Nintendo

GAME BOY COLOR

U/CGB-BM7E-USA

# THE LEGEND OF ZELDA®

## ORACLE OF AGES™

INSTRUCTION BOOKLET

ONLY FOR GAME BOY COLOR

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The Legend of Zelda: Oracle of Ages and The Legend of Zelda: Oracle of Seasons together form a two-part quest when you continue your game using the Link System (see pg. 16). Please keep your Game Pak in a safe place after finishing the game. We recommend that you save files before the final battle in the game.

# A NEW CHAPTER

Link awoke one day to find himself deep in a strange forest. As he started to walk through the woods, he heard cries for help coming from just up ahead of him. Link hurried toward the voice, only to find a group of monsters surrounding the woman who was screaming. When the monsters saw Link, they immediately fled.

The woman who was being attacked was none other than Impa, nurse to Hyrule's Princess Zelda. Impa said she had come to the forest to search for a singer named Nayru.

"Can't you help me look?" Impa asked. Despite the strange look she gave him, Link could not refuse her request. Together they found a large stone with a rune on it. Naturally, Link moved the stone, but Impa wouldn't so much as lay a hand on it.

As they traveled even deeper into the forest, they found a young woman singing. Invited to sit by the group of animals that listened to the girl's song, Link joined in the circle and let the beautiful song fill his ears and penetrate his heart. This was surely Nayru, the singer Impa was searching for. Just then, Impa erupted in a cackling laugh.

"Ah ha ha ha ha ha!"

A darkness surrounded Impa, and a frightening shadow lifted from her body.

"Nayru! Oracle of Ages! I, Veran, Sorceress of Shadows, shall make you my own!"

The shadow that called itself Veran began swooping about the forest before flying straight into the body of the frightened singer. A blinding light shone forth from Nayru's body.

When Link's eyes had grown used to the light, he realized that Nayru looked very strange. Her face seemed veiled in shadow, and her bright smile had vanished. A piercing, evil gaze had replaced it.

"Ha ha ha ha ha!"

"Now the power of the Oracle of Ages is mine! I can travel through time at will! Now a new age shall begin—an age of shadows!" And with that, Veran and Nayru vanished.

Nayru was actually the Oracle of Ages who controlled time in this land of Labrynna. When the oracle was kidnapped, the flow of time in Labrynna was distorted, and strange things began to happen. Before vanishing, Veran said, "When the past changes, so does the present." Her plan was to travel to the past and gather power from the sorrows of the people of Labrynna so that she could create her age of shadows.

Will Link be able to free Nayru from Veran's evil clutches? Such is the quest that Link must now undertake.

# LEGENDARY FIGURES

## Link



After being plucked from Hyrule by the Triforce, Link finds himself in the distant land of Labrynna. After saving Impa from marauding monsters, Link learns about Nayru, the Oracle of Ages, and embarks on a new adventure.

## Nayru



As the Oracle of Ages, Nayru wields power over the currents of time in Labrynna. She is a wise and serene young woman who spends her days singing songs and wishing for peace. Little does she know the Sorceress of Shadows covets her powers…

## Ralph



Ralph is Nayru's hot-tempered childhood friend. His hastiness and lack of focus can sometimes lead to trouble. Having seen his dear Nayru taken from before his very eyes, Ralph is determined to rescue her.

## Veran



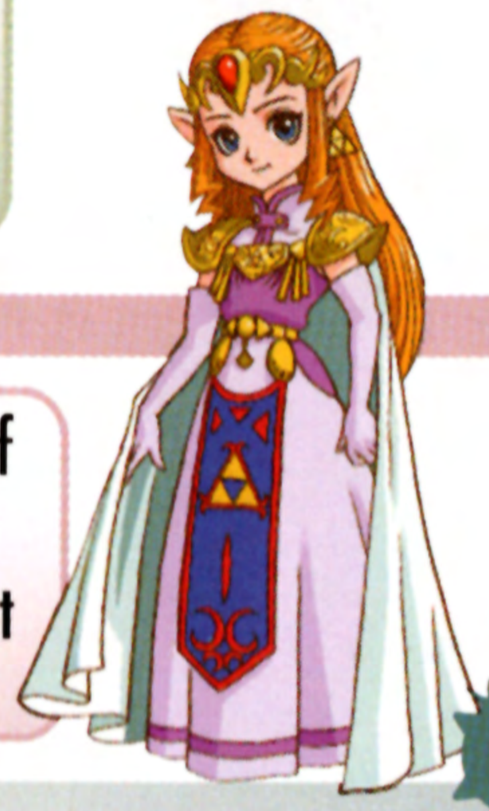
Veran, who has disrupted the flow of time in Labrynna, is the Sorceress of Shadows, and is able to possess the bodies of others and force them to do her bidding. Her plan is to control time from the past to fulfill her hidden desires.



## Ambi

Ambi is a Labrynnian queen from the distant past. She's been building Ambi's Tower, but recently the villagers have begun to call it the Black Tower. Something has changed the queen's once kind nature, but just what remains a mystery…

## Princess Zelda



The Royal Princess of Hyrule is a symbol of the people's hope. Her vivid dreams allow her to predict when something evil is about to happen in the world.

## Maku Tree

This giant tree is Labrynna's guardian. Link is able to earn her favor by helping her in the distant past—when she was but a young sprout.





## Impa

As royal nurse, Impa has cared for Hyrule's Princess Zelda since her birth. Link rescues her from an attack by roving beasts, but something about her doesn't seem right…

## Maple

Maple is an apprentice witch to her grandmother. She often sneaks away from training and flies around on the magic broom she recently learned to ride. Occasionally, she unexpectedly flies down and crashes into Link.



## Vasu



The only jeweler in the world of Labrynna, he appraises the secret powers of rings made from magical seeds. Vasu also has two pet snakes.



## Bipin & Blossom

Bipin is a famed tree planter who grows Gasha Seeds, and freely offers information about them to curious travelers. Blossom is his wife. Together they have a young child who is full of promise. What kind of man will this child grow up to be?

## Great Moblin



The Great Moblin has begun to harass the Gorons with the hope of getting a monopoly on their prized Bomb Flowers.

These are but a few of the interesting characters you'll meet on your quest.

# CONTROLS

## + Control Pad

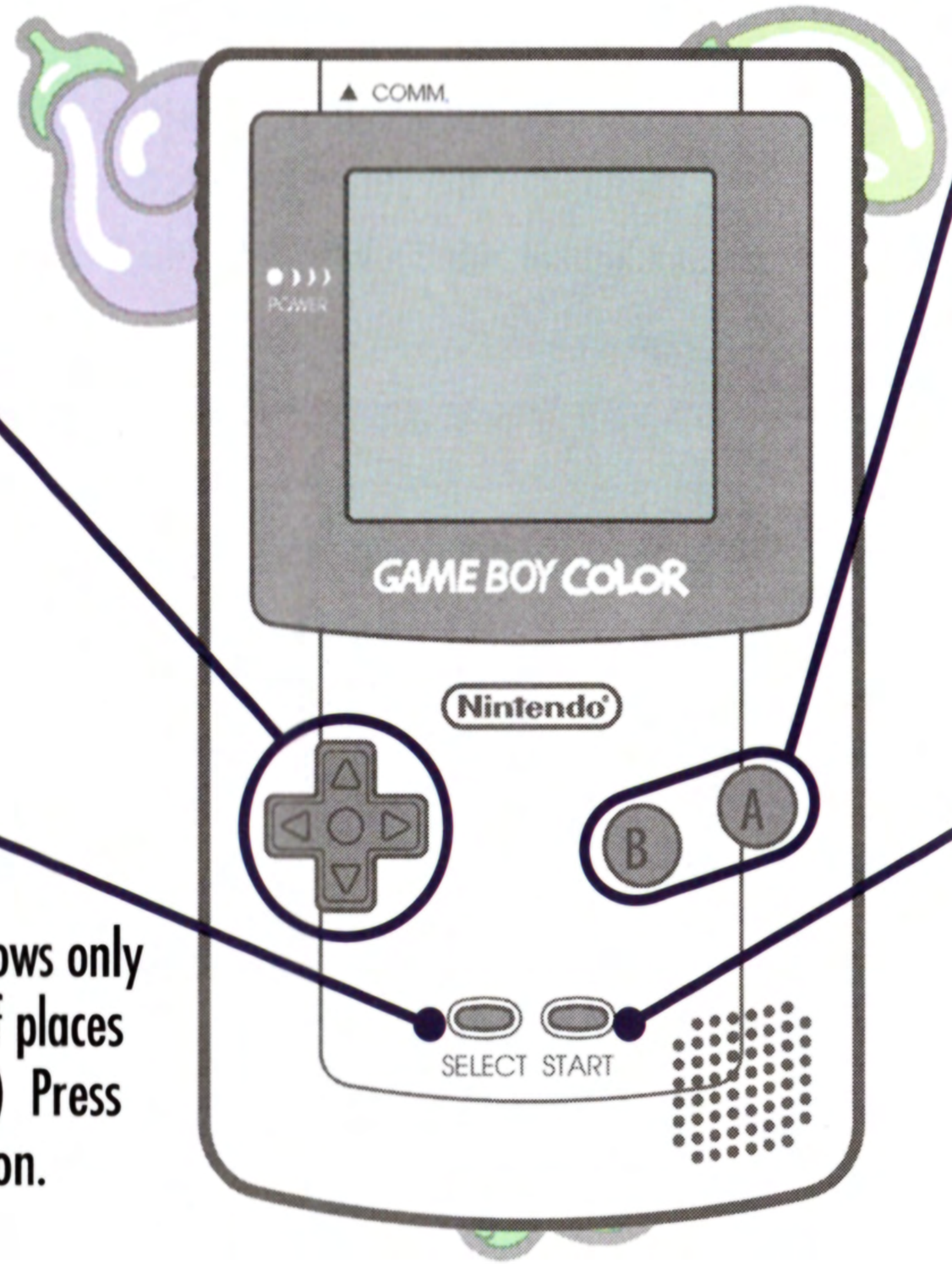
### *Move Your Character*

Press the + Control Pad to move in eight different directions. You also can move up and down stairs and jump from stairs in some places. The + Control Pad also moves the cursor. (Pg. 24)

## SELECT

### *View the Map Screen*

Press SELECT to view an entire map of Labrynna. (It shows only the places you have explored.) You can check names of places and Link's current location on the Map Screen. (Pg. 22) Press SELECT to view a dungeon map when you are in dungeon. (Pg. 38)



## A / B Buttons

### *Use Items / Talk / Confirm Selections (A Button only)*

You can assign different items to the A and B Buttons. You can also press these buttons to talk to villagers and check suspicious places. Press the A or B Button to see the next part of a long message. Also, press the A Button to confirm menu selections. (Pg.26)

## START

### *View the Subscreens*

Use the Subscreens to change the items set to the A and B Buttons and to view your items and quest status. The three Subscreens are the Item Screen, the Quest Status Screen, and the Essence Screen. Press SELECT to switch from one screen to the next. (Pg. 21)



## Quitting Your Game

Open the Save Screen to quit your game. Choose SAVE on the Essence Screen to open the Save Screen. (Pg. 19) You can also reset your game without saving by pressing the A Button, B Button, START, and SELECT all at the same time.

# GETTING STARTED

## Pick a File




Press START during the opening movie to go to the Title Screen. Press START again to see the File Selection Screen. Choose any existing file then set the message display speed to continue a saved game. The game will continue from the last building or dungeon you entered before saving.




## Enter Your Name




To start a new game, select an empty file and press START or the A Button. Next, select NEW GAME and press the A Button again to see the Name Entry Screen. Enter any name up to five letters long. Use the + Control Pad to move the cursor and press the A Button to enter letters. Press the B Button to cancel the last letter entered. After entering your name, choose OK to create the new file.

After entering your name, choose your new file to play.

## Message Speed

After selecting a file, you must set the speed for text messages to display. Set the speed to between 1 (slowest) and 5 (fastest). You can change the Message Speed at any time on the File Selection Screen.




The File Selection Screen also shows how many lives you've used.

## Copying Files

You can copy the data in one Save File to another Save File. Select COPY on the File Select Screen and press START or the A Button. When the Copy Screen appears, select the file you want to copy and press the A Button, then choose COPY. You can also choose to quit at this point.

You can copy a file's data over an existing file, but all of the existing file's saved data will be lost when it is replaced by the new data.











## Erasing Files

To Erase existing files, select ERASE on the File Selection Screen and press START or the A Button. On the next screen, choose ERASE to erase all of the data in the file you selected. Otherwise, choose QUIT. If you want to start a new game when all three files have existing data, you must erase one of the existing files.

**Files that have been erased or saved over can never be recovered.**











# THE LINK SYSTEM

You can play The Legend of Zelda: Oracle of Ages and Oracle of Seasons as two separate, independent games, but by linking the two together, you'll have an even deeper adventure.

As you play the two games, you'll learn many passwords, or secrets, that can be used to link the two games. These secrets that link the two games make up the link system.

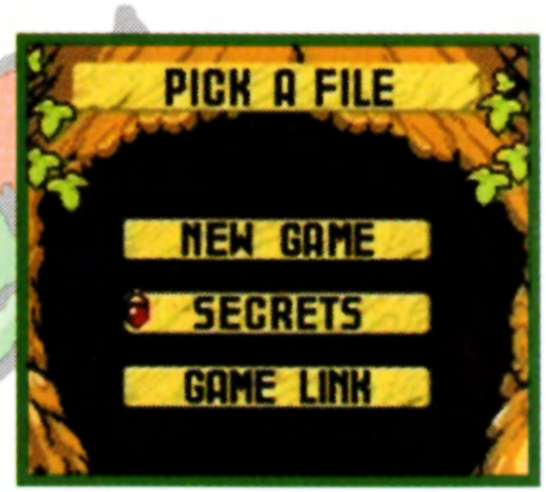



**Use Secrets or the Game Link Cable**




## Beginning a Linked Game

To begin this game as a continuation of The Legend of Zelda: Oracle of Seasons, choose an unused file on the File Selection Screen, then choose SECRETS or GAME LINK.




***You cannot choose a file name when starting a linked game.***

## Secrets




After choosing SECRETS, enter the secret password you learned after completing Oracle of Seasons. (You can review your secret in the Hall of Secrets on the completed Game Pak.)

- The secret shown on the right is only an example. It doesn't actually work.

## Game Link



You must have two Game Boy Color systems and a Game Link® cable to use the GAME LINK feature.

Insert a new Oracle of Ages and a completed Oracle of Seasons Game Pak in separate Game Boy Color systems and connect the two systems with a Game Link cable. Next, turn the power ON and select GAME LINK in Oracle of Ages. Choose the file you want to continue when the Oracle of Seasons file list appears. Do not unplug the Game Link cable until DONE appears on the screen. Unplugging the cable during linking may cause saved data to be lost.

- To link, you must have completed Oracle of Seasons.




Don't press any buttons on the Game Boy Color with Oracle of Seasons in it!

## Using Secrets

You will learn many passwords, or secrets, when you play a linked game. In addition to the secret for traveling to another land, you'll learn secrets for powering up items, bringing rings from another land to Labrynna, and for taking rings to another land.



# SAVING & ENDING THE GAME




Be sure to save your game on the Save Screen before you quit playing so you don't lose any items or Pieces of Heart you've collected. Choose SAVE on the Essence Screen to go to the Save Screen, or just press START and SELECT at the same time. The Save Screen features the following options:

**Continue** Continue playing your game without saving any data. Choose this option when you do not want to save. To restart your game from the last time you saved, turn the power OFF and restart the game from the File Selection Screen.

**Save & Cont.** Continue playing your game after saving your game progress, including all items and Pieces of Heart.

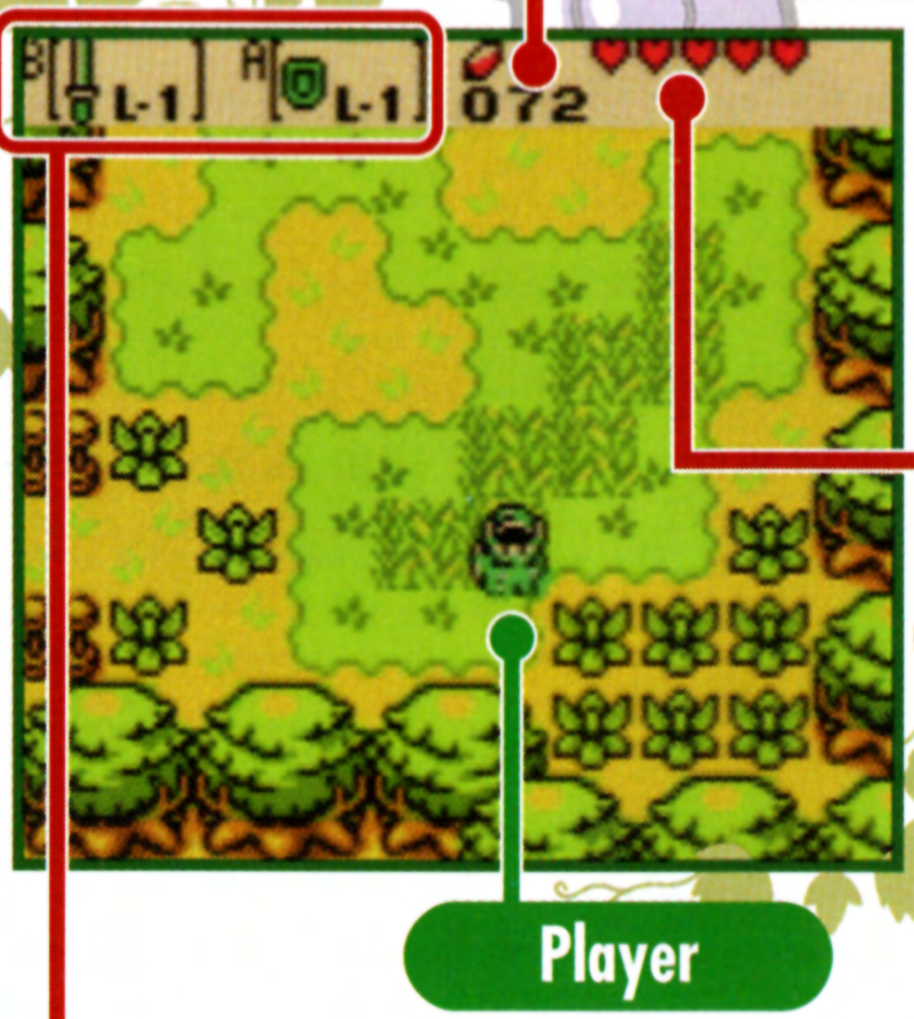
**Save & Quit** Save your game progress, including items and Pieces of Heart, and quit playing. (The opening movie will appear.) You can then restart your game from the last dungeon or building you entered.

Even if you run out of life energy (Hearts), you can still save your game progress.

# GAME SCREENS

## The Main Screen

Move Link through his quest.




### Rupees (Money)

The number of Rupees you have is shown here. You can carry up to 999 Rupees.

### Life Energy Meter

Your life energy is represented by Hearts. The Life Energy Meter decreases as you take damage. When your life energy is all gone, your game will be over.

### Player

### Selected Items

The items you have chosen to use are shown here. Press the B Button to use the item shown on the left and the A Button to use the item shown on the right.

# The Subscreens

Use the Subscreens to change items and review quest progress. When an item is selected, the name of the item and a description of it will appear at the bottom of the screen.




## Item Screen

Items you use by pressing the A and B Buttons are shown here. Items will be added to the screen as you find them. You can set items to the A and B Buttons on this screen as well.

Press SELECT




## Quest Status Screen

This screen shows items such as Zora's Flippers and Magic Potions that can be used automatically. On this screen, you can also choose which ring you'll wear.

Press SELECT




## Essence Screen

The Essences of Time that you have collected will be shown on this screen. You can also choose to SAVE on this screen. (Pg. 19) You can check your Pieces of Heart on this screen, too. (Pg. 42)

Press SELECT

Press START on any Subscreen to return to the Main Screen.

# World Map Screen

Use the World Map Screen to view the entire world, check your current location and check destinations.




**This screen is also used when warping.**

Locations of dungeons and names of places are shown only if you have already visited those places. Use the + Control Pad to move the cursor and press the A Button to display the name of the place or dungeon. (Press the B Button to hide the name of the place or dungeon.) The icons on the next page will be shown when you position the cursor on trees, shops, dungeons, and other important places on the map. Use them as reference to help you in your quest.

- Press SELECT or the B Button to go back to the Main Screen.

## Dungeons & Caves



This marks dungeons and caves where Essences of Time are hidden.

## Houses & Shops



This indicates places like towns and villages where many people live. You may find aid in some of these places.

## Time Portals



This icon marks gaps in the currents of time used to travel between the past and present. You must give power to these portals before you can enter them.

## Mystical Trees

These are trees that bear magical Mystical Seeds and act as warp points when using Gale Seeds. The icons differ depending on the seeds the tree produces.



Ember Tree | Mystery Tree | Scent Tree | Pegasus Tree | Gale Tree

# ACTIONS

## Basic Actions

You don't need any items to perform the six basic actions listed below.

### Walk

Press the + Control Pad to walk in any one of eight different directions.

### Talk/Search

Approach another character and press the A Button to talk. You can also check signs and strange places in the same way.




### Open Chests

Stand in front of a treasure chest and press the A Button to open it and get the treasure inside.



## Push Objects

Face an object such as a block or statue and press the + Control Pad in the direction you want to push the object. Try moving all sorts of objects in all sorts of places.




## Jump Down

It is possible to leap off ledges found outside and inside dungeons as long as there is no obstacle at the edge of ledge. Hold the + Control Pad in the direction you want to leap.






## Climb Up and Down

Press ↑ or ↓ to climb up or down stairs or ivy.



## Using Items

You can perform the following actions only by using certain items.

When a description tells you to press a button, it refers to the button (A Button or B Button) that you've assigned the item to on the Subscreen. Some actions can't be performed in certain conditions.

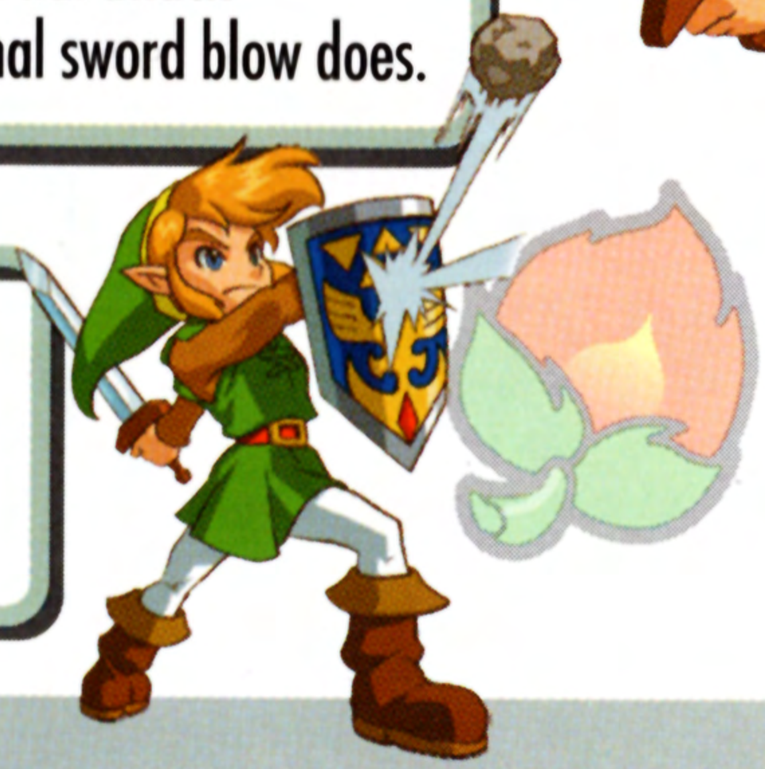
### Sword: Attack

Press the button to swing your sword. If you hold your sword out by holding down the button, you can move without changing direction. Hold down the button to build up power in your sword's blade. Once the sword has powered up, release the energy in a spin attack. This special attack technique inflicts more damage on enemies than a normal sword blow does.



### Shield: Defend

Press the button to use your shield to block enemy attacks. Depending on the shield you're using, you may not be able to block all attacks.



## Power Bracelet & Power Glove: Lift and Throw

Face an object like a grass clump or clay jar and hold the button down. Then press the + Control Pad in the direction opposite the one you're facing to lift the object. Press the + Control Pad in the direction you want to throw the object and press the button again to throw it. You can damage enemies by hitting them with thrown objects.

## Roc's Feather: Jump

Press the button to jump over pits or dodge an enemy's attack. If you jump while using the Pegasus Seeds, you will jump much farther than normal.



## Pegasus Seeds: Run

Press the + Control Pad to run in one of eight different directions for as long as the Pegasus Seed effect lasts.

## Zora's Flippers: Swim & Dive

Press the + Control Pad to swim and the B Button to dive. By repeatedly pressing the A Button, you can swim faster than normal.



# ITEMS

## Selected Items

Press the A Button or B Button to select an item and use it. At the start of your quest, you will have no items. Your inventory of items will increase one by one as you meet people, explore dungeons and find new items.

Selected Items can be changed on the Subscreen. Use the + Control Pad to move the cursor onto an item and press the A Button or B Button to assign the item to that button. Some items, like the Seed Shooter can be used only a limited number of times. The number of times you can use an item is shown next to the item. There are different levels of power for the sword and shield. The level will be shown next to the item once it is powered up.

### Sword



The Sword is your main weapon. Use it to attack enemies and to cut grass. It is said that a very powerful sword and a very special sword are hidden somewhere in the land.

### Shield



Use the shield to defend against enemy attacks. Some enemies can't be defeated unless you use a shield. Once you find a stronger shield, you'll be able to defend against attacks your regular shield couldn't handle.

## Harp of Ages



Use this harp to move back and forth between the present and the past. Playing tunes on the harp allows you to travel through time. (Pg. 32)

## Seed Satchel



The Seed Satchel holds your Mystical Seeds. Set the Seed Satchel to the A or B Button to use the seeds.

## Roc's Feather



Roc's Feather magically makes your body feel much lighter and allows you to jump into the air. Use Roc's Feather to jump over pits and dodge enemy attacks.

## Power Bracelet



The Power Bracelet fills your body with strength and enables you to lift stones, earthen pots and clumps of grass. You can also throw these objects.

## Switch Hook



Shoot this hook at distant objects to trade places with them. It also works on certain enemies, causing you and the enemy to switch places.

## Seed Shooter



Use this weapon to shoot your Mystical Seeds at distant objects and enemies. The seeds can ricochet off of walls and other objects to travel even farther.

## Cane of Somaria



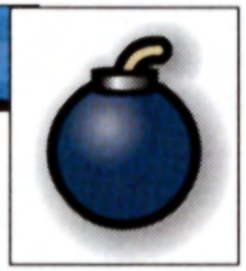
With a single swing, this cane will magically cause a large block to appear before you. Blocks created with the cane can be carried, thrown and even pushed around.

## Shovel



Use the Shovel to dig holes in the ground or to clear away snow. You might be able to find buried treasure, so dig holes in many different places.

## Bombs



A Bomb blast can damage enemies or blow holes in cracked walls. Press the button to pick up a Bomb, then press the button again while holding the + Control Pad to throw it.

## Flute



Play your flute to call a friend for help when you need it. If your friend is too far away too hear the flute, though, he may not come.

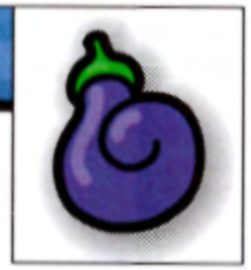
# Mystical Seeds

## Ember Seeds



Flames shoot out of this strange seed when it is cracked open. Use Ember Seeds whenever you want to light a fire.

## Mystery Seeds



You never know what to expect when you use these seeds. It's said that placing Mystery Seeds on particular objects will earn you hints related to your quest.

## Scent Seeds



Scent Seeds emit a distinct smell that attracts certain monsters and enemies. Not all enemies you meet will be affected, though.

## Pegasus Seeds



Rub a Pegasus Seed on yourself to move faster than normal. If you hit an enemy with one, though, the enemy will stop in its tracks.

## Gale Seeds



Gale Seeds produce miniature tornadoes when cracked open. These winds can carry you directly to any Mystical Tree you've found. If you shoot a Gale Seed at an enemy, the enemy will be blown far away.

**A screen for selecting Mystical Seeds will appear each time you set the Seed Satchel or Seed Shooter to a button.**

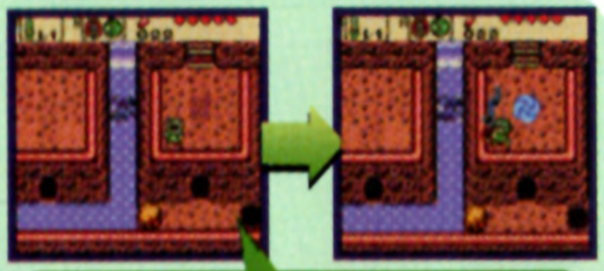
# The Harp of Ages and its Tunes

By playing the three different tunes on the Harp of Ages, you can travel back and forth between the past and the present.

When you set the Harp of Ages to a button, choose a tune to play from the window.

### Tune of Echoes

This tune gives power to the Time Holes, allowing you to travel between the past and present.

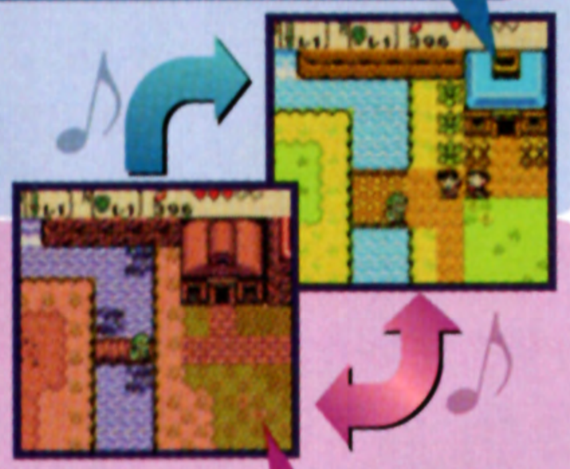


Playing the Tune of Echoes

### Tune of Currents

This tune immediately takes you from the past and returns you to the present.

Playing the Tune of Currents



### Tune of Ages

Play this tune to immediately travel to another age. Move from past to present or present to past.

Playing the Tune of Ages

These icons appear on screen after using the harp to warp. They indicate the current age:

 Present

 Past

## Other Items

The items below are different from Selected Items. You use these automatically when you find yourself in need of them.

### Zora's Flippers



You'll be able to swim after you get Zora's Flippers. Use the + Control Pad to swim and the B Button to dive underwater. Press the A Button repeatedly to swim faster.

### Magic Potion



If you have a Magic Potion when your life energy reaches zero, your energy will be replenished. Magic Potions can be used only once, and you can carry only one of them at a time.

### Tuni Nut



This nut is the symbol of Symmetry City – a city found in a distant corner of the world. If anything happens to this nut, the city will fall into a state of severe imbalance.

### Poe Clock



It is said that one who is able to help a wandering spirit move on to the afterlife will be given this strange clock in return. Surely someone, somewhere, needs a clock.

## Rings

The many Magical Rings made from Mystical Seeds have special powers, and the effects of each ring are different. These rings can be found throughout the lands, but some of them are extremely rare.




## Ring Appraisal

Even if you find a ring, you will not know the ring's power until you take it to Vasu, the jeweler, to have it appraised. A ring must be appraised before you can wear it.






## Ring Box

You'll carry your rings in a Ring Box. To put rings in the Ring Box, talk to Vasu and choose LIST to see a list of all of your rings. Next, select a ring you want to carry with you from the list and press the A Button to put the ring inside the box.




## Wearing Rings

A ring's powers are only effective when you wear the ring. Select the ring you want to wear on the Quest Status Screen








Choose rings from the list to put in your Ring Box.

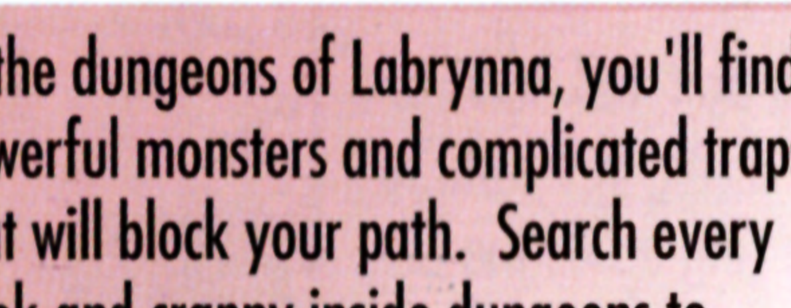
Choose a ring to wear on the Subscreen.

# DUNGEONS

In the dungeons of Labrynna, you'll find powerful monsters and complicated traps that will block your path. Search every nook and cranny inside dungeons to defeat the monsters and solve hidden puzzles.




Inside dungeons, your Rupee indicator changes to a key indicator, showing you how many keys you have.

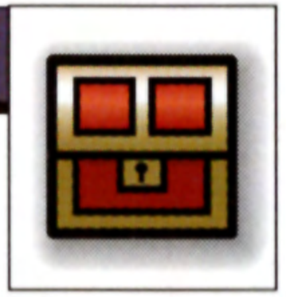






You'll have to explore many dungeons to find all of the Essences of Time. (Pg. 40)

## Treasure Chests



In dungeons, you'll find many treasure chests that may contain Rupees, items or other treasures. Some are easy to find, but you'll have to solve complicated puzzles to find others.

# Dungeon Items




The items described below can be used only in the dungeon you find them in. You can check which Dungeon Items you've obtained on the Dungeon Map.

## Dungeon Map



The Dungeon Map shows the layout of all the rooms in the dungeon. The darkened rooms on the Map Screen are ones you have not entered yet.

## Compass



The Compass shows you where to find treasure chests and the lair of the dungeon's boss. It also makes a noise when you enter a room that has an unopened chest.

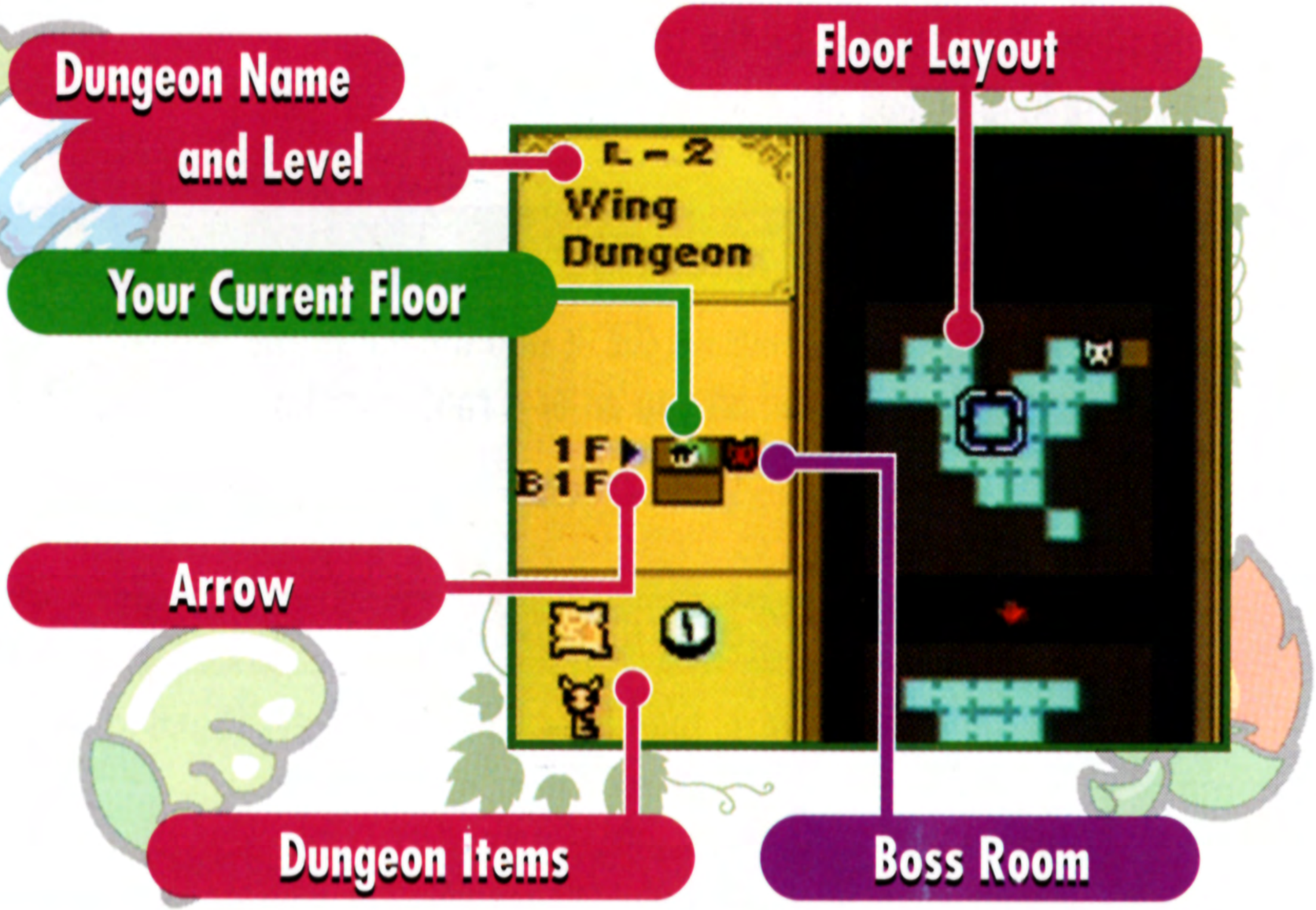
## Keys and Boss Keys



You'll need the Boss Key to open the door to the boss's lair. Other keys found in the dungeon can be used only once to open a locked door or block.

## Viewing the Dungeon Map

The Dungeon Map appears only when you open the Map Screen when inside a Dungeon. Lighted Rooms are ones you have explored. The map shows the layout of the entire dungeon. You can also check your current location and Dungeon Items on the map screen.



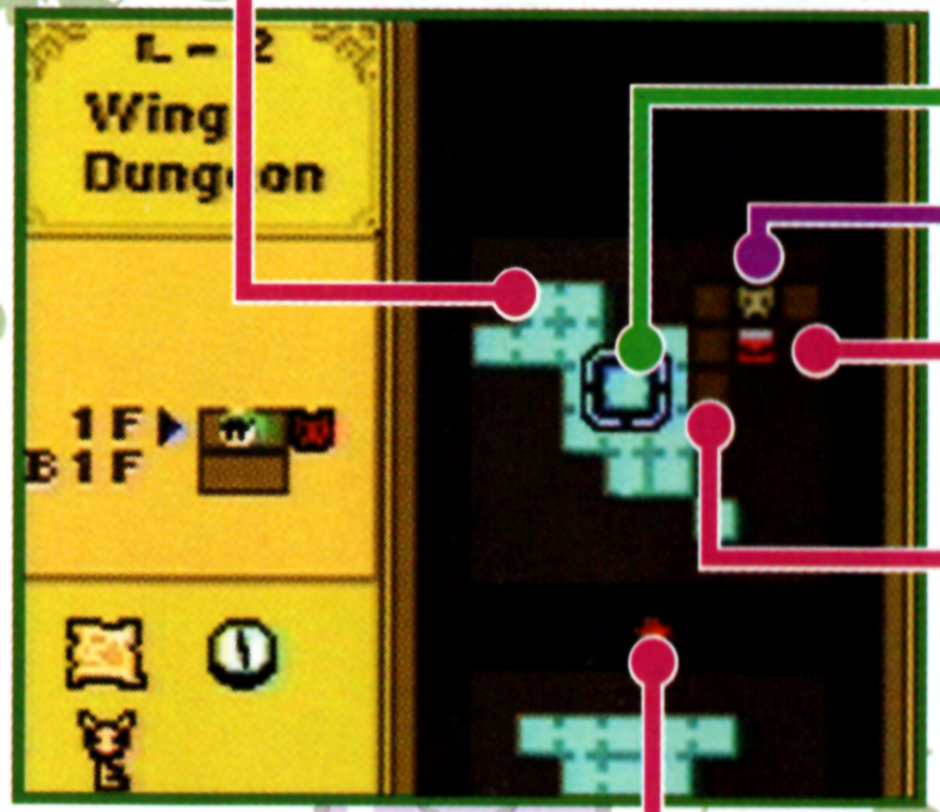
The Dungeon Map shows the layout of all rooms in the dungeon.

The Boss Room and Treasure Chests appear only if you have the Compass.



## Lighted Rooms

Lighted rooms are ones you've visited.




## Your Location

## Boss Room

## Treasure Chests

This marks rooms with unopened chests.

## Darkened Rooms

These are rooms you haven't entered.

## Arrow

This indicates additional levels in the dungeon.

# Essences of Time

Hidden across Labrynna are eight Essences of Time that possess special powers. There is one essence in each dungeon. Use your power, wisdom and courage to recover all eight essences.



## Cracked Walls

Use Bombs to blow holes in cracked walls, opening rooms on the other side. Some walls that are not cracked can also be destroyed with Bombs.




## Pits

You will lose life energy when you fall into a pit, then you'll be returned to the entrance of the room. Some pits are not bottomless—a fall into one of these will land you in the room



There are many other tricks in dungeons. If you see anything suspicious, try everything you can think of.

# HEARTS & LIFE ENERGY





## Life Energy Meter

Even if your life energy falls very low after taking damage, you can still recover by collecting Hearts. Hearts can be bought at stores, but you can also get them out of jars, from under clumps of grass, and even from some enemies. If you catch a small fairy, she'll refill six Hearts. Also, the Great Fairies found in the Fairy Fountains will restore all of your lost Hearts. Fairies and Great Fairies will be of tremendous help.

## Heart Container and Pieces of Heart


Piece of Heart


Heart Container

You start the game with only three Hearts. Your life energy increase with each Heart Container you find. Dungeon bosses keep Heart Containers, but you can also get them by collecting four Pieces of Heart. Pieces of Heart are hidden throughout Labrynna.

# Magic Potions

If you have a Magic Potion, your life energy will be completely replenished the instant it reaches zero. A Magic Potion is very useful, but it can be used only once, and you can carry only one at a time.

Finding such a valuable item will likely require great effort!

It is rumored that a witch makes and sells Magic Potions in her shop in some far-off corner of the world.



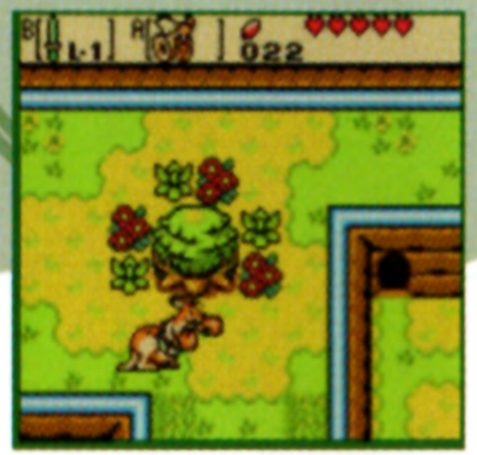


# PARTNERS IN YOUR JOURNEY

You'll meet several reliable friends as you travel. Each one has special abilities that can aid you in your quest.

## Ricky

Ricky will carry you in his pouch as he hops around. Ricky's best attack is his powerful punch.







## Dimitri

Swimming is Dimitri's specialty. He can swim any sea and can even swim up waterfalls. You can use the Power Bracelet to carry Dimitri around.

# Moosh

Moosh can fly around with you on his back. He can also hit the ground with great force, smashing nearby enemies.







Play the flute whenever you need a partner's aid. Your partner will show up as soon as he hears you. He won't come if the sound of your flute cannot reach him, though.

You can get only one flute to call a partner. The flute you get depends on how you go through your quest.

***You'll meet your partners again if you finish Oracle of Ages and use the secret password to continue your game in Oracle of Seasons.***

# TIPS FOR ADVENTURERS

Below are some tips that will help you in your quest.

## Traveling Through Time

Traveling through time is an important part of your quest. If you find yourself stuck in the present, travel to the past to find a way around the problem. If you can't get past an obstacle in the past, going to the present may open the way. You'll find time that travel is the key to solving many problems.

### *The Relationship Between Past and Present*

There will be times when actions and events in the past directly affect the present. Look to the past to solve problems in the present.

### *Differing Terrain*

During your travels, you may find that some terrain in the present is different from the terrain in the same area in the distant past. If the terrain of one age blocks your path, you may find that traveling to another age will open the way.

### *Tunes and Time Portals*

You can play three different tunes on the Harp of Ages (Pg. 32). There is said to be a particular tune that gives power to the Time Portals found across the land. By playing this tune, you can activate the Time Portals and use them to travel through time.

## Fairy Fountains

Visit Fairy Fountains when your life energy is low. The Great Fairies can replenish all your lost hearts. Pay attention to where the Great Fairies live.



## Fight With Maple

If the music changes and you see a strange shadow moving about, Maple is nearby. If you happen to bump into her, you'll have to fight her for the dropped items. You may get something very valuable from the fight.



## Gasha Seed

You can plant Gasha Seeds in the patches of soft earth found throughout the lands. After planting a Gasha Seed, it will grow into a tree that produces a nut. What's inside the nut is a surprise.



## Magical Rings

The Magical Rings all have different effects. Learning to use particular rings at particular times will help you complete your quest!



# LINK YOUR GAMES, RECORD YOUR SECRETS!

**Upon completing The Legend of Zelda: Oracle of Ages, you will learn the secret (password) that will let you continue your quest by traveling to the distant land of Holodrum. Record this secret below and enter it into a Legend of Zelda: Oracle of Seasons Game Pak to continue your adventure with an all new quest!**



**As you play, you'll learn more secrets that will let you bring items from one game to the other, power up the items you have, and even give new items that are otherwise unavailable! (See pg. 16 for details about linking.)**



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PLAY BOTH FOR THE ULTIMATE ADVENTURE!

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