The Legend of Zelda: Iced Hyrule

Version 2.3, Remake

Release Date: 2001 or 2002 (Initial Release, V1.0)

December 7, 2022

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

Darklink7884 (Hacking, Version 2.0)

Darklink7884 (Dungeon Design, Version 2.0)

Darklink7884 (Bugfixing, 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 1.0

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* Ice-themed Light World with new areas.
* Purple-colored Dark World with new areas.
* New dungeons:
  + Ice-themed Hyrule Castle.
  + Forest-themed East Palace.
* New in-game music.

Changes in Version 2.0

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* Clean US rom with no header used to remake Iced Hyrule.
* New player select/naming screen.
* New ice-themed Dark World.
* Parallel Worlds caves.
* Redesigned dungeons.
* MSU-1 support added.
* 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:
  + Snow overlay ASM in Dark World (Area 70).
  + 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.

Changes in Version 2.1

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* Fixed overworld door position for Entrance 3F (Room 257).
* Fixed palettes in rooms 12 and 140.

Changes in Version 2.2

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* Fixed Dark World snow palettes.
* Fixed Dark World talking tree GFX.
* Edited storytelling insect’s monologue (line #103) to account for the fact that the Dark World rain was changed to snow. The storytelling insect is found hiding in a cave at the Dark World swamp.
* Recolored Dark World walls and talking trees. This was an unfortunate necessity because when the talking trees spit out a bomb, their brown palettes and animations do not blend in with the snow palettes.
* In the Dark Palace, the Turtles in the room to the right of the collapsing bridge (room 26) were replaced with Stalfoses. It makes no sense to keep the turtles there anymore since the Hammer was moved to room 58.

Changes in Version 2.4

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* Fixed a Perma soft lock where you cannot complete the Dark Palace if you use up every small key without opening the door to the Big Key. The Compass was moved to the dark Kodongo maze (room 25), and a small key was placed in the room to the right of the collapsing bridge (room 26). Mad props to gothic251 for bringing this to my attention.
* In the giant flooded room before the Swamp Palace Boss (room 22), thanks to an incorrect object used (00C6 large layer mask was used instead the 00C2 large layer 2 pit mask), it was actually possible to walk on floodwaters and not need to hookshot your way to the final boss, but if you fall off the edges, you will land in Ganon’s room thus requiring you to use the Mirror to warp back to the entrance. This room has been fixed, so that you can no longer walk on floodwaters (00C2 large layer 2 pit mask is now used for this room), but instead you will take damage every time you fall into the floodwaters, and you must hookshot your way to Arrghus.

Game Info

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The Legend of Iced Hyrule is the oldest known hack of A Link to the Past in existence, but it is also one of the most broken. Initially released in 2001 or 2002 by richyawyingtmv, it features an ice-themed Light World, a purple-colored Dark World, and was also supposed to include new music and new dungeons. However, only two dungeons were fully completed, and both dungeons had bugs. The overworld designs were nonsensical. The in-game soundtrack was also corrupt.

I unfortunately could not remake Iced Hyrule using the original patch provided online because it was so far beyond repair. My only option was to remake Iced Hyrule from scratch, using a clean US rom with no header. Unlike the original Iced Hyrule, the vanilla overworlds in this remake were left intact; however, the Dark World has new snow palettes, and the Misery Mire rain was changed to snow. The game also features new dungeons, Parallel Worlds caves, MSU-1 support, and various bugfixes and quality of life improvements. A few things were unfortunately left out of the final release. For example, I couldn’t get the snow overlay ASM to work on every Dark World screen, and I couldn’t edit the title screen. Also, note that the Dark World dungeon maps are messed up (the Compass does not correctly display the exact location of the dungeon’s boss on the map, an unfortunate side effect of editing the maps with ZScream).

Important

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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