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PART ONE [s01.0]

Disclaimer

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PART TWO [s02.0]



SELECT Button = \*Bring down item menu  
                  -Close item menu

\*In game action  
-Menu action

\*\*\*\*\*  
II) Story [s03.2]  
\*\*\*\*\*

(As told by Prima's guide book; partially altered.)

"Aeons ago, the Dieties of Power, Courage, and Wisdom descended to the World of Chaos. They created the world that we know and left behind a symbol of their strength, the golden emblem known as the Triforce, which they hid in the Golden Land.

"After many years, an opening was found that led from our fair Hyrule from the Golden Land, where the mystical Triforce was still hidden. Many sought the treasure in this place, but none returned-only beings of great evil emerged from the Golden Land.

"The King of Hyrule gathered the seven sages to find a way to seal the entrance to the Golden Land so that his kingdom would be safe from the evil there. The sages succeeded and brought peace again to Hyrule.

"However, strange things have been happening in Hyrule since the appearance of Agahnim, a mysterious sorcerer who gained fame for extinguishing a devastating blaze of unknown origin some years ago.

"And now...

"One night, a girl's voice wakes the future hero, Link, from his sleep. 'Help me...my name is Zelda...I am in the castle dungeon.' Not knowing if the voice was a dream or reality, Link steps in to the rain and forbidding darkness...and the Legend of Zelda begins."

\*\*\*\*\*  
III) About the Game [s03.3]  
\*\*\*\*\*

The Legend of Zelda: A Link to the Past/Four Swords is an action RPG game. A Link to the Past is the third chapter in the series, but Four Swords is completely different. But to tell you this, there are hidden secrets between LttP and Four Swords, and certain objectives are required to unlock them. I'll tell you them when you reach the Four Swords part of this document. For now, let's focus on LttP.

Now I said this is an action RPG game, and that's exactly what it is. It has action, and it's pretty addictive. It's a damn good game, and it was even once for the SNES (well, not Four Swords). It's even bolder on the GBA. Hey wait! I'm starting to sound like this is a review! I'm not doing that. I'm trying to talk about the game! So let's go already!

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IV) Game Basics [s03.4]  
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First, the game screen. Going from left to right:

-Magic Meter: This green vertical bar shows how much magic you have left. Some items won't work without magic, and magic is a vital thing. Don't waste it.

-Rupees: This is how many rupees you have. Rupees are the official currency of Hyrule. Green rupees are worth one rupee, blue one are worth five, and red rupees are worth twenty. Link can hold up to 999 rupees at a time. A tidbit about rupees is that you need 720 for throughout the game (unless you're going for a bare essentials quest, which it is 610).

-Bombs: This shows the number of bombs left (obviously). You can hold 10, but can expand your bomb capacity to 50.

-Arrows: Like the others, this is your arrow count. You can hold 30, but can expand your arrow capacity to 70. When you get the Silver Arrows, the arrow symbol will turn white with the red feather thingys on the side.

-Keys: Only shown in dungeons, keys open locked doors. One key disappears when you unlock a door.

-Heart Meter: This shows you're remaining hearts. You start the game with three heart containers, but can have up to twenty by the end of the game! If your heart meter is exhausted, however, then you're...well...you're dead.

-Equipped Item: This is the item selected on the inventory screen (sub-screen). Just press the A button to use it.

Next, some things to keep in mind about the game.

-Usually, enemies leave behind small enemies upon defeat, like rupees, hearts, or bombs. Arrows are a little more rare.

-If you die in the Light World you can start again at where you last saved, or you can go back to Link's house. Or you can even go back to the sanctuary! If you die in the Dark World you can start again at the last saved place or on top of the pyramid. But if you die in a dungeon you must restart at the dungeon entrance.

-The above point applies to loading a game, but if you saved and quit in a dungeon you can go back to the dungeon or another location (depending on which world the dungeon was in).

-Use the whirling blade attack to your advantage. Use it to fend off several enemies at once. To do this attack, hold the B button to charge it up. It takes only a second to charge it.

-Always try to collect rupees. They will come in handy during the game.

-Taking side quests between dungeons will get you some cool rewards that can make the game easier.

-Always save after completing a dungeon or grabbing a major item. You never know when your batteries will kill.

\*\*\*\*\*  
PART FOUR [s04.0]  
WALKTHROUGH  
\*\*\*\*\*

Let's start playing this game already!



If you went on the catwalk with the blue knight, don't fret. He only takes one more hit than the green knight to kill. You can throw a single pot at him and take him out. A door in the south takes you outside onto the castle wall, which holds a yellow knight, a door guarded by an impassable, magical barrier, and a door to the alternate route. Up north one room is a few more green knights, one of them with a long sword. After that is a room with a staircase leading down into the first basement level. If you went east from the first room to the three green knights and a blue knight on a catwalk then this is the perfect opportunity to practice your sword skills and probably get some rupees and/or hearts. If you wanted hearts but didn't get any you can lift the pots in the room to get some. The south door leads out onto the castle wall. The door in the north leads to more green knights, then the staircase to the basement. Either way, you need to get to the basement.

When you reach the first basement floor the first room holds a blue knight and a chest. Kill the blue knight and he'll leave a key. That's good, because the only other door in this room is locked. Before you unlock it open the chest in this room to get the map. Press L to see it. Darkened room are ones you have not visited. Now walk into the door to unlock it (the key disappears). Go into the next room.

This room is large and takes three screens, but it's not difficult. You will find bottomless pits, however, that (if knocked in) will send you to the entrance of the room and cost you one heart. The first screen of the room has a blue knight. You can attack him and knock him into the pit, but this will not leave any reward behind. The next screen has two blue knights in sight and a pair of pots (containing nothing, but they're good weapons). Kill the knights and head south to find another blue knight. The pot here has a heart. Pick up the pot and throw it at the knight. Then get to the south wall and go west onto the next screen. Two green knights guard this area. Use your sword and kill them. Then go up through the door into the next room.

When you enter this next room through the south door it will seal shut. The door on the right is sealed as well. The north door is locked. To open the sealed doors you must fight the green knight. When the doors open go into the one on the right. This room has a chest, a blue knight, and it's only door sealed when you enter. Kill this blue knight as well, and he'll drop a key. The room's only door will open again. But before you go, open the chest to get the boomerang! Press SELECT to bring the sub-screen down, choose it, then press A. Exit this room into the same room from before. The locked door in the north can now be opened. Unlock it and go through the door to a small, empty room with a staircase. Go down to the next floor. It has a single room with a staircase to the left. Keep going down.

This room is the end of the line, where things heat up. Defeat the green knight in the room and go to the right side of the room. Princess Zelda is locked inside a jail cell. To unlock it you need the Big Key from the boss.

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B O S S

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Mace Knight

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Though he looks like an enemy, he is considered a boss. Anyway, the Mace Knight can hit you with his mace, and this weapon has a nice range. Wait until he swings it, then he'll have to pull it back before he can swing it again. This is when you should rush in and hit him with your sword. It takes eight sword hits to beat him. You can stun him with your boomerang so you can get extra hits in. For an easier, much safer way to beat him there are three pots







First, go back to where you jumped off the cliff. Find the weathervane, and nearby is a bottle salesman. Talk to him to learn he's selling a bottle at 100 rupees. Sounds expensive, but you should be able to afford it after picking up the rupees from all those mice back in the secret passage. Buy it. Now there's another bottle available. Go back to the south side of the village. There's a tavern nearby you can enter. One guy says his flute-playing son went to look for the Golden Power, but has not returned. Another guy says he saw a beautiful woman at the Waterfall of Wishing. There's a chest behind the counter that separates the room, but you can't get to it. Go outside and go around to the back of the tavern to find a back door. You can lift the pots and open the chest to get a bottle. Exit the tavern and go to the house across it. A sick kid is inside. He sick because of the foul air from Death Mountain. He gives you his Bug-Catching net because he can't use it. You can now catch bugs and such and store them in your empty bottles.

Ready to go get some Pieces of Heart? For every four you get, you get a whole heart container! Let's start by going up to the elder's house, then go west past the green-roofed house. You'll come to a cave and a hole in the ground. Pass up the cave entrance and go up onto a ledge, which you'll jump off of and go into the hole. You'll land next to a chest, which contains some bombs. Three more chests and two pots line the wall. The chests each contain a red rupee. The pots each hold a blue rupee. Equip the bombs and lay one in front of the crack in the wall. The bomb blows open a hole to a secret room. Make your way through the pots to a chest with your first Piece of Heart! Exit the cave by jumping off the platform you're on and going out that door.

Next, go to the green-roof house. A man says it was once a hideout for thieves. Their leader was Blind, a guy who really hated light. Go down the steps to find a block puzzle and four chests, each containing a red rupee. Here's how to get the loot:

Key:

B-Block

C-Chest

```
  A B C D E F G H I J
1 - - - - B B - - - -
2 - - - C - - C - - -
3 - - B B B - B B - -
4 - C - - - B B - C -
5 B - - - - - - - - B
```

Start by pushing block F1 downward, then push block E1 to the left. Push block E3 down, then block C3 down, then block D3 over to the right. Push block H3 down, then push block G3 to the left. Now you can get all the chests. Practice by working the puzzle here. Then apply it to the game.

After getting the rupees you should notice a crack in the north wall. Bomb it open to find pots with blue rupees in them. The chest holds the second Piece of Heart! Leave the house the way you came in. Now that you've done a lot you should save.

Notice you have one bomb left. With all the rupees you have you can buy bombs from the item shop near the kid that told you where the elder was, but here a cheaper way. Go to said shop, then head west to find a bunch of bushes. Cut through all them and you'll reach a shed with no door. Lay your last bomb in front of the shed to bomb open an entrance. Inside... Aw, great. Two stupid mice are in here. Aren't you tired of those damn things? Take them out and look at the pots in the room. The corner pots hold bombs (perfect for you).

The center pot is empty. The rest of the pots hold green rupees. If you leave the shed and reenter the items will reset, but you'll have to beat those mice again. When you are restocked on bombs read the next paragraph.

Go to the south side of the village (again). Head east to the south exit, then go onto the next screen. Take a look around, and search for a house that seems to continue to the next screen. Go inside to find a guy who had a fight with his younger brother. He sealed off the door between the two rooms, so you wanna bomb that cracked wall over there. Go into the next room to find the younger brother. He asks if his older brother is still angry. Go out the door and you'll find a maze. The lady says there's a prize at the end of the maze if you can reach it within 15 seconds. Here's the maze:

Key:

S - Start

G - Goal

# - Fence post

s - Sign

R - Rock

\*\*bushes are not shown here.

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- - - - -
- # # # # - # # # # # # # # # # - -
- - - * - - # - - # - - - - - # - -
- - - * - # # # - # - # # # - # # -
- - - # - - s # - - - # - R - - -
- - - # - # - - - # - # - # # # # -
- # - # - # _ # - # - # - # - - -
# # - # - # # # - # - - - # # # # -
# - - - - # - # # # # # - - # S - -
# # # # - - - #
* - G - - - - #
* * - - - - - #
```

Okay, so the map is kinda incomplete. I can't help it. This map is starting to eat up the rest of my time, and is too confusing to make. You should get the idea, though. Just go straight up from the lady that tells you about this maze, then follow through from here. If you go to the sign the fence can be jumped over so you'll be right at the goal. The prize is a Piece of Heart.

One more Piece of Heart! Start at the weathervane in the village. Go northwest as far as possible. You'll find a path upward through the trees. The sign says you're heading for the Lost Woods. Keep going and you'll soon get to that Lost Woods. The place is foggy. Go up around the peninsula of the shortly raised ground. Go through the tree tunnel on the left into an area... that has a thief around! Be careful not to bump into him or you'll drop rupees, bombs, etc. Go through the tree tunnel on the right past the thief. A tunnel seems to disappear partway, but actually it leads to the Master Sword! Go there and find the Master Sword in a stone. The inscription on the front is unreadable. If you try to pull out the sword it won't budge. Maybe there's a reason you have to see the elder. Anyway, go into the tree tunnel after you come out of the one after the thief. Mow the bushes with your sword and go into the next tunnel. You'll find a Magic Mushroom! You'll need it for later. Maneuver around the slightly elevated ground to a tree trunk with an entrance. There's a square of bushes behind that. Hack them and you'll find a hidden entrance. Drop in to the thieves' hideout. A Piece of Heart is there. Now that you have four Pieces of Heart you get another Heart Container! As you exit the hideout a thief will say you're not allowed here and their ex-member is in the desert entrance. Now find a way out of the Lost Woods.



room... next to the big chest! The gray plate is a Sahasrahla plate. If you touch it Sahasrahla will telepathically give you advice. He says the treasure in the dungeon can help defeat armored enemies. Head east into the next room. There are green cyclops along the wall. They look "armored." Use the pots to kill them, but wait until their eyes open. Approach the big chest. Huh? It's locked. It says you need the big key to open it (and it doesn't mean the Hyrule Castle big key). Oh well. Head east into the lower part of the room with the first-sighted stalfores, then head south into a new room.

Dark like the secret passage in the Hyrule Castle (without the torches), you have the lamp giving you a cone of light. Two spinners and one or two snake bushels raid this room. The west door is locked, the east one is sealed, and the one you enter through seals, too. A switch tile opens the sealed doors. Go into the new one. It's dark in here, too. There are stalfores, and one of the pots in here has a key. Grab it and unlock the west door in the other room. Now... hey! You're back in the third room of the dungeon, but on a new catwalk. Cross it to the next room. There is a couple stalfores, a green cyclops, some snake bushels, and four spinners rotating around a pot. First get the snake bushels. Then go for the stalfores. Pick up a pot and throw it at the cyclops. The spinners will now spread across the room. Lift the pot they were guarding to find a switch. Step on it and a chest appears. Open it to get the big key. The north door can only be opened with the big key. Walk up to it and unlock it. You're now in the room with the Sahasrahla plate. Push the blocks and go back into the big chest room. Open the big chest to get the bow. With that comes ten arrows. Now yellow stalfores will drop and send their heads to chase you. Run, and use the sword to knock them away for a bit. Now go through the big locked door (that's what I'll call the locked doors that need big keys to open) on the north wall. If you need to fill your bottles with faries go up to the ledges by the big locked doors and jump in the chutes.

It's dark in here. There are torches in this room, so light the place up. Slash out the snake bushels. Two green cyclops rest in here, but they are easily killed with the bow and arrows. One of them drops a key. Now while the place is still bright examine it. A door is on the right side of the room, and a locked door is on the left side. The door on the right leads to a room with two spinners and blue rupees on the floor. The locked door is a staircase to the next floor. Let's go up that (unless you wanna see the rupee room first).

Up here is some more spinners. Lift the southwestmost pot to find the switch that opens the west door (sealed). The next room has three green cyclops. Take them out with arrows. There are switch tiles that can open the door to the next room, but only one is real; the rest are fake. Hit the southernmost switch to open the door. The next room requires you to do the same thing while avoiding black balls shooting from every direction. The center of the room may look like the safest spot, but you shouldn't go by the tiles in the room. The upper-left switch gets you into the next room. Red stalfores, and a cyclops... red? Now he's tougher. You can only damage the red cyclops with arrows, so don't hesitate to do so. After you defeat the enemies you can go into the next room. Snake bushels and two red cyclops. Man, this is getting tough and annoying. Kill them all. If you need hearts lift some pots. If you need arrows lift pots. Now go into the next room for your first "official" boss battle.

\*\*\*\*\*  
B O S S  
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Armos Knights  
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When you enter the room the door seals behind you (that's gonna happen in every









rupees. You'll need about... oh, say... 500 rupees. Here's a nice and easy way to get 'em. Go back to the desert entrance (the screen with the "average guy") and lift the southmost giant rock to reveal a passageway. Go in. The pots in the room contain blue rupees. Every time you enter you can scrape 50 rupees! Okay, now the Zora Flippers. First, go all the way to the Magic Shop (stock up on medicines if you wish), then lift the giant rock blocking the path. Follow the path all the way until you are forced to go in shallow water. The next screen is Zora Lake.

You'll find zoras everywhere. Some will shoot fireballs, some will jump, some will even try to chase you. Stay in shallow water. Take the north paths all the way to the top of the screen. Then take the south paths and follow through. You'll reach a waterfall where King Zora pops up and offers you the flippers. They cost 500 rupees (\*points to quick rupee trick\*). Accept and they're yours. King Zora gives you a free bonus. You can swim into whirlpools and be taken to different locations in Hyrule. Let's test out the flippers. Go south and swim over the waterfall. Then follow the shallow path to dry land. You'll find a Piece of Heart. Now jump over the next waterfall and leave Zora Lake.

Two more items that are important. On the screen before Zora Lake notice a waterfall. Swim right into it. This is the Waterfall of Wishing (you've probably heard of it before). You are asked to throw something in. Throw your boomerang in. A fairy appears and asks if you dropped your boomerang in. Answer yes, and she'll give you the magic boomerang, which goes farther, faster, and is stronger. Now drop your shield in to get the red shield. This protects against fireball attacks. Pretty nifty, huh?

Now, follow the path all the way back to the stone bridge. Go east and continue 'til you hit steps into the water. Get in the water and swim into the mouth of the river. You'll go under the stone bridge. A guy will be sleeping there. Talk to him and he'll give you a bottle to put medicines or fairies into. That's three bottles. You know you're growing stronger, but you still need that Master Sword.

Before getting the last pendant, you're wondering what's behind that cracked wall back in the secret passage. Let's go to the graveyard to find out. One of the gravestones is blocked by light colored stones. Remove them and push the stone forward. You'll drop back into the room with the cracked walls. Bomb them and you'll find three chests with bombs, arrows and \*gasp\* 300 RUPEES!!! Now exit the secret passage.

To get the last pendant, you need to climb Death Mountain. From the sanctuary, go west a screen, then north until you see a cave blocked by a large rock. Lift it out of the way and enter. The cave is dark, but you have your lamp. Stay south until you see a squeezed wall you can go through. When your past that you'll see an old man. He lost his lamp and asks if you can guide him through. In the next room he'll tell you where to go and to watch out for holes. Keep going (watch out for bats) and you'll make it out of the cave. Watch it! Boulders can fall on you. Go to another cave entrance. The old man will thank you and give you the Magic Mirror, an item you can use to escape other dimensions. If you follow him inside the next cave he'll replenish your heart containers and invite you to come see him again sometime. Now you can continue going up the mountain from the outside (dangerous, yet short), or go through the rest of the cave in here (longer, but safe). As soon as you get to the top of the mountain the boulders will stop. A little further and you'll see Spectacle Rock, with a Piece of Heart lying on top. The cave entrance is a road to nowhere. Dropping off the ledge at the right point will land you near a cave entrance with another Piece of Heart. Now back up to where you were. You'll see a blue tile nearby. Step on it and... whoa.



B O S S

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Moldorm

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Drop into the lower area of the room to fight Moldorm, a large version of mini-moldorms. Unlike the minis, Moldorm has a weakness: his tail. It's not that simple to hit it. He can bump you off the platform, forcing you to crawl back up and start the fight over. Try to strike the tail with your sword any time possible. For the last hit, he'll move faster. Stab his ass and finish him off!

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Another heart container appears, and the last pendant falls. Now you can grab the Master Sword! What are you waiting for? Get the hell off this mountain and pick up your prize!

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X) Master Sword

[s04.10]

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Jump off the top of the tall ladder on this mountain, and enter the cave at the bottom. Follow the dark cave, avoiding holes and bats, and you'll be off the mountain. Now to head in to the Lost Woods to get the Master Sword. From where you exited the mountain, head north to where some lumberjacks are cutting a tree (poor tree). Enter the woods from this part.

Where to go from here? From here, head through the log tunnel. Go to where you nabbed the Magic Mushroom. Through the two log tunnels, then into one sticking out of the raised ground.

You're here! Look familiar? You took a trip here before. Approach the shrine. That unreadable writing is translated into this: "The Hero's triumph on Cataclysm's Eve wins three symbols of virtue. The Master Sword he retrieves, keeping the Knight's line true." Cataclysm's Eve? Whatever. Yank that sword out! Your heart and magic meters are refilled (if needed). Sahasrahla will telepathically tell you you've done grand getting the Master Sword. You are now trusted to defeat Agahnim. Get going! Wait... Zelda is now telepathically calling you for help! Go back to the Sanctuary and save her! But first, betcha like to go on yet another side trip, huh? Well, if you want. Go all the way back up to the Mountain Tower. There's a bridge on the side that leads to a green tablet with unreadable writing on it. "Hold up your Master Sword to get the magic of Ether." Link holds up his Master Sword, an Ether attack occurs, and the Ether Medallion falls into Link's hands. With this, you can control the upper atmosphere (in your terms, freeze all onscreen enemies). Okay, get off this mountain and go to the sanctuary.

Your side trip wasn't the cause of Zelda's disappearance. The knights did get her and now she's in the Hyrule Castle Tower. You gotta save her! Get your ass to the Hyrule Castle as quick as possible. In the first room take the door on the left, head up the staircase and go outside, and approach the door with the magic barrier. Slash it with the Master Sword and go in.

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XI) Hyrule Castle Tower

[s04.11]

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The first room is empty, but the second room has two mace knights in gold armor. Use the Magic Boomerang to stun them, then hit 'em with the Master

Sword. The next room has two elite knights. Kill them, too. Grab the key outta the chest and unlock the door. Go upstairs.

Damn, it's dark. Kill the elite knight and the eyeball bat and go into the next room. This one is a dark maze. I'd make a map but it's too confusing. Light the torches to help. There's a key in here. Make sure you grab it to unlock the door in the room. The next room has more elite knights. Dispose of them and go up the steps.

A blue knight and a blue knight archer patrol this dark room. Take 'em down. Next room: watch out for the bottomless pits! Use the torches to help. In the next room you have a blue knight and two blue knight archers. Use the torches if desired. Up the steps when the enemies are defeated. The next two floors have lighted rooms. It's smooth sailing all the way to the boss room. You'll know when your almost there when you're in a hallway with bottomless pits.

Up in this empty room, you go into the next one. Agahnim is zapping Zelda! And now she's disappeared! Agahnim goes through the curtain and leaves the room. Slash the curtain and go after him!

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*****  
B O S S  
*****  
Agahnim  
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You can't slash at Agahnim with your Master Sword. That's how you get shocked. Agahnim will throw the following magic attacks at you: fireballs, magic blasts, and lightning bolts. You can use the Master Sword to send the fireballs back at Agahnim.

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After a few of those he disappears and brings you into the Dark World.

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**_**_**_**_**_**_**_**_**_**_**_**_**_**_**_**_**_**_**_**_**_**_**_**_**_**_**_**  
XII) Welcome to the Dark World [s04.12]  
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You'll wind up on top of a pyramid. Sahasrahla will telepatically call you and tell you you need to save the seven maidens (including Zelda) and win back the Golden Power in order to save the Light World. Looks like your in for a hell of an adventure.

As you climb down the pyramid stay to the right. You should hit a hole. That's the Palace of the Four Sword. You aren't allowed in. I'll explain this later. Much later. Anywho, continue along the edge to get a Piece of Heart. That's ten Heart Containers! Okay, go east onto the next screen. Go north until you find a building. Now keep going as if you were going to Zora Lake. You'll arrive at the Lake of Ill Omen (I don't get it either). A sign is telling you not to throw anything into the circle of stones. Screw the sign and throw something in. A big fish will jump out and give you the Quake Medallion if you leave him alone. The Quake Medallion causes the ground to shake (and turn on screen enemies touching the ground into slimes). Cool item!

Backtrack until you see a Zora whirlpool. King Zora allows you to go through these warps. Jump in the water and dive into the warp. You'll appear at the Dark World Lake Hylia. Use the Magic Mirror to warp back to the Light World. Take the Zora Warp all the way up near the lumberjack's house. Dash into the



blue blocks will lower, and the red blocks will raise. Go up and find a locked door. Use a key to open. Race across the catwalk with the Pegasus Shoes dash, because the catwalk will start collapsing. Lift the skull pots at the end (skull pots. It's so weird) and you're safe. Did you notice the Big Chest as you were dashing? To get to it you need to go west into a dark room with no torches. Mini-dodongos will try to hit you with fire breath. In this room there's two chests: one containing bombs and one with a key. Be sure to grab the key. There's a cracked wall somewhere in the room. Bomb it (grab the bombs if you need), and you have the item in the Big Chest: the Magic Hammer. You can pound pegs and defeat some enemies with this item. Now we find our way out of the dark room maze. Unlock the door on the right side. The chest holds the compass. Use the Magic Hammer on the turtles to flip them over (it's the only way to kill them). Go down one of the staircases. This dark room has blue rupees on it's east and west sides, not to mention arrows and a key in the chests. You can't reach the center part yet. After you grab the bundle of stuff head back upstairs. Unlock the south door. Now lift the skull pot to go on the west side of the room (do NOT bomb the cracked floor), and open the chest for five rupees. Push the statue to keep the spike trap from hurting you. Now you're back in the room with them octopods. This time, lower the blue blocks so you can cross into a new room. Now this room could've been accessed by taking the east path from the entrance. Anywho, lift the skull pots (\*gets thoughts on the skull pots\*) to find a switch. Step on it to open the door. Step off and the door closes. Hmm, you need to hold something on there. One of the statues are movable. You can push it on the switch to keep the door open.

In the next room you gotta deal with the mimics again. Rememeber, they do the exact opposite of your moves. Use arrows on the red ones. In the next room, beware the spike trap. If the red blocks aren't lowered hit the orb in the notch to do so. Now it looks like a dead-end, but the room actually goes farther than this. Shoot an arrow in the eye of the statue to reveal the path. Go down the staircase. Now use the hammer on the pink pegs to get through. Smack the turtles while you're at it. Now hit the orb several times in order to make it across the blue blocks. Use the Magic Boomerang. Next room is short with only one turtle. The next room is hard. You have to defeat all the turtles to continue foward. Use the torches to see the room. Once their done, go to the next room. Warp over to the room with the blue rupees. You're in the center part this time. Clear the turtles out of you're way. Now unlock the Big Locked Door and face the boss.

\*\*\*\*\*

B O S S

\*\*\*\*\*

Helmasaur King

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The Helmasaur King has a big mask to hide it's face. Use the hammer to break it off. The hammer breaks off one piece in one hit, but several more hits breaks off another piece. Watch out for it's two attacks: a tail swipe and a fireball attack. After you break off the mask, hit it's jewel with arrows to finish it off.

\*\*\*\*\*

Grab the Heart Container it leaves behind. Then a crystal falls. Pick it up. It expands and reveals the first maiden inside. The maiden will tell about the schemer behind the plot - Link's nemisis, Ganon. He wants to link the Light World and the Dark World (his creation) and rule them both. Ganon is using the Golden Power (now to be known as the Triforce) to make this wish come true. Link has to find the other maidens and stop Ganon before he is forced to bow











Use the Fire Rod or the Bombos Medallion to burn all the Zombies. Break the skull pots and get small Magic Jars. Now, starting at the bottom, use the Fire Rod and light each torch to open the door. Get through to the next room. Use the Master Sword or the Bombos Medallion to kill out all the enemies. Slash the plant vines on the north wall to find a hidden passage. In the next room, brawl out the enemies or use the Bombos Medallion. Grab the key and unlock the door. Drop into the hole.

\*\*\*\*\*  
B O S S  
\*\*\*\*\*  
Mothula  
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Mothula himself isn't too hard. The Master Sword and the Fire Rod are great weapons. The room, however, is a death trap. Spikes lining the walls and moving floors. You have to use the Control Pad really well to survive.

\*\*\*\*\*

When you manage to beat Mothula, another Heart Container appears. Another crystal appears. The maiden inside will talk about the Great Cataclysm. After that, your heart and magic meters are refilled, and you appear outside the dungeon's "main" entrance. Now, you can explore the rest of the dungeon if you wish, but there's practically no reason to, now that you've gotten the essentials down.

\*\*\*\*\*  
XVIII) Village of Outcasts [s04.18]  
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Go back to where you warped, and head south into the Village of Outcasts.

This place has thieves that want your rupees. If you don't have any, then they'll take your arrows or bombs. Look around and find a house with a chest sign above the door. This is the gambling house. There's 16 chests inside. You can open two for 30 rupees. Prizes include:

Bombs  
Arrows  
A heart  
50 rupees  
100 rupees  
\*A Piece of Heart  
1 rupee  
  
\*top prize

The prizes are in random locations. After you get the Piece of Heart, you can't grab it again.

Now to grab two 300 rupee stashes. First, go to the northeasternmost house, walk in, and claim the booty. Second, go to where the shop is in the Light World. Bomb open an entrance for the second 300 rupees. Now this isn't important, but the Bug-catching kid's house is a bug shop. Inside, a bee for 7 rupees, a fairy for 77 rupees, and a golden bee that is not for sale. See the Secrets part of the guide for info.

Go to where the gargoyle statue is (it's in the weathervane's spot). Pull on the bottom of the trident to open the next dungeon.







\*\*\*\*\*

Use the flute to go to warp point 6. Lift the dark rock to find a Dark World warp. Once in, jump off the cliff and use the Bombos Medallion. Why? See the secrets part of my guide. Anywho, go up the west side. Enter the cave entrance you see. Inside: a Piece of Heart. Okay, continue around the misery swamp. When you reach a punch in the wall, stand near it and use the Magic Mirror. You should be on a plateau with a rock. Lift it and enter the cave. Push blocks for a Piece of Heart. Warp back.

Do a little searching to find a Ether symbol on the ground. You should know what to do. Stand on it and use the Ether Medallion. The entrance to Misery Mire opens in front of you.

\*\*\*\*\*

## XXIII) Level 6 - Misery Mire

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The biggest "pain-in-the-ass" dungeon of them all. By following my guide, you will save time skipping a few rooms. First, use the hookshot over the gap and go downstairs.

Here, defeat the snake bushels and wizrobes to move to the next room. In here, try to get to the door on the right on the north wall. Push the block outta the way and use the north door. Cross a floor bridge and a wooden bridge to get a key. Backtrack to the block. Use the east door. Now, use the Cane of Byrna, reach the skull pot, and lift it for a switch to a chest with a key inside. Lift another skull pot for another key. Unlock the door in here and follow the floor bridge through two rooms. The next room holds a key in the skull pot on the west side, and an orb near the key. Hit the orb to lower the blue blocks and grab the key. Now backtrack all the way to the room with the... block.

Use the west door. Avoid the bombing enemies and go into the big room. Hit the switch guarded by two lowered blue blocks. In the new chest is another key. Now there's a locked door on the west wall. Unlock and go through.

DO NOT USE THE SOUTH DOOR! Kill the jellyfish for a key. Use it on the locked door here. Go south and dodge the floor tiles. Cross the large wall and go up the steps.

On this floor, lighting all four torches in these two rooms opens up a third room. First, push the blocks outta the way to prepare. Then dash and light. You'll hear a rumble noise if you did it. In the third room, drop in the hole. On the next floor, open the chest for the Big Key. Use the Magic Mirror now.

Make your way to the big room. Use the southernmost door on the east wall. Cross another room. Now, you MUST use the hookshot on the block to get over to the catwalk before it drops out. Reach the Big Chest for the Cane of Somaria. To use this item, swing it once for a red block. Use it to hold down switches. Swing it again to detonate it (it shoots a beam in four directions). Back to the big room! Use the other door on the west wall. Go north, then west, then north again. Step on the warp tile and unlock the Big Locked door. Cross the wooden bridge and go down the steps.

Until I say so, the rest of the way will be dark. Lift the skull pot on the east side and put a red block on the switch to hold it open. Go through two rooms. In the next room, hit the orb in the north part of the room so it's red. Cross to another room. Bomb the wall to reach another orb. Hit it so







to it, but if you die, you can restart from this point. Anyway, charge up your Golden Sword while facing north or south (whichever way your Mirror Shield will block laser beams), and walk toward one of the chests. The southernmost chest holds a key for the previous room. Grab it and get there. Now, hit the orb and lower/raise the red/blue blocks in a set of series to get to the exit.

Now ride a red platform to the boss.

\*\*\*\*\*  
B O S S  
\*\*\*\*\*  
Trinexx  
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The "tri" in "Trinexx" means three, and "nexx" refers to heads. Trinexx has three heads: a stone head (that snaps at you), a fire head (that shoots fire), and an ice head (that shoots ice and covers any ground in its path with ice). First, defeat the fire and ice heads by using the opposite rods. Use the Fire Rod on the ice head first. That way, you can avoid ice being made. Use the Fire/Ice Rod on the opposite head, then hit 'em with your Golden Sword three times to blow them up. All that leaves is the stone head. It'll turn into a stone snake. Hit its golden part with your Golden Sword three times to finish it off.

\*\*\*\*\*

Your 20th Heart Container appears, and the final crystal falls. Inside is Princess Zelda. She thanks you for coming a long way to save her. Ganon's waiting to enter the Light World and link them, so he can rule them both. Get to his tower and stop him!

\*\*\*\*\*  
XXVII) Level 8 - Ganon's Tower [s04.27]  
\*\*\*\*\*

At this point, you should have all of this list:

- 20 Heart Containers
- All four Magic Bottles (two fairies, one Magic Medicine, one Cure-All Medicine)
- 1/2ed Magic Meter
- Golden Sword
- Mirror Shield
- Blue Mail
- Sliver Arrows (70)
- 50 Bombs
- Other non-essential items and essential items

\*\*\*\*\*  
Dungeon Overview  
\*\*\*\*\*

If you played the Oracles games, you know the final dungeon where the final boss resides is short. Here, it's a major "pain-in-the-ass." There's around 40 to 50 rooms, and most of your journey is spent crawling on the first floor.

To get to Ganon's Tower, simply go east until you hit it. A barrier has sealed off the entrance. The crystals will rise up and use magic to break the barrier. Now you can go in. Save your game; this is big!

The first room is large, with absolutely nothing going on. Two staircases go downstairs, and one goes up. You'll need to go downstairs first, but there are two routes to take. Take the left staircase to the easier route.

Here we go! First, bump the key off the torch. Go west into the next room. Pound the pink pegs and push the block to open the door. Kill the jellyfish for a key. Next room: hookshot your way around and get to the south end. Use the Cane of Somaria's red block detonate feature to enter the next room with the blue blocks up. Use that feature again to maneuver around the next room. Get a key from the skull pot. In the next room, lower the red blocks and use the Cane of Byrna to dodge the bouncing spikes. Warp to another room.

Dodge the fire snakes. Push a single block to summon a chest you can hookshot over to. Open it for a key. In the next room, use the warp tiles to cross. You'll end up in a long room with Octopods and pits. Go across to the next room (which is big). Now go up to where there are skull pots. Break the upper one. Go to the top of the room and light the torch with the Fire Rod. Hookshot over to the single skull pot and cross the invisible platform (now visible by the torch) before the torch goes out. Bomb a cracked floor in the next room and drop in.

The Armos Knights are back. They're no tougher than before, but the icy floor adds some difficulty. You can take each one out easily with the Bow & Silver Arrows. When you permanently finish them off, two doors will open. Take the north one for the Big Key, then use the other door. On the next floor, open the Big Chest for the Red Mail, which takes quarter-damage from enemies (half compared to Blue Mail). Use the Magic Mirror and warp back. Save the game, because the Red Mail will really come in handy. Go upstairs from the entrance room.

Up here are some Mimics. One Silver Arrow on the red Mimics will take 'em down quickly. Use the boomerang to hit the crystal switches as you work your way to the northwest corner. Push the upper block down to open the door, then work your way to it. Down here, use the statue to block the bouncing spike. Take out two more Red Mimics and go through the door. Another room, another two Red Mimics. Too bad your Mirror Shield can't block the laser eye statues' lasers. Kill the Mimics and move on. Use the Big Key to unlock the Big Locked door. In here, hit the north orb and lower the red blocks (and release the bouncing spikes). Take out the green and red Cyclops and hit the switch under the skull pot. Make your way to the next room. Use the Cane of Byrna to dodge the black balls. Take the staircase up another floor.

The next four rooms are difficult. You have to defeat the enemies to progress through each room. The first room holds Stalfoes and Dragonmen on conveyor belts. Next is Stalfoes and a Laser Eye Statue (with conveyor belts). Then it's blue Dragonmen and Laser Eye Statues (more conveyor belts). Finally, it's red Dragonmen and Laser Eye Statues (conveyor belts and ice). Use the Bombos Medallion to save time. After all that, you'll find one Laser Eye Statue, one fireball spitting statue, one red Dragonman, and one Stalfos. Defeat the enemies and go on.

In the next room, there's a magic blast that isn't a big threat. Use the Ganon statues to dodge it. Then go into the next room. You'll have to fight the Lanmolas again, and deal with a fireball spitting statue. You have the Golden Sword to make this fight go faster, the Mirror Shield to block the fireballs, and the Red Mail in case of any damage. Once you kill the Lanmolas again, go through and up the steps.

In the next room, use the Ether Medallion when the wizrobes are vulnerable so you can beat them and see the invisible platform. Cross to the next room.

Dash across the catwalk and go north. Defeat Wizrobes on conveyor belts to open the door. Quickly dash across the catwalk and reach the next room. In here, remove the skull pots and light the torches with the Fire Rod. Quickly reach the door in the south before the torches go out! Take the staircase up another floor.

Quickly light the four torches with the Fire Rod. Light the lower right one first, then the lower left one. Then light the upper ones and go through the door. Beat the helmet creatures and find another key in here. Use it on the door here. In the next room, avoid the bouncing spike trap and the smart spike trap. Bomb the crack and continue. Hit the orb and lower the colored blocks to reach the chest with the key. Use it on the locked door here.

Time to fight Moldorm again. Two slashes on the tail is a quick defeat. Use the hookshot to reach the chest with a red rupee. Go in the next room and use the Bombos Medallion on the enemies. Then go upstairs.

Brace yourself. The boss is one room away. If your chicken, shut this game off and run. You shouldn't be chicken, though.

\*\*\*\*\*  
B O S S  
\*\*\*\*\*  
Agahnim  
-----

Hey, here he is again! He'll make two clones of himself and attack the same as last time, only without the lighting bolt spell. The clones are shaded, so you should determine the real Agahnim. Smack back some fireballs at him. You can use fireballs from the fake Agahnims and damage the real Agahnim with 'em. After he's eaten his own firepower, he falls.

\*\*\*\*\*

When you've did Agahnim in, the spirit of Ganon emerges. Guess he was controlling Agahnim all along. He turns into a bat and flies off. Link calls for the white bird (how can you call for the white bird in a dungeon? Or in the Dark World?) and flies after Ganon.

\*\*\*\*\*  
XXVIII) SHOWDOWN!!! [s04.28]  
\*\*\*\*\*

Atop the Pyramid of Power, Ganon flies in and smashes through the top, leaving a big hole. The white bird drops Link off by the hole. Now, you probably lost some hearts and used magic in the tower, so go down and refresh them. Then come back and drop in the hole. GET IT ON!!!

\*\*\*\*\*  
B O S S  
\*\*\*\*\*  
Ganon  
-----

Ganon is pissed at you. He was gonna rule both worlds in a few more seconds and you barged in. Now he'll finish you off and get his way.

\*\*\*\*\*  
Phase 1: Trident Attack  
\*\*\*\*\*

Ganon will throw his trident like a boomerang while warping around the room. When he is not warping he is vulnerable. Hit him six times with your Golden Sword.

\*\*\*\*\*

Phase 2: Fireball Attack

\*\*\*\*\*

Ganon will now use his trident to create a ring of fireballs. Keep hitting him with the Golden Sword. The fireballs will spread (dodge this), and then return to Ganon (hit him). Then his fireballs will turn into fire bats and dive at you. Hit Ganon with the Golden Sword ten times to move to the next phase.

\*\*\*\*\*

Phase 3: Ring of Fire

\*\*\*\*\*

Ganon will warp some more. If you approach him, he'll warp instead of attack. He will make a fire bat spiral out and make a ring of fire. If you hit him with the Golden Sword, he'll jump and stun you with an earthquake (making you vulnerable to the fire bat), and the floor will drop out. CAUTION! IF YOU DROP THROUGH THE FLOOR, YOU'LL HAVE TO START THE FIGHT ALL OVER. Hit him four more times to move on.

\*\*\*\*\*

Phase 4: Darkness Technique

\*\*\*\*\*

Ganon sees you're a good opponet. He says he'll use his Darkness Technique to attack. When the room is dark, you can't see Ganon, nor can you damage him. To attack him, you need to use the Fire Rod and light the torches in the south. When you hit Ganon, he'll turn blue (meaning he's stunned). Fire a Sliver Arrow into him. Do this four times and you've killed the guy.

\*\*\*\*\*

SPOILERS!!! SPOILERS!!! SPOILERS!!! SPOILERS!!! SPOILERS!!! SPOILERS!!!

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Spoilers ahead! You've been warned.

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\*\*\*\*\*

When you've did Ganon in, a door will open in the north. Go through.

The Triforce rises and greets Link. It tells about how it will grant the wish of anyone who touches it. Ganon's wish was to make the Dark World like his heart. He's dead now, and Link can touch the Triforce to make a wish. His wish: to undo the damage that has been done to Hyrule, and to bring peace back to the land. Here's the results of Link's wish:

The Return of the King - The king's back on his throne, picking up where he  
--- ----- -- --- ---- left off. The maidens are out of the crystals, too.

The Loyal Sage - This guy's back, manning the Sanctuary and offering shelter to  
--- ----- ---- those who need it.

Sahasrahla's Homecoming - No more evil can come Kakariko Village, so Sahasrahla  
----- ----- can come back without worry.

Vultures Rule the Desert - The vultures can fly and take charge of what is  
----- ---- --- ----- theirs. They've allowed the "not-so-average"  
lockpicking thief to practice his skills without  
interruption.

The Bully Makes a Friend - The two creatures Link encountered in his first trip  
--- ----- - ----- to the Dark World are back and in human form. Their  
character hasn't changed, though.

Link's Uncle Recovers - Hey! This guy's out of the Hyrule Castle dungeon and  
----- ----- back with his one and only nephew. You forgot about  
him, didn't you? I know you did!

Flippers For Sale - The Zoras continue to make a sale on their ever-popular  
----- --- ---- Zora Flippers.

The Witch and Her Assistant - These two can run the Magic Shop without the  
--- ----- green shockers having to bug them.

The Lumberjacks - These guys continue to do their job without the fear of  
--- ----- whatever lies in the Lost Woods.

Flute Boy Plays Again - The flute boy is back in the Haunted Grove, playing for  
----- --- ----- his woodland animals and his father.

Venus, Queen of the Fairies - The head fairy can fear no more of any evil. She  
----- ----- needs to thank Link sometime (or vice versa, I  
think).

The Dwarven Swordsmiths - These two shorties continue keep doing their smithy  
--- ----- work.

The Bug-Catching Kid - After being sick, he's recovered. Since he gave his old  
--- ----- Bug-Catching Net to Link, he got a new one.

The Lost Old Man on Death Mountain - He can explore all of Death Mountain  
--- ----- without fears of the creatures that roam  
the place.

The Forest Thief - I'm not gonna mention him.  
--- -----

And the Master Sword Sleeps Again... Forever! - Link puts the Master Sword back  
--- --- ----- in its rightful shrine in the  
Lost Woods. If he ever needs  
it when evil flows again, he knows where to go.

The credits roll. You won't need to write letters to each and every guy to  
thank them. Your purchase of this game is enough for them. After the credits,  
it will show how many lives you used in each dungeon. It'll tally up the total



anywhere.

Description: An effective weapon. Some enemies can't be killed without.

#### Bug-Catching Net

Dimension: Light World

Location/Directions: Sick boy's house in Kakariko Village.

Description: Catch bugs and put them in bottles. Required for Riddle Quest.

#### Cane of Byrna

Dimension: Dark World

Location/Directions: From the warp on Death Mountain, drop straight off a ledge. Pound pegs with Magic Hammer, then use Roc's Cape to cross the spiked path.

Description: Swing it once for a beam of light to protect you. Watch your magic!

#### Cane of Somaria

Dimension: Dark World

Location/Directions: Misery Mire

Description: Swing once for a red block that can hold down switches. Swing again to detonate it!

#### Ether Medallion

Dimension: Light World

Location/Directions: Acquire Book of Mudora and look around near the Mountain Tower.

Description: Freezes all onscreen enemies. Needed to open Misery Mire.

#### Fire Rod

Dimension: Dark World

Location/Directions: Skull Dungeon

Description: Shoots fire at a cost of magic.

#### Flute

Dimension: Light World

Location/Directions: From Link's house, go west south west north. Go to the Dark World and acquire shovel. Dig around for it.

Description: Play it at the weathervane to release the white bird. Then use the flute to warp to any part of Hyrule (in the Light World).

#### Golden Sword

Dimension: Dark World

Location/Directions: Finish Misery Mire, then go to the bomb shop (Link's Dark World house). Buy a Super Bomb, then drag it to the cracked wall at the Pyramid of Power. Throw your sword into the Mystery Pond inside for this item.

Description: Power is within your blade.

#### Green Mail

You have this at the start of the game. It's base protection.

#### Hookshot

Dimension: Dark World

Location/Directions: Watergate Dungeon

Description: Latch onto objects and be pulled over.

#### Ice Rod

Dimension: Light World

Location/Directions: Lake Hylia Caves

Description: Freezes enemies. Watch your magic meter!



### Lamp

Dimension: Light World

Location/Directions: Link's house (start of game)

Description: Get a cone of light for dark areas (automatically works at no magic cost), and use it to light torches (small magic cost).

### Magic Boomerang

Dimension: Light World

Location/Directions: Throw it into the Waterfall of Wishing

Description: Farther, faster, stronger than the previous model.

### Magic Bottle

Dimension: Light/Dark Worlds

Location/Directions: 4 locations:

1. Buy one from a salesman in Kakariko Village for 100 rupees.
2. Get one in the back of the tavern using the back door.
3. Grab the flippers and swim under a stone bridge.
4. Where the smithies's house is in the Dark World is a chest. Bring it to the "average guy" at the desert entrance and he'll open it and give you the bottle inside.

Description: Hold bugs and medicines inside.

### Magic Cape

Dimension: Dark World

Location/Directions: Graveyard. Dash into the one surrounded by dark colored rocks

Description: Magic-consuming cape will make you invisible.

### Magic Hammer

Dimension: Dark World

Location/Directions: Palace of Darkness

Description: Pound pegs, smash stakes, and topple turtles!

### Magic Mirror

Dimension: Light World

Location/Directions: Guide the Old Man on Death Mountain to safety.

Description: Use it to escape the Dark World. You'll get a portal for return trips. You can also return to dungeon entrances with this.

### Magic Mushroom

Dimension: Light World

Location/Directions: Lost Woods

Description: Give it to the witch at the Magic Shop, then return for Magic Powder.

### Magic Powder

Dimension: Light World

Location/Directions: Magic Shop (see Magic Mushroom)

Description: Sprinkle it on stuff!

### Master Sword

Dimension: Light World

Location/Directions: Deep within the Lost Woods

Description: This and the higher level swords will shoot beams at full hearts!  
You'll also unlock this for Four Swords!

### Mirror Shield

Dimension: Dark World

Location/Directions: Turtle Rock

Description: Blocks practically every projectile attack.

#### Moon Pearl

Dimension: Light World

Location/Directions: Mountain Tower

Description: Used to retain human form in the Dark World

#### Pegasus Shoes

Dimension: Light World

Location/Directions: Clear the Eastern Palace, then return to Sahasrahla.

Description: Dash with the R Button!

#### Power Glove

Dimension: Light World

Location/Directions: Desert Palace

Description: Lift rocks with this item.

#### Quake Medallion

Dimension: Dark World

Location/Directions: Lake of Ill Omen (Dark Zora Lake)

Description: Turns grounded enemies into slimes. Required to enter Turtle Rock

#### Red Mail

Dimension: Dark World

Location/Directions: Ganon's Tower

Description: Damage is down to 1/4 (1/2 compared to Blue Mail)

#### Red Shield

Dimension: Light/Dark World

Location/Directions: Two methods:

1. Light World: Waterfall of Wishing - Toss your shield in to get it.
2. Dark World: From the Village of Outcasts, go north, east, south. Hop the fence into the shield shop and buy one for 500 rupees. If you get the Mirror Shield, that is available for 100 rupees, making the Red Shield 70 rupees.

Description: Defend against fireballs.

#### Shield

Dimension: Light World

Location/Directions: Secret entrance to Hyrule Castle

Description: Defends against standard projectile attacks.

#### Shovel:

Dimension: Dark World

Location/Directions: Talk to the mutated flute boy

Description: Dig up common items, and the flute.

#### Silver Arrows

Dimension: Dark World

Location/Directions: Mystery Pond at Pyramid of Power

Description: Stronger arrows: the only thing that'll finish off Ganon.

#### Sword

Dimension: Light World

Location/Directions: Secret entrance to Hyrule Castle

Description: Plain, regular sword.

#### Tempered Sword

Dimension: Light World

Location/Directions: Rescue the swordsmith dwarf's partner from the Dark World  
Description: does x3 damage of the basic sword.

### Zora Flippers

Dimension: Light World

Location/Directions: Zora Lake (500 rupee charge)

Description: Allows you to swim in water and use whirlpools.

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III) Dungeon Items & etc. [s05.3]  
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Map - You'll see rooms you haven't visited yet by using the L button.

Compass - You'll know where the boss is on the Map.

Key - Used to unlock locked doors.

Big Key - Used to unlock Big Locked doors and to open the Big Chest.

Heart Container - Won after defeating a boss.

Pendants - The three dungeons in the Light World hold these. Get them all to claim the Master Sword.

Crystals - Won in the Dark World dungeons. The maidens are imprisoned inside these. Get them all to open Ganon's Tower.

\*\*\*\*\*  
PART SIX [s06.0]  
Heart Pieces  
\*\*\*\*\*

Here's a list for every Piece of Heart in the game. For every four you find, you get another Heart Container. When you see an item (or two) in <>, that's the item required to do the job.

1. <Bombs> In the green-roofed house in Kakariko Village, in the basement. Bomb a wall to get it.
2. <Bombs> In a cave in Kakariko Village. Jump in a hole and bomb a wall to get it.
3. <Bombs> South of Kakariko Village, there's a house that leads to a 15-second maze. Complete it in time for the prize.
4. Warp point 7: the stone building. Go inside and drain the water. Then exit for the Heart Piece.
5. The thieves' hideout in the Lost Woods. Drop through the secret entrance to reach the Heart Piece.
6. <Pegasus Shoes> The pile of rocks near the Sanctuary.
7. <Bombs> The cave in the desert. Bomb a wall to get the Heart Piece.
8. After coming out of the Desert Palace towards the behind entrance, there's one in the south. Be sure to grab it.
9. <Zora Flippers> Go south from the King Zora and swim over a waterfall.

Nearby is a Piece of Heart.

10. On Death Mountain, drop off an edge near Spectacle Rock. Go through a cave to reach it.
11. <Magic Mirror> On top of Spectacle Rock. Reach it via the Dark World.
12. Going down from the top of the Pyramid of Power, stay to the right and you'll see it near the Palace of the Four Sword.
13. <Pegasus Shoes> Go back to the Lumberjacks' house after defeating Agahnim. The two lumberjacks have stopped sawing on a tree. Dash into it and reveal a secret entrance. Down inside is a fairy fountain and a Piece of Heart.
14. <Zora Flippers, Magic Mirror> Head to the Dark World version of Lake Hylia. There's a circle of stones. Stand inside them and use the Magic Mirror to warp. Claim your Piece of Heart, but avoid the green shocker.
15. <Magic Mirror> One screen south of the Dark World Haunted Grove, there's an alcove. Get in it and use the Magic Mirror. In the cave is the Piece of Heart.
16. In the Dark World version of the 15-second maze is the Digging Game. You have 30 seconds to dig up the Piece of Heart. It's always in a random location, so you'll need to play several times before you get it.
17. <Titan's Mitt, Magic Hammer> On the screen with the Dark World smithy house are 22 stakes. Pound them all and the stump will turn into a secret entrance to the Piece of Heart.
18. <Magic Mirror> In the Dark World graveyard is a ledge with no cave entrance. Warp to the Light World and use the cave entrance seen to get a Piece of Heart.
19. <Magic Cape, hookshot> In the Dark World entrance of Death Mountain, climb up through the obstacle, using the cape to bypass the bumper. Get your Piece of Heart on the outside ledge.
20. Go to the Gambling House in the Village of Outcasts. The Piece of Heart is placed in one of 16 chests. You have two chances. The prize is always in a random chest.
21. <Flute> Get to the Misery Swamp. A cave entrance next to the Misery Mire entrance leads to your Piece of Heart.
22. <Magic Mirror> In the upper-right corner of the Misery Swamp. Use the Magic Mirror to warp and reach a rock with a secret entrance underneath. Grab the Piece of Heart inside.
23. <Magic Mirror, Bombs> In the Dark World, one screen west of Turtle Rock, there's a rock with a secret entrance underneath. Follow the path through to an outside ledge, then use the Magic Mirror to warp for a Piece of Heart.
24. <Magic Mirror> En route to the Mirror Shield in Turtle Rock, use the Magic Mirror to warp near the other entrance and get the last Piece of Heart in the Light World cave.

If you don't understand some of this, refer to the guide for a little help.



Tektite - Found on Death Mountain, these guys can jump back after a blow.

Thieves - Invincible they are, greedy they can be. They can shake loose some rupees and grab 'em, too.

Vulture - These guys fly around in the desert. They rarely attack you, but you should take care of them anyway.

Zora - The classic foes found in the water that shoot fireballs.

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II) Dark World Enemies [s07.2]

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Blue Moblin - See "Blue Knight."

Bombclops - So many hits to kill. These guys throw bombs.

Dark Zora - See "Zora"

Flying Green Bombers - Hovering little bombers.

Jumping Pirahna - The bitey thingys.

Like-Likes - Watch it! These guys eat shields! If they eat yours, hurry up and kill it to reclaim your shield.

Lion - Found on Death Mountain, these guys shoot fire beams. You'll need the Mirror Shield to block these beams.

Red Moblin - See "Red Knight."

Rock Frog - See "Octork."

Skull - See "Armos."

Spear Moblin - Moves slow, never chases, and has spears for a weapon.

Tounge Flower - Uses tounge to steal common items out of your pockets.

Water Worms - Found in the Misery Swamp, these guys are no major threat.

Worm Basket - Takes a jump at you, and that's it.

\*\*\*\*\*

III) Dungeon Enemies [s07.3]

\*\*\*\*\*

Anti-Faries - The red spinny things that are invincible and drain magic as well as hearts. Use Magic Powder to turn them into faires.

Bat - Common enemies found in dark areas sometimes.

Black Spider - Races from hole in the wall to hole in the wall.

Bomb Slug - Drops bombs and slithers.

Bouncer - Centipedeish-enemies that split from the body and bounce when attacked.

Chain Chomps - These guys go back to Super Mario Bros. 3, and they're invincible here like they were back then.

Cobras - Charges on site. Need I say more?

Crickets - Moves a little, stops, then goes again.

Cyclops - Vulnerable with an open eye. Red ones need arrows to kill.

Dragonman - Red ones shoot fire beams.

Elite Knight - Found only in the Hyrule Castle Tower, these guys hold there swords a little higher.

Eyeball Bat - See "bat."

Fire Ghosts - The shaded part is invincible, but the red glob is the weakness.

Fire Snake - Invincible snakes made of fireballs.

Floor Tile - Rises up and flies at you. Dodge it or counterattack it.

Green Beetle - You can't hit 'em in the front. That's where they have protective headgear.

Green Glob - Rises from water and attacks you.

Green Penguin - Found in the Ice Palace, they slide on ice towards you.

Ice Beast - Jumps out of walls in the Ice Palace. Needs Fire Rod for kill.

Jellyfish - When they flash, refer to "Shockers." The red ones split into two.

Laser Eye - Shoots lasers at you and is invincible.

Laser Eye Statue - A "rotating" Laser Eye.

Mace Knights - You'll fight one for a boss, and more as enemies in the Hyrule Castle Tower.

Masked Snake - See "Cobras."

Mimic - Copies Link's movements. Red ones shoot fire beams when it and Link make eye contact.

Mini-Dodongo - Shoot fireballs you can't defend against.

Mini-Moldorm - Slithers around.

Octopod - Toughies. You be bounced back after hitting them.

Peahat - Rises from sand and attacks.

Rats - Damn their annoying!

Skeleton Knight - First, use the sword to collapse them, then bomb them.

Slimes - Just moves and jumps.

Snake Bushel - Moves around so weakly.

Sparks - One moves clockwise, the other moves counterclockwise.

Stalfos - Jumps back after a blow. Red ones throw bones.

Stalfos Skull - Floats around.

Torpedo Fish - Comes out of a pipe and squirms around in water.

Turtle - Hard shells. Use Magic Hammer to flip them and make them vulnerable.

Wall Master - Drops from ceiling, reaches to grab you, and throws you back to the entrance.

Water Bug - Moves in water only.

Wizrobe - Shoots magic beams that only the Mirror Shield can defend against.  
Hit when visible.

Yellow Stalfos - Drops and sends its skull head at you.

Zombie - Rentless pursuers. Fire is their enemy.

\*\*\*\*\*  
PART EIGHT [s08.0]  
Bosses  
\*\*\*\*\*

Hey! CMorality! This isn't any insult, is it? I'm copying my strategies from my guide into this section. I hope I don't offend you in any way. Okay? So, I'm gonna do that now. Okay, here I go.

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B O S S  
\*\*\*\*\*  
Mace Knight  
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Though he looks like an enemy, he is considered a boss. Anyway, the Mace Knight can hit you with his mace, and this weapon has a nice range. Wait until he swings it, then he'll have to pull it back before he can swing it again. This is when you should rush in and hit him with your sword. It takes eight sword hits to beat him. You can stun him with your boomerang so you can get extra hits in. For an easier, much safer way to beat him there are three pots in the open jail cell. Two of these pots will knock him out quickly, and each pot has a heart for recovery.

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\*\*\*\*\*  
B O S S  
\*\*\*\*\*  
Armos Knights  
-----

When you enter the room the door seals behind you (that's gonna happen in every boss battle). The six Armos Knights are still, then they come to life. You must defeat them all. Now the sword is weak, so let's not use that (yet). Use your latest weapon, the bow and arrows, and fire arrows at them. The Armos Knights have a formation: they bounce around in a circle. They squeeze in,



then expand out. Then they get in a line and come straight down at you. Shoot three arrows in each of them to take 'em out. When only one Armos Knight remains he will try to smash you directly. Step back and attack it.

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\*\*\*\*\*

B O S S

\*\*\*\*\*

Armos Knights

-----

When you enter the room the door seals behind you (that's gonna happen in every boss battle). The six Armos Knights are still, then they come to life. You must defeat them all. Now the sword is weak, so let's not use that (yet). Use your latest weapon, the bow and arrows, and fire arrows at them. The Armos Knights have a formation: they bounce around in a circle. They squeeze in, then expand out. Then they get in a line and come straight down at you. Shoot three arrows in each of them to take 'em out. When only one Armos Knight remains he will try to smash you directly. Step back and attack it.

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B O S S

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Ianmolas

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The lanmolas are three huge sand worms. Like peahats, they emerge from the sand, but they don't really attack you. They spew rubble at you, so watch it. You must attack their heads. The bow and arrows do sound like a good idea, but it's tough to hit them. Use the sword and take them down one by one. When one lanmola is left it shoots more rubble at you. Continue to attack it and it will die.

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B O S S

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Moldorm

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Drop into the lower area of the room to fight Moldorm, a large version of mini-moldorms. Unlike the minis, Moldorm has a weakness: his tail. It's not that simple to hit it. He can bump you off the platform, forcing you to crawl back up and start the fight over. Try to strike the tail with your sword any time possible. For the last hit, he'll move faster. Stab his ass and finish him off!

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B O S S

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Agahnim

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You can't slash at Agahnim with your Master Sword. That's how you get shocked.

Agahnim will throw the following magic attacks at you: fireballs, magic blasts, and lightning bolts. You can use the Master Sword to send the fireballs back at Agahnim.

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B O S S

\*\*\*\*\*

Helmasaur King

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The Helmasaur King has a big mask to hide it's face. Use the hammer to break it off. The hammer breaks off one piece in one hit, but several more hits breaks off another piece. Watch out for it's two attacks: a tail swipe and a fireball attack. After you break off the mask, hit it's jewel with arrows to finish it off.

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B O S S

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Arrghus

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Arrghus is a large jellyfish surrounded by puffballs. Use the Hookshot to pull the puffballs off and slice through them. When they are all cut up, Arrghus will bounce around the room. Use the Master Sword and slash the jelly outta him.

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B O S S

\*\*\*\*\*

Mothula

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Mothula himself isn't too hard. The Master Sword and the Fire Rod are great weapons. The room, however, is a death trap. Spikes lining the walls and moving floors. You have to use the Control Pad really well to survive.

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B O S S

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Blind the Thief

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If you have full hearts, the sword beams are just as effective. Hit Blind's head until it falls off. It'll fly around. Ignore it and cut off Blind's second head that he grows. Two heads fly around! Slash Blind's final head to finish him off!

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B O S S

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Kholdstare

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Kholdstare is an eyeball/snowball type of boss. He's frozen in some ice, while ice chunks try to clunk you. Use the Fire Rod to melt the larger ice chunk and free Kholdstare, who is actually three of himself. Use the Fire Rod or the Tempered Sword to kill all three Kholdstares.

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B O S S

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Viterous

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Viterous is a big eyeball that sits in some ooze (harmful) with smaller eyeballs. He'll send his smaller eyeballs at you. Use the sword (arrows work, too) and kill the small eyeballs. Watch out, cause Viterous can shoot lightning bolts just like Agahnim did (you forgot all about him, didn't ya?). After you slice all but four eyeballs, Viterous will attack you head-on. Use your sword to finish him off.

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B O S S

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Trinexx

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The "tri" in "Trinexx" means three, and "nexx" refers to heads. Trinexx has three heads: a stone head (that snaps at you), a fire head (that shoots fire), and an ice head (that shoots ice and covers any ground in its path with ice). First, defeat the fire and ice heads by using the opposite rods. Use the Fire Rod on the ice head first. That way, you can avoid ice being made. Use the Fire/Ice Rod on the opposite head, then hit 'em with your Golden Sword three times to blow them up. All that leaves is the stone head. It'll turn into a stone snake. Hit its golden part with your Golden Sword three times to finish it off.

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B O S S

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Agahnim

-----

Hey, here he is again! He'll make two clones of himself and attack the same as last time, only without the lighting bolt spell. The clones are shaded, so you should determine the real Agahnim. Smack back some fireballs at him. You can use fireballs from the fake Agahnims and damage the real Agahnim with 'em. After he's eaten his own firepower, he falls.

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B O S S



"Long ago, an evil wind mage named Vaati raged across the land of Hyrule. It terrorized people and caused destruction. Just when all hope was lost, a boy stepped forward, carrying a sword.

"I shall defeat this sorcerer." said the boy. The power of the sword he carried had split him into four copies. Together, the four boys went into Vaati's Palace and overthrew the evil wind mage, trapping him in the blade of the magical sword. The people of Hyrule were amazed of the power of the sword. They called it the Four Sword, and built a shrine to protect it.

"Princess Zelda was a beautiful young girl born with the mysterious power to sense approaching danger. One day, she sensed trouble with the Four Sword. She asked Link, the hero of Hyrule, to accompany her to the Four Sword.

"When the two approached the shrine of the Four Sword, Zelda explained that the seal that held Vaati was weakening. Just then, Vaati broke free and swooped Zelda into the air.

"As Link saw Princess Zelda being carried away, he pulled out the Four Sword. Thus, splitting him into four copies. The four Links went off towards Vaati's palace. All that can be said now is 'Deja Vu.'"

\*\*\*\*\*  
II) Basics of Four Swords [s09.2]  
\*\*\*\*\*

Four Swords is a Multi-Pak multiplayer adventure that requires two to four players to play. You can't play yourself because the obstacles are too tough for one player alone. Plus, it won't let you by rule. It's not Single Pak 'cause all players need something to save data to. Not only does it piss you off to have people who have the game, but it holds you in suspense if you have no one to link up with.

Four Swords is a game like no other. You are to use teamwork to overcome obstacles and collect rupees to nab the keys into Vaati's Palace. You may need to replay stages to nab those keys.

Four Swords is an awesome game. Not only will you have fun enjoying new features like the cool items, but you'll unlock stuff in LttP, too!

Four Swords is... Four Swords!

\*\*\*\*\*  
III) Rules of the game [s09.3]  
\*\*\*\*\*

To get the keys that opens Vaati's Palace, you need to collect enough rupees for the great faeries. The number of rupees needed depends on the epic played.

First Epic (Silver Keys) - 1000 rupees  
You play this epic the first time you play Four Swords.

Second Epic (Gold Keys) - 3000 rupees  
You need to beat the first epic to play this.

Third Epic (Hero Keys) - 5000 rupees  
You need to beat the second epic to beat this. Be warned: this is a tough one. A REALLY tough one.



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### A Button Items

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Most of these items are LttP items, but two of them are exclusives.

Shield - You start each stage with a shield. You can block enemy attacks, and some enemies can't be defeated without it.

Bow & Arrows - There are two differences between this and the one in LttP. One: you have unlimited arrows. Two: you can power up shots, which makes more damage for enemies.

Bombs - Unlimited supply and manual detonation are the two differences between both games. It still has the basic function of blowing walls and blocks.

Pegasus Shoes - In here, you can move to your sides while dashing instead of a straight dash.

Gnat Hat - Wear this hat, and you've shrunken in size! Only insect-sized players can enter small areas.

Roc's Cape - Remember this item from Oracle of Seasons? You can jump and glide with this. Jump and instantly hit the B Button to do a downward thrust (first seen in Zelda II).

Magnetic Glove - Another OoS item, you can attract/repel players, items, and yourself. Every time you use this, the polarity changes.

BowWow - Your Chain Chomp pet. He attacks enemies. He also knock rupees out of other players, so you can scoop them up for your advantage.

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### V) Tips for the Road [s09.5]

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-Grab every rupee you can reach. I can't stress enough how important they are.

-When it comes to defense, the Shield and the Roc's Cape are the two best choice items.

-You can use your sword to counterattack against enemy attacks. You may not be damaging the enemy, but you're defending yourself.

-If you have the Hurricane Blade (explained later), and rupees are rapidly popping out of the ground, use the Hurricane Blade move to scoop up them rupees. I call this a "rupee scoop." Don't steal it!

-Finish each level as fast as you can to earn time bonuses. Each player receives bonus rupees based on the finishing time. 600 rupees to each player if you all finish in under one minute. You lose 100 rupees per minute.

Ex: Finish in 2 min 20 sec = 400 rupees x 3 players = 1200 rupees!

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### PART TEN [s10.0]

#### Four Swords Walkthrough

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\*\*\*\*\*

I) Chamber of Insights [s10.1]

\*\*\*\*\*

This'll be brief. In here, you're learning the basic of the game. There are no random levels, so you need not to fret. Each set of warp pads leads to a different tutorial. There's two tutorials that show basic moves, one tutorial for each item, and a skills test, which consists of two levels. Ask the faries for help on what you gotta do. You don't fight a boss here, you don't get a key, and no one earns a medal of courage, because this is all practice.

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II) Sea of Trees [s10.2]

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I was gonna use EarthAdept1's parts of his guide, but he never replied to my request. Thanks a lot, man. Oh well. I'll just improvise out of NP's guide.

\*\*\*\*\* \*

Setting Example 1

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The River & the Handcart (random part)

-----

First, cross the bridge and get Roc's Capes. Then, either ride the strong river current to the handcart or glide over it 'til you hit a door. If you hit the door, cut grass until you find a switch to open it. If you use the handcart, you need two people to work it. Either way, reach the random dungeon part and find the key inside. Near the upper-left corner of outside the part is the warp zone.

\*\*\*\*\* \*

Setting Example 2

\*\*\*\*\* \*

Overgrown Hills (random part)

-----

From the start, you see the warp zone is locked with as many locks as their is players playing. You'll have to search this level, cutting down grass to find the keys. Grab the Pegasus Shoes to speed up the job. You may need to enter the random dungeon part to find a key.

\*\*\*\*\* \*

Setting Example 3

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Woodland Maze

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16 little areas, each all easily accesable, with chests in each area. You're lucky if you hit this area. Grab all the rupees you can. Watch it! You may hit a few rupee wraiths in here. Rupee wraiths will knock rupees out of a player. Tag another player to pawn off the rupee wraith. The warp zone is open in the upper-left corner.

\*\*\*\* \*

Part Example 1

\*\*\*\* \*

Sylvan Demolition Derby

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Grab the Pegasus Shoes to dash up your color slope. In the center of the area, all players need to stand on the switches around a crystal holder to make one appear and release spike shelled enemies. Carry the crystal to another holder to grab shields. Use the shields and knock over the spike shelled enemies onto their backs, then hit 'em. Once killed, bring the crystal outside to an area to get some chests.

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Part Example 2

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Monstrous Forest Zoo

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All players need to push a block to enter the area. In each chamber, everyone needs to push down a big switch to make enemies appear. Defeat the enemies to move into other chambers. Clear this area for chests in a nook.

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Part Example 3

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Extreme Rebound Sports

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Also known as Four Swords mini-golf, you have to whack all the balls into the hole at the end. Sink a ball into a hole and it'll spit out rupees. With all the balls sunken, a treasure trove will open up.

\*\* \* \* \* \*

My Tips

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-Watch out for cobras! They'll attack on sight.

-Some rupees are a disguise for rupee snakes that trap you and squeeze rupees out of the team's wallet. Have another player save you, or use the control pad to wiggle out.

-Hack away at the grass and bushes. You can find a bunch of rupees.

-Sometimes you'll find rupees underwater. Dive in and collect when you get the chance.

\*\*\*\*\*

B O S S

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Plant Heads

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Please note that I am making up boss names for these bosses. The plant heads come out of a big plant they circle. They'll open up and reveal colored flowers. Hit the colored flowers that match your tunic. As you kill each head, rupees will fly. After awhile, you'll need to pull switches on the side to expose the flowers. If you get a multicolored flower, players of matching-color tunics must hit the corresponding flower pedals in order to do damage.

\*\*\*\*\*

After each boss, it'll explode and shoot alotta rupees. Fairies and the warp pads will appear, too. Grab the fairies for Rupee Fever, then scoop the load of rupees. Stand on the warp pads to meet the great fairy about your key, then



\*\*\*\* \* \* \* \* \*

### Magnet Chasms

-----

Grab Magnetic Gloves and pull each other across the gaps with them. You'll have to throw players onto moving platforms and have them pull you over. You'll receive chests filled with rupees if you clear this area.

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### Part Example 3

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### Team Demolition

-----

Split your team down to two teams: the Bombs team and the Gnat Hat team. The Bombs team must throw bombs over to an area the Gnat Hat team can only reach. Have the Gnat Hat team place those bombs next to bombable blocks. Bomb your way to the chest.

\*\* \*\*\*\*

### My Tips

\*\* \*\*\*\*

-Careful on the ice. One wrong move and you're down the pits. Grab the Roc's Capes to jump over the ice and gaps.

-Beware of the Ice Wizrobes. They can freeze you. If frozen, have a partner shatter the ice and free you.

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### B O S S

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### Pea Pod

---

Pea Pod is frozen on the icy wall to the right (avoid it or you're frozen). Grab the Pegasus Shoes and dash into him or hack him with your swords. When freed, he'll bounce around trying to squish you. Dash into the green side and knock him back to the ice wall. Rinse, lather, repeat. His last attack is to turn into a four-leaf clover that is multicolored. You can't see your own color on your screen, so tell your partners. When everyone knows where their colors are, attack and kill the boss. Don't attack too close!

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### IV) Death Mountain

[s10.4]

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### Setting Example 1

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### Lava Spill Chamber (random part)

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You'll start near a boulder. Skip it and head down 'til you see some lava and a platform to cross it towards the Roc's Capes. From here, explore every piece of the dungeon (splitting into two teams will help), to grab rupees and the keys that unlock the warp zone. Watch it! I've found a few rupee wraiths lurking around here.

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## Setting Example 2

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### Red-Hot Railway (random part)

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There's an annoying handcart part that you can skip. From the start, head east toward some lava and some islands with chests. Bounce off the springs to these islands and check each chest for keys. You could find one here and one in the random dungeon part. Both keys will unlock the warp zone.

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## Setting Example 3

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### Tag-Team Survival

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First, grab Roc's Capes and jump over the metal-masked enemies. At the end of each corridor are Magnetic Gloves that pull the metal masks off. Use the Magnetic Gloves to pull one another across the lava stream. Then grab Gnat Hats to shrink and run through the maze. After clearing it, find some Pegasus Shoes and dash past some spike traps. The warp zone is close by from here.

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### Part Example 1

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#### Riding the Lava Rapids

----- --- -----

Have all players ride a directional platform to a big switch, then to the Bows & Arrows. Poke out the eyes to keep riding. Have one player get off and go get the crystal, then have him hop back on and place the crystal on the holder to open a way to some chests.

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### Part Example 2

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#### Magnetic Maneuvers

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Half the team can only use the Magnetic Gloves. The other half will have to be pulled across lava to a switch. Then pull yourself (and other players) to a room with another Magnetic Glove, so that everyone can face off with the metal-masked enemies.

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### Part Example 3

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Grab the Gnat Hats, lift the large boulder, then shrink and get through the area. The second-to-last room holds a few chests. The last room has a big switch that activates a "rupee scoop" in the other room.

\*\* \*\*\*\*

#### My Tips

\*\* \*\*\*\*

-You can't swim in lava. Avoid it at all costs.

-Some enemies can catch you on fire, which causes you to run around uncontrollably. You'll be damaged by a bunch while you burn. Careful not to

catch others on fire.

-Fireballs that jump out of lava can be split into two and bounce wildly.

-The Roc's Cape helps here.

\*\*\*\*\*

B O S S

\*\*\*\*\*

Flamehead

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Grab the shields; you'll need 'em. Flamehead will shoot colored fireballs at you. Hit the ones that match your tunic. You may need to hit one back and forth between players. When it goes gray, hope it'll hit Flamehead. If it does, Flamehead will split into small fireballs. One of them is real. Attack and he'll reform. If low on health, slash the firepillars that Flameheads leaves after bouncing there and you'll get hearts. The fire rings can become rupees when slashed. Hit Flamehead with a few colored fireballs to do him in.

\*\*\_\_\*\*

V) Vaati's Palace

[s10.5]

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\*\*\*\*\* \*\*\*\*\* \*

Setting Example 1

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Divide and Conquer (random part)

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There are four chambers that split its halves and its switches. All players must step on them to drop a key in one half, and summon floor tiles in the other. Use the Roc's Capes to reach each chamber. All four keys will open way to the random dungeon part that holds the last key to the warp zone.

\*\*\*\*\* \*\*\*\*\* \*

Setting Example 2

\*\*\*\*\* \*\*\*\*\* \*

The Favored Hero (random part)

--- ----- ----

There are tiles that only one player of the matching color tunic can see. Grab the Roc's Capes; you'll need 'em. After the almost invincible platforms, step on a big switch to turn on a fan. Jump while being blown so you can hit the other side.

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Part Example 1

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Tiny Tots & Big Bombs

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See "Team Demolition"

\*\*\*\* \*\*\*\*\* \*

Part Example 2

\*\*\*\* \*\*\*\*\* \*

Multicolored Mayhem

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The colored tiles will suck players of non-matching tunics. You'll need to throw players across to their color tiles and push blocks to reach switches that'll let other players past.

\*\* \*\*\*\*  
My Tips  
\*\* \*\*\*\*

- Enter Vaati's Palace on Gold Keys and get a mix of previous levels.
- Enter Vaati's Palace on Hero Keys and face 2 levels, then a boss for 4 times.
- Even here you'll get a Medal of Courage.

\*\*\*\*\*  
B O S S  
\*\*\*\*\*  
Vaati  
-----

Vaati rides on a cyclone around the arena, trying to swoop you up and hurl you off. Grab the bombs and throw 'em in the cyclone. Detonate them when they get under Vaati. When he falls off his cyclone, hit him with your swords. After defeat, he reappears and mixes the previous boss attacks.

\*\*\*\*\*

Vaati wont admit defeat, so the four Links merge their swords into the Four Sword, which then sucks Vaati back in. Princess Zelda is saved, and the Links become the truly single Link.

While the credits roll, you can move your Link in the background and whack the faries for rupees. This doesn't do anything to the game, but it beats watching the credits go. After that is the word "Fin" indicating the end of the game. Then, another Medal of Courage is awarded. Finally, you're back on the Stage Select screen. Now lets kick it up a notch! Whaddya say? Go for the Gold Keys!

\*\*\*\*\*  
VI) Palace of the Four Sword [s10.6]  
\*\*\*\*\*

Now that you've conquered Four Swords, more action has been cooked up for you in a Link to the Past. It's a bonus dungeon not found in the SNES version.

To reach it, start at the top of the Pyramid of Power and work your way down, staying to the right. See the cave you passed towards a Piece of Heart? Now you can enter it. A guy charges 20 rupees admission. You're rich by now, so pay!

Dash throught the Chain-Chomps in the first room and enter the second room. This room, the dungeon hub, is important. It offers a choice of four paths. A magic barrier bars you from a fifth path, and unlike the other one, your sword level isn't higher than the barrier strength. To slash this barrier, you need to go down each of the available paths and claim the sword shards that make up the Four Sword. Each path is a couple rooms and a boss away from its shard.

\*\*\*\*\*  
Green Shard  
\*\*\*\*\*

Start with the lower-left route. There's a current too strong to swim against. Lighting the torch temporarily weakens it. Swim and dodge the rollers and cannonballs. Hurry to the next room.

\*\*\*\*\*

B O S S

\*\*\*\*\*

Arrghus

-----

Arrghus has returned, but instead of puffballs, he is surrounded by jellyfish. These jellyfish are as strong as the original puffballs vs. the Master Sword. After killing them, Arrghus will bounce around the room, faster and leaving water globs for the ambushing. Slice the jelly outta Arrghus once again.

\*\*\*\*\*

After killing Arrghus, walk north to the next room and get the green Four Sword shard. Then step on the gold tile to return to the dungeon hub.

\*\*\* \*\*\*\*\*

Red Shard

\*\*\* \*\*\*\*\*

Go through the lower-right door. Quickly reach the closed door before the floor begins to drop out. Use the Bombos Medallion on all enemies to open the door. In the next room, lower the blue blocks to get to the red blocks. To pass them, use the Cane of Somaria and its detonation feature. Pass through to the next room.

\*\*\*\*\*

B O S S

\*\*\*\*\*

Helmasaur King

-----

As if he wasn't a pain in the ass enough the first time. Break his mask with the hammer, then attack the gold jewel on his forehead by using the Golden Sword. His mask will reappear. Break it off again and reveal an eyeball. Poke it with a Silver Arrow to do him in.

\*\*\*\*\*

Go into the next room and get the red shard. Then warp to the dungeon hub.

\*\*\*\* \*\*\*\*\*

Blue Shard

\*\*\*\* \*\*\*\*\*

Use the upper-left door. Slide across the icy floor and kill all enemies. A staircase leading up will reveal. Enter the next room for a star tile puzzle from the Skull Dungeon. Just make your way to the lower-left corner and reveal a switch that needs a Somarian block. Go through and work the red/blue block puzzle with the Cane of Somaria. Then go into the next room.

\*\*\*\*\*

B O S S

\*\*\*\*\*

Mothula

-----  
Well, no spike traps or moving floors to deal with, but Mothula does make two clone of himself. You have to hit the real Mothula. There are no signs to tell them apart. Hittting a fake will turn it into bees. Killing the clones will force Mothula to make two more. If you hit the real Mothula, he'll just flash. When you have the real Mothula, slash his ass down!

\*\*\*\*\*

Go into the next room and get the blue shard. Then warp back to the dungeon hub.

\*\*\*\*\* \*\*\*\*\*

Purple Shard

\*\*\*\*\* \*\*\*\*\*

Use the upper-right door. Watch out for the Like-likes in here. Carefully make your way through to the next room. Then, use arrows to break pots, use a Somarian block to hold a door open, and use the Hookshot to pull over to the door. In the next room, Hookshot and bounce to reach the door.

\*\*\*\*\*

B O S S

\*\*\*\*\*

Blind the Thief

----- --- -----

Blind appears as your uncle. He told you not to leave the house in the first place, but sees that you gotta save Princess Zelda because "you are... the princess's..." He doesn't finish. He turns into Blind. Three sword slashes will cut his head off. Ahh! The body rises headless! You played mini-golf in Four Swords, right? Do that with the head, with the body playing the role of the hole. Slice it off again. Two heads flying! Smack 'em both onto the head! Slice it off again to get three heads flying! Smack 'em all back on to finish Blind off for good!

\*\*\*\*\*

Get the purple shard and go back to the dungeon hub.

\*\*\* \*\*\*\*\* \*\*\*\*\*

The Final Challenge

\*\*\* \*\*\*\*\* \*\*\*\*\*

After getting all the shards, slash the magic barrier and go into the next room. The invisible platform is plainly straight, so dash right through. Don't stop, don't use the Ether Medallion, don't use a Somarian block, just dash straight across.

\*\*\*\*\*

B O S S

\*\*\*\*\*

Dark Links

----- -----

When you walk into the boss room, the Four Sword shards split and make four Dark Links. Fight 'em one by one, eight hits each. Each Dark Link has their way of attacking.



\*\*\*\*\* \*\*\*\*

Green Link

\*\*\*\*\* \*\*\*\*

Green Link has the same equipment you have, the stalfos jump-back to dodge your blows, and the Pegasus Shoes dash. When he does that, hit him.

\*\*\* \*\*\*\*

Red Link

\*\*\* \*\*\*\*

Red Link can do everything Green Link can, and has the Hurricane Blade. Dodge this. Use your dash move to plow right through him.

\*\*\*\* \*\*\*\*

Blue Link

\*\*\*\* \*\*\*\*

This guy has everything the other Links have, and the downward thrust move. When he does this, hit him.

\*\*\*\*\* \*\*\*\*

Purple Link

\*\*\*\*\* \*\*\*\*

He's got the stuff that makes all other Links, and he can shoot beams from his sword. Dodge all this and dash through him. You need 16 hits to kill him.

\*\*\*\*\*

After the Purple Link is down, the Four Sword shards combine to make the Four Sword. Now you may have heard that there's a new sword move for doing this, but that's a lie. All you get is a look at all the Dark World dungeons and bosses, then the entire list of items and the number of times you used them. Finally is your total playing time. Prima's offered the challenge of playing longer than 78 hours, 10 minutes, and 31 seconds (that would be their time). I've played over 100 hours on this game. I'll take my applause now.

\*\*\*\*\*

VII) Riddle Quest

[s10.7]

\*\*\*\*\*

Play Four Swords for awhile 'til you get 10 Medals of Courage. Then you can go on the Riddle Quest in A Link to the Past. Go to the lumberjacks' house and talk to Q. Bumpkin. He'll give you ten riddles to solve, and a basket to put the answers in. Solve them all for a new sword move, the Hurricane Blade.

1) Cock-a-doodle-doo!

A. A cucco (chicken)

Location: Look around Kakariko Village for some.

Prize: Cucco woodcarving

2) The scissors by the water...

A. A crab

Location: Lake Hylia/Ice Rod cave, around Zora Lake.

3) It's shiny and red.

A. A red rupee

Location: You pick the method. Prima suggests killing Octoroks.

4) It's moist and fresh...

A. A fish

Location: Stone building south of Link's House. Drain the water from inside.

Prize: Zelda woodcarving

5) BOOOM! Skitter-scatter...

A. Small Octoballoons

Location: Corner of Lake Hylia. Wait 'til the big Octoballoon explodes.

6) Sprinkle and watch it wobble...

A. A slime

Location: The Quake Medallion has two purposes now! Use it to make slimes outta enemies.

7) It munches on nuts...

A. A squirrel

Location: Master Sword shrine

Prize: Link woodcarving

8) Pull it out, but... too bad!

A. Fake Master Sword.

Location: Anywhere in the Lost Woods

9) It's red and sweet...

A. An apple

Location: Dash into trees in Hyrule.

10) The spectacled wanderer...

A. A cukeman

Location: Sprinkle Magic Powder on a shocker.

Prize: Hurricane Blade

To work the Hurricane Blade, charge up your sword until you hear a second charge up sound. Then press the B button repeatedly to spin continuously. This drains magic while you do it, so watch it! Not only do you have it here, but in Four Swords, too!

After that, head back to Link's House (you haven't been here in a while, have you?) and check inside to see the woodcarvings you received as you solved riddles. You can pick them up and throw them around, and you can sprinkle Magic Powder on them to change their appearance. Sprinkle once and they sparkle. Sprinkle again and they get color! Sprinkle once more to turn them into their Dark World forms! (Link's a bunny, Zelda's an old lady, and the chicken is down to bones)

\*\*\*\*\*  
PART ELEVEN [s11.0]  
Small Secrets  
\*\*\*\*\*

Some of these secrets are just cool tricks, but a few have their purpose here.

\*\*\*\*\*  
Early Tempered Sword  
\*\*\*\*\*

As I was saying from way up there, after finishing the first Dark World dungeon, head to Kakariko Village in the Light World. Go into the Lost Woods up the west side, and then use the first exit to the right. Pound stakes to reach a Dark World warp. Once warped, reach the south side of the screen and

cross into the Village of Outcasts. Go to a gargoyle statue and pull on the bottom of the trident. Now follow the guide on Level 4 - Blind's Hideout.

\*\*\*\*\* \*\*  
Golden Bee  
\*\*\*\*\* \*\*

To get the Golden Bee on sale in the Bee Shop, you first have to get another one. Head to the Ice Rod cave and dash into the statue to release it. Catch it in an empty bottle and bring it to the shop to price it at 88 rupees. Then find the bottle salesman and release the Golden Bee on him to receive 100 rupees.

\*\*\* \*\*\*\*\* \*\* \*\*\*\*\* \*\*\*\*  
The Ghost of Misery Mire  
\*\*\* \*\*\*\*\* \*\* \*\*\*\*\* \*\*\*\*

After using the Bombos Medallion you'd expect something to happen. Well, you burned an invisible enemy, the Ghost of Misery Mire. There's some FAQ on it.

\*\*\*\*\* \*\*\*\*\* \*\*\*\*  
Chris Houlian Room <---- Unsure of spelling.  
\*\*\*\*\* \*\*\*\*\* \*\*\*\*

When making the SNES version, Nintendo held a contest to show someone's room in the game. Chris what's-his-name, a Nintendo Power subscriber, was the winner, and his room could be found through some glitch. The room was cut from the GBA remake because Nintendo would need another contract with Chris. There's something about it being found on an emulator.

\*\*\*\* \*\*\*\* \*\*\*\*\*  
Tree Bomb Glitch  
\*\*\*\* \*\*\*\* \*\*\*\*\*

From Link's house, head west, then south, then west. Dash into the upper tree to release a lit bomb. Use the Ether Medallion first and the bomb is an exploding head!

\*\*\*\*\* \*\*\*\*\*  
Running Glitch  
\*\*\*\*\* \*\*\*\*\*

Stand on some steps and call the white bird. Right before he picks you up, start dashing. When he picks you up, cancel out with B. Now you can run really fast. To stop, start dashing again, change screens, or take damage.

\*\*\*\*\* \*\*\*\*  
Cucoo Lady  
\*\*\*\*\* \*\*\*\*

In the northwestmost corner house in Kakariko Village is a cucoo under a pot. Sprinkle some Magic Powder on it and it'll turn into a woman!

\*\*\*\* \*\*\*\*\* \*\* \*\*\*\*\*  
More Secrets and Glitches  
\*\*\*\* \*\*\*\*\* \*\* \*\*\*\*\*

For more of this, check the Game Winners site. There's a link to it on the codes page for this game at GameFAQs.

\*\*\*\*\*

PART TWELVE

[s12.0]

Closing the Guide

\*\*\*\*\*

Well, my friends, it's the end of another great guide. Surely I've been descriptive on everything you need to know. After all, I've gotten in everything I wanted on version 1.0.

(note of update: I THOUGHT I got everything in on version 1.0)

I said it before and I'll say it again:

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Questions? Comments? Suggestions on an update? You can e-mail them to me at elsamo285@netzero.com.

I do notice that my guide is a little vague in describing what needs to be done and where, but that doesn't mean you need to e-mail me every goddamn time you can't figure out what to do next. This thing is supposed to guide you through the whole game, but I want you to use it as a push in the right direction. Please try to figure some of this out for yourself.

If you HAVE to e-mail me, please: no more bad spelling and/or grammar. Spell it right and make it proper. All these e-mails are really getting to me, so cut me a little slack!

\*\*\*\*\* \*\*

Thanks to

\*\*\*\*\* \*\*

Nintendo and Capcom - For making this game.

-----

CJayC - For controlling GameFAQs. Without him, you wouldn't be reading this.

----- He is da man, you hear?

EarthAdept1 - Although he shouldn't get any thanks. You see, I e-mailed and ----- asked him if I could use part of his guide for my guide, but it took him too long to reply. By the time he answered I had already done what I needed, using NP's guide for improvisation. Tough luck, man.

Nintendo Power - I used facutal (that's factual, NP) info from their own guide ----- on this game to make my Four Swords guide.

Prima's Guide Book - I needed a little push on what to put next, so I referred ----- to their book for a little help. It came before NP's book.

Two guys from the game's board at GameFAQs - They gave me the tip from that you ----- need to keep hammering away on the

Helmasaur King's mask until you  
break it. Whoever you guys are, could you leave your usernames so I can put  
them here?

You guys - Yeah, you helped with this guide, too. You made me do this guide so  
--- ---- you can get help with it. Give yourselves a hand. You deserve it.

Well, that's it. My work's done here. Me and my fingers are bushed, so I'll  
be seein' you around.

"May the way of the Hero lead to the Triforce."

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