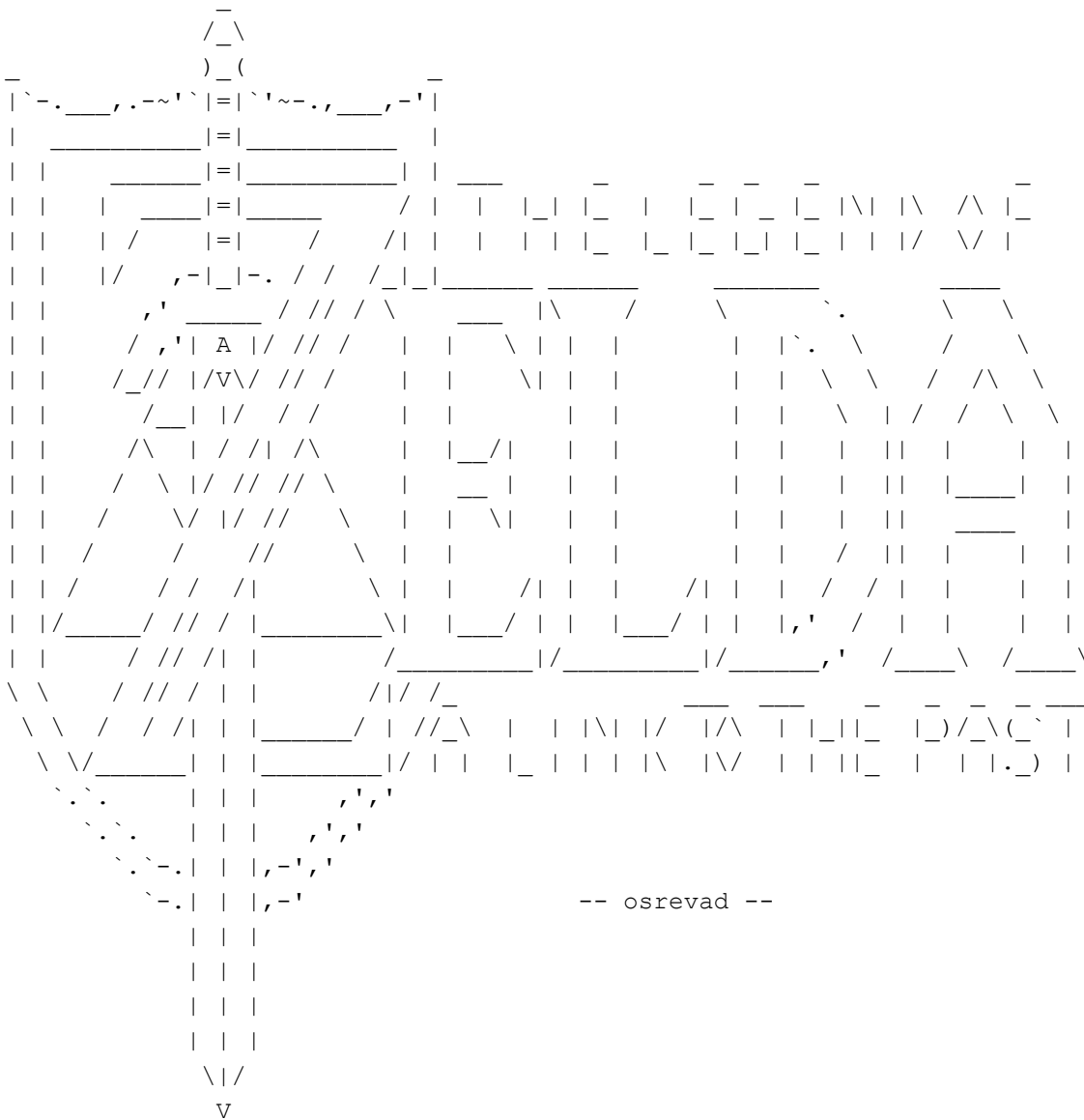


The Legend of Zelda: A Link to the Past FAQ/Walkthrough

by Irving

Updated to v1.4 on Jul 13, 2006



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The Legend of Zelda: A Link to the Past
FAQ/Walkthrough
By: Dark Vortex (Quan Jin)
darkvortexfaqs@ymail.com
Version 1.5
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This guide may be found on the following sites:

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[http://www.gamefaqs.com]-----[GameFAQs]
[http://www.gamespot.com]-----[GameSpot]
[http://faqs.ign.com]-----[IGN FAQs]
[https://www.neoseeker.com]-----[Neoseeker]
[http://www.dlh.net]-----[Dirty Little Helper]
[http://www.cheats.de]-----[Cheats.de]
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I still remember the old days of the "Legend of Zelda" series. I can picture it perfectly in my mind. I was a wee lad of four years old sitting in front of the old, bulky television holding a controller that barely fit in my hand. What was I playing? Well, no other than A Link to the Past. Now, the revolution has come back in the GBA form and I can finally, play through the series all over again in a whole new form.

The Legend of Zelda: A Link to the Past was released for the Super Nintendo Entertainment System (SNES) in 1991. The game was an immediate hit and the Zelda series continued to rise. After a decade of new gaming technology, the same game was release on December of 2002... right before the Christmas date!

This FAQ is designed to help the reader through the game. I have hopefully provided a detailed and descriptive step by step walkthrough through the game. Along with a walkthrough, you will find detailed descriptions of items, bosses, dungeons, and enemies. Enjoy!

+-----+
[Q] What exactly is the Four Swords?

[A] The Four Swords was a extra little multiplayer mini-game that was included in the US version. Basically, you can hook up four different GBAs and play through a variety of areas cooperatively or against each other.

+-----+
[Q] I already have the SNES version. Why would I get this for?

[A] Well, there is a new addition called the Four Swords. It isn't really that amazing, but oh well...

+-----+
[Q] Why isn't this guide posted for the SNES version? I thought they were the same thing.

[A] I was about to create a SNES version guide but I lost my copy of LttP before I was able to start this guide. Luckily, I had my GBA version in hand. I suppose if I wanted to, I could always submit this guide for the SNES version but I feel that some of the info would be inaccurate (with an example being the Ice Palace which has been toned down quite a bit). Besides, I'm no KB-whore. ;)

+-----+

[Q] Where do I get the Red Shield and the Magic Boomerang?

[A] This is in the walkthrough anyway. You can get these upgrades by going to the Waterfall of Wishing. Simply throw in your Boomerang and Shield and the nice fairy will give you the Red Shield and the Boomerang. I'm not going to repeat directions already in the walkthrough.

-----+

[Q] Whatever happened to the "pushing block through floor" thing in the Ice Palace?

[A] The Ice Palace dungeon was made a lot easier in the GBA remake. You no longer have to push the block through the floor this time.

-----+

[Q] Why the heck does that lady in Kakariko Village keep calling that knight to get me? I didn't do anything wrong!

[A] Apparently, you did. Tsk tsk, does kidnapping Princess Zelda ring a bell in your mind?

-----+

[Q] Where's the Golden Sword?

[A] It is hidden deep in the Pyramid of Power (well, not that deep). Along the wall of the pyramid is a cracked wall. If you try to blow it with a regular Bomb, it won't break. You will need the Super Bomb to blow it up. When inside, you will be greeted by a fat fairy who gives you the Golden Sword.

-----+

[Q] Whenever I have the Super Bomb, it detaches for some reason. What's going on?

[A] When you have the Super Bomb with you to blow a hole in the Pyramid of Power, you can't dash or jump off ledges. Dashing or jumping off ledges will cause the Super Bomb to detach itself and begin its detonation count. Don't worry, it's not that long of a walk and I'm sure you can make it.

-----+

[Q] The Magic Mirror isn't working?

[A] The only when the Magic Mirror won't work is when you're in the Light World with a warp you created lying around somewhere. When you are in the Light World, the only way you can get back to the Dark World is to step back into that warp you created when you exited from the Dark World or of course, step into one of those warps scattered in Death Mountain, Desert Palace, etc.

-----+

[Q] Link transformed into a bunny when I went into the Dark World? What the heck is up with that?

[A] Aw, a wittle bunny, how cute. Anyway, you probably don't have the Moon Pearl. You can only maintain your true form in the Dark World only with the aid of that artifact which you can pick up in the Mountain Tower.

+-----+

[Q] There is this pink bomb in the Bomb Shop selling for 100 rupees. What is it?

[A] This, my friends is the Super Bomb. You will need it to blow a hole in the Pyramid of Power to get the Golden Sword. It becomes available after you defeat the Misery Mire dungeon.

+-----+

[Q] What's the maximum amount of Arrows and Bombs you can get?

[A] This a simple question. Luckily, I memorized the figures. You can have a maximum of 50 Bombs and 70 Arrows.

+-----+

[Q] How many sword upgrades are there?

[A] Throughout the game, you will be getting three different upgrades. You start off with the regular Sword and advance with the Master Sword, Tempered Sword, and the Golden Sword.

+-----+

[Q] How do you beat [Insert Dungeon Name Here]?

[A] Ahem... read the walkthrough...

+-----+

[Q] Are there any cheat codes in this game?

[A] ... It's a Zelda game. Do you think it would have cheat codes?! There are easter eggs and tiny secrets though. Check the section on it.

+-----+

[Q] Can you list all the changes from the SNES version to the GBA version?

[A] Sure, I'll just rattle down the list:

- The addition of the Four Swords (duh) and the Four Swords dungeon.
- Sign posts and pots can be cut down with the Golden Sword, something you could not do in the SNES version.
- There are sometimes sparkling rocks that you can continuously hit to get a number of rupees. These are completely random though and a bit rare.
- Different voicing effects for Link that are pretty noticeable.
- The Ice Palace doesn't require you to do that annoying "push the

- block onto the switch" which makes the palace much easier.
- A few name changes. Tower of Hera, Watergate Dungeon, Skull Dungeon, and Blind's Hideout have become Mountain Tower, Swamp Palace, Skull Woods, and Thieve's Town. I actually had to change the names in the walkthrough after realizing this...
 - After saving, you have the choice of starting off at a "Saved Place" instead of the normal, Sanctuary, Link's House, and Pyramid of Power options.
 - The Chris Houlihan Room of the original LttP was removed. Years ago, Nintendo Power held a competition. Chris Houlihan had apparently come in first place which placed his name in the release of LttP for the SNES. The re-release for the GBA did not contain the Chris Houlihan Room.

I think that's all of them, I would really appreciate it if someone would contact me if I forgot something.

+-----+

[Q] I heard of an extra dungeon in this game. What is it?

[A] You heard right. Along with the addition of the Four Swords, A Link the Past also has a new dungeon called the Palace of the Four Swords which you can only enter after defeating the Four Swords. In this dungeon, you collect four shards of the Four Swords from souped up bosses you have fought previously. In the end, you get the fight four versions of Link, green, red, blue, and purple versions that is. However, I won't be describing this particular dungeon in the walkthrough. Just the regular dungeons. :P

+-----+

[Q] I have a question that I can't find in your guide, what do I do?

[A] This is one of the few cases in which you really SHOULD email me. If you are positive that you can't find the answer to a question in this guide, contact me. However, if I figure that your question is already in the guide, I will callously, ignore your request. You should get the message that way.

+-----+

[Q] What is up my homie? My fizzler nizzer? My brotha' from anotha' motha'?

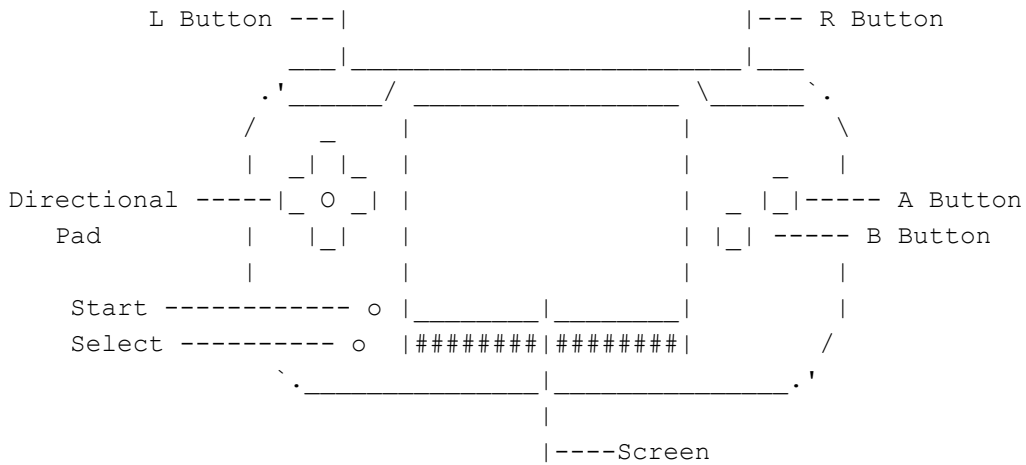
[A] *dies*

+-----+

=====
---- 3. Basics ----

[3000]

=====
This section is for those who were unlucky enough to not get a manual along with their game. If you do have the manual however, you might want to look at THAT instead of this as I'm perfectly sure it could describe the basics of the game better than I ever could. :D



Directional Pad

- ~ Moves Link through the world up, down, left, and right.
- ~ Allows you to move the cursor in the game menus.

A Button

- ~ Activates whatever item or weapon you have selected for it.
- ~ Opens treasure chests.
- ~ Interacts with various characters.

B Button

- ~ Swings Link's sword to defeat enemies.
- ~ Hold down and release to perform the Spinning Sword Move.

L Button

- ~ Brings up the map of the overworld.
- ~ When you're in a dungeon, pressing this button will bring up the dungeon map ONLY when you have picked up the actual dungeon map.

R Button

- ~ Picks up items (this can be powered up with the Power Glove)
- ~ Dashes once Link gets the Pegasus Shoes.

Start

- ~ Bring up the in-game menu where you can save the game or sleep (to conserve power).
- ~ Selects options both in the in-game menu and the main menu.

Select

- ~ Brings up the inventory list where you can activate certain items for use in the A Button slot.

Throughout this game, you will get your hands on a variety of items, tools, and weaponry. For easier reference, please refer to the Table of Contents to figure out the code for the various sections. The items will be placed in alphabetical order.

4.1. Ground Items and Powerups

[4100]

The following items can be picked off the ground or found in various locations. There is always more than one of these and they can be collected by defeating enemies, entering caves, or flying out of trees.

Apples ~

=====

After getting the Pegasus Boots, you can dash around. If you have ever crashed (which is highly likely), you would notice Link gets thrown back. If you run into large trees, sometimes, this bright, shiny fruit comes hurling out. Walking over apples gives you a heart as well as a hearty meal. Only certain trees can be "apple-dashed" but when you find one, you'll find the fruit very useful.

Arrows ~

=====

When Link collects the Bow & Arrows from the East Palace, he has the ability to fire these projectiles. However, they will run out eventually and that's when you'll need some refills. Collect them from cut bushes, thrown pots, and even by defeating enemies. Archers carry arrows and they may occasionally drop them after defeating them. They are powerful and can be eventually upgraded to Silver Arrows late in the game!

Fairies ~

=====

Despite the fact that Fairies are um, living creatures, they can be considered a powerup because they heal seven heart containers. When you find them, they are very, very useful. You can catch these with the Bug Catching Net and put them in a Magic Jar (you need one empty though) saving it for later use when you really might need it. When you discover a Fairy, you better get to it quickly. They don't just sit there and can float off the screen if you're not fast enough. Luckily, they won't disappear after a set period of time like some of the other items.

Hearts ~

=====

Link's health meter is represented by those heart containers located at the top of the screen. When you run out of those hearts, Link dies and it's game over for you. Replenish your health by collecting these hearts that slain enemies drop, found under bushes and such, or you can buy one for 10 rupees (I don't see the logic in that though).

Magic Vials ~

=====

These jars of magic (basically) replenish Link's magic meter when it isn't full. They come in two varieties, large and tiny. Obviously,

the smaller version is going to replenish less while the large one refills your entire meter. They are rare among enemies so use them wisely. Enemies drop them rarely and you can usually find them under pots and such in dungeons. However, there is one way to get them easily. First, freeze an enemy in the overworld or in inside a dungeon and smash the frozen enemy with the Magic Hammer. Most of the time, they will drop these.

Rupees ~

=====

Rupees are gem-like items that can be found throughout. They are used as the currency and you'll need these to buy items, pay for fortune telling, etc. There are different types of rupees that can be found. The green ones are worth one, the blue ones are worth five, and the red ones (rare) are worth 20. You can get these by lifting pots, cutting bushes, and of course, defeating enemies. Link can only hold a maximum of 999 rupees.

4.2. Magic Items

[4200]

The following items all have different purposes. Some could be weapons, some could be tools, etc. They all have one major thing in common however, they take away magic from the magic bar. When that green bar runs out, the following items will become useless to you.

Bombos Medallion ~

=====

The Bombos Medallion is a powerful, magical item that you can find in the Desert of Mystery when traveling through the Dark World. When it is used, a section of your magic bar will disappear and Link will spin his sword around unleashing a large fiery blast. The attack will pretty much decimate most enemies and is the best way in my opinion, to clear a room full of enemies.

Cane of Byrna ~

=====

This blue colored walking stick that creates a veil around your character. It takes a while to reach and you'll need a lot of items (Titan's Mitt, Magic Cape, and Magic Hammer) before you can even get anywhere near it. It drains your magic meter like wildfire and since you already have the Magic Cape which (duh), serves the same purpose, why exactly would you waste your time? Get it if you want to, it's in the walkthrough anyway.

Cane of Somaria ~

=====

The Cane of Somaria basically looks just like the Cane of Byrna except it's red! Looks like Nintendo really ran out of ideas here. Despite the similar appearance, the Cane of Somaria has a rather different use. This cane creates a red block in front of you that you can pull switches with, throw at enemies, and create the Somaria blocks required at Turtle Rock. It also holds a much higher importance in the game. Instead of being an optional item, it's

essential to actually get through the game. Find this at the Dark World dungeon, Misery Mire.

Ether Medallion ~

=====

The Ether Medallion can be obtained after collecting the Master Sword west of the Mountain Tower. It is very powerful and will be used later in the game to see an invisible pathway perhaps (I'm giving you a hint right here). Against enemies, it is quite a powerful weapon covering a lot of the screen. It is taxing on your magic meter like the other items above I have already mentioned.

Fire Rod ~

=====

If you're like me, then you like burning things and blowing things up. The Fire Rod serves just that purpose... without the blowing up part. When you collect this powerful weapon (and tool) from the Skull Woods, you have the ability to fire blasts at enemies. The Fire Rod is very similar to the Ice Rod except for the fact that the Ice Rod DOESN'T kill enemies. When you hit an opponent with a bolt, it will burn up slowly. Keep in mind that some enemies require more than one blast. The Fire Rod is still, another tax on your magic meter so be careful with it.

Ice Rod ~

=====

The Ice Rod is almost the exact opposite of the Fire Rod (one's blue and one's red, duh). Instead of shooting forward fireballs, the Ice Rod shoots, well, ICE! Find this near Lake Hylia after Sahasrahla "recommends" you get it. It's not too effective as all it does is freeze enemies so they become vulnerable but useless nonetheless. And by the way, here's something I just figured out recently. If you fire the Ice Rod and kill the enemy you just froze, you get a tiny bit of the magic you used back. Pretty nifty eh?

Lamp ~

====

One thing I could probably never get is why the Lamp takes up magical energy when you light up torches? Does Link really need to conjure up a spell to simply move his arm!? Luckily, it doesn't waste any magic when you're using it in dark caves (automatically) so you won't be in the dark at least. Also, the Lamp can be used as a weak weapon if you weren't aware of that now. Try it, it's fun.

Magic Cape ~

=====

I just love this magic item even if you can only get it a bit late in the game. Putting on the Magic Cape basically makes you invisible and invincible from any enemy attack (ahem, Hollow-Man anyone?). Luckily, you can attack the enemies yourself and have complete authority over them. However, you can only imagine the Magic Cape to have a giant tax on the magic meter but in fact, it doesn't take too much (compared to it's great power). Just don't leave it on too much and go crazy.

Magic Powder ~

=====

This is a strange tool. It has many different uses that I don't feel like describing too much. For starters, try sprinkling it on enemies and watch the results. Get this after giving the Magic Mushroom to the witch near the Magic Shop.

Quake Medallion ~

=====

The Quake Medallion definitely gets my award for the coolest visuals. You can collect this in the Dark World after defeating Agahnim at Hyrule Castle. The Quake Medallion basically forces Link to jump in the air and stab his sword into the ground to create a shockwave that hurts all enemies on THE GROUND. That's right, you won't affect any airborne enemies like Vultures or Crows.

4.3. Dungeon Items

[4300]

The following are only found in dungeons. Any indoor palace, tower, castle, etc with a boss at the end can be considered a dungeon. These items are all dungeon exclusive and are found in "almost" every one with a few exceptions.

Compass ~

=====

The Compass isn't that useful as all it does is pinpoint the location of the dungeon's boss. It wouldn't be too effective if you're using a walkthrough BUT I'll tell you where the compass is for those people who like to finish a game %100.

Key ~

==

Keys can be found scattered through many different dungeons. They all serve one purpose however, to open any door with a keyhole on it. The Key can only be used once and you might need to strain a bit to find them. However, with a walkthrough, it's much easier. Now who's going to thank me? :D

Big Key ~

=====

Most dungeons have one Big Key that could be used on the door to the dungeon's boss or also on those giant chests that usually contain important items like the Bow & Arrow, the Hookshot, and others. These Big Keys are very, very important.

Map ~

==

Inside every dungeon is a chest containing the nearly essential Map. What the Map does is create a blueprint of the dungeon you're currently in. Press the L Button (this would bring up the Overworld map when in the Overworld) to bring up the dungeon map.

These are basically Link's protection method. Mail Armor and Shields. Keep in mind that these items will not be placed in alphabetical order but in the order you receive them to avoid confusion.

|=====|

----|-- Mail Armor --|-----

|=====|

Green Mail ~

=====

The Green Mail is what Link starts off with. It provides miniscule protection and isn't too effective. Enemies do full damage to you and the Green Mail is a poor excuse for protecting yourself.

Blue Mail ~

=====

When Link is venturing through the Ice Palace, he discovers Blue Mail. After all that time, you finally get yourself a little break. The Blue Mail cuts enemy attacks in two but you'll also meet more difficult opponent that do the same damage to you as the previous weaker enemies did on you...

Red Mail ~

=====

The final and most powerful mail can be found in Ganon's Tower. The Red Mail can cut damage down to half if you were carrying Blue Mail before. If not, it whittles it all the way down to a quarter of the full damage. However, you do get this at the last dungeon so you won't have too much use with it.

|=====|

----|-- Shields --|-----

|=====|

Regular Shield ~

=====

Link's Shield is a valuable asset to him. The Regular Shield is the one his uncle gave to him in the beginning of the game. It isn't very effective compared to the others but it does well in blocking arrows and Octorok rocks.

Red Shield ~

=====

Link can get a new upgraded shield at the Waterfall of Wishing. This shield is wider and offers more protection against more types of projectiles. There's still the arrows you can defend against but you can also block those fireballs in dungeons. I strongly suggest you pick up this shield until you can get the Mirror Shield.

Mirror Shield ~

=====

And of course, here's the final shield that offers a heck amount of protection. The Mirror Shield can protect "almost" any projectile that enemies can throw at you. A few new beams you could protect yourself from are the laser beams that the Laser Eye Statues fire at you as well as those giant fireballs. A remarkable tool you shouldn't miss.

4.5. Swords and Non-Magical Weapons [4500]

These are basically Link's non-magical attacking methods. Swords and such. Keep in mind that these items will not be placed in alphabetical order but in the order you receive them to avoid confusion.

|=====|
----|-- Swords --|-----
|=====|

Regular Sword ~

=====

Need I really say more. The Regular Sword is basically, a regular sword. Your uncle gives this to you at Hyrule Castle as well as your shield.

Master Sword ~

=====

The Master Sword is a much better improvement off of the default. After collecting the three pendants, you venture into the Lost Woods and pick up this legendary weapon. It's much faster when it swings and it can fire beams from it when your hearts are all full. However, it can still be improved off of...

Tempered Sword ~

=====

There you go. After rescuing a dwarven swordsmith and returning him to his house, his partner and him will offer to temper your sword resulting in the... Tempered Sword. This sword does a bit more damage than the Master Sword keeping its magical ability to fire beams from the tip when your health is full.

Golden Sword ~

=====

This is definitely the most powerful sword in the game. If you head to the fairy at the Pyramid of Power, you can get it transformed from its original form into the final form, the Golden Sword which would do twice as much damage as the original Master Sword. Wow!

|=====|
----|-- Boomerangs --|-----

|=====|

Boomerang ~

=====

A Boomerang isn't exactly used as a weapon but more like a tool to help you take down that pesky enemy. Upon hitting an enemy, the Boomerang freezes them for a little while which gives you some time to move in and get yourself a few swipes. However, after that little time period, the enemy will start shaking and move again so be quick with your attacks.

Red Boomerang ~

=====

At the Waterfall of Wishing, you have the ability to upgrade your current Boomerang into a new, red one by throwing in the regular into the pond. This new Boomerang is much faster as well as being a much better shot. It also can travel almost all the way across the screen so don't pass up the chance to pick up this jewel.

|=====|

----|-- Other Weapons --|-----

|=====|

Bombs ~

=====

Bombs are powerful weapons but you might find it a bit hard to use against enemies considering the fact that they do take a while to explode and unless you're an excellent marksman, you won't want to use these offensively. However, Bombs play a much more important role as tools. You'll be using these little explosives to blow open cave entrances, collect heart pieces, and of course, advancing through the game. You can buy bombs, pick them up from under rocks or bushes, and get certain enemies to drop them. These are a very useful multi-purpose tools and you should always keep a good stock in your inventory. The only reason I put Bombs in this section is because they "could" be used as weapons although it's not suggested.

Bow & Arrows ~

=====

The Bow & Arrows is one of the more useful weapons of A Link to the Past. Luckily, they are found fairly early in the East Palace and you can shoot a limited number of projectiles at opponents. Some enemies like the Armos Knights or Cyclops are very vulnerable to Arrows so be sure to take advantage of that during the game. Arrows can be found and certain enemies (Armos Knights, Archers, etc.) drop them constantly. Pick them up wherever you go as that's the only way to obtain these Arrows.

4.6. Miscellaneous and Buyable Items [4600]

I couldn't fit these items anywhere else so here they are. These are all basically items that you would want and many of them are required to defeat the game. Because of that, this is easily the biggest section of the Items List. They all vary in importance.

Book of Mudora ~

=====

The Book of Mudora is one of the game's more important objects as well as being extremely useful (ahem, the Ether Medallion?). Its purpose is to read the Hylian and translate it for Link which doesn't understand it himself. This book becomes increasingly useful through the Desert of Mystery and past it.

Bug-Catching Net ~

=====

Surprisingly, the Bug-Catching Net isn't needed until the fight with Agahnim (in which you use it to deflect his spells). Until then, picking it up from the sick boy in Kakariko Village is completely optional. However, I strongly suggest you pick it up to catch fairies and bees for use later. Especially the pixies which will aid you greatly.

Crystals ~

=====

The bosses of the seven Dark World dungeons all drop a Crystal upon defeating them. They supposedly contain the maidens of the seven sages who had sealed away the Triforce. These don't have too much of a use until you reach Ganon's Tower in the Dark World where the seven Crystals are required to open the magical barrier surrounding the tower.

Cure-All Medicine ~

=====

The Cure-All Medicine is a 160 rupee item that you can buy at the Magic Shop where the witch to whom you give the Magic Mushroom is standing by. This particular potion cures both your hearts and refills your magic meter so you might want to pick this up. However, you'll need an empty Magic Bottle to get some use out of it.

Flippers ~

=====

After bothering a giant Zora, Link can buy a 500 rupees (yikes!) pair of Flippers. Despite the price, they are extremely useful and will come into great importance. With the Flippers, Link can now enter the dark blue sections of water which Link would previously plummet into before. He can dive and swim with the help of Flippers. Very useful tool indeed and you'll need it eventually anyway.

Flute ~

=====

When you understand how to use the Flute, traveling will be made "much" easier. You first have to go to the Dark World and talk to a certain character to get the Shovel to look for the Flute. When you do find it and he asks you to play it, play it and he turns into a tree. Oh well, guess you can keep the Flute then. Anyway, play it in front of the weird weathervane in Kakariko Village to free a bird. Now, whenever you play the flute, that bird comes flying down and carries you wherever you want.

Heart Container ~

=====

You get these wonderful items after defeating bosses. Picking one up will reward Link with an extra heart container to add to his health. You also get one after collecting four Heart Pieces. You should never pass up the chance for an extra container.

Hookshot ~

=====

The Hookshot is indeed an unique item as well as being quite useful in many dungeons. To use it, you must first locate an object near the area where you want to get to or else the Hookshot is useless. Fire it, let it latch onto the faraway object and Link will sail to the object where you originally latched on to. The immediate effect is pretty awesome and it's fun sailing around and using the Hookshot for fun.

Magic Bottle ~

=====

The Magic Bottle can be considered a multi-purpose item. It has many uses but sadly, you can only get four in all throughout the game. One at the Kakariko Village (buy for 100 rupees), another in chest in the bar, the third under a stone bridge near the East Palace, and the final one could be found by bringing a chest from the Dark World to the Average Guy (you'll find out who he is in the walkthrough) near the Desert of Mystery. The Magic Bottle can hold medicine, fairies, etc. It's a wonderful tool really and you should strain to get all of them.

Magic Hammer ~

=====

Yeeha! The Magic Hammer is here at your service. Despite being called the "Magic" Hammer, this tool does not really require any magic power. You find the Magic Hammer in the Dark Palace, the first dungeon of the Dark World. The Magic Hammer is a useful tool as well as being the only one that can flip over turtles, pound down pink pegs, destroy pots quickly, etc. Along with that, the Magic Hammer can be used effectively as a weapon if wielded correctly.

Magic Mushroom ~

=====

To get the witch to make you some Magic Powder, you must first collect the Magic 'shroom (I always laugh whenever I hear this). It is found deep in the Lost Woods.

Magic Mirror ~

=====

The Magic Mirror, received from an old man on Death Mountain, is a pretty complicated item. However, its purpose is simple, to enter and exit the Dark World via the Light World. When at first, you use the Magic Mirror to warp into the Dark World, nothing too great happens (except warping to the Dark World of course) however, if you try to warp back to the Light World, you will create a magical warp. You

can't get back to the other world unless you step on this warp (it's displayed on your map thank god). Then it disappears when you go back to the Dark World thus creating another where wherever you get back. It's a complicated process but you'll get it eventually. Also, this mirror can be used to warp back to the beginning of any dungeon usually.

Medicine of Life ~

=====

This is another potion that you can find at the Magic Shop. It is cheaper than the Cure-All Medicine but it only refills hearts. Still, it rests at a hefty 120 rupee price. Like the Cure-All Medicine, you will need an empty bottle to get some use out of it. Yet, this is a useful potion, and you should always carry a bottle or two before entering a dungeon just in case.

Medicine of Magic ~

=====

The Medicine of Magic (aptly colored to match your magic bar) refills your magic meter to its entirety. Buy this at the Magic Shop but there is ONE more way to obtain it... for free. Go to the Waterfall of Wishing (where you got your Red Shield and Magic Boomerang) and chuck an empty Magic Bottle into the wishing pond. The fairy will offer to fill it up for you. I don't find this potion that useful but hey, if you feel you need it, go ahead and pick it up.

Moon Pearl ~

=====

Here's an unique item you don't see every day. The first time you enter the Dark World, Link transforms into a bunny and can't attack or anything. However, when you pick up the Moon Pearl in Mountain Tower, you will be able to keep your true form in the Dark World and thus, be capable of attacking enemies and such.

Pegasus Shoes ~

=====

After collecting the Pendant of Courage and returning to Sahasrahla, you get the Pegasus Shoes as a result. When you do dash with the R Button, you hold your sword in front of you to clear enemies out of your way or simply get through a room quickly. Along with the useful gameplay help, you'll need the Pegasus Shoes for a few game objectives and to advance in the game. One example would be the Book of Mudora which you need these Pegasus Shoes to knock off the shelf or to destroy those rock piles which you will need to get through eventually.

Pendant of Courage/Power/Wisdom ~

=====

These three artifacts are hidden away in the various dungeons of the Light World which you will need to venture to. Sahasrahla explains to you that you must get these three Pendants before you can collect the Master Sword. Get the Pendant of Courage from the East Palace, the Pendant of Power from the Desert Palace, and the Pendant of Wisdom from the Mountain Tower.

Piece of Heart ~

=====

There are many Pieces of Hearts scattered across the Light World and Dark World of Hyrule. 24 in all to be exact. Whenever you collect four of these, you get yourself a new heart container and if you the math, you can get six more (not counting the automatic heart containers you get for defeating bosses) heart containers. This doesn't seem like an item you would want to pass by.

Power Glove ~

=====

Previously, you could lift bushes but definitely not those boulders that sometimes get in your way. After picking up the Power Glove in the Desert Palace, Link can now lift those larger boulders and of course, throw them. However, darker boulders still can't be moved even with Link's newfound power.

Shovel ~

=====

Here's an item you don't have to get but you should if you want the Flute. Using the Shovel which you can pick up from the Flute Playing Boy in the Dark World, you can dig up hearts, rupees, and other treasures.

Titan's Mitt ~

=====

The Titan's Mitt is basically a more powerful version of the Power Glove. Instead of lvl. 2, the Titan's Mitt upgrades your lifting ability to lvl. 3 which doesn't do too much except allowing you to pick up those darker stones which are obviously a bit heavier than the lighter ones. This basically functions the same as the Power Glove and is activated automatically. Find this in the dungeon, Thieves' Town.

---- 5. Overworld ----

[5000]

The Overworld can be considered the area outside the dungeons. The grass, the trees, the water, etc. However, there are various traps throughout the Overworld that can bring harm to you or provide some usefulness. Here's a list of most of them.

Bushes ~

=====

This should be pretty obvious. The Bushes are those green plants you can cut down or pick up. Chop them down with your sword and you might find some rupees, hearts, or maybe even a land mine. Be careful when cutting these down around areas like Hyrule Castle.

Ledges ~

=====

If an elevated area has a break in the wall that protects Link from falling down, you can jump down from there. There are many ledges scattered throughout Hyrule and some of them can take a pretty heavy toll on advancing through the game. Basically, these are fairly multi-purpose. They could be dangerous or extremely helpful.

Pink Pegs ~

=====

In the Dark World, you might come across Pink Pegs or similar. These can easily be passed by with a few swings from the Magic Hammer. And until you get that tool from the Dark Palace, you won't be able to pass these by.

Pit ~

==

Link can drop down holes in the ground. Many of them are dangerous to Link's health but some lead you somewhere like a Heart Piece, a hidden passageway, etc.

Trees ~

=====

Don't ask me what I have to say about trees. They're just there. When you get the Pegasus Boots, you can run into them and you might get a reward (Apples, Fairies, or a lighted Bomb which you should run away from obviously).

Rocks ~

=====

Rocks are similar to bushes except they can't be cut down and you need the Power Glove/Titan's Mitt to get through them. They can be big or small and light and dark (the Titan's Mitt is required to pick up dark rocks). They are scattered throughout the Light World and Dark World although there, rocks can come to life. O_O

Water ~

=====

Link can swim through water with the Flippers that you get later in the game. There is a also a light blue version of water that you can still step in without the Flippers.

=====

---- 6. Characters ----

[6000]

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There are quite a few noteworthy characters throughout Hyrule. The following all have a prominent role in A Link to the Past. They can be bad or good.

Link ~

==

Whoa, who can forget about the legendary Link? The savior of the previous Zelda games and the Legendary Hero of the Triforce. In this game, you'll be controlling him through the land of Hyrule to rescue

the princess and save all of Hyrule.

Princess Zelda ~

=====

As the old saying goes, behind every man is a woman. Zelda, the princess of Hyrule is one of the last descendents of the seven sages who were the ones who sealed away the Triforce and the Golden Land long ago. Zelda is soon kidnapped by Agahnim and Link must venture off to save her.

Sahasrahla ~

=====

The Kakariko Village elder and descendent of the seven sages, Sahasrahla is Link's best ally in this game. He'll play a large part in the game telling Link where to go and his objectives to save the princess and Hyrule from the evil Ganon's rule. His wisdom and information is valuable throughout the game.

Agahnim ~

=====

The evil wizard Agahnim was the one who had taken over Hyrule and its castle as well as getting rid of the king and the maidens of the seven sages. Agahnim, partnered with Ganon is attempting to overcome the Light and Dark Worlds of Hyrule under his full control. Link obviously cannot allow this to happen.

Ganon ~

=====

Previously known as Ganondorf, this towering behemoth has taken the Triforce and has made his wish. Agahnim and Ganon partner up and if Link does not stop him, all of Hyrule will be lost to Ganon and his equally evil wizard partner.

=====

---- 7. Walkthrough ----

[7000]

=====

NOTE : THIS IS NOT A WALKTHROUGH ON THE FOUR SWORDS!

Here we are, the meat of any guide. I will be your guide as you are leaded through the world of Hyrule on your adventurous journey from Hyrule Castle to Ganon's Tower. The section header names are based off the dungeon at the end which you will have to go through.

Before you continue, please read "The List of Common Sense" and be sure you understand it before playing the game.

The List of Common Sense

~ Remember to save your game at intervals

of play.

~ You can't save and be able to appear right where you saved but you do appear at a dungeon's entrance or any other entrance or exit. Therefore, you should try to complete each dungeon in one pass whenever possible.

~ Rupees are valuable. So are hearts, magic vials, arrows, bombs, and fairies. When enemies drop these items, use them.

~ Try to follow the walkthrough just the way I describe. Zelda is a complicated game and one misstep could lead you somewhere completely different than what I had described.

~ I will not tell you when to buy or use Medicines. Use common sense and keep a good stock and use them when needed. The same goes for Fairies.

~ If at any point you are missing an item or similar, check the Items List section and figure out where to find it (most of the time, it'll be in the item description and if not, you're screwed). Then, check that section of the walkthrough and collect it.

7.1. The Legend of Hyrule

[7100]

(The following is the dialogue that appears in the SNES version of the game at the beginning. I chose to use this one due to the fact that it describes the game in much more detail).

|~::~::~::~::~::~::~::~::~::~::~::~::~::~::~::~||

-----|-- The Legends of Hyrule --|-----

|~::~::~::~::~::~::~::~::~::~::~::~::~::~::~::~||

To set the stage for this adventure of the legendary Hero of Hyrule, it will be informative to delve into the Triforce myth, an ancient epic about the creation of the world that is still believed in the land of Hyrule. Every culture has such myths and theories about the creation of their worlds, and it can be beneficial and entertaining to examine them in detail, for they often affect the present day social structure. The legends say the mythical gods of Hyrule had as their chosen people the Hylia. These ancient people left scrolls that are the primary source of the legends.

|~::~::~::~::~::~::~::~::~::~::~::~::~::~::~::~||

-----|-- The Creation of Hyrule --|-----

|~::~::~::~::~::~::~::~::~::~::~::~::~::~::~::~||

According to the Hylia scrolls, the mythical gods descended from a distant nebula to the world and created order and life. The God of Power dyed the mountains red with fire and created land. The God of Wisdom created science

and wizardry and brought order to nature. And the God of Courage, through justice and vigor, created life - the animals that crawl the land and the birds that soar in the sky. After the gods had finished their work, they left the world, but not before creating a symbol of their strength, a golden triangle known as the Triforce. A small but powerful portion of the essence of the gods was held in this mighty artifact, which was to guide the intelligent life on the world of Hyrule.

Although it was an inanimate object, the Triforce had the power to bestow three titles which gave the person who received them great powers: "The Forger of Strength", "The Keeper of Knowledge", and "The Juror of Courage". From its hiding place in the so-called Golden Land where the Gods placed it, the Triforce beckoned people from the outside world to seek it in the hope that someone worthy of these titles would find it.

With their magic infused blood, the Hylian people were endowed with psychic powers and skill in wizardry. It was also said that their long, pointed ears enabled them to hear special messages from the gods, so they were held in high esteem by many people in Hyrule. Their descendants settled in various parts of the world and passed on their knowledge and magical lore to all people. But in its passing, the lore was often distorted or lost altogether.

```
      |~::~::~::~::~|
-----|-- Gates To The Golden Land --|-----
      |~::~::~::~::~|
```

In Hyrule, there are many Hylian buildings which are mentioned repeatedly in the legends. These buildings, which now lie in ruin, pale shadows of their former splendor, are closely tied to the Triforce.

Some were even said to house the Triforce...

If it were only a symbol of the gods, the Triforce would be coveted by many. But a verse from the Book of Mudora (a collection of Hylian legends and lore) made the Triforce even more desirable:

In a realm beyond sight,
The Sky shines gold, not blue.
There, the Triforce's might
Makes mortal dreams come true.

Many aggressively searched for the wish-granting Triforce, but no one, not even the Hylian sages, was sure of its location; the knowledge had been lost over time. Some said the Triforce lay under the desert, others said it was in the cemetery in the shadow of Death Mountain, but no one ever found it. That yearning for the Triforce soon turned to lust for power, which in turn led to the spilling of blood. Soon the only motive left among those searching for the Triforce was pure greed.

One day, quite by accident, a gate to the Golden Land of the Triforce was opened by a gang of thieves skilled in the black arts. This land was like no other. In the gathering twilight, the Triforce shone from its resting place high above the world. In a long running battle, the leader of the thieves fought his way past his followers in a lust for the Golden Power. After vanquishing his own followers, the leader stood triumphant over the Triforce and grasped it with his blood-stained hands. He heard a whispered voice: "If thou has a strong desire or dream, wish for it..." And in reply, the roaring laughter of the brigand leader echoed across time and space and even reached the far-off land of Hyrule. The name of this king of thieves is Ganondorf

Dragmire, but he is known by his alias, Mandrag Ganon, which means Ganon of the Enchanted Thieves.

-----|~::~::~::~::~|-----
 -----|-- The Imprisoning War --|-----
 -----|~::~::~::~::~|-----

I do not know what Ganon wished for from the Triforce. However, in time evil power began to flow from the Golden Land and greedy men were drawn there to become members of Ganon's army. Black clouds permanently darkened the sky, and many disasters beset Hyrule. The lord of Hyrule sent for the Seven Wise Men and the Knights Of Hyrule, and ordered them to seal the entrance to the Golden Land.

The Triforce, being an inanimate object, cannot judge between good and evil. Therefore, it could not know that Ganon's wishes were evil; it merely granted them. Suspecting that Ganon's power was based on the Triforce's magic, the people of Hyrule forged a sword resistant to magic which could repulse even powers granted by the Triforce. This mighty weapon became known as the blade of evil's bane, or the Master Sword. It was so powerful that only one who was pure of heart and strong of body could wield it. As the Seven Wise Men searched for a valiant person to take up the Master Sword, Ganon's evil army swarmed from the tainted Golden Land into Hyrule and attacked the castle. The wise men and the Knights Of Hyrule combined forces to wage war on this evil horde.

The Knights took the full brunt of the fierce attack, and although they fought courageously many a brave soul was lost that day. However, their lives were not lost in vain, for they bought precious time for the Seven Wise Men to magically seal Ganon in the Golden Land. All of Hyrule rejoiced at the victory that upheld peace and order over Ganon's evil and chaos. This war, which had claimed many lives, became known as the Imprisoning War in stories told in later centuries.

-----|~::~::~::~::~|-----
 -----|-- The Coming of the Wizard --|-----
 -----|~::~::~::~::~|-----

Many centuries have passed since the Imprisoning War. The land of Hyrule healed its wounds and the people lived in peace for a long time. Memories of the vicious Imprisoning War faded over the generations...

So it is no surprise that no one was prepared for the new disasters that have recently struck Hyrule. Pestilence and drought, uncontrollable even by magic, ravaged the land. The king of Hyrule, after counsel with his sages, ordered an investigation of the Imprisoned Dark World (as the Golden Land had come to be known) but the wise men's seal was apparently intact. He offered rewards for anyone who could find the source of these troubles. In answer to these summons a stranger named Agahnim came and quelled the disasters with a previously unseen form of magic. As a reward, the king gave him a new position as chief advisor and heir to the Seven masses proclaimed him their hero. Peace had returned to Hyrule... or had it?

Of late, rumors have traveled their whispering path with alarming frequency. Rumors saying Agahnim now rules the country with his magic... Rumors of strange magical experiments in the castle tower at night... The people of Hyrule were gripped by dread.

-----|~::~::~::~::~|-----
 -----|-- Prologue --|-----

One night, a girl's voice awakens you from your sleep.

She telepathically pleads.

You jump out of bed not knowing whether the voice was part of a dream or reality. Upon leaving your bed, you find your uncle, who should be fast asleep at this time, preparing to go out, girded for battle.

"I'll be back by morning," he says as he departs. "Don't leave the house."

You watch him leave with the family sword in hand and shield on arm. This night is like no other... Who is Zelda? Where had your uncle gone and for what reason?

And so, on an ill-fated night, a new chapter in the legend of Hyrule's hero begins- a new chapter in The Legend of Zelda!

~~~~~  
7.2. Hyrule Castle [7200]  
~~~~~

As soon as you past the monotonous story dialogue, you are in your bed on a raining night. Suddenly, a voice pops in your head. She claims her name is Zelda and she has been imprisoned by Agahnim at the Hyrule Castle. She also says that this particular figure has made the other maidens vanish. Before Link can begin to think about what the heck just happened, you awaken. It seems your uncle is about to leave the house for some business. He tells you to stay here and takes his sword and shield. Little does Link know that his uncle has something far more important to do than what he clues. Get out of bed and get the Lamp from the chest. Then ignore your uncle's instructions and leave the house into the rain.

If you want to, pick up some of the bushes around your house for a rupee or two. Bring up your map with the R Button. Hyrule Castle is your next objective. It should be marked with a flashing red X on your map. Turn it off and continue south onto the dirt road. From there, head east and follow the path as it twists north until you reach a fork. Take the northeast path around and you should reach the stone bridge leading up to the castle gates. If Zelda hasn't contacted you again yet, she probably will now. Talk to the guard at the main gate if you want but as of now, you do not have access to enter the castle. However, we aren't going to go home this quickly...

Along the walls of the castle near your current position are two stone paths leading west and east. Take the east path past all the bushes and continue to follow the stone path as it twists north a bit. Eventually, you'll reach the end. Now, take careful note of your current position. Nothing too great around except for a few bushes. Look carefully and you should notice that one of the bushes is on a suspicious stone platform. Pick it up with the R Button to reveal a hole. If you cared to listen to Zelda's second speech, you should have already been advised to travel into the garden. Well, this has to be it so get yourself together and takes a hop into it.

-----| Hyrule Castle (1st Pass) |-----
yyyyyyyyyyyyyyyyyyyyyyyyyyyyyy

You will land in a shallow pond inside the castle. Continue west through the narrow passageway and you'll meet your uncle lying on the wall. It seems that

he wasn't able to help the princess at all. When he sees you, he gives you his shield and sword and tells you to continue as well as teaching you the secret sword technique (which isn't too secret). He then pleads with you to rescue Princess Zelda for the sake of Hyrule. Keep that order fresh in your mind and continue after your uncle expires. There's not much else to do for your uncle so continue and exit through the door at the other end of the narrow hallway.

You will now emerge in a room patrolled by two Green Knights to the east. This is your first time you come in contact with enemies so be sure to practice your swing. Continue east and open the chest for five rupees. Lifting the pots will get you two Magic Vials but you might not need that now. After collecting the loot, head back to the entrance of the room and continue south up the steps to the door out of here. Once you're back outside in the pouring rain, continue south and lift the bushes out of your way. If you look at your map, the entrance to Hyrule Castle is just to the west so head around and defeat the knights in front of the door. Continue forward and enter Hyrule Castle!

Head north a little bit and rip apart the Green Knights in the room. The one with the longer sword can block some of your strikes but if you hit him diagonally, you'll hurt him. Once they are taken care of, take some time to get used to your surrounding. You're in a large entrance hall with two doors leading west and one door leading east. Because the west door has less enemies, we'll take that. Head into either door that leads west (the north door puts you right next to a Blue Knight though). This room consists of a lower hall and an upper area. If you want to get up there (or if you already are if you took the north door), head to the south end of the room and go up the steps. The pots in the northwest and northeast corner of the room contain hearts. There is a door on the upper level but you should ignore that for now. Instead, head back down and take the door that leads north.

You will come to long, narrow passageway with three Green Knights in it. You may have a bit of trouble fighting in a narrow area like this but you should not have too much trouble... yet. The pots in this room also carry hearts so refill them if you need to. Head into the door at the end of the room to reach another hallway. At least this one doesn't have any enemies. There's nothing of great significance in the other rooms on this floor except for a few hearts if you need them. When you're ready, go down the stairs in this room to the basement.

The basement is a darker and more sinister part of Hyrule Castle. Upon arriving, make your acquaintance with a Blue Knight and pick up the Map in the chest and the Key that the Blue Knight drops when you slay it. The door to the south is locked but with your new Key, you can open it. Just walk up to it and continue south. Okay, head down the steps off the ledge you're standing on and get the Blue Knight. Continue south to the next screen and slash at the next two Blue Knights. Be careful of the pits as you can fall into them and lose a heart. In fact, you can use them to your advantage by pushing the Blue Knights into them for a quick defeat.

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,=~~~~~=.
|   The Map is a useful tool for any   |
|   dungeon. It will give you a rather |
~~~~~|   crude, yet valuable map of the dungeon |~~~~~
|   you are currently in. Rooms you have |
|   visited are light blue while rooms you |
|   yet to explore are dark.           |
`~~~~~`

```

The pots here don't contain anything so continue south along the narrow

pathway watching out for the sides without walls protecting them. Continue along killing off the single Blue Knight until the path widens up a little bit. There are two Green Knights with long swords here but you should have no trouble taking care of them. The steps leading up to the upper platform here have no use as of now so continue all the way west and north to enter through the door and the next room.

Defeat the Green Knight immediately and door to the north and east will open. Take the east door into a small room with a lot of statues, a Blue Knight, and a chest. Defeat the Blue Knight to get a Key and open the chest for a Boomerang!

```

,=====
|   The Boomerang does very little damage   |
=====|   to enemies but it freezes them so they   |======
|   will become much more easier to defeat. |
`====='
```

Exit the room and head north opening the locked door. Continue forward and head down the steps to the next level which is pretty small really. Head to the other end and go down another set of stairs to reach the final level where Zelda is being held. Head down and defeat the Green Knight and prepare yourself to fight the Mace Knight.

Mace Knight ~

=====

There's an easy way to defeat this and a harder but "correct" way to defeat him. The correct way basically means moving back when he swings and attacking when his mace has to recoil. This way requires good timing and eye to hand coordination. Keep in mind that the Boomerang also has an effect on him. If you are finding yourself being pummeled constantly, you might want to take another approach. In the cell closest to the door are three pots, you can use these against the Mace Knight. Hit him with two direct hits and he'll fall. It's quite cheap but it's effective. Oh, and by the way, there are hearts under the pots if you need them.

The Mace Knight will drop the Big Key and you are free to continue to Zelda. Unlock the cell with the Big Key and walk up to the princess. She'll tell you about what's going on and Agahnim. Before you go, pick up the blue rupee in the chest nearby and backtrack to the door. Climb the steps up to the next floor and climb the stairs again back to Basement 1st Floor. Continue south past the door all the way to the large room we had been in before. This time, you can use the stairs up to the upper platform to get through the room quickly. When you reach the 1st Floor finally, continue east or west defeating the enemies to the entrance room.

When you enter the entrance room, Zelda will explain to you about a secret passage to the Sanctuary where an old man will help you out. This secret passage is located in the thrown room so head to the north-center part of the room climbing the steps onto the next floor. Upon entering the thrown room, you will notice two Green Knights to your immediate northeast and northwest. Dispose of them quickly but try not to get caught in a corner. Your three heart containers will do very little to sustain you for that long. After defeating them, head north to the two thrones. Zelda will tell you about the hidden passageway behind the ornamental shelf. Push it from left to right and continue into the dark passageway.

Hey, I did tell you it was going to be dark didn't I? Anyway, since you don't

know where the heck you are, I'll give you the lowdown on your position. You start on a south wall. As you advance north, there is a path that goes west that leads to a pot and a lamp. If you want to, light the lamp to see the area and to defeat the mice scurrying around. If you head straight north, you'll reach a second lamp. However, if go south from the second lamp and slip into the first pathway east, you'll reach the steps leading down to the next level.

This is a small floor but there will be Cobras in the center of the room which you should be aware of and dispose of quickly as they do eat away at your health pretty quickly. Light the lanterns for a better illumination of the surrounding area. When you're finished slaughtering the snakes, continue around and go through the door at the end into a larger (but still pitch black) floor.

Walk north a bit and defeat the enemies in the area the best you can. Soon, you will come across a three way fork north, east, and west. To the west is a lantern that you can light and if you take the east fork, you'll come across a chest with Key as well as two more lanterns. Pick it up the Key and continue back to the fork and head north. Unlock the door and enter an area that Zelda calls the sewers. Well, you might not want to step in it now but there's no turning back so continue west along the water. Keep in mind that there are many Mice here. However, there is an easy way to defeat them, step in the water and attack them without stepping out of it. The Mice can't go in the water so you should have no trouble. Head to the west and go through the door to another part of the sewers.

There are some Mice in here too so defeat them the same way as you did before. Along with them are a few Bats. Keep in mind that the Bats can follow you onto the water so you might want to get yourself a different strategy. After killing off the opposition, pick up some of the pots for Magic Vials, Hearts, etc. Along the north wall is a door leading out of these stanky sewers. Go through.

The only door out of here is locked so we'll need a Key. There are a few enemies in here including Mice and some Bats. One of them will drop the Key so you will probably need to defeat them all to get it. When you pick it up, head to the northeast corner of the room and unlock the door heading north into the final room out of the basements. As you step through, you'll notice something, LIGHT! Finally we can kill off enemies without bumping into walls like an idiot.

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,=~~~~~.
|   On the west wall in the little niches   |
|   in this room are cracks in the wall.    |
~~~~~|   These cracks can be broken through with |~~~~~
|   Bombs so when you do buy a few,         |
|   remember to come back here and blow it. |
`~~~~~'
```

Kill off the various Mice and Bats flying around and you should soon reach a blockade of blocks. Push the center block north to create a path to the other side.

Head up the steps to reach a cabin-like room with Mice crawling all over the place. Defeat them all the best you can (try not to get yourself overwhelmed) Go through the door and Zelda will tell you that the Sanctuary is just beyond the next door. However, you have to pull the switch. You'll soon notice there are two. Since Zelda didn't tell you which one to pull, you will have to take your chances on this one. If you pull the west one, MANY Cobras fall on your head and you will be in trouble. The east one is the safe one to open the door to the Sanctuary.

====| The Sanctuary |====
~~~~~

Here, you'll meet the Sanctuary Guardian. As Zelda and the Guardian meet once more, both will tell you more about Agahnim and his terrible plan. Before, you didn't have too great of a clue what was going on so here's a good time to regain yourself and understand what's going on. The evil wizard Agahnim has taken over the castle and Link may very well be the only one who can save all of Hyrule. As of now, Link's quest to find the fabled Master Sword while Zelda hides in the Sanctuary to stay safe from the evil Agahnim. When they are done talking, open the chest nearby for a Heart Container. Head south and exit the Sanctuary. Breathe in a deep sigh of relief. We'll be well on our way once again...

-----  
7.2. East Palace [7200]  
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It's fairly easy to get to Kakariko Village, our next stop. There are a few Green Knights along the way but nothing that great. Head south from the exit from the Sanctuary and you should reach a dirt road stretching east and west. Defeat the Green Knight and follow it west. If you look at your overworld map, you'll see that Kakariko Village (marked with a "X") is just to west. As you take your leisurely stroll through the countryside, you'll notice a sign along the way saying that Kakariko Village is to the west. That's a good sign. When you reach the Fortune Teller's House, you can be sure you're due north of the village. Go inside and take your fortune if you want for 10 rupees and continue south into the village.

====| Kakariko Village |====  
~~~~~

There are a few things to do here. When you enter from the north, the first building to the west you see is the Elder's house. Go inside and talk to the lady to find out that the Elder hasn't been seen around for a while. She also tells you a tiny bit about the Master Sword but that's irrelevant as of now. Exit and continue south and a little bit to the west until you reach a house with two water thingies in the back (I don't know what they're called but they feed horses and pigs). Next to the two, er, water thingies is a boy with a blue hat. Talk to him and he'll tell that the Elder is hiding in the palace "past the castle." He'll mark it for you with an "X."

Now that we know where to go, you can simply trot off but there are a few things I strongly recommend you do here. First of all, head into the shop just south of the boy you just talked to and buy a few Bombs. You'll need them for later. Exit the building and head north of the shop until you reach a sitting man in a turban. Talk to him and he'll tell you he will give you a Magic Bottle for 100 rupees. Well, since we probably don't have that much money yet, get out there and kill a few knights (use the Boomerang to stun them and then pick up the rupees they drop) or slice down a few bushes. When you got the amount, go buy one. They are really, really important.

If you want an easier way to get a few rupees, head to the house with the green roof right next to the Elder's house. Talk to the man in there and he'll tell you that this used to be a thief's hideout led by a thief named Blind who really hated bright light (you'll meet him later on). Head to the back of the room and go down the stairs to a room with chests and blocks. Each block can only be moved once. You don't have to try to get all the chests obtainable at

once. Instead, just move one to reveal one chest, exit the room, and move another. Simple really.

However, the rupees aren't the only prize here. If you have played any other Zelda game before, you should already be familiar with Heart Pieces. If not, you're about to find out. Inspect the north wall of the same room and look for a slightly cracked and frayed piece of wall. Place a Bomb right by it and move back. It blows up revealing a hole in the wall that you can walk through. Lift up the pots (which all contain blue rupees) and open the chest for your first Heart Piece! With the collection of every four Heart Pieces, you get one extra Heart Container so there's no reason you shouldn't pass up the chance to collect all of them.

There's another Heart Piece in the area that you can get if you want. Exit the thief's house and continue straight west until you reach a cave in a ledge with a hole right by it. Head back and go around to get on top of that ledge and jump off the ledge into the hole. You land in a cave area. The first chest has Bombs in it and the other three all have red rupees. There's more to be found however. Inspect the north wall for a stray crack and blast the wall with a Bomb to reveal a passageway. Pick up the pots and collect the prizes underneath and open the chest for another Piece of Heart.

After buying the Magic Bottle from the salesman and you're willing to get yourself another one, head to the southeast corner of Kakariko Village and enter the blue roofed building there. This is the Tavern. Talk to the people inside if you wish but the real prize is in the back. Exit the building and head all the way around to the back of the tavern going through a secret door. Lift the pots and open the chest for a second Magic Bottle. Yay!

Directly north of the Tavern is another blue roofed house. Head inside and talk to the boy lying in bed. He will wake and tell you that he got sick from the evil air coming down from the mountain. And because of his illness, he can't go out and use his Bug Catching Net so he'll lend it to you. We don't have any great use for it now but later on, we'll use it to catch fairies and defeat a certain boss with it. Give it a twirl and try it out and then exit the boy's house.

There's not much else to do here in Kakariko Village except for two more Heart Pieces. First off, save and turn off the game. Then when it asks you if you wish to start where you saved off or start at Link's House, select Link's House. Now that we're back, exit and continue all the way south until you reach a whole different area. There should be long grass everywhere as well as white statues. Our target is a large white building somewhere in the center of this area. Enter and you will come across a chest and a three-block wall. To get through, push the center block up and then push either the left or right block to the left or right. Create a path and continue through until you reach a room with a Spinner and two switches at the north end. Now, if you pull the left one, Bombs will drop from the ceiling. Instead, pull the right one and the canal to the right of Link will open up. Exit the building and the Heart Piece will be right there near a flopping fish.

For the fourth Heart Piece and your fifth Heart Container, head back to Kakariko Village and head south from the village itself. You will pass a few buildings including the Library. Keep checking the houses until you reach a building with a man at the north end who claims to be feuding with his brother. He has sealed the west wall leading to his brother's room. Bomb the wall and continue through. Talk to the other brother if you want but he is of little importance right now. Instead, exit and talk to the woman near you. Complete the area in less than 15 seconds and the man at the end will give you a Heart Piece as a reward for Link's tip top shape. If you don't get it the first

time (it's a bit difficult), just keep on trying. You won't be fined or anything for losing so don't worry. ;)

And finally, we head to the Lost Woods. The entrance is a bit north of Kakariko Village. When you enter, head directly north. Along the way, you should pass a tree-trunk with a hole in it that you can enter through. Continue heading north and then west taking the left fork passing the two large tree trunks until you find a mushroom on the ground. We'll need this later so pick it up. Head back south a bit until you reach a 3x3 pile of bushes that we passed on the way to the Magic Mushroom. Cut down the center bush and fall down the hole to a room with the fifth Heart Piece. When you find your way out, you will realize you were inside the tree trunk we had passed previously.

Now that we have completed all the side-quests before the East Palace, we now will head to well, the East Palace! I'll list the directions from Link's House so start off from there by saving the game and selecting "Start From Link's House" in the menu that comes up.

Exit your house and jump south off the ledge. Start heading east a bit until you reach a marble bridge over a river with a sign in front of it saying "Shopping ahead at Lake Hylia." Head north over the bridge defeating the various enemies you come across. As soon as you cross the bridge, follow the dirt path east. Continue and after a short walk, you will see a path open up to the north. Head through and look at your map. You are entering the area where East Palace is. Continue north and head up the long set of stairs that present themselves to you.

You will find yourself on a high plateau with Octoroks spitting rocks everywhere. Try to avoid them and their rocks the best you can and continue straight north. If you were lined up, you should find yourself on a ledge. Jump down and enter the house you see. Inside, you will find Sahasrahla, the village elder we were looking for. Talk to him and he'll tell you a bit about the Master Sword. But, he doesn't wish to give you any more information. Retrieve the Pendant of Courage he says. Now, before we go, notice the cracked wall to the north. Bomb it and open the chests for some goodies. Exit the building and climb the steps above Sahasrahla's house.

Now, you have to follow my directions exactly or else you won't be able to reach our next destination. Along the way, avoid the Armoses or defeat them. From the top of the stairs, head east a bit ignoring the steps and follow the stone path south as if you were going around the ledge around Sahasrahla's house until you can't go any further south. Follow the stone path east and then south and you should reach an Armos standing in front of some steps leading down. Activate it and defeat it and continue down the steps. Advance a bit east and then north walking up another set of stairs. A bit to the east of the top of these stairs is another set of stairs leading up to a marble platform with a Blue Knight on it. Continue ascending the stairs until you reach the entrance to the East Palace. Phew...

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-----|           East Palace           |=-----  
                ??????????????????????
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Welcome to East Palace, the worthy location of our first objective, the Pendant of Courage. Before we continue, if you get lost in this dungeon, you better improve yourself or else you will indeed get completely stuck later in the game.

You start off the dungeon in a small room with three exits. First, we have to

go through the center door but apparently, it's closed. Lift the pot in front of it and voila, a switch. Step on it to open the north door. Head through and kill off the Snake Bushels here the best you can. Now, the door to the north and the door back will seal as soon as you enter the room so you will need to find some way to open them. Notice the slightly raised piece of floor that faintly resembles a button. Step over it and the north and south door will open. How cool was that? :P

This is a strange room. Ahead of you down a few steps are many balls (I know what you're thinking) rolling forward. Head down the steps and do your best to avoid them. When you see the large ball (it takes up the entire hallway), dash into one of the alcoves to avoid it. Keep doing this until you reach the end of the hallway. Let's hope you didn't lose too many hearts at this point. Head up the steps ahead of you (this is like a mirror image of the other side) and exit through the door.

Head a bit north and you should reach a fork in the path. Take the east one. When you reach the end, it looks as if the door isn't about to budge as of now. However, avert your gaze to the two pots on the same screen. Sandwiched between them is a switch similar to the one we had stepped on before to open a different door. Lift up the pots and step on the switch to open the east door. You will find yourself in a room on a upper pathway. In the same room are a bunch of skeletons you have never seen before. These are the Stalfoses. You will be meeting them in the future many times.

At the north end of the platform, there's a door leading east. Go through to reach a room with a pattern of five pots and a Spinner. Our target is the south door but it appears it's closed. Lift the center pot and step on the switch to force it open. In this room, open the chest for a Map. Press the L Button to view the Map of East Palace. Now, we need to get back to the large forked room where you entered the room with all the Stalfoses. Simply jump off the ledge you're currently on and head up the southern steps taking the door west to reach the Stalfos room.

Go through the west doorway in this room as well and continue all the way to the west end. You should know what to do here. Lift up the pots and step on the switch to open the door west. Here are some more Stalfoses that you can make your acquaintances with. There are only two doors in this room, the one you entered from and another one a bit to the south leading west. Go through and you will find yourself in a rather strange room with skeletons littered over the floor. However, before we can do anything, five Stalfoses will appear. Defeat them to open the door north. Go through all the way north until you reach a chest. Open it for a Compass, an invaluable tool.

```

,=~~~~~.
| The Compass is another dungeon tool you |
| probably want. It has a small purpose |
~~~~~| but it's very useful nonetheless. The |~~~~~
| Compass will pinpoint the location of |
| the dungeon boss for you. |
`~~~~~'
```

Now that we have both the Map and the Compass, we can descend the stairs and continue through the doorway east. You will see a strange object on the wall. This is a communication plate, which you can contact certain people with. In this case, it's Sahasrahla on the other line. He'll give you a hint about an item you will find in the East Palace. Apparently, he enjoys talking in riddles and you probably have no idea what to look for do you? Well, you will find out soon enough.

Head through the east doorway to a large room. On the same screen is a green object. Is it a statue? Approach it and find out! These are another new face, call them Cyclops. They take many strikes with a sword to defeat but once you get the East Palace's treasure, defeating these will be a breeze. Instead of exploring the room, head straight east to the other side of the room where a doorway awaits. You will probably notice a large chest in the center of this room. We can't open it yet so exit.

Aha, we have been in this room before haven't we? Except this time, we are on the bottom level. Head all the way south and walk up the steps to a door leading south. Head through. Argh, there's no light here. Looks like we'll be walking blind a bit now. Head east and around the corner and you should see a sealed door leading right. A bit below it is a raised switch that we have seen time and time again. Step on it once again to open the east door which you should head through as well.

Once you enter this room, start smashing pots for minority items you might be interested in. Continue picking them up and smashing them until you find a Key under one of them. While doing this, you will need to defeat two Stalfoses to get through. Once you get the shiny object, exit the room and continue around to the other side of the small darkened room where a locked door resides. Open it to exit the darkened area.

Okay, now we are on a higher platform above a familiar room we had visited early in the dungeon. Continue all the way west to other side and exit this room. The next room is filled with activity. Defeat every enemy, the Snake Bushels, the Stalfoses, and the single Cyclops. Upon defeating every enemy, the Spinners that were originally rotating around the pot will release themselves. Pick up the pot that they had once surrounded to reveal a switch. Step on it and open the chest that appears for the Big Key of the dungeon.

Now you can open the locked door to the north. Go through and push the right one up to reveal a path and head north. What do you know, the communication plate we were at before. Head through the east doorway to reach the large room we were in before with the big chest. Now that we have the Big Key, we can open it (it makes sense). So open it up to reveal the Bow & Arrows. An valuable weapon for later.

```

      ,=~~~~~=.
      | The Bow & Arrow is a great alternative |
      | when you don't feel like using that   |
~~~~~| sword. It is powerful and certain    |~~~~~
      | enemies are very, very vulnerable to it |
      | like the Cyclopses.                   |
      `~~~~~'

```

However, don't do your victory dance yet as several Stalfoses will drop from the ceiling. These aren't the regular Stalfoses. Instead of staying in one piece, their heads will come flying off and start chasing after Link. You can not defeat them so don't try. Run to the north end of the room where another door is up a small set of stairs on a higher platform. You need the Big Key to open it so go through before the skulls get the better of you.

Dang, more darkness. There are some Lamps that you can light up. However, you might want to defeat the enemies in this room first. The Bow & Arrows are especially effective against the Cyclopses so use that to kill them. One of the enemies will drop a Key, pick that up. If you want some rupees, pick up the pot and head through the northeast door. If you don't care, pick up the pot and go through the northwest door which requires a Key to open it.

Now we are on the second level of the East Palace and really close to the boss and the Pendant of Courage. Pick up the pots here while avoiding the Spinners for some items. The southwest pot contains a switch that unlocks the door leading west. Defeat the Cyclopes and step on one of the four switches to open the door west. Continue through and run for the dead center of the room. Balls will immediately start flying out and you will be stuck there. Now, there are four switches on the ground in this room but three are fake. The real one is the upper left one. Time your run to avoid the balls and run to step on it and open the door west.

Head through to reach two Stalfoses and a Red Cyclops. This time, you can only defeat the Cyclops with an Arrow, nothing else. Kill them off and head north through the door that has just opened for you. Argh, more enemies. Try to kill off the Snake Bushels the best you can without losing too many hearts. Now, wake the two Red Cyclopes blocking your path north and shoot two Arrows into each one to kill them off. Here we are finally, the boss.

Armos Knights ~

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The Armos Knights' attacks and strategy are pretty predictable for the most part. They can get into two formations, a circle and a line. When they do get in a circle, get into a corner so they can't hurt you. When they get in a line (horizontal or vertical), you can be sure they are about to charge you. There's no way to avoid this if you haven't defeated any of the Armos Knights. You will have to blow a hole in the line by killing off one Knight. Each of the Armos Knights takes about three hits with the Bow & Arrows. If you can avoid touching them, you should have no trouble dwindling their numbers down to just one. When you do, that last one will break formation (there really isn't a formation left now is there?) and start chasing after you. You can still use the Bow & Arrows but the Sword is obviously much more effective in a situation like this. Take the last down with a few strikes.

Now pick up the Heart Container the last Armos Knight drops and then pick up the Pendant of Courage that drops from the ceiling. Congratulations, you have successfully defeated East Palace and collected the Pendant of Courage, your first target. Now, we are back outside East Palace. Let's head back to Sahasrahla and receive our next orders.

7.3. Desert Palace [7300]

Backtrack through the area following the directions I gave to you before backwards until you are back Sahasrahla's place. Talk to him again and he'll tell you more about the legend. Sahasrahla sees that Link may very well be Hyrule's new hero. After the depictions, the elder will give you the Pegasus Shoes and tells you head off to find the two other Pendants. He also tells you about a useful item that may be hidden near Lake Hylia.

~~~~~  
| ,=~~~~~  
| | The Pegasus Shoes, when activated allow |  
| | Link to dash really fast. When dashing, |  
~~~~~| you will hold out your sword in front |~~~~~  
| | of you so you can defeat enemies by |
| | simply running through them. |
~~~~~| `~~~~~

Now that we have the Pegasus Shoes, we have a new Heart Piece to pick up. Head to the Sanctuary and continue a bit west of the building until you find a plateau. Walk up to it and you should notice a group of five rocks piled neatly together. With the Pegasus Shoes, run right into them to shatter them as well as reveal a staircase leading into a passageway. Open the chest inside to find yet another Heart Piece.

Since we're close to Kakariko Village, you should go to pick up another very useful item near the village. Head south from the village into the wooded area and enter the first house you see on the west border. Inside are large bookshelves but there should be a green book lying atop a shelf. Previously, you couldn't take this book down but with the help of the Pegasus Shoes, you can dash into it and knock it down for the taking. Pick up the Book of Mudora and exit.

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,=====
|   You will be using the Book of Mudora   |
|   very often throughout the game.       |
~::~::~::~::~~|   It will be used to open certain   |::~::~::~::~~
|   dungeons, pick up certain items, etc. |
`=====
```

Okay, now that we have everything we need so far, we're off to Lake Hylia to pick up the "useful item" and then to the Desert Palace where we will find the Pendant of Power. Simply head back to Link's House and head east a bit until you reach the marble bridge we used to get to the East Palace previously. Now, you have two choices, we can go north and exchange our Magic Mushroom for some Magic Powder at the Magic Shop or head to Lake Hylia and the "useful item." If you don't want to waste time, skip the entirety of the next paragraph.

Head north and over the bridge killing off any Knights that get in your way. Remember how originally, we would go a bit east to enter the East Palace? Well this time, go straight north bypassing the entrance. You will enter a desert-like (despite what it looks like, it is NOT the Desert of Mystery) area with a bunch of rock-spitting Octoroks running around. You don't have to defeat them all (and shouldn't even try) but continue to advance north. Once the sand ends and the grass reappears, check your map. The building we're heading for is the single structure that appears to be directly north of the East Palace area. Continue in that direction taking the east path when the river appears. Up a bit north more is the Magic Shop. Along the way, you will pass a wooden bridge with a sign near it. Simply head up a bit more to finally reach the building. Put the Magic Mushroom in the A Button slot and press A near the witch outside. She'll tell you to come back later which means we can't get it now. Just remember to pick it up after picking up the next Pendant. If you want to, you can go inside and buy some medicine. Now head back to the marble bridge we started at all the way to the south again.

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-----|-----|-----
                Lake Hylia
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Okay, on the road again to Lake Hylia. Check your map and examine the large blue lake (Lake Hylia) to the south. You can continue on the dirt road south but if you want the Ice Rod (that's the useful item Sahasrahla was referring too), you will have to take a different path. From Link's House once again, head south all the way through the long grass until you cannot go any further. If you went south ALL the way, you should be standing in a desert-like (no, this is still not the Desert of Mystery). Examine your map again, our target

is the cave in the northeast corner of Lake Hylia. To get there, we have to go around through the little opening you see the east of Link's exact position. Start moving east along the south end of Lake Hylia until you can't go any further. Then turn north and continue hugging the east wall. Once you can't go any further, walk a little bit to the west and there's the cave, plain as day.

You can explore it a bit if you want. In fact, if you Bomb the north wall of the cave, you can enter a room with a bunch of fairies. You can capture them with the Bug-Catching Net if you want to. But the path to the Ice Rod is not here, instead, look for a enclosed cave-like marking along the north wall left of the cave entrance. You should already know what to do here. Use a Bomb to blow the wall sky-high and reveal an entrance. From here, it's pretty easy to get the Ice Rod. Go all the way up and open the chest to find the Ice Rod, a valuable weapon.

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,=====
| The Ice Rod is a magic item which means |
| it requires quite a bit of magic energy |
~~~~~|   from your green bar to work. The Ice   |=~~~~~
|   works by freezing enemies you shoot at. |
|   Of course, if you are out of magic, the |
|   rod becomes useless.                   |
`=====
```

And finally, I'm pleased to say that we will be heading to the Desert of Mystery. It is pretty easy to get there really. Check your map, the Desert of Mystery is the large sandy area in the southwestern corner. As of current, we are in the southeastern corner. Examine the path and the opening that leads to the large desert. To get there, head to the grassy area south of Link's House. By walking next to the west wall, you can find the entrance pretty easily. Start heading west finally into the Desert of Mystery.

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-----|           Desert of Mystery           |=-----
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Upon entering the sand-encrusted Desert of Mystery, you will probably be greeted by a Vulture or two. In fact, you might even walk into a cactus maybe thinking it was harmless. Take a moment to familiarize yourself with the terrain change. There are enemies you see here different than other areas including Sandmen and Vultures. Start heading north walking next to the east wall. Avoid the cacti and the occasional landmine and continue until you reach a cave in the northeast corner of the desert. Enter and continue through the first empty hallway. In the second room is a man that you can talk to (all he'll do is compliment your Book of Mudora). Inspect the south wall and Bomb the crack you find. Go through and pick up the Heart Piece. That's all to do in this cave so exit.

Once back outside, and head a bit to the west where the Desert Palace is. Check your map and head for the green platform with the flashing Pendant of Power on it. The platform is made up of three Octorok-like heads. However, one of them is blocking your path to the Desert Palace. Don't fret just yet, equip the Book of Mudora (it's that big, green book if you forgot already) and use it on the tablet in the center. Without the Book of Mudora, the writing will just appear gibberish (Hylvian) and you wouldn't be able to go any further. Instead, it's actual English that appears. "To open the way forward... Make your wish here... And it will be granted," is what it says. Link will ponder for a moment and simply make his wish making the three heads move thus revealing the entrance to the Desert Palace.

----| Desert Palace |----  
~~~~~

Well here we are, the second dungeon and the location of the Pendant of Power. As you can see, the interior is just as unsanitary as the desert itself (there is not even a real floor, disgusting). Anyway, you will probably immediately be attacked by a few Peahats. Don't take too much time defeating these and only attack when you need to. Make your way forward a bit and avert your eyes to the green, spinning thing in the center of the room. This is a Laser Eye Statue, when its eyeball locks onto Link, a laser bolt toasts Link to a crisp. Avoid its deadly gaze and lift one of the two pots that lead west directly left of the Laser Eye Statue.

You will find yourself at a fork in the path. Now, head east and go through the door leading north. You will find yet another Laser Eye Statue to pester you. Notice the Key on top of one of the pillars. To get this Key, you must use the same strategy you used to get the Book of Mudora. Dash into the pillar and knock it down (while of course, avoiding the Laser Eye Statue). There's a communication plate here you can use. Sahasrahla will simply remind you to find the treasures hidden in this dungeon without being any more specific.

Exit the room through its south doorway and head east back to the fork we were at shortly before. Go through the doorway leading north that appears to be in the center of the fork. There are two Green Cyclopes and a few Peahats that will annoy you. Luckily, there aren't any of those tough Red Cyclopes. Again, use the Bow & Arrows on the Cyclopes and a few simple sword strikes against the Peahats to defeat them all. The pots in this room have some minority items you might want including Arrows, Magic Vials, etc. but the pot in the north-center section of the room has a switch under it. Lift the pot up and step on it to make a treasure chest appear. Open it for a Map.

The Map is the only treasure here really so exit the room through either the right or left door. It doesn't matter which one you choose. Now that you're back at either of the two forks, head east. There's a door leading north and the path continues south. You can go through the north doorway if you wish but there's nothing of interest there. In fact, you will have to fight four Peahats and a Sandworm just to escape and the door leading back out will seal behind you and won't open until you defeat the enemies. If you were smart, you would probably bypass it.

Instead, we head south one screen to a locked door on the east wall. Of course, we were smart enough to get the Key from one of the previous rooms we visited so open it and continue through. Now here's a pretty irritating room. There are three Snake Bushels and a Laser Eye Statue in the center. To unseal the door leading north (not the door we entered), you will need to defeat all three of the Snake Bushels while avoiding the laser bolt from the Laser Eye Statue. The white statues can be used as cover so you have some protection. The chest in the center contains a Compass so pick that up and go through the north door after you defeat the three enemies.

At first sight, it appears there are no enemies in this room. Walk forward a bit and you will immediately be proven wrong... well, if you consider those cannonball-tooting things to be enemies. Now, using the Pegasus Shoes, you can easily get past those cannonballs but you have to time your dash right and efficiently. If you lost any hearts or not, it doesn't matter that much (unless you're on your last container or something). The prize in this room is the chest at the north end of this room past the cannonballs. It contains the Big Key which is a very, very, important Key. Avoid the cannonballs again as you

carefully make your way south and of course, exiting the room.

Exit the Laser Eye Statue room to return to the large corridor we walked through before. Now, we have to head back to that room infested with enemies west of the first fork we walked through to get the Key. If you forgot how to return, head north one screen, and then all the way west until you can't go any further except for a doorway leading out. Go through. The door will seal behind you as you enter. There is a Laser Eye Statue in this room as well that you will have to avoid. To open the doors north and back east, lift up every pot in this room until you find a switch. Step on it to open the doors. By the way, the other pots all contain Hearts, Rupees, and Magic Vials so pick those up if you are interested. Head north and use the Big Key to open the big treasure chest for the Power Glove, the treasure of the dungeon!

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,=====
| The Power Glove basically gives Link |
| some new energy and strength. You will |
~=====| now be able to lift those light green |=====
| rocks that you couldn't pick up before |
| by pressing the R Button to activate. |
`====='
```

Now we are kind of stuck aren't we? We just picked up the special item in the Desert Palace and there doesn't seem to be anywhere else to go? Well, first of all, exit the room to the room with the Laser Eye Statue and the switch under the pot. Exit this room through the left door to return to the large hallway. Start heading south past all the enemies. You might find it easier to simply dash past all the enemies. Finally, when you can't go any further south, go through the door that should be on the same screen. This room has a Laser Eye Statue that you should avoid. Go through the south door that will lead you back ... outside!

First of all, head south as far as you can. At the end, you will find a Heart Piece right next to a Vulture. First, kill off the Vulture and pick up the Piece of Heart for another heart container (take it you followed this walkthrough faithfully collecting every Heart Piece I told you to collect)! Now that we have this prize, head back north to the entrance back to the Desert Palace. Instead of entering again, head east of the door and north to an entrance in the wall with a strange creature's face above it. Four boulders surround it. However, we have the Power Glove now. Use the R Button and lift one to get through. Enter the cave to reach a new area of the Desert Palace.

Immediately, you will be greeted by a Laser Eye Statue. You know the drill, avoid its laser. The door leading north is apparently sealed. However, there are six blocks in this room. To open it, push the middle-bottom block in the right-most cluster of blocks up as if you were trying to make that block touch the other two blocks forming a line of three blocks. Doing that will thus, open the sealed door leading north. Let's go through.

Well what do you know? No enemies. Walk forward and whoa!? The floor is ALIVE! These are the floating Floor Tiles. Get used to them as you will be meeting these in many dungeons to come. There are many ways to avoid them, you can either position yourself in a corner and strike away as the Floor Tiles come to you or run around the sides of the room in a circle until every Floor Tile is gone. Personally, I think the latter is a better strategy as the first doesn't always guarantee complete safety. So just keep running around in circles until the last of the Floor Tiles are gone. Now that that's done, start lifting the pots until you find a Key. Use that to open the door that (duh) leads north.

Welcome to the second floor. No seriously, we are ACTUALLY on the second floor.

Anyway, go through this room (which luckily, has no enemies) and head through the door at the south end. This next room has a few Snake Bushels that you have to defeat the reopen the doors leading back north and east. You have already been in a room like this. Use the white statues as cover against the Laser Eye Statue as you move around the room hacking and slashing away at the Snake Bushels. When all are destroyed, move through the now-open, east door.

This is a tough hallway to get through. Here, you will find a number of Laser Eye Statues and Snake Bushels. Sadly, there's no "secret" passageway or shortcut you can take so you'll have to go through this tough room. Start by head north defeating the various enemies until you are stopped by four pots. Lift every one of them quickly avoiding the laser fire until you find a Key under one of them. Pick it up and continue north. This section is probably the hardest area as you will need to avoid BOTH Laser Eye Statues here. Open the door leading north with the Key and continue.

Once again, there appear to be no enemies... right? Wrong, start walking a bit up and meet a number of Floor Tiles. Walk around the room in circles until all of them are gone and you are sure there aren't any more to come. Then check every pot until you discover another Key. You should already know what to do with it, use it on the door leading north and continue. This room has one enemy, a Red Cyclopes that you should immediately nail with two arrows. Now that was easy. You appear at a dead end without any obvious way to get through. Avert your gaze to the four lanterns on the screen. They look suspicious (actually, they really don't) so light them with the Lamp and watch what happens. The wall will move west revealing the final doorway... into the boss's lair!

Lanmolas ~  
=====

These Lanmolas don't actually attempt to attack you but they can spew dirt all over the place. If the dirt touches you, you lose hearts. Not good. However, you can always be sure when a Lanmola is about to pop up because the ground shakes around where it will appear so you can get out of there quickly. As you run around avoiding the worms, try not to run into the dirt that flies everywhere. Oh sure, it sounds silly but there's a pretty high chance you will end up getting hit by the dirt MORE often than the worms themselves. To kill off these ugly, green worms, you have to hit them in the head. Nothing else. It might be a bit tough as you have no idea of where a Lanmola will fly before it appears. And to add insult to injury, there's no way to target a specific Lanmola. They all look the same and unless you defeat one in one passing (which is almost impossible), you won't know whether the next one you attack is the same one or not. When you defeat two of the three, the last will fly faster and spew more rubble so beware. The key here, is not get impatient. Rarely, you should go in all suicidal. Aim for the heads and take well timed shots without pushing your luck.

Once you defeat the final Lanmola, it will drop a Heart Container. Along with that, the Pendant of Power will fall from the ceiling. Now we have two Pendants with the last still to go. The Pendant of Wisdom is found at Mountain Tower... and you should already be aware of the fact that it won't be a walk in the park.

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7.5. Mountain Tower [7500]  
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Now I know you are probably very eager to get to the third dungeon and all but

of course, we still have to complete a fair share of side quests. With the new Power Glove now in your inventory, we now have access to the Waterfall of Wishing area. There, we will pick up the Flippers which becomes a very valuable item further in the game. But make sure you have 500 rupees before embarking off.

First off, we have to get out of the Desert of Mystery. Upon exiting the dungeon, head south and jump off the ledge back into the main part of the large desert. You should know how to exit. If not, be sure to check your map to figure out how to actually get out again. Head back to Link's House and then start moving east. If you went to the Magic Shop like I told you to before, you should understand where I want you to go. If not, continue east until you reach a white, marble bridge.

From this point, it is just a matter of advancing north. Along the way, you will come across a sandy area with rocks arranged in a ":::" pattern. There are also many Octoroks crawling around in this area. Pay little attention to them and simply continue to walk north. Soon, you will reach a wooden bridge that heads west along with two Archers. Kill them off, continue north, cut down the bushes or "lift" the rocks with you Power Glove. :D

Head north and then east. Here we are, the Magic Shop. If you gave the witch here the Magic Mushroom before like I told you, go inside the shop and talk to the shopkeeper. He'll hand you the Magic Powder. It is not a very useful item but a cool addition to your inventory nonetheless. If you need a healing, talk to the shopkeeper for a "sample" of some medicine. Since we have two Magic Bottles, you can buy two servings of medicine. I would suggest one Medicine of Life (Red) and one Cure-All Medicine (Blue). Be sure that you still have 500 rupees left though at least.

Exit the shop and continue a bit east. A large rock blocks your path north. Have no fear, for Power Glove is here! Simply press the R Button as if you were lifting anything else and Link will lift the rock high in the air. Drop it and continue north and then northeast as the path turns. Be sure not to drop off the ledge into the water. Continue around as the path twists until you reach three clusters of rocks. Smash them by running into the clusters with the Pegasus Shoes.

Continue heading east and then up the steps. Now we're advancing north along the plateau. Keep moving defeating the occasional Octorok until you reach a Crab on a grassy area. Jump off the ledge to it or continue down the steps. Either way, head to the area the Crab is on. Defeat it and step into the light blue water (shallows). Try not the venture into the darker areas as Link can't swim yet. Head north along the shallows.

You will enter a new area. Keep moving along the shallows defeating the Zoras that throw themselves at you. We can't block fireballs yet so just avoid their projectiles. Keep going until you reach a fork in the path. Take the north one that leads northeast. Keep head along the shallows. It's a long way but it's very linear so you shouldn't get lost. When you finally reach the three-way fork, take the one that goes south. Continue to avoid the Zoras as you walk along this skinny but long path until you reach a dead end. A grouchy, giant Zora will appear and offer to sell you Flippers for 500 rupees. Accept of course.

I know what you're thinking. You want to get to Mountain Tower right now don't you. Well, before we continue, we'll collect another Heart Piece. Don't worry, it's easy to get to it now that we have the Flippers. Start off by heading directly south from your current location. Keep walking and start swimming as you enter the shallows. A waterfall should be directly in front of you. Swim



into it and you will drop a level down the waterfall, whee! Now just step back onto the shallows and follow them. You will come across two more waterfalls but don't go over them or else you will have to come all the way back to this area again. Instead, continue heading west along the shallows as the water turns into grass. Walking even further west will reveal the 9th Heart Piece to Link. Pick it up.

Now is the time to drop down those two waterfalls I told you to not fall down before. Drop down either one and start following the shallow area. Zora are still here but in low numbers. Continue west and the area will become more familiar to you. Of course, we walked through this area on the way to the Flippers! Keep walking west until you can't go any further and then head south to exit the area (the screen will blur). Keep heading south until the path forks. Go around the edge of the cliff and head northwest.

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-----| Waterfall of Wishing |=-----
 yyyyyyyyyyyyyyyyyyyyyyyyyyy

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Aha, it appears to be a dead end doesn't it? Well, just swim right into the center of the waterfall and voila, you're inside. This is the Waterfall of Wishing where we'll will upgrade our Regular Shield and Boomerang.

Walk up towards the pool of water and a screen will come up asking you to throw something in. Choose to throw an item and select Link's Shield first (I assume you know what it looks like). Uh huh, what a waste of a perfectly useful object. Well, wait a few seconds and watch what happens. A fairy will appear in front of Link. She will ask you if you dropped this object. Select yes and she'll tell you she likes an honest person and gives you a new shield. The Red Shield!

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,=====
| The Red Shield serves the same purpose |
| as the Regular Shield. It is always |
~::~::~::~::~::~::~::~::~::~::~::~::~::~::~|| equipped and works the same way but it's|::~::~::~::~::~::~::~::~::~::~::~::~::~::~
| larger and can block a variety of new |
| things including fireballs. |
`=====

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Now exit the waterfall and then re-enter again. This time, do the same thing except with the Boomerang. The fairy will again, ask you if it's yours and then tells you that she likes an honest person. She will then give you an upgraded version of your current Boomerang.

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,=====
| The Red Boomerang is basically a more |
| powerful version of your current |
~::~::~::~::~::~::~::~::~::~::~::~::~::~::~|| Boomerang. It's a lot faster and can |::~::~::~::~::~::~::~::~::~::~::~::~::~::~
| fly a longer distance than that of the |
| regular Boomerang. |
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Now that we have upgraded both our Shield and our Boomerang, there isn't anything else to do here at the Waterfall of Wishing. In fact, we can finally head to Death Mountain and Mountain Tower. Exit the Waterfall of Wishing and begin swimming a bit southeast until you get back onto the grassy area with the Crabs on it. Head up the steps to the plateau and begin heading south again. As you advance, watch out for the Crows and Octoroks in the area. Keep heading south until you reach the three rock clusters (in which you can break with the Pegasus Shoes). Break the north one and start heading north.

Continue along the path as it twists and starts moving south. Pick up the large rock with the R Button of course and continue. Ahead is the Magic Shop. If you have rupees, buy some medicine for Link. You might need it later on. Continue to head west of the Magic Shop past the single Shocker. When the path splits, take the west path. The path will turn south. From here, the path is fairly linear. You will pass the two Archers we met before near the wooden bridge. Defeat those and continue west along the wooden bridge. You will find yourself on a peninsula jutting out from the other side of the river. Defeat the Knights here and continue north and then west along the dirt path.

When the dirt path splits north and west, take the west path. You will pass the cemetery area and soon after that, the Sanctuary. Simply continue heading west along the dirt path until you reach the Fortune Teller's House north of Kakariko Village. This is your cue to begin heading north. Behind the Fortune Teller's House are two Green Knights guarding the entrance to the upper ledge. Head north. Ahead is the entrance to the Lost Woods we used before if you got the Magic Mushroom like I told you to. This time, ignore it and continue east.

Now start heading north a bit until you reach some trees as well as a few Crows and Shockers. Simply continue heading north and you will be blocked by a cliff. Head west to find the path up the side of the ledge. There are a few Shockers so be careful and avoid striking them with your sword to avoid getting shocked. If you read the sign, it will say that you cannot enter Death Mountain without the king's permission. Hah, ignore it and continue east along the side of the ledge. Lift the large rock out of the way and go through the cave.

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Death Mountain
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Upon entering Death Mountain, the cave will be pitch black so it will be a bit hard to navigate through. Head forward and jump down the gap in the ledge to the lower level. The path will immediately fork to the north and east. You should have enough light to see the two paths. Head east this time. Walk a bit and another immediate fork should appear leading north and south. You will want to take the south path which will eventually twist eastward. Again, continue east until you can't go any further east. Now, it seems like the only path is the one leading south but upon further inspection, you can go north. Take the north fork avoiding the Bat until you can go east. There you will meet an old man.

Talk to him and he'll ask you to take him up the mountain because he lost his lamp. He'll come with you. Go through the east door he was blocking originally to reach another part of the cave. To your horror, it's still pitch black. Walk forward a bit and the old man will speak again. This time, he tells you to watch the holes in the ground. He will also tell you to turn right (which is forward of course) and asks you if you are looking for the Golden Power (wow, he's like psychic). And of course, he'll warn you that many people have vanished in the mountain.

Well, start by heading forward. There is a big pit in front of you so steer clear of that. Continue as the path turns northeast until you reach a fork in the path. Take the east fork until you reach another junction in which the old man will speak for the third time. This time, he will explain to you that his daughter was apparently kidnapped by Ganon as well as to turn right (south). Continue south and you should reach the door out of this dark cave. Don't worry, there's light here.

Begin by making your greeting with the new enemies you see here. These are

the Gorons. Try slashing at one and it will turn to stone. Do that to make them stop momentarily. Also watch out for the falling rocks but you should have already been aware of that. Head south a little bit and then east to a cave in the cliff. When you reach it, the old man will tell you that the maidens missing may still be alive and give you the Magic Mirror to transport from the Dark World to the Light World. If you need a healing (which you probably do), follow him inside and talk to him for a free healing.

Outside of the old man's house, begin by heading east still avoiding the large rocks (annoying aren't they) until you reach some wooden steps leading up the cliff. Climb up while still avoiding the falling boulders. We need to head to the western-most area here but there are ledges blocking our path. Start by heading east a bit until you can climb up the ledge. Then start moving north. There's a door in the cave here but ignore it right now. Instead, start heading west until you reach another cave. The sign in front of it should read, "This cave leads to the path back to Kakariko Village."

Ignore the cave and start ascending the stairs right next to the cave. It's a rather long climb but as you surpass the halfway point, the gray rocks will stop falling. Joy! Anyway, upon reaching the top of the steps, start heading east. There are some sparkly rocks here that you can marvel at. Keep going until you reach three breaks in the ledge that you can normally jump off of. Ignore the first small one and inspect the second. To make sure we don't mess up, touch the left side of the single tree there and walk straight down off the ledge as if you were using the tree to line you up.

You will fall all the way down to a ledge jutting out of the cliff. There is a door here so enter. There's nothing here in the first room so continue north until you reach some steps leading up to some stairs leading to the next level. Head south and you should reach a Piece of Heart as well as a communication plate. Sahasrahla will tell you that you need to reach Spectacle Rock to get to Mountain Tower. He isn't anymore specific so exit the cave and drop down the ledge back to the area below. You should remember this place. There are still falling rocks but if you head all the way west, you should reach the steps we ascended before right next to the cave that is supposedly leading back to Kakariko Village. Head back up again of course.

Now, start heading east again as if you were walking towards the same ledge we dropped off of again. This time, bypass it as well as the cave near it and walk east to a circle of rocks and trees with a blue, thing in the middle. Step into this teleportation pad to be transported to the Dark World. Immediately, Link will turn into a bunny (this is your Dark World form as of now). Welcome to the Dark World Link! There's a circle of bushes around you. Continue west and talk to the two creatures. One has a pumpkin-like head and the other pink thing that he's kicking. They will tell you something about the Moon Pearl.

A little bit north of the two creatures is a darker, browner diamond embedded on the ground. A bit to the east is another identical one. This my friend, is Spectacle Rock, what Sahasrahla was referring to before. Step in either of the two darkish-brown diamonds and use the Magic Mirror (the old man gave to you) to transport back to the Light World. You will turn back into your regular form and you will be atop Spectacle Rock right next to a Heart Piece. Pick up this easy prize and hop off the north ledge to a previously closed off area of Death Mountain.

Head north a little bit and then east. There are a few Gorons around here that you might want to take care of. The large structure here is the Mountain Tower. Head to the front and walk up the steps. Now, prepare yourself for dungeon numero tres.

----| Mountain Tower |----  
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Upon entering the third dungeon, you will notice that you are trapped by blocks. You cannot go any further without finding some way to lower them. But have no fear, for a walkthrough is here! Hit the crystal switch (get used to it, you will meet these many more times in future dungeons) and watch the blocks lower themselves. Notice how the crystal switch turns from red to blue. That means that all blue blocks are now lowered and all red blocks are up.

To your left is another crystal switch. Stand next to it (not on top of a lowered block though) and strike at it with the sword. The blue blocks will raise again and the entrance will be blocked. But the switch also gives you access to the more northern part of the room. Head back to the center of the room and then north. There is a communication plate on a statue ahead of you. You can talk with Sahasrahla this way. He will tell you that you can use the Magic Mirror to warp back to the entrance of the dungeon. Keep this in mind as you continue north past the statue.

Kill off the Mini-Moldorm and/or the Mini-Dodongos that breathe fire at you. The chest on the blue platform contains a Map, an invaluable tool especially for a dungeon like this particular one. If you check it now, you will see that the Mountain Tower has six floors! Luckily, each one is the same size as the one you are currently in so no need to worry that much. Head back to the entrance of the dungeon and strike at the left or right crystal switch to lower the blue blocks once more. The westernmost staircase will now become accessible to you. Start descending.

Kill off both Stalfoses in this room. There is a new version of the Stafose in this room. The red one will throw bones at you every time you slash at it with the sword. Dispose of that one quickly. There is a Mini-Moldorm trapped by blocks in the center of this room. Also trapped is a Key. Hit the crystal switch in the room to lower the blocks. Quickly take care of the Mini-Moldorm and pick up your prize, the first Key of the dungeon. Hit the crystal switch once more to make the red blocks go up and head back up the steps to the main entrance room.

Head directly south from the staircase to the crystal switch. Hit it once again to lower the red blocks. Head to the center of the room and then north as if you were heading to the chest containing the Map again. This time, head to the northwestern corner of the room where you will find a locked door. Open it with your only Key and descend the steps. This room seems quiet at first but as you walk, the floor will begin flying once more. Yep, it's the infamous Flying Tiles again and they are back to torment you again. Avoid them all the best you can and hit the crystal switch (but first lift the pots) to gain access to the doorway leading east.

There are three Mini-Moldorms in this room that you must take out. The red blocks in this room should be up right now. Hit the switch to lower them and kill the two Mini-Moldorms that were originally trapped behind the blocks. Kill them both and head through the doorway leading south now. Defeat the two Red Stalfoses here while avoiding their bone-throwing. Now, examine the room (you should be getting good at this now). There is nothing here except for a piece of carpet in the center of four torches. Well, light all four and see what happens! A chest appears. Open it to get the Big Key of the Mountain Tower. Now, use the Magic Mirror to get back to the dungeon's entrance. You can try to walk but it's physically impossible to get back as the blocks will block your way and you don't have a switch to hit. Besides, it's just so much easier using the Magic Mirror isn't it?

Welcome back to the beginning. Once again, hit the crystal switch the lower the blue blocks that are blocking Link's path. But instead of heading down the staircase we used before, hit the switch again (on the other side of the entrance that is) to lower the red blocks. A staircase to the east will become accessible. ascend these steps into the upper levels.

There are some new enemies here. If you look closely, they somehow resemble walking squids. Call them Octopods (that's a cool name isn't it?). Hitting one will slingshot both Link and the Octopod back so be careful. Try to defeat them all without falling into the pits (falling into them will result in being sent back to the main entrance level). Upon defeating the three, the door west will open. Ignore the crystal switch in this room and continue west. When you enter the room, you will have a star tile directly in front of you. Don't step on it yet. Instead, take care of the three Octopods in this room. Take advantage of the pits and push them into them. Now, there is a pit blocking the locked door leading north. Avert your gaze back to the star tile you saw when you entered the room. Step onto it and voila, the pits magically move. Now you have access to the large, locked door now. It requires a Big Key but we can recall getting that a while ago right? Just go through.

There are a number of Octopods as well as a few star tiles in this room as well. Kill off the initial Octopods first before doing anything else. There's no need to step on the star tiles in this room as the pits are out of the way of the lowered red block. Continue to the other side of the room where one more Octopod awaits death. Defeat it quickly. The stairs that we must go up are blocked by blue blocks so hit the crystal switch here and continue up the steps to the next level.

This part of the level is kind of like a crude maze. There are Mini-Moldorms everywhere trapped by the clay pots. From the stairs, go straight south and lift the three pots to let the Mini-Moldorms in that area go. Defeat them and continue south and west to another row of three pots. Lift them up and continue north. You will reach a treasure chest that's about in the center of the room. Open it for a Compass. Although it isn't very useful right now, it's still a nice tool. Try to continue north and a pit will block your way. Head back south and step on the star tile to move it. Although the pit moves, you still don't have access to the large chest. Oh well, head south again making sure the star tile is on the left side of the Compass chest the way we left it. Then head to the northwestern corner of the room defeating the Mini-Dodongo to an even higher level.

There are a number of Octopods in this room including a much more stronger Red Octopod. Head south a bit and avoid the firewall like object. Defeat the Octopods the best you can and use the pits to push them into. Also, avoid touching the circly-blue things scattered throughout the room. These are Bouncers and they will ricochet Link into the other direction if he touches them. Find the only star tile in this room (next to the firewall-like object) and step on it. The pits in the ground will move themselves. Now, this is a tough part to explain, you have to locate the north-center pit. It's in the center but it's also the highest in the center. Head to the top of it and walk down into the pit. If done correctly, you should land right there in front of the big chest. Open it for the Moon Pearl, the treasure of the Mountain Tower.

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| Do you remember when you were in the |
| Dark World before? Link transformed |
~~~~~| a bunny didn't he? Well, with the Moon |~~~~~
| Pearl, you can keep Link's form in the |
| Dark World. That means you can fight. |
```

Now that we have the Moon Pearl, we can head onwards to the boss. Head south, step on either of the two star tiles and head back up the stairs in the north-western corner of the screen. The staircase we took before. Head to the northeastern part of the this familiar room to the steps leading up. The red blocks surrounding the two rows of pots can be lowered and I strongly suggest you do. Simply head back to one of the previous rooms to lower them. The pots all contain hearts that you may need for the boss fight. If you don't feel like it, head up the steps to fight the boss, Moldorm.

Head south to the south end and jump off the platform leading to Moldorm. Prepare yourself for the boss fight.

Moldorm  
=====

The key here is Moldorm's tail. That's the only section of his body that can be affected at all with your Sword. However, due to his incredible speed and agility, it might be a bit tough to get back there for a decent strike while avoiding getting pushed into the pit. My suggestion would be to chase Moldorm around the best you can and strike at his tail when you know he isn't about to turn. When he does make a U turn towards you, run quickly. If I repeat this strategy for a while, I can defeat Moldorm easily. One thing I really don't like is the fact that if you strike a wrong part of Moldorm's body, you're slingshoted back a few feet. There wouldn't be any problem in an enclosed arena but here, it could be the difference between defeating the boss or starting over as you fall to the lower levels if you fall down the pits.

Upon defeating Moldorm finally, you will receive another Heart Container and the final Pendant, the Pendant of Wisdom will fall from the sky. Pick it up, and breathe a deep sigh of relief. The Mountain Tower has been accomplished! Good job Link. With the final Pendant collected, we can finally venture to the Lost Woods to pick up the Master Sword. But don't relax just yet, the adventure has just begun.

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7.6. Hyrule Castle Tower [7600]  
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Now with all three Pendants, we can finally go onwards to find the Master Sword... finally! Now, we will want to get back to Kakariko Village wouldn't we? We can either save the game and revert to Link's House or take the rough trail back. If you feel like doing a bit of exploring, than take the cave route.

Head down the steps leading from the entrance of Mountain Tower. You can simply just step straight south and hop off the ledge. You will see the blue warp that lead into the Dark World we used before. Continue west through this familiar part of Death Mountain until you finally reach the long staircase we ascended a while ago. Well this time, "descend" it all the way to the bottom. There should be a cave that is right next to the bottom of the staircase. The sign tells you that this particular cave leads back to Kakariko Village. What do we have to lose? Let's take it.

Argh, it's dark again. Use what little light you have to hug the left wall avoiding the pits in the ground. If you stay next to the left wall, you should reach a cave leading west. There is a pit directly beneath you so avoid that and continue south. Avoid the few Bats that are flying around the area. In this

room, it's just a matter of avoiding the pits and continuing along the linear path southwest. In fact, if you hug the west wall, you should be able to get their fairly quickly without falling down any pesky holes. Go through the cave at the end.

And finally, we're back outside. If you are wondering where we are, we're on a ledge near a dirt road. Kakariko Village is farther southwest. Jump off the ledge and you should notice that you are right by the Death Mountain entrance. Hmm, interesting. Continue southwest all the way to the area north of the Fortune Teller's House (which is north of Kakariko Village). We're heading for the Lost Woods. You should have been here before if you wanted that Heart Piece I told you about before. Go through the break in the trees and enter the forest.

-----|-----  
Lost Woods  
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Don't think that the path to the Master Sword is easy. There are many fake Master Swords scattered throughout these woods. You will have to follow this walkthrough exactly if you want to find that Master Sword.

Start by heading north (ignoring the path that branches out west) until you reach a three way fork. If you don't see the three way fork, just stop at the tree trunk that leads to the thief hideout. Directly northwest of this particular tree trunk are two large fallen trees. Their trunks are hollow so you can walk through them as if they were tunnels. Take the left one and you should reach another area of the Lost Woods.

Directly west from your current location now is a single tree trunk tunnel. You need to get to it. Cut down the single bush and walk through it north. Now we're at the north end of the Lost Woods, interesting. Cut the bushes blocking your path west and continue through the next tree trunk tunnel leading south. Your initial reaction at this point might be to take the tree trunk leading south on the same screen but that doesn't lead anywhere. Instead, walk west past that one and head into the tree trunk tunnel leading north in which the screen will blur out and bring you to the Master Sword.

You will know you are in the right place if you see animals running around. Head north and you should reach a marble pedestal with the Master Sword in the center. Read the plaque first and it should be gibberish. But use the Book of Mudora to understand it. You can read the now English words but they mean very little. Walk up to the back of the sword platform and press the A Button to activate your three Pendants and to finally pick up the Master Sword. Then a voice appears in Link's head to tell him that he must use this sword to thwart the magic of Agahnim but that should mean very little to Link right now. Congratulations Link, you have finally found the fabled Master Sword.

,=~~~~~=
| The Master Sword is basically a very, |
| very powerful sword. It is an upgrade |
~~~~~| of your current one. When Link is at |~~~~~  
| full health, the Master Sword is capable|  
| of shooting beams from its tip. |  
`~~~~~`

Start backtracking a bit and heading south (you should notice that the Lost Woods are brighter and more green now). Upon entering the first tree trunk tunnel, Zelda will call out to Link and tell him that the soldiers have come and are taking her! Now, hasten your steps double time backtracking out of the

Lost Woods.

Your initial might be to head to the Sanctuary and save Zelda but we aren't timed. Instead, we will pick up a useful item now that we have the Master Sword. I know you don't want to have to climb up Death Mountain all over again but we are going to have to. Head all the way to Mountain Tower again. If you forgot, read the area of the walkthrough on Death Mountain again. Once you are at Mountain Tower, head west directly from it. Walk over the bridge to the other side where a large tablet lies. Use the Book of Mudora to read it. Link will hold up his sword and the tablet will disappear. The Ether Medallion is now officially yours.

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,=~~~~~=  
|   The Ether Medallion is said to be able   |  
|   to control the polar winds. When you     |  
~~~~~|   use it, all enemies on screen will be   |~~~~~=  
| frozen for your killing. Keep in mind |
| that it is very taxing on your magic |
| meter. |
`~~~~~='
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The Ether Medallion will become much more valuable in the future. You can use it now but obviously, I suggest you don't as it will take a major toll on your Magic Meter. Now that we have this particular artifact, we can continue back to Hyrule Castle to confront Agahnim. Exit Death Mountain by going through the cave leading back to Kakariko Village. Once you are back in the open, start heading south until you reach the familiar dirt path. From here, begin heading east until you reach the Sanctuary. Head inside all the way up to the alter where the Elder is lying.

He tells you that the soldiers have come and taken Zelda and you are Hyrule's last hope. And with that word, he disappears probably well on his way to the world above. There's not much else we can do here in the Sanctuary. Exit and begin heading east along the dirt path until you see a break in the trees which allows you to walk south. Now, look at your map. We are heading for Hyrule Castle right now. You should be in the area a bit east of the castle. Notice the little land-bridge connecting the platform you are currently on to the castle. Head to that particular land-bridge killing off whatever gets in your way.

Now, welcome back to Hyrule Castle. There have been a few changes already. Archers, Bombers, and Pikemen are everywhere. Take out any Knights that get in your way and head to the front of the castle. This is it folks. The final dungeon of the Light World. So take a deep breath, save the game, and begin your descent inside the dungeon. There's no turning back now...

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-----| Hyrule Castle (Tower) |-----
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As you enter the castle, the music will immediately change to the dramatic dungeon theme. Continue forward into the familiar entrance room. The Green Knights here will be much easier to defeat this time around as we have the Master Sword. There's no time to stick around though, take the southern-most door on the west wall and then head south in this narrow hallway. Head up the steps and exit through the door. Didn't think you'd leave so quickly now did you? ;)

Well, we're back outside aren't we? This time however, we are on the roof of



the main part of the castle. Head a bit east the door into the tower. The entrance to the actual tower itself is blocked by an energy that you couldn't get through before (walking into it will hurt Link). Well equip your Master Sword and slash it. That was easy now wasn't it? The Master Sword will be able to break the barrier giving you access to the tower.

Okay, now this is the "real" start of the dungeon. The Hyrule Castle Tower is no cakewalk like the first dungeon so don't relax just yet. The first room is empty. Head north to the other doorway (hopefully, you won't get killed on the way there) and head into the next room. Here, you will find two Mace Knights. These are similar to the boss you fought in the first dungeon. Defeat these the same way by using hit and run tactics. If you possibly can, try not to lose any hearts in this room. You will need them later on.

When you defeat them both, the door leading east will open allowing you access to the next room which you should continue into obviously. As soon as you enter, two Blue Knights will charge you. Dodge them and kill them whichever way you choose. After you kill these Blue Knights, a chest will appear in the southeast corner. Open it for a Key. Use the Key on the north door and ascend the staircase.

Geez, what exactly is Nintendo's attraction to dark rooms?! Well, guess what. It's pitch black again. There is one Blue Knight in this room plus one or two more Bats. Focus on the Blue Knight and don't pay any attention the Bats as they won't do too much anyhow. Continue into the west room which to your great dismay probably, is pitch black as well.

This a complex and difficult room. I'm going to try to describe the directions as best as I can. This is a semi-maze which requires some trial and error to get through. Upon entering the room, head directly south until you run into a wall. Instead of heading more south, start moving west and move north when the wall gets in your way again. Keep moving north until you reach a lamp. Light it if you want to but it isn't necessary. At the lamp, head a bit west and then south as the wall takes you until you can't go any further south. Then head west ignoring the fork south and then north until you reach a chest. Open it for a Key. Phew.

We're not done yet though. Head south again until you reach a fork south and east. Go east as if you were backtracking to the entrance. Then follow the wall north until you reach another fork. Take the south way and follow the wall east until you reach a fork south and continuing east. Instead of going east again to the entrance of the room, head south and follow the wall until you reach yet another three-way fork. Take the southeastern fork and continue. You should be able to find the locked door outta here yourself. If you go south from the exit, you will reach a yellow block. Pushing this left will open the northeastern door in which you entered from. Do just that and exit this annoying room.

The last room of this floor is also dark thus making this floor the "DARK" floor. Immediately upon entering this room, two Blue Knights will charge you much like the first room of this floor. Dispose of them quickly and take the north staircase to the next floor. Still dark. I swear, this darkness could make you go insane.

There are two enemies in this room. A regular Blue Knight and an Archer. Kill off the Blue Knight and then take care of the Archer. Find the west door and go through. This is another annoying room but instead of a maze, there are pits. To make matters worse, it's still dark. Unlike the maze however, the path is fairly linear so I should not have to give you directions. Just avoid the pits and light the lamps to make matters easier. When you finally reach the

door out of here, don't actually exit just yet. Instead, push the yellow block west of Link left. Then you can go.

There are a few enemies in this room as well. Two Blue Knight Archers along with a regular Blue Knight will charge you immediately. Be sure to kill all three of them as one of them holds a Key that you will need to open the door. Open the door and ascend the steps leading to the fifth floor. One obvious thing you should realize is that there is now light. Hurrah! Defeat the two Red Knights (they are stronger than Blue Knights and will throw their spears at you keep in mind) and the two Bats. They shouldn't prove too much of a problem. Once defeated, the west door will open. But before you go, talk to Sahasrahla again on one of those communication pads. He'll just tell you that you can't inflict damage on Agahnim with your sword. Don't worry, we'll get to that later.

The next room is occupied by two Red Knights. Get used to them as you will be meeting them continuously throughout the game. Defeat them and the door south will open up. This room consists of A Red Knight trapped in a square and a few Bats. Throw two pots at the Red Knight to defeat it and get it Key. Be sure to take out the Bats as well. When you are ready, use the Key to open the door leading east.

This room is really tough. There is a Red Knight, a Blue Knight, plus the annoying Mace Knights. You should take them out in this order, Red, Blue, and Mace to lose the least amount of hearts possible. If you have full health, try to bombard the Mace Knight from across the room with beams from your swords to make the job easy. Once this room is liberated, you can head up the next staircase to the sixth floor.

At first, you appear to be trapped by statues. Head forward the Red Knight should take notice of you immediately. Let it charge you and watch as it tries to comically hit you through the wall. Take it out that way. Now, push the left-most white statue left to create an opening allowing Link out. Defeat the remaining two Archers which should already be attacking you right now and go through the next door west.

This next room doesn't have too many enemies but the pathway is extremely narrow and a misstep will send you tumbling down. Avoid falling and take out the two Blue Knights on this level. Head up the set of stairs at the end and continue north. Welcome to the seventh and final floor of the Hyrule Tower, Agahnim is near... Begin by walking forward through this enemy-less room into the next where you will meet Agahnim.

Before you ask, yes, that's Zelda lying right there in front of you. And Agahnim makes her vanish just like that, with a snap of the finger. He will then taunt you and basically get Link all pissed off. Then he will say that with the seal of the seven sages gone, Agahnim basically says that no one can stop him now. But before Link can do anything, he disappears. It looks as if you now have nowhere to go but check the back slashing at the center with your sword and alas, a secret room. Prepare to meet Agahnim now!

Agahnim ~

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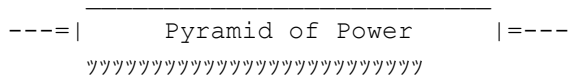
Agahnim doesn't physically attack you but he sends spells at you. When he isn't attacking, he will be slithering around the room in a black orb which you can't damage. Agahnim has three attacks, the first and most common being a large fireball, the second is a magic blast that explodes into four ricocheting pieces when it hits the wall, and the final would be the devastating lightning attack which can easily be predicted as Agahnim always moves to the middle of the

top wall. When Agahnim is about to use that attack, retreat to the corners closest to Agahnim to avoid getting hit by the bolts. Now that you know how to avoid his attacks, we'll need to do some damage. You can't affect Agahnim with your Master Sword, Bow & Arrows, Bombs, or any other weapon you might have though would be effective. Instead, whip out the Bug Catching Net. You won't be attacking Agahnim, but reflecting his fireballs back at him. When he shoots that orange ball, try to time the swing correctly and whap it back at him. You can also hit the magic blast spell but that won't hurt him. After reflecting six fireballs or so, Agahnim will escape.

With that, Agahnim will be defeated for now but he isn't down and out just yet. He will teleport you to the Dark World, atop the great Pyramid of Power and disappears. He apparently, has locked the seven maidens in crystals which can be found throughout the Dark World. Well, now that we've come this far, let's keep going shall we?

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7.7. Dark Palace [7700]  
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Well, here we are folks. Welcome to the Dark World. The place where enemies are annoying and the dungeons even more annoying. You should remember getting a taste of this particular part of Hyrule en route to Mountain Tower. Our first stop will be the Dark Palace but we have some other matters to take care of first.



Well, first of all, notice that you are on a giant pyramid known as the (duh) Pyramid of Power. Begin descending the steps down the pyramid of course. When you reach the bottom, go down another set of steps. When you're at the bottom, head as east as you possibly can and you should see a ledge that you can drop off of. Drop off and you will be on a previously inaccessible ledge. Ignore the cave, and continue east and then north and pick up your 12th Piece of Heart which will give you another heart container, only if you had followed all my Piece of Heart directions though. Now we can really get off the Pyramid of Power, do just that.

Upon reaching the bottom, you should notice that many of the monsters in the Dark World are a lot different than the Knights we fought against in the Light World. Notice the Bombclops, Teeth Fish, and Moblin Knights. Take care of any that attack you and begin heading east. You should now realize that the terrain in the Dark World is similar, almost based off the Light World terrain. When you reach the other side, begin heading north and then northeast as if you were heading to the Witch's Hut. In place of the Witch's Hut here is a store that you can buy items in. Continue east.

Lift the large rock out of the way and continue following the path north and then east. There will be clusters of rocks towards the end that you should break apart with a quick dash. Now head east and then north and redo the steps you took to get the Flippers until you reach a sign atop the plateau you're currently on saying, "Curses to anyone who throws something into my circle of stones." Head down the steps (or hop off the ledge of course) and continue west where you will of course, find a circle of stones. Throw a bush, a rock, or even the sign you just read into it and a fish will appear.

The angry fish (although it doesn't look very angry) will appear and ask if

you were the one who disturbed its nap. And with that, he offers to you a special item to leave him alone. The strange whiskered fish will throw you an interesting item which looks something like the Ether Medallion. Although not quite, it's similar. The Quake Medallion.

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|   The Quake Medallion should be the   |
|   second currently in your inventory. |
~=====|   What it does basically, is shake the   |=====
|   ground so that all enemies in the   |
|   vicinity are defeated with a snap.   |
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With the Quake Medallion now in your arsenal, you can now defeat Ganon! Haha, just joking. It will be a while before you can do just that. Backtrack to the area just east of the Pyramid of Power and begin heading in the direction of where the East Palace would normally be. Head to the south of the giant plateau and go north when there's a break in the wall. This is the maze part of the path so be sure to follow my exact directions.

But before we do any real mazework, head east until you reach some goblin head statues. Follow the path from this point until you reach a large stone temple-like building. This is not the Dark Palace, I'm afraid though. Go inside and talk to the distressed tree to learn that he was turned into a tree because he wanted the Golden Power. Then he tells you that only a real determined hero can handle the Golden Power without losing out like this poor soul did. With that, you can exit.

Start heading south and then east until you reach an arrow on the ground that's pointing north. Around this time, you might be ambushed by a Flying Dodongo so keep an eye out. Head in the direction of arrow under the brush. You might have a shift around a little bit to keep moving north. When you are clear, continue north and you should see another arrow on the ground. Follow it around the tree-man's house. You should see a gap that's leading north. Ignore this and instead, continue west through the brush.

Head north again until you think you can go east through the brush again. Go through and then a bit south and then east again through the bushes again. It might be a bit difficult but you should be able to reach the end without too much problem. The dots and holes in the canopy should provide a path for you. When you appear again, you will notice that a blue monkey is following you! It will tell you that its name is Kiki and it loves rupees. If you say no, the monkey will trot off back into the brush. Just walk back into it to get him to follow you again.

Say yes and pay him 10 rupees. He might not seem useful right now but he'll follow you. Continue north along the path as it winds east and south and then under the bushes again. Once through, begin heading north under the brush. Head east and then south. By now, you should see the Dark Palace on the screen. Follow the path as it begins to wind east and then north under the brush once more.

But what's this? There appears to be something blocking the way in. Kiki the Monkey will begin talking now and tell you that it can solve your problems... for another 100 rupees of course. Well, you should have more than that right now so pay up and the rupee loving Kiki will open the door for you and sit atop the entrance gate triumphantly with another day's scam. You should know what to do at this point... Enter the Dark Palace, the first dungeon of the Dark World.

The first room has three doors leading out of it. The left and right ones are currently shut and the only one open is the middle one. It may not jump out at you immediately but there are actually switches in front of each door that if stepped on, will open them. They are the same color as the floor but if you look closely, you should be able to see them. Step on the switch that opens the northeast door and continue through.

There is a new enemy here. The Beetle isn't defeated like most other enemies. To hurt it, you have to either hit it from behind or throw something at it. Instead of running around like a lunatic, just throw a pot at it to take care of it. Under the pots are various small rewards as well as a button that reopens the door leading south. Keep it open and then head down the steps at the north end of the screen.

The only way out of this room would be the teleportation tile in the center of room. Avoid the Spinner and step on the tile to be transported to another room. Head to the north end of the room to reach a communication panel. Instead of Sahasrahla on the other end like the other communication panels, Zelda will call Link. She'll just tell him to hurry up without being any more helpful, geez. Now, examine the south wall and place a Bomb to reveal a door!

Meet the Jellyfish creature. They should be another new face in this dungeon. To defeat them, all you really have to do is hit them while they are not flashing. But if you are unlucky enough to happen to "accidentally" do that, Link will receive a nasty shock and the Jellyfish will still be floating there unhurt. So hit all three while they aren't flashing and continue. There will now be two areas of interest. The cracked floor and the cracked wall. Well, if you choose to blow the floor and fall down, you will fall back into the entrance, so I would suggest blowing the wall.

Emmerge and guess what, new enemies! There will be three Mimics in this room. One red and two green. Their way of attacking is rather unique. Instead of actually attempting to attack you, they mimic your movement by moving in the opposite direction of the way you're walking. It's kind of fun to play with them a bit. To defeat the green ones, simply charge up your Master Sword and get them directly behind you. Then release and they will be gone. For the red one, you need two Arrows. When trying to hit it, watch out for the firebolt it occasionally shoots.

This is a slightly difficult room but if you know what you're doing, you should pass it quickly. The conveyor belt is currently not moving in the direction of the exit so heading north might be a bit hard. Kill off the Blue Jellyfishes immediately. Towards the top, you will meet the Red Jellyfish. Defeat it the same way. Just keep in mind that the first strike will split it into two more creatures which you'll have to defeat separately.

There will be three annoying Red Jellyfish here. Defeat them quickly and then open the chest for a Map. We can't go any further ahead as some pegs are in the way. Pick up the pots for a few goodies. Inspect the east wall until you find a bombable piece. Blow it up and go through for some Fairies. Do whatever you want with them. Then, head back west into the previous room. Now place a Bomb on the west wall and go through. The chest will contain a Key. We have everything we need here so head back to the entrance. (Hint: The Magic Mirror can help a bit if you know what I mean.)

Instead of taking the northeast door like we did before, we're taking the

northwest door. This room is the exact mirror of the other room. Defeat the Beetle and pick up the pots (notice that they have exactly the same goodies as the first room). Descend the stairway at the end to reach the lower floors.

Two statues in the center of the room will be shooting fireballs at you, but your Red Shield is capable of deflecting their shots. Pick up the three pots in the room until one reveals a switch. Step on it to make a chest appear out of nowhere. Open it for a Key. This is all we really need right now, and there doesn't seem to be any other path, so just return the Dark Palace entrance.

Let's use a bit of logic here. If we have already used the northeast and northwest door, which door is left? Well, if you haven't figured it out already, continue through the middle door. There are no enemies, just two pots with Bombs underneath them. Open the door leading north with the Key and advance to a large room with some more new faces.

The new enemies you see here are Turtles. As of now, you can't hurt them. Their hard shell protects them from any swipes from Link's Master Sword. Ignore them and head to the northeast end of the room and continue along the narrow bridge. Push the lower and southeast block right off of the path and continue north. Open the chest along the pathway and observe the arrow painted on the ground. It indicates that you must press the Up Button while stepping on it to hop to the next platform. Do just that.

The blue blocks to the side of you are currently up so we can't go any further. But that also means the Octopods trapped behind them can't hurt you. Hit them with your Master Sword past the blocks and defeat them. Continue up the steps and defeat the lone Octopod. Continue left and ignore the arrow pointing down. At the end will be a locked door. Use one of your two Keys to open it. Continue to advance.

This is a bit difficult. As soon as you enter the room, pick up a pot as quickly as possible and run forward along the left side. The bridge will break behind you. When the Beetle appears, throw a pot at it (which is why I told you to carry a pot and run on the left side). Another Beetle will appear, but don't attack it. Instead, maneuver around it and watch it fall off the bridge. >:-]

Head to the west wall and use your last Key to open it. The room is dark and the mazelike borders are much like a maze from a previous dungeon. I'll give you directions here. Follow them the best you can. There will be some Mini-Dodongos throughout so take them out. Start by heading a bit west and then north. When you can't go any further, head west. Ignore the paths north and south. When you reach the end of that, head north until you reach another wall. Head west and then south again until you reach a barrier. Then go west and north again to reach a chest. Open it for some Bombs.

Now head south again ignoring the path that we just came from until you can't go any further. Go east and the south to reach another barrier. Then head west and south until another barrier presents itself. Head west and walk south along the west wall until you can go east. Keep going east until you reach a barrier. Than north, east, and immediately south. Head shortly west and then south. Go east to reach a chest with a Key in it.

Now try your best to navigate the dark room back to the door in which we came from to the intersection where you had to cross the falling bridge. Instead of heading south, we're going through the east door. There are four Turtles here that we obviously can't defeat with the Master Sword alone. Instead, try to lure them away from the center and then dash for the chest (they're really slow so this should be easy). Open the chest for a Compass.

Now, look to the north end of the room to see two staircases leading down into another basement floor. Taking either one is really fine but for this guide, we'll go down the east one. It's dark here so make your movements cautiously. Immediately, you will notice a lot of Blue Rupees just lying on the ground. Take this opportunity to your advantage and collect all of them while avoiding the Spinner flying around. Continue south until you reach a chest. Open it for a Key. The other side of the room also has a bunch of Blue Rupees as well as a chest containing some Arrows. Ascend the stairs back into the room with the four Turtles. Again, watch out for Spinners.

Lure the Turtles to the corner the same way and make a mad dash for the south end of the room where a locked door resides. Open it and continue through. There will be three Spiked Balls going back and forth that you will need to get past. The chest in the room contains a Blue Rupee and that can be accessed by picking up the skull and walking through. But to reach the door, you need to walk through every one of those Spiked Balls. Continue through the door.

You should be pretty familiar with this room. With that, you might realize that it was completely useless picking up the Key and opening the door as all it was was a shortcut back to this room. Nevertheless, who doesn't want to be a perfectionist? Anyway, walk west a bit and notice the yellow arrow pointing down. Again, we have to do the same thing. Step on the yellow arrow and press the Down Button. But before you do that, try to lure the three Octopods to the corner as they will immediately mob you.

Take care of the Octopods without touching the Bouncer in the center of the platform. Head to the south end of the platform and locate the crystal switch. Whip out your Boomerang and chuck it to lower the blue blocks blocking the door east. When you're done with that, walk east (the blocks are now down) and go through the door at the end.

There will be a crystal switch in this room as well that can easily be accessed with a simple throw of the Boomerang. However, ignore it and continue to the north part of the room where you will find six pots. The northeastern one contains a switch which will obviously be your ticket out of this room. However, you will also notice that the door closes after you step off the switch. Seeing as Link can't run as fast as you might expect, we're stuck for the time being. However, the statue closest to the switch is movable! So push or pull that thing onto the switch and access the door.

What do you know? More Mimics to annoy you. There are two Green versions and a Red one which will, much like before, chuck fireballs your way. Keep in mind that the Red one requires two Arrows to defeat it. I would suggest taking care of the Red Mimic first and then resort to the last few. When you are done with that, pick up the skulls for 10 Arrows and go through the door at the top, obviously.

The red blocks will be in the way east thus making any further progress impossible. However, if you walk forward north through the small passageway (be sure to avoid the Spiked Ball), you will find a crystal switch to bring down the blocks. Head back down and wait for the Spiked Ball to go all the way left and then run as fast you can east. Wait, there's a dead end here? Sure seems like it but inspect the path. Doesn't it look a bit suspicious? Well, whip out your Bow & Arrows and shoot one right into the Cyclops statue's eye to move the wall! Well, it sure looks as if there's more to be done.

Go down the stairs at the end and try to get past those mocking pegs. Haha, tricked you! You can't get past these now so head back up the steps and continue back to room with the yellow arrows and the Octopods. Be sure to

hit the crystal switch one last time to lower the red blocks and then head onto the platform with the three Octopods. Take some swings at them to defeat them and then head to the southwestern corner of the platform. Push the lower block forward and continue up the steps and through the door.

Continue south along this ledge until you reach the end. There will be two Blue Jellyfish as well as two undefeatable Turtles. Continue east and then north to get onto a familiar pathway. Where there's a white block on the platform, jump off the side to reach a secret room. Pick up the skull pot that appears to be by itself connected to the blocks. Step on the switch to reveal a chest. Run as quickly as you can to it as Yellow Stalfoses will come down now. Pick up the Key and head to northeastern part of the room and go through the warp. Phew.

If you want to, you can manually walk back to the entrance as it's only a short walk but for the lazy, use the Magic Mirror. Go through the middle door again and continue through this room. Arrive back into the next room and head to northwestern part of the room over a ledge, until you reach some cracks in the floor. Use a Bomb on it to blow a hole and fall down to reach a ledge along the side of a previous room we have already explored. Head north and unlock the door with a Key to reveal a staircase. Open the chest for the Big Key!

Now we have to run to the room where we had to navigate a maze in the dark. It was the room just after the crumbling bridge. Use the Magic Mirror to return to the entrance and take the middle door. Go through this room, and then walk along the northeastern ledge in the next room. Push the bottom white block to the right and then continue north. Keep walking north pressing the Up Button when standing on the yellow arrow. Defeat the Octopod in the way and then head west along the pathway through the door at the end to reach the breaking bridge. Use the same strategy we used before to get past it.

When at this familiar intersection, take the west door to reach the hard to navigate dark maze of terror! I'll give you directions so not to worry... NOT! To get there, you will have to take the same path as you took to get the Key in this room except take a right at the last intersection instead of a left. Follow the path along the east wall until you happen to reach a crack in the wall. Whip out some Bombs and blow a nice, large hole in it. Walk through to reach the big chest of Dark Palace. Open it for the Magic Hammer!

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,=~~~~~.
|   The Magic Hammer has got to be one of   |
|   the most useful items in this game. For |
~~~~~|   the most part, you will use this to   |~~~~~
| smash pegs as well as defeating certain |
| enemies. It can be used as a weapon. |
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Now exit the room (no, I will not navigate it for you) and continue south along the supposedly crumbling bridge. Not to worry though, just walk and you will notice that it won't crumble unless you step on a certain part. Just remember to quickly lift the pot at the end and run off the bridge to avoid the falling pieces. Head south and then east to yellow arrow pointing down and decimate all the Octopods. It's best to push them off the platform to defeat them easily.

Now, head east and make sure that the blue blocks are down. Go through the door which leads to the room where you had to push the statue onto the switch to get through. Apparently, the skulls and statue reset itself so redo it yourself and continue north. Defeat the Mimics to unlock the door leading north and continue. Hit the switch through the north passageway to bring down the blocks



and then head past the Cyclops statue which we shot an arrow into and head down the steps into the basement.

Keep in mind that you are safe from the two wandering Turtles as long as you don't smash the pegs. When you are sure you can take them out, smash the pegs and then smash the Turtles to flip them over. This is the secret to defeating them. Flipping them over with the Magic Hammer and then slashing at their weak underbelly with the Master Sword. Go through the initial lowered red blocks and aim with an Arrow at the crystal switch in the northeast corner while behind the red blocks to lower the blue blocks. Thus, providing you a clear passage through.

From here, it's just a matter of killing Turtles and advancing through rooms. When you reach the room where there appear to be around 12 of them, take your time. This is usually the section where I get hurt the most so if you have a Medicine of Life after killing them, by all means, use it! Continue through the door on the east wall to reach a warp. Push the second from top right block in the get to the warp. Step through, head north, kill the four Turtles and use the Big Key on the door to finally, reach the boss.

Helmasaur King ~  
=-----=

This giant behemoth has two main attacks that he can hurt you with other than collision. The first is easy to avoid. He sends out a single fireball which then split into three and those three split into three once more which (if you do the math,  $1 \times 3 \times 3$ ), equals 9 fireballs flying around the room. You should be able to avoid the fireballs altogether. His second which is much more unpredictable is the infamous "tail strike." The Helmasaur King will lash out its tail in an attempt to knock you off your feet. The safest way to avoid that would be to stand on the sides of the boss. If you stand really close to the Helmasaur's face, you won't get hit by it either but that's pretty risky and if the Helmasaur King decides to charge, you're screwed. To defeat the Helmasaur King, you will need to smack its mask constantly with the Magic Hammer. And believe me, that is really easier said than done as you'll have to stand directly in front of it while avoid the fireballs and his tail whip. The key is to chip off pieces of his mask with the Magic Hammer until it falls off completely making his face vulnerable. Now, get out your Bow & Arrows and shoot them into the green jewel above his eyes. After a few blows, the Helmasaur King will be defeated.

Note: Vincent Denyft has this to add. Instead of hitting the Helmasaur King with the Magic Hammer, you can place three Bombs to knock off his helmet. A great alternative to destroy his helmet easily.

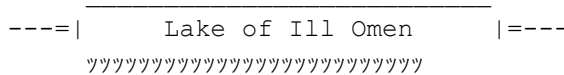
And upon defeating this damn hard and irritating boss, the first Crystal will fall from the ceiling. Be sure to pick up the Heart Container that the Helmasaur King. It probably won't happen, but you might in fact, forget about it. :)

The maiden trapped within the crystal will tell you a portion of the story about the Golden Power and more about this Ganon creature. The Dark World used to be the Golden Land, where the Golden Power was held, until the creature Ganon broke in. Ganon had evil intentions, transforming the once beautiful Golden Land into the Dark World. As of late, he has been trying to create a gate, a gate which would give him access to the Light World that he wishes to conquer. But we can't let him have that.

The first crystal of the Dark World is now in your hands. Notice the change in difficulty between the dungeons of the Light World and the Dark World. From this point on, the dungeons will only get harder, so don't think you are getting off easy now. With six more crystals to go as well as the epic battle with Ganon still ahead, there's still much to do.

As always, there is much to do before we head off to the Swamp Palace. More Heart Pieces are now open for collection and a few special items, including another Medallion is waiting. Now, once your back outside the Dark Palace, begin making your way back to the entrance of the area. Finding your way out shouldn't be too tough as we have already used this path to get to the Dark Palace in the first place. Once you exit, begin heading west and then south where a 3x3 plot of purple pegs reside.

Now, remember those pegs back in the Dark Palace? Knock these ones down the same way. Continue south ignoring the path west, until you reach a building. This is the Lake of Ill Omen Shop. There's not much to buy so continue. You will notice that you seem to walking along the edge of the Dark World's version of Lake Hyliia. Although not quite, Lake of Ill Omen is similar. Keep heading south killing the new enemy, the Tongue Blossom. Just avoid its tongue (obviously), and you will be fine.



Eventually, you should reach the end of the line, but in the same area, you should see a ledge dropping down into the water. Take a hop in and begin swimming towards the center of the Lake of Ill Omen. There will be a circle of rocks here. Swim directly into the center where there are a few shallows and use the Magic Mirror. You will come to a small island otherwise inaccessible in the Light World. On the island is a Heart Piece and a Shocker. There's no need to waste your time killing it so jump back into the warp and get outta there.

We're probably going to need to get out of this lake. We can't climb back up the ledge that we jumped from but if you head a bit east, passing the Ice Palace (note the location of the Ice Palace as we'll be coming here later), you should see a path leading out of the water. Continue along the path and you should soon reach the area where you exited from the Dark Palace. Now, head forward again and walk towards the purple pegs we smashed before as if you were heading for the Lake of Ill Omen all over again.

However, instead of continuing south like before, head west when you reach the sign (it will tell you that the Bomb Shop is farther ahead). The Bomb Shop is up ahead on top of the ledge in the exact location where your house would normally be. Ignore the Bomb Shop as there's nothing of interest there. When you can't go any further east, head south and follow the path until you reach another fork. Head south and you should be just beyond the northeast corner of the Desert of Mystery (in the Light World of course).

Step into the circle of bushes you find here and use the Magic Mirror to transport to the Light World. You will find yourself atop a ledge near the corner of the Desert of Mystery. Nearby is a cave you should enter where you will find a few pots with Hearts underneath them as well as a Heart Piece. Lift the pots to gain access to it. This should be your 14th Heart Piece.

Step back into the warp and return to the Dark World.

Head back north and continue until you find a group of bushes shaped in an arrow pointing south. Cut a few and continue north where you will find a strange creature sitting atop a tree stump. Talk to it and it will tell you that it was sent here. It wants to see its flute again, and it also lends you its Shovel. Now, warp to the Light World with the Magic Mirror and you will come across a group of animals as well as an apparition of the Flute Player. He will disappear after a few seconds though. :(

Begin digging around along the east portion of the area wherever there are flowers. Eventually, you will dig up the Fluteplayer's Flute. Step back into the warp you created and talk to the creature on the stump. But then he realizes that he can't play the Flute anymore. He feels that he's about to disappear so he asks you to play it for him one last time. Do just that and the poor creature will turn into a tree. The one last thing it wanted you to do was to give the Flute to a man in the Light World...

We aren't doing that just yet however. Head back south and then advance in the direction of the house where the two brothers had lived. Continue along the path (notice that their house is now a place where you have to shoot arrows at targets for Rupees) until you reach the end. By then, you should have a noticed a sharp-eyed creature standing on the ledge north of you. Accept the treasure hunt and begin digging like mad with the Shovel. You will eventually find a Heart Piece. If you don't get it the first time, don't give up. Besides, the Rupees you collect should be more than enough to repay the 80 Rupees you had to pay.

Now that we have finished "almost" all there really is to do in the Dark World, we can head off the Light World as there are still more tasks to complete. Use the Magic Mirror and head to Kakariko Village. Walk to the east end and go through a small path which seems to lead to a farm. Walk up the steps as if you were going to enter the house (if you want to, you can but there's nothing to do in there except to talk to the one dwarven swordsmith in there). Walk east and use the Magic Hammer to knock down the peg. Notice the ledge directly above the pit. Jump down and fall into that particular hole.

Don't go west as the door will shut behind you and you will have to fall down the hole all over again after exiting the cave. Instead, head north where there appears to be an alter of some sort. Equip the Magic Powder and sprinkle some into the bowl with the red liquid to make a strange bat-like creature appear. It will talk rather strangely, being both exceptionally mean and evil while at the same time, kind and sincere. Well, after the bat disappears, you will notice that there is a 1/2 above your Magic Meter. Now, you have double the amount of magic you could use before.

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,=~~~~~.
| This is one of the more useful |
| powerups throughout the game. With this,|
~~~~~| you will now be able to use more magic |~~~~~
| without running out as quickly. It |
| basically doubles the amount of magic. |
`~~~~~'

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Now head back south and through the door and continue west through the other door. Exit the cave and head back into Kakariko Village. Towards the center of the town is what appears to be a rather strange weathervane. Step onto the "S" square and play your Flute. Shortly after, a white bird will pop out of the statue and fly off.

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,=====
|   This white bird might not seem so   |
|   helpful right now but it will become |
~::~::~::~::~|   useful. Now, whenever you play the Flute|=====
|   in the Light World, the bird will appear|
|   and transport you to various locations. |
`=====
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For the last Heart Piece before the Swamp Palace, head to the north end of Kakariko Village to the Fortune Teller's House. Head north past that using the same path to Mountain Tower. Instead of going through the cave to the third dungeon however, head even further north. Eventually, you will reach the house of the Bumpkin Brothers. They are lumberjacks but apparently, only one is here. Nevertheless, locate the tree with the lighter green leaves than the others and dash into it. The leaves will disappear to reveal a pit.

Fall down (we sure are doing a lot of falling aren't we?) and continue north up the steps. Go through the doorway leading east and pick up your 16th Heart Piece! With that, your heart level will increase by one Heart Container. Woohoo! There's nothing more to do in this cave so jump down the ledge and ascend the steps at the end. Go through the doorway back outside through a cave entrance in back of the Bumpkin Brother's house.

Head back to warp point you created (it should be nearby the Desert of Mystery and the feuding brother's house. Now that we're back in the Dark World, begin heading south as if you were trying to get to the Desert of Mystery. In the Dark World, there is no Desert of Mystery however. It's referred to as the Swamp of Evil. Our next dungeon won't be here so don't worry. Although we can't enter the Swamp of Evil now, we can pick up a prize here. Keep going until you find a row of pink pegs.

Step inside them and use the Magic Mirror to the Light World. You will find yourself on a otherwise inaccessible plateau near the Desert of Mystery. Head one screen west and use the Book of Mudora on the stone. Link will raise his Master Sword and the surrounding area will be engulfed in explosions. The Bombos Medallion is now yours. The last and of course, the most powerful of the three Medallions is in your hands.

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,=====
|   The Bombos Medallion will become a   |
|   valuable tool in future situations.  |
~::~::~::~::~|   When you use it, all enemies on screen |=====
|   immediately be set on fire after a   |
|   spectacular fire sequence.          |
`=====
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The last thing we must collect before the dungeon of the Swamp Palace is the third Magic Bottle. It is a bit annoying to get there so if you want, you can hold off collecting it until later. Nevertheless, the more Magic Bottles you own, the better. First off, get back into the Dark World and use the Magic Mirror OUTSIDE of the purple pegs. If you don't, it will become very annoying to get back to the Dark World as you will need to use the warp near the Mountain Tower.

Call the bird with the Flute and fly to location #2 on the map to the Magic Shop. This is the quickest way to get to it. Start head west and then around back south past the field with the many Octoroks. Keep moving past the wooden bridge until you reach the white, marble bridge we have passed so many times before. Our main objective is to get under it. The most practical way to do that would be to head east from that point and then head south where a path

will lead into the water. Jump in and swim all the way west under the bridge.

You will meet a strange man by a tent and a smothering fire. Talk to him to wake him and he will hold up a Magic Bottle. He thinks that you're in a heap of trouble (which when you think about it, is slightly true) and hands you a Magic Bottle! And with that, he goes back to sleep. Wow, what a really weird friend Link has.

Now that we have everything we need before the Swamp Palace, we can at last, disembark onto the next dungeon. Take the warp back into the Dark World and bring up the in-game map. The Swamp Palace is marked with a crystal flashing a "2." You should be near that area anyhow so walk towards it. South of Link's house in the Light World is a swamp. Well, in the Dark World, it's also a swamp. Anyway, enter the building that the crystal is above to reach the Swamp Palace!

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-----|          Swamp Palace          |=-----  
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There's really nothing you can do right now if you walk around a bit. It seems the only thing you can do is talk to Sahasrahla through the communication panel. He'll tell you that that the Dark and Light World mimic each other. If something happens in the Light World, it will usually affect the Dark World just as much. This doesn't seem to be to much of a help in our current situation but read on to see the genius of this statement.

Now, exit the structure and warp to the Light World through the Magic Mirror. I bet you are probably asking about a million questions right now. Why are we warping back to the Light World? What the hell does Sahasrahla's statement mean? Why can't we enter the Swamp Palace? Well, my answer to that would be to shut up and let me continue. >=D

Anyway, notice that in the Light World, there is also a similar structure to that in the Dark World. You might remember it from collecting a certain Heart Piece. Enter the building and you should be stopped by three blocks. If you don't remember how to solve it (and I wouldn't blame you, it was quite a while ago, =D), push the center block forward and then either the left or right block in their respective direction. Continue forward into the next room.

Now, pull the right lever (don't touch the left one), and the water trapped by the wall will flow through. Exit the building and step back into the warp back to the Dark World. Once you are back, notice that the ponds around the Swamp Palace entrance are now drained. Enter the Swamp Palace once again and notice that there is now a river of water that you can swim in. That's exactly what Sahasrahla meant by the Light World mimicing the Dark World and vice versa. Pretty clever huh? Before re-entering the dungeon, I strongly suggest you get yourself some healing potions. You will need them.

Continue forward and jump into the water. Now you can access the broken ladder to the west. Climb up and avoid the Spiked Ball. There are a few new enemies here. Call them Water Stiders. You will be meeting them for the rest of the dungeon so get used to them! Defeat the three of them, and avoid the Water Blob that will be flying around bouncing off the walls. Defeating the Water Striders will cause a chest to appear. Open it for your first Key. Use that short-lived item on the door north and continue into the depths of the Swamp Palace.

This is a particularly annoying room. There are many Water Blobs flying around which still require a bit of getting used to (bet you are still getting hit) as

well as a handful of Water Striders and Fireball Statues spewing flames at you. Bear with them for a moment and head straight down where will be a few skull pots. Lift the bottom one (which is logically placed right near a Water Blob spawn point) and pick up the Key. Then head back up and bomb the wall in the little niche to the west.

Head through the jagged door and walk to the chest at the end of the room for a Map. Notice that two creatures will appear from the ground. Defeat these Red Slimes and exit back into the frustrating, annoying room. Head south and open the locked door west in a little niche (you probably noticed it before while collecting the Key under the pot). This is a slightly difficult room. There is a four-way cannon in the center of the room which will fire fireballs in the north, south, east, and west directions. Avoid the fireballs and destroy the Red Stalfos and the two Jellyfish to the lower end of the room. Do this while avoiding the Fire Snake (which is much easier said than done) and head to the southwest corner of the room.

There are three doors in the near vicinity. The only open one is directly north of Link's current position. So go there and continue through to the next room. You will notice some activity on the platform above as well as the chest containing the Map we already have collected. Lift up the single pot here for a Key and exit the room back into the previous one. When you are back, head west and then north up the steps. Open the locked door and go through this one as well.

Luckily, there isn't much activity in this room except for a Red Stalfos and a regular Stalfos. Defeat them quickly and avert your gaze to the north end of the room. Smash the pegs with a quick slap of the Magic Hammer and push it from the east side. When the ledge is pointing westward, the statue will begin spewing water and the entire hallway we were in previously will begin to fill with water. With that done, inspect the west wall for a crack and place a Bomb there. You will find yourself on a platform. There are two chests to the north which contain some goodies but watch the activity below. We will soon be in that room so prepare yourself.

Haul your butt back to the room where you opened the locked door to get to the ledge. The water is now running through so you no longer have access to the door which led to the room with the single skull pot. But notice that the half ladder is now accessible. Yep, Nintendo used the same trick twice in a row. Shame on you!

Head up the ladder and continue through the only door leading west. Now now, I told you that you were about to become part of the action after seeing all that stuff from the ledge. Well, take a deep breath and continue through to the main center of the room where Torpedo Fish are buzzing through the water, Water Striders skidding around, the notorious Water Blobs homing in on poor Link, and to add insult to injury, a handful of Fireball Statues scattered throughout.

Believe me, you will want to avoid this warzone the best you can. So as soon as you descend the steps, immediately head west and then south and duck into this area where not that much is going on. Go through the door (which will probably waste you 4+ hearts) and you will find yourself in a quiet hallway. Begin by heading east and defeating the Water Strider. There will be a Torpedo Fish launcher right ahead of you so when you see it coming, slash your sword like mad. Continue, pick up the pot for a heart, and head south into the next room.

Navigate this room, which is basically a mirror of the previous. Defeat the Water Strider, and once again, avoid the Torpedo Fish launcher and you should

be fine. Go through the door leading north to re-enter the previous room, except the east portion of it! Push the bottom block west at the top and a chest will appear for another dungeon goodie, the Compass. Now there's nothing more to do here so go through the door leading north again back into the warzone. =D

Again, try to stick to the south wall to avoid the majority of the damaging factors here. There will be some stairs in the southwest corner of the room. Ascend them and go through the doorway here. Again, there will be a Cannon firing north, south, east, and west as well as some Stalfoses and a Blue Jellyfish. Also moving around doing nothing else except for annoying the crap out of Link is a Fire Snake. Use the pots to defeat them quickly and head to the southwest corner where some stairs are. Descend them.

Go straight up to the door directly ahead of you. You will emerge in a hallway below other platforms. Observe the enemy's actions. Again, lift up the lone skull pot and pick up the Key much like before. Exit the room of course, and ignore the strange "Y" formation of blocks. Instead, ascend the steps again and exit through the east door leading back into the center of the Swamp Palace. Start by sticking to the west wall the best you can and ascending the steps to the northwest platform where a locked door lies. Open it and go through.

There will be a few enemies here. Stalfoses and a Red Jellyfish plus a Spiked Ball making um, a rather annoying sound. Defeat the enemies which shouldn't be too tough after all that we have already gone through and throw your Magic Boomerang at the orb to lower the blocks releasing the Spiked Ball. Push the lever west so that it points east and the water will run through again much like two instances before. With that done, you can now exit. Be sure to leave the crystal switch red or you will be sorry.

Now, begin heading south again along the west wall again to minimize damage taken by any damaging enemies and go through the door at the southwest corner of the room once more. Now, repeat the destroying of the enemies here again with the skull pots and head to the southwest corner to realize that the water level's now up! Jump into the water and swim west above the "Y" shaped blocks and then head to the stairs just a swim's distance west. Go through the door leading west.

Defeat the enemies on the current platform (once again... sigh), and descend the steps at the southwest corner of the room... AGAIN! Defeat the Water Striders and once again, avoid that pesky Water Blob. To the west is another "Y" shaped group of blocks. To get through it, push the bottom block forward and then the block which presents itself directly above you to the top, thus creating a path. Head up the steps and then around (a Red Slime will appear behind you), up the staircase.

There are a bunch of enemies here plus a few Fire Snakes spinning around blocks annoying you again. To exit from your little room, push the block east. Try your best to avoid the handfuls of Water Blobs and Water Striders. I wouldn't expect you keep all your health intact. In fact, I wouldn't even if you died right here. I know I sure have. At the northeast end of the room, there will be a block in front of a 2x2 hole. Push the block north or south and fall into the dark abyss.

If you had left the crystal switch red, you are pretty lucky. If not, well, you're pretty much screwed until you haul yourself back to that switch and hit it again which is definitely not fun. Go through the door at the end and pick up the five pots for five rupees. The chest here will contain the Big Key of the dungeon! Finally...

Now that we have the Big Key, we can finally head off for that giant chest in the center of that room. Head west and then jump off the ledge into the small stream of water. Head south from here (watch out for the Water Blob) and then up the steps. To get to that big room again, simply exit the room through the east door, and then swim through to the other room. The door east will lead to it.

Head to the center of the room where you will find the treasure of the Swamp Palace, the Hookshot.

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|   The Hookshot, the treasure of the   |
|   Swamp Palace is an incredibly useful |
~::~::~::~::~|   tool. Now, you can use the Hookshot as |::~::~::~::~=
|   a grappling hook to get from point A to |
|   point B just by grappling an item!   |
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There's only one thing to do now, to get to the boss. From now, we still have a long way to go so no need to celebrate yet. Now that we have the Hookshot, we can. Head to the northwest platform and stand on the east edge. Aim for the skull pot on the other platform with the Hookshot and take a shot. The grappling hook will bring you to that platform. On that platform is a locked door. Let's go find that Key!

Now, aim south and fire. You won't be able to see the chest but you will grapple onto it thus pulling you over. From that platform, stand on the east edge and fire it at the next skull pot. The easternmost pot on that platform holds the Key. Now, use your Hookshot and grapple yourself back to the platform with the locked door. Open it and continue into a room we haven't ventured through before...

You will find yourself at a fork. Take the west fork and defeat the Red Jellyfish. Continue north and pick up the pot right next to the sealed door to reveal a switch. Step onto it and the two doors will open and step off and the two doors will close. If you remember this puzzle from a previous dungeon, you have a good memory. Take the nearest statue and push it onto it to keep it depressed. Clever, clever...

You will want to head back to the fork and head east. There will be two doors at the north end. A staircase and a regular doorway. Take the latter to reach a tiny hallway. Walk north a bit and take the stairway down to another basement floor. Our target in this room is the staircase just to the left of us. Push the lever forward and the water in the room will drain. Then head up the steps to a second part of the hallway we were in before. Go through the door leading west. Defeat the Stalfos and the other enemies and go through the south door.

Aha, now we're back in this familiar room. You don't need to use the switch this time. Just head to the east portion of this room and descend the steps. On the platform below are two chests and some pots. Defeat the Blue Jellyfish and the Red Slime that appears. Head down the steps. The pots contain hearts and the two chests contain valuable Red Rupees. When you are finished collecting your treasures, continue west.

Before you continue, wait for the Torpedo Fish to come out of its hole. The Water Blob in this hallway is nearly impossible to avoid as the hallway itself is so tiny. Nevertheless, continue through the hallway the best you can while still staying alive. Ignore the east door and continue through the north door to reach another eventful room.



Push the third chest from the left right to make a chest appear. Open it for a Red Rupee. Take a look at the six waterfalls in the north section of the room. Count the waterfalls down and walk into the second waterfall from the left to enter a secret room. The way you enter is much like the way you entered the Waterfall of Wishing a long time ago. Walk forward and head up the steps. Kill the Blue Jellyfish and continue through the north door.

This is another small hallway. Watch where you step and kill off the Blue Jellyfish. Some Red Slime will also appear so beware of them. Advance through the south doorway and quickly jump into the water. There will be some Water Strider in the water (which you can't defeat because you are swimming). Head right and then up the ladder. Under the pot is a Key that you will need. Keep in mind that there's a current pushing left (look at the way the water is flowing).

Unless you want some small powerups, you can blow up the wall beyond the second ladder from the left. If you aren't interested, swim to the last platform (the westernmost), and open the door with your newly acquired Key. Go through the doorway to reach the final door... the door to the boss of Swamp Palace... Arrghus!

#### Arrghus

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Arrghus is indeed a strange boss and he's very easy to defeat which is all I care about. Arrghus is basically a giant eyeball/jellyfish creature who is surrounded by a bunch of McNuggets (yes, I call them McNuggets). Get your Hookshot ready. Arrghus's only mean of attacking you is letting his McNuggets fly off his body and circle around him. If Link is standing too close (which you shouldn't be), the McNuggets will hit him for some damage. Other than floating around, Arrghus doesn't do anything else to hurt you really. Just remember to stand far away as the McNuggets detach themselves from their master. To defeat this giant eyeball, use the Hookshot to pull off one of the McNuggets. While it's white, slash at it with the Master Sword to destroy. Keep in mind that it will attempt to return to Arrghus so you will have to be quick with your strikes. Repeat this until you have killed every McNugget. Now Arrghus gets pissed off and starts jumping around and bouncing off the walls. Aim for his eye and smack it a few times with the Master Sword to put him down for good.

After defeating this eyebally (and incredibly easy in my opinion) boss, you will have finally completed the Swamp Palace. You will receive a Heart Container and the second Crystal. You will now learn that Ganondorf the Thief created the Dark World to house the Triforce. However, once he created the Dark World itself, he couldn't figure out how to get himself out of the Dark World to conquer. Therefore, he lives in the Dark World. Only Link can destroy this evil creature... who now goes by Ganon, the King of Darkness.

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7.9. Skull Woods

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We're going to be going straight to the Skull Woods. That's right! No stupid side-quests. There really isn't anything that you can collect right now as the Hookshot offers very little new areas we can explore. In fact, we won't be taking any side quests until after Thieves' Town! The dungeon after this one! So rejoice or cringe depending on your style of playing, but as of now, we're off to the Skull Woods.

Now, to get to the Skull Woods, we're going to need to head to the Lost Woods. First of all, start off by warping to the Light World (or you can warp when you are closer to the Lost Woods) and heading to the Lost Woods. Enter it through it's regular entrance north of Kakariko Village like you normally would. The way we're going is not particularly easy to navigate and there are quite some times when we will be going through those hollow tree trunks.

From the beginning, begin heading north ignoring the path west until you reach that tree trunk which you can walk into. Northwest of that are two tree trunk tunnels. Go through the left one and continue. Once at the end, head west and go north along another tree trunk tunnel. Head west and then head south along the only other tree trunk tunnel there as well. At the end, there should be another tree trunk on screen that is pointing south. Go that way. At the end, you will meet a Thief. Avoid it as it will knock your items loose. Continue south and you should reach three tree trunks. Only the west one is accessible so go through there. At the end of this short one, head a bit east and then north up the next one. Then east again and south down the longer one. Continue southeast and exit the Lost Woods through the covered exit in between the two trees.

Now that we're back in the open, head south and you should reach what appears to be a wall blocking us off. Whip out your Magic Hammer and avert your eyes to the two brown pegs in the ground. Pound them and continue. Now, you may be asking yourself, "Why did we come here?" After all, it does look much like a dead end. A darkened rock (which requires the Titan's Mitt to lift anyhow) blocks our path south. Well, why don't you try to lift the single rock in the center of the area. What do you know? A warp. Step in and venture off to the Dark World once again.

Now we're in the Dark World's version of the Lost Woods (known as the Skull). Head north, cut down the flowers and continue north. Keep going north until you reach an entrance in between two trees. Continue along the path east until you reach a fork north and east. When here, take the north path and simply fall down the hole that appears right in front you. Welcome to Skull Woods. Even without the dramatic title appearing, you can tell that we're here.

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-----| Skull Woods |-----  
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Prepare yourself for yet another dungeon. Many consider the Skull Woods the most annoying dungeon yet. Although it is still extremely exasperating, it isn't as difficult as some cut it out to be. The dungeon itself is quite small and the only real annoyance would have to be the "taking different entrances" crap. Nevertheless, don't think Skull Woods is a pushover either. Oh, it is still a difficult dungeon, just not as difficult as some describe it as.

Immediately defeat the two Blue Jellyfish at the top of the screen. Some Blue Octopods will begin charging at you shortly afterwards. Throw some pots at them or just push them into the pit. Continue south (avoid the Blue Bumper) to reach a large Fire Wall right in front of you. Strategize your movement and get past it. Go through the door leading east.

There are two main enemies in this room. A Red Octopod and a Blue Octopod. The red one is really pretty annoying as it will take at least eight strikes from your Master Sword. Try to take them out one at a time to avoid taking damage. Driving an Octopod into a corner works well too. Defeat them and then head north. Avoid the Fire Wall and open the chest for a Compass. However, as soon

as you open that chest, you get a consequence. There will now be holes throughout the floor. Head south again and go through the door in the southeast corner. You might have noticed it before.

This is an annoying room. There will be a bunch of new enemies known as Zombies. Also annoying Link will be various Wall Masters. They are basically giant hands that fall from the ceiling. They don't particularly hurt Link but they will bring him back to the last entrance. The Zombies are incredibly durable and will take eight strikes from the Master Sword to defeat. Instead of defeating them all, just avoid them. There will be a chest in the center before a bunch of skull pots. Lift them and open the chest for a Key.

In the northeast corner of the room, you will find a locked door. Open it with your only Key and continue. This room has a Red Octopod you might want to take care of immediately. Head north and you will see two yellow stars on the ground. Step on one of them and the holes in the ground will change locations! Now you can access the previous inaccessible chest in the northeast corner of that room. Open it for a Map. Now, we're going to need to transcend the hole that is in the way north. Step on the edge just before the pit in the center and shoot your Hookshot. Hopefully, you will latch onto something and fly over.

What will follow will be a really quick (but cool-looking) pause of Link flying through the air over two sets of stars. If you're lucky, one of the Octopods will be stepping on a floor where it will become a hole. If that happens, you will see it fall through solid ground! Definitely worth doing it again if you ask me. Anyhow, you will be attacked by a Beetle. Defeat it (remember to hit its backside). The pots in the room contain random stuff that you should pick up. After that, inspect the west wall and Bomb a hole in it. Continue through further into the Skull Woods.

In this room, pull the lever that presents itself on the wall to blow a giant hole in the bottom wall! After the spectacular effects of dynamite, continue south and notice the big chest of the Skull Woods. Remember this room and exit through the previous entrance. Continue south and step onto the yellow stars. Just continue south. The yellow stars and holes will do very little to effect your progress as the holes will change with the stepping on the stars. When you are past the stars, find the door leading west and go through. Defeat the Red Jellyfish and exit through the south door to go back outside. Don't frolic just yet, we're about to enter again.

Just to your southwest (ignore the hole southeast of the exit) is the hole we fell down when we first entered Skull Woods. Fall down that hole again to re-enter the dungeon again. Once again, defeat the Octopod and the two Blue Jellyfish and continue south and then through the door leading east. Defeat the Red Octopod immediately and head north past the Fire Wall. Go through the north doorway.

This room has a bunch of enemies. Luckily, they are all trapped behind skull pots. Don't bother with the enemies except for the Zombie trapped in the far western wall. Defeat the Zombie after lifting the skull pot and open the chest at the north end to get a Key. Now, open the locked door leading east and continue. This is the room where the big chest lies. If you remember correctly, we walked in the north part of this room. Exit here after defeating a Red Jellyfish. You will emerge at the same area once again in the overworld. Take careful note of these entrances and exits. We will be using them later.

Now, from this point, head east and then north. Cut down the 3x3 pile of bushes (Watch the hole in the middle!) and continue northwest from there to the skeletal rib cages (Basically the same things as the hollow tree trunks

in the Lost Woods). Go through it much like the way you went through the tree trunk tunnels in the Lost Woods. At the end, turn left and then head south through the adjacent tunnel. A bit south from that point is another entrance into Skull Woods. Take it back into the dungeon...

As you enter the room, immediately slash apart the two Blue Jellyfish. Continue north and do your best to take out the Zombies just as well. Beware the Wall Master as it will make its appearance a few times in this room as well. When you are done, go west through the unsealed door into another room. In the center of this room, you will find a Bouncer. Avoid it and defeat the Blue Octopod. Continue west and enter another room.

This room has another Bouncer and a Blue Octopod you will want to take care of really quickly. There are two pots on the screen. One in the northeast corner and one in the northwest corner. The one in the northwest corner holds a Key. Lift it up and pick it up. Now it's just a matter of going east through the room until you reach the first room you came from from that entrance.

In this end room, the only way north is through a switch found under the pot right in front of the sealed door. Apparently, it will only open the door if you stand on it. However, if you push the east white statue onto it, the statue itself will block your way into the door. Put on your thinking caps now! Hmm, maybe if we pull the white statue onto the switch... Instead of pushing it, push it down first and line up with the tan block. Then push it west until you get just below the wall surrounding the door and switch (Or the block itself blocks further movement). Then get on the top side of the statue and pull it onto the switch. The door will stay open and you have a clear path to the door itself.

Go through and enter a room with quite a few enemies. Defeat the Red Stalfos, Zombie, Stalfos, and the Red Jellyfish first. There is also another Wall Master here so beware and watch the ground for any shadows that shouldn't be there. When you finish, open the chest in the middle for the Big Key! Now that we have everything in this portion of the Skull Woods, we must head back to the other entrance. I can't exactly believe that I'm actually saying this but LET the Wall Master get you so you can get back to the entrance. Exit once again.

Now we're heading back to the previous entrance we exited from before. From the point you exit, head north into the rib tunnels. At the end, turn directions and go through the next tunnel. At the end, cut down part of the 3x3 group of bushes and go through. The entrance is directly southwest of you under your nose. Once again, enter into the hell that is Skull Woods.

The big chest of the Skull Woods is directly north of you but sadly, there is a barrier blocking any further progress forward. Anyhow, go east into the chaotic room with the two yellow stars. Once again, step on them once and then use the Hookshot to get across. Once again, defeat the Beetle and pick up the pots for useful items. And finally, once again, go through the bombed way leading west. Phew.

You might remember this room. Remember when you pulled the lever to blow a giant hole in the bottom wall? Well, this is it again. Head south from here and you will at last, reach the big chest. Take a deep breath and open it for the Fire Rod. However, we still have much to do so no need to think to highly of yourself. ;)

,=~~~~~  
| The Fire Rod is in many ways, similar |  
| to the Ice Rod. Both can be used as |

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~::~~::~~::~~::~~::~~::~~::~~::~~::~~::~~::~~::~~::~~::~~::~~::~~::~~::~~::~~::~~::~~::~|    offensive weapons and both take a big    |~::~~::~~::~~::~~::~~::~~::~~::~~::~~::~~::~~::~~::~~::~~::~~::~~::~~::~~::~~::~~::~~::~=
|    toll on your Magic Meter. However,          |
|    instead of freezing, the Fire Rod burns!!
`~::~~::~~::~~::~~::~~::~~::~~::~~::~~::~~::~~::~~::~~::~~::~~::~~::~~::~~::~~::~~::~~::~='
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Find a way to get back to the entrance of this area (Magic Mirror is your best bet) and exit once again. Head north and cut the 3x3 area bush again and go through the rib-cage tunnels north and south to get back to the other entrance. Enter this portion of the Skull Woods and go two rooms west to get to another room with an exit. Go south through the exit back into the Dark World.

Here we are, outside once again. This particular area of the Skull Woods we haven't visited yet. There are two ways out of this small enclosed area. Take the west rib-cage tunnel north to reach the skeleton of a long dead creature. At first, there appears to be nothing here but upon taking out your Fire Rod and roasting the skeleton (Shoot it directly south from it) to open another entrance. Well, now that we're here, let's enter.

Immediately kill the Mini-Moldorm before it touches you. The first thing you might want to do would be to immediately head north along the pathway. Instead, take the stairs just left of the pathway and continue through the walkthrough directly under the pathway above. Keep going until it appears that something is blocking Link. Head east and then around the wall in front of Link and continue again until something else is blocking Link. Once again, head right and then around it. The final wall before the door requires that you head left and around to get to the door. When you are done, go through the way leading east.

As you enter the room, a yellow thing will shoot itself at you. Run avoid and attempt to lead it into a wall to get rid of it as it will home in on you. If you're hit, the Moon Pearl will become inactive momentarily which makes Link completely vulnerable to attack. Do your best to avoid it and defeat the Zombies in the area. The Fire Rod works wonders here so take it out. Head to the south end of the room and go through the southwest door.

The chest directly in front of you contains a Key. Pick it up and then use the Magic Mirror to get back to the entrance unless of course, you feel like walking (keep in mind that you have to move one room east as you are already in the entrance room). Once back, head north along the upper pathway. At the north end is a locked door. Since we collected that Key back there, we can open it. Advance.

This next room is really quite difficult to get through. However, after we're done, you will see how easy it was to get through it with some help. All you have to remember is to move quickly as there is another Wall Master in this room to make matters worse. The first thing you will want to do would be to head north and step on either of the two yellow stars directly in front of you. Lift up the pots blocking you and head north again. Step on the next set of two yellow stars to shift the room up again. Head left a bit and then south and touch the yellow star in the southwest corner. Lift the pot leading north and then walk along the north wall and then east when you hit the corner. Walk onto the next set of yellow stars to the east. You now have access to the yellow star in the northeast corner. Step on that one and then head south after lifting a pot to access the door leading east. Well, that sure took a while...

There are four Zombies in this room as well as a Wall Master so you have quite some competition. I'd suggest the Bombos Medallion but if you want to use it, make sure you get all four of them on the same screen. Now, before

we do anything else, locate the four lamps in the area. One is in the southeast corner, two in two more niches a bit to the north and then one more across a gap at the north end. The key here is to light them all and then make a run for the door next to the north lamp. Light them all (I'd suggest the Fire Rod) and dash to the door before the lamps go out. This might take you a while so don't fret. Again, beware the Wall Master.

As soon as you enter this room, immediately use the Bombos Medallion. Three Mini-Moldorms and a Zombie will definitely give you some trouble so unless you enjoy uselessly losing hearts, take them out that way. The Bombos will also take care of the annoying yellow star that would fly at you all the time. Once the room is quiet, inspect the north wall and slash at it with your Master Sword until you find a hole. Go through.

This room also has a bunch of enemies to destroy. Kill everyone and one of them should hold a Key. Pick it up (while avoiding the Wall Master of course) and use it on the east wall. This room is it, the final room before the boss of the Swamp Woods... Save your game and take a deep breath (while of course, avoiding another Wall Master) and when you are ready for it, fall down the hole to reach the boss, Mothula.

Mothula ~  
=-----=

My god, the spikes and moving floor in Mothula's lair are really, really annoying. You'll have to work pretty hard to avoid the moving spikes while avoiding Mothula himself as well. However, try to put more emphasis in avoiding the floor than Mothula himself as he doesn't do that much anyway. Mothula is a strange, flying creature who shoots orange rings at you. If they touch you, they (duh) hurt you. They are easy to avoid and Mothula doesn't have any other attacks than collision of course. To defeat this winged demon, equip the Fire Rod and begin shootin like there's no tommorrow. After a few (eight to be exact) hits, Mothula will finally go down. If at any point in the battle, you run out of magic, you can simply take it down with hits from your Master Sword. Beware, it takes a lot more so don't use it as an alternative, only when you have no other choice.

Thank god for a easy boss to top off a rather annoying dungeon. Luckily, dungeons in the near future won't require that you take different entrances (for the most part). The third crystal will drop from the ceiling. Be sure to pick up the Heart Container as well... which should be an instinct by now...

The maiden trapped within the crystal will ask you if you are aware of the prophecy of the Great Cataclysm. Basically, if an evil person gets his hands on the Triforce, a hero destined to counteract that particular creature's evil intentions. That hero must alone, face the evil that holds the Triforce and if that particular hero fails, there will be nothing that will stop the evil from its power. Link is that hero and he must hasten to destroy Ganon and save all of Hyrule!

(Note: If you have one Key left over, that's completely normal. That was left over from some door that we hadn't opened.)

With the Skull Woods now under your belt, we can disembark to the next dungeon

which isn't as annoying thankfully. To get there, we must venture to the Village of Outcasts. You might have guessed already that it's the Dark World's equivalent of Kakariko Village. Luckily, it's easily accessible and isn't too far from your current position so you got off lucky today. Just enjoy it while you can... or until the Misery Mire at least...

From the exit of the Skull Woods, begin heading south through the first rib cage tunnel. Then, enter the dungeon entrance. You might want to go back into the Skull Woods dungeon but this is the easiest way out of this area. Once back inside the dungeon, begin heading east a few rooms until you reach a room with a doorway to the south leading outside of course. You will know it's the correct room as it holds two Zombies and two Jellyfish. Exit through that way and then head north through the rib cage tunnels. When you reach the 3x3 pile of flowers, head south. You will notice the other entrances and the holes in the ground we fell through.

Shortly afterwards, there will be a fork leading southeast and southwest. Take the southeast path and walk along the wall (so you don't fall down the pit) to get past. When you reach the southernmost point, head west and break through the bushes and skulls. The exit back outside is through the two trees at the end. And with that, you can kiss the Skull Woods goodbye... forever!

If you look at your Overworld map, you will see that the Village of Outcasts is just south of your current position. Also in the village is a crystal marked "4" for the fourth crystal of course. It's very easy to get there as all you need to do is head south towards it. But don't go directly south. When you see a long line of bushes leading west, take that path. From there, head west and then south into the village.

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-----| Village of Outcasts |-----  
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There are a few things to do here. However, they all require the Titan's Mitt, something that we don't have. So as of now, there's nothing more to do but to collect the Titan's Mitt from the dungeon here, Thieves' Town. To get to it, locate the strange statue that is in place of the weathervane in the Light World (the place that the white bird appeared from in the other world). It will be a strange creature holding a trident. Hard to believe that this little thing is the dungeon, huh? Well, step directly in front of its trident and pull it back to (ta-da) reveal the entrance. There's nothing else we can do so enter the fourth dungeon!

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-----| Thieves' Town |-----  
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Well, here we are in Thieves' Town. The halfway point of the Dark World's dungeon. Upon completion here, you will be past the halfway mark. Yay! :)

You start off Thieves' Town on what appear to be a green pathway above a lower level with some enemies you have never seen before. We're not going to waste any time exploring the upper areas right now (although you can walk around and search for some powerups under pots) so head due straight from the entrance and jump off the ledge to the lower levels. The enemy in front of you is a Blue Dragonman. You might find this particular enemy easy, and that's partially true. However, beware its Red Dragonman brother as it can shoot fireballs at you.

Continue forward until the hallway widens up a bit. Here, you will find a

Blue Spark circling a strange statue of a head and maybe a Red Dragonman. Defeat it and then head to the west part of that area to discover a treasure chest. Open it for Thieves' Town's Map. Because of the strange structure here, you will probably need it. Now, check your Map for a second. The room you are currently in has two doors leading north but they seem to be obscured by something. If you guessed it was the upper pathways that were blocking them, well, you are correct!

Notice how the red path leads right into the pathways. There's a door that each leads to. You can take either as both will bring you to the same place... eventually, however the east door will bring you to where we're going much, much faster. Walk under the pathway and watch the screen shift to the next room.

The next room has you obscured by the pathways. Walk up a little bit to rediscover yourself... thankfully. Immediately, you might notice a Red Dragonman in front of you. Be wary of its fireball attack and slash at it twice to put it out. Continue north ignoring the obvious (at least now) door under the pathway to the west. Again, the narrow hallway will widen up and you will find a Blue Spark around a head statue and some Fire Snakes. There is also a Blue Dragonman in the vicinity but defeating him doesn't affect our progress. Head up the steps just north of the head statue.

The only way we can go is a bit east and then south. The pathway to the west is blocked off by a barrier. As you head south, some Red Slimes will follow you. Defeat them and continue south. After a short trot, you will notice a skull pot. Instincts would probably tell you to lift it up and check it out by now. A heart can be found under it. Continue south and another pot will appear at the end. A blue rupee is under this one. Now, observe and think once again for a moment. Why would I lead you to a dead end? Well, why don't you head back north to the area where the heart under the pot was. On the east wall... Whoa, it's a cracked wall. Bet'cha didn't see that one coming. ;)

Once again, Legend of Zelda instincts tell you to place a Bomb and blow the living crap out of that wall! Do just that to create a doorway leading to what appears to be another set of green pathways. Have you gotten used to the green yet? Well, you better do that now as you will be seeing green quite a lot.

There's nothing to the south so begin heading north. The pot here holds a blue rupee. Something you might want to pick up. There's a bombable wall here so whip out another Bomb and blow another hole. For your Bomb, you get two blue rupees and a view of another room ahead of us. There's nothing you can do here so head back out and then back south. Go through the wall you bombed leading west.

Head straight west and then jump off either side of the platform. I would suggest the north side as it's quicker. From there head west while avoiding some Fire Snakes. When you reach the end, head south where you will probably find a Red Dragonman shooting some fireballs at the wall blindly. Defeat it quickly and notice the treasure chest right above you. To get up there, head east a little bit and then climb up the steps leading north. Then head west, south, east, and finally back north to get around the wall as well as reach the chest. Open it for a red rupee.

After 20 rupees, you can head back around (be sure to kill the Red Slimes) and jump off the ledge to the lower level. Now, head to the area that we entered the room when we first entered the dungeon in the southeastern corner. Check your Map to see that there are two paths that are leading east. Take either one of the doors (you should be able to find at least one), to get to



the lower levels of large room we bombed into before.

As soon as you enter the room, you will be greeted by a Red Dragonman and maybe even a fireball to boot. Kill the fire-wielding Dragonman and notice the south wall on the same screen. The path goes right into the upper pathway which probably means that there's another door there. Well, experiment around with it and you will get through to another room which looks just the same as the last. Head south from the door and engage the Blue Dragonman and Red Dragonman. They shouldn't prove too difficult. Now climb the stairs to the green platform above.

Head west a little bit but ignore the door here. Instead, head south towards what appears to be another chest. The pot at the corner contains Arrows so pick that up if you need to. Then, head east at the corner and then fork north to the treasure chest. Open it up for a Compass, a useful tool here. Now that that's done, jump off the pathway in the west direction and try to find a door under the green pathway. Go through.

You might've been expecting some more criss-crossing green pathways and red lower grounds but what do you know? It's really a small room with a chest in the center. Open this one for the Big Key. It might have surprised you with the fact that you're getting it so early but oh well, that's life. And you surely don't want to have to get it later when you can get it now. When that's done, just head back into the previous room after finding the doorway (which can be a pain) of course.

Every Big Key has something to open, so let's find that right now. Now that you are back on the ground floor of the criss-crossing green pathways, you can head to the north end of this room. You have two ways to get to the room above this one. Take either as it doesn't really matter. Watch out for the Yellow Bolt that will be waiting for you. You might have had one hit you before. It turns you into a defenseless bunny but you should have already known that.

Defeat the Dragonmen here and of course, avoid the Blue Sparks and Fire Snakes as always. Instead of heading north, locate the stairs (they would be right in front if you took the east door or to your northeast if you took the west door) and climb them to get onto the upper levels. Start by moving a little to the east to a four way intersection and then head north. There might be a Fire Snake here so beware. At the end, head a little east and you will find the Big Key door. For the past dungeons, this door always led to the boss. You might be asking yourself, why so fast? You'll soon find out.

Walk in and you will notice that this isn't the stupid boss room at all! That's right, you still have a long way to play. Anyhow, just head north and defeat the Stalfoses here. Don't forget that the Red Stalfos will throw bones at you. The first door on your left is locked and the next one is sealed. There are two pots at the top end of this room. The left one holds a heart and the right one holds a Key which is just what we were looking for. Actually, before you go back south to unlock the door, go north through the only open door in this corridor. Hard to believe that this is the boss's room. Remember it as we'll be back.

Now head back south and then turn to the locked door at the bottom. Remember when we bombed that wall and entered into a room where there were two pots in front of us with blue rupees? Well, this is it, and it looks exactly the same. Defeat the Red and Blue Dragonmen. As that's done, there's nothing more so just head west into another room. This next room is an annoying room. There are new sights here. The red blobs are basically, the Red Blobs. They are undefeatable and basically float around attempting to hit you. There's nothing you can do here so quickly run to the other side and go through the door leading west.

This next room is even more annoying. Right off the bat, you will notice a large number of Red Blobs, Fire Snakes, and Spinners. There are also a load of spikes scattered around along with a long line of conveyor belts which won't allow you to stay in one place at once. I die in this room very often but it is possible to get through. When you reach the end, go through the north door as the east door is blocked by a blue block.

This room has a bunch of spikes bouncing off the wall and bouncing off blue blocks. Don't touch the crystal switch as you won't need it and all that'll do will just release the spikes. The pot contains a Key. Pick that up and use it to open the north door. Be sure that the blue blocks are raised and continue north up some stairs.

Here, you will meet a few of your old friends, the Bats! Also notice the green thing moving around on the floor. That's a Cricket and it's Thieves' Town exclusive so you won't be meeting this elsewhere. Defeat the two Bats and the Cricket. Talk to the communications panel to get a message from Zelda. She will tell you to beware of Blind's magic without being any more helpful. Also in this room are some pots (one which contains a Yellow Bolt) and a switch on the wall... Unless you want five Masked Snakes to riot you, I'd suggest leaving it alone. Go back downstairs.

Now it is time to release the spike swarm. We now need the blue blocks down so line yourself up with the switch and strike it. The spikes will be released but they won't hurt you as they appear only in every other row. Move yourself back up so that the spikes don't hit you and go back upstairs. Notice the pots that the blue blocks were previously blocking before towards the south end. The one in the corner has a trigger under it. Step on it to open the door leading east. Advance.

This is a narrow corridor with nothing of interest except for some Crickets and cracks in the floor. Don't bomb any of them as they are useless. Go through the hallway killing any Crickets which get in your way and go through the door at the end. This next room is a strange room. It has Crickets running around, but it also has a crack in floor behind some walls. A light is shining on to it. There are a few hints here as to what to do. The chest in the northwest corner holds Bombs and the two other pots in this room hold Bombs as well. So, if you take the hint, equip the Bomb and throw it onto the cracks. If you don't know how to throw, just place a Bomb down and use the R Button to pick it up. Then throw it at the cracked floor. While doing that doesn't seem to do anything right now, you will be glad you listened to me later on. :D

Backtrack past the long corridor and then down the stairs to the room with the jumping spikes (after they were released by the crystal switch). Well, we're going to need to reach the bottom so take care while walking. I would suggest taking the right side of the red blocks as it has less spikes to navigate through. Reach the bottom and exit the room into the annoying hallway with the conveyor belts and of course, the new Red Blobs...

Because the blue blocks are down, the other door leading east should be open to our leisure. Walk down a little bit while not letting the conveyor belts carry you too far and enter the room. This next room is like a three way intersection with three doors leading east, south, and west. Kill off the Red Dragonmen (they can be a pain in groups) and try your best to avoid getting in the path of the Red Blob. Go through the east doorway.

Enter another annoying room with a bunch of conveyor belts and of course, enemies. The conveyor belts are going to prove a bit difficult. Don't let them slide you into the hole in the middle. Defeating them all is going to take a

while, but you should eventually finish. When you are done, you can go through the south doorway for two blue rupees, the east doorway (which is activated by a switch in the northeast corner under a pot) if you really want to get into a room where the door seals behind you and you have to go around again to get back to this room which will probably take forever... or you can take the north doorway which is where I'm going. I suggest you follow too.

A Red and Blue Dragonmen and a Red Stalfos make up the enemy force here. You should defeat them all to open the sealed door that's leading west. You will find yourself over a narrow pathway with a conveyor belt leading south. A large white stone is directly in front of you. Since you can't do anything else, take your chances and venture south. This path is a major pain. There are enemies galore but you can't stay in the same spot or else the path either pushes you off the side or backwards which will in time, push you off anyway. Try your best and if you fall off, you only lose one heart. A Bow & Arrow would work well, especially with the Jellyfishes which you might not be able to hit because it's flashing.

When you reach the end, you will notice a locked door to the west and an open door to the east. With no Key, we only have one choice. Go through the open door and face off against a Red Dragonman which by now, should be easy. Ignore the conveyor belt leading north and head east to a jailhouse-like room. A Red Dragonman and a hidden Red Slime guards someone or something to the north. With the Big Key, you can open the doors (defeat the Blue Dragonman) until you reach the end where a young lady awaits. The west pot before her contains a Yellow Bolt so beware. She'll be pleased and asks you to take her outside. Hmm, seems a bit suspicious if you ask me but... oh well. Be sure to pick the Key out of the chest before leaving.

Head back to the room with the long conveyor belt in the middle with all the Jellyfish. Across from the door should be a locked door as we noticed before. With our new Key, you can open it. As soon as you enter the room, you will notice the Big Key chest plopped in the middle. However, don't take any time to wonder what could possibly be inside it. Run for it, open it for the Titan's Mitt, and immediately run back as the floor tiles are giving way. Hopefully, you'll be quickly enough. The young woman "should" still be with you.

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                ,=~~~~~=~~~~~=~~~~~=~~~~~=~~~~~=~~~~~=~~~~~=~~~~=.
                |   The special item of Thieves' Town is         |
                |   the Titan's Mitt which is an upgrade to   |
~~~~~=~~~~~=~~~~~|   the Power Glove. It can lift up dark    |~~~~~=~~~~~=~~~~=
 | rocks and is required for many special |
 | items and to progress through the game. |
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Now that everything is done in Thieves' Town except the boss, you might want to bring the woman outside. However, if you try that, she'll ask you, "Err... Wait a minute... Please don't go this way." But wait, what did Zelda say about Blind's tricks? And wasn't Blind supposed to be afraid of light? It is very bright outside... There are many questions but there's only one way to answer it. To challenge the maiden to a fight.

Do you remember that room I showed you before? I claimed it was the boss's lair even though there was no boss in it. Now you probably thought I was crazy but indeed, that is the boss's lair. Just check your Map. So haul yourself along with the "young maiden" over there. Enter the room (notice that there's a puddle of light from the hole we bombed in the floor previously) and walk her into the light. She'll scream and change into what appears to be a ghost with a red head! Now it's time to defeat Blind for the fourth crystal. I'm shaking in my boots.

## Blind the Thief ~

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Before you can go on and start slashing at Blind, you'll have to understand his attack. His only means of hurting Link is a shooting him with a laser-like blast. They cut away hearts quickly so avoid them the best you can. To hurt Blind, you have to run up to him and slash him with your sword. Hit him three times and his body will become limp and his head comes flying off (?). Blind's head will fly around the room shooting fireballs at you. You can't defeat it so don't even try. Wait until Blind rises up and then start slashing at him against three times while still avoiding the flying head. His body will limp again and another head will come flying off (??). Avoid both of his heads (???) and concentrate on hitting Blind three more times to spell end to him. You'll just have to keep slashing at it. Getting in close will be hard at times as you'll need to avoid his laser beam. If possible, only strike in-between those to lower the risk of getting hit and losing many precious hearts.

With the defeat of this particularly mediocre boss, you get another Heart Container and of course, the fourth crystal. Pick it up to release the fourth maiden (which looks surprisingly similar to the female Blind was disguised as) will tell you that the Knights of Hyrule had to defend at one point, the sages that were sealing the entrance to the Dark World. She claims that most of them were lost in that battle and Link may indeed be the last of their bloodline. With that, she is sure that you can end Ganon.

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7.11. Ice Palace

[7011]  
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With the Titan's Mitt now in our grasps (and on our hands of course), a whole new set of options and rewards are open to us. The most important would probably have to be the Tempered Sword. Some of you might have already known that the Master Sword could still be upgraded even further. Tempering your Master Sword is completely optional but I strongly suggest you follow with it to ease future dungeons.

When you exit the dungeon, you are still in the Village of Outcasts obviously. The first thing we'll do here is to collect a Heart Piece. Our 17th one to be exact. When you exit the dungeon, there will be a building northwest of your current position with a chest above its door. Enter it and talk to the rabbitty fellow inside. He'll ask if you want to play his game. Pay 30 rupees to open two chests. The prizes inside each chest is random. You could get Arrows, Bombs, or rupee prizes but one of them contains a Heart Piece. Keep playing until you get it.

You can do some exploring if you wish but when you are done, head to the southeast end of the village where you will find a path leading into some wooded area (luckily not the Skull Woods). When you reach a ledge, don't jump down. Instead, head a bit to the west and you should see a funny looking creature that appears trapped behind a few dark skulls. Because of the Titan's Mitt, we now have the ability to lift them up. Do just that and talk to the strange creature. He is pretty surprised that you are able to keep your original form here. He then asks Link if he can take him to his partner.

Take out the Magic Mirror and warp back to the Light World where the strange creature somehow transforms into a tiny little man. Your assumptions were correct (or not), the little thing was really the missing Blacksmith over at the Dwarven Blacksmiths. If you ever went there, you might recall that the

other was missing his partner. You should know how to get there by now. If not, just head to the east end of Kakariko Village. It's the house atop the plateau. Enter it and the original dwarf will be extremely happy to see his partner. They tell you to drop by again sometime and they will temper your sword.

If you want your sword tempered (which you probably do), then just exit and re-enter the building. Talk to them and they will offer to temper your sword as they promised. However, they still charge you 10 rupees which is kind of stupid seeing as YOU RESCUED HIS PARTNER! Hmph. When you say yes, they will have to keep it for a while. That means that you won't have your sword to fight with. It's not going to take long so don't worry. I'd suggest arming yourself with the Magic Hammer or the Bow & Arrows. You are still going to need something...

Step out of their house and walk down the stairs. Get back into the warp you created to get yourself back to the Dark World. Walk back into the Village of Outcasts and notice the area where the Blacksmiths' house you just went to would be. However, two dark rocks are blocking the way. With Titan's Mitt on hand, you can lift these up with ease. Ahead of you are a bunch of purple pegs sticking out of the ground. They may look like they have no purpose but by using the Magic Hammer to pound each stake to the ground. When you're finished, a staircase will appear out of a tree trunk to the south. When you walk into the cave-like area, you will notice the Piece of Heart behind four pots. Number 18 is now under your belt.

When you exit again, use the Magic Mirror again to get back to the Light World. The Dwarven Blacksmiths should have finished up your sword by now. When you talk to him, he'll tell you that he's finished and then orders you to hold it. Notice that your sword is now orange (to prove that it has been TEMPERED!). You can still talk to them and ask them to temper your sword again but doing that won't do anything to your sword.

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,=====
| The Tempered Sword is a much more |
| powerful version of the Master Sword. |
~::~::~::~::~~| It can still shoot beams at full health |=====
| much like the Master Sword, but it also |
| does twice the damage. |
`====='
```

Exit the Blacksmiths' house and try out your new sword. When you finish jumping around with happiness, find the warp point that you have created before. The warp should be somewhere in the area south of the Dwarven Blacksmiths' if you chose to get Heart Piece 18. While in the Dark World, walk north a bit back up to where the Blacksmiths' house would be in the Light World. In its place is an old, abandoned house with holes in its roof. Walk inside and head up to the blue chest you see through the hole in its roof. It will tell you that because the key is locked inside the chest, you can't open it. Still, you take it with you anyway.

So what are we going to do with a locked chest? Well, start off by descending the stairs back to the area with the pegs. Use the Magic Mirror and get yourself back to the Light World. Luckily, the chest stays with you (and it is still a chest in the Light World). Once you are back, you can either walk or use the Flute to summon the white bird to bring you to location #7. You might think that the chest was probably lost on the journey here, but hey, it's still with you. Anyway, start moving directly west and you will soon reach a path leading into the rock. If you remember correctly, you went this way into the Desert of Mystery. A bit of early recap, huh?

When you enter the next screen, kill the Crows before they fly off and head north. A strange man will just be sitting there. You might have already met him before, and if you have read his sign, you will learn that he is just a regular ol' average guy. However, walk up to him with the chest in tow, and the "average" man will offer to lock-pick the chest as he was an ex-thief and only "thieves" know how to do this kind of stuff. However, you have to promise not to tell anyone. Promise not to tell and he'll open up that chest in a split-second (He must have been a pretty hardcore thief). And what is the prize? Your fourth Magic Bottle... and your last as well. Oh well, enjoy it.

Use the Flute to summon the white bird once again. The location you will want is #3. Fly off to Kakariko Village and head north and then east towards the Sanctuary. However, instead of actually going inside, head east of the Sanctuary. There is a graveyard (...Or something) here which you might have noticed before. It doesn't seem to serve much of a purpose... until we had the Titan's Mitt in our possession.

Enter the graveyard (Through the front gate, idiot!) and you will notice a bunch of Ghosts flying around. Ignore them the best you can and haul yourself over to the northeast corner of the graveyard. You will notice a single headstone by itself in a small square. To get to it, pick up one of the dark rocks around with the Titan's Mitt. Try moving it around and you'll find that it won't budge. However, get in front of it without touching it, and dash right into it. The force will move it back revealing a staircase leading into the abyss. You will find yourself in a narrow corridor with nowhere else to go but north. At the end, you will notice a chest sitting right there, plain as day. Pick up the Magic Cape, a great tool for future dungeons!

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 ,=~~~~~=.
 | The Magic Cape is a useful tool. If you |
 | use it, you will become invisible. Even |
 | so, you can still use your sword. While |
~~~~~~|   invisible, enemies won't know where you |~~~~~
      |   are and you cannot be hurt. However, it |
      |   is really rather taxing on your magic  |
      |   meter so use it sparingly.             |
      `~~~~~='

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Leave the corridor after collecting your prize back up the steps. Once back outside, you might think that that's all here, but before you go, lift up the stone leading west. You will notice a plateau with a cave on it a bit to your north. However, there are no stairs or any other means of getting to it. There is one way though and it involves the Dark World. First, find the warp point you created before to get yourself over there. Find your way to the graveyard area of the Dark World. It shouldn't be too difficult. The structure of it is similar to the one in the Light World. Find the plateau that we saw before. In the Dark World, there are a set of steps leading up to it, but no door in sight. Walk up the steps and use the Magic Mirror again. In the Light World, you find yourself on top of the plateau! Enter the cave.

There will be a bunch of pots ahead of you. The ones in the left row contain Bombs and the ones in the right row contain Hearts. Pick up whatever you need and place a Bomb on the north wall. It will explode to reveal a doorway... Walk through and discover another Heart Piece! With 3/4 of the Heart Pieces collected for this Heart Container, I bet you are itching to get the 20th. Not to worry, we'll bypass it before the Ice Palace.

When you exit, I would suggest stepping back into the warp. If you jump off the ledge, there will be no other way for you to get back to that warp.

Therefore, you will have to find one of the other warps like the one on Death Mountain or the Lost Woods. It wouldn't matter anyway as our next stop is in the Dark World so when you are back.

With a Magic Cape in our arsenal, we can venture off to the Dark World's Death Mountain. You will find the entrance northeast of the Village of Outcasts much like in the Light World. When you reach the sign which would normally tell you that Death Mountain is ahead in the Light World, read it. "I'll give a Piece of Heart to person who wears the Cape." The sign is referring to the Magic Cape. Lift up the large rock blocking the path into the cave and enter. There will be an Octopod which you should kill off. The Tempered Sword defeats it in one strike. Walk north a bit and avoid the Bumper. Kill the Octopod and go up the steps at the end.

Walk south a bit and you'll be greeted by a giant hole... You might think you need the Magic Cape for this, but try it out and fall right down. Instead, use the Hookshot (We haven't used it in awhile) and latch on to the skull across the pit. Walk south a bit more and you'll be blocked by a Bumper. The hall is narrow so you can't avoid it. Walking into it will probably send you tumbling back into the small pit behind you. Don't try to shimmy through the sides either. Now we use the Magic Cape! While you're invisible, you can walk right through it. However, deactivate it quickly to avoid wasting your Magic Meter.

There will be a door at the end leading back to the Overworld. Go through and you will find yourself on a plateau above the entrance of this cave. The first thing you probably will notice is the Heart Piece. Pick it up and gain a Heart Container which should bring your Container count to 16! With that, I guess you can say going through that was well worth it. Jump off the ledge to get back to the bottom.

Once safe and sound on the ground, use the Magic Mirror and warp yourself back to the Light World. Our next stop is Death Mountain, but instead of climbing up, call the white bird again and fly yourself to location #1 on the map. The white bird will bring you to a rather chaotic portion of Death Mountain. There will be Gorons running around everywhere and the rocks are still falling from the sky. Anyway, make your way south and the east along the edge of the mountain. You will pass the lost Old Man's house you helped earlier in the game. Visit him and he'll refill all your hearts. Do just that.

Keep moving east and you should soon reach a set of stairs. Go up to the next level. Move east again until you see a ledge north of you. Double yourself around and head west along the upper ledge. Keep moving west (Without getting pummeled by rocks) all the way to the end. There will be a long set of steps here which will bring you to the top area of Death Mountain. Here, the rocks won't fall and the Gorons won't run around like there's no tomorrow but there are Tektites which you should avoid. Move all the way east to find a warp. Remember Mountain Tower? Step into the warp to the Dark World.

South of the circle of bushes you just warped into is a small ledge which Link can drop from. Hopefully, you will land on a ledge below. It is possible to miss it (It's extremely difficult), and if you did, well, you're pretty screwed. Anyway, head inside the cave on the small plateau you landed on. Inside, three pegs will be blocking your way through a bed of spikes. Without the Magic Cape, walking through this stuff would be quite painful. Smash the pegs and use the Magic Cape. Quickly walk through the long line of spikes which is probably bigger than you might have thought. Without the halved Magic Meter you should have, you will run out of magic about 3/4 of the way and would have had to lose quite a bit of health. Nevertheless, when you reach the end, open it for the Cane of Byrna!

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|   Cane of Byrna serves the same purpose as|
|   the Magic Cape. It protects you from   |
~::~::~::~::~::~::~|   anything. But unlike the Magic Cape, you|::~::~::~::~::~::~=
|   aren't invisible. Still, the Cane of    |
|   Byrna is a lot less draining on your   |
|   Magic Meter.                           |
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When you pick up the Cane of Byrna, your Magic Meter will refill. The eight skull pots around it all contain Hearts in case you might have taken a misstep or your Magic Meter ran out. Get back outside (This time, use the Cane of Byrna). Now that everything is done, the Ice Palace is ahead. Instead of having the warp and then re-warp to the get the warp point back out from the Death Mountain later, just save, and load up your file from the Pyramid of Power. Makes the job much easier.

Remember the large lake from before? It is Lake Hylia in the Light World but here, it is the Lake of Ill Omen. From the Pyramid of Power, walk all the way over there and jump into the lake for a quick swim. If you check your map at this point, the Ice Palace is in the center of this lake. However, if you try to enter it from the Dark World, you will realize that it's impossible. Instead, find a place to stand up (In the shallows or on the ice surrounding the Ice Palace) and warp to the Light World...

Now locate the large island which would have taken the place of the Ice Palace in the Dark World. Find the ramp leading onto it. There should be a blue warp under a dark rock in the center. However, before you enter the dungeon, I suggest going through the cave to the Pond of Happiness.

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-----|           Pond of Happiness           |=-----
          ??????????????????????????????????????

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Inside, you will find a pond. Walk up to it and throw in 100 rupees in all to make a fairy appear. Keep in mind that you can only throw a maximum of 20 at a time so you will have to enter and exit constantly. When the fairy appears, it will offer to increase your Bomb capacity or Arrows capacity. After that, you can continue to visit the fairy and throw in 100 rupees each time. The maximum amount of Bombs you can hold is 50 and for Arrows, it's 70. However, you won't have enough rupees to get that amount in one passing so visit often. When you are done tinkering around, exit and warp to the Ice Palace. The entrance is right in front of you. Take a deep breath and enter the 5th dungeon.

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-----|           Ice Palace           |=-----
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Here we are, the Ice Palace, where the floors are ice and the air feels like a freezer. Before you do anything, keep in mind that this dungeon requires quite a bit of magic considering the fact that we'll be using the Fire Rod and the three Medallions more often than you might like. A few Medicines of Magic would work well, but if you are out of that, there is another way to get some Magic Vials. First, freeze an enemy and then smash them with the Magic Hammer. More often than not, they leave behind a Magic Vial.

The first room of the Ice Palace seems a bit small compared to the giant entrance rooms of many of the other dungeons we have previously ventured through. And even better, there doesn't seem to be any enemies here either,



or is there? Walk north a bit and talk to Sahasrahla through the communication plate. He'll explain to you that the magic flames will protect you here. In case you don't get the hint, he's referring to the Fire Rod. As soon as the transmission ends however, an Ice Beast will break from its sleep to your left and attack you! Normal means of attack won't hurt it. Instead, take out your Fire Rod and blaze it. When that's done, the only door leading inside will open.

The next room contains three Blue Jellyfish, a familiar sight. However, the floor appears to be a little... slippery? Watch your footing as you slide and defeat the three Jellyfish. One of them will drop the Key that is required to advance north. Pick it up and open the door to reveal a set of stairs leading down into the depths of the Ice Palace. From here, there's no turning back...

When you emerge upon this next room, you will notice a sealed door leading east, but it's sealed. Move south a little bit to reveal a Red Slime which you should kill immediately. Head south and then west into the niche. You should notice a switch on the ground. Step on it to open the door. You will come into a room that looks like a four way intersection. However, five blocks are in the middle. This block pattern is a familiar puzzle that makes its appearance in many other Zelda games. The only way you can go is north or south as the block can only be moved east from your current position. Push it forward and go through the south doorway.

There will be a bunch of green stuff here that you have seen before. These are the Mad Penguins and they are indeed, very mad. Even worse, the floor is a slippery ice rink once again so defeating these green birds is going to take a while. However, when these Mad Penguins are defeated, they usually leave behind Magic Vials, luckily. When all are defeated, a chest will appear to the south. Open it for the Compass, your prize for defeating those six enemies. Leave the room through the north doorway.

Now that you're back, notice that the middle block is now back in the middle. Also notice that you can't go through the north doorway anymore because if you push the middle block straight up, you'll block your own path. Push the block up and then head east (You'll step on the switch opening all the doors) where another big bunch of Mad Penguins are ready to greet you. Any Medallion other than the Ether is recommended here. It will make the job much easier.

There are two skull pots in the middle of the room. The north one contains nothing but the south one reveals a switch. Step on it to open the door east further into the Ice Palace. But your progress will be stunted by two white blocks which are unmovable. With nothing to do in that small area (Well, I suppose you could choose to stay but good luck freezing), head back west to the four way intersection and the five blocks. This time, push the block west and then head north.

This room contains two Red Jellyfish, a skull pot, and a crystal switch. First, take out the Red Jellyfish (I assume you know how to defeat them...) and then avert your gaze to the switch. We need to get beyond the blue block but when we are on the other side, we need the red blocks down. Now, while that seems impossible now as there isn't two of us, you might be stumped. Hit the crystal switch to down the blue blocks, but before you move north, place a Bomb next to the switch and then run to the other side of the blue blocks quickly! When the Bomb explodes the red blocks will go down and the blue will go up. Ah, clever!

There will be another two Red Jellyfish on the other side. Dispose of them whichever way you like. After that's done, drop a Bomb on the cracked floor to blow a hole in it. Since the blue blocks don't allow us to go through the

south doorway, just fall down the hole to reach another room. You will land on another set of cracked floors, but don't Bomb them. Notice the communication plate to your north. Sahasrahla will tell you that you can't defeat the giant Skeleton Knight with the Sword alone. You need another weapon as well. With that, the Skeleton Knight falls from the ceiling. Slash at it to dismember it, and (Players of Link's Awakening might already know what to do) quickly place a Bomb on top of him. When it's killed, it drops a Bomb.

Soon after, another Skeleton Knight will appear. Defeat it in the same manner and pick up the single Bomb it drops after dying and go through the south doorway to a rather chaotic room. The first thing you'll probably notice is that the floor is moving! When you enter, watch your footing as spikes line the area and getting pushed into them really does hurt. Also, there is another new enemy that is similar to the Torpedo Fish from Swamp Palace. The Shadows will dash out of their holes to the adjacent holes. Defeat them when they are out. Also in this room are the familiar Jellyfish. Dispose of every enemy in this room and one will drop a Key. Make sure you pick it up.

The crystal switch in this room should currently be red. Make sure of that, and open the locked door on the south wall to leave this exasperating room. This next room is a narrow pathway along with a Fire Wall which you should try to avoid the best you can. Shimmy along the left wall and slowly make your way south. The second skull pot that you run into has a switch under it. Push it to open up the east door. Move slowly east and exit this room.

Directly ahead of you should be a set of stairs leading into another basement floor. Walk to it and make the Green Slimes (They are stronger than their Red cousins) appear. Defeat them and descend the stairs. On this floor, six Mad Penguins will begin to race towards you, but just before they hit you, they begin to slide. Yes, that's another one of their annoying tricks. Avoid them and strike them with the Tempered Sword a few times to kill all of them. The sealed door inside the niche to the north will open. Go through that door.

As soon as you enter the room, STOP! Wait right where you are safe in the doorway as a Giant Spiked Ball will lunge at you. When it begins to retract back north, follow it and quickly duck into either the left or right fork. When it's back at its resting position, put a foot out in front of it to trigger it again. Then, quickly make a dash for the north door while the Giant Spiked Ball attempts to squish the invisible person in the south doorway.

This next room seems empty with a few skull pots but as you enter, the floor begins to give way. Instead of trying to avoid it, jump right in! You will land in an icy room with another communication plate to your front. Sahasrahla will tell you that you must not exhaust your magic power. That's totally true. Take his advice and make your way south where some Mad Penguins are having a slide-fest. Be sure to avoid the Fire Wall as well. To the south are a few doors you can't enter so just go through the only door available, the one to the north on the east wall.

A bunch of Red Jellyfish will appear in front of you. Also, there doesn't appear to be any pathway at all. However, upon defeating the Red Jellyfish, use the Hookshot to grapple to white block on the other side to quickly and efficiently get over there. Head south and then a little bit to the west where a doorway is located.

There will be another big bunch of Giant Spiked Balls here. The most efficient way I see of getting through them would be to dash with the Pegasus Shoes and smack right into the south wall. The bounce will send you back so you don't get by the southern-most Giant Spiked Ball and instead, you land whilst the others are retracting. From that point, just walk over to the stairway leading

back up.

There are three Blue Jellyfish here which need some schooling. Dispose of them with the Tempered Sword. Ignore the locked door and head south a bit. Here's the point where the Cane of Byrna comes in immediate handy. You see, if I hadn't taken the time to tell you the location of either the Magic Cape or the Cane of Byrna, you will probably lose quite a few hearts. So activate either one and cross safely. There are one or two Jellyfish on the other side so dispose of those as well. The only skull pot on the other side reveals a switch. Step on it to reveal a chest... ON THE OTHER SIDE OF THE SPIKES! Well, I guess the Cane of Byrna REALLY DOES come in handy here. Get to the other side and open the chest for a Key. Instead of using it on the locked door, go BACK to the other side of the spikes where the switch was and go north up the stairs. (The right one, not the left which you came into this room from.)

Link will appear in a room with seemingly, no enemies. Walk south a bit and something instantly proves that statement wrong. It's another Skeleton Knight which you should kill with a Bomb of course. There's a sealed door on your side of the room, but since it's sealed, we can't continue that way. Instead, pound the pegs into the ground and lift up the large, white block with the Titan's Mitt. The White Block will reveal both a Key... and a Yellow Bolt which, if you recall correctly, turns you into a bunny. Since the Magic Hammer doesn't work while Link's a bunny, don't get hit! After picking up the Key, pound the pegs once again and walk up to the head statue.

As you do that however, another Skeleton Knight (Getting annoying yet?) will drop from the ceiling again. A Bomb saves the day again. Now, walk up to the statue again. It looks as if it's sticking its tongue out at you giving you a raspberry doesn't it? Well, why don't we pull that tongue out a little bit to tell it we don't like statues mocking us. Pulling out its tongue will open the sealed door to the east, but don't walk out just yet. There are six skull pots just below you. Lift up the southwest one to reveal a switch, which in turn, reveals a chest. Open it for Ice Palace's Map. With that under our belt, go through the door leading east.

You will enter upon a tiny room with another one of those tongue statues. You can pull on its tongue again but all that'll do is open the door back west. Instead, go up the stairs and you will enter the small room that we couldn't come into before because of the two white blocks. Walk a bit to the south and lift up the two skull pots to give you access to the chest. Open it for the Big Key! Now, with the two skull pots gone, we can push the two white blocks all we want. Push the south one to the left and then the north one up to make a path. Go through the door back into the icy room with all the Mad Penguins. Dispose of them.

Once again, the bottom of the two skull pots reveals a switch. Open it to unseal the doors. Go west to the four way intersection and the familiar five blocks. Again, push the middle block to the left and then head north into the crystal switch room. Defeat two Red Jellyfish. The switch should currently be red. Hit it to make it blue. Remember what we did before? Place a Bomb and quickly run to the other side. Defeat two more Jellyfish and blow another hole in the center. Drop down once again.

Two more Skeleton Knights impede your progress. Kill off both of them with the faithful Bomb and go through the south door which leads you into the moving floor room. Ugh. Find your way to the southwest corner of the room where the door you unlocked previously still is. Go through to find yourself in the room with the Fire Wall. Once again, crawl along the left wall and avoid the Fire Wall while getting to the other door at the end again. Don't forget to step on

the switch under the second pot that gets in your way.

Follow the hallway and descend the stairs at the end again. Notice that we're just following the same route we took before. Don't forget to defeat the Green Slimes too. Again, meet some more Mad Penguins here as well. If you feel too lazy to defeat them again, just use the Bombos Medallion. Go through the center-north door. Now this is the point where we actually change our path. Again, avoid the single Giant Spiked Ball, but instead of luring it back so you can go through the north door, take a left at the intersection and go through the that door.

There is a Fire Wall covering the center area in this icy room (Shouldn't the Fire Wall melt the floor?). The only way out of here is through the stairwell to the southwest. Make your way through the slippery floor while avoiding the Fire Wall and walk to it. Descend them to a room we have obviously never been in before. Two Ice Beasts should attack you. If there's only one or none at all, walk north a bit and touch them to wake them up. Don't forget to use the Fire Rod. Upon defeating both of them, a chest will appear. Open it for some Bombs. This should give you a nice hint. Arm yourself with a Bomb and drop it ONLY ON THE CRACKS ALONG THE WALL.

If you did it correctly and dropped down, you will find yourself in front of a large chest... Since we got the Big Key a while ago, you can open it. Tada, it's Blue Mail! Your first Mail upgrade.

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,=====
| Blue Mail makes Link much more stronger |
| than before. Enemies that once did one |
~::~::~::~::~| heart damage to Link now will do 1/2. |=====
| Basically, it cuts all damage that's |
| taken right in half. It's very useful |
| considering what lies ahead. |
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With the Blue Mail now on our skin, we turn blue. After that's done, move the white blocks along the first wall left and then go either up or down. Then, move the next block to create a path. Go through the doorway leading east and an Ice Beast should jump out at you immediately. Blaze it quickly with the Fire Rod and note the large, white block in the center. It's blocked by blue blocks but there's no switch around. Instead, notice the large keyhole door to the north. Use the Big Key and go through.

Go north a bit and defeat the Red Jellyfish. Another Skeleton Knight should drop from the ceiling again. Use the standard slash and Bomb methods to take care of it. The only way out of here is through the north door. By now, you should have two Keys so use one of them and descend the stairs to the next basement floor. This room is totally empty except for a Spinner and a disfunctional teleporter. Go south to a doorway. Advance.

An Ice Beast should jump out at you from the left side of the screen so dispose of that with the Fire Rod. Take out the two Blue Jellyfish as well. The last Key you have will have to be used on the locked door to the east. Open it and advance through that door. Here, you will find a crystal switch all by itself. Don't worry, no Skeleton Knights or Slimes will ambush you. Just walk up a bit and smack the switch for it to change color. However, the blocks reveal a Yellow Bolt which will change Link into a bunny... again! Avoid it and lift up the skull pots around for some random items. Go back through the door.

From here, just head north again as we have no access to the south part of this room. Go back through the door and then up the steps again. Defeat the

three Jellyfish as fast as you can and head south to the room with the large, white block behind those blue blocks. However, with the red blocks up, we have no access to it. Not to worry, head through the door leading east to enter yet another icy floored room. At first, there appear to be no enemies other than a Spinner but those pesky Shadows will reveal themselves. Defeat them and lift up all the pots until you find a Key.

As of now, we have no place to use it. However, keep lifting those pots up until you find a switch underneath one of them. Step on it to open the west and south doors. When that's done, go through the south doorway to enter a narrow pathway over a bunch of pits. To make matters even worse, the pathway is slippery ice...

This path is tough. There's nothing I can really say to help you out. Try to stop moving before you move to the edge as the ice will push you off. Make baby steps with the Control Pad (I know, it's hard) and don't let the ice take advantage of you. Also, concentrate on the Fire Wall as well. It has the power to push you a little and can send you tumbling off the side, as well as hurting you like it always does. The hardest portion will have to be the last corner where the single path connecting the two platforms is only one platform thick! Eventually, you will make it. Go through the doorway and leave this annoying room.

There are two Jellyfish in this next room. Slash them apart and then head south at the fork. There's a pot you should pick up to reveal a switch. Step on it to reveal a chest. Open that for another Key. From there, head north and go up the steps to the upper level. When you get there, you will find two pots just below Link. Don't pick them up as one of them holds a Yellow Bolt. Make your way to the south and then around again. You will be greeted by a number of Green Slimes and an Ice Beast that jumps off the wall. Ugh. When that's over, unlock the door and go through.

You will enter an icy floor arena area which appears to be a room you never saw before (How can you tell? all the rooms look the same.), but closer inspection indicates that we, at one point, walked through the north portion of this room. Don't waste time by heading over there though. Defeat any Mad Penguins in your way and quickly lift up the pot to the north (A bit to the east as well) of your current position to reveal a switch. Step on it and open a door leading west. Go through and you'll be greeted by a pit in a familiar room. Drop right down.

What do you know? It's the big chest room. Since we can't go west, just walk a bit to the east and you will see the large block we were trying to get to before. Finally, with the blue blocks down, we have the opportunity to lift it up... And what else does it reveal but a stupid pit? Well, drop down this "stupid" pit and you'll soon see.

You will drop down into the south part of a room we were in before. As soon as you come in, a Skeleton Knight will also appear to annoy you. Slash and Bomb it, that's all you need. Defeat any Jellyfish in the area. The two pots in this portion of the room contain Large Magic Vials. Pick them up if you need them. Then, head through the south doorway. We are getting very close to the boss, thank god.

This room has two Red Jellyfish. Apart from that, there's nothing else... or is there? Anyhow, enemies or no enemies. This is the final room before the boss so get yourself ready. First, lift up the white block to the southeast with the Titan's Mitt to reveal a bunch of Jellyfish. Quickly throw away the block and slash them all before they do any damage. With the block out of the way, pound the pegs to reach two pots with Arrows and Bombs. Go back around to the west

side. First, lift up the two pots for Small Magic Vials, then pull (Not push) the east statue back. Pound the remaining pegs and lift up the white block to reveal a hole... Make sure your magic is full and drop down for the boss...

Kholdstare ~

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Kholdstare, the great boss of Ice Palace is basically a giant, white eyeball imbedded in a giant chunk of ice. The arena itself is rather dangerous. Large pieces of ice will fall from the ceiling. To avoid them, you'll have to watch for a shadow and move out of the way before the frozen water smacks poor Link. At first, Kholdstare does nothing really. Whip out your Fire Rod (you sure are using this weapon a lot against bosses) and begin shooting fire at Kholdstare's current form. If it weren't for the falling chunks of ice, this would be a piece of cake. However, you will need to do a bit more moving around than you would have thought. This part of the fight should not be too difficult. When you shoot at Kholdstare enough, the ice will melt away and suddenly, three eyeballs will start ricocheting around the room. Take cover while you can! The three eyeballs can be defeated with both the Fire Rod or the Tempered Sword. Whatever you do, don't let the eyeballs back you into a corner, instead use that strategy against them. Back them into a corner and the eyeball will be helpless. It isn't all that easy however, you still have to avoid those dang ice chunks. For every eyeball you kill off, the boss fight will become that much easier. Continue slashing or shooting until the last one is down for the count.

Upon defeating Kholdstare, pick up the Heart Container and obviously, the 5th Crystal which will drop from the ceiling. Congratulations, you have just defeated the Ice Palace and rescued the fifth maiden. You are farther in the game than you might have thought...

The maiden will give you a few words of thanks and then explain to you that from what she's heard, the Hylian people mastered the mysterious powers just like the seven sages. However, because there aren't that many people descended from Hylia that are still alive, finding one of them is extremely rare and even so, they do not possess the powers of their ancestors. However, their powers will increase if they shall mix courage of the fighting knights with the wisdom of the sages. She tells you that there still might be a way they can help you... But there is little time left.

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7.12. Misery Mire [7012]  
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Now that we're back outside, you probably want to get as far away from the Ice Palace as possible. Well, first of all, you are kind of trapped so unless you want to stay here, I'd suggest you use the Magic Mirror to get yourself back to the Light World. You should find yourself on an island obviously. The Swamp of Misery is the Dark World's version of the Desert of Mystery, but the path is sealed off. Much like Ice Palace, we first have to get to the Light World's equivalent if we want to reach the dungeon.

First of all, I would suggest summoning the white bird again (Unless you feel like walking). We're heading off to the location closest to the Desert of Mystery and that's location #6. Luckily, the white bird drops us off on a which would have otherwise been inaccessible before. Notice the two dark rocks on-screen. The right one contains a warp panel to the Swamp of Misery in the Dark World.

----| Swamp of Misery |----  
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As you enter the scene, you will immediately notice that's it's pouring rain here, which should be a major surprise as you probably haven't seen rain since the very beginning of the game where you entered Hyrule Castle for the first time. Anyhow, you're currently in the Swamp of Misery. First, drop off from your current position and head north. Watch out for Flying Dodongos and an enemy similar to the Sand Worms of the Desert Palace, the Swamp Worms.

If you continue heading along the west wall, you will eventually reach a strange, face-shaped entrance. No, this is not the entrance the Misery Mire. That's to your southeast. So if this isn't the entrance, what could it possibly be? Well, enter the strange mouth. You will enter a dungeon-like room with two Sparks you should avoid. Make your way north to where two chests surrounded by a puzzle of blocks appear in front of you. One of them contains a Red Rupee and the other has a Piece of Heart.

First of all, this isn't a really difficult puzzle, but if you need help, I'm here. To get to both chests, push the southwestern-most to the left. After that, head over the southeastern-most block. Push that to the right and then push the block to the immediate southwest of the left block up. Finally, push the block in front of the left chest to the west. Open up the left chest for a Piece of Heart. The other contains a Red Rupee as I stated before. There's nothing else here so leave.

We're not heading over to the dungeon just yet. We're doing some Heart Piece collecting before disembarking to our next dungeon. Once back outside in the pouring rain, begin heading north a little bit. When you reach the end, begin advancing east until you reach a niche in the northeastern corner of the Swamp of Misery. Move as far east into it as possible and use the Magic Mirror. You will find yourself on a small ledge above the Desert of Mystery. To your immediately left is a large rock. Pick it up to reveal a stairwell. Descend and walk up a bit. You should see a Piece of Heart behind a giant block puzzle.

This can be a bit tricky to get through. First off, begin by lining up with the west wall and go straight north. Push that block that's in the southwestern corner up. When that's up, walk one tile to the east and then one tile to the north. Push the block north of you up also. From your exact position, move all the way east pushing the block to your east, right. Finally, walk one tile up, and push the block to your right, east again. You will have created a path and reached the Heart Piece. Pick it up and exit. You do not want to jump off this ledge so step back into your warp and return to the Swamp of Misery.

Once you're back, locate the entrance to Misery Mire. It's really pretty easy to find actually. If you look at your map, you will have no trouble locating it. It's directly southeast from the area where we got Heart Piece #21. Walk onto the platform and head north. However, there doesn't appear to be anything there! But wait, there is a circle marking on the ground. Doesn't it look an awful like our Ether Medallion? That's correct, arm it and stand on the circle. Then, activate it to open up an entrance which looks similar to the one we just entered a few minutes ago for the Heart Piece. When you think you can take on the Misery Mire, enter.

----| Misery Mire |----  
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Here we are, at the 6th dungeon... which will probably be completed in about half an hour.

Anyhow, the entrance room looks just like anything you might expect. No enemies, no nothing. Walk up a little bit and then east to a pit. Before you try to jump it (DON'T DO IT), kill the Yellow Slimes that appear behind you. Back to the pit. Use your Hookshot to grapple onto the white block on the other end of it to get over without killing yourself by attempting to jump (Which you can't even do in Zelda: LttP). On the other side should be a set of stairs. Go down.

As you exit, you will notice two Worm Baskets to both sides. If you have your sound on, you might hear something that sounds like a laser or something. Defeat both of the Worm Baskets and head west and north to check out what's making those sounds. Aha, notice the strange creatures with the weird hats. These Wizzrobes fire magical blasts and have the ability to disappear while not attacking. I'm surprised they made such a late appearance, I was wondering when they'd appear. Anyway, to defeat them, wait until they appear and attack them. It's best to get them from the side or back so they don't hit you with their blasts.

Also notice the strange green statue in the middle as well. The last time we saw these Laser Eye Statues was way back when we defeated the Desert Palace. Hopefully, you still remember how to avoid those things. Watch out for the eye and cautiously defeat every Wizzrobe in the room. Upon defeating them, the sealed door to the north will open for you.

This is a particularly large room. To start off, descend the steps right in front of you. From there, make your way to the northeast corner of the room where another set of steps are located. Watch out for the Fire Snake and the Blue Sparks buzzing around. Be sure to note the mesh platform above you as well as the blue blocks scattered throughout the area. As you might have noticed, there are two stairwells in the northeast corner. The east one is blocked off by a blue block so head to the northwest and go straight east to get to the one we're looking for.

Enter the only doorway in that area to reach a rather calm room with two Worm Baskets. However, the two lamps in the area also shoot fireballs so either block them or watch out! When you defeat the threats, go through the east doorway. There are spikes here as well as Laser Eye Statue, a four way fireball launcher, and a bunch of Red Stalfoses. First, do what you do best. Eliminate the threat. When the Stalfoses are gone (Watch out for the Laser Eye Statue), head to the northwest corner and pick up the Key. Now, avert your gaze to the bed of spikes. Use the Cane of Byrna to get to the skull pot in the middle of it. Lift it up to reveal a switch which in turn, reveals a chest. Run to the chest and open it for a Key. However, upon opening it, your Cane of Byrna deactivates so you better run off quickly.

As you finish collecting the two Keys, use one of them on the door leading north. Navigate this small room by the mesh path. If you accidentally jump off the ledge, climb the steps again. Go through the door in this room to reach a large pathway over a giant pit. Luckily, it's impossible to fall off here so just navigate it and go through the door at its end too. And what do you know? More pathway. However, note the wooden bridges below your current platform. And finally, go through the door at the end as well.

This room has one Wizzrobe which will teleport right in front of you so as soon as you step in, move to the north or south to avoid it. Defeat it conventionally and avoid the Fireball Statues at the south end. Lift up the four pots just north of you as the blue blocks stops you from any further



progress that way. Once past the pots, head west past the strange pattern of wall. You should reach a red crystal switch. Hit it and then pick up the pot for a Key. Now head back to the spike bed we saw when we entered the room and make your way to the south end. Defeat the Stalfoses and avoid the Fireball Statues.

Two more Fireball Statues annoy you in this rather small room. Make your way a bit south avoiding the Fireball Statues and use the Cane of Byrna to get through yet another spike bed. Pay no attention to the spikes that bounce around as with the Cane of Byrna, they can't hurt you. Anyway, upon reaching the end, you will see a Giant Spiked Ball ahead of you. You should know how to play around with it. Put a toe in front of and double back. While it retracts, make your way to the south doorway.

There are two more Fireball Statues here. Lucky for you, we don't need to spend any time in this room. Immediately walk through the east door to reach the upper level of the room we were in before. As you enter the area, walk south a bit while avoiding the annoying fireballs. And don't open that locked door... yet. Head north a little bit and lift up the only skull pot on this level. You will reveal a switch which will make appear a chest. Open it for another Key. Head west from there and go through the door north.

This room has a bunch of slimy creatures. These Bomb Slugs enjoy playing around with Bombs (But who doesn't?) and will drop them constantly. Avoid their Bombs and kill all four of them to open the sealed door to the east. You will enter into a familiar room. Again, watch the lamps as they spit fireballs and note the white block blocking the path north. You have to push it from the right so do that and you not only will reveal the path but also unseal the door. Continue north.

You will appear on a closed pathway above a room you probably hadn't seen before. Don't worry about the Wizzrobe down below, it can't hurt you. Just navigate the pathway and go through another door. After that, you will come into a room with a large pit. Ahead of you is a wooden pathway that we saw from a previous pathway before. Head down the steps and take the pathway right in front of you. Walk it all the way to the end and open it for a Key. Be sure not to fall off though.

Now, head backwards again past the pathway, back to the room with the white block in it. Push it out of your way and go west into another familiar room. There should be four walls in a "+" pattern in the middle. Go through the south doorway back to the room with the mesh platform. Navigate the mesh all the way to the bottom and then locate the locked door on the west wall. Open it and enter a strange room.

The sides of this room are bordered by a conveyor belt. As soon as you step into the room, you might notice that you're moving. There are quite a few enemies here. The Stalfos's skulls here (luckily), can be defeated. Also take out the Jellyfish and avoid the four way fireball launcher in the room as well. When that's done, pick up the Key that the Jellyfish dropped and unlock the door leading west. Ignore the crystal switch for now (it should be blue right now).

The door leading north will seal as soon as you enter which does not mean anything good. But as soon as you enter, the Floor Tiles will begin rising. I hope you still remember the strategy for these Floor Tiles. However, since we can't use our sword while getting into a corner to slash away these Floor Tiles because of the Fireball Statue, just run around the room like mad. As long as you keep moving, Link shouldn't lose too much health. Another good strategy would be to run around in circles along the room walls. When all are

gone, light all four lamps in all four corners and quickly run to the north doors when it unseals.

This room has a Stalfos which should be easy meat for you by now and a chest in the center. The blue blocks should be lowered which will reveal to you a chest. Open it for a Compass. Ignore the door leading east and go back to the Floor Tiles room. This time, just run through the room as fast you to the south doorway. If you're lucky, the Floor Tiles won't have enough time to rise and attack. This next room has a Wizzrobe, a Red Jellyfish, and some more of those Bomb Slugs. Also be wary of the fireball launcher in the south end. Defeat everything you need to and run around the barrier and head up the steps on the other side of the room.

As soon as you enter this next floor, don't walk down. If you do, you will trip into a pit. This room has some Wizzrobes which you should take care of. Head south a bit but don't go through the door. Instead, note the two lamps on either side of you. They are blocked by white blocks, but you can move them. To get the path open for both ones, push the top and bottom blocks of each side towards the wall and then push the center one up or down. Don't light the lamps yet though. Go south to the next room and do the same thing to the lamps that should appear on both sides of you as well. Before you try to do anything, let me explain this to you. To get to this next room, we are going to have light the two lamps in the previous room and the two lamps in this room. This is the reason that I told you to clear the path first.

When you're ready, head back north and quickly light the two lamps on either side. Head through the south doorway on the double and light the two lamps on either side of you as well. You have to do this fast or else the lamps before you will go out. If you did correctly, the room will begin to shake for quite a while before settling down. So what happened exactly? The only doorway other than the one we entered from is the one leading east. Go through and enter a large mesh room. The north end holds a communications plate. Avoid the Wizzrobes and talk to Sahasrahla. He will tell you to light the four torches and the way will open. We already did that, but where is the way?

Actually, did you notice the pit in the southeastern corner of this room? That part wouldn't have been there. If you hadn't lighted the four torches, this room would simply be a small corridor. Obviously, revealing that pit had to do something so drop down and see where you land. You drop onto a platform. There is one single chest here which, when opened, gives you the Big Key! Now, you can either use the Magic Mirror or save and exit to get yourself back to the dungeon entrance where we have some more stuff to do.

Once again, head north and defeat the Yellow Slimes like before. When at the pit, use the Hookshot and get across the pit. Once again, descend the stairs to reach the large room with the Worm Baskets and the Laser Eye Statue. Defeat all the Wizzrobes and the Worm Baskets to open the sealed door again and go north. When you enter the next room, instead of going down the steps into the center of this large room, walk east and then north. The doorway on the east wall should be your next objective. Go through.

As you enter this rather empty room, just walk straight and go through the opposite door on the east side. There will be a bunch of path and pits here. However, the pathway will begin to crumble so as soon as you enter, use your Hookshot to grab onto the only block on-screen and get to the other side. Now begin walking on the double north along the pathway. You will pass some Laser Eyes embedded in the walls but as long as you walk, they will miss. At the north end is a large chest. With the Big Key, open it for the Cane of Somaria!



locate a crack. Place a Bomb and walk through. What else do you find here but a crystal switch? Just what we were looking for. Hit it, leave and cross the now lowered blue block barrier to the door. Go through.

Finally, it's light! But as soon as you enter the room, a Yellow Bolt will come to seek you out. Quickly avoid it and head to the north end of the room. There will be an infinite amount of Yellow Slimes here so just ignore them. Before ascending the steps at the north end, hit the switch at the completely north so it turns red, then ascend the stairs.

As soon as you appear, a Fire Snake will come immediately at you so run in its opposite directions, east. Running that way will allow you double around it and thus, survive without losing anything. Keep going west and pass the red blocks which had been lowered before. However, whatever you do, DO NOT FALL DOWN THE PIT. The boss's lair is right there so use the Big Key and prepare yourself for the boss of Misery Mire, Vitreous.

Vitreous ~  
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Vitreous is a rather strange boss. It's basically a giant eyeball lying in a giant pile of some gooey crap. Accompanying it are a number of smaller eyeballs. Be sure not to step in the goo right now as it will hurt you. At first, Vitreous will send his small eyeballs at you. Each one takes quite a few hits from your sword. However, Vitreous won't wait for you to finish with each of his eyeballs, he is perfectly capable of sending another one no matter. Try not to get overwhelmed and avoid getting backed up into a corner. While you're fighting off Vitreous's eyeballs, the giant eyeball itself will occasionally send a lightning attack you similar to the one that Agahnim uses. You can easily predict when it's about to use it as it looks left and right. That should tell you to move into either of the four corners and avoid the lightning. When you destroy every eyeball (which should be quite a task) except for exactly four, Vitreous itself will hop off its eyeball throne and chase after you. Obviously, Vitreous is using this as a last resort. The battle from that point on will be easy. Simply avoid it and slash at it with your sword. After a number of slashes, Vitreous will die... finally.

The trapped maiden of the sixth crystal will thank you of course and explains to you the reason that Ganon had captured her. Ganon was not capable of breaking the seal of the seven sages by himself. He used Agahnim to bring the maidens to the Dark World and then used their power to break the seal. Thus, he had to trap them in crystals as they were already in the Dark World. However, he had obviously not anticipated your arrival... which will soon be his downfall. Princess Zelda is waiting for you at Turtle Rock. Hasten.

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7.13. Turtle Rock [7013]  
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I'm sure most of you would like to upgrade your sword one last time. Same thing with the Arrows, right? Well, first of all, get yourself out of the Swamp of Misery. You can't exactly exit right now as you are closed in so use the Magic Mirror and get to the Light World again. Walk out of the Desert of Mystery and find a warp point as you can't use the one still in the Swamp of Misery. The best one would probably be the one leading to Skull Woods. Of course, it's always easier staying in the Dark World and then saving and warping to the Pyramid of Power but it's your choice.

We first have to head off to the Bomb Shop. You should know where your house is by now, so head over there in the Dark World. In its place should be a Bomb Shop. If you walk inside, you will not only notice a group of Bombs on sale for 100 rupees but a larger, pink Bomb next to the rest. It sells for 100 rupees so fork over your money and buy. Be careful while carrying it however, as if you dash or hop ledges, it will detach itself. If you do drop it though, you will have three seconds to stop it and pick it back up. If it explodes, just buy another one.

Look at your map, and make your way to the Pyramid of Power. It might feel a bit awkward carrying it with you, but bear with it. When you reach the Pyramid's front, walk up the first set of steps and then head left. You will notice a crack in the wall. If you had noticed it before, you might have tried to blow it open with a regular Bomb but then it wouldn't have worked. Well, here we are with the Super Bomb. Place it down with the R Button and walk away. It will create a bigger explosion than the regular Bomb as well as creating a hole in the wall!

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-----|           Mysterious Pond           |=-----
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I don't think that you have been here despite how similar it looks to the Pond of Happiness. When you walk up to the now empty pond, it will ask if you would like to throw something in. First, select your Bow & Arrows to throw in. After a while, you might think that it was lost forever, but quickly, a fairy will appear. Ladies and gentlemen, this is no ordinary fairy. This is the biggest fairy of them all. Yes, she's fat. Anyhow, she'll ask if you dropped it and then offer you the Silver Arrows, an Bow & Arrows upgrade.

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,=~~~~~.
|   This will be your only Bow & Arrows   |
|   upgrade in the game. Instead of the weak|
~====~|   wooden arrows, we now can carry the  |=~~~~~
|   much stronger, Silver Arrows. Silver   |
|   Arrows do twice the damage as regular. |
|   They can also break pots and objects.   |
`~~~~~'

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She will explain to you that she knows she doesn't have quite the figure of a regular fairy (OH WE SURE CAN TELL!), and then blames it on Ganon's cruel power. She'll explain to you that you will surely need the Silver Arrows to beat him. Walk out of the cave and then walk back in. Head up to the pond and select your Tempered Sword and throw that in. The same fairy will appear and ask you the same question. Select yes and she'll give you the Golden Sword, your fourth and last sword upgrade.

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,=~~~~~.
|   The Golden Sword is an incredibly       |
|   powerful sword. Doing twice as much   |
~====~|   damage as the Tempered Sword, nearly all|=~~~~~
|   enemies can be taken down in a single |
|   strike.                                |
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With both upgrades under our belt, exit the Mysterious Pond. First of all, warp back to the Light World. Wherever you warp to, it doesn't matter so choose any location and switch dimensions. Once back, call the white bird with the Flute and fly yourself to location #1 on the map to Death Mountain. You guessed it, we'll be finding Turtle Rock in the Dark World's Death Mountain.

You might have already guessed that we'll be heading for the warp leading off to Turtle Rock. Hopefully, you should be able to find it.

If you forgot already, just head east past the Old Man's house (Talk to him if you need some healing) and up the stairs you see. Watch out for the Gorons which are running around along with the rocks falling from the top. Ascend the steps and then start heading east. There is a ledge blocking your path north so head east until you can begin heading west. You will be going in a short zig-zag pattern. Keep heading west until you reach another long set of steps next to a cave. Don't enter the cave as that brings you back to Kakariko Village and instead, climb the stairs.

At the top will be a bunch of Tektites, but no Gorons or falling boulders. Joy! Anyway, begin moving east defeating any of these Tektites that get in your way. Ignore all the caves and ledges you pass and continue until you reach the end. There will be a warp point there which you might remember taking quite a few times. Step into it and warp yourself to the Dark World. From the warp point, head west a little bit to the two monsters playing with each other. Talk to them if you wish. Remember Spectacle Rock? We haven't used it since Mountain Tower, but you should know what it is.

Search for the area where Spectacle Rock would be in the Light World and step on the east one of the two circles. Warp yourself with the Magic Mirror to the top of the area. Then, drop north down the ledge and head north. You should notice a giant tower. Well, if you hadn't already taken the hint, this was the Light World's third dungeon, Mountain Tower. Brings back memories, doesn't it?

Head east past the Mountain Tower continuing to the wooden bridge over the deep chasm. At the end, you will notice some brown pegs. You should know what to do by now. Pound them in with the Magic Hammer and proceed. There are some Red Tektites here that shouldn't provide you any trouble. If you continue east, you will eventually reach a plateau with three wooden pegs on it. There is a stairway leading to its platform but it's blocked by a large rock. Pick it up and break it. Head onto the plateau and whip out the Magic Hammer. If you pound all three of the pegs, a warp will appear...

There's nowhere else you can go now so step into it. You will appear on a plateau which is actually the entrance to Turtle Rock! Whatever you do, don't jump off this plateau yet. If you do, you will have to find your way back to the Light World and re-climb Death Mountain and bring yourself to this place all over again. Instead, note the circly symbol right in front of you. Remember Misery Mire? Well, this is the same thing, except we use the Quake Medallion. Step onto the symbol and activate the Quake Medallion. Suddenly, the stone turtle's head will slowly open allowing you access to the dungeon. Jump off the ledge now.

However, instead of entering the dungeon just yet, we'll be collecting the second to last Heart Piece, number 23. Head northwest of the Turtle Rock entrance where there is a path (It will lead you to Ganon's Tower). Head along this path until you notice a white rock in your path. It should be fairly easy to notice and impossible to not see. Pick it up and throw it away to reveal a staircase... to where? You will enter a pit-like area with a bunch of pathways. It looks like getting this Heart Piece is going to be harder than we might've expected.

If you want some rupees, follow the next few paragraphs. If you are full on rupees, you can skip it all. When you reach the first skull pot in your path, stop. Do not pick up any pots as doing so might get you stuck on a platform. Anyhow, at the first skull pot, look to your west. There is a platform there with a Blue Jellyfish on it. Use your Hookshot to kill the Jellyfish and then

use it to grapple yourself to the other side. You might already notice one chest to the west, but attempting to grapple it will only send you into the abyss. Instead, look towards the platform to the north. There is a single pot there you can grapple onto. Do just that.

Our first chest is a bit to the north of you. Just walk to it without falling off and open it. There will be a Blue Octopod to your west. Kill it if you want to right now, but it isn't required. Head back south but don't jump platforms yet. Instead, stand one tile south of the only skull pot on this platform and face west. Use your Hookshot to grab onto the chest. Open this one for 50 rupees as well. Since we can't head back east, note the skull pot to your west on the next platform. Aim and grapple. Get across and head south. Line yourself up with the chest to your direct east (It's the first one you probably saw when you came in here). Sling yourself across by hooking it and open it for yet another 50 rupees.

That's all the chests so either fall off, or backtrack the directions I have just stated. Either way, find a way to get back onto the main pathway above the pit. From there, begin heading north until your progress is (pretty quickly) stunted by what appears to be a large break in the path. The Hookshot, for once, doesn't save the day this time. Instead of turning back already, whip out the Ether Medallion and activate it. What does it show? Yes, the path forward is invisible. However, the Ether Medallion doesn't last very long. Quickly study your path and carefully, make your way across the abyss.

Once you clear that impossibility, you will find yourself behind a cracked wall. Yes, the Bomb saves the day here so apply one and watch the door appear right before your eyes. go through and you will enter into a "+" shaped room. The two pots both contain Hearts in case you might have had a bit of mishap with the invisible floor. Now, you can Bomb two walls here. The north path leads to a fairy which will refill your Hearts. If you need the healing, talk to her and she'll heal you.

The other path which is the west cracked wall should be Bombed as it is very important. Head through to another weirdly room. This is a three way intersection. Bombing the north wall will reveal some more fairies and nothing too important. However, go through the south exit to reach a small area separated from the rest of the mountain. Other than the view, there's nothing else here. So why bring you here? Well, all your queries are about to be answered with a single flick of the Magic Mirror. Warp yourself to the Light World and you will immediately notice the 23rd Piece of Heart. Pick it up and step back into the warp.

You might think that you will have to walk all the way back to the stairwell. Well, you can always take a shortcut. There is a small ledge which is to your exact south. Jump off and you will land a short distance west from the staircase you started at. If you want some random stuff, just head directly east from the stairs. Enter the cave here and go through the first hallway. Go down the steps at the end and head east. Push the blocks around to get to the first chest and then head up the steps, then back down. Repeat the blocks until you get everything. A few Bombs, 20 rupees, and a Large Magic Vial. When that's done, exit and make your way back to Turtle Rock. Do you consider yourself to be a hardcore Zelda player? Are you a dungeon master? Well, prepare yourself for the most challenging dungeon yet, Turtle Rock.

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-----|          Turtle Rock          |-----  
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Okay, let's get this party started shall we? As soon as you enter the dungeon,

you will probably notice a communications plate to your northwest. Walk up to and talk to Sahasrahla like so many times before. This time, he'll explain to you that Medicines of Magic are almost essential for the Turtle Rock, which is partially true. However, there are many Magic Vials lying around and you could always use the freeze and Magic Hammer combos. Still, it would be good to have one of those with you so feel free to exit and go get a few from the Witch's House.

Head forward where two pots are waiting for you. The left one contains a Large Magic Vial which I suggest you don't touch yet if you already have a full meter. It will be useful to come back to if you need the magic. Head forward and you will find yourself in front of a giant pit. The Hookshot won't save the day. Not even the Ether Medallion. There is a line going to the other side but it's too narrow to try to cross. Notice the question mark block right in front of you. Well, take out that red Cane of Somaria from the Misery Mire and use it on the question mark to create a platform!

As soon as you step on it, the platform automatically carries you across safe and sound. When you finally get to the other side, go through the doorway to the next room. This next one is a giant room full of Somaria lines and enemies around. The entire consists of a pit except for a few ledges where doors are placed around. First of all, create another Somaria platform and take a ride around the area. It is possible to steer the Somaria platform at intersections by pressing in the direction on the control pad. Master that a bit. Keep in mind that once on a Somaria platform, you cannot fall off no matter what. Whether an enemy hits you or you purposely try to get off, it's impossible. You can only get off at a question mark stop.

So get on the Somaria platform and press left on the control pad to (hopefully) go west. Ignore the intersection which will lead north and press left on the control pad again to keep it going west. When the Somaria platform stops, it's time to get off. Walk onto the ledge and go through the doorway. Head south a little to find a chest. Inside is a Compass but you have to be quick and avoid the Fireball Statues. However, before you stroll back, keep in mind that there is a Laser Eye just above the door leading out of here. It will only shoot if it sees your face which seems nearly impossible to avoid as you have to walk out.

There is one solution you can take if you don't feel like losing half your hearts. Before exiting, face in the opposite direction of the door leading out and charge up your Golden Sword. While it is charged, you cannot change facing directions so the Laser Eye won't see your face. Walk backwards with the Golden Sword charged until you safely exit the room. Create another Somaria platform and begin heading west and then north. Ignore the first stop and continue heading north. At the intersection, head north. Watch for Stalfos Skulls and Blue Jellyfish.

At the second stop along the west wall, you can get off and lift off the skull pot for a Large Magic Vial but if you feel that your Magic Meter is still full, ignore it and come back to it later. Continue along the edge along the corner which sends you east. Ignore the next stop as it leads to a locked door and continue east. Head east along the intersection and ignore the next stop after that. Ride the corner and then get off the stop that's on the east wall. If you check your map, you should be at the northeast corner of the screen. Go through the doorway.

South of you are two skull pots. One contains a Heart but the other contains a Large Magic Vial (See what I mean about this dungeon containing a bunch of Magic Vials?). Once again, if you need the magic (Which I doubt), pick it up. But if not, just walk forward and create a Somaria platform. There are four



lamps in this room which you need to light on the double. The best course of action I would take would be to light the two lamps directly east of you first with the Fire Rod before stepping on the Somaria platform. While on the Somaria platform, quickly steer it towards the two lamps while the two you just lighted are still blazing to open the sealed door on the north wall. The Lamp won't do here, you will need the Fire Rod.

It is very difficult to get to the unsealed door before the lamps go out but it is possible. If you feel like taking a shortcut, use the Hookshot to grapple onto one of the lamps and fall off into the abyss. You will reappear at the entrance without having to take the trouble of stopping and getting off the Somaria platform. If you are lucky, you will still make it to the unsealed door before it reseals. If you fail the first time (Even I fail it sometimes), just try again. If you didn't pick up the Large Magic Vial, it helps out a lot after a few tries.

This next room is another tough area, although it requires some timing and marksmanship unlike the last room with the Somaria platforms which just needed sheer determination. Before going any further, wait for the orange spiked roller to come down. If you get hit by it, it's a major ouchie. Wait for it to come down and then follow close with it back north as it retracts. Before it hits the top, duck to the east or west and avoid it as it comes back down. However, when it passes you while it heads south, jump out make a run north, but quickly duck into the east or west niches again to avoid the orange roller again. There is one more roller north but it goes to the east and west. Wait until the first orange roller heads south and quickly make so that the next doesn't hit you.

At the north end are two chests and a skull pot. One of the chests contains a Map and the other contains a Key. The skull pot holds a Small Magic Vial which you probably need a lot by this point. Now with the required items of this room in hand, you are going to have to make your way slowly back to the south end of this room to exit. Avoid the roller that goes east and west by constantly ducking into the east and west niches where it can't hit you. Slowly make your way south and follow the same strategy, except heading south. You should slowly, but surely make it without any heart loss.

There's nothing in this room with the Somaria platforms and lamps now so just head back into the center room to the west. Create a Somaria Platform, and ride it north and follow it as it heads west past the corner. Do you remember the stop I told you to ignore because it had a locked door? Well, ride the Somaria platform and stop at the ledge with the locked door. You should be able to see the green, keyholed door as you sail by it. There is a Red Stalfos on it and it's near the northwest corner.

Defeat the Red Stalfos and watch the bones that it throws and unlock the door. Here in this room, you will notice a strange bouncing thing up ahead. These Bouncers are straight from the Super Mario series and they sure are annoying. You will have to defeat each piece of them separately. Once you slice off a piece, it will ricochet around the room causing you extreme annoyance. Also be sure to defeat the Green Slimes which pop up by the entrance. The Bouncer will drop a Key so pick that up and open the door north to yet another extremely difficult room.

Two Chain Chomps (Something that you probably never seen before unless you are a Mario junkie) are up ahead and they are VERY mean. Walk up a bit and watch how they lunge at you to see their reflexes. Before getting in the way of the critters, examine the room. Two red crystal switches are north of a line of downed red blocks. Whip out the Hookshot or the Boomerang (I'd suggest the Hookshot as it shoots quicker) and shoot it at the red crystal switch from

behind the red blocks to lower the blue blocks. Head to the southeast corner where you are safe from the Chain Chomps.

Now note the five orange blocks to your west. If you push the north block to the west, it will cause a treasure chest to appear a bit north of your current position. Now, take a deep breath and get out of the corner. Use the Boomerang again, past the red blocks to the crystal switch and lower the red blocks. Quickly make a mad dash for the chest. You probably will get bitten more often than you like so don't be worried if you have very little hearts. The chest contains a Key and once you get it, quickly run away into the north corners.

Make sure that the switch is red and head north to open the locked door. Head down the steps into the deeper peril of the Turtle Rock. You will appear on a ledge above some Spinners below. If you are low, use the Magic Powder against the Spinners to get a few Fairies. Once at the bottom of the steps, head directly east where a set of stairs leads up to an adjacent ledge. The pots here contain Bombs, Magic Vials, Hearts, and some Arrows which should refill you to some extent.

Head back down the steps and head due south. While you do that, notice the strange, criss-crossing pipes that are twisting around this room. As you near the southeastern corner, you will find a Bouncer. Once again, hit it and watch its ricocheting body pieces. Once it's gone, head to the southeastern corner and ascend the stairs. The entrance to one of the white pipes is right here so step right up and sit back while you zoom across the room. Follow the pipe and watch as it brings you to another ledge. On this ledge are a few skull pots with Rupees and Arrows. When that's done, go west through the doorway.

For the first time in *Zelda: LttP*, you will find lava around! Where, we can't exactly fall into it so no need to worry. As you enter the area, there are two more pipes on your platform. Ignore the left one and take the other one. Watch Link zoom through the tunnels once again only to spit out at the opposite end. There's nothing on this piece of land other than a doorway leading west. Advance.

Immediately, you will probably notice four Spinners flying around in complete unison. That's not something you see everyday. Sadly, we can't stay to watch their amazing synchronization. Either use the Magic Powder to get some Fairies or just avoid them while you head south. The crystal switch right here should be red which means that your path is blocked. Hit it to make it blue and head south. This next part is incredibly chaotic. A Bouncer starts bouncing towards you while a Yellow Bolt attempts to turn you into a Bunny. Some Stalfos Skulls might come flying from the wall and to add insult to injury, the east wall of the south part of the room is lined with a Laser Eye. Defeat each enemy with precision while avoiding the hurt.

The only way to avoid the Laser Eye is to not face it. So whatever you do, do not face east. Defeat the Bouncer for a Key which will unlock the door. However the Laser Eye is right above this door. You can always use the sword-charge method we used before to avoid right up to the door, but if you want to open the door, you are going to have to face the keyhole (It only makes sense), so when you get as close as possible, quickly turn around and open it before the Laser Eye has a chance to react.

The locked door puts you on another ledge above the giant lava pool of the previous room. Directly in front of you is a pipe. Walk into it and watch it take you to a platform. At first, there doesn't appear to be anything here, but avert your gaze and notice the chest. Walk up to it and pick up the Big Key! Instead of going through the south pipe, head back up and ride the pipe leading back to the previous room. Basically, you are going to have to



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          | The Mirror Shield is the 3rd and last |
          | upgrade on your Shield. Now, you can |
~::~::~~::| block all the other things you could  |=::~::~~::
          | before, as well as even the lasers shot |
          | by the Laser Eyes!                       |
          `~::~::~~::'
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With the Mirror Shield now with us, locate the north doorway and go through. This room has one of those orange rollers that was annoying us previously. Luckily, there's only one and it's easy to avoid. Just watch the Fireball Statues and you should be fine. The north door requires the Big Key. Of course, you should have that in stock so open it and advance. Welcome to the lava room ONCE again!

There's only one pipe on your current platform so ride through it to yet another platform! The only doorway on the ledge is on the north wall so continue through. There is an orange Bouncer here which you should by now, have no trouble taking out. The four skull pots have nothing, but there are two cracked walls on both the north wall and the east wall. First, Bomb the east wall and walk through. You will enter an empty room. However, walk around a little bit to reveal three Green Slimes. Defeat them.

There is a sealed door on the north wall but the passage is blocked by two orange blocks. To get through, just push the north block to the side. Create a path and walk up to the two tongue statues. Don't pull the east statue's tongue unless you want four Bombs to obliterate you. Instead, pull the west statue's tongue to open the sealed door. Advance once again for a major rupee prize.

In this room, there are three orange rollers rolling around, but what's in this room should get you pretty surprised. 54 Blue Rupees line the floor. Do as you wish and pick up as many as you would like. Watch the orange rollers. If you collect them all, you will gain yourself a total of a whopping 270 rupees! Surely, you can't turn down an offer like that. Anyhow, when that is done, exit the room and head back to the room where we bombed a hole in the east wall to get here. This time, Bomb the north wall and go through.

The red blocks in this room should be down. If not, then you should either go back and locate the crystal switch or just throw your GBA at the wall repeatedly. If you are lucky and listened to what I said, you can advance. Anyway, watch the roller and walk past one line of lowered red blocks. From there, use the Hookshot at the switch to the north and down the blue blocks. Walk to the chest and open it for a Key. Do all of this while at the same time, avoiding the orange roller.

Now, with the Key in hand, head back to the crystal switch and use the Boomerang to down the red blocks. Quickly make your way to the top and open the locked door with the Key. You will reveal a staircase leading even further down. When you are ready, descend the steps to the next level.

It's really dark down here. This room is a major pain due to the three Fire Walls spinning around. Even worse, you have to ride the Somaria platform around and locate the switch, then locate the sealed door. Before we go anywhere, we first have to open a door. The Somaria lines are much more complicated here. Find your way to the center and lift up the skull pot to find a switch. Mind the Fire Walls while you are doing this. The switch will open a door at the southwestern end. Now get back on your Somaria platform and do the best you can finding that door. You probably are going to lose a few hearts here due to the Fire Walls, but luckily, you can't get pushed off the Somaria platforms. :D

If you need some healing, now will be some time to use those Cure-All Medicines. Go through the south door and continue. This is a narrow passageway with Laser Eyes lining the west and east wall. No matter what direction you are facing, they will always target you. Watch them and hasten to the south end. However, DO NOT run into the Green Beetle. Take some time to kill or just pass it by safely. Don't pay any attention to the Laser Eyes while doing this and make sure that the Green Beetle does not impede your progress or kill you.

Watch out for the Laser Eyes and stop when the you reach the south end. The door on the west wall is locked so ignore it and go through the south doorway which is open for you. This next room is even tougher as it has a Red Octopod rather than a Green Beetle. Instead of getting into the Laser Eye's fire, lure it back to you and defeat it conventionally. With the Golden Sword, it should be fairly simple.

The Key you are looking for is the last chest at the south end. All the others contain rupees which you can get if you want them. Remember that you can use your Mirror Shield to block the Laser Eye projectiles. Make your way to the fourth chest from the top and open it for a Key. Getting back to the path after opening chest is one of the toughest things in this dungeon. I just fall off the platform (To warp back to the beginning of this room) and waste one heart rather than a bunch from getting hit by the Laser Eyes. Get the Key and go through the north doorway back to the other room as quick as possible.

Now that we went so far out of our way for a stupid Key, you can open the door leading west. This room is the main puzzlement of the Turtle Rock. The point where I, myself had the most trouble in the entire dungeon. The crystal switch is either blue or red. If it's red, hit it to lower the blue blocks. You will release a Green Beetle which you should kill immediately. Then head into the little compartment where the Green Beetle came out of. From that point, keep heading west until you reach the red block wall. From there, begin heading south and then west again along the south wall.

Note the Bouncer and the Spinner to your north. There is a crystal switch near the Bouncer which can be hit with the Boomerang. However, once you lower the red blocks, be prepared to face off against the Bouncer. Now, from this point, follow my directions exactly. Note how the blocks separate the room into cells? For example, the Bouncer we just defeated was in its own little cell until we hit the crystal switch which released. However, that four-sided room it was kept in, I refer to a cell.

From the crystal switch that we just hit, head one cell north, one cell west, and once cell north again. There's a crystal switch here but notice that if we hit while behind the red blocks, the red blocks will trap us. Instead, head one cells east and throw a Boomerang while behind the lowered red blocks to lower the blue blocks. With this, you now have access north which will lead you to another set of stairs leading down. We are getting nearer to the boss's lair.

There are two pots to your west. One contains a Heart and the other, a Large Magic Vial. Pick them both up as this is the final room before the boss. There is a single Somaria line which you should ride to the other platform on the far side. On that ledge on the far side is a door. This is it, the door of the boss of the Turtle Rock dungeon, Trinexx. The keeper of the 7th crystal and Zelda.

Trinexx ~

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Trinexx is the coolest boss in this game hands down. I mean, how can

you deny a turtle... with three heads? One of them is based on the element of fire and will send fire at you. The other is based on the element of ice and is capable of freezing the ground. It doesn't matter which of the two side heads you destroy first. I would suggest the ice head first as it freezes the ground permanently and the faster you kill it off, the less you'll be annoyed later. To destroy the ice head, take out the Fire Rod and starting shooting a fireball at it. The head will freeze. Run in and slash at it three times to take it out. If you don't get the three hits in, you might need to immobilize it again. Now, onto the fire head. To defeat the fire head, you basically do the same thing you did with the ice head except we are using the Ice Rod this time. Shoot an ice shot at it to freeze it. Then run in and slash at it three times like you did before. Again, if you don't get the three hits in, you will need to immobilize it all over again and slash it as many times as you can. As you kill off the second head, the final head will turn into a worm-like creature and start slithering around the room. Your target is the orange-colored part in the middle of Trinexx. Avoid him as he slithers around and slash at the orange-colored thingy with your sword until the Trinexx falls.

The final Heart Container that I spoke of will fall from the ceiling. Pick it up and you will now, have a completely full meter. And of course, the inevitable crystal will fall from the ceiling. Meet Zelda... again.

She of course, thanks you greatly for rescuing her and admits that Link is the legendary hero. She had felt ever since the day the two met. As of late, Ganon is currently in his tower waiting for the right moment to pass through the gates of the Light World and the Dark World. If he gets to the Light World, it is unlikely that he will be stopped. However, if he is kept in the Dark World, Link should find him wherever he goes. She tells you to take the seven of them to Ganon's Tower. There, they will break the seal protecting the Tower. You must return peace to the country and smiles to the faces of all people!

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7.14. Ganon's Tower

[7014]  
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With the 7th Crystal in hand, Ganon awaits us at his castle tower. If you think you are absolutely ready, that's your problem. Chances are, you probably aren't. Are all your Magic Bottles filled by Cure-All Medicines? Do you have 70 Silver Arrows? Do you have full health? Well, go ahead and do whatever you want before this dungeon. Just remember, that this is your last chance.

Because this is the final moments of LttP, you might want to visit the Dark World and the Light World in its entirety. This is only a walkthrough which doesn't bring you to any places you haven't yet been. So before you head off, be sure to explore in the areas you have never been to. There's always something interesting around.

Be sure to visit the Pond of Happiness a few more times if you haven't already maxed out all your Arrows and Bombs. If you didn't pick up the Silver Arrows or Golden Sword yet, now would be the time to do so. Don't be in such a hurry to get to this last dungeon. It's not going to work that way if you go in unprepared. You should have every item I told you to collect from every dungeon, and every single Heart Piece for every single Heart Container. Buy some Cure-All Medicines and when you are ready, return to the Turtle Rock area. From there, we will be venturing to the final dungeon, Ganon's Tower.

From Turtle Rock, head to the northwest area of it. Continue along that path as if you were looking for the 23rd Heart Piece again. You will pass the stairs leading down to it as you pass. Continue past it and you will be greeted by two Mountain Lions. They will blast you with unblockable fireballs so watch out. They are easily defeated with two strikes from the Golden Sword. Continue along the narrow landbridge and you will be greeted by another Mountain Lion. Dispose of and advance.

You will soon reach the great Ganon's Tower. Stop for a moment and marvel at its amazing structure. Also notice that it's glowing. Continue along the the front where Zelda will tell you that the maidens and her will break the seal for you with their power. After an amazing dazzle of lights and effects, the door to Ganon's Tower will stretch and open. A staircase will appear leading to the entrance of Ganon's Tower... Hero of the Triforce, it is time to do what should have been done a long time ago. Good luck.

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-----|          Ganon's Tower          |=-----  
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Did you expect that even after Turtle Rock, Ganon's Tower was somehow, going to be easy meat for you? Let's compare, Turtle Rock has 28 rooms... Ganon's Tower has 60 rooms! It would be great if we had to go through all these rooms but luckily, we won't be using them all.

The first room of Ganon's Tower is an empty entrance room. There are statues of Ganon holding the Triforce in the middle (In case you never saw him before) as well as two staircases leading down and one leading up. The first one we'll take will be the one in the northwestern corner. Go down to the first floor of Ganon's Tower. Much perils await ahead.

There is a Blue Spark here in this room as well as two Red Stalfoses. They are defeated easily, but watch out for the bones that they throw at you whenever you make a lunge attack at them. Too your west is an opened door and too your east is a locked door. Before we exit, note the two torches in the middle of the room. Especially the one that the Blue Spark is circling. Do you notice anything special...? Maybe if you look on top of it, you will notice a Key.

So how can we get this Key? Do you remember the Book of Mudora? We got that by dashing into the bookshelf causing the Book of Mudora to fall right off. Try that now (Just watch out for the Blue Spark) and watch the Key fall off. Pick up the Key and go through the west door. Don't bother unlocking the east door. This next room is pretty strange. Right off the bat, defeat the Blue Jellyfish floating around. There is a blue Bumper rotating on some conveyor belts, which might be something weird to you.

Before we do anything, pick up the two skull pots as one of them will locate you a Key. Now, wait for the Bumper to make its first pass and quickly smash the pegs in the middle. Be careful not to run into the Bouncer as it will push you away which is not a good thing considering that there are actually some pits in this room. Now, bringing down these pegs allow you to access the block that was in-between them. Push it and you will reveal a star (Although you will step on it immediately). The pits will disappear and the sealed door leading west will open. Go through the west doorway.

This next room makes use of the Hookshot. Immediately from your starting position, latch onto the block directly in front of you to go to the west platform. Lift up the skull pot below you and then double around so that you can grapple onto the block on the northern-most platform. Be careful not to

fall off and go through the north doorway. This next room has a bunch of Red Stalfoses plus some fireball launchers. They will all shoot in their rightful direction in unison whenever you swing your sword. There's nothing here except for a few chests which contain a few prizes. If you don't want to risk your life for a few rupees, Arrows, or Bombs, just go back through the south doorway. If you do, just watch out for the fireball launchers.

Okay, now that we're back in this Hookshot required room, latch onto the skull pot that's exactly south from the door you just came from. In order to advance, we are going to have to keep moving south making use of the Hookshot. When you land on the next platform, pick up the skull pot and make sure you are lined up with the east block on the platform to your current northwest. Now, line yourself up with the platform to your east and grapple onto the lone block on its platform. Stand at the southern-most part of that platform and locate the next block to your south. Latch, fly, and land.

Walk a little bit south and avoid the spiked ball. The next grapple-point is towards the south, but because of the spiked ball, it's really hard to see. Instead, walk into the middle as far south as you can walk without getting hit by the spiked ball and shoot your Hookshot. A pull will tell you that you latched onto something. You will fly to the next platform after latching onto one of two skull pots. Defeat the two Red Stalfoses on this platform and ignore the crystal switches. There is a locked door to your east. Open it with a Key and continue.

This room contains a chest and a yellow star, although two Fire Walls make the journey perilous. Wait until the Fire Walls make their first pass and then make a run for the chest. Ignore the yellow star and open the chest for a Map. However, by this point, the Fire Walls should already be closing in. Instead of retreating to the south wall, head back to the doorway. These Fire Walls can stretch all around the room and hit anything other than the doorway area. When that's done, go back west.

The crystal switch here should be red if you hadn't touched them before. Hit them to turn them blue and make the blue blocks lowered. Instead of heading south, take a Bomb and lay one by the switch. Then quickly make a dash for the south part of the room. Wait for the Bomb to explode and raise the blue blocks, then go through the south door. We are going to need those red blocks down later on.

The next room is now accessible because of the Bomb that we used. Now, look around the room (Ignore the crystal switches for now) and locate the Key. It's found under one of the skull pots in the corners. When that's done and you have located it, place a Bomb on the now red crystal switch and quickly run for the locked door on the east wall inbetween the lowered red blocks and the raised blue blocks. The Bombs will explode, however, the blue blocks will go down as soon as they go up. Note that the two switches are right next to each other so placing a Bomb will only trigger both of them at once causing the blocks to go up and down.

Instead, try to place the Bomb farther away from the two switches. For example, place a Bomb as far back as the fireball launcher and make another run, to hopefully, trigger only one of the crystal switches. When you finally figure it out, open the locked door and continue.

This next room is a strange room. This is one of the most difficult rooms to get out of unscathed by the spiked balls. When you feel that you can take on their wrath, hit the crystal switch turning it red and releasing them. Fancy footwork or just plain determination will get you through without losing too many hearts. Head to the teleportation pad at the other end and warp to another



part of the dungeon.

This next room you warp to is a long, mazelike room. However, four Fire Snakes are running around burning anything in their path. I'd suggest the Cane of Byrna for this area as you surely do not want to get touched by these bad boys. When you reach the end (There's a pit), there should be a single block by itself separated from the other walls on your side. Walk up to it and push it forward to rejoin it with the other wall. You will reveal a chest. Quickly use the Hookshot to grapple on. The chest contains a Key which you should use to open the south door.

This next room is a puzzling room. This room is made up of a bunch of teleporation pads. To get through, you need to step on the correct ones. From your starting position, you have access to two teleportation pads in front of you. Step on the east one to warp to another part of the dungeon. Two teleportation pads can be accessed in this walled-off section. Ignore the east one and take the west one to warp to some more teleporter pads. Now the tables are changed. You have to choose from four teleporation pads now. If you didn't have a walkthrough, you would have a 1/4 probability that you would choose the right one. If you ask me, those aren't very good odds.

This time, take the western-most one found in the southwestern corner. It will warp you to the south portion of a room that we were in before. Go east where two Blue Octopods await. Try to push them into the pits, but don't get pushed in yourself! Remember that Octopods bounce you back whenever you hit them. Anyhow, find some way to dispose of them and continue east. The only other teleporation pad here is the one to your northeast. Take it and you will be warped to a tiny area behind some walls. There is one other teleporation pad here plus a skull pot with some Arrows.

Take the only other teleporation pad (Don't be an idiot and try to step back onto the darkened pad you just entered from) and you will be warped exactly one tile north of the teleporation pad we just took! Not only that, but there's no more teleporters! Joy. Go through the door that you now warp in front of on the east door and enter a perilous looking room.

Begin by walking a bit south (Watch the Fire Snake) and taking the suspended pathway. Watch the Green Beetles that attempt to lunge at you. I find it easiest to simply throw them into the abyss. While you walk, you might notice some Octopods floating over (?) midair. Well, that's a bit strange... Anyway, just head to the north end of the room where there is a doorway. However, don't go through, instead, use your FireRod to light the lamp to your far east. Suddenly, you will realize that the floating Octopods aren't actually floating! It's an invisible path similar to the one that we took while getting Heart Piece 23.

Quickly make your way south and traverse the invisible pathway. Walk as much as possible before the lamp goes out. There's no way you will make it before it does however, so when it unlights, use your Ether Medallion to locate the path. The Octopods shouldn't be struck with the sword. Instead, use your Hookshot to freeze them. Don't attack them whatsoever. Just do your best to get to the end of this annoying invisible path! When you finally cross, you will reach a room that's actually solid!

This room is full of cracks and Spinners as well as a Blue Spark. The only chest in this room is in the southeastern corner. It contains Bombs which probably might give you a hint. Equip the Bombs and throw one onto the southeastern crack. It will blow a hole which will drop down to the lower levels. When you feel that you can take on whatever is down there, drop right down.

And what do you drop down to, but the Armos Knights from the East Palace? Remember these guys? It's exactly the same thing except for the icy floor which might cause you some problems. With your upgraded Silver Arrows however, these Armos Knights fall as quickly as they came making this regenerated boss battle one of the easiest in the Ganon's Tower. Don't expect the rest to be as merciless however. Upon defeating the last Armos Knight, the sealed doors to the north and west will open up. Go through the north door.

Up ahead are three chests which you can open. Two of them holds Bombs and Arrows. The other contains the Big Key of Ganon's Tower! Now head back south and go through the now unsealed west door. This room has a cracked wall on the north wall as well as a staircase leading back to the first floor. First, Bomb the wall and go inside. There are a bunch of Fairies flying around. Capture as many as you wish or just use them at your leisure. When that's done, exit and ascend the stairs to the first floor. This room has a big chest in it. First, to get out of the blocks, push the block to your east forward to exit. Walk up to the big chest and open it for the Red Mail! Your third mail upgrade.

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|   The Red Mail is the third and final   |
|   mail upgrade. It will halve all damage |
~~~~~|   that the Blue Mail took from. That means|~~~~~
| that it actually lowers the amount of |
| damage that the Green Mail took by 3/4! |
`~~~~~'
```

With the treasure of the Ganon's Tower in our hands, I bet you feel that you can take on anything. However, we still have much to travel through so don't celebrate through. Now, go through the north door to the second room that we walked into when we entered the Ganon's Tower dungeon. Defeat the two Stalfoses if you want, but when you are done, go up the stairs to the original entrance room. This time, we take the staircase in the middle rather than the one in the northwest corner.

This room is tough to access so listen to my directions carefully. If you possibly can, kill the two Mimics in this room with a Silver Arrow to save some Hearts later on. The red blocks on this level should be lowered by now. Take out the Hookshot and hit the crystal switch from the entrance to lower the blue blocks. The lowered blue blocks act as a path for you. Follow the trail of lowered blue blocks south and then west lifting up any pots that get in your way. Soon, you will reach the door out of here but it is sealed. Go north and hit the crystal switch again with the Boomerang.

Walk north until you are touching the switch. Hit it and then head west along the lowered blue blocks to reach the western-most portion of the room. Note the tan-colored block on the west wall. Push it south and you will hear a sealed door open. Hah, done. Head back east along the lowered blue blocks and stand in front of the red blocks. Hit it and lower the red blocks. Head south along the red blocks and throw your Boomerang to lower the blue blocks and access the door.

There are two Red Mimics in this room. They can only be defeated with a Silver Arrow. Before, your shield was not capable of deflecting their fireballs but with the Mirror Shield, you can block anything. Watch the spikes as they sail around and shoot your Silver Arrows to defeat both of them. Defeating them will open the sealed door on the east wall. Advance once again.

There are two Laser Eye Statues and to make matters worse, you have to kill off the two Red Mimics here as well. Avoiding the Laser Eye Statues is a bit

difficult. Unlike the Laser Eyes, you still can't block their lasers. Defeat the two Red Mimics to unseal the doors leading out of this room. Go through the north door. You will come to an empty corridor with nothing other than a few statues of Ganon and a locked door that requires the Big Key at the north end. Use it and open it.

Walk forward and head down the stairs where are a bunch of spiked balls are flying around. However, these aren't all of the spikes. There are much more. If you want to meet them, hit the first crystal switch. However, I don't think you want to feel their wrath right now at least. Continue north while avoiding the few spiked balls until you reach the next crystal switch. Now is the time to hit it. As soon as that happens, all the spiked balls will be revealed. Quickly make a run forward and defeat the two Cyclopes that pop from under the wall.

The three skull pots can be destroyed. The middle one contains a switch which unseals a door... ON THE UPPER PLATFORM! This is going to be absolute hell. Slowly make your way south a little bit avoiding all the spiked balls the best you possibly can. Ascend the steps at the end and then double around to the door you just unsealed. The next room is a crazy room. There is a narrow, suspended pathway above a pit with cannons shooting balls out along the walls. If you have good timing, this path will be easy. However, if you totally suck with that kind of stuff, you will probably lose some hearts and fall off the platform pretty often. Eventually, you should reach the end platform. Exit.

This next room is basically a giant conveyor belt. There are four enemies here. A Red and Blue Dragonman, and two more Red Stalfoses (Note that the Ganon's Tower is like a reunion with all the enemies you fought in the past). Defeat them all to unseal the only door leading out of this room. Go through the west door. This next room contains three Red Stalfoses. To unseal the south door, you must defeat all three while at the same time avoiding the Laser Eye Statue. This is no easy task so take extreme caution. Go south.

This room is similar to the last except for the fact that there are now two Laser Eye Statues moving along on the conveyor belts. Also, there are two Dragonmen which are required that you defeat to open the door leading south. Again, this room is difficult. Watch the eyes while you slash away at the Dragonmen. Throwing pots makes the job quicker. Think that was hard? The next room is even harder. Advance south.

This next room has a conveyor belt with two Laser Eye Statues BUT there is ice floor all over the place. There is no doubt you might lose some hearts here so take incredible caution. Be careful not to crash into the spiked balls scattered around and defeat all enemies to unseal the south door. The next room is all ice with a Red Dragonman and a Red Stalfos. However, the Laser Eye Statue isn't revolving around on a conveyor belt. Watch the Fireball Statue. When you defeat everything, the sealed door to the west will open. Go right through.

This next room is empty except for a Yellow Bolt. Avoid it. If you do get hit, just wait a few seconds and you will change form. If you are tired from the last few enemies, this is a nice, empty place to regain yourself. When you are ready for whatever is coming up, go through the door west. Wait, why is this place sandy? Uh oh.

If you guessed that you will be fighting the Lanmolas again, you are totally right. The only addition here is the fact that a Fireball Statue now spits fireballs at you, which you can avoid easily. Again, hit the Lanmolas' heads with the Golden Sword to hurt them. Watch out for the dirt pieces that come up whenever a Lanmola pops up as those can hurt you. A few strikes from the more

powerful Golden Sword will easily put them out quickly. Upon defeating these ugly, green worms, go through the north door which unseals for you.

This next room has no enemies. The door seals behind you which probably hints to you that from this point, there's no turning back. Of course, you still can with the Magic Mirror but going this far, we can't turn back. There are a set of stairs leading up on the north wall. Take them to reach the fifth floor of Ganon's Tower. Are you getting tired yet?

As soon as you enter the room, three Wizzrobes will appear. They will be suspended over midair, and you probably can infer upon what's going on. As soon as they appear, use the Ether Medallion to not only show you the path, but also defeats the Wizzrobes instantly. Upon defeating them, the sealed door on the south wall opens. Make your moves carefully and go through the south doorway.

There are some enemies along this path too, but most noticeably, Laser Eyes line the wall. Lure the Moblins towards so you don't have to kill them while in the Laser Eye's line of fire. The Laser Eyes are slow shooters so just walk past their bolts. Keep in mind that the Mirror Shield blocks their projectiles. Defeating both of them unseals the door on the opposite end. Go through to enter a room full of conveyor belts.

There are four Wizzrobes here which will teleport in and out. Their bolts can be blocked with the Mirror Shield so use it whenever you feel you need to. Defeat all of them while avoiding the annoying spiked ball. Go through the north doorway. This next room is another long, suspended pathway. Go forward because as soon as you enter and step onto the bridge, the bridge begins to crumble. Kill the Moblins here quickly to avoid falling off. Don't be rushed as while the main path breaks, the conveyor belts on either side don't. Still, hasten to kill them. Walk north and go through the next doorway.

There are four lamps and a Fire Wall in this room. Remember when we had to light the four lamps in Turtle Rock while on the Somaria platform? This is similar. To unseal the south doorway, you will need to light all four of these lamps at once. However, there's a Fire Wall here, to make sure that doesn't happen. First, lift up the pots that are blocking the lamps. Avoid the Fire Wall while doing this. Now, wait for the Fire Wall to make its first pass and then stand in the middle. Light them all quickly with the Fire Rod in a clockwise direction to open the door. Then, make a run for the unsealed door and go through.

This next room is the last on this floor, thankfully. Four Laser Eyes are on the east wall. Don't worry as your Mirror Shield easily blocks their shots. Take the time to pick up the two skull pots here for a single heart and a Large Magic Vial. By now, your Magic Meter probably needs some refreshing. When all of that's done, head up the steps in the middle of the room.

Lucky for you, the sixth floor is the last floor before the bosses room. Once again, in this first room, you are going to have to light all four lamps with the Fire Rod to unseal the north door. However, you must do this quickly as the floor will give way. If you are too slow, you will fall down and land in the previous room. When all four lamps are alight, go through the north door which is now unsealed.

The next room is easy to get through. Two Green Beetles make up the enemy force here. Also, beware the Fireball Statues. One of the Green Beetles will drop a Key. Be aware of the two chests in the northern corners just as well. They both contain Bombs if you need them. When that's done, open the door leading west.

This room is fairly easy to get through. There is a Giant Spiked Ball towards the south end and the only way to get through is to place a Bomb. However, the time while the Giant Spiked Ball retracts is not enough to place a Bomb and wait for it to explode. Instead, trigger the Giant Spiked Ball and then place a Bomb. Run back up and trigger it again. By then, the Bomb should have exploded knocking a hole in the wall. Advance.

There is a Yellow Bolt which will attempt to get you. Wait for it to hit the raised blue blocks before doing anything. To get to the chest in the middle, stand ahead of the lowered red blocks and hit the crystal switch. You will release a Spinner so beware. The various skull pots contain some minor goodies. Be sure to pick up the Large Magic Vial under one of them. When you're satisfied, go through the south door after unlocking it.

Move forward a little bit and note that the area down there looks incredibly similar to the arena we battled Moldorm in... Oh crap, now we battle the boss of Mountain Tower... again! This battle is easy though. As long as you hold the first strike, you should do fine. However, if Moldorm pushes you off first, you are pretty screwed. The floor below has a bunch of spikes and if you land on them, you get hurt. The staircase back to the Moldorm fight is in the northwestern corner. Beat Moldorm and head to the southeastern corner of the arena. Locate the chest that you can grapple onto with the Hookshot and get to the other side. The chest itself contains a Red Rupee.

Head up the stairs and continue west. To get through the next set of blocks, push the top one of each set forward to create a path. Do this for the next one too. The door at the end leads you to the final room on the sixth floor. However, it sure is a tough one. Green Beetles are mobbing the area and spikes, Bumpers, icy floor, and conveyor belts line the area. What I always do is just make a run for the staircase at the north end of this room. Ignore the Green Beetles and ascend the steps.

This is it, the seventh floor. The boss is just a few paces away. Locate the door and open it with the Big Key... Were you expecting Ganon...? Well, looks like Agahnim has made his return. The big oaf. The strategy you should use is exactly the same as before. The only difference is that Agahnim now has two shadow versions which also attempt to attack you. This doesn't make the battle that much harder as the only one you still have to defeat is the real Agahnim. Again, use the Bug-Catching Net to send his fireballs back at him for damage. By now, you should know how to time your strikes.

After a bunch of deflections, Agahnim will finally, fall. However, a blue creature will rise from his body. Yes, that is Ganon. Immediately turning into a bat, Ganon makes an escape. Luckily, Link has his Flute on hand. Quickly calling his white bird, Link takes close chase. Ganon crashes into the top of the Pyramid of Power. The white bird drops Link right off next to the hole. Luckily, it didn't drop you inside the hole. If you need to, refill your hearts and your Cure-All Medicines. But, when the time comes... the fight... between ... the Hero of the Triforce... and the evil Ganon... will commence!

Just drop down the hole, and look out! It's Ganon.

Ganon ~  
=====

At first, Ganon will just throw around his trident which acts just like a boomerang. This is the easiest part of battle so take advantage of it and hit Ganon as MANY times as you can as of now. Shortly after, Ganon will begin summoning fireballs that encircle him. Try to avoid these the best you can and continue concentrating on hitting Ganon. Don't get frustrated just yet. As you round up on

hits, Ganon will begin to use new attacks as the fire bats that will encircle him while leaving behind a trail of fire. Stepping into them or hitting the bats will do terrible damage. Concentrate on hitting the behemoth continually. Ganon will also jump up and down occasionally, bringing down the sides of the arena which will greatly reduce your playing field. Try not to fall down as you will land out of the battle and will have to start it all over again. Ganon will teleport around the room and you can't damage him that way. Wait until he attacks and then begin hacking away. If you are low on hearts, use a Medicine of Life or Cure-All Medicine to replenish. After hitting Ganon many, many times, he will speak about the secret technique of darkness. After this, the room will dim and Ganon will disappear but he will still attack you. Now, take a Lamp or your Fire Rod and light the two lanterns in the two south corners to reveal Ganon. Now, take this short period of time to find Ganon and slash at him like hell with the Golden Sword. He'll turn blue. Immediately get out your Bow & Arrows and shoot some into him. Repeat this four times to defeat Ganon and save all of Hyrule.

And upon defeating the great Ganon of Ganon's Tower... you learn that... YOU FAILED! Hyrule is doomed and Ganon has conquered all.

... ..

Well, it had to a happy ending. Heck, that would be inevitable. And I'm sure you're probably reading ahead and looking at the ending BEFORE actually defeating Ganon himself. Shame on you. How do I know this? Because I do this all the time.

Anyhow, with Ganon's defeat cast by the Hero of the Triforce, you now have saved all of Hyrule from the dark Ganon's reign. The door to the north end of the playing field will open up and gives off a deep glow. What could possibly be inside? Walk in, and the Triforce will appear before you. After a dazzling array of movement, the Triforce sets itself back down and presents itself to you, the new owner.

The Triforce then speaks, telling Link that if a good person comes along and possibly, stumbles across the Golden Triforce one day, the Triforce will grant good wishes. However, if an evil-hearted lunatic comes along and touches it, it shall grant its evil wishes. The stronger the evil, the more powerful the wish is expressed.

One day, when Ganon maybe tripped over the Triforce himself, he wanted to conquer the world. The Golden Land of Hyrule was changed into a dank, disgusting place. Probably known to you as the Dark World. After building up his own power, Ganon planned on crossing the gates to the Light World and completely fulfilling his wish. But a hero arose and defeated the evil Ganon, breaking his wish. The Dark World... will disappear.

Walk up Link, and make your wish. You might have already predicted what might of happened. Link, being one of the only (if not THE only) descendants of the great Knights of Hyrule picks it up and wishes to reverse all of Ganon's terrible damage. Peace and happiness is brought back to the people of Hyrule...

It's also a happy ending for many others. With the defeat of Ganon, Link has saved many, including the following:

~~ The Return of the King ~~  
=====

The big king of Hyrule, previously imprisoned by the cold and callous Ganon has been released and is finally reunited with his daughter, Zelda, and the six maidens.

~~ The Loyal Sage ~~

=====

The keeper of the Sanctuary who was thought to have fallen long ago is back. He returns to his position as the master of the Sanctuary, no longer having to worry about weird looking people breaking into his sacred place.

~~ Sahasrahla's Homecoming ~~

=====

The wise, old man who has helped through many perils is back safe and sound to his little Kakariko Village getaway. There, he will make a peaceful retirement... until the end of his days.

~~ Vultures Rule The Desert ~~

=====

The Desert of Mystery and the Desert Palace is free. The average guy can now practice his thief skills without any trouble.

~~ The Bully Makes a Friend ~~

=====

Remember the two strange creatures to the west of the warp on Death Mountain? They were the ones who awed at you as you were able to reclaim your original shape in the Dark World. Welcome them back to the Light World.

~~ Your Uncle Recovers ~~

=====

It looks like your uncle actually did find some way to crawl out of the perilous Hyrule Castle and make a full recovery. Not only that, he also holds up the sword which Link used to save Hyrule. An honor, sir.

~~ Flippers For Sale ~~

=====

Remember the Flippers? The sale-fish is now free to distribute, and explore as much as he wants. No longer oppressed by Ganon's reign, the Zoras are free to do as they wish.

~~ The Witch And Assistant ~~

=====

The nice ol' lady that sold us those extremely helpful potions is now free to do her magic and create benevolent magic to help all in need of healing. Especially Heroes of the Triforce.

~~ Twin Lumberjacks ~~

=====

TIMBER! You might not remember the Bumpkin Brothers, but they can now cut down the trees

to support their simple, yet exciting lives of cutting down trees!

~~ Flute Boy Plays Again ~~

=====

Looks like ol' Flute Boy found some way out of that strange plant-like form. Now he plays all the time on a little stump for all the forest animals, and of course, his once-depressed, now-happy father.

~~ Venus, Queen Of Fairies ~~

=====

All fairies everywhere shall no longer have to be slaves to Ganon's request. No longer forced to hide in their little caves helping those who could possibly save them, their contributions have helped greatly.

~~ The Dwarven Swordsmiths ~~

=====

Thank these mini guys. You saved them and they paid you back by tempering your sword. The Tempered Sword has many slayed a monster.

~~ The Bug-Catching Kid ~~

=====

No longer forced to breath the sickly fumes coming from Ganon's evil works, the Bug-Catching Kid recovers. You return his Bug-Catching Net and he is free to catch bugs as he likes.

~~ The Forest Thief ~~

=====

Sure they may be bad guys and still steal stuff from you, but you have to give them a break. These guys had it hard too and with Ganon gone, can pickpocket as many as they wish.

~~ And The Master Sword Sleeps Again ... ~~

=====

Placing the once fabled Master Sword back into its original resting place, Link hopes that the future of Hyrule is a bright one and the blood of the Hylians will live on forever.

After the touching array of cinematics, the credits will slowly roll. Wait until they are done and the game will tell you the amount of lives used. Try to beat my wonderful record of 142. :-P

Anyway, if you hadn't already noticed (You must be pretty slow), you have just completed The Legend of Zelda: A Link to the Past. One of the best games ever created for one of the best systems ever, the SNES. Despite the fact that this FAQ is for the GBA. But that's irrelevant. >\_>

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Here's a list of every enemy encountered in the game. It's quite a list so be prepared for a long read. For easier reference, I've split the enemies into two sections, enemies that are found only in the overworld, and enemies that can only be found in the dungeons. If you think I have forgotten to list a certain enemy (which I probably have), please don't hesitate to contact me please!

All of these are listed in alphabetical order. If you want to look for a certain enemy, use Ctrl-F and search for it there.

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8.1. Overworld Enemies [8100]  
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Archer ~

=====

Difficulty : Easy

Description : Archers are basically knights that wield Bow & Arrows. They come in two different varieties, blue and green. They have no difference and both are very weak. You will find these scattered throughout Hyrule. Sometimes, they will hide in the grass and pop up whenever you pass by to shoot an arrow or two. Your shield can block their arrows, no need to worry.

Armos ~

=====

Difficulty : Easy

Description : I see that the Armos' were one of the few enemies who actually went through a sprite change. Instead of the boring ol' statues they were considered to be in the original Link to the Past, a simple color change and a few different sprites makes them that much more intimidating. You can find these at the East Palace guarding well of course, the East Palace! They only come alive when you step near them and can be defeated easily. Just don't let them touch you or you'll lose hearts.

Bat ~

==

Difficulty : Very Easy

Description : The Bat is a simple enemy to defeat. The Bat can be found in many dungeons. From Hyrule Castle to Ganon's Tower (although later versions have only one eye) as well the path to Death Mountain. Their strategy is simply to charge Link. It's not hard defeating Bats as long as you understand their strategy.

Bee ~

==

Difficulty : Very Easy

Description : Bees are rather common enemies that you can find after cutting down bushes, dashing into trees, etc. They are pitifully weak and can be defeated with a single slash from any sword. The amount of damage they do is almost

nothing. However, there is an up side, you can catch Bees and put them into Magic Bottles. Then release them to hurt enemies. That's fine I guess, but it isn't terribly useful... having a Bee in a jar of course. ;P

Bombclop ~

=====

Difficulty : Hard

Description : Bombclops' are basically large one-eyed Cyclops that throw Bombs (hence their name, Bombclops). They can be found in many locations throughout the Dark World but the area where they are most noticeable is around and east of the Pyramid of Power. Bombclops' are tough to defeat especially the first time around the Dark World. Just use hit and run tactics to avoid their Bombs while moving in to get a good hit.

Bomber ~

=====

Difficulty : Hard

Description : You will find these flying green beetles soaring around near the Ice Palace and Lake Hylia. They drop exploding Bombs which are rather dangerous against Link. They are fast and evasive. They also will try to fly away from Link when he gets close. I find it best to simply avoid these flying creatures. Trying to take care of isn't very easy. In fact, just avoid their Bombs and you will be fine. :)

Crab ~

===

Difficulty : Easy/Medium

Description : Hey, what do you know? It's seafood. Anyway, Crabs can be found all over the place but they seem to be more numerous around water. They are quite fast dashing sideways. They seem to enjoy charging Link even if it means their death. They can be slashed apart with a swipe from Link's sword anyhow. Don't hesitate when up against a Crab, they can eat away your health pretty. Even though you see them at seafood restaurants all the time. ♪\_?

Crow ~

===

Difficulty : Easy

Description : Crows are annoying birds that will continually fly around at Link until he falls. They are weak but it is kind of hard to hit a bird that's going full throttle at poor Link... right? It's best to hit these Crows before they can even set off the ground. Also, you can't just run away from Crows. They will continue to take passes at you as well as follow you (talk about annoying). You can find these birds throughout the Light World in choice locations.

Cukeman ~

=====

Difficulty : Very Easy

Description : A Cukeman is the result of Magic Powder being sprinkled on a Shocker. The Shocker will turn into a strange creature with large glasses. You can talk to it but it simply says strange phrases. These weird creatures are killed easily.

Eyeball Fish ~

=====

Difficulty : Easy

Description : The Eyeball Fish are all in all, almost exactly the same as the Light World version of the Zora. They both shoot fireballs at Link (which you can block with the Shield anyway) and they both inhabit water. The only difference is the fact that Eyeball Fish look different (obvious) and they can't get out of water and walk like Zoras.

Flying Dodongo ~

=====

Difficulty : Easy

Description : These are basically the Dark World's equivalent of the Crows that you found in the Light World. The Flying Dodongos also use the same strategy, flying around you and attempting to hit you. The only difference is their appearance in which they look like the Mini-Dodongos you found in some of the dungeons and the amount of damage they do which is increased obviously.

Ghost ~

=====

Difficulty : Easy

Description : I don't know what to call those flying things around one of the buildings in the Village of Outcasts and around the Graveyard in the Light World but I guess I can call them Ghosts. They are fast and annoying but don't particularly attack you. You just have avoid running into them and you will be fine. They don't do that much damage and can be defeated with a well placed hack from your Master Sword.

Goron ~

=====

Difficulty : Undefeatable

Description : You can find these strange creatures at Death Mountain, near the middle levels of the mountain where the large rocks would constantly fall down. They are fast creatures that run back and forth paying no attention to Link whatsoever. It can get hard to avoid these and worst part is, you CAN'T KILL THEM! Try to slash them with the sword, they just turn to stone and eventually, come alive again.

Knight ~

=====

Difficulty : Very Easy/Easy/Medium

Description : Knights will patrol around Hyrule Castle and the area around it constantly. They come in three different varieties, green, blue, and red. The Green Knights are the easiest to defeat and they usually wield long or short swords. The Blue Knights are a little bit more tougher and wield swords as well. The Red Knights however, are the hardest but they don't have swords, but large spears that they might throw at you.

Moblin ~

=====

Difficulty : Easy

Description : There are different forms of Moblins that you will be meeting throughout the Dark World. There are Moblin Pikemen, Moblin Archers, and Moblins that hold sticks. Luckily, they are easy to defeat and will fall pretty quickly to a few sword strikes. Moblins are just like the various Knights you would see in the Light World. They have similar weaponry after all.

Mountain Lion ~

=====

Difficulty : Hard

Description : Mountain Lions aren't your standard run of the mill enemies. They are pretty hard to defeat and can eat away at your health rapidly. Luckily, they're only in one small location and in very small numbers. You will see these on the way to Ganon's Tower atop Death Mountain in the Dark World. Mountain Lions shoot fireballs at you. If you approach them, they will back up and shoot another. Avoid them and try to move in the best you can for the kill.

Octorok ~

=====

Difficulty : Medium

Description : The Octoroks were in the original Zelda: The Adventures of Link and it doesn't look like they have changed that greatly. They still shoot rocks at Link and move around fast but they are incredibly weak. You can block their rock projectiles with your shield and then just move in to slash at them. You can find these throughout Hyrule. They don't really have any definite location.

Puffer ~

=====

Difficulty : Easy

Description : I hope I'm not the only one who realizes there's only one of these throughout the entire game. Or maybe I just "only" saw one throughout the game, of course. Anyway, the Puffer is basically a giant, red balloon

that explodes when you strike at it with the sword. After it explodes, a number of tiny versions appear. Touching them will of course, hurt you. Luckily, they fade away eventually so you don't have to worry about running around slashing at every one of them.

Rock Frog ~

=====

Difficulty : Medium

Description : In the Dark World, the Octoroks are the Rock Frogs. Both Octoroks and Rock Frogs are fast, fire rocks, and like to gang up on Link. The only difference between the two is appearance. The Rock Frog is a strange looking enemy purple in color. It has a large eye and basically, looks like a frog. Defeat these the same way you would defeat the Octoroks.

Sandman ~

=====

Difficulty : Medium

Description : The Sandman is a strange creature that is only found in the Desert of Mystery. It's pretty easy to notice as it is basically the upper torso of a man (yellow) with two glaring white eyes. They are pretty abundant in the Desert of Mystery and are pretty fast. They will continuously charge at Link. They take a few hits from a sword. Try to avoid them the best you can or kill them off quickly.

Shocker ~

=====

Difficulty : Undefeatable (without Golden Sword/Magic Powder)

Description : These green creatures are very weird indeed. Strike at them with any sword other than the Golden Sword to get a nice little shock. To defeat these, either use the Golden Sword or sprinkle Magic Powder to turn them into a Cukeman (see Cukeman description above).

Swamp Worm ~

=====

Difficulty : Easy

Description : Swamp Worms are in many ways, similar to the Sand Worms of the Desert Palace. In fact, if you look even closer, you will notice that they also resemble the Lanmolas of the Desert Palace just as well. Anyway, you will be finding these in the Swamp of Misery just before Misery Mire. They reside in the many sinkholes in the area and will only attack you while you are in the water. Since you are swimming, you are obviously vulnerable to attack. Get out of the water as soon as one appears and slash it to kill it off.

Thief ~

=====

Difficulty : Undefeatable

Description : The Thief is one of the few enemies that actually can be found in both the Light World and Dark World. However, the two are found in completely different locations in each world. In the Light World, you will be chased around by these muggers in the Lost Woods while in the Dark World, there are a few of these in the Village of Outcasts. Nevertheless, they both do the same thing and will knock your rupees loose if they touch you. You can stun and paralyze them for a little bit with the sword but you can't defeat them any other way.

#### Teeth Fish ~

=====

Difficulty : Medium

Description : Teeth Fish are those strange creatures that jump around on land. They are easily recognizable as they are basically purple fish with a lot of teeth. They do quite some damage so you should defeat these as quickly as you can. Avoid touching them and you should be fine as well as in one piece. ;)

#### Tektite ~

=====

Difficulty : Medium

Description : You will find these large, spider-like creatures on Death Mountain near the upper levels. These are very noticeable as they all are blue with orange legs and have a single eye in the center of their head. Their only means of attack is pretty much, collision. Watch where they hop, avoiding their strides and continuously slash at them. They can be pretty hard to defeat as they hop away from Link's sword much like the Stafoses do.

#### Tongue Blossom ~

=====

Difficulty : Medium

Description : The Tongue Blossom is an enemy that can be found throughout the Dark World jumping around. When they aren't attacking, they look like orange spheres hopping around. Get a bit closer however and they will open their and lash their tongue at you. The tongue itself hurts a bit and to add insult to injury, it occasionally knocks items loose from Link. Try to avoid getting hit by the large tongue and slash at it a few times to take care of it.

#### Vulture ~

=====

Difficulty : Medium

Description : Vultures are all in all, very similar to Crows in their attack method. They will fly around Link and get very close to hurt you. The only difference is they are larger and have purple heads (well, what did you expect?). These are found atop rocks in the Desert of

Water Worm ~

=====

Difficulty : Medium

Description : The Water Worm is an enemy that can be found around and in the Swamp of Misery. Its only means of attacking is jumping out of the water in an attempt to hit poor Link. They are annoying and will constantly attack you on your way through the swamp to Misery Mire. Defeat them the same way you defeat the majority of the enemies, use the sword. A few slashes should do them in. OR if you don't feel like it, just avoid them.

Worm Basket ~

=====

Difficulty : Medium

Description : The Worm Basket is basically, a bag of worms that jumps around. I really despise these as they take a lot of damage and can hurt Link pretty badly. The easiest way to defeat them would be to use hit and run tactics avoiding the Worm Basket's hops. Just try not to get too many times.

Zora ~

===

Difficulty : Easy

Description : The Zoras are a group of half-human, half-fish creatures. They pop out of water and shoot fireballs at you (which you can block with the Red Shield). Occasionally, they will get out the water and walk on shallows. This is their vulnerable form which you should attack immediately. You can always be sure a Zora is about to pop up as the water will turn into a whirlpool where it's located. You shouldn't waste much time trying to kill these off though they are pretty easy to defeat. They're more of a pain in the neck than actually tough.

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8.2. Dungeon Enemies

[8200]  
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Beetle ~

=====

Difficulty : Medium

Description : These Beetles kind of resemble the Helmasaur King a little bit in my opinion. You know, with their green mask and all. Anyway, I great DESPISE these annoying critters. They wear a mask that negates all attacks from the front and when you try to go around to hit their backside, they simply turn around and start charging you again thus hiding their backside once again. Your target is the exposed butt of the Beetle but it is a bit hard to get back there and get a good hit in.

Bomb Slug ~

=====

Difficulty : Easy

Description : The Bomb Slugs have an unique way of attacking. Instead of relying on collision or projectiles like the majority of the other enemies use, the Bomb Slugs use Bombs hence their name, Bomb Slugs. However, they won't be dropping these that rapidly. They drop Bombs at a slow pace so if you possibly can time your strikes well enough, you should be able to take these down. Believe me, killing these things is much more easier than it sounds.

Bouncer ~

=====

Difficulty : Medium

Description : Yeah, we got a Mario reference here. The Bouncer is a lot like the Bouncers you see in Super Mario World. Hitting them will make them lose a segment. However, the segment you smashed off will be bouncing around the room, and you will get hurt by it if you're not careful. The bouncing segment will disappear eventually but it's best to end its life quickly. Once you defeat the last of the segments, the Bouncer will be defeated. The Bouncers are indeed, a pain in the neck.

Chain Chomp ~

=====

Difficulty : Undefeatable

Description : The Chain Chomps are strong enemies that (luckily) appear very infrequently. These undefeatable creatures look like black balls with a mouth and a glaring eye. However, they are also caught by a chain which limits their ability to run at Link. Therefore, if you can understand their damage radius and where it would be safe to stand, you can get past the Chain Chomps. The Chain Chomp will do their best to catch you in their jaws so don't try to get too close despite their chains.

Cobra ~

=====

Difficulty : Easy

Description : You see these snakes very early in the game but as the game progresses, you will be seeing less and less of these. In fact, by the time you reach the East Palace, they will be gone completely. The Cobras don't have any real strategy of their own. They will charge you if they catch sight of you so use that strategy as a trap and slash them as they run into you. It's the easiest way to defeat them without losing any hearts at all.

Cricket ~



=====

Difficulty : Easy

Description : The Cricket is only found in one dungeon I believe and that is Thieves' Town. The Crickets are simply your standard run of the mill dungeon enemy. They are fast and their movement is usually unpredictable. They are not terribly powerful but don't be surprised if that first sword strike didn't take them down. Avoid their strides and you will be fine.

Cyclops ~

=====

Difficulty : Medium

Description : The first time I went through LtTP, I thought that these Cyclopes were statues. I was stupid enough to get near them and just stand there. Before I knew what was happening, I had already lost three hearts. Go me for stupidity. Anyway, take my experience as a warning. Don't mistake the Cyclopes for statues! When you get close to them, their eye will open and they will charge you. However, they will fall back to sleep soon enough anyhow. The Cyclopes come in two varieties, green and red. They are both easy to defeat but the red one requires two arrows to defeat it. Use the Bow & Arrows whenever you can.

Dragonman ~

=====

Difficulty : Medium

Descriptions : There are two different types of Dragonmen. You can easily distinguish between the two. One is blue and one is red in color. The blue one doesn't have any major abilities but the red one can shoot fireballs at you if it can catch sight of you. They are both defeated the same way and can fall fairly quickly to your sword. Just remember that the red Dragonman's fireball cannot be blocked with your shield like other fireballs.

Fireball Statue ~

=====

Difficulty : Undefeatable

Description : Fireball Statues may have a weak attack but keep in mind that you will usually be fighting off other enemies. These are basically small, face statues that are usually situated in corners of rooms. These are undefeatable so don't waste your time. However, be sure to block their fireballs if you see one coming at you. Fireball Statues are annoying, you just have to live with that.

Fire Snake ~

=====

Difficulty : Undefeatable

Description : You can be sure when you see a Fire Snake. After all, it's really pretty noticeable. It's basically a snake

that's make up of many Orange Sparks. They basically mow down anything in their path. Avoid these at all costs. Luckily, the Fire Snakes are pretty predictable in their movement patterns so after watching a Fire Snake for a few moments, you can be sure that you can avoid it. The Fire Snake cannot be defeated with any weapon Link holds so don't try.

#### Floor Tile ~

=====

Difficulty : Easy

Description : In certain dungeons, you'll sometimes come into a room and you won't be aware of anything. And as you walk across the floor, you will realize that some parts of the floor are actually rising up and throwing themselves at you! When you do come across these, get into a corner and begin swinging your sword like crazy. And continue to swipe them away until they are all finished. Despite the way they attack, Floor Tiles are weak and can be shattered with a single blow. However, they do appear in large numbers.

#### Giant Spike Ball ~

=====

Difficulty : Undefeatable

Description : These are giant, circular, yellow spike covered objects. You will find these in certain dungeons throughout Hyrule. They are spring-actioned and will launch themselves out if you walk in front of them. They are easy to avoid as all you need to do is cause it to launch and immediately step back. When it recoils, run through so you don't get hit on the Giant Spike Ball's second run.

#### Ice Beast ~

=====

Difficulty : Medium/Hard

Description : The Ice Beasts are exclusive enemies only to (obviously) the Ice Palace! At first, you will probably have absolutely no idea on how to defeat these creepy crawly creatures but thanks to the help of a Sahasrahla Plate, you should get a big enough clue to help you defeat these Ice Beasts. Yeah, you guessed it, the Fire Rod! These annoying Ice Beasts are only affected with the Fire Rod, nothing else. Shoot a few shots at them to take them out. Thank god they're only limited to one dungeon. :D

#### Jellyfish ~

=====

Difficulty : Medium/Hard

Description : The Jellyfish are pretty easy to describe. They look exactly like jellyfish (you should know what one looks like hopefully). Anyway, these Jellyfish have an unique way of hurting Link. When they are flashing and you hit them with the sword, Link will receive a pretty nasty

shock. Therefore, don't hit them with the sword when they are doing that obviously. The Jellyfish come in two flavors, blue and red. The blue are nothing too special with nothing happening after you defeat them but the red version will split into two smaller Jellyfish which you still have to defeat (they also have the flashy thing).

#### Laser Eye ~

=====

Difficulty : Undefeatable

Description : Laser Eyes have got to be the most annoying traps in the game. Catch them in singles and they aren't too much trouble but try to avoid their lasers while fighting a group of Jellyfish or Octopods. Laser Eyes are similar to the Laser Eye Statues (see below) as they both fire lasers and both have to catch sight of Link before they can fire. If you walk quickly past the Laser Eyes, they won't be able to fire quickly enough to hit you. But you will probably be fighting some annoying enemy while walking past the Laser Eye gaze and that's when Link will probably get toasted. Laser Eyes are completely unaffected by Link's weapons to your luck. =P

#### Laser Eye Statue ~

=====

Difficulty : Undefeatable

Description : These are a common sight throughout some dungeons. The Laser Eye Statue is a green thing that has an eye that rotates 360 degrees. Once it catches sight of Link, it will release a powerful laser similar to the that of a regular Laser Eye. These cannot be defeated so simply get out of their line of fire and you should be fine. The Laser Eye Statues are for the most part, situated in center of the room which gives it a clear shot anywhere it turns.

#### Mad Penguin ~

=====

Difficulty: Medium

Description: These green, "mad" looking penguins are found in the dungeon, Ice Palace. They are capable of sliding along ice and basically, annoy the crap out of you throughout that dungeon. There is one good thing about them however; when you defeat them, they usually drop Magic Vials which is a relief considering the amount of magic you'll be using throughout the Ice Palace.

#### Masked Snake ~

=====

Difficulty : Easy

Description : Masked Snakes are the Cobras of the later dungeons. They are almost the same as the Cobras you saw in the first dungeon except now, they are more powerful and smarter. They will charge you and attempt to surround

you. Don't let them get the best of you and slash at them as they charge at you. If you get cornered, you probably won't get a chance to get out. :P

#### Mimic ~

=====

Difficulty : Easy/Medium

Description : The Mimics are strange enemies indeed. These weird creatures will mimic your every direction. If you move up, they move down. If you move to the left or right, they move to the left or right. There are two versions of Mimics, green and red. The green doesn't do anything other than copy your moves of your but the red Mimic will shoot an unblockable fireball at Link if you are in line. It's easy to defeat the green Mimic but for the red version, I don't suggest just slashing away. Instead, move in without being in line with it so it doesn't shoot fireballs at you and then use the Whirling Blade Attack to take them out.

#### Mini-Dodongo ~

=====

Difficulty : Medium

Description : The Mini-Dodongo were originally from Super Mario World and its spinoffs but it has somehow made its way into this particular Zelda game. The Mini-Dodongo are really fast creatures that aren't very common in many dungeons. They resemble a prehistoric dinosaur and will breathe fire at Link if they catch him in their sight. Avoid their fire breath and move in for the kill. Just remember to get out of the way of the fire and you should be fine.

#### Mini-Moldorm ~

=====

Difficulty : Easy

Description : The Mini-Moldorm are worm-like creatures that resemble the Mountain Tower boss, Moldorm hence the name, Mini-Moldorm. These worms are fast and hyperactive so be careful of them. A few slashes from any sword should do one in. The Mini-Moldorm aren't particularly tough enemies but you should watch out anyway. They seem to move much like Moldorm itself. :)

#### Mouse ~

=====

Difficulty : Very Easy

Description : Mice are sewer dwelling enemies that are very, very easy to defeat. They mostly appear in the first dungeon, Hyrule Castle as well as very rarely appearing in a few other dungeons. They may be fast but they are that easy to defeat. Be careful of them in the unlighted sewers of the first dungeon however, since you can't see them, they might ambush you.

### Octopod ~

=====

Difficulty : Medium/Hard

Description : Octopods are just your standard enemy. They rely on collision to hurt Link and can be killed easily for the most part (only the blue versions). However, when you strike at them with a sword, both you and the Octopods will bounce in opposite directions. This can be annoying especially if you have a pit behind you. Octopods also come in two different colors. Blue and red. Unlike other differentiated enemies, they don't really have any distinguishing difference except that the red is stronger of course.

### Peahat ~

=====

Difficulty : Medium

Description : Peahats are also desert-dwelling creatures similar to the Sandworms. When they pop up in the Desert Palace, they will spin around and attempt to follow Link a little and then dig back into the ground. They are easily avoided so you might as well walk past them instead of frantically trying to hit them like an idiot as they go up and under. These Peahats do come in different colors, but they don't seem to effect anything anyway.

### Red Blob ~

=====

Difficulty : Undefeatable

Description : You will be finding these Red Blobs in the dungeon, Thieves' Town. They are fast moving and to your horror, are undefeatable. Their only way of attacking other than trying to run into you is shooting reddish-pink fireball-like projectiles at Link. They do some damage so do your best to avoid them. You might have some getting through these Red Blobs in Thieves' Town due to the moving floors and all.

### Sandworm ~

=====

Difficulty : Medium

Description : These annoying, sand-dwelling creatures are only found in the Desert Palace. They reside in the ground but when Link is near, they will poke their heads out of the ground and attempt to hurt Link with their sharp pincers. You can be sure when they are about to appear as the sand below them shuffles a bit. You can try to defeat them but I guarantee you will have trouble. Just pass them when they are below the ground to avoid any unnecessary heart loss.

### Skeleton Knight ~

=====

Difficulty : Medium

Description : Once you figure out how to defeat the Skeleton Knights

of the Ice Palace, you should have little to no trouble taking these gigantic human skeletons out. Defeat them by knocking them down first with your sword and then dropping a Bomb where the pile of bones lay. You can still kill them off just by hitting them with the sword but that takes WAY TOO long. Besides, the Skeleton Knights drop a Bomb whenever you defeat them anyway.

Slime ~

=====

Difficulty : Easy

Description : Slimes appear in the Dark World dungeons. They rise up from the ground whenever Link walks over them and follow Link in an attempt to hurt him. These Slimes come in three different flavors. Cherry, Lime, and Banana (red, green, and blue) with the first being the weakest and the last being the strongest. Nevertheless, they are all easy to defeat and hopefully, won't cause you any problems.

Spark ~

=====

Difficulty : Undefeatable

Description : It's kind of hard to describe these Sparks. They are basically, glowing, round objects that usually move around a room or a certain object like a treasure chest or a group of pots. Although there are two different versions, they both are the same thing and do the same amount of damage. And of course, they are completely invincible to any conceivable weapon Link could possibly hold.

Spiked Ball ~

=====

Difficulty : Undefeatable

Description : Spiked Balls are yet another one of the many traps most dungeons hold. Spiked Balls are a common sight throughout the majority of Hyrule's dungeons, both the Light World and the Dark World. They are grayish objects with spikes on all sides. They usually bounce around in rooms where they reside. When you fight the boss, Mothula, there are Spiked Balls in the arena.

Spinner ~

=====

Difficulty : Undefeatable (except to Magic Powder)

Description : Spinners are similar to Sparks except that they don't cover the walls or rotate around treasure chests or whatnot. Instead, they bounce off the walls around the room. They are pretty noticeable as they are pink things that obviously, spin around the room. If you are in need of health, use the Magic Powder and sprinkle some on one of these to get yourself a free fairy and regain health.

Stalfos ~

=====

Difficulty : Easy/Medium/Undefeatable

Description : Stalfoses are a common enemy, not only in a Link to the Past but many other Zelda games as well. Stalfoses are easily recognizable as they are basically walking skeletons. They come in different forms and colors. In one dungeon, you might meet the normal Stalfoses. In another, you might find a red-tinted Stalfoses that will throw bones at you and maybe elsewhere, you will undefeatable Stalfos Skulls that you will have to avoid. You will meet many of these through your quest saving Princess Zelda.

Torpedo Fish ~

=====

Difficulty : Easy

Description : The Torpedo Fish are a Swamp Palace exclusive enemy that's only purpose, is to annoy the \*\*\*\* out of you while running crazily through the waterlogged paths of the Swamp Palace. The Torpedo Fish will fly out of pipes in the wall and will skate across the water. If they touch you, they of course, damage you. The Torpedo Fish are easy to defeat if you know what to look for. Try not to run into one. ;)

Turtle ~

=====

Difficulty : Medium

Description : Before you get yourself the Magic Hammer, these Turtles were originally invincible. However, smack these Turtles with the Magic Hammer and they plop on their back revealing their fleshy underbelly. This is their vulnerable form. Just keep slashing at them with the sword and they will be defeated.

Wall Master ~

=====

Difficulty : Medium

Description : Wall Masters are those giant hands that appear in the later dungeons. They don't physically hurt you but instead, they pick you up and bring you all the way back to the dungeon's entrance. And believe me, you don't want to get back there right before you get to boss's lair. The Wall Masters drop from the ceiling so whenever you see a shadow appear from above, get out of way... please! You can defeat these giant hands but they reappear anyway so don't bother.

Water Blobs ~

=====

Difficulty : Undefeatable

Description : Found exclusively in the Swamp Palace (there may be other locations and if there are, I would like to know), these Water Blobs are for the most part, invincible. And to top that off, they are really pretty annoying. These strange blobs of water will

appear in waters and launch themselves at you. You can be sure when you see one as it's light green in color and invincible. (But then again, did I have to say that again?)

Water Striders ~

=====

Difficulty : Easy

Description : Yeeha! A Lord of the Rings reference in A Link to the Past. No no, these enemies aren't waterlogged versions of Aragorn (although you should have already inferred upon that anyhow). Instead, they are a spider (at least they look like a spider) that "stride" above water. Found in the Dark World's exclusive Swamp Palace, these enemies are incredibly easy to defeat and shouldn't cause you too many problems.

Wizzrobe ~

=====

Difficulty : Medium

Description : I hate these Wizzrobes. They fight like such pansies but they can take Link out through their ability to simply disappear and reappear. You can only damage them if you hit them right after they appear in that split-second they're solid. The Wizzrobes will constantly disappear and reappear and when reappearing, they will fire some form of a magic projectile at you which does damage.

Zombie ~

=====

Difficulty : Hard

Description : Zombies are tough enemies, I admit that. However, if you have the Fire Rod, you can roast them quickly and efficiently. The Zombies don't really have any form of strategy in hurting Link. They are pursuers and will continuously follow Link. Trying to defeat them with a sword will only waste time so don't try it. Fire Rod does it all in this case.

----- 9. Bosses List -----

[9000]

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So you want to defeat a boss but you don't feel like looking for it in the walkthrough. Am I supposed to care? Anyway, here's a listing and strategy for those who don't feel like following the walkthrough and getting the strategies from there.

Mace Knight : Hyrule Castle (1st Pass) ~

=====

The Mace Knight shouldn't really be considered a boss as it doesn't leave behind a Heart Container or drop either a Pendant or Crystal



but it is considered one by many. And since you can't exactly advance through Hyrule Castle without defeating him, well, I'll just consider him a boss.

There's an easy way to defeat this and a harder but "correct" way to defeat him. The correct way basically means moving back when he swings and attacking when his mace has to recoil. This way requires good timing and eye to hand coordination. Keep in mind that the Boomerang also has an effect on him. If you are finding yourself being pummeled constantly, you might want to take another approach. In the cell closest to the door are three pots, you can use these against the Mace Knight. Hit him with two direct hits and he'll fall. It's quite cheap but it's effective.

#### Armos Knights : East Palace ~

=====

Instead of just one boss, you'll be up against six bosses. Luckily, they aren't very hard to defeat and once you understand their strategy, you should have almost no problem at all. As long as you have the Bow & Arrows, they should fall pretty quickly.

The Armos Knights' attacks and strategy are pretty predictable for the most part. They can get into two formations, a circle and a line. When they do get in a circle, get into a corner so they can't hurt you. When they get in a line (horizontal or vertical), you can be sure they are about to charge you. There's no way to avoid this if you haven't defeated any of the Armos Knights. You will have to blow a hole in the line by killing off one Knight.

Each of the Armos Knights takes about three hits with the Bow & Arrows. If you can avoid their strategy, you should have no trouble dwindling their numbers down to just one. When you do, that last one will break formation (there really isn't a formation left now is there?) and start chasing after you. You can still use the Bow & Arrows but the Sword is obviously much more effective in a situation like this. Take the last down with a few strikes.

Note: The Armos Knights also makes their appearance in the final dungeon, Ganon's Tower. The only difference is the addition of the icy floor.

#### Lanmolas : Desert Palace ~

=====

Again, there is not one, but three bosses. The Lanmolas will probably be the toughest enemies you have faced so far but with a bit of trial and error, you should be able to kill them.

These Lanmolas don't actually attempt to attack you but they can spew dirt all over the place. If the dirt touches you, you lose hearts. Not good. However, you can always be sure when a Lanmola is about to pop up because the ground shakes around where it will appear so you can get out of there quickly. As you run around avoiding the worms, try not to run into the dirt that flies everywhere. Oh sure, it sounds silly but there's a pretty high chance you will end up getting hit by the dirt MORE often than the worms themselves.

To kill off these ugly, green worms, you have to hit them in the head. Nothing else. It might be a bit tough as you have no idea of

where a Lanmola will fly before it appears. And to add insult to injury, there's no way to target a specific Lanmola. They all look the same and unless you defeat one in one passing (which is almost impossible), you won't know whether the next one you attack is the same one or not. When you defeat two of the three, the last will fly faster and spew more rubble so beware.

The key here, is not get impatient. Rarely, you should go in all suicidal. Aim for the heads and take well timed shots without pushing your luck.

Note: The Lanmolos also makes their appearance in the final dungeon, Ganon's Tower. The only difference is the addition of a fireball spitting statue in the southwest corner.

#### Moldorm : Mountain Tower ~

=====

Moldorm definitely gets my vote as the most annoying boss. He isn't that tough but the way the arena is built really gets on my nerves. You fight Moldorm on a platform above a giant chasm which means if you get knocked off, you'll have to walk back up the stairs and fight the giant worm all over again.

The key here is Moldorm's tail. That's the only section of his body that can be affected at all with your Sword. However, due to his incredible speed and agility, it might be a bit tough to get back there for a decent strike while avoiding getting pushed into the pit. My suggestion would be to chase Moldorm around the best you can and strike at his tail when you know he isn't about to turn. When he does make a U turn towards you, run quickly. If I repeat this strategy for a while, I can defeat Moldorm easily.

One thing I really don't like is the fact that if you strike a wrong part of Moldorm's body, you're slingshoted back a few feet. There wouldn't be any problem in an enclosed arena but here, it could be the difference between defeating the boss or starting over.

Note: Moldorm also makes his appearance in the final dungeon, Ganon's Tower.

#### Agahnim : Hyrule Castle Tower ~

=====

Once you figure out how to hurt Agahnim, you should have no trouble defeating him. Of all the weaponry, it seems the Bug Catching Net is the only thing that has an effect on Agahnim here.

Agahnim doesn't physically attack you but he sends spells at you. When he isn't attacking, he will be slithering around the room in a black orb which you can't damage. Agahnim has three attacks, the first and most common being a large fireball, the second is a magic blast that explodes into four ricocheting pieces when it hits the wall, and the final would be the devastating lightning attack which can easily be predicted as Agahnim always moves to the middle of the top wall. When Agahnim is about to use that attack, retreat to the corners closest to Agahnim to avoid getting hit by the bolts.

Now that you know how to avoid his attacks, we'll need to do some damage. You can't affect Agahnim with your Master Sword, Bow &

Arrows, Bombs, or any other weapon you might have though would be effective. Instead, whip out the Bug Catching Net. You won't be attacking Agahnim, but reflecting his fireballs back at him. When he shoots that orange ball, try to time the swing correctly and whap it back at him. You can also hit the magic blast spell but that won't hurt him. After reflecting six fireballs or so, Agahnim will escape.

Note: Agahnim hasn't been defeated just yet. You'll be facing him again at the end of Ganon's Tower except he'll have two shadow forms of him also firing fireballs which will definitely make the battle much harder. Again, reflect his fireballs back at the SOLID form to damage Agahnim himself.

Note: Tan Yi Xuan states that instead of using the Bug Catching Net during the final battle, you can still reflect his spells with the Master/Tempered/Golden Sword.

Helmasaur King : Dark Palace ~

=====

The Helmasaur King sure looks badass and a bit intimidating at first but once you get the ball rolling, he should be much easier to defeat.

This giant behemoth has two main attacks that he can hurt you with other than collision. The first is easy to avoid. He sends out a single fireball which then split into three and those three split into three once more which (if you do the math,  $1 \times 3 \times 3$ ), equals 9 fireballs flying around the room. You should be able to avoid the fireballs altogether. His second which is much more unpredictable is the infamous "tail strike." The Helmasaur King will lash out its tail in an attempt to knock you off your feet. The safest way to avoid that would be to stand on the sides of the boss. If you stand really close to the Helmasaur's face, you won't get hit by it either but that's pretty risky and if the Helmasaur King decides to charge, you're screwed.

To defeat the Helmasaur King, you will need to smack its mask constantly with the Magic Hammer. And believe me, that is really easier said than done as you'll have to stand directly in front of it while avoid the fireballs and his tail whip. The key is to chip off pieces of his mask with the Magic Hammer until it falls off completely making his face vulnerable. Now, get out your Bow & Arrows and shoot them into the green jewel above his eyes. After a few blows, the Helmasaur King will be defeated.

Note: Vincent Denyft has this to add. Instead of hitting the Helmasaur King with the Magic Hammer, you can place three Bombs to knock off his helmet. A great alternative to destroy his helmet easily.

Arrghus : Swamp Palace ~

=====

Arrghus is indeed a strange boss and he's very easy to defeat which is all I care about. Arrghus is basically a giant eyeball/jellyfish creature who is surrounded by a bunch of McNuggets (yes, I call them McNuggets). Get your Hookshot ready.

Arrghus's only mean of attacking you is letting his McNuggets fly off his body and circle around him. If Link is standing too close

(which you shouldn't be), the McNuggets will hit him for some damage. Other than floating around, Arrghus doesn't do anything else to hurt you really. Just remember to stand far away as the McNuggets detach themselves from their master.

To defeat this giant eyeball, use the Hookshot to pull off one of the McNuggets. While it's white, slash at it with the Master Sword to destroy. Keep in mind that it will attempt to return to Arrghus so you will have to be quick with your strikes. Repeat this until you have killed every McNugget. Now Arrghus gets pissed off and starts jumping around and bouncing off the walls. Aim for his eye and smack it a few times with the Master Sword to put him down for good.

Useless Trivia: Argus (not Arrghus) is the name of a creature in Greek mythology famous for its many eyes. It was said to be able to see in every direction at once. Well, at least now we know where the name came from. >\_>

Mothula : Skull Woods ~

=====

My god, the spikes and moving floor in Mothula's lair are really, really annoying. You'll have to work pretty hard to avoid the moving spikes while avoiding Mothula himself as well. However, try to put more emphasis in avoiding the floor than Mothula himself as he doesn't do that much anyway.

Mothula is a strange, flying creature who shoots orange rings at you. If they touch you, they (duh) hurt you. They are easy to avoid and Mothula doesn't have any other attacks than collision of course. To defeat this winged demon, equip the Fire Rod and begin firing like there's no tomorrow. After a few (eight to be exact) hits, Mothula will finally go down. If at any point in the battle, you run out of magic, you can simply take it down with hits from your Master Sword. Beware, it takes a lot more so don't use it as an alternative, only when you have no other choice.

Blind the Thief : Thieves' Town ~

=====

Before you fight Blind the Thief, you have to make sure that you bombed the floor to create a puddle of light on the floor as well as having the lost girl with you. When you step in the light, the girl screams. If you remember Blind's Hideout in Kakariko Village, the man there said that Blind hated bright light. The woman transforms into the boss, Blind the Thief.

Before you can go on and start slashing at Blind, you'll have to understand his attack. His only means of hurting Link is a shooting him with a laser-like blast. They cut away hearts quickly so avoid them the best you can. To hurt Blind, you have to run up to him and slash him with your sword. Hit him three times and his body will become limp and his head comes flying off (?). Blind's head will fly around the room shooting fireballs at you. You can't defeat it so don't even try. Wait until Blind rises up and then start slashing at him against three times while still avoiding the flying head. His body will limp again and another head will come flying off (??). Avoid both of his heads (???) and concentrate on hitting Blind three more times to spell end to him.

You'll just have to keep slashing at it. Getting in close will be hard at times as you'll need to avoid his laser beam. If possible, only strike in-between those to lower the risk of getting hit and losing many precious hearts.

#### Kholdstare : Ice Palace ~

=====

Kholdstare, the great boss of Ice Palace is basically a giant, white eyeball imbedded in a giant chunk of ice. The arena itself is rather dangerous. Large pieces of ice will fall from the ceiling. To avoid them, you'll have to watch for a shadow and move out of the way before the frozen water smacks poor Link.

At first, Kholdstare does nothing really. Whip out your Fire Rod (you sure are using this weapon a lot against bosses) and begin shooting fire at Kholdstare's current form. If it weren't for the falling chunks of ice, this would be a piece of cake. However, you will need to do a bit more moving around than you would have thought. This part of the fight should not be too difficult. When you shot at Kholdstare enough, the ice will melt away and suddenly, three eyeballs will start ricocheting around the room. Take cover while you can!

The three eyeballs can be defeated with both the Fire Rod or the Master Sword (of course, you should have the Tempered Sword by then). Whatever you do, don't let the eyeballs back you into a corner, instead use that strategy against them. Back them into a corner and the eyeball will be helpless. It isn't all that easy however, you still have to avoid those dang ice chunks. For every eyeball you kill off, the boss fight will become that much easier. Continue slashing or shooting until the last one is down for the count.

#### Vitreous : Misery Mire ~

=====

Vitreous is a rather strange boss. It's basically a giant eyeball lying in a giant pile of some gooey crap. Accompanying it are a number of smaller eyeballs. Be sure not to step in the goo right now as it will hurt you.

At first, Vitreous will send his small eyeballs at you. Each one takes quite a few hits from your sword. However, Vitreous won't wait for you to finish with each of his eyeballs, he is perfectly capable of sending another one no matter. Try not to get overwhelmed and avoid getting backed up into a corner. While you're fighting off Vitreous's eyeballs, the giant eyeball itself will occasionally send a lightning attack you similar to the one that Agahnim uses. You can easily predict when it's about to use it as it looks left and right. That should tell you to move into either of the four corners and avoid the lightning.

When you destroy every eyeball (which should be quite a task) except for exactly four, Vitreous itself will hop off its eyeball throne and chase after you. Obviously, Vitreous is using this as a last resort. The battle from that point on will be easy. Simply avoid it and slash at it with your sword. After a number of slashes, Vitreous will die... finally.

## Trinexx : Turtle Rock ~

=====

Trinexx is the coolest boss in this game hands down. I mean, how can you deny a turtle... with three heads? One of them is based on the element of fire and will send fire at you. The other is based on the element of ice and is capable of freezing the ground.

It doesn't matter which of the two side heads you destroy first. I would suggest the ice head first as it freezes the ground permanently and the faster you kill it off, the less you'll be annoyed later. To destroy the ice head, take out the Fire Rod and start shooting a fireball at it. The head will freeze. Run in and slash at it three times to take it out. If you don't get the three hits in, you might need to immobilize it again. Now, onto the fire head.

To defeat the fire head, you basically do the same thing you did with the ice head except we are using the Ice Rod this time. Shoot an ice shot at it to freeze it. Then run in and slash at it three times like you did before. Again, if you don't get the three hits in, you will need to immobilize it all over again and slash it as many times as you can. As you kill off the second head, the final head will turn into a worm-like creature and start slithering around the room. Your target is the orange-colored part in the middle of Trinexx. Avoid him as he slithers around and slash at the orange-colored thingy with your sword until the Trinexx falls.

## Ganon : Ganon's Tower ~

=====

Upon defeating the pesky Agahnim for the second time (read the "Note" in the Agahnim strategy for Hyrule Castle for strategy upon defeating Agahnim), Ganon will rise up from his dead body and fly off. Link will summon the white bird and you'll fly to the Pyramid of Power, where a gaping hole is in front of you. Jump down and prepare yourself for the final battle...

At first, Ganon will just throw around his trident which acts just like a boomerang. This is the easiest part of battle so take advantage of it and hit Ganon as MANY times as you can as of now. Shortly after, Ganon will begin summoning fireballs that encircle him. Try to avoid these the best you can and continue concentrating on hitting Ganon. Don't get frustrated just yet. As you round up on hits, Ganon will begin to use new attacks as the fire bats that will encircle him while leaving behind a trail of fire. Stepping into them or hitting the bats will do terrible damage. Concentrate on hitting the behemoth continually.

Ganon will also jump up and down occasionally, bringing down the sides of the arena which will greatly reduce your playing field. Try not to fall down as you will land out of the battle and will have to start it all over again. Ganon will teleport around the room and you can't damage him that way. Wait until he attacks and then begin hacking away. If you are low on hearts, use a Medicine of Life or Cure-All Medicine to replenish.

After hitting Ganon many, many times, he will speak about the secret technique of darkness. After this, the room will dim and Ganon will disappear but he will still attack you. Now, take a Lamp or your Fire Rod and light the two lanterns in the two south corners to reveal

Ganon. Now, take this short period of time to find Ganon and slash at him like hell with the Golden Sword. He'll turn blue. Immediately get out your Bow & Arrows and shoot some into him. Repeat this four times to defeat Ganon and save all of Hyrule.

=====  
---- 10. Dungeons of Hyrule ---- [10000]  
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Below is a list of every area that would be considered a dungeon. A dungeon is basically any building or area that is required to advance in the game as well usually containing 10+ rooms. For example, Kakariko Village is required to advance in the game but it doesn't have more than one room. It is considered Overworld because it is outside of the dungeons. Every dungeon (except the Hyrule Castle Tower) has a major reward at the end being either a Crystal, or Pendant.

-----  
10.1. Light World [10100]  
-----

Hyrule Castle (1st Pass) ~  
=====

Difficulty : Very Easy

Boss : Mace Knight

Major Reward/s : Princess Zelda

Description : The first dungeon is small, simple, and very easy to get through... compared to the others at least. The enemies throughout this dungeon are easy to defeat and include some Knights, Bats, Cobras, and Mice. In fact, for about half of the dungeon, you will be relying on Princess Zelda to help you navigate the area. The dungeon ends at the Sanctuary where you can open a chest to get a Heart Container.

East Palace ~  
=====

Difficulty : Easy

Boss : Armos Knights

Major Reward/s : Bow & Arrows, Pendant of Courage

Description : The East Palace is obviously, in the eastern section of Hyrule right by Sahasrahla hut. The dungeon itself, is only two floors and is fairly easy. However, there is a major size difference (much, much larger) between the East Palace and the Hyrule Castle. You will also be meeting new enemies that will become common in the future including Cyclopes (both the Green and Red variety) as well as the skeletal Stalfoses. Here, you will find the Pendant of Courage as well as the Bow & Arrows, a valuable weapon. The layout is easy and if you do get stuck here, don't expect the rest of the game to be easy.

Desert Palace ~  
=====

Difficulty : Medium

Boss : Lanmolas

Major Reward/s : Power Glove, Pendant of Power

Description : As you continue in the game, the dungeons seem to get more and more complex. The Desert Palace is no exception. It's very easy to get lost and confused as now, there are many rooms that are dead ends or traps which means you'll have to watch your step. Also, the enemies are much more difficult to defeat. Some of the new faces you will be seeing around are Peahats, and Sandworms (which you only see in this dungeon, nowhere else), and the invincible Laser Eye Statues which will blast you with a laser beam when the eye locks on to poor Link. The Power Glove is required to get through part of the dungeon so if you don't get that, you won't continue. The Lanmolas are much harder than any other boss you've fought before so take caution.

Mountain Tower ~

=====

Difficulty : Medium

Boss : Moldorm

Major Reward/s : Moon Pearl, Pendant of Wisdom

Description : Although Mountain Tower (The Tower of Hera in the SNES version) is a whopping six stories high, it's not that difficult. Each floor is small and usually consists of one, two, or three rooms. Here, you will find the Moon Pearl, an artifact that allows you to keep your shape in the Dark World (remember when you'd turn into a bunny?). The red/blue orb comes into play in this dungeon too. An extra puzzle to add to the frustration level. You'll be meeting Octopods and the dreaded Flying Tiles. The most annoying part of this dungeon has got to be its boss, Moldorm. Read the description on it to see why. >\_>

Hyrule Castle (2nd Pass) ~

=====

Difficulty : Medium

Boss : Agahnim

Major Reward/s : [none]

Description : The second pass through Hyrule Castle is no pushover unlike the first time. This time, you'll be venturing up the castle tower which is whopping seven floors! Like Mountain Tower however, the floors are small but you will still probably get some opposition. The enemies are almost all different versions of Knights (which makes sense). There are many darkened rooms in this dungeon. Keep that in mind. When you defeat Agahnim, he'll transport you to the Dark World atop the Pyramid of Power.

Dark Palace ~



=====

Difficulty : Slightly Hard

Boss : Helmasaur King

Major Reward/s : Magic Hammer, First Crystal

Description : As you enter the first dungeon of the Dark World, you might notice that these dungeons are more complex, and you get more frustrated. Well, that's life and you have no choice right? The difficulty skyrockets by a lot. In this dungeon, you'll be finding yourself walking through 25+ rooms. The enemies are no longer pushovers especially the new Green/Red Mimics and Blue/Red Jellyfish. The Magic Hammer is this dungeon's prize but it might take you quite a while to get to it. At least now it actually takes a brain to get through the dungeon.

Swamp Palace ~

=====

Difficulty : Hard

Boss : Arrghus

Major Reward/s : Second Crystal

Description : Take the previous dungeon, add a few more puzzles, extra frustration, new enemies, and a hell amount of water, and what do you know, you have Swamp Palace! Anyway, that's what it basically is, water. Swamp Palace is a lot more complex than the previous dungeons and at one point, you have to warp back to the Light World to release some water to continue. There are some water-based enemies here that you won't see anywhere else such as Water Bugs and Torpedo Fish. The boss, Arrghus is pretty easy after going through the hell we call Swamp Palace. But, the game is about to get that much harder.

Skull Woods ~

=====

Difficulty : Hard/Very Hard

Boss : Mothula

Major Reward/s : Fire Rod, Third Crystal

Description : Although it may look like it, Skull Woods is not that much harder than the Swamp Palace. Like the previous dungeon, you'll be going back and forth but at times, you'll also be going back and forth between different entrances. However, Skull Woods is a relatively small dungeon luckily but many of the rooms are blocked off or inaccessible at first which forces to find another entrance constantly. Also, there is a new enemy you might want to be aware of called the Wall Master. It's really just a giant hand that falls from the ceiling. If it catches you, it's back to the beginning for you. Be sure to pick up the Fire Rod, it'll become very important, especially later in the game. Now, if you can't get through the Skull Woods, the smart thing to do would be to follow my walkthrough right? That's what it's there for.

### Thieves' Town ~

=====

Difficulty : Slightly Hard

Boss : Blind the Thief

Major Reward/s : Titan's Mitt, Fourth Crystal

Description : Oh, after the hell that was Skull Woods, you get yourself something a bit more lenient. All you really have to do is walk around a lot and bomb a few walls. In fact, the frustration level and difficulty can be comparable to that of the Dark Palace. Except for a few more rooms, the two are virtually the same. The only extra here is that you'll have to lead a lost girl (who's really Blind the Thief, the boss) through the dungeon. I guess Nintendo thought that would be hard but apparently, it was just way too easy. You'll be meeting a new enemy, the Dragonmen. If you do get annoyed or lost, just remember, at least you don't have to go back and forth and through different entrances (ahem, Skull Woods anyone?).

### Ice Palace ~

=====

Difficulty : Hard

Boss : Kholdstare

Major Reward/s : Blue Mail, Fifth Crystal

Description : In the SNES version of A Link to the Past, you originally had to push an object on top of a switch from a higher level into a pit. Luckily, Nintendo got a bit more lenient on us. They removed it altogether which lowers the tedium of this dungeon greatly. Anyway, Ice Palace is a lot more easier but it's still quite hard to get through. For the most part, you will be sliding on a lot of ice as well as meeting Ice Beasts which can only be slayed with the Fire Rod as well as Green Penguins. These two enemies can only be found in the Ice Palace so make your greeting while you can. Be sure to pick up the Blue Mail (it cuts enemy damage in half).

### Misery Mire ~

=====

Difficulty : Hard

Boss : Vitreous

Major Reward/s : Cane of Somaria, Sixth Crystal

Description : Misery Mire may be a long dungeon (30+ rooms) but it's not as hard as the annoying Skull Woods. No need to go outside, activate a switch (a la Swamp Palace), or backtrack too much. However, what is emphasized in Misery Mire greatly are the enemies and traps. There are Laser Eye Statues, Spikes, and Fireball Statues everywhere. Along with that, you will be making your acquaintances with Giant Spike Balls, Wizzrobes, and a number of Flying Tiles. You might get killed more often than you'd like here but hey, at least the dungeon isn't a giant puzzle. Remember to pick up the Cane of Somaria, it's VERY important. Look at Turtle Rock and you'll see why.

Turtle Rock ~

=====

Difficulty : Very Hard

Boss : Trinexx

Major Reward/s : Mirror Shield, Seventh Crystal

Description : Well, here we are, Turtle Rock, the location of the last Crystal. Turtle Rock is pretty much the hardest dungeon you've come across. If you walked past Misery Mire thinking this would be a pushover, I hate to disappoint you. Anyway, there are a few things you should be aware of before entering the dungeon. First of all, Turtle Rock is full of Somaria paths which means that you may be using that walking stick more often than you'd probably like. Turtle Rock is basically a giant puzzle and maze (with emphasis on that). Also, magic is a biggie here. Not only will you need the obvious, Cane of Somaria, you'll be using the Fire Rod and Ice Rod against the level boss. Therefore, a Medicine of Magic is almost a must here if you want to get anywhere. Without using a walkthrough, you will be stuck here for a while. And the boss, Trinexx is no pushover either. Good luck, you will definitely be needing it.

Ganon's Tower ~

=====

Difficulty : Extremely Hard

Boss : Armos Knights/Lanmolas/Moldorm/Agahnim/Ganon

Major Reward/s : Red Mail, The Triforce

Description : Ganon's Tower, the final stop before the final battle with Ganon himself. If you came here thinking that it simply could not get any tougher, you're about to get proved wrong, big time. Before you even enter the last dungeon, you should have every weapon, everything you possibly could get. The dungeon itself is large, with many rooms. The Wall Masters' will make their appearances here. However, you will need to avoid them completely to avoid losing all track in the dungeon. Also, if you look at the Bosses in this dungeon, you'll notice you'll be fighting all the bosses from the Light World as well as Agahnim once again. But, if you keep at it, you'll eventually get through it... With MAJOR emphasis on eventually.

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---- 11. Shops List ----

[11000]

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You need to pick up some items, go to these quality locations where you can buy what you need. And before anyone asks, you can't buy another shield. Why it's in some stores, I don't know.

Kakariko Village Shop ~

=====

Location : It's a little bit southeast of where the blue-capped boy

stood at one point in the southwest corner of Kakariko Village.

Sells : Medicine of Life (150 rupees)  
Heart (10 rupees)  
10 Bombs (50 rupees)

#### Magic Shop ~

=====

Location : It's a bit north of Sahasrahla's hideout and East Palace.  
If you're going to the Waterfall of Wishing, you'll pass it.

Sells : Medicine of Life (120 rupees)  
Medicine of Magic (60 rupees)  
Cure-All Medicine (160 rupees)

#### Lake Hylia Shop ~

=====

Location : It's right next to Lake Hylia, on the upper-westernish side.

Sells : Medicine of Life (150 rupees)  
Heart (10 rupees)  
10 Bombs (50 rupees)

#### East Dark World Shop ~

=====

Location : It's right where the Magic Shop in the Light World would be. North of the Dark Palace.

Sells : Medicine of Life (150 rupees)  
Shield (50 rupees)  
10 Bombs (50 rupees)

#### Lake of Ill Omen Shop ~

=====

Location : It's right where the Lake Hylia Shop in the Light World would be in the northwestern corner of the Dark Version of Lake Hylia Shop.

Sells : Medicine of Life (150 rupees)  
Shield (50 rupees)  
10 bombs (50 rupees)

#### Village of Outcasts Shop ~

=====

Location : The Village of Outcasts Shop is in the Dark World version of Kakariko Village (which is the Village of Outcasts).  
It is in the southeast corner.

Sells : Medicine of Life (150 rupees)  
Shield (50 rupees)  
10 Bombs (50 rupees)

#### Fairy Shop ~

=====

Location : The Fairy Shop can be found in Village of Outcasts right in the center-southernish area.

Sells : Bee (8 rupees)

Golden Bee (Can't Get)  
Fairy (77 rupees)

Bomb Shop ~

=====

Location : Your house in the Dark World is the Bomb Shop. It's kind  
of in the center of map.

Sells : 30 Bombs (100 rupees)

Super Bomb ~ only available after Misery Mire (100 rupees)

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---- 12. Heart Piece Locations ----

[12000]

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Heart Pieces are an optional quest of Zelda: LttP. Collecting all 24 of these Pieces of Heart will get you six extra heart containers not counting the containers you get for defeating bosses. If you do the math, that means you get an extra container for every four pieces you collect. I strongly suggest you pick up every one of them.

I describe the Heart Piece Locations in full detail in the walkthrough but if you are too lazy to look there for yourself, here's a list of everyone of them and directions on how to get them.

By the way, the requirements I give only are the immediate items you should have if you are trying to reach them. We all know you need a Power Glove to reach Death Mountain for example but if you don't need to anything to actually get to the Heart Piece itself, I'll put [none].

Heart Piece #1 ~

=====

World : Light World

Location : Kakariko Village

Requirement/s : 1x Bomb

Directions : In Kakariko Village, head to the northwest corner of Kakariko Village. There is a pit by a cave. Head to the upper ledge and drop off the ledge into the hole. There are chests here with some goodies. Now, examine the north wall and bomb the crack you see. Head north and open the chest for your first Piece of Heart.

Heart Piece #2 ~

=====

World : Light World

Location : Kakariko Village

Requirement/s : 1x Bomb

Directions : Head to the green-roofed building (Blind's Hideout) and descend the stairs into the room where you originally had to push the blocks around to get at the rupees inside the chest. Inspect the north wall and bomb a hole in it. Go through and open the chest at the end for a Piece of Heart.

Heart Piece #3 ~

=====

World : Light World

Location : Lost Woods

Requirement/s : [none]

Directions : This is a simple one to get. Start by heading into the Lost Woods (the entrance is north of Kakariko Village). Now, continue to head north until you reach a tree trunk with an entrance in it. Pass that and avert your eyes to the 3x3 bush cluster. This is way too obvious. Cut down the center bush to reveal a pit. Drop down and pick up another Heart Piece.

Heart Piece #4 ~

=====

World : Light World

Location : South of Kakariko Village

Requirement/s : 1x Bomb

Directions : If you head a little south of the village, you'll come across a few houses and buildings. One of them contains a man who claims that he's feuding with his brother and has sealed the west door. Apparently, he has not sealed it well enough as a simple Bomb will take it down just like that. The other brother is in this room but he's of no importance. Exit and talk to the woman nearby. You will need to complete her race within 15 seconds to get a prize which is very well, the fourth Piece of Heart.

Heart Piece #5 ~

=====

World : Light World

Location : Marsh-Like Area South of Link's House

Requirement/s : [none]

Directions : This one's easy. From Link's House, head south two screens and then west one screen. You should reach a large, white, building. If you don't see it immediately, it's probably south of you. Anyway, enter the building to reach some blocks ahead of you. Push the center one north and then either the left or right to the left or right (depending on which one you're pushing). Continue (the chest is inaccessible as of now but you can get it later by pushing the blocks a different direction) and you should come across two switches embedded on the wall. Pulling the left one causes Bombs to drop from the ceiling so don't do that. Instead, pull the right one to make the water run out. Go back outside and your fifth Piece of Heart is right there waiting for you.

Heart Piece #6 ~

=====

World : Light World

Location : West of Sanctuary

Requirement/s : Pegasus Shoes

Directions : When Sahasrahla gives you your Pegasus Shoes after passing the East Palace, you can head to the Sanctuary to get yet another Piece of Heart. Head west of it until you reach an elevated plateau. Climb up and take careful note of the cluster of five rocks. Dash straight into

to smash them into little pieces (fun isn't it?) and to reveal a secret staircase. Head down and open the chest at the north end to reveal a Piece of Heart.

#### Heart Piece #7 ~

=====

World : Light World

Location : Desert of Mystery

Requirement/s : 1x Bomb

Directions : Once you get to the Desert of Mystery, you should get this immediately. When you enter the area, head north until you can't go any further. Then start moving east and you should soon reach a cave in the wall. Enter, and continue all the way until you reach a dead end. Now examine the south wall and bomb the crack you find. Go in, open the chest, and collect a Heart Piece.

#### Heart Piece #8 ~

=====

World : Light World

Location : Desert of Mystery

Requirement/s : [none]

Directions : I strongly suggest you pick this up while embarking through the Desert of Mystery dungeon. I haven't memorized the directions through the dungeon to the door leading to the Heart Piece but if you read the Desert of Mystery walkthrough, you'll find it there. Anyway, you need to find a door from the dungeon leading out to a ledge which holds the eighth Piece of Heart.

#### Heart Piece #9 ~

=====

World : Light World

Location : North/Northwest of East Palace

Requirement/s : Flippers

Directions : This Heart Piece should be picked up after getting the 500 rupee Flippers from that large Zora dude. Anyway, from that point, start moving directly south until you reach a water. Go over it to land in the next section of water. Continue to advance south until you reach two more waterfalls side by side. Instead of riding over them like we just did, head west until you reach grass again. Keep going in this direction until you reach the Piece of Heart.

#### Heart Piece #10 ~

=====

World : Light World

Location : Death Mountain

Requirement/s : [none]

Directions : This isn't a very obvious Heart Piece here. When you get to Death Mountain and pass the old man, you should be traveling up and then west (assuming you follow the walkthrough). There, you will find a cave that's supposedly leading back to Kakariko Village and a long flight of stairs going up. Head up and then east. As you

advance, you should notice a small ledge and visible cave below it. Bypass it (unless you want to fairies in it) and you should reach a cave with two large ledges in front of it. Now, stand as far right as you can on the left ledge (you can line yourself up by walking into the left side of the tree-like thing in front of the cave and going straight south. If you did it correctly, you will land on a ledge with a cave. Enter and head all the way to the south where a Sahasrahla Plate resides as well as a Piece of Heart sitting there, plain as day. Phew...

Heart Piece #11 ~

=====

World : Light World

Location : Death Mountain

Requirement/s : Magic Mirror

Directions : You can get this Heart Piece right after getting the Magic Mirror from the old man. In fact, you should be collecting this as you head to Mountain Tower. Head all the way to the top of Death Mountain and then advance all the way east. You should reach a peculiar pattern of rocks with a blue warp in the center. Step in to be transported to the Dark World. Link will turn into a bunny (assuming you don't have the Moon Pearl yet) and won't be able to attack. Head east a little and pass the pumpkin-headed creature kicking around a pink ball. Now, take careful note of the north wall. There are two circles on the ground. Step on the east one and use the Magic Mirror to get back to the Light World and on top of Spectacle Rock (or as Sahasrahla refers it as) with the Heart Piece right next to you. If you jump off the north ledge, you'll be at Mountain Tower.

Heart Piece #12 ~

=====

World : Dark World

Location : Pyramid of Power

Requirement/s : [none]

Directions : Upon defeating Agahnim, you'll be transported to the Pyramid of Power (which is where the Hyrule Castle sits) in the Dark World. Head down the large staircase in front of you and then head down the east staircase. There will be two ledges in front of you. Fall down the eastern-most one and head east and north continuing until you finally reach the Heart Piece.

Heart Piece #13 ~

=====

World : Light World

Location : Near Lumberjack's House

Requirement/s : Agahnim's Defeat

Directions : This is easy to get. Transport back to the Light World and head to the lumberjacks' house (north of Kakariko Village by the entrance to Death Mountain). Near their house is a tree with lighter green leaves than the other trees. If the lumberjacks are cutting the tree right



now, that means you didn't defeat Agahnim at Hyrule Castle. If there's no lumberjacks around, dash into the tree to blow off the top. Descend the stairs to an underground cave. The Heart Piece is in this area as well as a number of fairies.

#### Heart Piece #14 ~

=====

World : Light World  
Location : Island on Lake Hylia  
Requirement/s : Flippers, Magic Mirror  
Directions : To get this Heart Piece, you have to head south from 3x3 row of pegs that you had to knock down with the Magic Hammer to the Lake of Ill Omen (Dark World Lake Hylia). Along the way, you should come across a gap south of Dark World Lake of Ill Omen Shop. Jump off and swim around a little bit to the northeast until you find a circle of rocks. Swim to the center of it where there are shallows. Take out your Magic Mirror and use it to warp back to the Light World. You'll find yourself on a tiny island with a Shocker and a Piece of Heart. Pick it up and step back into the warp.

#### Heart Piece #15 ~

=====

World : Dark World  
Location : South of the Village of Outcasts Where Heart Piece #4 was  
Requirement/s : Shovel (the guy gives you one anyway)  
Directions : Do you remember where you got Heart Piece #4? At the house with the two fighting brothers? Well, head over there. A little to the west of the house is a strange creature standing in front of the opening to a large fenced area. Talk to him and he'll let you keep whatever you dig up for 30 seconds. He'll also let you borrow a Shovel. Now, start digging frantically as many holes as you can. It might take a while but the Heart Piece is under one of those holes. It's in a different location every time so it might take you a few tries to find it. Good luck!

#### Heart Piece #16 ~

=====

World : Light World  
Location : Desert of Mystery  
Requirement/s : Magic Mirror, Power Glove  
Directions : If you start at the Bomb Shop and head kind of southwest towards an area by the Desert of Mystery, you should reach a circle of bushes. It is too obvious to pass up. Step into the circle of bushes and use the Magic Mirror to warp back to the Light World on a plateau near the Desert of Mystery. North of you is a cave. Enter it and head north a little. The 16th Piece of Heart is behind some pots you need to smash.

#### Heart Piece #17 ~

=====

World : Dark World

Location : East of the Village of Outcasts

Requirement/s : Titan's Mitt, Magic Hammer

Directions : This one isn't that complicated to get. Thank god!

Anyway, begin by heading to the Village of Outcasts.

Do you remember where the blacksmiths' house was in the Light World? You know, where you got your sword tempered? Well, start heading to that area but you will be blocked off by two large rocks that you couldn't pick up before (assuming you already tried too). Now that you have the Titan's Mitt, you can pick them up the same way as the Power Glove can. Go through and start smashing every purple peg you see with the Magic Hammer. When you are finished smashing them, a secret passageway will appear to the south. Go through to reach an underground room with a Piece of Heart sitting right there.

Heart Piece #18 ~

=====

World : Light World

Location : East of the Sanctuary

Requirement/s : 1x Bomb, Magic Mirror, Titan's Mitt, Pegasus Shoes

Directions : East of the Sanctuary is a graveyard like area. Go there in the Dark World and work your way through the area all the way to the northeast corner. Pick up the rocks with the Titan's Mitt and continue through. There's a plateau nearby that you can walk up to. Get on it and use the Magic Mirror to warp to the Light World to get on top of a plateau. Go through and pick up all the pots. Bomb the north wall to reach a Piece of Heart.

Heart Piece #19 ~

=====

World : Dark World

Location : Entrance to Death Mountain in Dark World

Requirement/s : Magic Cape

Directions : While in the Dark World, head to where you will find the entrance to Death Mountain in the Light World. Go through the cave (after lifting a giant rock). Continue through until you reach a pit. Use the Hookshot on the skulls on the opposite side to get across. Now you have a large blue bouncer in front of you. If you step into it, you'll be pushed back. Instead of bouncing back and forth, equip your Magic Cape and walk across it. The door shortly ahead leads to the Heart Piece on top of a ledge.

Heart Piece #20 ~

=====

World : Dark World

Location : Village of Outcasts

Requirement/s : [none]

Directions : First off, head to the Village of Outcasts. Now, around the western area of the town, you will find a house with a engraved chest above it. Enter and talk to the little creature. He'll let you open two chests and will let you keep whatever is in them. Accept and keep on opening

chests until you get it. Depending on your luck, this could really take a while but keep at it until you find it.

Heart Piece #21 ~

=====

World : Dark World

Location : Swamp of Misery

Requirement/s : [none]

Directions : If you search along the west wall of the Swamp of Misery, you will find a strange structure that appears to have yellow eyes and the mouth being the doorway. Enter it and continue through the room with the sparks. Now, there are gray blocks surrounding two chests. Use your brain and move them around (in the walkthrough, I provide directions) until you have access to the right one. Open it for a Piece of Heart. And for the record, the other chest contains a red rupee which equals 20 rupees.

Heart Piece #22 ~

=====

World : Light World

Location : Desert of Mystery

Requirement/s : Magic Mirror, Power Glove

Directions : This Heart Piece is also found around the Swamp of Misery/Desert of Mystery. From the Swamp of Misery, head to the northwest corner of the area where there is kind of a niche in the wall. It's pretty obvious as it protrudes greatly against the east wall. Stand as far into it as you can and use the Magic Mirror to warp to Light World in the Desert of Mystery on a ledge. Lift up the large rock next to you and descend the stairs. Head north a bit and you'll be faced with a number of blocks with the Heart Piece on the other side. Now, use your brain and move the blocks the best you can. If you can't get it no matter how hard you try, refer to the walkthrough.

Heart Piece #23 ~

=====

World : Light World

Location : Death Mountain

Requirement/s : 2x Bombs, Power Glove, Ether Medallion, Magic Mirror

Directions : The 23rd Heart Piece, we're getting pretty close to that 24 mark. Anyway, you should get this Piece of Heart on your way to Turtle Rock. When you appear at the turtle head, instead of entering Turtle Rock, head west. You'll see a large rock. Lift it up to reveal a staircase. Now, just head north until the path seems to stop directly in front of you. This is the signal to use the Ether Medallion. As the effect takes place, you notice that the path really does stretch out further. So walk carefully along the invisible path using the Ether Medallion for help at times. Soon, you will reach a seeable path again. Examine the north wall for cracks and bomb a hole. Go through and you'll find yourself in a "+" shaped room. Bomb the west wall to reach another

room. Now you can exit through the south door and you'll find yourself on a plateau high above the ground. Now, you'll notice that I put "Light World" instead of "Dark World" at the top. Aha, use the Magic Mirror and the 23rd Heart Piece will be right next to you!

#### Heart Piece #24 ~

=====

World : Dark World

Location : Turtle Rock

Requirement/s : Magic Hammer, Bow & Arrows, Magic Mirror

Directions : To get this final Heart Piece, you need to be inside Turtle Rock and then come outside. Since I can't exactly recap it all right here, I'll suggest you read the walkthrough and the area where I describe Heart Piece #24 in more detail. What you have to do is get on a ledge outside of Turtle Rock and use the Magic Mirror to warp to the Light World. Continue east and enter the door. Defeat every Cyclopes and smash the bouncing pink pegs. The door to the north should be open if you killed every Cyclopes in the room so continue to get the Heart Piece. Again, I plead with you to check the walkthrough.

=====

#### ---- 13. Secrets and Easter Eggs ----

[13000]

=====

There are many extras you can find in A Link to the Past that just didn't fit in the walkthrough or anywhere else. Some of these are really cool while others are just stuff that you come across through the game and pass by without much interest. Take a look, there might be something here you never knew about. If you feel I've forgotten anything, submit your own.

I will give each secret a 1-5 star rating depending on the fun factor of the easter egg or the usefulness.

#### Talking Trees ~

=====

This is kind of useless game-wise but it's interesting nonetheless. Some of the trees in the Dark World appear to have faces with a long nose. Walk up to them and press A as if you were interacting with a real person. Sometimes, they'll get pissed off at you and throw a bomb so be careful. (\*\*)

#### Dashing Into Trees ~

=====

Many trees throughout both the Light World and Dark World hold goodies or enemies. For example, you can get some health-refilling Apples, fairies, rupees, or a faceful of Bees. Try dashing into every tree you come across. Who knows, it might hold something valuable. (\*\*\*\*)

#### 1/2 Magic Meter ~

=====

This is a useful thing to have. If you "halve" your Magic Meter, you

will only need to use half of the magic you would normally use for every magical item.

Head to the Dwarven Blacksmiths' house east of Kakariko Village. Right by the house is a stump and a hole. Smack the stump down with your Magic Hammer and jump off the ledge into the pit. You should land in a strange, cave-like room. Head north to reach a weird altar. Use your Magic Powder and sprinkle a bit on it to summon a purple bat. You can ignore his text if you want but it's actually pretty funny. He'll agree to "halve" your Magic Meter. (\*\*\*\*\*)

#### Catch Me If You Can ~

=====

In Kakariko Village, you can find a rather strange man (or woman. I can't tell). He's easy to notice as he wears a big red hat and will run away if you go near him. Well, if you time your dash right with the Pegasus Boots, it is possible to catch him. If you do, he will compliment you and tell you it must have been easy kidnapping Zelda with your speed. Along with that, he tells you to run into certain trees for goodies. (\*\*)

#### Pond of Happiness ~

=====

Many people are already aware of this particular secret. I even listed this in my walkthrough. In the center of Lake Hylia (Light World), there is this peculiar island. On that island is a warp pad that will teleport you to the Lake of Ill Omen. Also on it is a cave. If you go inside, you are asked to throw in some rupees. Well, for every 100 you throw in, a fairy will appear and offer to upgrade either your Arrows or Bombs by 5. If you keep doing this, you can get yourself up to 70 Arrows and 50 Bombs.

However, to get to that value, you will need 1,600 rupees in all. This means you "will not" be able to get everything in one passing. Therefore, you will not get everything. This is one of the more useful secrets although now, it isn't really a secret. >\_>  
(\*\*\*\*\*)

#### Fish ~

===

Do you remember pulling the switch when you had to enter Swamp Palace? You should also remember seeing a fish flopping around outside as well. Do the same thing and pick it up. Bring it to the man in Kakariko Village that sold you that Magic Bottle for 100 rupees. He'll give you some goodies. (\*\*)

#### Magic Powder ~

=====

The Magic Powder is a very useful tool so don't neglect it. Not only does it turn enemies into easier to defeat creatures (exp. Shocker --> Cukeman) but if you sprinkle some on one of those Spinners, it will turn into a Fairy. This is very useful when you are low on health but it isn't always easy to get in close to a Spinner for the sprinkle. (\*\*\*\*\*)

### Pop Goes the Fish ~

=====

Both in the Light and Dark World, if you throw a pot, bush, or sign into the water, a fish will jump up. Well, something jumps up at least. (\*)

### The Rupee Room ~

=====

This is a popular secret that I hear about a LOT on the net. Head to the area where you met the Average Guy. South of him are two large rocks. Pick up the bottom one to reveal a hidden staircase. Go down and you'll see a man just standing there as well as ten pots. Destroy each one to get a total of 50 rupees. Do this over and over again for as long as you wish. VERY easy way to get some extra cash. (\*\*\*\*)

### When Chickens Attack ~

=====

There are a few chickens running around Kakariko Village. If you slash at them a lot with the sword, a whole flock of chickens will fly around and start attacking you. Luckily, they don't do any damage. The chicken flock also can be done in Zelda: Link's Awakening but that's getting off topic. :P (\*\*)

### Old Lady = Fairy ~

=====

Go to Kakariko Village where that lady is outside sweeping who says that she doesn't think you're very bad because you don't look bad (?). Anyway, take your Magic Powder and sprinkle some on her to turn her into a fairy. It's kind of funny now that I think about it. :D (\*\*\*)

### Frozen Smash Magic ~

=====

If you are in dire need of magic at any given moment, you "usually" can get either a small Magic Vial or a large Magic Vial by simply freezing an enemy with the Ice Rod and then smashing them with the Magic Hammer. The frozen, smashed monster usually leaves behind a Magic Vial or "Decanter" as Sahasrahla refers to it as. (\*\*\*\*)

### Rupee Pull ~

=====

Somewhere in Kakariko Village is a house. At the north end of this house is a picture-frame of Mario (hehe...). Well, if you press the R Button and pull back on his moustache, four blue rupees will appear. (\*\*)

### A Skilled Blacksmith ~

=====

As you might know, you will be meeting the Dwarven Blacksmiths if you get the Tempered Sword. Head to their house east of Kakariko Village and equip the Magic Hammer. Walk up to either one and smack him with the Magic Hammer. They will say something funny. (\*)

The Hookshot ~

=====

The Hookshot is indeed a valuable tool but it can be used like a semi-weapon. If you hit an enemy with it, they will become stunned much like the way a Boomerang paralyzes enemies. (\*\*\*)

Talking Bomb ~

=====

When you have the Super Bomb with you, try to enter a building. The Super Bomb will say, "You can't enter with me." Cool isn't it? :D  
(\* )

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---- 14. Version History ---- [14000]

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Version 0.3 - Completed everything except for the walkthrough which I just finished the East Palace in. I still have a long way to go here.  
217 KB

Version 0.4 - Completed the walkthrough all the way through the Desert Palace to around where you get the Flippers. 245 KB

Version 0.5 - Walkthrough completed up to Hyrule Castle Tower. It's going pretty slowly. 282 KB

Version 0.6 - Up to the Skull Woods. About halfway done with the walkthrough. Also made a few corrections and name changes to fit the GBA version of LttP. 350 KB

Version 0.7 - Misery Mire is coming underway. 429 KB

Version 0.9 - All dungeons completed up to Ganon's Tower. Once completed, this guide is finished. 495 KB

Version 1.0 - Complete version. Still accepting contributions. 522 KB

Version 1.1 - New site to site listing. 522 KB

Version 1.2 - Added a minor note by Vincent Denyft. 523 KB

Version 1.3 - Added a few more minor notes with props to Tan Yi Xuan. 524 KB

Version 1.4 - Added <http://www.honestgamers.com> to the site listings. 524 KB

Version 1.5 - Legal Information updated.

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---- 15. Legal Disclaimers ---- [15000]

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---- 16. Credits and Closing ----

[16000]

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This guide has been dedicated to GameFAQs' most prominent contributor, Kao Megura (or Chris MacDonald). You may be gone but you will always be in our hearts. ~ RIP ~

"Seize the day, I heard him say. Life may not always be this way."

~ Dream Theater (A Change of Seasons)

-----  
Jonathan - Thanks to Jonnie for filling me in on the fact that you can send fireballs back at Agahnim with the Master Sword. Email: Jonathan99@adelphia.net

Tan Yi Xuan - Much props to Tan for notifying me of the Chris Houlihan Room, a major change from the original LttP on the SNES along with some other heads up. Email: yixuan\_91@hotmail.com

Vincent Denyft - For noting me of an alternative way of destroying the Helmasaur King's helmet. Email: Dragonslayer20048@hotmail.com

GameFAQs - The largest FAQ archive on the net. Thanks to CJayC for accepting this piece of work. He hasn't failed us yet.

Nintendo - I love you Nintendo!

Y.T.W.S.R. - Only a few selected people might know what I'm talking about here. Since I'm not one to give it away, I would still like to thank this group for their support and motivation throughout the lifespan of this entire FAQ.

CMoriarty - He wrote the 500+ KB guide you see on the same page. Amazing work really. Inspiration for me. :P

The FCSB - They didn't help too much but what can I say, where would I be without a few of them? Major props to these great board members who are also prized FAQ writers. Some examples being; Crazyreyn, Psycho Penguin, Gbness, Karpah, SinirothX, Meowthnum1, Guitarfreak86, Joni Philips, War Doc, Merca, and last but definitely not least, Gobicamell. You all rock!

<http://www.network-science.de/ascii> - The wonderful ASCII generator I used for my signature at the bottom.

osrevad - The creator of the wonderful ASCII you see at the beginning of this guide. If you want some ASCII for yourself, contact him at



omohasiosrevad@hotmail.com or AIM: nahuwe. I'm sure he'll be happy to make it for you.

Prima's Official Strategy Guide - When my friend lent me A Link to the Past, I knew I was on to something. Thanks to this guide for helping me through the game. Total cost: \$15.99.

Devin Morgan - Allowed me to use his "Story" section in his guide in my guide. Thanks a bunch, you just saved me a lot of trouble. ;D

- All outside sources which have contributed to the making of this guide in some form have been cited in this section. Any sources that have provided any information at all are listed in the credits. I am not taking credit for others hard work and I hope they do the same. Not giving proper credit is plagiarism and it's against the law.

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-- Game on Forever --

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