The Legend of Zelda: A Link to the Islands

Version 2.0, Remake

Release Date: 2004 or 2005 (Initial Release, V1.0)

August 17, 2020 (Pre-Release Beta Testing, V2.0)

December 31, 2020 (Final Version, V2.0)

January 3, 2021 (Bugfixing, V2.1)

January 5, 2021 (Bugfixing, V2.2)

January 10, 2021 (Bugfixing, V2.3)

January 13, 2021 (Bugfixing, V2.4)

January 31, 2021 (Bugfixing, V2.5)

Hack made by: SePH (Original Hacking, Version 1.0)

SePH (Original Overworld Design, Version 1.0)

SePH (Original Dungeon Design, Version 1.0)

Darklink7884 (Hacking, Versions 2.0)

Darklink7884 (Overworld Design, Version 2.0)

Darklink7884 (Dungeon Design, Version 2.0)

Darklink7884 (Bugfixing, Version 2.0)

PuzzleDude (Bugfixing, Version 2.0)

Euclid (Lost Woods Puzzle, Version 2.0)

Conn, JaSP, NEONswift, wiiqwertyuiop, Euclid (ASM Hacking, Version 2.0)

NOTE: You must patch to a US rom with no header. You need a UPS patcher.

File name: Legend of Zelda, The – A Link to the Past (U) [!]

File size: 1,048,576 bytes

Checksum: CRC32 777AAC2F

Changes in Version 2.0

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* MSU-1 support added.
  + Fully orchestrated Soundpack included.
* Revised monologue and new storyline.
* New Light World overworld design.
  + Vanilla GFX restored.
    - Changed GFX tile properties.
    - New sprites and item GFX imported.
      * Minish Cap Link sprites imported and borrowed from Oracle of Secrets.
        + An 8-bit version of the overworld theme will play in the background if you arrive at the Dark World without the Moon Pearl.
    - The lumberjack tree stump/hollow is heavily bugged, so I removed the code for it. Just lift the white stone in Area 02 and jump down the hole to get the Piece of Heart.
    - The bird statue is heavily bugged, so I removed the code for it. Simply play the flute to call the bird after you get it from the Helmasaur King in the Forest Temple.
  + Added secret entrances (Master Sword Hideout, Under Bridge, Zora’s Domain).
  + Village is now located on the left side of Hyrule, just like in the original A Link to the Past.
  + Light World Death Mountain area extended and renamed the “Sky Isles”.
  + Potion Shop was added to Area 16.
  + Entrances were relocated.
  + Eight new flute locations {1. [Area 05 (Sky Isles)], 2. [Area 10 (Link’s House), 3. [Area 16 (Magic Shop)], 4. [Area 20 (Kakariko Village)], 5. [Area 30 (Ice Temple)], 6. [Area 3B (Old Watergate Room)], 7. [Area 35 (Infinity Beach)], 8. [Area 2F (Queen of Fairies)]}.
* Seven crystal dungeons, one mini dungeon, and one castle.
  + All dungeons have a map and a compass, in addition to the big key.
  + All bosses require a big key (not including mini-bosses).
  + Fixed camera shake bug caused by editing monologues in HM (when Armos Knights or Ganon pound the ground, and when walls move).
  + Fixed a bug in Ganon’s Tower that causes Link to go out of bounds if hit by an enemy or by dash bouncing into a wall. Falling off the ledge even once in room 155 usually triggered this bug.
* Items were re-located.
  + After acquiring the Flute (defeat the Helmasaur King in the Forest Maze), play it to call the bird.
  + Link’s tunic colors refined.
  + Mirror Shield gets new colors.
  + Silver Arrows now give monologue when acquired from a chest. Defeat Trinexx in a re-match in the basement in Ganon’s Tower (room 8) to get the Silver Arrows.
* New Dark World overworld design (Areas 43, 45, and 47 ONLY!)
  + The use of the Magic Mirror in the Dark World is strictly prohibited. You can only return to the Light World using three different warp portals.
  + Turtle Rock now found in the Dark World (Area 47). Use Quake medallion found at abandoned beach house (Entrance 3B) to unlock dungeon.
  + Ganon gets his own tower, in the Dark World (Area 43). You will run into a barrier if you try to enter without rescuing all seven maidens.
* Bug fixes and improvements:
  + Cane of Somaria glitches fixed.
  + Death counter no longer increments when selecting “Save and Quit.”
  + Glove palette when switching to map fixed.
  + Kholdstare shell fade re-enabled.
  + Magic cape statue pulling glitch fixed.
  + Mothula no longer immune to spin attacks from Lv3 sword.
  + Various flickering issues fixed.
* New ASM hacks:
  + Break pots with sword.
  + Cancel flute transport.
  + Collect items with sword.
  + Improved Pegasus boots (turn while running).
  + Use L & R buttons to switch items.
  + Autofill magic meter.
* New Lost Woods-style puzzle implemented in Area 3F.
  + Speak to that one strange creature that resides in a locked cave at the beach to learn the combination.
* Decoded and updated ending sequence.
  + New cut scenes from both the Light and Dark Worlds.
  + Updated staff roll (includes rom hacking contributors, original A Link to the Past staff, new dungeon names).
* Unfortunately, some known issues remain in the game.
  + I previously had problems with the file selection/naming screen, which ended up breaking my title screen after copying the entire code from an original LTTP file to my LTTI file. Even after re-pointing the headers and copying the title screen code from an original LTTP rom to get my title screen back, I am now unable to edit the title screen with new game title and release year.
  + Even after blowing up the right wall in the Angry Brothers’ house (room 245, the left side remains intact. Unfortunately, this bug cannot be fixed.
  + There is no horizontal scroll in Blind’s Hut (room 281), and I unfortunately cannot fix it. If I checkmark the box for the horizontal scroll in Hyrule Magic, the game will produce a softlock when I try to leave, necessitating a Save & Quit. If I checkmark the box for the horizontal scroll in Zarby89’s new ZScream Magic editor, no softlock is produced, but the starplates in the Forest dungeon (room 198) will produce nasty bugs. So I have to leave this room as is.
  + The Mad Batter’s altar is heavily bugged and no longer appears in game. You can still sprinkle some Magic Powder on the floor to awaken him.
  + The Lumberjack tree hallow/stump is heavily bugged; just lift the white stone to get the hidden Piece of Heart.
  + The bird state is heavily bugged; just call the bird after getting the Ocarina from the Helmasaur King in the Forest Maze.
  + Pulling on the lever in the Watergate room (room 267) floods the entire room instead of just the corridor. Unfortunately, this bug cannot be fixed.
  + Major scroll bug appears if after you defeat Ganon you fall off the ledge and into the room below (room 0 into room 149). Unfortunately, this bug cannot be fixed.

Changes in Version 2.1

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* Restored the original title screen from SePH’s Lyra Islands 1.0
* Replaced glitch cloud fog overlay with rain.
  + Further modifications to Sky Isles.

Changes in Version 2.2

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* Removed a red soldiers that appears out of nowhere in one of the smaller islands.
* Fixed three rooms with bridges in the forest dungeon (Level 4) that had unintentional openings allowing you to go out of bounds.
* Added an in-game hint on what to do if there’s an exploding wall with no nearby switches or levers.

Changes in Version 2.3

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* Moved the Magic Mirror to Level 3: Sky Isles.

Changes in Version 2.4

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* Removed the MSU-1 video because it was producing a critical bug involving the item switch ASM (shoulder buttons). Anytime you play with MSU-1, and you start a new file, the screen would produce bugs if you tried to switch items with the shoulder buttons. Strangely, this bug did not occur when playing with the original audio.

Changes in Version 2.5

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* Fixed a buggy staircase in Level 6: Ice Palace.

Game Info

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The Legend of Zelda: A Link to the Islands is a Wind Waker-inspired hack of A Link to the Past. Originally called Lyra Islands and made by SePH in December 2004 and abandoned in January 2005 (thanks to Orochimaru for providing a timeline), it features multiple islands and was also supposed to include fully redesigned dungeons. However, when SePH first released this, only the first Light World dungeon was accessible, and it was bugged and incomplete. Many Light World areas and some caves also had bugs/glitches.

In 2015, I restarted the Lyra Islands project with the goal of finishing the game, and a demo version was to debut at the end of 2015, but the release dates have been pushed back several times for various reasons. In 2019, the project was renamed A Link to the Islands, and a beta version was finally released to rom hackers and beta testers in August 2020. The final version was released at the end of the year. The new A Link to the Islands includes new overworlds, eight new dungeons, one mini dungeon, MSU-1 support, bugfixes, a new ending sequence, and customized credits. The original LTTP graphics were restored, and Minish Cap graphics were imported.

Unlike Parallel Worlds and Goddess of Wisdom, both of which are notorious for their steep difficulty, A Link to the Islands is a game that's fair to everyone. There are no super tricks, stunts, or logic, while still having a decent difficulty level. Though, some backtracking may be required at times. Still, you won't have to use save states or cheats to beat the game. You will not be frustrated while playing.

New Game Play

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You will begin your game in Area 10. Go two screens to the right and one screen to the north, and enter the only cave not blocked by a palace guard; this is the cave that leads to Area 03, where the castle is now located (new). Your goal is to rescue Zelda from her basement cell in the castle dungeon and not outdoors in inclement weather (new). Don’t forget the big chest with the Boomerang. After you bring Zelda to the Church, your next goal is to defeat seven monsters and rescue seven maidens (new).

Area 3F (Lost Beach) has a Lost Woods-style puzzle similar to that of the original The Legend of Zelda (new). Speak to that one strange creature residing in a locked cave to learn the combination. You will arrive at the Beach Temple if you successfully solve the puzzle (new). Don't forget the Book of Mudora at the Village library.

The new Dark World has only three areas (43, 45, & 47), but it has two dungeons (Turtle Rock and Ganon’s Tower), a fairy fountain, and a two-way tunnel [new]. You will run into a barrier if you try to enter Ganon’s Tower without rescuing all seven maidens. Also, the Magic Mirror has been disabled in the Dark World; you can only use the Mirror to warp back to dungeon entrances, and you can only return to the Light World using an orange warp portal placed near the Turtle Rock.

Dungeon Names

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* Hyrule Castle
* Royal Crypt
* Level 1: East Palace
* Level 2: Beach Palace
* Level 3: Sky Tower
* Level 4: Forest Maze
* Level 5: Waterfall Maze
* Level 6: Ice Palace
* Level 7: Turtle Rock
* Level 8: Ganon’s Tower

Important

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Some items that were present in the original A Link to the Past are no longer available in A Link to the Islands. For example, there is no Super Bomb, there is no Shovel, there are no Lv2 or Lv4 swords only Lv1 and Lv3 swords, and there are no Pendants of Virtue, only crystals.

Both the Lumberjack tree hollow/stump and the bird statue are heavily bugged. Just lift the white stone in Area 02 and jump down the hole to get the Piece of Heart. Simply use the Ocarina to call the bird after getting it from the Helmasaur King in the Forest Maze

Should any bugs or glitches be discovered, please email me using the address listed below, and I will attempt to repair them ASAP.

Email: [luisgonzalez1991@outlook.com](mailto:luisgonzalez1991@outlook.com)

Regards,

Darklink7884