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Legend of zelda level 2

Remove or reset the spaces between the boxes --- Map of the dungeon in flash - Map of the dungeon in PNG A B C D 1 2 3 4 5 6 7 8 Keys: A7 - C8 - C5 - C4 Map : D6 Compass : D 7 Bombs : D4 Magic Boomerang : D5 Perfectdams Back home the adventure of Zelda Back home Nintendo Nes - Version Française - English version - The Legend of Zelda - Level 2 Moon (Quest 1) Marked Map (Order Poster) Home | Select Zelda map | Map of Prev | Next Map Toggle Map The Legend of Zelda - Level 2 (Quest 2) Labeled Map (Order Poster) Home | Select Zelda map | Map of Prev | Next Map Toggle Map 3.1 Getting to Level 2Total LifeHeart Containers4/13 The route to the second dungeon is pretty straight forward and there's nothing extra for us to do at Overworld. If you haven't acquired a few additional upgrades and heart containers, check out the first chapter of the guide. From the start screen, walk to the right four screens, two monitors, two right screens, onto a screen, left a screen, and up to a screen to get to the dungeon. Your path has encountered a number of rather simple Overworld enemies including Octoroks, Tektites, Zoulas, Leevers, and Moblins. If you're having trouble getting through the second dungeon, a filter shop is nearby. From the dungeon, head down a screen, right a screen, under a screen, left two screens, and up to a screen along the right side. Use the blue candle to burn the shrub that is third from the top on the left side of this path. 3.2 MoonTotal LifeHeart4/13 Containers Enemies: Rope, Moldorm, Stone Statue Bosses: Dodongo Elements: Compass, Dungeon Map, Magic Boomerang, #5 Heart Container, Fragment #2 Places: Level 2: The Moon x12 from the Start Screen, Head Up Through Door Above. x5 Here you will find an enemy known as rope. A strange name, indeed, considering they are snakes. They'll wander around but once you're on their direct line of sight, they'll quickly run over. Defeat them with a simple vertical sword and usually drop nice rewards. Go through the door to the left that opens. x6 There are six more Ropes in this room and once they have all been defeated, a key will be left behind. Grab it and then return to the entrance of the dungeon. This time take the path to the right. x5 Five more ropes can be found here and once they have all been defeated, another key will appear. Grab it and then take a screen. x3 Three more ropes appear in this room, but you can simply avoid them. Use a key to head through the locked door to Right. x6 This room has six Gels, but there is no need to defeat them. The compass is in the corner of the room. You can bomb the north wall if you want, as it creates a shortcut and will save you a key. If you have no return bomb left a screen and then head up. x5 The five Red Goriya in this room do not need to be killed and can proceed through the locked door on the right. Surprisingly, one of the Goriyas in this room, if defeated, will cause all five to be defeated immediately, giving you all the spoils without having to do the job. x5 Five more Gel in this room and you can avoid these types as well. Grab the Dungeon Map. You can once again bomb the north wall here as a shortcut, but if you don't have bombs, turn left a screen and then head up. x5 The door behind you will close as soon as you enter this room. Defeat the five rope enemies and the door will reopen. Grab the key and then head right to a screen. x3 x4 Here you will come across the blue variant of Goriya. These guys are a little tougher and they're going to get a few extra hits. In addition, this room has four stone statue enemies. These statues can shoot beams towards you. Avoid the rafters and beat the Goriyas to get the magic Boomerang. This upgraded boomerang will extend throughout the full screen, allowing you to stun and defeat enemies from far beyond. It's a little weird that we'll be upgrading so soon after getting the initial boomerang, but oh well. This room is another room that has a secret wall to the north, so use a bomb to blow it up. If you don't have bombs, head left a screen and then up to a screen. x1 Here you will meet a new enemy known as Moldingorm. Every time you hit the enemy a part of his body will fall and you can repeat this process until the full enemy is defeated. Grab the key left behind and then head right to a screen. x4 x4 This room has some blades traps and Keese. You can use your newly acquired Magic Boomerang to get red from the four Keese. With the defeat of all four of them, some bombs will be left as a reward. Grab them and you can use one to blow up a secret path to the north. Alternatively, if you want to keep your bombs, back left a screen and up to a screen. x8 Defeat all the ropes in this room to unlock the front door. Before proceeding in this direction, take the door to the right. x4 Here you will find four Gels. Once a few rupees are defeated they will fall as a reward for you. If you head up through the door, you'll find the Old Man who gives you a hint about the upcoming boss: Dodongo dislikes smoke. Backtrack left a screen and went up to a screen. x5 Defeat the five Red Goriya in this room and you will leave behind some bombs, which is great as their for the room in front. Also, while completely useless, you can bomb the wall to the right to quickly reach the room with the Old Man. Progress up through the door to take over the dungeon boss. Dodongo will walk around the room in a random pattern and doesn't really have any particular attacks. Your sword doesn't damage the boss, and the only way to do damage is with the bombs. The best bet is to get as close to Dodongo as you can as it is walking towards you and throw one at a time in his path. You want to get close enough, so you're almost putting the bomb in his mouth. Dondongo will devour the bomb and detonate, damaging the boss. Repeat this process once again to defeat Dodongo. After its defeat, grab the heart pot that has been left behind to increase your overall life meter. x4 Walk to the center of the room and grab the second fragment of the Trinity of Wisdom. in: The Legend of Zelda Dungeons English Share This article is about Level 2, a dungeon of the First Quest. For the dungeon in the second search, see level 2. The entrance to Level 2 The Legend of Zelda (1987) Level 2, also known as The Moon, is the second dungeon of the Legend of Zelda. This dungeon has a blue color theme. The entrance is located deep in the green forest, northeast of the screen where the game begins. Dungeon Most level 2 rooms require Link to kill a group of either ropes or Goriyas, although the map and compass are kept by Gels, and the Moldorm makes its first appearance in the series here. Level 2 holds four keys, but only three locked doors - and none of them block the Link route to the dungeon item or the boss. Locked doors can be bypassed by destroying weak walls. making it possible to visit each room without the use of a single key. The Old Man can be found near the northeast corner of the level, waiting to give link advice, DODONGO dislikes tobacco. This is an element that the boss, a Dodongo, can be defeated with bombs. This level is the only one in the game that does not have an underground area where an item is taken. Elements In the integration process level 2 Link receives: Magical Boomerang Heart Container Triforce Shard Enemies Trap Trap Gel Goriya Keese Moldorm Rope Boss The legend of Zelda dungeons community content is available under CC-BY-SA unless otherwise stated. Noted.