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Legend of Zelda includes RPG items, action and adventure games. The player controls the link from an aerial perspective as he travels to a large field map with a variety of surroundings. Link starts the game armed only with a small shield, but the sword becomes available link after it ventures into the cave, which is available from the first map screen of the game. Throughout the game, traders, locals and others guide the link with cryptic clues. These people are scattered around the world and hidden in caves, bushes or behind walls or waterfalls. Link progress disrupts the creatures he has to fight to find entrances to nine underground dungeons. Each dungeon is a labyrinth-type room connected by secret doors and passages, protected by monsters that are different from those found on the surface. Dungeons also hide useful tools a link can add to your arsenal, such as boomerang to get distant items and shoot down enemies and a recorder with magical properties. The link must successfully navigate through each of the first eight dungeons to get all eight savy Triforce pieces. When he completed the artifact, he could get into the ninth dungeon to save Princess Zelda Name: The Legend of Zelda System: Nintendo 8-bit NES Production: Nintendo Year: 1987 Translation: Shadowlake Genres: Players Action: 1 SERVER IClick Download Zelda Legend - Link Awakening DXThe Legend of Zelda - Link's Awakening DX is the fourth game in the official series. The legend of Zelda succeeds: A reference to the past and is the legend of Zelda: the predecessor of Ocarina's time. Here Link arrives on the mysterious island of Koholint, whose patron Wind Fish is terrified of the fearsome villain Death. Like other games in the Zelda series, Link's Awakening has a perspective in which a player watches the world from above, and explores the world in search of dungeons. Items are used to fight, solve puzzles and reach previously inaccessible areas. Secret shells are also being searched, which can lead to the appearance of a sword that shoots lightning. To fit the maximum number of items, given the smallest number of Game Boy buttons compared to the Super Nintendo Entertainment System, buttons A and B must be associated with an item, including a sword (which had a separate button in the last three games). Some chapters have a lateral perspective similar to Zelda II: The Adventure of Link, with platform elements (with enemies similar to those in the Mario series). Link's Awakening is the first game of the series to have a sequence of deals, which when done gives link boomerang. Other features that would return are fishing minigame, ocarina Play various tunes and fly while holding a Name: The Legend of Zelda - Link's Awakening DX System: Game Boy Color GBC Brand: Nintendo Year: 1998 Translation: Zero Genres: RPG Players: 1 GOOGLE DRIVEClick Download Legend of Zelda saga undoubtedly admired by millions of players around the world! Above all, can't wait to play the new Zelda experience: Breath Of The Wild on the Nintendo Switch. My expectations are really high and, in order to take advantage of this, together with the current game moment to compete for glory (or game of the year), I will bring a very nice surprise to our readers. Zelda manga series with 10 volumes and all translated into Portuguese! It was difficult to translate this relic, because it is much easier to find the Japanese version... But then you can not help! The game of Legend Of Zelda's First Legend of Zelda hit Japanese stores on February 21, 1986. Later, a little over a year later, he arrived in the West in July 1987. The famous and famous game was created by designers Shigeno Miyamoto and Takashi Tezuka Nintendo and became a reference to its genre. Mixing combat, exploration, interesting story and puzzles, the title featured Link, who was first given the task of rescuing Princess Zelda and finding Triforce. Later, over the past two and a half decades, the franchise has given nearly 60 million copies sold and established itself as one of the best-known video game figures. Some of the series' titles, such as The Legend of Zelda: Ocarina of Time, are some of the best games ever created in the history of video games. Do you agree, dear fan readers or fan Zelda... With this that is my opinion, and that many players and Nintendo fans? Symbol Link appears throughout the saga and with great highlights remake of The Legend of Zelda: Ocarina Time, Nintendo 3DS, the second title of the Wii series, Zelda Legend: Skyward Sword, the remastered adventures of Legend of Zelda: The Wind Waker for Wii you and now the legend of the sensational Zelda: Breath of the Wild for Switch Nintendo: Breath of the Wild for Nintendo Switch A: Breath of the Wild for Legend Zelda manga form I have long encountered Zelda manga online, but mostly only in Japanese, but as my Japanese does not exist. I only have to evaluate the images. But I did not give up and continued my search in the virtual world so that I could find these relics at least in English. Fortunately, I found not only the Queen of England's speech, but also our Portuguese language. Unfortunately, they are not as complex and full of details as games, but are worth a lot of reading, especially if you are a fan or fan. Just like me... © Then I do find available dropbox to share with you all Those interested in feeling free and enjoying these manga learn more about the Zelda saga and perhaps prepare to enjoy it with much more immersion in the new Nintendo Switch game. Japanese Akira Himekawa is the author of this beautiful work, both in history and throughout her art. The first adaptation was from the game: Zelda Ocarina's time legend, which is divided into two volumes: Saga Crianca and Saga Adulto. The manga was published by Shogakukan in 1999 and Viz Media was responsible for the North American version in 2008. Unfortunately, so far these permits have not been officially issued in Brazil! A total of 10 volumes were released, which are (see illustration below): Volume 1: Legend of Zelda: Time Ocarina - Part 1 Volume 2: Legend of Zelda: Time Ocarina - Part 2 Volume 3: Legend of Zelda: Majora Mask Volume 4: Legend of Zelda: Oracle of Seasons Volume 5: The Legend of Zelda: Oracle of Ages Volume 6: The Legend of Zelda: Four Swords - Part 1 Volume 7: The Legend of Zelda: Four Swords - Part 2 Volume 8: The Legend of Zelda: The Minshi Cap Volume 9: The Legend of Zelda: A Link To the Past Volume 10: The Legend of Zelda: Skyward Sword. If you are looking online, Viz Media has released a very cool box containing volumes! © Also click the illustration above to visit the Dropbox folder and download the volumes in Portuguese! I hope you enjoyed this post... I'll see you next time!

Hc ironman guide

page, communicate in a Facebook group, and after publications and stay on top of the NERD Universe project. lotteries, contests and other promotions. < x >. Have problems with English? Just wanted to taste to see Zeld in my native language? Here you will find a lot of material translated and present for Portuguese! Unfortunately, Nintendo has never released games and other materials from the series in Brazilian; and there are no signs of future plans. So that no one stays in their hands, we and several other fans work in informal versions. The intention is not to replace the original, but to provide support in Portuguese. We recommend that you buy official material and use translations for better understanding - the material distributed here is not intended to promote piracy. Visit one of the following sections to download translations and more information. UESPWiki - Your source in Senior Scrolls since 1995 Ingun Black-Briar is an aspiring Nord alchemist living in Riften. She is a sister Black-Briar and Sibbi. Maven Black-Briar is her mother. She spends almost every day teaching Elginn's Elvics just to go home to sleep and eat food. She needs help finding some alchemical ingredients; help her will reward you with leveled gold and key to storing the chest that fills up with some random leveled potions every few days. In addition, if she is befriended, you can sleep in her bed. Ingun wakes up at 6 a.m. for a one-hour breakfast with his family at Black-Briar Manor. At 9 a.m., she goes to Elginn's Elvics to teach alchemy. At 5 p.m., she comes home and has a two-hour dinner. She stays until 12:00, when she goes to bed in her bed, which is in the basement near the alchemy station. Ingun wears a set of fine clothing along with a pair of fine shoes and gloves. She carries her key to Elginn's Elvics, her key to Black-Briar Manor, three leveled venom, a belt tunic, and a selection of upper-class items and gold. It manages a leveled dagger that can be up to quality, starting from level 20. When you're next to her, Ingun will say things like Hm? Sorry, just think about your experiments., my mind is my experiments today. What do you need?, and What did you want? If you haven't finished adding your alchemy ingredients, Ingun may ask you: Any success in collecting those ingredients? Or, if you have, I may say: My experiments continue to go well thanks to you. How can I reward the service? At the end of the conversation, if, if you have, my experiments can't be completed until you've brought me those ingredients. Don't hurry. If you have, she will instead remind you: Don't forget to check your supply chest sometimes. If you offer Ingun religious books, she will give up with the words: Whatever you are prodding, I will not buy. When Edda begs Ingun for the coin, she will answer with apologies, all from the coin. Similarly, with Snilf, Ingun will say, Sorry, there is no time. I'm late. You can ask her why she is so fascinated by alchemy. She will tell you: It's exhilarating to monitor the effects of my potions on the body. You're watching the heart stop... eyes blind. We are made up of thousands of parts with thousands of different features all working together to keep us alive. But if only one part of our imperfect machine fails, life fails. This makes it possible to understand how fragile - how flawed we are. You ask, why is i so fascinated? Irony... the irony is that the same world that gave us life gives us the means to die. Unlike the rest of her family, she is not at all interested in their family business, wanting to be much more than just a trader. If you ask her to tell her about her family, she will answer with a nematode: Hmhp. My family. All that wealth and they wasted it stupid policy schemes. I was meant a lot more than all this... I would like to promise my life and fuel my talents in darker circles. If only Morn would let me in, I'd make her proud. Ingun's brother, Hemming Black-Briar can be heard talking about Ingun's lack of interest in the family business as well, saying things like My kids [sic]. Sibbi and Ingun, are supervised to run a family business one day as well., Sibbi will prove to be a fine leader one day, but Ingun... that girl has her mind somewhere else except business, and Maven is

disappointed that Ingun's heart is not in the family business, but she says, Ingun still has its own uses. You don't know what that means. Halfjorg can also express his concern to Elgrim about Ingun's habits, though he will forgive her: Halfjorg: Elgrim, honey, I care about your new pupil. She looks very... Strange. Elgrim: Ingun? She's amazing: Natural! Halfjorg: Oh, honey, I didn't mean to say she wasn't bright. That's what she's doing here, what she says, and all those poor little animals she's testing them. It's just not right. Elgrim: Damn it, woman! Ingun is the most promising alchemist I have ever seen, and I won't scare you off! [ed] Few and far between: Help Ingun restore Elgrim's rare ingredients. Few and far between! [ed] To start this quest, you need to ask Ingun if she's an alchemist who will have her answer: I yearn to earn that title, yes. But the road forward is paved with fire stones and deadly traps. Master Elgrim says that I am natural, that I have a unique talent. But I fear that his endorsement disguises his intolerance because of my mistakes. My early formulas cost Master Elgrim the fate of ingredients, some of them are almost irreplaceable. You can continue to ask her what ingredients she needs, and she will prepare. Restore Master Elgrim supply: I will need 20 deathbell, 20 nightshade and 20 nimrod. Do I feel that you may be interested in collecting these rare ingredients for me? If you answer with Of Course, I will get them for you, she will be grateful. This means more time for my experiments and less time in this area. Very grateful. If you refuse to say, No, not now, she will say, Disappointing. If you have agreed to re-equip its ingredients, you can ask Ingun for any clues where you can find them: Nimroot is the easiest. It grows only near the water and makes a unique forging noise. The only drawback is that it will not sprout after harvesting. Nightshade is a native pine forest and swampy tundra in the regions of Skyrim and has a distinctive starburst like a purple flower. Last we have a deathbell, which grows only in swampy tundra terrain. Her inverted bunches of bluish-purple flowers are indisputable. After collecting the necessary ingredients, you can give them to Ingun. Its answer will depend on ingredient you give: I deathbell you. Ok, my experiments are at a critical stage and that's just what I need to finish. Here are some coins for all the trouble. I've got a night course for you. Perfect. That's what I needed. Here's some gold in your time. I have nimrod for you. Ah yes, great samples. Thanks. This coin should compensate you for all the worry. If you brought her everything she needed, you can tell her that it was the last of the ingredients. She will say, Yes, Master Elgrim will be glad I restored my stock of these rare ingredients. I feel like I owe a little more than a pointless coin for all your diligence. Here, this key unlocks my supply chest of Elgrim's Elixirs. Do not be able to take from time to time what you need. I'll fill it in a few days. [ed] While working on Elgrim's Elixirs, Elgrim sometimes scolded her: Ingun: I don't understand, Elgrim. The formulas you give me are for beginners, but I have kept that point well. Elgrim: Urrd you can make these formulas with your eyes closed, you will never be willing to master the harder ones. Ingun: This is a complete waste of time. Elgrim: Ingun! If you want to stay in my shop as an apprentice I hope you behave like one. No exceptions! Ingun: Very well, I keep practicing them. Elgrim: Ingun, you clumsy fool! You've lubricated our entire supply of painted troll fat. You have no idea how hard it was to get it. Ingun: I'm sure my mom can compensate you for this. Elgrim: I prepared a letter in Rythe. If you could send it to Chydinhal for me, that would unlink for your mistake. Ingun: I will make sure that it is sent immediately. In the Black-bear mansion Maven and Ingun can communicate with each other, although Maven refers to Ingun as his daughter: Maven: Ingun, how much longer are you going to waste your life by meeting your stupid little potions? Ingun: I said that my interest in the family business is quite low. I want to be much more than just a merchant. Maven: Your interests lay where I wish them to identify otherwise my favorite daughter might end up homeless and without a septim to her name. Is that clear? Ingun: Yes, Mom. Notes [ed] Ingun is an assassin class member who determines his skill level. Some dialogues and scenarios identify Ingun and Sibbi as a child of Hemming. This is accepted as incorrect, and the weight of evidence indicates that she is Maven's child and Hemming's sister. Sister.

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