





Method: Roll around the room at a high speed, and when you get the chance hit his shield with the Cane of Pacci. When done right, the shield will flip over and crush the Dragon of Fire, and he'll be vulnerable for some ten seconds. Quickly walk across his neck towards the shield and start hitting his shield as often as possible. He'll recover, and repeat the same method for three times and he'll be a goner.

Gohdan

Where: Fortress of Winds

Reward: Ocarina of Wind & Heart Container

His attacks: He attacks mainly with his hand. Most of the time, he'll raise one of his hands to form a fist, and then he'll try to crush you. This can be easily avoided. Sometimes, one of his hands will slide across the ground in an attempt to grab you. Walk all the way to the other side of the room to avoid this (when his right hand tries to grab you, walk towards the right). Later on in the fight, there will also be a laser coming out of his eyes. This can be easily avoided, though.

Method: When the boss has stopped attacking you, he'll calm down for some ten seconds. Grab your chance and take out your Bow. Hit the palms of his hands once, walk up to that hand and swing your sword and that hand will be gone. When you did this to both of his hands, quickly walk towards a portal and shrink. Now walk up to his head and enter it via his mouth. Now, hit the pillar with the face on its bottom. Hit it as fast as you can until you get dragged out by some crane-like animal. Now, repeat this procedure until he's defeated. By the way, when you enter his head now, you'll have to use the Mole Mitts to search for the pillar with the smiling face. When you found the right one, hit it as fast as you can :D. When you destroyed 3 - 4 pillars, he'll be a goner. Bye bye!

Big Octo

Where: Temple of Droplets

Reward: Water Element & Heart Container

His attacks: The boss has 5 phases, and I'll describe his attacks for all of them separately.

NORMAL PHASE 1 --> In the first normal phase, all he'll do is turn around and spit balls at you. These are easy to avoid, but watch out as when they are destroyed, they'll leave behind stingy rocks that hurt you.

ICE PHASE 1 --> In his first ice phase, he'll try to suck you up and spit you out. This can be avoided by just not standing near its mouth. When you set his tail on fire, he'll become very angry and keep on charging against the walls to make ... rocks fall down! Avoid them.

NORMAL PHASE 2 --> In the second normal phase, he'll start walking around towards you. Also, he can fake you because he is pretending to spit a ball but he's actually going to suck you up which'll cost you a heart.

ICE PHASE 2 --> In the second ice phase, he'll have another attack: He'll bump in the walls to make rocks fall down. When you set his tail on fire, he'll become very angry and keep on charging against the walls to make ... rocks fall down! Avoid them.

NORMAL PHASE 3 --> In the third and final normal phase, he'll have all the same attacks as in the other normal phases but he'll also start to bump into walls so that rocks will fall down. They are easy to avoid because you can see where they're going to land.

Method: This is a quite complicated boss, so I'll set the fight into five

phases. Don't worry, he isn't as bad as you think he is!

NORMAL PHASE 1 --> In this phase, all he'll do is turn around. When he acts as if he's going to spit a ball out of his mouth, go stand in front of him and wait for the ball to come. When it comes, quickly hit back the ball towards him so that it hits him, or just take out your shield and "reflect" the ball towards him. Do this three times to proceed to the next phase.

ICE PHASE 1 --> This is a more dangerous phase, because it will become dark! You have to walk around him with a lit Flame Lantern and set his tail onto fire. When you did this, wait for some 10 seconds so that he's totally on fire, and then you'll proceed to the next phase.

NORMAL PHASE 2 --> He'll have more attacks this time and he'll be on the move! Basically, just do the same as before: hit these balls back at him. Sometimes, he'll fake you and suck you up. Watch out for this!

ICE PHASE 2 --> Do the same as before: Set his tail onto fire.

NORMAL PHASE 3 --> This is an easy phase: I believe you just have to hit one ball back at him (I might be wrong here, but otherwise it's 3). Then, he'll be dead at last.

Gyorgs

Where: Palace of Winds

Reward: Wind Element & Heart Container

His attacks:

BIG DRAGON -->The big dragon can only hurt you when you touch it's tail. When you stand on the big dragon and the small dragon comes flying in, he'll try to ram you, but you can avoid this by using Roc's Cape. Later in the fight, there will also be five really small dragons that fly across the screen. These can be irritating, as they will also appear when you're with 3 Links. You'll have think about 3 Links!

SMALL DRAGON --> When you stand on the small dragon, you can be hurt again by touching its tail. Also, he'll swing around with his tail, which you can avoid by jumping over it. Later in the fight, there will also be five really small dragons that fly across the screen. They can hurt you badly, so watch out.

Method: This boss has two separate phases, so I'll describe them phase by phase.

SMALL DRAGON --> Get ready for some action. You have to hit the eye that opens, and jump his swinging tail the same time. When an eye opens, quickly walk up to it and hit it as fast as you can. If you hit him enough time, the big dragon will come flying in, and jump on him for the next phase.

BIG DRAGON --> When you stand on the big dragon, wait until three of his eyes open. Quickly walk towards the flashing tiles, and clone yourself so that you can walk up to the open eyes and his them at the same time. Then hit them all, and wait for the small dragon to come flying in, and jump on him.

After three rounds on each dragon, that dragon will fall. When they both crashed, you've won the fight!

Vaati (Normal Phase)

Where: Dark Hyrule Castle

Reward: Another boss fight :P

His attacks: Again, more than one phase for this boss.

PHASE 1 --> You'll battle Vaati now, with eyes circling him. These eyes can hurt you if you touch them. Also, Vaati and his eyes will sometimes shoot lasers at you, but these can be easily avoided (just don't stand in the way).

He might send a black hole at you, suck this up to prevent it from touching you.

PHASE 2 --> In this phase, he doesn't have a lot of attacks. He'll fly around the room trying to touch you. Also, he'll bump into the ground a few times which'll make some rocks fall down. A lot of times, he'll send around grey/blue spiky rocks that hurt you if you touch them. If you get the chance, destroy them with your sword. Don't focus on this too much, though!

Method:

PHASE 1 --> When there are eyes circling around them, destroy all these eyes with your sword, then walk up to Vaati and hit him as fast as possible in the eye. When there are black dots surrounding him, suck them up with the Gust Jar and then walk up to Vaati and hit him in the eye as fast as possible.

About three-four rounds should be enough for this phase.

PHASE 2 --> Shoot the eight eyes around him with arrows. When you found all four red eyes, quickly walk to the flashing tiles to clone yourself so that you can hit the red eyes simultaneously. When you did this, walk up with the Four Links to Vaati's eye and hit the eye with your sword as much as possible. Four rounds should be enough for you.

Vaati (Final Phase)

Where: The Elemental Sanctuary

Reward: Finishing the game

His attacks: Again, two phases for the final boss of the game.

PHASE 1 --> He'll basically try to hit you with his arms. You can jump over them with Roc's Cape if you want, but I suggest just avoiding them because it isn't hard. When one of his arms sticks out of the ground, you have to run for your life (sorry...your hearts) to avoid them. When you're in an arm, you can be hit a lot of time by the eyes. Don't care about this and just go looking for the red eye (see Method PHASE 1).

PHASE 2 --> He'll shoot a lot of energy balls at you. These should be avoided carefully, because they'll hurt you badly. This is his main attack, and furthermore watch out that you don't fall off the platform. Also, you shouldn't get hit by the energy balls the eyes shoot at you.

Method:

PHASE 1 --> When he puts one of his arms in the ground, equip the Cane of Pacci. When the arm pops out of the ground, shoot it with the Cane of Pacci. When the arm flips over, walk up to the shrink box and shrink. Then walk up to the upside-down arm and enter it. Now look for the eye that has the most red pupil (most eyes are just very little red, there's one that stands out). Hit that pupil with your sword, and once the arm starts to crumble, quickly exit the arm. Then become big again and do the same for the other arm. This time, you'll have to use the Flame Lantern to look for the red eye. When both arms are destroyed, get ready for the final phase of the final boss of the game.

PHASE 2 --> Alright, this is a hard phase. Focus all your attention on avoiding the energy balls Vaati shoots at you. Walk towards the flashing tiles. Make sure you have 3 spots on the tiles, but don't clone yourself yet. Wait until the eyes turn blue. Quickly clone yourself now and hit the energy balls they shoot back at them. If you hit them all 4 at the same time, walk up to Vaati (still with four), and hit him in his eye. Repeat this technique until he's defeated. The reason you shouldn't clone yourself until the last moment, is that you then have 4 Links to handle. You then cannot avoid all energy balls, but you can when you're on yourself. When he's defeated, enjoy the ending sequence because you finished the game!



