



The Legend of Zelda: A Link to the Past

Play Journal Entries



NoFaceFred dbrad95

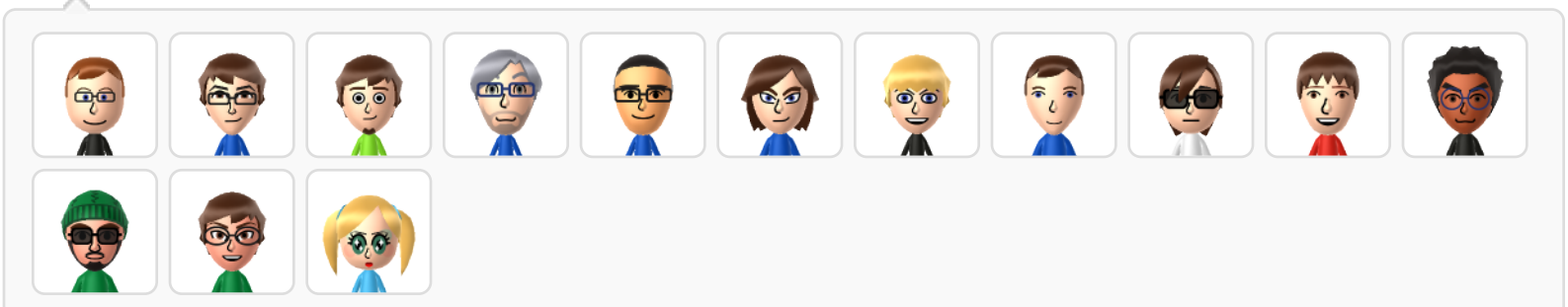
07/30/2015 6:13 PM



I've been meaning to pick this up for a while, it feels like ages since my last 'normal' (glitchless) Zelda playthrough. What better way to break the fast than with the only Zelda title I've started but never beaten? Had a couple issues with the Wii VC version when I first played it a few years back, put it down for a while, and completely forgot about it. But I'm in it to win it this time.

Yeah!

15 73



Share this Post



Embed

Comment



Blake 07/30/2015 6:20 PM

That's one of my favorite Zelda games for sure. Not sure if I like it more than SS, but I plan on finishing a playthrough of it that I haven't touched in a month one of those days...



NoFaceFred 07/30/2015 6:21 PM

My what?! Tell me!

Running into a thunderstorm right away to rescue a princess within the first half-hour. Now this is how a game should start, not by spending an hour herding goats, fishing, and chasing monkeys.



NoFaceFred 07/30/2015 6:22 PM

Putting a playthrough off for a month, Blake? Heheh, I put mine off for two

years!



Stagger 07/30/2015 6:33 PM

You whippersnappers know what a geezer I am. It's neck and neck between this and the original for which one induces more childhood nostalgia and gaming glee. LBW knocked it way down my list of personal LoZ favorites, but it's critically still right there with OoT.

Piping down, mostly just yapping for notifications ...

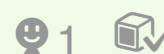


NoFaceFred 07/30/2015 6:40 PM

Good to have you and your elderly rambling, Stag. :P

Anyone here hear about those documents discovered at Nintendo a few months back with the scrapped instruction booklet tale about Link entering the cell and nearly k//ing Zelda after he saw a spider and lashed out? That had me cracked up pretty hard...

I regard it as canon, btw.



NoFaceFred 07/30/2015 6:40 PM

Bleh, forgot screenshot.



Yeah!

0



NoFaceFred 07/30/2015 6:51 PM

Successful escape! I had already suffered four or five game overs by this point on my first at this game, got away clean now.



Yeah!

0



NoFaceFred 07/30/2015 7:01 PM

The soldiers certainly got those signs up fast! Very unflattering picture. They got my nose completely wrong...

Link being a fugitive from 'justice' is something I'd like to see expanded on in a future game, no doubt. Evading the gazes of a couple tattletale villagers who summon guards is a decent start on an old game, but expanded it could make for very interesting future plot/gameplay IMO.



Yeah!

3



Nintendoer 07/30/2015 7:11 PM ·Spoilers

Notify me, O Faceless One!

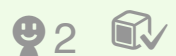
I half expected this log to end after the third screenshot; glitched through the wall to the game's end.



NoFaceFred 07/30/2015 7:17 PM

Ha! No, that'll be my next playthrough, ND.

Loving how early the inventory fills up, and how much exploration is possible so soon. Been bombing the heck out of Kakariko. And yes, hitting cucoos. Add on the number of pots I've already broken, and I don't blame the soldiers for those 'wanted' posters...



NoFaceFred 07/30/2015 7:29 PM

Finally tracking down Sahasrara now (that guy's name is too much fun to say!). As with A Link Between Worlds, I applaud this game's abundance and diversity of overworld enemies. That's something a few of the 3D games fail to accomplish, but hopefully Zelda U will take after these two.



+ Yeah!

2



NoFaceFred 07/30/2015 7:39 PM

Before there were Answer Ghosts, there was Sahasrala. At least he knew the difference between a hint and an answer...

East Palace is going much more smoothly than on my first run. Unique booby traps like the boulder... thing early on are always great to see.



+ Yeah!

3



NoFaceFred 07/30/2015 7:45 PM

Simple visual tricks, nice addition... Would be more interesting with a Blade Trap or something hidden down there.



+ Yeah!

0



NoFaceFred 07/30/2015 7:47 PM

...Or maybe not a visual trick after all. *facepalm*



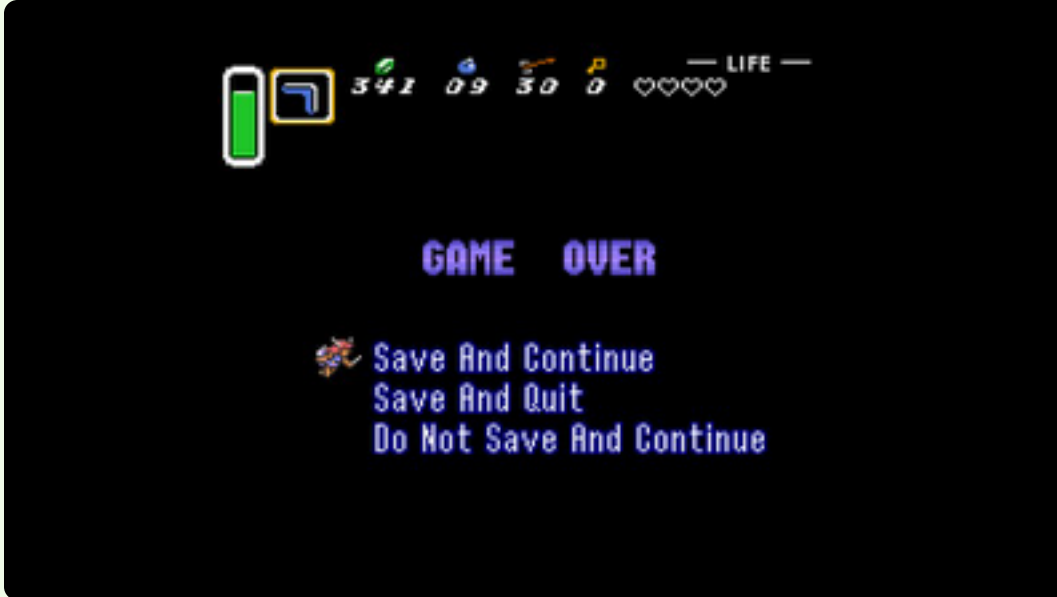
+ Yeah!

0



NoFaceFred 07/30/2015 7:55 PM

First game over thus far. Palace had me running in circles Big Key hunting, but I think I now remember how to get to it. Took me a while to remember that I can k!// Eyegores without the bow...



+ Yeah!

0



Nintendoer 07/30/2015 8:00 PM

I'm...confused what you mean by that. What kind of visual trick did you think was there?

+ Yeah!

0



NoFaceFred 07/30/2015 8:02 PM

At first I absent-mindedly jumped down there, thinking I could walk across. Derp. Whether or not it was intended, I thought there was a bridge. XD

Suspicion confirmed! Taking down Eyegores was the answer.



+ Yeah!

0



NoFaceFred 07/30/2015 8:03 PM

Bow obtained! Archery nerd, activate!



Yeah!

1



NoFaceFred 07/30/2015 8:06 PM

Just the kind of booby-trap insanity I like to see. Dungeon design here is solid, no doubt.



Yeah!

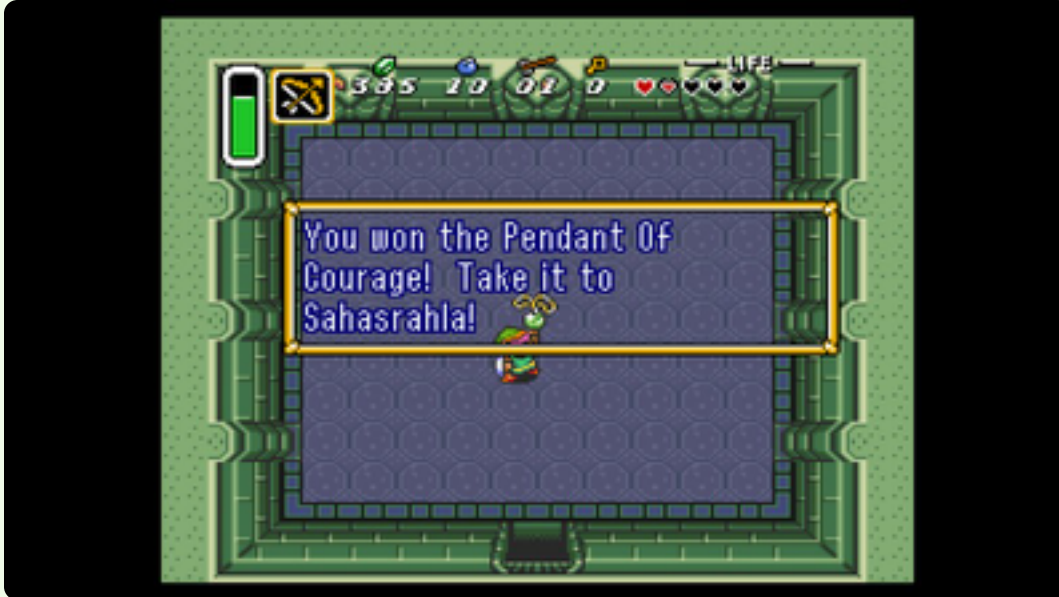
1





NoFaceFred 07/30/2015 8:11 PM

The Pendant is mine! Armos Knight is a fine example of a good boss. Very dynamic fighting, no waiting around for it to attack and/or expose its weak point. Again, ALBW also shines in this.

I'll wrap this up for tonight, off to bed for me.



 Yeah!

 1 



Blake 07/30/2015 8:51 PM

Glad to see you're enjoying it so far!!

Just wondering, what point did you get to before you took your two-year break?

 Yeah!

 1 



Hidalgo 07/30/2015 10:43 PM ·Spoilers

you picked this game back up, good for you. its probably the best zelda for its time. and definitely one of my top favorites along with wind waker and skyward sword. i picked it up the other day and just fooled around in the field. by the way, don't forget to go back to sarasahalla (y'know what, ima call him sarah for short)

remember t'go to sarah to get the pegasus boots after u beat the dungeon

 Yeah♥

 0



NoFaceFred 07/31/2015 7:06 AM

@Blake: I made it all the way to Ganon's Tower on the Wii. After hitting a dead end and stumbling around lost for hours, I broke down, looked up a guide, and learned that the toned-down lighting effects from one of the items for some reason keeps a light bridge from appearing over a chasm. I tried working my way across via trial and error, but failed miserably. If the

problem persists here I'll

 Yeah!

 0 



NoFaceFred 07/31/2015 7:07 AM

use Restore Points whilst trial-and-erroring to make my life easier. (I don't intend to use any before that point.)

@Hidalgo: Thanks for the tip! I had blanked on where the Boots were, but probably would've gone back to Sahasrala regardless.

 Yeah!

 0 



Nintendoer 07/31/2015 7:10 AM ·Spoilers

Pro tip: Items like the Cane of Somaria or bombs work wonders for finding invisible walkways...

 Yeah♥

 0



NoFaceFred 07/31/2015 7:14 AM

Yep, that would've been handy to know two years back. Thanks, I'll keep that in mind.

 Yeah!

 0 



Blake 07/31/2015 8:05 AM

I think I used a medium amount of save states my first playthrough, except during the Moldorm fight, maybe a couple other bosses, and, yes, Ganon's tower.

I feel like I haven't played it like I was supposed to, so that's why I'm playing it again... Or at least I started playing it again...

 Yeah!

 1 



Stagger 07/31/2015 9:20 AM ·Spoilers

The most professional item for invisible walkways is Ether. :p A number of them also become visible if torches are lit ... enjoying your commentary

Fred.



Hidalgo 07/31/2015 10:01 AM ·Spoilers

another tip: whenever you are low on magic, freeze an enemy with the ice rod and kill it with the hammer. they give out magic jars. i think the stronger the enemy is the more magic power you get back.



NoFaceFred 07/31/2015 11:41 AM

@Hidalgo: Nice! I'll definitely be keeping that in mind. Magic drops outside dungeons are annoyingly rare...



Hidalgo 07/31/2015 12:09 PM ·Spoilers

btw, you can get the ice rod right now if you wanted to.

it is found near a body of water in the light world, but you probably already knew that.

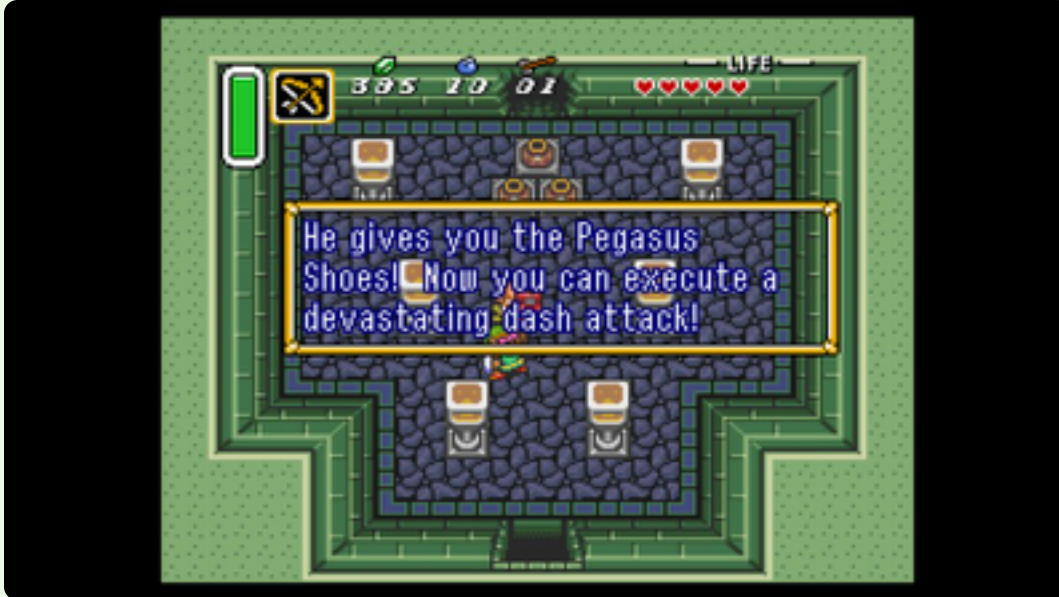


NoFaceFred 07/31/2015 1:05 PM

Alright Hidalgo, that's enough hints. Thanks, but I'd like to find one or two secrets on my own. :P I remembered that something was hidden near the Lake, just not what.

Sahasrala tells a brief tale of the Knights of Hyrule, comprised of perhaps the only people besides Link win in combat against Ganon. Is there any connection between those knights and Link?

...Probably not.



+ Yeah!

0



NoFaceFred 07/31/2015 1:06 PM

Oh. Well, looks like I would've been tipped off on the Ice Rod anyway.



+ Yeah!

2



NoFaceFred 07/31/2015 1:22 PM

If there's one thing in Zelda I can't stand, it's leaving a stone unturned. As you can imagine, I'll be doing a lot of poking around in the corners of this readily-accessible overworld before hitting the next dungeon. If things are as difficult as I remember, I'll be desperately wanting these heart pieces before long...



Yeah!

0



NoFaceFred 07/31/2015 1:25 PM

IT'S A SECRET TO EVERYBODY.



Yeah!

1



Blake 07/31/2015 1:26 PM

I seem to notice every single typo now that the 30 comment limit is enacted... Beforehand I didn't notice them as much because I wasn't looking for them.

But "the only people besides Link win in combat against Ganon"?

Yeah!

1



Nintendoer 07/31/2015 1:29 PM

I seem to notice every single typo now that the 30 comment limit is

enacted... Beforehand I didn't notice them as much because I wasn't looking for them.

But "type"?

=P



NoFaceFred 07/31/2015 1:33 PM

I'm still oblivious to them (obviously).

Ah, here's that Ice Rod! Crucial to beating a late-game dungeon boss, yet tucked out of the way in a location you wouldn't need to visit otherwise. Nothing to go on in finding it other than Sahasrala's easily forgettable text. These were the days...



Blake 07/31/2015 1:36 PM

Hey, I notice them on every post I read.

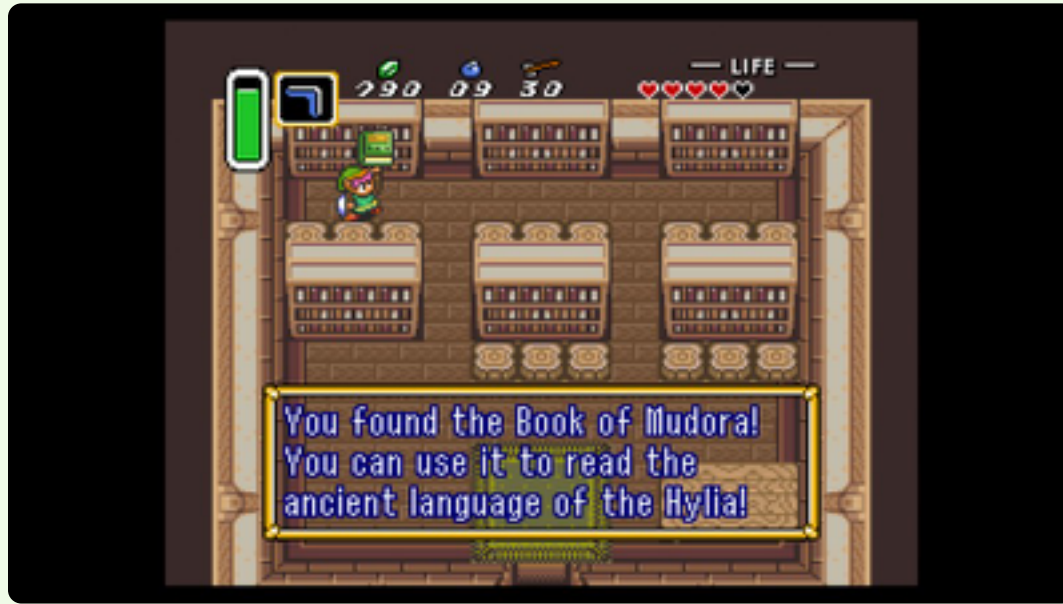
And I obviously don't read my own post.



NoFaceFred 07/31/2015 1:46 PM

I had forgotten about Hyrule Histori-- er, the Book of Mudora. Required to

access the Desert Palace, iirc, so it's a good thing I have an urge for exploration.



Yeah!

1



NoFaceFred 07/31/2015 1:55 PM

Fun little maze-running game that probably evolved into Hyrule Hotfoot right there. First heart container complete, and I think I have everything to tackle the Desert Palace. Time to get back on track.



Yeah!

0



NoFaceFred 07/31/2015 2:00 PM

Got sidetracked quickly by the music of Flute Boy. Tragic tale with this kid, I look forward to getting deeper into it later on.

Also, what in blazes is an ostrich doing in Hyrule?



Yeah!

1



NoFaceFred 07/31/2015 2:10 PM

I'll take a break at the entrance to the Desert Palace for now. Can't for the life of me remember anything about navigating this place, as with every other dungeon.



Yeah!

1



Hidalgo 07/31/2015 4:01 PM

i never knew sarah tipped you off on were to go to get the ice rod. looks like he is trying to still my thunder. :P

Yeah!

1



NoFaceFred 08/01/2015 1:32 PM

This place is a maze, no doubt. Ran into a couple useless rooms already, locked in with monsters and no apparent reward other than unlocking the

door I came in by. Big jump from the rather linear East Palace...



Yeah!

0



NoFaceFred 08/01/2015 1:40 PM

Man, those fire-spitting sandtrap-bug things can be annoying. Steering clear of the Beamos' gazes is a fun challenge. They're much better in 2D games than in 3D, if you ask me. Yes, partially because they're typically undefeatable in 2D.



Yeah!

1



NoFaceFred 08/01/2015 1:42 PM

Power Glove attained! Irresistable urge to pick up every rock I come across, activate!

If only weight training was this simple in real life...



+ Yeah!

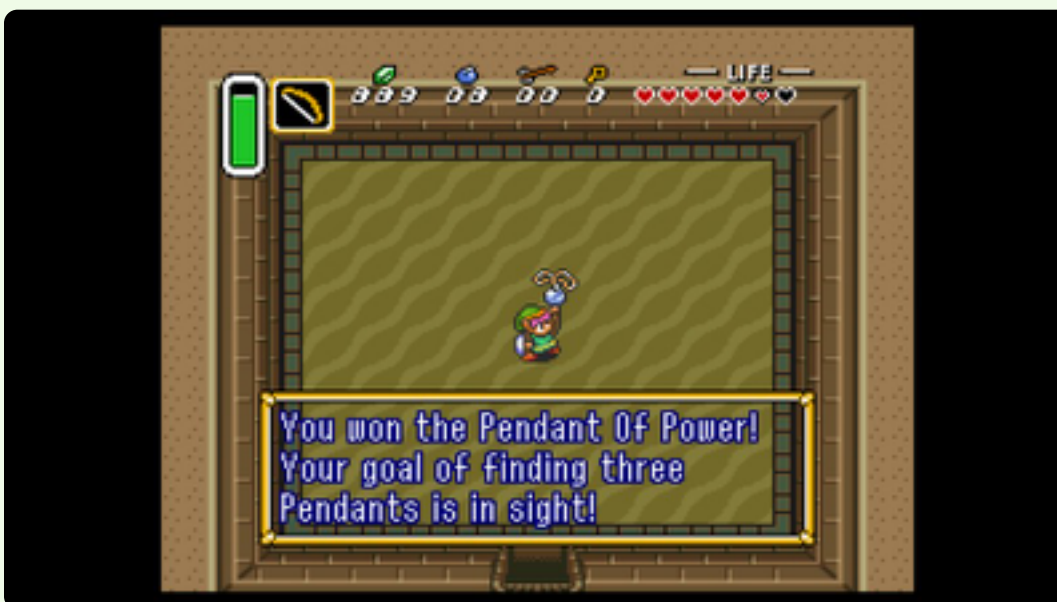
1



NoFaceFred 08/01/2015 1:56 PM

Two down, one to go! Lanmola (I think that's what those bosses were) was another good fight; not quite as interesting as Armos Knights (random, nonaggressive movements kinda bore me), but they made for tricky targets. I completely exhausted my arrow supply and had to resort to the sword.

Next stop: Death Mountain!



+ Yeah!

0



NoFaceFred 08/01/2015 2:01 PM

Of course, my route to Death Mountain will take me on a wide loop around Hyrule, where I will stop and heft around every rock I come across. Work those muscles!



+ Yeah!

0



NoFaceFred 08/01/2015 2:13 PM

Zora's Domain is just as chaotic as I remember. I liked them better when they were nice... except for when they take an hour to scoot their fat butts over.

Also, there's no more freedom-liberating moment in a Zelda game then obtaining the flippers. Never again shall I drown!



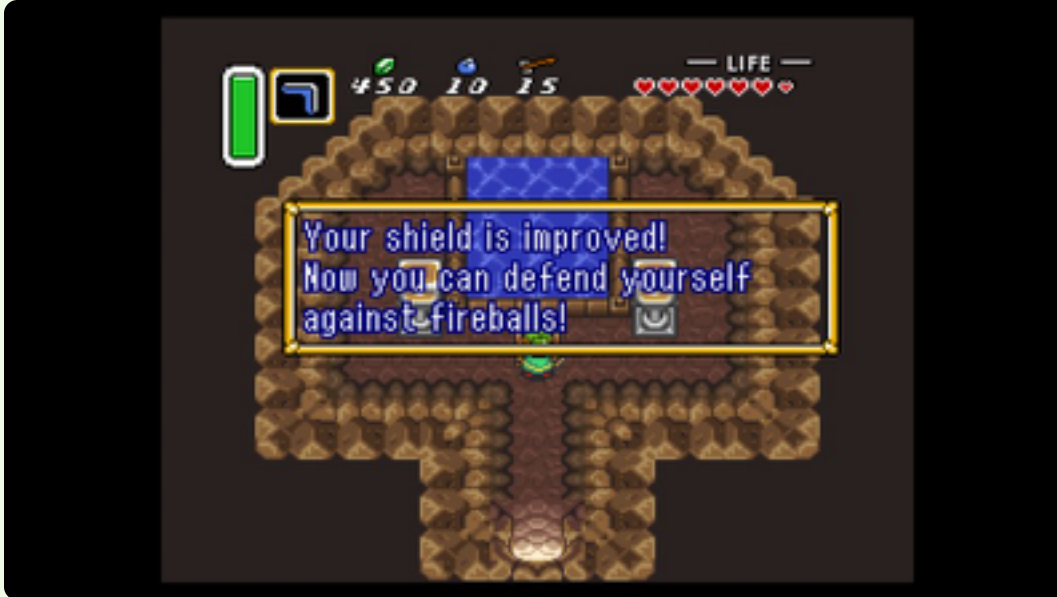
+ Yeah!

2



NoFaceFred 08/01/2015 2:16 PM

Throw garbage in the pool, demand for the Great Fairy to give it back, and get rewarded. Zelda logic.



Yeah!

2



NoFaceFred 08/01/2015 2:33 PM

I love these fake Master Swords lying around the Lost Woods. Just a nice way to add to the confusion of the place.



Yeah!

0



NoFaceFred 08/01/2015 2:47 PM

Satisfied with my rock-chucking skills, now I'm ready to scale Death Mountain. Recap of what I collected in the overworld: three heart pieces, flippers, magic powder, red shield, magic boomerang, and a small bomb capacity upgrade. (I'll revisit that Lake Hylia fairy fountain later with more cash.)



+ Yeah!

0



NoFaceFred 08/01/2015 3:04 PM

The plot thickens as Link aids an old man on Death Mountain. Tales of kidnapped maidens, travelers vanishing in search of the 'Golden Power' and the gift of an odd magic mirror are a good kick-start to bring the plot back into focus after a lack of story during the Desert Palace. No big cutscenes for all this in a old title, just the rambling of a lost old man. Unique delivery, I'll give it that.



+ Yeah!

0



NoFaceFred 08/01/2015 3:14 PM

The Dark World: a land where you are shown for what you truly are. Go figure that our valiant hero, an expert fighter, becomes a harmless bunny. Wolf Link was worlds better than this sad thing...



+ Yeah!

1



NoFaceFred 08/01/2015 3:23 PM

Got my first taste of the game's intuitive mechanic of standing in certain locations in the Dark World to reach inaccessible areas in Hyrule, and I'm eager for more! I'll break for the evening here, though. I remember the Tower of Hera giving me a hard time... Then again, so did everything else from my first run.



+ Yeah!

1



Hidalgo 08/01/2015 3:25 PM

well, atleast the bunny is cute. :P

and you are already that far in the game? great job! hope you are enjoying the game so far, because the game really does pick up in the dark world. and just so you know, you don't exactly have to do the dungeons in order.

infact, it would be beneficial to do the opposite.

👤+ Yeah♥

👤 0



NoFaceFred 08/01/2015 5:29 PM

I only remember a couple of instances where you have a choice in dungeon order; it's been a set order so far. Of course, you already know that. :P

👤+ Yeah!

👤 1 📦



Hidalgo 08/01/2015 7:16 PM

my dark world dungeon order is 1,4,3,5,2,6,7.

i like to have the opportunity to get certain things at times most close to when i want/need them.

👤+ Yeah!

👤 0



NoFaceFred 08/02/2015 1:08 PM

Not much to comment on in the Tower of Hera. Changing locations of holes in the floor is a nice mechanic, but could've been used more. I can't remember if it comes back later...

Just happy I got the Moon's Pearl for now. No more Bunny Link!



👤+ Yeah!

👤 0 📦



NoFaceFred 08/02/2015 1:15 PM

The last of the pendants is mine! I'm curious as to why the colors representing power and wisdom changed after ALttP. Started with Power being blue, nowadays it's red...

With that, off to the Master Sword! No fooling around this time.



+ Yeah!

1



NoFaceFred 08/02/2015 1:22 PM

Behold the Blade of Evil's Bane! Kinda disappointed at the lack of Lost Woods maze games present in TP and ALBW, but I don't blame the old game for leaving them out. It's got a ton of content as it is.



+ Yeah!

1



NoFaceFred 08/02/2015 1:24 PM

They've been lurking five feet from the front door since you took refuge

there, Zelda. I'm surprised it took them this long to find you...



Yeah!

0



Hidalgo 08/02/2015 1:26 PM

you will see floor changing in another dungeon in the dark world.

and be prepared to die alot more then you did in the light world.

Yeah!

0



NoFaceFred 08/02/2015 1:28 PM

First Link's uncle, now the Sanctuary guy. That's two more NPC deaths than most other Zeldas have... On top of that, the enemy soldiers are brave men who put their lives on the line to defend Hyrule. They have no control over their actions. They aren't in their right minds. Yet Link has to klll them by the dozen to get to the man behind it all. Heavy stuff here...



Yeah!

0



NoFaceFred 08/02/2015 1:29 PM

Thought so Hidalgo, thanks.

And yes, I'm prepared to add on many game overs from this point forwards. Dark World enemies leave a serious mark...

Yeah!

0



Hidalgo 08/02/2015 1:33 PM ·Spoilers

the game is much deeper then it makes itself out to be, which i love. it is very sad, but believe me when i saw it isn't in vain.

Yeah♥

1



NoFaceFred 08/02/2015 1:44 PM

Got it. Bug net armed and ready!

Throwing me in the darkness put a nice twist on fighting Hyrule guards. Sword-beam spamming my way up the tower was a blast.



Yeah!

1



NoFaceFred 08/02/2015 1:52 PM

I get my first look at Aganihm in this cinematic scene of Zelda's second kidnapping in the game. Nice effect with the floating, Aganihm. Necessary?

Nah, it's probably just for dramatic effect.



Yeah!

0



NoFaceFred 08/02/2015 1:54 PM

Time to belittle the mighty wizard... with a bug net!! Oh, the humiliation!



Yeah!

0



NoFaceFred 08/02/2015 1:58 PM

Nope, I didn't swing my sword once during that fight. The net is mightier than the sword.



 Yeah!

 2 





NoFaceFred 08/02/2015 2:03 PM

Drawn back into the Dark World... Now the quest begins in earnest. I'll be wrapping up this portion of the log, as the absurdly short new hundred-comment limit on a single post draws near.

Also, is that Ganon's Caste silhouetted against the sun? I never noticed that before now.



 Yeah!

 1 



Hidalgo 08/02/2015 3:38 PM

good progress o far. keep up the good work!

 Yeah!

 0

Add a Comment

You must sign in to post a comment.

Sign in using a Nintendo Network ID to connect to users around the world by writing posts and comments and by giving Yeahs to other people's posts. You can create a Nintendo Network ID using your Wii U console or your system in the Nintendo 3DS family.

[Use of Miiverse](#)



[Details about Miiverse](#)



[Interest-Based Ads](#) [Contact Us](#) [Privacy Notice](#)

© 2017 Nintendo