The Legend of Zelda: A Link to the Islands

Version 2.0, Remake

Hex Edits [For Rom Hackers Only!]

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No Repeating Zelda Text:

$03/F498 $38->$18

Jump to “Part 2” (HM term)---After talking to Priest and bringing Princess Zelda to Church, jump directly to collecting Crystals and thus skip collecting Pendants and fighting Agahnim:

2EDE0: 02 --> 03

Fix the annoying bug done by Hyrule Magic, when you edit monologues,  
the Camera shake gets bugged, when Armos pounds the ground, or Ganon pounds the  
ground or when walls move:  
E8000: 7F 80 --> 01 FF  
or E8000: write 01 FF in all cases.

Make priest stay alive after Master Sword acquired:

$02/DA81 $90 -> $80

Make Zelda not disappear after Master Sword acquired:

$02/EBD5 $B0 $38 -> $EA $EA

Add Lost Woods-style puzzle to Area 3F (ASM):

Lost Woods ASM, adapted from Euclid

;$1CF4 counter

lorom

org $82AA7D; hook to asm

JSL LWcode

org $248000; some free space

LWcode:

AND #$3F

CMP #$3F ;check area

BEQ lostWoods

end:

LDA $82A5EC,x ; not right area so return.

STZ $1CF4

RTL

lostWoods:

CPX #$3E ; want to leave by going left?

BEQ end

TXA

LDX $1CF4

CMP $248200,x ;cmp combination

BNE $06

INX

STX $1CF4

BRA $03

STZ $1CF4

CPX #$04

BNE $03

JMP success

cmp #$36 ; left correct (area-1)

BNE $03

JMP left

cmp #$40 ; right correct (area+1)

BNE $03

JMP right

cmp #$47 ; down correct (area+8)

BNE $03

JMP down

cmp #$37 ; up correct (area-8)

BNE $03

JMP up

BRA end ;security

left:

INC $23

INC $23

INC $E1

INC $E1

INC $E3

INC $E3

INC $615

INC $615

INC $617

INC $617

INC $700

INC $700

jmp all

right:

DEC $23

DEC $23

DEC $E1

DEC $E1

DEC $E3

DEC $E3

DEC $615

DEC $615

DEC $617

DEC $617

DEC $700

DEC $700

jmp all

down:

DEC $21

DEC $21

DEC $E7

DEC $E7

DEC $E9

DEC $E9

DEC $611

DEC $611

DEC $613

DEC $613

LDA $700

SEC

SBC #$10

STA $700

jmp all

up:

INC $21

INC $21

INC $E7

INC $E7

INC $E9

INC $E9

INC $611

INC $611

INC $613

INC $613

LDA $700

CLC

ADC #$10

STA $700

BRA all

all:

LDX #$3F

LDA $02A5EC,x

RTL

success:

LDA #$1B

STA $012f ;success SFX

LDX #$37

LDA $02A5EC,x

RTL

;combination

org $248200

db $37,$47,$40,$37 ;up,down,right,up

Change location for Beach Palace barriers:

$0F/6062: 30 -> 37

When you pull the switch in the Watergate Room to unleash the water, the entire room is flooded instead of just the corridor:

CBAD: 0C --> 04

Note: In some cases, the fix will not work since the rom is bugged too much.

Disable Mirror in Dark World (ideal if your Dark World is completely different from Light World - now you can travel from Dark World to Light World only where you place warps - so you cannot end up in trees or walls, etc.):  
3A951: 29 40 D0 07 --> 9F 9F 9F 9F

Silver Arrows and Level-4 sword from chest don't give the monologue or wrong monologue:  
Silver arrows at 44353: FF FF --> 91 00