The Legend of Zelda: Ganon’s Deception

Version 2.2

Release Date: September 25, 2005 (Version 0.2, Initial Release)

July 3, 2015 (Version 1.0, Remodel by Darklink7884)

July 6, 2015 (Version 1.1, Bugfixing)

July 10, 2015 (Version 1.2, Hacking Adjustments)

August 8, 2015 (Version 2.0, Final Version)

February 21, 2016 (Version 2.1, Bugfixing)

January 18, 2021 (Version 2.2, Bugfixing)

Warning: Use PRG-0 version of the original rom to patch the file. Using PRG-1 version can cause glitches.

Original description by “Unknown” author:

Here is a very difficult hack which starts you out having to dodge strong enemies to find a sword. The over-world and dungeon layouts and graphics have all been changed. Be prepared to encounter enemies you would not normally see above ground!

Unfortunately, this hack was still in beta form when it was first released. Many dungeons were incomplete and inaccessible. This has been fixed, so that the player can now beat the game in its entirety. I also made other changes to the game, here’s the full list:

\*\* Many overworld screens have been modified for better accessibility.

\*\* The graveyard was almost completely redone.

\*\* Some caves in the overworld have been moved around.

\*\* The amounts of secret money offered by Moblins were raised from 45 to 50, and from 120 to 150. (Version 2.0)

\*\* There is no Shop #3 in this game.

\*\* Prices have been reduced on some items. For example, the Blue Candle now costs 50 rupees, Slingshot Bullets for 45 rupees, and Fish for 40 rupees.

\*\* The selling price for a replacement Small Key was raised to 100 rupees. So now, it will cost you a fortune if for whatever reason you have to buy a new one.

\*\* Some dungeon block arrangements have been changed.

\*\* In both quests, there are three bomb upgrades (each sold for 100 rupees) so that the player can carry up to 20 bombs.

\*\* The dungeon order was changed a wee bit. For example, Level-6 (the red-colored mountain dungeon) became Level-5, and vice versa.

\*\* An extra room was added to Level-8 in the first quest. (Version 2.0)

\*\* Level-9 was re-located.

\*\* The map layout of Level-9 in the 1st Quest is still the same, but the entire dungeon has been redone with new puzzles, re-arranged dungeons, etc.

\*\* The 2nd Quest dungeons have been almost completely redone.

UPDATE 2/22/2016: Unfortunately, I unearthed two bugs in Level-8 in the first quest; the first one is in a room that leads to a bomb capacity upgrade. The shuttered door stays closed forever even after having defeated the blue darknuts. A second bug in the same room involves a false wall that you can walk through which leads back to the room with the Old Man’s clue “There’s a Secret in the Room with the Arrow.” Unfortunately, if you were to walk through that false wall, you can land in a restricted area above the NPC’s in the Old Man’s room similar to those found in overworld caves. If you were to walk through this restricted area, you can lose at least one heart worth of damage. Both of these bugs have been fixed. I also removed an extra bomb capacity upgrade in Level-7 in the first quest (there were two of them in that dungeon).

UPDATE 1/18/2021: I removed a one-way walkthrough wall in Level-4, I moved the Stepladder from Level-5 to Level-4, and I moved the Slingshot from Level-4 to Level-5, I removed an extra Heart Container from Level-5, and I made a previously inaccessible room in Level-6 accessible by changing the 1-way shutter into an open door (this room has an Aquamentus and a key).

In addition, there are some clues in the game that have been changed. They include:

\*\* “Most dungeons have incomplete maps to offer you.” Found in the overworld. This is true for first quest dungeons, but not the 2nd Quest. If you’re playing the 2nd Quest, just ignore this clue.

\*\* “There’s a secret in the desert.” Found in the overworld. The desert is in the upper-right corner of the overworld, and it can only be accessed with the use of a Raft (or “Surfboard,” found in Level-2). If you walk through the two center tiles, you’ll find the entrance to Level-4.

\*\* “Did you Get the Sword from the Old Man at the graveyard?” Found in Level-3 in the first quest. The Old Man at the graveyard will only give you the White Sword (or the “Sfrost Sword” as it’s called in this game) if you have 5 heart containers or more. Makes it easier to beat Level-3.

\*\* “Next, You Must Search the Dead-End Forest.” Found in Level-6 in the first quest.

\*\* “Next, you must Search the Eastern Docks.” Found in Level-7 in the first quest, and Level-6 in the 2nd Quest.

\*\* “There’s a Secret in the Room with the Arrow.” Found in Level-8 in the first quest. When you get to a room with an arrow mark, push left against the left wall. In the next room, go downstairs and you’ll find a Magical Key (or “Lock Pack” in this game.), which is really useful especially in the final dungeon.

\*\* “Have you found the Silver Shots yet?” Found in Level-9 in both quests. This was put there, on purpose, to make sure you don’t arrive at Ganon’s room without the Silver Shots (or Silver Arrows in the original game).