The Legend of Zelda: Born of a Legend

Version 2.3 (Demo)

Release Date: 2011 (Version 1.0, Beta Release)

February 25, 2016 (Version 2.0)

February 25, 2016 (Version 2.1, Improvements)

February 26, 2016 (Version 2.2, Bugfixes)

March 12, 2016 (Version 2.3, Bugfixes & Improvements)

December 2016 (Version 3.0, Final Release)

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

I received a request to fix this hack. This particular one was abandoned by a Spanish hacker some three to five years ago. Only two dungeons were ever completed, the third one was incomplete, and the rest of them were left untouched in their original state. The overworld map was also a mess. All that has been fixed, so that the player can now beat the first quest in its entirety.

Version 2.0

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\*\* Everything translated back to English.

\*\* The messy overworld map was fixed.

\*\* Updated overworld entrances.

\*\* The amount of rupees offered by moblins has been raised to 15 rupees, 50 rupees, and 150 rupees.

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

\*\* Adjusted prices on many items.

\*\* Some items sold at shops #1, #2, and #4 have been switched around.

\*\* Replacement small key now costs 255 rupees.

\*\* Three bomb upgrades now available in first quest.

\*\* The dungeon order was changed a wee bit. For example, Level-4 (the white-colored dungeon at the very tip of the cape) became Level-3, and vice versa.

\*\* Dungeon block, water, and statue arrangements have been changed to match those of The Legend of Zelda Challenge: Outlands. Not a perfect replica, but it’s pretty damn close.

\*\* 9 brand new first quest dungeons.

\*\* Only the first two 2nd Quest dungeons are finished.

Changes, Version 2.1 (Improvements)

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The overworld was incomplete/still under construction when I first released the demo version. This has been fixed.

Changes, Version 2.2 (Bugfixes)

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There were two Magical Boomerangs in the first quest, and the second one (which was found in Level-6) should have been the Magical Rod. A Version 2.2 patch was released to fix this problem. Apologies to everyone for the goof up.

Changes, Version 2.3 (Bugfixes & Improvements)

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There was an extra key in Level-2 in the first quest, and there were several keys missing in Level-7 and an extra Red Candle. All that has been fixed. Apologies to everyone for the goof up.

In addition, the following improvements have also been made:

\*\* Updated overworld entrances.

\*\* Moved a staircase in Level-1 in the first quest to make way for a bomb capacity upgrade.

\*\* Level-6 (the navy blue-colored dungeon that requires the use of the Ocarina to get into) has been changed back to Level-5, and vice versa. The Old Man with the in-game clue “12 Guards Watch the Ocarina” has also been moved around.

\*\* The first three 2nd Quest dungeons are now completed.

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

\*\* “Go South, West, North, West to leave the Desert.” Found in the Overworld. Apparently, the way to solve the “Lost Woods” puzzle in the Desert was changed.

\*\* “There’s a Secret in the Desert.” Found in Level-1 in both quests.

\*\* “Burn down the cape tree.” Found in Level-2 in the first quest.

\*\* “There’s an Illusion in the Mountains.” Found in Level-4 in both quests.

\*\* “12 Guards Watch the Ocarina.” Found in Level-5 in the both quests. At the northern part of the overworld, one of the Armos Staues hides the Ocarina that is needed to get into Level-6.

\*\* “A Secret Path Leads the Way to the Bow.” Found in Level-5 in both quests. Hint: In one of the rooms, defeat the Pols Voice first, then push the leftmost block to reveal a staircase.

\*\* “Next Dungeon Hides Close to Ganon’s Vault.” Found in Level-7 in the first quest, and Level-6 in the second quest.

\*\* “Have you found the Silver Arrows 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 Arrows.