical tones hinting at correct guesses. Figuring out that a certain order was needed was the tricky part.



+ Yeah!

1



NoFaceFred 08/09/2015 2:49 PM

Maneuvering via track-mounted platforms is a nice mechanic. Combine it with a torch-lighting speed-based puzzle right here, and you've got a good start to a dungeon.



+ Yeah!

2



NoFaceFred 08/09/2015 2:53 PM

Hey look, it's Bow-wow! Or a Chain Chomp. Or a tricky obstacle. I distinctly remember these things giving me a particularly hard time...



+ Yeah!

1



NoFaceFred 08/09/2015 2:57 PM

From dodging Chain-Chomps to crawling through pipes. What game am I playing, again?



+ Yeah!

4



NoFaceFred 08/09/2015 3:02 PM

Mirror Shield obtained! Dodging the lasers from those eyes and trying to keep from facing them is a fun challenge and great mechanic, but I'll enjoy a little safety in dealing with them.



+ Yeah!

0



NoFaceFred 08/09/2015 3:05 PM

These little risk and reward areas bring about a fun mid-dungeon challenge! And, of course, a lot of money is nice.



+ Yeah!

0



NoFaceFred 08/09/2015 3:07 PM

Like a boss!



Yeah!

0



NoFaceFred 08/09/2015 3:16 PM

Yep, my memory has failed me. I could've sworn that this was the place to warp to the Light World to pick up the last heart piece. But... I have to do it up there, don't I? That place I was at... ten minutes ago. Crud.



Yeah!

0



NoFaceFred 08/09/2015 3:21 PM

Here we are! That wasn't so hard. 100% inventory completion is in sight, just need to grab the Red Tunic on my way through Ganon's Castle... After beating Turtle Rock, of course.



Yeah!

0



Nintendoer 08/09/2015 3:32 PM

Not really "like a boss" if you took damage in the process. =P

...is this Mii really thinner?

Yeah♥

1



NoFaceFred 08/09/2015 3:38 PM

The important part is that I made it out alive with all the loot, ND. And yes, Nintend00er is thinner. I have him and the original side-by-side in my notifications, there's a noticable difference.

Turtle Rock completed! The mixing of fire and ice was a good concept in the first phase, and the Ice Rod finally became necessary! The second phase was good, felt like a more aggressive Moldorm to me.



Yeah!

1



NoFaceFred 08/09/2015 3:40 PM

The whole fight seemed kinds short, though. Solid nonetheless.

Yeah!

0



NoFaceFred 08/09/2015 3:45 PM

Zelda has finally been rescued! With a nearly-full inventory, a quick potion run will be all that stands between me and Ganon's Tower next time I play. Finally, to the part I never finished...

Oh, and another difference between the two of you, ND: you eliminated the brows on your clone a little TOO well. They aren't there anymore.



Yeah!

0



NoFaceFred 08/09/2015 5:25 PM

The barrier breaks, and Ganon's Tower is open at last! Potions? Check. Near-full inventory? Check. Time to tackle the Swine Spire.

Can't guarantee that I'll finish the game tonight, but I'm hoping to.



Yeah!

0



NoFaceFred 08/09/2015 5:34 PM

This is as confusing a place as ever there was, that's for certain. Difficulty is jacked up too, of course. My memories of every other dungeon were pitifully meager, but this is completely foreign territory...



Yeah!

0



NoFaceFred 08/09/2015 5:46 PM

At last, the invisible walkways that ended my last playthrough. A few tips from friends should help me cross this time around.



+ Yeah!

0



NoFaceFred 08/09/2015 5:50 PM

A lot of magic eaten up, but I'm across! Woot! Whoutout to Nintendoer for his Cane of Somaria strategy.

...I wonder if I could've just shot that torch with the Fire Rod...



+ Yeah!

0



NoFaceFred 08/09/2015 5:53 PM

It's the sequel you've all been waiting for! Armos Knights on Ice! Coming soon to a theatre near you!



+ Yeah!

2



NoFaceFred 08/09/2015 6:00 PM

Good to see a boss return later on. Silver Arrows tore Armos Knights to pieces. I wonder how many other bosses will rematch me here...

The Red Mail! I do believe this completes my inventory, screenshot of that to follow.



+ Yeah!

0



NoFaceFred 08/09/2015 6:03 PM

And there we have it. As far as I can tell, 100% inventory completion, minus the map for this particular dungeon.

Thanks to the less restrictive comment limit, that's all for tonight. I wouldn't dream of going through the rest without logging it, though, so I'll break here for the night. Swine Spire is brutal so far, I'll end with that.



Yeah!

0



Nintendoer 08/09/2015 6:04 PM ·Spoilers

Yes, the Fire Rod would have worked on the torch.

Yeah ♥

0



NoFaceFred 08/09/2015 6:05 PM ·Spoilers

Faceless facepalm

Yeah!

1



Nintendoer 08/09/2015 6:07 PM

But hey, I'm thankful for the whoutout.

Yeah!

3



Blake 08/09/2015 7:23 PM

id lik som notificashuns mr fred.

Oh yeah and whoutout to autocorrect for making that a pain to write yet still never correcting when you need it. And continuously trying to capitalize Whoutout.

Yeah!

1

Stagger 08/09/2015 7:27 PM



Better late than never, let me join this pig picking ... I also still prefer Ether in that spot to the cane, but it's not as fool proof.

Yeah!

1



Frog 08/09/2015 10:04 PM

I noticed a pattern for entering Turtle Rock, if I remember correctly:
What order did you get the pendants? Courage→Wisdom→Power. If the
pegs were the Triforce, what order did you hit them in?
Courage→Wisdom→Power.

Also, you can see the invisible path by using (I think) the Thunder spell. If
not, then it's one of the other two (Bombos? Aros?).

Yeah!

0



☆☆**Declan**☆☆ 08/10/2015 12:07 PM

Post 4 of 30:

I've read the other logs. I am here. I've never played this game so I won't
be able to help and give tips. By the way, it looks a lot different from ALBW.

Yeah!

0



NoFaceFred 08/10/2015 5:42 PM

Whoutout to Blake for going to a lot of trouble in the name of comedy.

@Frog: You're right about the peg order being related to the Triforce
pieces, although the order of attaining them and mashing pegs in this game
is Courage (right), Power (top), then Wisdom (left). The Ether spell does
light up the walkway, but only for a brief second. I'd eat up a ton of magic
trying to use only those brief

Yeah!

0



NoFaceFred 08/10/2015 5:45 PM

glimpses.

Spectators are welcome, Declan, glad to hear you took the time to read through my other posts!

Finally got the map, this'll round out my dungeon inventory. I'm fairly certain I grabbed the maps and compasses out of the other dungeons as well, but I won't take the time to double check that. 100%ing the standard inventory is enough for me. It was a fun challenge!



Yeah!

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NoFaceFred 08/10/2015 5:56 PM

Moving Beamos, just the latest of many creative challenges in this gauntlet. The difficulty setting is top-notch.



Yeah!

0



NoFaceFred 08/10/2015 5:59 PM

It's like every room is bent on using the same concept of the room before

and throwing some new variable into the mix. Moving Beamos on ice!



Yeah!

1



NoFaceFred 08/10/2015 6:01 PM

Lanmolans are back with a fire-spitting friend. Let's see if the Silver Arrows are just as mighty here...



Yeah!

1



NoFaceFred 08/10/2015 6:04 PM

Yep, a little silver tore through them like paper. I'm half expecting to bump into Moldorm up ahead with some kind of perilous terrain twist or a Beamos buddy.



+ Yeah!

1



NoFaceFred 08/10/2015 6:13 PM

Moldorm hunch was right, and I got knocked off the narrow platform quickly. What I wouldn't give for a Roc's Feather...

At least it knocked me into a room where I can heart grind with Wizzrobes. They finally make themselves useful!



+ Yeah!

2



NoFaceFred 08/10/2015 6:19 PM

A mere two hits annihilated Moldorm. Silver and gold truly are valuable... I wonder how many other bosses stand between myself and Agahnim. I'd like to have round two with Helmasaur King or Blind.



Yeah!

1



NoFaceFred 08/10/2015 6:21 PM

Guess not. This was a long, treacherous climb, and I'd rather not trip at the finish, so I think I'll bench the bug net for this fight and do this the old-fashioned way.



Yeah!

1



Elzonire 08/10/2015 6:23 PM

The Faceless Corporation stand between you and Agahnim. Agahnim can't make it past!

Yeah!

1



NoFaceFred 08/10/2015 6:25 PM

Yeah, this is no place for a bug net. Agahnim's clones were unexpected, although I should've known he'd get a difficulty boost. This might be the

most interesting twist on Dead Man's Volley I've seen yet, though SS's strike-angle-sensitive ones also rank high on the list.



Yeah!

2



NoFaceFred 08/10/2015 6:28 PM

Good to have you, Elzonire!

Couldn't make it past, all right. The five of me was better than the three of him. Plot twist! Ganon's spirit emerges from Agahnim! The final boss looms...



Yeah!

1



NoFaceFred 08/10/2015 6:29 PM

Er, since when can the duck aid me in the Dark World? How did it even get here?



Yeah!

3



NoFaceFred 08/10/2015 6:34 PM

At long last, Ganon stands before me. Let the sparks fly...



Yeah!

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NoFaceFred 08/10/2015 6:38 PM

Ganon means business, that's for sure. Avoiding those flames is becoming more of a hassle, and the floor falling away isn't helping any. Made it through his first trident-slinging phase almost clean, at least.



+ Yeah!

0



Nintendoer 08/10/2015 6:41 PM ·Spoilers

I dunno, the Dead Man's Volley in Splatoon was more interesting, IMO. Not like you've played it...

But this one probably is second on the list, yeah. And this game was possibly the first to do it! At least, I can't think of/don't know any earlier examples.

+ Yeah ♥

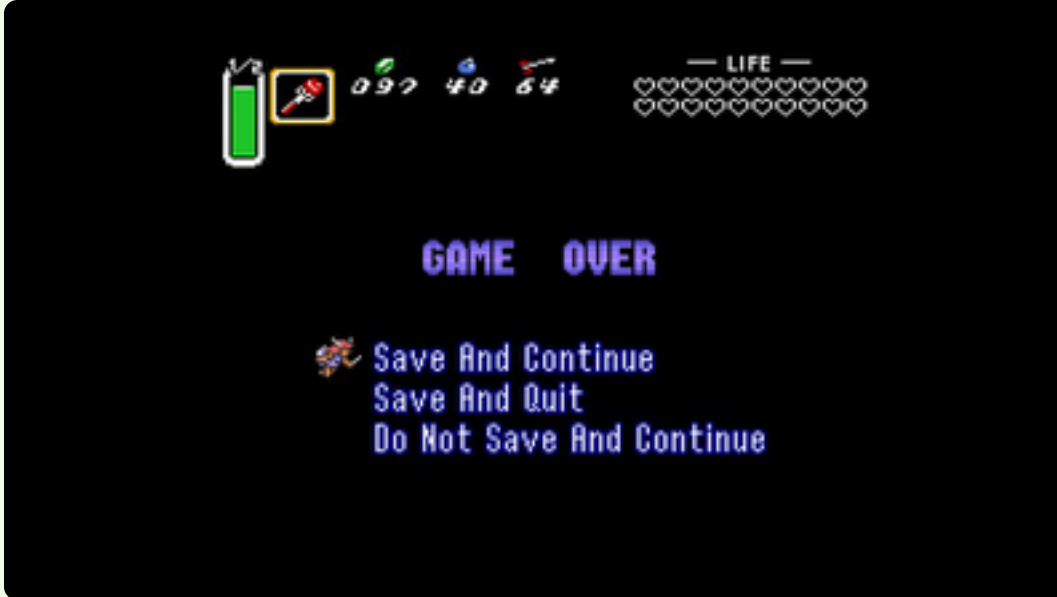
3



NoFaceFred 08/10/2015 6:41 PM

Good grief, those hard-hitting attacks don't give you much time to chug a potion...

Turning out the lights and vanishing into the darkness was the last trick I saw Ganon throw. Lighting those torches makes him visible, I got that far at least.



+ Yeah!

0



Stagger 08/10/2015 6:47 PM ·Spoilers

I use Ether once after observing where the Hardhat Beetles are and getting out that far. Once is enough. :p En garde.

+ Yeah♥

2



NoFaceFred 08/10/2015 6:50 PM

Round two ended when I fell over the edge... Darnit. I came close that time, and I'm assuming that Ganon is vulnerable to a little silver once he turns blue. Always escaped just before my arrow reached him though, I assume I just need to be quicker.

@ND: Bouncing Carrock's magic spells around the room with Reflect in ZII is the closest thing to Dead Man's Volley before ALttP, IIRC.



+ Yeah!

2



NoFaceFred 08/10/2015 6:57 PM

The world would be a better place if everyone had your ironclad memory, Stag. :P

Woot! Third time's the charm, down Ganon goes! No final words from the brute, just a loud bang and victory music. I had much more confidence my third time, after seeing his patterns a little, and stuck a little closer to him than I did last two attempts. Finished it more quickly, certainly. Fantastic final boss!



 Yeah!

 1 



NoFaceFred 08/10/2015 7:02 PM

Took me a solid two and a half years, but ha ha! Finally completed this masterpiece!



 Yeah!

 2 



NoFaceFred 08/10/2015 7:04 PM

A glimpse of the rarely-seen king. Dead or hiding, I can't say. My money's on dead.

I thought the Return of the King took place at Minas Tirith, not Hyrule Castle!



Yeah!

4



NoFaceFred 08/10/2015 7:07 PM

The Sanctuary Sage, Link's Uncle, presumably Flute Boy and a couple hundred guards... All Ganon's actions undone. The heavy title certainly has a happy ending.



Yeah!

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NoFaceFred 08/10/2015 7:12 PM

Note to self: forever ends with ALBW.

Wow, this game was fantastic! Difficulty setting was perfect, scouring the secret-laden overworld was a joy, the dungeons had me scratching my head, and the bosses were a blast to fight. Completing this is incredibly satisfying. ALBW's position in my top five Zelda titles list is in peril.



 Yeah!

 3 



NoFaceFred 08/10/2015 7:19 PM

The plot deserves mention as well. While not as fleshed-out as it could've been, it was pretty great for a game without cutscenes that was certainly not story-driven.

Total game overs: three. I can provide proof of no restore points if anyone would like.

Lastly, thanks to all of y'all for taking the time and enduring the notification stream to read through my thoughts and impressions!



Yeah!

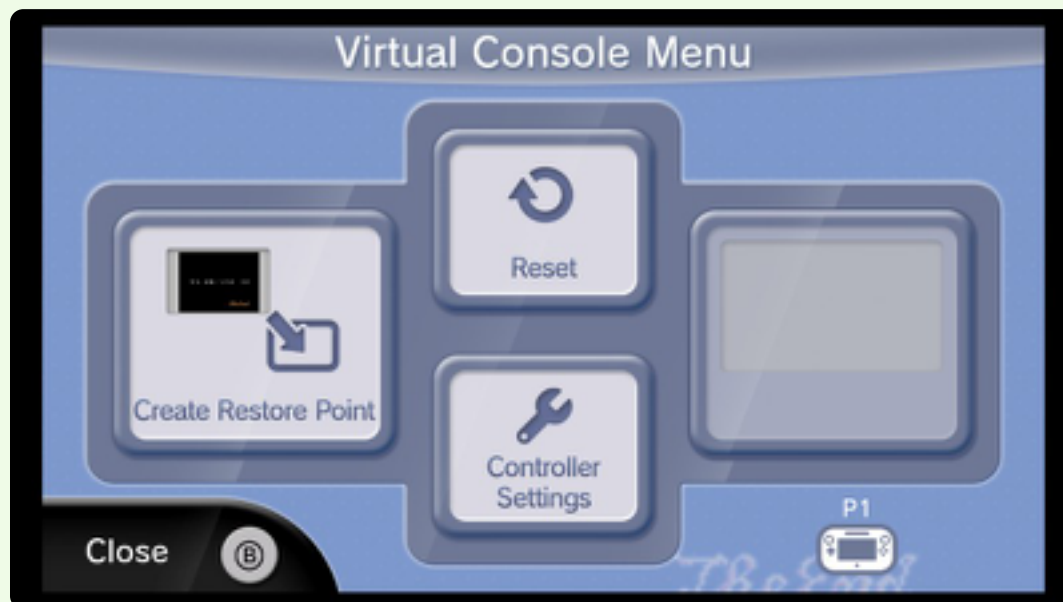
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NoFaceFred 08/10/2015 7:22 PM

Many thanks for the advice, as well! Some of it was pretty invaluable, like a certain magic grinding tip from ALttP-Master Hidalgo.

Pointless Proof, while I'm using another comment.



Yeah!

0



Blake?? 08/10/2015 7:46 PM

Congratulations!! Don't tell Blake that I said this, but if think he's already died more than 3 times and he's not even past the Dark Palace.

...Not that it means you'll get a higher totem spot. He's got those 70 points for a WW Hero Mode Hero Charm Hero's Clothes Hero Bow Hero Heart run in the bag.

Yeah!

0



Frog 08/10/2015 8:16 PM

Congrats!

Yeah!

0



Elzonire 08/11/2015 1:49 AM

Carock isn't the "closest thing," he's the first!

You beat A Link to the Past? おめでとう ! (Translation: Congratulations!)
Pretty good game.

Forever ends with the Oracle games, THEN A Link Between Worlds! :p



☆☆Declan☆☆ 08/11/2015 6:53 AM

Post 1 of 30:

That was fun to read. And apparently forever doesn't mean the same thing in the Zelda universe than it does here. I'm thinking about buying this game now.



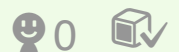
NoFaceFred 08/11/2015 7:43 AM

Thanks, everyone!

@Blake??: Hah! Blake is gonna have at least ten more game overs before he's done, and another fifty in his WWHD run.

@Elzonire: Forgot about the linked Oracles. I don't know how canon that is, but good reminder!

@Declan: I highly recommend it, especially if you like a good challenge without handholding. That's where ALttP shines, IMO.



Frog 08/11/2015 7:48 AM

I grew up playing this, so the challenge is gone for me. Now I take it for granted, and don't realize how great it is. :(

However, it's my 2nd favorite top-down Zelda, right after aLBW. :)





NoFaceFred 08/11/2015 8:01 AM

Replays destroy difficulty, sure enough. Ever tried a minimalist run, Frog?

Yeah!

0



Frog 08/11/2015 8:05 AM

There's no way I'm doing a 3-heart run of aLttP. I don't think even the great Stagger has attempted that. The only game I've run minimalistically is aLBW, and I never beat the final boss.

Yeah!

0



NoFaceFred 08/11/2015 8:09 AM

A three-heart run is only possible if you intend to glitch under the floor after saving Zelda and beat the game in three minutes. According to ND's Challenge Chalice post, collecting heart containers is required to make the Maidens appear, so thirteen are required in a minimalist run.

Yeah!

0



Blake 08/11/2015 8:10 AM

I feel like I can half the amount of game overs I got my last run, not that it matters. I will get the same amount of points as ND will, regardless of performance. I'll probably log my deaths, regardless...

Yeah!

1



Stagger 08/11/2015 8:11 AM ·Spoilers

I've run LttP semi-minimally, and intend to complete the full minimal run sometime soon. The heart containers in dungeons are mandatory, so 13 is the least you can get. I've done that with zero bottles and no optional items except for sword, armor and shield upgrades. Without the sword and armor boosts, it becomes severely difficult.

Also, wtg Fred!

Yeah♥

1



Frog 08/11/2015 8:13 AM

Hmm...13 hearts...That doesn't sound too hard. Is the Turtle Rock boss even possible with that little magic?

Yeah!

1



Nintendoer 08/11/2015 8:46 AM ·Spoilers

Just barely, Frog. I think you have just enough magic to do it if every attack connects.

Yeah!

1



NoFaceFred 08/11/2015 11:19 AM

^ For Frog. I'm also assuming that Stagger didn't get the magic upgrade on his run.

Yeah!

1



Frog 08/11/2015 11:52 AM

Okay. I just might attempt this after I finish typing out a script for a Mother manga.

By the way, does anybody wonder why Japanese games have English in them?

Yeah!

1



Elzonire 08/11/2015 12:10 PM

Yes. It's simply they actually think English is cool. I'm dead serious. I was watching part of a Japanese playthrough of Ocarina of Time, He opened the Items menu. I read it, it said "aitemu." Then, he obtained the Mirror Shield. It was called "miraa shiirudo." Triforce is Toraifosu. Ganondorf is Ganondorofu.

Fred, the Oracle games are just as canon as the rest of the series.

Yeah!

1

NoFaceFred 08/11/2015 6:13 PM



They think English looks cool. Huh. At least it gets appreciated.

@Elzonire: I know the Oracles themselves are canon, it's just the subject of the Master Sword that I doubt. There are two ways of getting the Sword depending on what sword level you currently have. Either you obtain it where you would normally get the Noble Sword (how did it get in Holodrum or Labrynna?), or the Noble Sword is

Yeah!

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NoFaceFred 08/11/2015 6:14 PM

changed into it (how did it get downgraded into the Noble Sword?).

Yeah!

0



Nintendoer 08/11/2015 6:37 PM ·Spoilers

It's called the Master Sword, but whether or not it's THE Master Sword is up for debate. You can earn it by finding it in a secret grove (probably the most legitimate way, but considering it's supposed to be in Hyrule, not Holodrum...), having an old man or a Zora flat-out GIVE it to you, or have it sharpened from the Noble Sword. Seems awfully fishy to me...

Yeah!

2



Elzonire 08/11/2015 6:44 PM

Old Man brought it to Link. Simple.

Fred, it's amazing that they do that. Twilight Princess is called トワイライトプリンセス or towairaito purinsesu, laughably.

Yet Ocarina of Time is called 時のオカリナ or toki no okarina. Not just Nintendo Logic. JAPANESE Nintendo logic!

Yeah!

0



Frog 08/11/2015 7:21 PM

I think they're better off using regular Japanese for their titles. I think Japanese is cool.

Don't they have a basic understanding of written English? I think my middle

school band teacher said they could read it.



NoFaceFred 08/11/2015 7:55 PM

Master Sword in name only, eh? Sounds reasonable... More so than the alternatives.

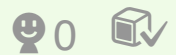
@Elzonire: Heheh, I can see why you like Japanese so much. Really, it's great to see that they admire our language so much. Almost makes me want to pick up a little Japanese myself, already know 'Rinku'.

Also, question from our amphibian friend. I assume a good portion of Japanese can read English, considering



NoFaceFred 08/11/2015 7:56 PM

that they like it so much and that so many Europeans learn it... Not that the Japanese have much in common with Europeans.



Elzonire 08/11/2015 10:11 PM

The same way we like Japanese, they like English. They can read and write, but not really speak.

I'm going to learn this language, so the more I type it, the better.

リンク、ゼルダ。(Rinku, Zeruda)

Funny, I typed Rinku here, and リンクの冒険 (Rinku no Bouken) popped up. That's Adventure of Link! HAHA!



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