

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

by Alex

Updated on Jul 15, 2007

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|           Author: A I e x           |
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I encourage everyone to follow the walkthrough as much as possible, the lists at the end are great, but you will probably find it a lot easier to collect everything if you're following along with the guide. I cannot stress the importance enough of using the Heart Piece checklist at the bottom of the guide every time you get one, by the end of the game you can be sure you collected them all but find yourself missing one and having no idea which. If you've been checking them off as you go, you'll know exactly where to look.

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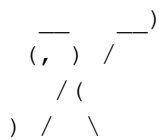
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The game begins in your house, and the Princess Zelda is calling to you. Open the chest in the lower right corner to get the LAMP. Leave your house and head down the ramp, then go as far left as you can go, then up until you reach the castle. Once you arrive at the castle, make a right and follow the walkway around the side of the castle. At the top there is a special shrub, lift it up and throw it to reveal a hole. Speak to your uncle here, before his time comes he wishes to give you his sword and shield. Take them from him and continue down. Head right and defeat the two guards here, then open the chest to acquire 5 RUPEES. Head left and then down to get outside again. Defeat the three enemies in front of the castle doors and enter the castle.

Be careful of enemies in the front hall, make a right and proceed through the door. Follow the red carpet until it leads you to a set of stairs going down. Descend down these stairs and defeat the enemy at the bottom to get a KEY. Also open the chest here for a MAP. Use the key on the door below you and head down the path. Be careful in this area because there are no walls on the side and you can drop quite easily. When you reach the next room, defeat the two green enemies and head left, then up to a door. Defeat the enemy here and enter the room on the right. Kill the soldier to get a KEY and then open the chest for a BOOMERANG. Return to the previous room and go up. At the bottom of the stairs here beside the jail cells you will fight an enemy spinning a ball and chain. Defeat him to acquire the BIG KEY, you can strike him when he's not spinning his weapon. Use it to open the door above you and get the chest containing 5 RUPEES. Princess Zelda will now follow you around, it seems she knows of a secret path back on the first floor. Return to the first floor castle entrance and head directly up from there. Once you've gone as far as you can go, have Princess Zelda help you push the ornamental shelf to the right. Now that it's moved, equip your Lamp and enter the secret path.

Take a few steps up in the dark and make a left, you'll find a torch you can light here. Return to the main path, head up and then right and follow the hall to a set of stairs. Light the torch directly below you here and head left then down the stairs. Make a right at the fork, open the chest for a KEY and then light the two torches. There is a door at the top of the hall here which needs a Key to be unlocked. From here go left in this room, up in the next, and start killing rats until one of them drops a KEY, use it on the upper right door. You'll come to a pile of blocks, push the upper one up to gain access to the door. Follow the sewers until you reach a room with two pull switches. Pull the one on the right to open the door, don't touch the one on the left unless you like enemies raining on your head.

When you reach the sanctuary, listen to what the old man has to say, he will hide Princess Zelda here. It's your job to locate the elder and ask him about the location of the Master Sword. Be sure to open the chest here to obtain a full HEART CONTAINER. Leave the house and follow the path left on the world map. Use your map to see where the town is and head to Kakariko Village.



Just below the entrance and to the left there is a house with two doors, through the door on the right you will find a woman with some interesting things to say. Next door is a house with a green roof, descend the stairs in

the back to find a number of treasure chests. Here's how to get them all.

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The Blocks are arranged as per the diagram on the left with coloured blocks being the four chests and enclosed blocks with letters inside being the blocks. What you have to do is push block B down, then block F down, then block E left, then block D down, then block C left then block J down and then block I left. This should set it up so you can now open every single chest to acquire 20 RUPEES, 20 RUPEES, 20 RUPEES and of course 20 RUPEES. Leave this house and make your way down to the middle area where you will find a man sitting on the ground beside some pots, he'll offer to sell you an MAGIC BOTTLE for the low price of 100 Rupees, I suggest you agree. Make your way to the bottom part of town where you will find the tavern. You can enter the tavern and speak with the people there but your primary goal is to enter from the secret back entrance, inside you'll find a chest containing MAGIC BOTTLE. Head left and enter the shop. After that speak with the guy just beside the shop and he'll mark a spot on your map. Head for the house in the middle of town, just below the weather vane in the centre. There is a young boy in bed who gives you his BUG-CATCHING NET. Head for the shop to purchase some bombs and then head for the house with the person out front sweeping. The wall on the right side of this house is cracked, place a bomb on it to blow up the wall and find a chest containing 20 RUPEES. Next head for the upper left corner of town. Up on the ledge you can drop down from above and land in the hole. Opens all the chests here to get BOMBS, 20 RUPEES, 20 RUPEES, and 20 RUPEES. To the left of the three chests is a section of wall which you can blow up with your bombs and reveal a secret passage. At the end is a chest containing PIECE OF HEART. Return to the house with the green roof and the four chests in the basement. There is also a wall down in the basement which you can blast open with bombs, it's on the top side. Down the hall you'll find a chest with a PIECE OF HEART. Now the time has come to leave town, head to the lower right corner and exit south.

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+-- / | ORLD MAP ----- 01.03 ---+

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Take a look at your world map and note the X to the far east, that is your destination however there are a couple of things to do first. Drop off the ledge below you and head left until you reach a house at the edge of the screen. Go inside and note the broken wall on the left, set a bomb on it and head through. Take the lower exit and approach the person who says you have 15 seconds to get to the other end and get something good. Head through the person and go up. Take the second path going left and then go left at the fork. At the next fork head left to the sign and if you move down while standing under the sign you can jump over the fence. Doing it this way you should be able to reach the other guy in under ten seconds, he rewards you with the PIECE OF HEART beside him. Leave the house now and head east.

On the next screen you'll encounter some enemies, just deal with them easily. Follow the dirt path east, then north, then east. You'll pass by your house. From Link's house what you want to do is take the south exit from the map. On the next screen head down once again and then proceed to the upper left exit. The screen west of here has a kind of shelter thing in it, go inside. Push the left block up, the right block up, and the middle block right then open the

chest to get some BOMBS. Leave the room and come back. Now push the middle block up and the right block right. Continue into the next room to find two levers. The lever on the right causes the door to open and release the water, the switch on the left drops a number of traps on your head so obviously you're going to want to pull the switch on your right. After doing so leave the building and notice the PIECE OF HEART on the ground outside.

Leave this map to the west now and then head up, left, left, down and basically whatever it takes to get to the lower left exit. Now that you find yourself in the desert make your way north while staying glued to the wall on your right, eventually when you reach the top you'll find a cave. Head to the end of the cave and bomb the south wall, it will open up and reveal a chest inside containing another PIECE OF HEART. Now from here, backtrack until you reach Link's house once again, we still aren't finished. From Link's house your goal is to get back to the Sanctuary once again. From here head west and then west again to reach the fortune teller's house. From there go north into the evil looking woods. Continue north and you'll come across nine shrubs arranged in a 3x3 pattern, underneath the middle one is a hidden hole and then you drop down through it you'll find a PIECE OF HEART at the bottom, be sure to pick it up. That's about all there is to do now with regard to Pieces of Heart, it's time to head for your real destination.

From Link's house head one map east and you'll come across a bridge, take the bridge up and make an immediate right at the top. When you get the chance after this, turn and start going up toward the X on your map. Keep heading up and up and up until you reach a ledge, drop down and enter the house here. This is the house of Sahasrahla, the elder of the village. He says before anything can happen you must first acquire the three pendants, your first trial is the East Palace so that becomes your destination now. At the top of the house throw the pots aside and note you can blast through the broken wall here. Inside you will find three chests containing BOMBS, 50 RUPEES and 50 RUPEES. The east palace is located well... to the east, but you can see it marked on your map just near here. Leave the house and ascend the stairs behind it. Be careful of those statues, they'll come to life and attack when you get near them. Head right at the top of the stairs and down. Make a right at the bottom where the statue is standing and then keep going right. Drop off the ledge on your right and climb the stairs above you. Basically it's just a matter of following the stairs up and right to reach the palace.

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+-- (_____) AST PALACE ----- 01.04 ---+
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There are three doors at the entrance to this palace, and the two on the right and left side don't lead anywhere. What you need to do is lift the pot in the middle and step on the button below it to open the door in the middle. Defeat the enemies in this room and step on the somewhat camouflaged button in the middle to open the next door. Descend either set of stairs and get ready to head up, but be careful, there are large balls rolling down toward you and every few seconds an extremely large ball rolls down. What you need to do is, as you head up and dodge the small ones, take a moment to hide on the sides and wait for the large one to pass. At the top make a left and then go down and around to the right to reach a chest containing 100 RUPEES. Backtrack to where the cannonballs are coming out of the hole and ascend the stairs above them, you will find a door at the top. Proceed through this door into the next room.

Make a right and head to the end of the path, lift up one of the pots and throw it aside, there is a hidden button behind them which opens the door for you. In the next room you will find a number of enemies here, ignore them and head up. Go through the door on your right and lift the pot in the middle to find a button, when you step on this button the door at the bottom of the room opens up. In the next room down you will find a chest with a MAP inside of it. Return to the room west of here with all the skeletons and continue west. Head to the left side of this hall and lift the two pots, there is a hidden button behind them to step on and open the door beside you. Take the lower left exit here and suddenly you'll be trapped in the room with a whole bunch of skeletons. They are easy to defeat however, not with your sword, but either by throwing the various pots around the room at them, or by using your Boomerang.

Take the north door when it opens up and check the chest to acquire a COMPASS. Descend the stairs and go through the door on the right. Feel free to examine the object on the wall and get advice from the elder if you wish, your destination is through the door on the right. Despite the points of interest in the room there is very little you can do. If you wish to fight the enemies here for whatever reason be very careful, they are only vulnerable when their eye is open so you might have to wait as they close it, open it over and over until they are finally defeated. Take the east door out of this room and make your way south to the bottom where you'll find some stairs.

Watch out because it is rather dark in this room. What you need to do is head over to the right side and step on the large button in the floor which is somewhat hard to see, it opens the door leading to the right. Below all the pots in this room you will find not only a number of hearts but also a KEY as well. Take the Key and return to the previous room, use it to open the door on the left side of this room. Follow the walkway to the next room. What you need to do here is defeat all the enemies in this room, it will force the spinning enemies to detach from the pot and fling themselves around the room. During this time you are free to lift the pot and hit the button underneath which causes the chest to appear with the BIG KEY inside. Use the Big Key on the door at the top of this room and push the block on the right up to get through. At the top of the room make a right and enter this large room again. Use the Big Key to open the enormous treasure chest in the centre of the room, it contains the BOW. You now have the ability to equip it and fire arrows, that will come in handy. Watch out for the enemies which drop down, use your Big key to open the door at the top of the room and head through.

It's dark in here so you may want to equip your Lamp and light the torches. Your destination is the door at the upper right, through it you will find a plethora of Rupees just waiting to be gathered. Return to the previous room and equip your Bow, the bow kills those cyclops enemies in a single hit, one of them will drop a KEY, use that key on the upper left door. Head up to the second floor to find a number of pots, lift the lower left one to reveal a button underneath which opens the door. In the next room defeat all the enemies and step on the bottom button to unlock this door as well. In this room, with the balls rolling like crazy toward you, your goal is to hit the upper left button and unlock the door. Finally there is one more room here to get through before the boss, pick up the two pots and throw them at the two skeletons and then fire two arrows at this improved one eyed foe. Head up through the door, kill the normal enemies and both of the super cyclopes. It's finally time to take on the boss, head up through the door when ready.

Fighting one boss would of course be too easy, so this game was nice to you and offered six bosses to take care of, how nice of them. The six bosses bounce around the room as if they were influenced by some kind of narcotic, while you carefully try to avoid their mad rampage. Any time they bump into you, you will lose a half a heart, and they will bump into you quite a lot. Basically

what they do is bounce around in a circle, and then line up at the top of the room and bounce down toward you. To defeat them you can use your sword, but compared to the Bow the sword is horrendously ineffective. It takes exactly three arrows to kill any given member of the enemy team, and you'll want to go after them one at a time to make it easier rather than spreading the damage out since they die individually rather than all at once. The one thing to keep note of however is that once you get down to the remaining two enemies, try to attack them both equally, one shot to one, then one shot to the other. The reason for this is that once you're down to the finally enemy, he gets angry and turns red. He bounces around the room a lot more violently and is harder to hit, if you've already damaged him before this time it will make the fight significantly easier. For defeating these enemies you are rewarded with a HEART CONTAINER and the PENDANT OF COURAGE. You're also warped outside.

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+-- / | ORLD MAP ----- 01.05 ---+

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Your destination is now Sahasrahla's hut once again, now that you have the first pendant he has a bit more to say to you. He tells you all sorts of things about Hylian past and then gives you the magic PEGASUS SHOES. These shoes give you the ability to run now, and also a new attack, you can run into enemies with your sword out and damage them, this happens automatically. Leave this area and make your way back to Link's house once again. Follow the path down south of his house and then turn right and follow the east wall down beyond where the wall ends and drop down to the kind of beach-ish area. Proceed east to the next screen, you'll know you're going in the right direction if you keep heading east and pass below a large body of water. On the other side of this body of water head north and make a right when the path forks. Eventually you'll reach a cave. Head inside and bomb the wall at the top to reach a fairy fountain. If you have the Bug-Catching Net then equip it and nab both faeries to keep in bottles, I know it sounds harsh but dammit, do it anyway. Leave this cave the way you came in and outside again, place a bomb on the wall left of the cave entrance. It will blast open and lead you up to a chest containing the ICE ROD. Return once again to our favourite point of reference, Link's House. Note that if you need healing, this place is great.

Leave Link's house and go right a little bit, then take the path north from his house leading up to the castle. Make a left before entering the castle and take the west exit out of here. Head north to the next screen. Head up to the top here and take the east exit, you'll be on the screen with the Sanctuary except you'll be on the ledge above. Charge up your run and smash into the pile of rocks here to reveal a secret staircase leading down to a chest containing PIECE OF HEART. Your next destination is the Kakariko Village once again, if you forget how to get there then simply check your map, or head west of the Sanctuary and then down. Your actual destination isn't the town itself but rather the few houses just south of it. On the upper left side of the map below the town is a house with a whole bunch of bookshelves in it. Slam into the one on the left with your Pegasus Shoes to knock the book down and then pick up the BOOK OF MUDORA. Time to head back to Link's House yet again.

From here head south and then south again, west, and then west again. You are trying to get back to that desert where you found the Piece of Heart earlier in the game, so make your way along the next screen to the lower left and you'll find yourself in the desert. Head up to the very top of the desert and keep going until you can go no further, if you are truly at the top then on your

left, just around the edge, you will find a stone tablet in the middle of a platform with some mysterious writing on it. What you have to do is equip the Book of Mudora and use it directly in front of this stone tablet to open the way to the Desert Palace. When you are ready to proceed then head inside.

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+-- (_/_____/ ESERT PALACE ----- 01.06 ---+
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What you need to do when you enter is begin heading up, defeating any annoying enemies you come across. Note the pillar in the centre of the platform above you, it has an eyeball spinning around it, seemingly harmless, but allow this eye to catch a glimpse of you and whammo! You're got one hell of a laser beam flying toward your face. Keep moving and make your way left past the pots and up from there. There's some kind of enemy in the ground here, either wait for it to come up and slash it with your sword or just run by when it's underground. Make a left at the fork here to reach the next room, another fork, head down this time and run all the way down to the very bottom. When you hit a wall you should see a door on your left, head through this door.

There's another of those damn laser pillars in the middle, just ignore it for now and exit outside the palace entirely via the south door. Make your way down to the bottom where you will find yet another PIECE OF HEART ripe for the picking. Re-enter the palace once again. Push the block third from the left, up, and the door above you opens. Head inside and equip your Bug-Catching Net, it's a fairy free-for-all in here. Anyway head back to the previous room and take the east door. Follow the path all the way up to the room above where there are paths going in all four directions, take the door leading north. Note that there is a KEY which is kind of hard to see, sitting on top of the upper left pillar, to knock it down simply run into the pillar with your Pegasus Shoes. Leave this room and head right, then up through the door. Lift the upper middle pot in this room, you will find a button underneath it. When you step on the button a chest appears which contains the MAP. You'll find the exit of this room on the lower right side, a door leading south.

Follow the hallway east and then proceed south in the next room to the screen after this. Note the door you pass is locked, and since you should have a key, then you had might as well open it up. To open the door at the north end you need to kill all the enemies in this room, with the exception of the laser statue of course. Open the chest at the top to get the COMPASS and then head north through the door. Be careful of the moving cannonball firing things in this room, all you are trying to do is get to the very top where you can open the chest and grab the BIG KEY. Head back down to the previous room and out the door on the left. You've got a decent amount of backtracking to do now, actually it's just a couple of hallways. What you want to do is head up to the screen above and then run west like mad until you reach that room again with the four exits, one in each direction. Take the door leading west here.

Oh no, which pot hides the button!? Well it's the one at the upper left if you must know, simply lift it up and stand on the button to unlock the door above you. Open the chest here to acquire the special POWER GLOVE. Now that you have this you can access a few previously inaccessible areas. It's time once again to go back a couple of rooms to that one room with the four exits, one in each direction. Head south until you can't head south anymore, then west into the room with the laser pillar and south out the door to reach the desert again. Note at the upper right corner those greenish coloured rocks which you

are now able to pick up thanks to the help of your Power Glove. Lift them up to give yourself access to the entrance and head into the Desert Palace.

There are six blocks in this room and of course another of those blasted laser statues. What you need to do is push the lower right block up to open the door at the top of the room. Even the dungeon itself is an enemy here as seen by the fact that the floor has decided to attack you. Quickly lift the lower left pot to find a KEY and use it on the door at the top of the room. Make your way down into the room at the bottom, all you have to do to unlock the door in here is defeat the four enemies. Through the door on the right, make your way up the hall being very careful to avoid the laser beams while you keep moving. Lift the third pot on the right and get the KEY from under it, then use it on the door above you. There's another key in the next room, where the floor is attacking once again, you'll find the KEY under the upper right pot. Use it on the door and proceed north. Equip the Bow and defeat the red cyclops enemy here. What you have to do in order to get any further is equip the Lamp and light the four torches here in front of you, the wall will move and reveal the large door leading up to the boss. Head through the door and prepare yourself.

Once again you aren't actually facing a single boss, but rather three bosses at once and you have to kill all of them individually which means the fight gets gradually easier as you go along... sort of... more like easier and then harder again. What the bosses do is, at about the same time they all pop out of the ground and fire small dirt projectiles in an X shape from where they come up, for this reason you will never want to position yourself diagonally from one of those holes where an enemy is coming from. After they appear they float around in the air for a couple of seconds and dive under once again. Your goal is to slash their heads with your sword until they die, one by one. The best thing I find is to charge your spinning sword attack while they are all under and let it loose to try and maybe hit more than one of them, then after that just slash until they dive again. Once two of them have been defeated the third and final one gets more difficult. Instead of four projectiles in an X shaped pattern, it fires eight projectiles in an asterisk shaped pattern. It is also only out of the ground for a split second, so one spin attack is about as much as you will be able to get off before it dives. Still it shouldn't be too hard. Pick up the HEART CONTAINER from the ground after the boss is defeated and the PENDANT OF POWER as well. You'll automatically be warped outside again.

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Once again your main destination at the point, is Link House. From Link's house what you want to do is take the path leading east and then head north across the bridge. Continue up until you reach the river and follow it along the right side. Ignore the bridge on your left and keep going up until you reach the witch's house. Head for the far right side and lift the enormous block above your head. Make a right at the top of the screen and follow the path down to a few piles of rocks which can be destroyed by slamming into them using your Pegasus Shoes. Ascend the slope on your right and make your way up. Drop over the ledge on the next screen and proceed up along the shallow water here. When the shallow water forks into two paths, take the north path up to the next screen. Here the path forks again, follow it down as far as you can go and then right over to the far right side. If you've followed the directions correctly you'll reach a dead end where a sea monster appears and offers to sell you the FLIPPERS, they cost 500 Rupees, but become an invaluable

resource to have, be sure you pick them up, after the palaces you should have enough. After acquiring the Flippers, swim down from where you got them and drop over the waterfall below you. Run south and turn west here, don't go down the waterfalls a second time. You'll reach a slope of grass going up and then left leading to another PIECE OF HEART. Still a few more things to do.

On your way back, going in the way you came get to the area with the ladder where you made the transition from shallow water to land. If you're going from the witch's house this is up past the large rock, east, south, past the piles of rocks and north up the slope in that area. To the left of the area with the water and the ladder I'm talking about, and then up you will come across a waterfall. Enter the waterfall by swimming up into it and you'll find a pond. Approach this pond and choose to throw an item. Press left or right until you find the Boomerang and throw it in. When the fairy brings it back, say that you dropped it to acquire the MAGICAL BOOMERANG. After doing this enter the cave again and drop your shield into the water, say that you dropped it and the fairy will return the improved shield to you. Not too shabby.

Return to Link's House again, or more appropriately, the top of the bridge east of Link's House. At the top of this bridge head east and then go south when you reach a wall, you'll find a dock at the very bottom. Jump into the water there and swim north along the stream until you reach the bridge. Under the bridge you will find a man sleeping in this hidden area, speak to him to acquire the MAGIC BOTTLE. Turn around and once again return to Link's House, you've picked up pretty much everything you need at this point so it's time to proceed with the game again. Heal yourself and make any purchases you need.

From Link's House, head west and make your way to Kakariko Village and then go up from there. Turn right at the Fortune Teller's house to reach the next screen and then at that point, head up. In this area, head up a bit and you'll see a sign, make a right and grab the enormous rock. Throw it away and then enter the cave beside it, if you've reach an extremely dark cave then you're most likely in the right place. Jump down here at the beginning and follow the path up. Make a right at the first fork and then head down at the second. The third fork is somewhat hard to make out, but there is a different coloured path going up, take that path. Turn right and speak with the old man, at this point he begins to follow you around. No matter. Continue right past where he was standing and enter the next area. After the man speaks go down, and then right to get around the hole. Keep moving east until you can no longer move east any longer. The old man tells you to turn right, which means for you to head south, do so and then exit out the door to reach the Death Mountain.

Be careful of the enemies in this area, when you slash them they don't actually die, they simply turn to stone. It would also be hard not to notice that many rocks are falling down from above. Head down and then right, the old man speaks to you yet again and then gives you the MAGIC MIRROR which might just come in handy. Enter the old man's new home and speak with him, he'll replenish your health back to one hundred percent out of the kindness of his heart. Leave the cave and proceed right, ascend the ladder just outside this cave and then when you get to the top head up. At the cave entrance make a left and follow the path to the west. There's a ladder at the end you should come across, right next to the path leading back to Kakariko Village. Climb this ladder up to reach the top. Make your way right until you come to the entrance of a cave. Notice that directly below the cave door is a rock and directly below that is a small edge on the side of the path, on either side of it there is no edge and you can fall off. What you want to do is purposely drop off here, on the left side of that small edge, but as close to it as possible. Basically your goal is to try and drop off the edge, as aligned as possible with the rock above. When you do this you should land on a platform below with a cave door. Enter the cave. Follow the path up to a set of stairs

and ascend them to the next floor where you will find a PIECE OF HEART sitting on the ground. After this then simply drop down the hole below and exit the cave via the upper left path (though you can find some faeries on your right.)

When you get outside what you want to do is drop over the side of the ledge down to the bottom again. Climb the long ladder on your left and when you get to the top, run east until you come across a blue portal. Stepping on this portal marks your first trip into the Dark World, I hope you like bunnies! Head left to where you will see some kind of creature doing his thing, ignore the creature but instead focus on the ground terrain. Notice the light coloured terrain where at the top of it near where the monster should be, there is a slightly darker coloured terrain with a sort of crosshairs shape? What you want to do is stand in this darker patch and use your Magic Mirror, it will return you to the normal world and place you right on top of another PIECE OF HEART. Now you can jump off this ledge above and head directly up to the Mountain Tower. Before going into the tower, you can cross the bridge leading west from it is you like. Using the Book of Mudora you can read the stone tablet similar to what you did at the Desert Palace. This is not a requirement of entering the tower however, when you're ready head back and go inside.

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The most important thing to note at the very beginning is that when you hit these orbs with your sword, or some other projectile, then will lower and raise the blockades depending on their current state. Go up past the walls and throw your Boomerang to hit the orb again or some other orb, then proceed to the top of the room where you will find the MAP inside a treasure chest. Return to the lower left and hit the orb to bring down the walls blocking the staircase leading down. Descend the stairs and get ready to take on two skeleton enemies. Use your Boomerang to make it a lot easier to defeat them ,and then once they are "dead", hit the orb to open up the middle and defeat the enemy in there. Pick up the KEY and head back upstairs. Throw your Boomerang down to hit the orb below you, this will lower the walls and allow you to escape.

Once you're out, hit the orb once again and move toward the top of the room. Examine the panel on the statue to get some helpful information from the elder, it seems the Magic Mirror you hold has the power to warp you back to dungeon entrances. Head to the upper left corner of this area and use the Key to unlock the door here. In the next room you might want to stay up near the door where you come down, the floor tiles will be popping up and flying in your direction. Notice the orb at the lower right corner of the room, I might instruct you to try to hit it and run, but the door doesn't open until all the tiles have finished flying, so you had might as well tuck yourself in a safe place and wait it out. After you've hit the orb proceed right into the next room. Get ready to take on a few of those crazy monsters which spin around and move in every which way. Hit the orb to lower the walls and head south into the next room. Use your Boomerang to defeat the two skeletons and then unequip it. Equip the Lamp and light the four torches in this room, it will make a chest appear in the middle containing the BIG KEY, very nice.

Before going back to your Boomerang again, equip the Magic Mirror and use it to be transported back to the entrance of the dungeon. At this point equip the Boomerang and hit the orb above you, then once you're clear, hit it again. You're trying to get to the stairs on the right which are leading up. This room is annoying not because of the enemies, but how much you launch backward

when you hit them with your sword, make sure there are no pitfalls behind you when you attack the enemies. Proceed west into the next room. You will notice two odd panels in the floor, when you step on these panels the gaps in the floor change positions, this makes it very easy for you to defeat all the enemies, just keep stepping on the panels back and forth, all the enemies will likely fall down the gaps. Once you're done, step on one of the panels (it depends on what state the orb in the previous room is in) and head up to the door at the top. Once again in this next room, use the gaps to drop the enemies down. At the end of the room, hit the orb so that its state is red and then ascend the stairs here to reach the next floor up.

Grab the pots below you and make your way into the middle of the room where you will find a chest containing the COMPASS. Examine the tablet on the statue above the chest then head for the upper left corner of the room where you will find some stairs to take. On the next floor defeat the enemies and be careful not to touch those weird blue things you find, they are bounce panels and will launch you in some directly, most likely down a pitfall. Step on the panel on the left side of the room beside the spinning fire thing and it will move the gaps, now there is a gap in the middle of the room, sort of up near the top. Drop down that gap and you will land beside the large chest which contains the MOON PEARL. Step on the panels below you and head back to the stairs on the left side. Run to the right side here and lift all the pots to refill your health to max and then climb up the stairs. You'll see the boss in the middle, when you're ready to fight then drop over the ledge on the south side.

This boss is extremely annoying, and through that, becomes extremely difficult. Other bosses you faced so far are nothing compared to this one. The reason isn't because he kills you, it's because he knocks you over the edge, forcing you to climb back up and start the fight over again. You can fall off every side of this area as well as the hole in the middle. If the boss hits you then you go flying, if you hit the boss in the wrong area then you also go flying, for this reason I recommend you avoid the spin attack. Your goal is to hit the boss in that spinning thing on its tail. A single sword slash will do. Each time you hit it, the boss gets faster and faster. It takes approximately six hits in order to defeat the boss, and after the fifth he's really going haywire. Note that if you are knocked off the edge, the battle begins anew as if you hadn't hit the boss at all, so it becomes extremely important that you not be hit. Personally if I were you I would only fight the boss on the right side of the map, his movements on the left side are too erratic as he bounces around the hole area. Do your best to get the six hits in quickly. After the boss is defeated pick up the HEART CONTAINER and then you'll automatically get the PENDANT OF WISDOM and then be warped outside of the dungeon automatically.

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Remember that long ladder to the west with the cave down at the bottom leading back to Kakariko Village? That is your destination now, enter that cave and follow the path until it leads you out of the Death Mountain. You are trying to get to the Fortune Teller's house once again which is just above Kakariko Village. North of the Fortune Teller's house are the Lost Woods, you've already been there once before if you went to collect the Piece of Heart. Make your way up to the area where you dropped down to get the piece of heart, the nine 3x3 shrubs just above the stump with the cave inside it. Above the shrubs are two logs, head left of these logs and go up, you'll see a mushroom sitting

on the ground, be sure to pick up the MUSHROOM. Proceed up through this log and then down through the one on the left. Head left when you come out of this one and go up to find the sword. You can read the inscription using the Book of Mudora if you wish, then go around from the top side and examine the sword to acquire the MASTER SWORD. Now there's one other little thing you can do.

Remember that tablet west of the Mountain Tower? Well now that you have the Master Sword, you have satisfied its condition. Your goal is to go all the way back through the cave and up to the Mountain Tower once again, it actually isn't nearly as long a journey as you might think. Once you arrive at the Mountain Tower then head west to the tablet and read the Book of Mudora directly below it. Some magic mumbo jumbo occurs and before you know it, the ETHER MEDALLION is bestowed upon you. Now I guess you had might as well die or something, whatever it takes to get back to Link's House again. Head north of Link's House and north again to reach Hyrule Castle. What you need to do is get inside and head to the left section of the castle. Go down the stairs below you here and out the door to reach the outside, but you're up on top of the castle. The door in the middle here has some kind of evil forcefield blocking it, to remove the field, simply strike it with the Master Sword.

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Begin by heading up into the next room, if you have full hearts and can fire that magical beam then these enemies will be extremely easy to defeat. Proceed through the door on the right and open the chest to acquire a KEY. Use the Key on the door at the top of the room and ascend the stairs up. Defeat the two enemies in this dark room and then equip your Lamp, after this take the door on the left side to enter the maze. Head up and then down at the first chance you get, use your Lamp on the torch to light it up, now you can partially see the room. Make your way to the other torches quickly and then to the left side where you'll find a chest containing KEY. The door leading out of this room, which is locked and requires use of the Key, is on the lower right side. Before going through this door, locate the block at the bottom and push it to the left, you should hear a sound when you do, that's all you need for now.

Another two knights will run quickly and attack when you enter the next room, dispatch them quickly and then ascend the stairs here. Defeat the two enemies and head through the door leading west. This room is extremely dark and you have to be careful because there are knights and pitfalls everywhere. With your Lamp still equipped begin lighting all the torches so you can see. Make your way to the top of the room and push the block on the left side to the left. Now head through the door on the right. You need to defeat all the enemies in this room, one of them is carrying a KEY which you need to unlock the door on the north wall. Head up the stairs to finally see light again.

Defeat the two spear knights in this room and be careful because there are a couple of bat things as well, another two spear knights reside in the room to your left, you have to kill them before the door leading south opens up. There are a number of pots and blocks here, lift the pots and throw them at the enemies to defeat them which include one spear knight and two of those bat things. The knight in the middle will drop a KEY when defeated so you will definitely want to pick that up. Enter the room on the right and prepare to do battle with a number of different enemies all at once, it should be interesting. Your only goal is to get to the stairs leading up.

Push the statue on the left side, over to the left and you will be able to access the main room. Protect yourself from the knights and the arrows which some of them fire and get to the west door. Make your way along this thin path, defeating the enemies as you go, until you reach yet another set of stairs at the top of the room. Here you will find the evil wizard, working his evil magic on the princess. Follow him into the back room by slicing aside the middle set of curtains using your sword and proceed up through the door.

This boss can be defeated quite easily as long as you know what you're doing, and if you don't, you'll likely have trouble. Your weapon of choice is, of course, the Bug-Catching Net. You must use this weapon to deflect the boss' attacks back at him, if you try to strike the boss with the Master Sword you will not only not hurt him, but end up hurting yourself. The boss only has three attacks which he uses at random, not in sequence. The first of these attacks is to fire a large colourful ball at you. This attack can be deflected with the Bug-Catching Net right back at him and do damage, it takes about six of these to kill the boss. The second is a another circular projectile made up of small orbs, you can stop this with your net but you can't deflect it. The final attack is used when the boss positions himself in the middle a the top and faces down, you know he's going ot use it if you move either to the left or right, but the boss continues to face down and ignore you. This means he's about to fire a lightning blast straight down, to avoid it, run to the upper right or upper left corner. That's pretty much all you need to know. After the battle ends you are transported to the Dark World.

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Head down the stairs and go right, drop down over the edge on the right side and then when you land, head right and up to find another PIECE OF HEART. From exactly where you collected this Piece of Heart, use the Magic Mirror to return to the normal world. Note the sparkly spot where you appear, this is your portal back to the Dark World, don't forget where it is. SInce the evil wizard was defeated there is one more Piece of Heart now available. Return to the cave that you take in order to climb Death Mountain and head north, you should come across the Lumberjack's House. Outside the house on the left is a tree which is slightly discoloured, use your Pegasus Shoes to slam into it and reveal a path. You'll find a number of faeries to capture and put in bottles, as well as a PIECE OF HEART through the cave door on the right side of this place. Drop down and exit from the cave. Return to the sparkly spot which you should have left back on the right side of Hyrule Castle to get back.

Drop down off the pyramid and head east to get to the next area. Follow the path up and up again past the next screen, you'll reach what would have been the Witch's House in the Light World, however now it is instead some form of boring shop. Lift the large rock on the right side up and proceed north. Continue south when the path curves and break the rocks, head around the bottom and up the path going north on the right side to reach what was the Waterfall of Wishing in the Light World, where you upgraded your Boomerang and your Shield. Notice the sort of "circle of stones" in the water on the left side. Well grab the skull, or the shrub, or the sign, or anything and throw it into the middle of this stone circle. Some kind of fish will pop up and give you the QUAKE MEDALLION in exchange for leaving him along. Time to head back.

Make your way back as if you were returning to Link's House in the Light World, when you come to the large bridge which is just one screen east of Link's House you'll find that it cannot be crossed, no matter, we aren't actually headed for Link's House, but rather the palace to the east. It's the same as the first dungeon, so if you remember how to get there, then you know how to get here. Take the first path you come to up to reach a large building, this is the edlder's hut, but he is no longer the elder, instead he is a piece of brocolli. Oh well. Speak to him and bomb the wall at the top of his house to find a number of skull pots inside which all have hearts underneath. Leave the house and head down the path then go right until you come across an arrow. Follow the arrow up into the trees, you can see the path by looking at the small dots in the trees. Head west behind the elder's house and go through the trees until you hit the wall, then go up and turn right through the trees at the first chance you get. Go down immediately and enter the large section of trees to the right. Follow the invisible path down as far as it goes, then right to the end and up and right to get out, you should be able to manage, just get to the exit on the right side. Pay the monkey ten Rupees when it asks and head right to reach the dungeon, pay 100 more Rupees to open up the dungeon.

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Enter the palace and make a left at the first fork, step on the switch below the door to open it and head through. At the top of this room you will see a set of stairs, descend down them. The objects in the middle will be firing projectiles at you the whole time you are in this room. Your goal is to lift the skull pot at the lower right corner and then step on the button to reveal a treasure chest, the chest contains a KEY. With the Key in your possession head back upstairs and lift the pots here to finda button which opens the door below you. Head down through this door to reach the entrance once again.

This time you'll want to make a right at the first fork. Step on the button to open up the door and follow the path up through it. Defeat the enemy in this room. If you need to get back to the previous room there is a button underneath the upper left skull which unlocks the door you just came through, otherwise just head down the stairs. Stand on the gold coloured portal to be warped to another part of the dungeon. To get out of this room you need to equip your Bombs, the wall at the very bottom is cracked and will crumble if you place a bomb on it. Through this door are a few enemies floating around, if you attack them in their state of electrical discharge you will take damage, only attack them when they are acting normally. Continue left up to a cracked wall at the top, not the cracked floor, and blast a hole in it and head up.

This enemy is difficult to defeat, not the two green ones, just use your sword, but the red ones. What you need to do is equip your Bow and force it to stand at the far end of the room. Turn around and fire an arrow at this enemy, it will fire a fireball at you first most likely. Dodge the fireball but then move back into the path so the enemy is still hit by your arrow. Once this is accomplished, head up into the next room. Use your Pegasus Shoes or something here to run up to the top of the room and get through the door, just be careful of the spikey things moving back and forth. In the next room defeat the enemies and then open the treasure chest to acquire a MAP. Equip your Bombs again and use one of them on the right wall. This leads to three faeries, catch them and cram them in your bottles. Return to the previous room and blast open the left wall to reveal another path. Open the chest here to

acquire a KEY. Now that you have the Key in your possession your work here is done, you need to get back to the beginning of the dungeon and whether you want to do that the hard way, or the easy way (Magic Mirror) is up to you.

From the entrance head straight up and use one of your two Keys on the door here. Ignore the hard chelled enemies in the next room after this one, you don't have the means to defeat them at the moment. What you want to do is head right and then up, you'll come across two blocks in your way. Push the one on the right to the right and drop off the ledge. At the bottom you will find a number of skull pots to lift, one of them hides a button underneath and when you press it, a chest appears containing KEY. Get the key and then use the Magic Mirror to get back to the entrance of the dungeon. Head up two screens to the room where you dropped down and check the left side this time. Place a bomb on the left path where the cracks are and fall down to the room below. Head up and use your Key on the door, this leads you all the way around to a chest containing BIG KEY. Use the Magic Mirror to return to the entrance and head two screens up to the room where you dropped down again now head right.

Push the block on your right, to the right and off the edge. Go up and open the chest here to obtain a KEY. Head up and try to drop off the ledge above you, you will drop down to the one below. Head up, left and up to find a door which you need to unlock. Lift one of the skull pots and then use your Pegasus Shoes to run straight up before the path collapses. At the top make a right and enter the room beside you, open the chest to get a COMPASS and then unlock the door below you, you should have a key for it. There is a chest on the left side of this room containing 5 RUPEES for you to get, after you do return to the previous room and descend the upper right staircase. This leads down to a room with a plethora of Rupees all over the place and a chest with a KEY as well as some ARROWS. Take whichever staircase to get back up again. Leave this room to the left and use your Key on the west door, it leads into a dark maze-like room. Be careful of the enemies in here which breathe fire at you. Make your way to the upper left corner and open the chest to get BOMBS. At the lower right corner of this room is a chest with a KEY inside of it and on the eastern wall, you will find a crack. Blast open this wall using a Bomb to find the large chest. Open this enormous chest to acquire the MAGIC HAMMER. Now you have the means to defeat those damn hard shelled turtle enemies. Leave the dark maze and head back to the room with four turtles and then head south.

In this room again, head to the left side where the chest is and push the statue to the right, allowing you to get out safely. In the room below this, drop down the ledge in the middle and defeat all the monsters here by knocking them off the edge. You'll need some kind of projectile weapon in order to hit the orb on the south side. Once you do, take the door to the east. Lift the skull pots at the upper right side of the room and then push one of the statues up onto the button to keep the door open long enough for you to get through. In the next room you will once again have to take out the red enemy using your bow. After that, be careful of the moving spike thing. Depending on the state of the orb you might have to hit the one at the top of this room and then proceed right. Aim and fire an arrow from your Bow directly at the eyeball of this statue in order to move the wall and reveal the path. Descend down the stairs and equip the Hammer, use it to pound down these obstacles and then head left. Equip your Boomerang and fire it at the orb at the upper right corner to bring up the walls on your right and drop the walls on your left. You should have one key remaining at this point if you've done everything right, use it on the door here leading to the west. Down the hall you will have to defeat every single turtle enemy in the room before you can safely proceed east. Push the upper right block down to reach the portal and then after you warp, follow the path north defeating the turtles as you go and open the door to find the boss.

Defeating this boss is just a matter of using the Hammer correctly. Notice the

boss is wearing some kind of faceplate. Well you have to utilize the power of your Hammer in order to destroy this faceplate. Approach the boss from the front and swing the Hammer when you get close. Sometimes a piece of the plate will chip off, but most of the time it won't. The way to tell if you actually hit the boss, is that if you bounce backward, then you hit the boss. Use that to gauge how close you have to be. The boss has two attacks, one is a tail stab which goes on either the left or right side, if you are in front of the boss' face trying to hit him with the Hammer then this attack cannot harm you. The second attack is a fireball which comes straight down out of his face, when the mouth opens this is a warning the attack is coming. When the fireball comes down, it explodes into three pieces and then each of those three pieces explode into four, but they explode in an exact direction. The first one splits into three in a triangle pattern and then those three each fire four in an X shaped direction. For this reason when the triangle pattern appears, if you are standing exactly in between the two bottom ones, parallel and directly below the top one, you cannot be hit. They will all move diagonally away from you. Keep this in mind. Once the faceplate has been destroyed the green weakspot appears. Start slashing the boss like crazy with your sword, or if you wish, play it safe and equip the Bow. Note that while firing the Bow you are more likely to be hit by the tail attack so try to be careful. For defeating the boss you are awarded a HEART CONTAINER and the first CRYSTAL. There are now only six more crystals remaining, you'll be automatically warped out.

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Leave the dungeon and make your way back through this maze of trees and foliage. Your destination is the bridge which is leading down to Link's House in the Light World. Note that you cannot actually get to the bridge, there are some weird pegs in the way. Equip your Hammer and pound these damn things into the ground. Make your way south down across the bridge and continue south to reach the lake. Jump over the edge and swim down a little bit, you should quickly come across a shallow area surrounded by a circle of rocks in the water. The rocks are equally spaced, it shouldn't be too hard to find. Stand on any side of this shallow area and use the Magic Mirror to return to the Light World. Grab the PIECE OF HEART which will be right beside you and return to the Dark World. Swim up to the northeast corner and head back onto land again. Your destination now is where Link's House would be if you were in the Light World, get back to the bridge and head one screen to the west.

From Link's equivalent house area head south, once and then again. At the lower right corner, the path which takes you to the desert, take that. Follow it along, up and down to the lower right area, you should find a number of purple pegs. Stand inside these purple pegs and use the Magic Mirror. When you appear in the Light World head left and use the Book of Mudora beside the stone tablet to acquire the BOMBOS MEDALLION. Head back to the Dark World and then once again back to Link's House. This time head one screen west of Link's House. Go west until you can't go any further and then head south, then west. At the lower left corner of this screen are a number of shrubs in a round pattern, stand in the middle and use the Magic Mirror. Enter the cave above you and grab the PIECE OF HEART. With that, return again to the Dark World.

Just up from the circle of shrubs are a bunch of shrubs which make up an arrow shape. Cut through these shrubs and proceed north to the next screen, talk to the guy sitting on the stump and he'll give you his SHOVEL. head for the upper

left corner and then warp to the Light World. Dig up all those little white flowers and stuff in the upper white corner and around there you should dig up the FLUTE. Return to the Dark World again and speak with the guy. The Flute is now yours. Equip the Flute and speak with him. Now leave this area to the south, head around the bottom and left, then go up to the next screen and left from there. Ignore the staircase and continue west. Once you can no longer go west anymore you can climb the ladder and find a man who runs a digging game. The game itself sucks, your only goal is to keep digging until you dig up a PIECE OF HEART. I found it in the lower right corner but I think it may be random. It took more than ten games until I found it, almost to the point where I doubted its existence, so don't give up. After you've acquired the heart piece, head up toward Kakariko Village and use the Magic Mirror.

Back in the Light World once again your destination is Link's House. From there go east and then north across the bridge. Continue north until you reach the Witch's House. Equip the Mushroom and speak to the witch to give it to her. She says to come back later for a special surprise so leave the map and re-enter it. Speak to the witch and enter her house, there should be a bag on the floor next to the kid. Pick it up to get the MAGIC POWDER. Now from here, head on over to Kakariko Village. Take the east exit from the village to reach the Blacksmith's house. To the right of his front door is a peg which you can pound into the ground using the Hammer. Once you do then drop down from the ledge into the hole below. Head up through the door above you and use the Magic Powder on the hands holding the bowl here. A purple bat appears and casts a spell on you, now everything you use that requires magic will only consume half of your magic power. Leave the house and return to Kakariko Village. Equip the Flute and use it while standing directly below the weather vane. The bird on it will explode to reveal a real bird. Now whenever you want to, you can play the Flute and wait for the bird to pick you up and take you to any of eight destinations of your choice. That's pretty sweet.

You need to get back into the Dark World again at this point, return to wherever you left your portal (press the L button and you can see it on your map) then head to the equivalent of Link's House in the Dark World. Make your way south, south and west. You should come across that structure from back in the light world where you went inside, flipped the switch to move the water and reveal the heart piece. Well return to the Light World right now and go inside. Pull the switch on the right to bring the water down, this should allow you to access the palace. Return to the Dark World and enter it.

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+-- (_ / WAMP PALACE ----- 01.14 ---+

When you get inside the palace, jump into the water and head left to the stairs. Follow the path up to where you will find a KEY inside the treasure chest. Use the Key on the door above you and descend the stairs. On the next floor down, be careful of projectiles flying around like mad here. Make your way down the middle, lifting the skull pots as you go along. The pot at the bottom hides a KEY under it. Return to the upper left corner of this room and use a bomb to blast through the wall in the little hideaway. It will reveal a hidden path leading to a chest containing the dungeon's MAP. Return to the previous room and use your key on the lower left door. There's a weird pod in the middle here which will fire a projectile every time you swing your sword. Descend down the stairs on your left and proceed up through the open door. Under the skull here you will find yet another KEY. Back in the room you were

just in, up the stairs on your left there is another locked door. Use the key you just found to unlock this door and head north into the next area.

Equip your hammer after defeating the two skeleton enemies, then pound down one of those moving pegs and push the lever to the left. Leave this room and jump into the water. Follow the path left and enter the room beside this one. Be careful of all the enemies in this room, just move quickly to your destination. What you're trying to do is descend the stairs, then head a bit left and down through the door on the south wall of this room. The next area is a long water corridor, make your way around it in a clockwise direction and it will lead you back to the two blocks. Push the lower one right to reveal a chest containing the COMPASS. Return to the previous room and locate the set of stairs on the left side, take these stairs up and head through the door leading west.

Defeat all the enemies at the entrance of this area and then go down the stairs on your left, they lead up into a room with a single skull pot which hides yet another KEY. Make your way back to that large room a couple areas back from here and head to the upper left corner this time, use your Key on the door you find there. In this room once again there are a number of enemies, but then there is also a lever to push to the left. Equip your Boomerang and fire it up at the orb to lower the wall and then push the lever. Now use your Boomerang to hit the orb again and leave through the east door. Head down and take the door on the lower left side once again. From here you want to go left and jump into the water. You can swim perfectly over top of the blocks, head west.

Jump over the edge down to the shallow water below. On the left there are a number of blocks on the ground, push the lowest one to the left and then the middle one up to get through. Follow the path up the stairs. On this floor push the block out of your way and head up to the top, you will note two holes here, one on either side. Push the block and jump down the one on the left to get a chest containing 20 RUPEES. Drop down and head around again, this time drop down the hole on the right and head through the door. Open the chest here to get the BIG KEY. Now you can return to that large open room and unlock the chest in the middle which contains the HOOKSHOT. Equip the Hookshot and head for the lower right corner. Up on the platform, fire it straight up to grab the skull pot and pull you across. Hidden under the skull pot on the right is a KEY. Now head back to the large chest where you got the Hookshot and fire it up, above the chest to grab the skull pots at the top of the room. This will take you across to a locked door. Use the key you just got to open it.

Make a left at the first fork here and left the skull pot to reveal a button. Push the statue onto the button to open the door but do not head through it. Instead choose to make your way across to the right side, there is a door beside the stairs here which the statue button opened as well. Enter that door. Head up to the top where you'll find a set of stairs you can go down. At the bottom, push the lever to the left and the water drops. Descend the stairs and proceed west into the next area. Make your way down to the bottom and go through the door, open the two chests here to acquire 20 RUPEES and 20 RUPEES. Return to the previous room and run to the very top. In this room there are a number of blocks in the middle, push the third one from the left, up, to reveal a chest containing 20 RUPEES. Head through the upper left door and lift all the pots. Return to the previous room and walk through the waterfall, second from the right, there's a secret path. Lift the pots here and take the stairs. Now jump into the water and swim right, it's difficult because of the current. Under the skull pot you will find another KEY. Jump into the water again and let it take you left. There's a cracked wall on one of the platforms, blast it open and lift all the skull pots here. Back to the previous room one final time, use your key on the left door and head north.

As you most likely would guess, this boss continues the tradition of using the

item which you found in the dungeon, to defeat the boss itself. You will definitely need to have your Hookshot equipped for this battle. The actual boss is hidden underneath those weird fuzzy things that surround him. What you need to do is use the Hookshot to nab those things one by one and hit them twice with your sword to defeat them before they fuse back with the boss once again. Do this however many times it takes until all of them are gone. At that point the boss realizes his vulnerability and jumps off the screen. Before he lands you will see a shadow and have a split second to react. When he does land he'll move wildly around the screen, bouncing without stopping. What you have to do is attack him with your sword, fortunately you can attack from any direction as far as I can tell. It's easiest to charge up your spin attack and let it loose when he gets close, it doesn't take many hits. Pick up the HEART CONTAINER and then the CRYSTAL to be warped outside again.

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+--- ( /_____/ ARK WORLD ----- 01.15 ---+

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With the Hookshot in hand you are now able to acquire a whole bunch of stuff from around the world. Your first destination is the map just below the Withc's Hut in the Light World, and the shop in the Dark World. Return to Link's House (in the Dark World), then head east, north across the bridge and up to the screen I was talking about with the broken bridge. Stand on the upper bridge and fire your Hookshot across to the left. Now on the other side head up one screen and left one screen. Use your Pegasus Shoes to smash the rock piles here until you reach the upper right corner. In the upper right corner you will find a single pile of rocks to smash. Stand above this pile of rocks and use your Magic Mirror, you should reappear in the Light World surrounded by immovable blocks and a tombstone. Dash into the tombstone with your Pegasus Shoes from the bottom to reveal a secret path. This path leads to a chest containing the MAGIC CAPE. Now with that in hand, leave the cave.

Return to the Dark World and slash the little shrub on your left. There is a little ramp which leads up to a ledge. While standing on that ledge use your Magic Mirror and it will return you to the Light World, beside a cave. Enter the cave and place a bomb at the top of the hall, a door blasts open and allows you to acquire the PIECE OF HEART which is hidden inside. Exit this cave and return to the Dark World once again. Make your way to the bottom of the graveyard and proceed west to the next screen, then continue west to the screen after that. Head north for a screen or two until you see a sign on your right, and then past that sign a large rock which is blocking the entrance to a cave. Enter the cave and defeat the enemy, then ascend the stairs. On the second floor use the very thin bit of ground parallel to the skull pots and lift them to get by. To get past the bouncy thing at the end all you have to do is equip the Magic Cape and pass through it. Outside the door is a PIECE OF HEART.

There is still one more Piece of Heart for you to acquire before you proceed to the next dungeon. This piece is located in Kakariko Village which is south of here, then west and then south once again. When you arrive in the village head over to the west side and find a house with a treasure chest icon above the front door. Go inside the house to find a whole bunch of chests which you can't open. Speak to the guy and pay him, now start opening chests. After two, you have to leave and pay again. The point of doing this is that one will randomly contain a PIECE OF HEART. Now it's time to head for dungeon three. Head north of Kakariko Village until you reach the entrance to the woods. Head into the woods and go up, when the path curves left you should come across a

hole in the ground. Drop down this hole to enter the Skull Dungeon. There are multiple entrances to this dungeon and it's all screwy, I can only hope you're managing to keep up. If not, just improvise your way and try to catch up.

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+--- (_ / KULL DUNGEON ----- 01.16 ---+

Assuming you landed in a room with all sorts of bouncy things, mummies and spikes, kill the mummies and then open the chest in the middle of the room with all the pots below it to get a KEY. Use the Key on the upper right door to get out of this room. In the next room step on the button to change the position of the holes and then open the chest beside you to obtain the dungeon MAP. Now enter the room west of here. Defeat the enemy and exit through the south door to reach the Lost Woods again. Run down and left from here to reach another hole and jump down that one. In this area defeat the enemies and head down, you should come across a spinning flame thing. Take the door at the lower right corner into the next room. Open the chest at the top of this room to receive the dungeon's COMPASS. Now make tracks for the north door.

Defeat the enemy on the far left and open this chest to acquire a KEY, use the key on the door on the right to exit and head down through the mouth of the skull again. This time take the path on the right side up past the skull mouth. Follow the path left and go up through the ribcage tunnel, then down through the one beside it. At the end you'll come across another skull entrance. Head inside and defeat all the enemies in this room. What you need to do is lift the skull pot in the middle and then grab the statue on the right. Pull, not push, the statue onto the button and proceed through the north door. In this room open the chest to acquire the BIG KEY.

Leave this room and return to the one before it, head left and then left again to reach the final room with an exit door on the south wall. Lift the upper left pot to get another KEY. Now head back all the way to the first skull entrance, above it is a 3x3 bunch of shrubs. Slash the middle one to reveal a hole and drop down. Step on the star to switch the positions of the holes and then equip your bombs. Bomb the left wall and head through into the next room where you will find a switch. Once you pull the switch a path appears leading down to the large chest with the FIRE ROD inside of it. Leave here and head back to the other skull mouth entrance thing. Make your way west two rooms and then exit to the south. Take the ribcage tunnel on the left up to some weird bone statue. Use the Fire Rod to melt it and reveal a secret path.

Descend down the stairs at the very beginning here. It's kind of a maze, you can't get the chest beside you but what you can do is navigate to the top right corner and head through the door. There's a door in this next room as well, at the lower right corner which leads to that chest with a KEY inside. Make your way all the way back to the entrance where you came down the stairs and this time cross the bridge to the north and use that Key you just got to open the door. Step on the star panel in this room to switch the hole positions, then head up and switch them again. Step on the lower right star then up to the top and around to the four stars on the right. Step on the upper right star and then go down and through the east door. Defeat the enemies and then slash your sword against the north wall to reveal a secret passage. Defeat all the enemies in the room after this one and one of them will drop a KEY. Use the key on the east door to reach the next area. There is very little indication but you are about to fight a boss, prepare yourself and drop down the hole.

The moth boss is actually quite difficult, the longer this battle takes the more chance you have of being killed, it is a very offensive boss. The moth only uses one single attack, three laser beams fired out the front, however all the while not only is the ground moving about but the spikes at the side are flying back and forth across the room trying to kill you. Dodging them is difficult and no matter how hard you try you always seem to get hit by one now and then, and they hurt. The solution is to be equally offensive yourself, screw the Master Sword, your weapon of choice is the Fire Rod. Equip that baby and launch all the fire you can. It only takes about six or seven hits from the Fire Rod and it's quite easy to hit the boss with it, the whole body is the weak point. Kill the boss before it can manage to kill you. After that grab the HEART CONTAINER on the ground as well as the CRYSTAL, and warp out.

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+--- (_/_____/ ARK WORLD ----- 01.17 ---+

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A quick and easy trip. make your way from here back to Kakariko Village once again. In the middle of town, where that weather vane was in the Light World you will find a large statue with a trident down in front of the door. In order to get inside all you have to do is grab hold of the trident and pull back to rip it off. This reveals the entrance of the fourth dungeon.

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+--- (_/ HIEVES' TOWN ----- 01.18 ---+

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Descend down the stairs on the left at the beginning and follow the path up past the skull pot. At the upper left you'll find a chest containing the dungeon MAP. Continue up to the next screen via the left path leading north. Take the stairs on your right and go down and around, there is a chest here containing 20 RUPEES. Jump down to the lower level and make your way to the upper right corner. Climb the stairs to the upper walkway and bomb the eastern wall. This gets you through to some skull pots with some Rupees, same deal if you bomb the wall at the top here as well. Drop down into the lower area of this large room and proceed south to the lower screen. From this screen take the lower left exit to reach a chest containing the BIG KEY. By now you should have noted that there are four main large rooms in a square pattern. The door you are looking for now is in the upper right northeastern room, at the top right corner. A door with a Big Key lock on it, head north through it.

Head up to the very top and lift the skull pot on the right to reveal a KEY. Return to the bottom of this hallway and go left to the locked door. Continue through this next room to the door on the left side. In the room after that pass over the conveyor belts in the middle and once again head west. It's a long walk to the north room where you will find a skull hiding a KEY underneath. Hit the orb on the left so it turns blue and then ascend the stairs at the top of the room. Lift all the skull pots at the bottom and step on the button that appears. Make your way east and go into the next room, open the chest here to get some BOMBS. Equip the Bombs and drop one on the ground, throw it over the little wall to the cracked ground which is being illuminated

by sunlight, it should blast open. Return to the previous floor with the moving spike traps and head down. Make an immediate right in the long conveyor belt room to reach another room, continue east to a room with many belts.

Your destination is the staircase at the top of the room leading down, descend down the stairs and lift the large block, then proceed straight down through the door at the bottom. Head through the east door and then up past the cages (those locks don't require keys) to reach the girl. Open the chest to get a KEY then return to the bottom and go straight west, using your key, until you reach the large chest. Pound the things down with your Hammer and open the chest to acquire TITAN'S MITT, be sure to do this quickly before the ground collapses. You now need to get back to the entrance again, the easiest way to do this is of course to use the Magic Mirror. Return to the door in the upper right room you opened with the Big Key and run all the way north into the room at the top which has nothing in it, except now sunlight since you blew up the floor upstairs. When you was the girl into the light the boss appears.

This is a difficult boss mostly because there really isn't any specific weakness or easy way to defeat him, it's just a matter of having the skill to dodge his attacks. Your weapon of choice for this battle is the master sword and the boss can be hit anywhere for damage. I recommend just using the charge up spin slash over and over again. The boss has one primary attacks, a long laser beam he fires directly at you for good damage. For this reason you need to keep moving at all times. After a couple of hits the boss will discharge a floating head which fires small projectiles, these projectiles it seems can be blocked both by your shield and your sword as well. Continue to focus your attacks at the boss even after he launches a second floating head. If you happen to die you can just come right back, you don't need the girl again. Grab the HEART CONTAINER and the fourth CRYSTAL then warp outside the dungeon.

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+-- (_/_ /) ARK WORLD ----- 01.19 ---+

Aren't you getting a little tired of that Master Sword? It's time to do a little upgrading now that you have the mitt. Take the south exit out of Kakariko Village and lift up the skulls on the left. Speak with the frog and he will begin to follow you around. Head back into the village and make a right to reach the blacksmith's house. Before going inside, equip the Magic Mirror and use it, then enter the house. With his partner back, the blacksmith will now temper your sword. All you have to do is leave the house and come back inside again. You can't use your sword until it's done, but don't worry, we have some other things we can do while waiting for it to be finished.

Notice that outside the blacksmith's house in the Dark World, there are many pegs on the ground. Smash every single one of these pegs in with your Hammer and a secret path will open up at the south side. Descend the stairs and pick up the PIECE OF HEART that you find here. Now it's time for a long trip. Make your way up past this area to the cave entrance of the Death Mountain to the north. Use the Magic Mirror to return to the Light World and then enter the mountain. Gradually make your way up to the very top and step on that blue portal which takes you to the dark world. Below the portal there is a gap in the ledge, drop down and enter the cave. Use the Hammer to pound down the things here and then equip the Magic Cape. Use the Magic Cape and run over all the spikes without taking damage, and lift the thing at the end. All of the skull pots here hide a heart underneath them. Opening the chest will net you

the CANE OF BYRNA. Head back across once again to the other side and exit.

Get off this mountain, you will probably have to be in the Light World to do it. Return to the Blacksmith's house in the Dark World, if you're looking for a convenient portal to the Dark World, there is one south and west of Link's House, you'll have to smash down the pegs with your hammer and lift the rock to get it. Once you reach the Blacksmith's again use your Magic Mirror to return to the Light World and get your new sword, the TEMPERED BLADE. Return to the Dark World and note that inside the house there is a purple chest. Walk into it and the chest will follow you. What you have to do now is get it to the desert, the one south, south, west of Link's House. You can't use the Pegasus Shoes either or you will drop it, head to the desert now. Just before you reach the actual desert part, there is a man at the top part of the screen preceding it, when you speak to him he will open the chest for you and net the fourth and final MAGIC BOTTLE. Now it's time to head for the next dungeon.

To get to the Ice Palace what you need to do, is from the desert, head east for a few screens to reach a large body of water. From Link's House go south to the very bottom and then head west to reach the same body of water. The palace is located here, just check your map and look for the number five. Approach the front of this palace and use your Magic Mirror. Proceed up the dock and ladder then lift the object off the ground to reveal a Dark World portal. Once you're back in the Dark World again, you will be close enough to enter the palace.

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Equip the Fire Rod right when you get inside. Approach the door on your left and an enemy will come out of the wall. Shoot your Fire Rod at the enemy to destroy it. Proceed into the room on the left, kill all three enemies here to acquire a KEY and use it on the door above you. There's a button in the floor at the lower right corner of this hall, step on the button to open the door leading east. Push the block to the right and head down into the room below. Eliminate all the enemies here and then open the chest to get the COMPASS. Return to the previous room and push the middle block up. Enter the room east of here after stepping on the switch and get ready to destroy all the enemies which you find in this room as well. List the bottom skull pot to reveal a button and step on that button, now head west to the previous room

Step on the button in the floor and then push the middle block out of the way. Head up to the room above you, defeat the enemies here and then strike the orb with your sword. After striking it, place a bomb on it and run to the top part of the room. Once the bomb goes off and the orb changes again, place a bomb on the cracked ground below you to make a pitfall and drop down into the room below. When you walk around both the top and bottom, skeleton knights will drop down. What you need to do to defeat them is hit them with your sword and then immediately drop a bomb on the bones to blow them up. When the two skeletons have been defeated the door at the bottom opens, head through it.

This is a large and dangerous room, what you want to do is make your way left while killing those floating or pods, eventually one of them will drop a KEY. With that key, unlock the door leading south on the left side. The lower left skull pot here hides a button, step on the button to open the door. Continue east into the next hall and take the stairs down to the next floor.

Get ready to start slashing these damn penguin things as much as possible. When the north door opens head up through it but don't press any buttons after that. Stay in the doorway until the huge spike thing comes down. After it does, head up again. Stand on either the left or right side then run through the middle to make it go down, when it does, make your way through the north door. The floor collapses in this room, allow it to do so and then drop down on purpose. Enter the room on the right and equip your Hookshot. Use the Hookshot to get across to the right side. Take the south exit and go down past the spike traps then up to the northwest stairs leading to the floor above.

Use the Hookshot to get across the spikes to the other side and lift the skull pot to find a switch, stand on it and go back across using the Magic Cape to get a KEY. Unlock the door on your left and then return across the spikes on your right again and head up to the door. Defeat the skeleton enemy and then use the Hammer to pound down the stakes. Lift the large block here to get another KEY and then go to the left side, the lower left skull pot hides a button which reveals a chest containing the dungeon MAP. Head back to the left side and grab hold of the statue, pull the statue tongue to open the door and proceed east. Climb the stairs and open the chest to get the BIG KEY.

Return back down where you came from, and use the cape to get across the spikes into the left room. Keep going left past the large spike trap into the next room. It's extremely difficult to position yourself to get down the stairs on the left side but it is possible. Descend the stairs and then equip your Fire Rod to kill the ice enemies at the bottom. When a chest appears, open it to get some BOMBS. Now blast the cracked ground on your left and pick up the BLUE MAIL. Push the middle block right and the lowest block right to reach the door on the right side. With your Fire Rod still equipped, kill the enemy and then go through the east door. Lift all the skull pots in this room to find a KEY and a button. Return to the previous room and use the Big Key to head north through the door. Use your Key on the northern door in this room as well and descend the stairs to get down to the lower floor. Proceed south from here.

Use your Key on the eastern door in this room. Hit the orb to change it to blue and return to the previous room. Climb the stairs north of here and fall down either of the holes on the left or right, both lead to springs with many faeries. When you're done collecting them head south of the holes and then east through the door to that large room with all the skull pots and the spinning fire thing again. Step on the button and head south through the door. Getting past this spinning thing is difficult, you might want to try using the Hookshot. When you get through the west door, lift the skull pot and hit the button to reveal a chest with KEY inside. Ascend the stairs and use the key on the north door here. Lift one of the pots on the right to reveal a button, step on the button and head through the door on the left side.

Drop down the hole here on purpose and equip your Fire Rod. Enter the room on the right and defeat the enemy, then lift the large block and fall down the hole. From here make your way south through the door. Note that in the SNES version I believe, this puzzle is different and if I remember correctly requires you to push a block down the hole from above and onto a switch. It shouldn't be too difficult to figure out, the idea is basically the same. In the room below one of the statues on the left can be pulled back. Lift the large object at the bottom and drop down the hole to reach the boss.

There are two stages to this boss, extremely easy and easy. That's right. Your weapon of choice for this battle is going to be the Fire Rod. You need to shoot fire at the icy boss about eight times before his protective shell will be destroyed. During this time the only thing that risks hurting you is the ice falling from above, you can be hurt if it lands on you or if the pieces hit you when it shatters. When the protective shell has been destroyed the true

boss shows itself, three floating eyeballs that must be killed individually. They don't have attacks, they rely only on trying to bump into you and do damage. During this time the Fire Rod is still the weapon of choice but feel free to switch over to the sword if you run out of magic power. When the battle is over be sure to pick up the HEART CONTAINER and CRYSTAL, then exit.

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+--- (_/_____/ ARK WORLD ----- 01.21 ---+

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Return to the light world using your Magic Mirror and then use the Flute. You can warp to any of these locations, but to get to the next dungeon you're going to want to warp to location number six. You'll find yourself between two stones here and the one on the right hides a Dark World portal. Step on it to reach the dark world and jump down. Make your way north while sitting to the left hand wall. Eventually you will reach an opening, head inside. Use your Pegasus Shoes to get past these fiery orbs without taking damage. At the top you will find two chests surrounded by blocks. Move the lowest left block left. Now move the block that was above it, up. Move the block on the far right side, around the middle, up. Now you should be able to move left and push a block left, allowing you to open both chests. Get the PIECE OF HEART and 20 RUPEES from them. Now leave the cave back the way you came in.

Your next destination is the upper right corner. Make your way north to the top and follow the wall east, don't go down at any point. Eventually you should find yourself stuck in a little alcove with walls on three sides. At this point use your Magic Mirror to return to the Light World and lift the enormous rock which should be right beside you. Descend down the stairs and prepare for a block puzzle. It's quite easy, you start with two, push the one on the left, up. Push the next block up, the next one right, and the last one right. Grab the PIECE OF HEART and you're set. Leave the cave and return to the Dark World. Just down and left of where you are there should be a cave leading to a fairy fountain. Beyond that your destination is the west side, locate a platform with a bridge, it's quite conspicuous. At the top there should be some kind of emblem, stand on it and use the Ether Medallion.

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+--- (_/  |/  |_ MISERY MINE ----- 01.22 ---+

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Make your way up the path in the Misery Mine to reach a gap in the floor, all you have to do is equip the Hookshot and use it to get across to the other side. Now take the stairs leading down. At the bottom here this room is filled with quite a few enemies. You have to defeat all the enemies before the door at the top of the room will open. Be careful of that damn laser pillar.

This room is extremely confusing so follow the directions carefully. Descend the stairs down to the lower level and proceed to the upper left corner of the lower section, don't go back up any stairs. Once you reach the upper left corner head right to find a set of stairs in the middle, take these up and head north into the next room. Make a right immediately and enter the room east of this one. There is a laser pillar to watch out for here. Lift the upper left skull pot and grab the KEY hidden underneath it. You will also want to equip

your Magic Cape and then lift the skull pot on top of the spikes to find another KEY. Use one of your Keys on the door at the top of this room and proceed north. Head north in this room, west in the next room, west again to reach a room with a number of skull pots arranged diagonally. Run over to the left side of the room and lift the skull pot to find another KEY. Hit the orb here to lower the blue walls down then return to the entrance of this room. Head down to the very bottom and use a Key to open the south door.

Before you can continue on your trek south you are going to have to equip the Magic Cape. Do so and then make your way down to the very bottom, head through the door there leading south. Make a right turn to reach the large room again. Head south along the walkway to reach the bottom. Cross the wire mesh leading up to a skull pot, lift it and step on the button to reveal a treasure chest. Open it and you'll acquire yet another KEY. Now head north through the door on your immediate left. Defeat the four slugs in this room and wait for any bombs to explode, then the door will open. In the next room push the block at the top to the right and proceed north. Keep making your way north until you reach a chest with a KEY inside. Head all the way back to that large room once again. This time head to the upper left corner in the lower area and climb the stairs. Follow the walkway south and near the bottom you'll come across a door on your left. Take it to enter the room west of this one.

Defeat all the enemies in this room and one of them will drop a KEY, as if you don't already have enough of those. Use it on the west door and go that way. Watch out for the floor! It's coming to get you in this room. Quickly equip the Fire Rod and launch fire at the four torches in all corners of this room, this will make the north door open and allow you to head up through it. Open the chest in here to acquire the COMPASS. Now return to the previous room and go south from there to the very bottom, eliminate all the enemies and ascend the stairs on the right side. Now in this room go to the lower part and push the blocks out of the way as follows. On both sides push the top and bottom blocks left or right, or whichever way they move, then push the middle blocks up or down so you can get in. Head down to the room below this one, you don't have to bother moving the blocks. Stand below either torch on the other side of the small wall and shoot your Fire Rod up at them to light them. Return to the previous room and go through the openings you made and light those torches as well. Now the ground will shake, for a hell of a long time.

Proceed through the south door and enter the room on your right. Drop down the hole and open the chest to get the BIG KEY, but if you want everything there is to get, you have to return to the entrance once again. Use your Magic Mirror to get back to the dungeon entrance. Head up and use the Hookshot to get across again. When you reach the large room head to the upper left corner of the lower area and go right to the middle staircase leading up. Head right in the next room and follow the path back up to reach that orb which changes colour. Strike it once so that the blue walls descend and return to the large room again. From the lower right corner of the large room, up on the walkway, head right and into the first door on your right. Continue east to reach a large room with a thin path going up. The path collapses so use your Pegasus Boots or Hookshot to get there quickly. At the top is a large chest with the CANE OF SOMARIA inside. Proceed west into the next room, the walls should be down so you can open the chest to get the dungeon MAP. Drop down below you and return to the large room again. Head to the upper left corner and go up the stairs. Enter the first room you pass to the west on your way down.

Head up here in this room and west in the next room with the large spikey thing. Defeat the wizards if you want to, proceed up north through the door with the big key lock on it and step on the portal. When you appear, go right a little bit and up the stairs above you to reach another locked door. Head through it and run north across the bridge to a set of stairs leading down.

It's dark here on the lower level so be careful. Your destination is the lower right corner, there is a locked door on the south wall, unlock it and head down to find a bunch of Rupees. Return to the previous room and go over to the left side. Lift the skull pot to reveal a button. Now equip the Cane of Somaria, stand below the button facing up and use it to drop a block on the button. The lower left door is now open, head south through it. Take the west exit in this room and then navigate between the walls here to get to the west side where you will find a door. If you are blocked by a red wall in the next room, head back to the previous one and use the Boomerang to hit the orb at the top of the room. Now enter the west room, the blue wall on the left side should be up. Equip your Bombs and blast the north wall. Hit the orb here to lower the blue walls, return to the previous room and go west. Now head north and climb the stairs. Make a left at the top and follow the path to the boss door finally.

This boss can be difficult if you aren't adequately prepared, it's all about the very beginning of the fight, you have to be aggressive or you'll find yourself in trouble. When the battle begins the little eyeballs start floating down toward you. Equip the Bow and launch arrows upward until some eyes reach you and switch to the sword. Standing in the middle you should be able to stop all the eyes that are coming down toward you with ease. You have a decent amount of time before the large eye fires a lightning blast downward, after that the large eye does it quite often. You can try to time it so you avoid the first blast but doing so really takes away your offensive advantage. Afterward you'll probably have to move to the side where it's more difficult to keep the eyes away. Don't run on the goo at the top, it hurts you. After all the little eyes have been defeated, the big eye begins bouncing around. Simply keep slashing it with your sword or firing arrows at it from the other side of the room, this is by far the easiest part of the entire battle. Grab the HEART CONTAINER and the CRYSTAL and then you'll be warped back outside again.

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+-- (/ / ARK WORLD ----- 01.23 ---+

Use the Magic Mirror to return to the Light World and then use the Flute to return to your house again. Make your way up from the house to the castle, when you walk through the gate it will transform into the Dark World. Now in the Dark World proceed back to your house and go inside. You should be able to buy a Super Bomb here for 100 Rupees. Purchase it and leave the house. Don't run, jump, or go inside anything. Simply head north until you reach the castle, or in this case the Pyramid of Power. Just up the stairs and directly on your left is a large wall with a crack. Press R to leave your Super Bomb there and blast a hole. Go inside to find a fairy fountain, throw your sword in there to upgrade to the GOLDEN SWORD and throw your Bow in there to upgrade to SILVER ARROWS. Now once again, use the mirror to return to the Light World.

Use the Flute and have it take you onto Death Mountain. When you arrive make your way up the way up to the top where you will come across that portal again, the one which takes you to the Dark World. Stand on the portal and warp yourself. Now walk left a bit to that little circle of discoloured dirt you stood on before and use the mirror. When you warp, jump off the edge at the top and make your way east, past the tower. Head as far east as you possibly can, up a bit, east, east, and more east until eventually you reach a ladder blocked by a large rock. Move the rock and climb up to find three pegs. Pound the pegs into the ground in a counterclockwise direction starting with the one on the right to reveal a portal. Get in it and when you reach the Dark World,

stand on the emblem and use the Quake Medallion. After doing so jump off the edge, ignore the door you just created and make your way west.

When you come across a large rock, throw it out of the way and descend the stairs down into the room below. Don't lift any skull pots, you need them for the Hookshot. Use the Hookshot to cross the gap left, then from there shoot it down and open the chest for 50 RUPEES. Return to the previous platform and go up this time. Open the chest to acquire 50 RUPEES. Hookshot left from the lower part, attack the hook to the chest and when you get there, open it to get 50 RUPEES. Shoot left again then go down and shoot right to find a chest with 50 RUPEES. From here you want to return to the entrance again. Head up from the entrance and equip the Ether Medallion. Use it at the top to see the hidden path which leads to a wall, blow the wall up with a bomb. In the next room blast the north wall to find a fairy and then blast the west wall and continue through. Blast the north wall to find some normal faeries then leave through the south door. Use the Magic Mirror and you will find a PIECE OF HEART in the Light World. Now return to the Dark World and drop down off the edge to the south, head back east and finally enter the seventh dungeon.

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+-- (_/ URTLE ROCK ----- 01.24 ---+

Feel free to examine the object on the wall. Like he says, having bottles of magic potion is a good idea, but if you don't, I'm sure you can manage. Lift the skulls up here at the beginning and get the full magic restore. Note the little question mark icon above you. Equip the Cane of Somaria and use it here to create a moving platform. Step off on the other side and go through the door. Use the cane again to create a platform, step on it and look to your left, the platform will move that way. When it stops get off it and go south through the door. Open the chest here to acquire the COMPASS. Return to the previous room and make your way back toward the top. If you are facing up you cannot leave the room, what you have to do is face downward and hold the attack button. This way you can walk backward and exit the room without being hit.

Get on the platform again and head left, be sure to get off at the second stop, you'll find a full magic bottle under the skull pot. Continue across the top section to the right. The northeast door leading east is the one you're looking for. When you enter the room don't lift the pots below you. Equip the Cane of Somaria and get on the platform. Go up and while it's going around, use the Fire Rod to launch fire at the torches and lighting all four of them. Once they are all lit head up quickly and go through the north door while it's open. Avoid the moving spike logs here and make your way to the top. Open the chests to acquire the dungeon MAP and a KEY. Now return back to the previous room and lift the skull pots to find a magic refill. If it isn't there you can use your Magic Mirror to exit the dungeon and come back in, all the items respawn under the pots. Make your way to the large room once again.

This time the door you want to take is the upper left door, not the one leading west, but the one leading north. The one that is locked. Use the Key that you should have to open this door. Defeat the bouncing monster thing in order to get another KEY, one you can use to open the north door here. In this room it gets a bit complicated. You need a projectile weapon to fire at one of the orbs. Now note the blocks on the left side. Push the highest one to the right and it will spawn a chest at the top of the room. Open it to get a KEY and use that key to get downstairs. Defeat any enemies in your way, check the upper

right corner for all the stuff hidden under the pots and then make your way to the lower right corner and climb the stairs. Enter the long pipe and it will take you all the way to the northwestern side. Exit through the left door.

There are two pipes here, go down through the closer one, the one on the right and leave the room when you get to the other side. In this room head down, strike the orb and then eliminate the enemies. One of them should drop a KEY which you can use to open the door on the right side. Leave the room and get into the tunnel, it will take you to a chest containing BIG KEY. Take the pipe below you and leave the room through the east door. You'll be brought back here once again, lift the skull pot and fill your magic. Drop down and make your way to the lower right and take the pipe once again. Enter the west room and this time go into the pipe on the left. Exit this room to the south and defeat both enemies. When the two doors open take the south door and then make a left at the fork. Be careful here as there are a ton of laser eyes in this room. You need to equip Bombs and then place one on the south wall.

Now that you're outside there's something special you can do. Head to the far right but don't go in the cave, instead use the Magic Mirror and then enter the cave. Defeat the four enemies in this room and head north into the room above. Open the chest here to get a PIECE OF HEART, the final heart piece in the game. This one should complete an entire heart container for you, if not you must have missed one, or many if you haven't been trying to collect them. Leave the cave and return to the Dark World, then enter the cave on the right. Use the Cane of Somaria and cross the gap, open the large chest and get the MIRROR SHIELD. In the room above, use the Big Key on the north door to get through it. Enter the next room and cross through the pipe. Defeat the enemy in the room after that. Bomb the east wall and the north wall. Take the east door and in the next room, push the upper block to the right. There are two statues here. Grab the tongue of the one on the left and pull to open the door. Through the north door there are some spike logs and tons of Rupees, the easiest way to get them is to equip the Magic Cape if you have enough magic.

Leave this room to the south and then go west. This time take the north exit you blew open. Head up and throw a Boomerang to hit the orb. This will allow you to open the chest on the left containing the KEY. Use it to open the door at the top of the room. Head downstairs to a dark room, the worst room in the dungeon. Your destination is the very middle where you will find a skull pot with a switch underneath. Use the Cane of Somaria to place a block on the switch and then get back on. Navigate to the lower left corner and go through the south door to get out of this room. In the next room down walk while avoiding the lasers and keep your Bow equipped, fire it at the little bug thing you pass and continue down to the south end. Note that the Mirror Shield can block the lasers. Get all the chests in this room to acquire 5 RUPEES, 5 RUPEES, 20 RUPEES and KEY. Bomb the south door and go out onto the platform, use your Magic Mirror and enter the Light World cave. It leads down to a room with two faeries, that could always help. Return to the Dark World and head north, when you pass the locked door on the left, open it with the Key. Your goal is to get to the very top of this room by shooting projectiles at the orbs and gradually get up there. The next room only has a single moving platform to take, it leads up to the room with the boss, go in there when you're ready.

With adequate preparation it shouldn't be too hard to defeat this boss, by adequate preparation I mean full health and full magic, anything stored in your bottles is just a bonus. Remember that Ice Rod you picked up a long time ago? Me neither, but it should be in your inventory and it's finally time to use it. Use the Ice Rod on the red head and then when it stops moving, slash it with your sword. After about three hits with the strongest sword the head will be destroyed. Switch to the Fire Rod and use it on the blue head then slash that one with your sword. The basic idea is simple as you can see. After both side

heads are destroyed the main fight begins. The boss oves around the screen witha coloured section in his middle, all you really have to do is slash this middle section. If your sword is strong you only have to hit it about three times before the boss goes down. Not too hard, especially if you have faeries. Grab the HEART CONTAINER and final CRYSTAL then warp outside the dungeon.

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+--- ( _/____ /  ARK WORLD ----- 01.25 ---+

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Leave the dungeon and head west, the distance between this dungeo nand the next is the shortest yet. All you have to do is go west to reach this large tower and if you have all seven crystals, it opens up right there for you.

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+--- ( _____ /  ANON'S TOWER ----- 01.26 ---+

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There are three doors at the very entrance of this tower, the one you want to go through is the one on the far left. On the lower floor, slam into the pillar with your Pegasus Shoes and get the KEY that drops down. Enter the room on the left and break one of the skull pots to get a KEY. You need to equip the Hammer and pound down all the pegs. Push the block in the middle to open the door on the left then go through it. Equip the Hookshot on yourself and use it to reach the north door. Through this door you will find four chests containing 20 RUPEES, 10 ARROWS, 20 RUPEES, and BOMBS. Now head south and return to the previous room once again, you'll still need the Hookshot.

Hookshot your way down across the platforms to the bottom, there is a locked door on your right. Go through the door and note the chest in the middle of the room, when you open this chest you will get the dungeon MAP. Return to the previous room and hit the orb so that the wall drops down. After doing that place a bomb on the orb and cross over it, wait for the bomb to explode and change the orb position, then go south. Break the pot in the lower right corner to get a KEY and then place a bomb on the orbs here as well. Get past the walls and use one of your keys to open the door on the right. There are quite a few spike traps here, and in order to reach the portal you're going to have to hit the orb and set them free. Once you do, take the portal.

Watch out for the moving fireballs in this area as you gradually make your way to the left side. Note there is no way to get across. What you have to do is push the single block that sits alone, up, to spawn a chest on the other side. Use the Hookshot to grab the chect and get across. Open it and use the KEY on the door below you. There are two portals here, one on the left and one on the right, take the one on the right. After warping, take the next portal on the left. The correct one after this is the portal in the lower left corner. Step on it then proceed east to the only portal here, and the only portal after that. Now head through the door leading east and equip the Fire Rod.

Head down, then up at the fork and make your way to the door at the top. Shoot your Fire Rod at the torch on your right. This will reveal the secret paths in this room, follow them to the upper right door quickly before the fire runs

out. Open the chest to get 10 ARROWS. Place a bomb on the ground you are standing on to blow a hole and drop down. Here you will have to fight those six enemies again, just like the first boss. Try different weapons, most of them are more effective than the sword. Take the door leading north after the enemies have been defeated. Grab the BOMBS, 10 ARROWS and BIG KEY from these chests then return to the previous room and head west. Blow up the north wall using a bomb to find a room with four faeries in it. Head back and ascend the stairs. Push the block to the right and open the chest to get the RED CLOTHES which offer even better protection than the Blue Clothes. Your destination is now the entrance of the dungeon, technically you could probably use the Magic Mirror, but the stairs are only two rooms north of this one.

This time the door you want to take is the one in the middle. Equip some kind of projectile weapon like the Boomerang and use it to help you get through this room, your destination is the upper left corner. When you get there, push the block below you down to open the south door and then head south through it. You can use the statue in this room to try and help block the spike traps, or you can not. Use the Bow to kill the enemies here and proceed east. Kill these two enemies once again and then go north through the door. In the next room after this just use the Big Key to keep going north. Descend down the stairs and head up, ignore the first orb and strike the second orb to get through. Break the pots and step on the button to open the door. Head back down and go up the stairs, then around to the upper right corner for the door.

Run across the bridge to the right but watch out for cannonballs as you go. At the end there is a staircase leading up to a room with some enemies to kill, nothing special, just normal bad guys. In the room after it, defeat all the enemies while being careful to avoid the laser eye, then head south. Two laser eye statues this time, defeat all the blue horse things to unlock the south door. In the room that follows there are more battles to be fought, on ice this time. Stick to the conveyor belts to win this one and go south. It's all ice here, eliminate the enemies quickly and get through the west door. After this you'll have to fight the second boss again, that's no big deal, your new sword is extremely powerful. After this head up the stairs to the next room. Use your Ether Medallion on the platform to reveal the path and kill the enemies in this room. In the next room use the Pegasus Shoes to run right and get to the door. After this you have to defeat some wizards to get through and then some pigs with forks. Either way it will take you to a room with a spinning flame and some torches. To open the door at the lower right all you have to do is break the skull pots, then use the Fire Rod to light all the torches and head down to the door. It leads to a room with a set of stairs and some skull pots. The upper right pot has a full magic refill under it. Climb the stairs and use your Fire Rod on the lower right torch and light them all in a counterclockwise fashion to avoid the collapsing ground. Proceed north through the door. Kill the two bugs to get a KEY then open the chest to get BOMBS and more BOMBS. Use the Key on the left side door then equip your bombs, use them in the next room to blast a hole in the south wall. In the next room there is a locked door on the south wall, you should have an extra Key but you can get the KEY from the middle chest if you want. Head south through the door and take on the third boss. A single spinning slash from the Golden Sword should be almost enough to kill him. Equip the Hookshot and use it to grab hold of a chest to the south, open it to get 20 RUPEES. Climb the stairs and push the blocks left to reach the door. Head to the top of this room and climb up the stairs, it's a linear path from here to the boss door.

This fight is like the first battle with the evil wizard, except easier. Instead of having to use your Bug-Catching Net, you can just use your sword. Instead of having a powerful lightning attack, he just doesn't have that attack at all. The difference is that there are three of him. Each one fires a fireball, and every single fireball can be deflected back at the boss to kill

him meaning the battle will also probably go three times faster. Only one version of the boss is real, two of the clones are partially translucent while the boss himself looks completely normal. Try to deflect all the shots back at the boss with your sword in order to defeat him, that's all there is to it.

After this Ganon appears and goes, along with you, to the Pyramid of Power for the final battle. Before jumping into the hole you might want to return to the Light World and go to the witch's hut to buy four Blue Potions, just a suggestion. Maybe two blue, two red, whatever. Ganon is a reasonably difficult boss, but I guess that's because he's the boss of the game. With all those potions it's going to be pretty hard to lose. What you're trying to do pretty much is be really offensive for this battle. A lot of the time if you're trying to avoid all his hits you'll find yourself running around too much and never attacking. I say to hell with being hit, use your judgment and try to dodge, but if you're going to be hit, then fine, it's worth it to hit him a bunch of times. Just stick with your sword for the beginning of the battle. His only real attack is throwing his trident. After awhile he begins using spinning fireballs, stay in the middle of this and keep attacking. The hardest attack to dodge is the phoenix that flies around directly at you. Don't worry too much about it and keep attacking with your sword. After awhile he will mention something about the dark and that's your cue to equip the Fire Rod and hope you have lots of magic power. When it goes dark use the Fire Rod to light both torches at the bottom. At this point you have to dodge the phoenix and hit the boss once, it's harder than it sounds. After hitting him once his colour will change to blue as if he is frozen, switch quickly to the Bow and fire an arrow at him. With Silver arrows, it shouldn't take more than four or five shots to eliminate this boss permanently and end the game.

Congratulations on completing Legend of Zelda: A Link to the Past.

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Fighting one boss would of course be too easy, so this game was nice to you and offered six bosses to take care of, how nice of them. The six bosses bounce around the room as if they were influenced by some kind of narcotic, while you carefully try to avoid their mad rampage. Any time they bump into you, you will lose a half a heart, and they will bump into you quite a lot. Basically what they do is bounce around in a circle, and then line up at the top of the room and bounce down toward you. To defeat them you can use your sword, but compared to the Bow the sword is horrendously ineffective. It takes exactly three arrows to kill any given member of the enemy team, and you'll want to go after them one at a time to make it easier rather than spreading the damage out since they die individually rather than all at once. The one thing to keep note of however is that once you get down to the remaining two enemies, try to attack them both equally, one shot to one, then one shot to the other. The reason for this is that once you're down to the finally enemy, he gets angry and turns red. He bounces around the room a lot more violently and is harder to hit, damaging him before this time it will make the fight a lot easier.

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Once again you aren't actually facing a single boss, but rather three bosses at once and you have to kill all of them individually which means the fight gets gradually easier as you go along... sort of... more like easier and then harder again. What the bosses do is, at about the same time they all pop out of the ground and fire small dirt projectiles in an X shape from where they come up, for this reason you will never want to position yourself diagonally from one of those holes where an enemy is coming from. After they appear they float around in the air for a couple of seconds and dive under once again. Your goal is to slash their heads with your sword until they die, one by one. The best thing I find is to charge your spinning sword attack while they are all under and let it loose to try and maybe hit more than one of them, then after that just slash until they dive again. Once two of them have been defeated the third and final one gets more difficult. Instead of four projectiles in an X shaped pattern, it fires eight projectiles in an asterisk shaped pattern. It is also only out of the ground for a split second, so one spin attack is about as much as you will be able to get off before it dives. Still it shouldn't be too hard.

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This boss is extremely annoying, and through that, becomes extremely difficult. Other bosses you faced so far are nothing compared to this one. The reason isn't because he kills you, it's because he knocks you over the edge, forcing you to climb back up and start the fight over again. You can fall off every side of this area as well as the hole in the middle. If the boss hits you then you go flying, if you hit the boss in the wrong area then you also go flying, for this reason I recommend you avoid the spin attack. Your goal is to hit the boss in that spinning thing on its tail. A single sword slash will do. Each time you hit it, the boss gets faster and faster. It takes approximately six hits in order to defeat the boss, and after the fifth he's really going haywire. Note that if you are knocked off the edge, the battle begins anew as if you hadn't hit the boss at all, so it becomes extremely important that you not be hit. Personally if I were you I would only fight the boss on the right side of the map, his movements on the left side are too erratic as he bounces around the hole area. Do your best to get the six hits in quickly.

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This boss can be defeated quite easily as long as you know what you're doing, and if you don't, you'll likely have trouble. Your weapon of choice is, of course, the Bug-Catching Net. You must use this weapon to deflect the boss'

attacks back at him, if you try to strike the boss with the Master Sword you will not only not hurt him, but end up hurting yourself. The boss only has three attacks which he uses at random, not in sequence. The first of these attacks is to fire a large colourful ball at you. This attack can be deflected with the Bug-Catching Net right back at him and do damage, it takes about six of these to kill the boss. The second is a another circular projectile made up of small orbs, you can stop this with your net but you can't deflect it. The final attack is used when the boss positions himself in the middle a the top and faces down, you know he's going ot use it if you move either to the left or right, but the boss continues to face down and ignore you. This means he's about to fire a lightning blast straight down, to avoid it, run to the upper right or upper left corner. That's pretty much all you need to know.

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Defeating this boss is just a matter of using the Hammer correctly. Notice the boss is wearing some kind of faceplate. Well you have to utilize the power of your Hammer in order to destroy this faceplate. Approach the boss from the front and swing the Hammer when you get close. Sometimes a piece of the plate will chip off, but most of the time it won't. The way to tell if you actually hit the boss, is that if you bounce backward, then you hit the boss. Use that to gauge how close you have to be. The boss has two attacks, one is a tail stab which gos on either the left or right side, if you are in front of the boss' face trying to hit him with the Hammer then this attack cannot harm you. The second attack is a fireball which comes straight down out of his face, when the mouth opens this is a warning the attack is coming. When the fireball comes down, is explodes into three pieces and then each of those three pieces explode into four, but they explode in an exact direction. The first one split into three in a triangle pattern and then those three each fire four in an X shaped direction. For this reason when the triangle pattern appears, if you are standing exactly in between the two bottom ones, parallel and directly below the top one, you cannot be hit. They will all move diagonally away from you. Keep this in mind. Once the faceplate has been destroyed the green weakspot appears. Start slashing the boss like crazy with your sword, or if you wish, play it safe and equip the Bow. Note that while firing the Bow you are morelikely to be hit by the tail attack so try to be careful. For defeating the boss you are awarded a HEART CONTAINER and the first CRYSTAL. There are now only six more crystals remainig, you'll be automatically warped out.

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As you most likely would guess, this boss contines the tradition of using the item which you found in the dungeon, to defeat the boss itself. You will definitely need to have your Hookshot equipped for this battle. The actual boss is hidden underneath those weird fuzzy things that surround him. What you need to do is use the Hookshot to nab those things one by one and hit them twice with your sword to defeat them before they fuse back with the boss once again. Do this however many times it takes until all of them are gone. At

that point the boss realizes his vulnerability and jumps off the screen. Before he lands you will see a shadow and have a split second to react. When he does land he'll move wildly around the screen, bouncing without stopping. What you have to do is attack him with your sword, fortunately you can attack from any direction as far as I can tell. It's easiest to charge up your spin attack and let it loose when he gets close, it doesn't take many hits.

(/)
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) /
+-- (/ KULL DUNGEON ----- 02.07 ---+

The moth boss is actually quite difficult, the longer this battle takes the more chance you have of being killed, it is a very offensive boss. The moth only uses one single attack, three laser beams fired out the front, however all the while not only is the ground moving about but the spikes at the side are flying back and forth across the room trying to kill you. Dodging them is difficult and no matter how hard you try you always seem to get hit by one now and then, and they hurt. The solution is to be equally offensive yourself, screw the Master Sword, your weapon of choice is the Fire Rod. Equip that baby and launch all the fire you can. It only takes about six or seven hits from the Fire Rod and it's quite easy to hit the boss with it, the whole body is the weak point. Kill the boss before it can manage to kill you.

(/)
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 /
) /
+-- (/ HIEVES' TOWN BOSS ----- 02.08 ---+

This is a difficult boss mostly because there really isn't any specific weakness or easy way to defeat him, it's just a matter of having the skill to dodge his attacks. Your weapon of choice for this battle is the master sword and the boss can be hit anywhere for damage. I recommend just using the charge up spin slash over and over again. The boss has one primary attack, a long laser beam he fires directly at you for good damage. For this reason you need to keep moving at all times. After a couple of hits the boss will discharge a floating head which fires small projectiles, these projectiles it seems can be blocked both by your shield and your sword as well. Continue to focus your attacks at the boss even after he launches a second floating head. If you happen to die you can just come right back, you don't need the girl again. Grab the HEART CONTAINER and the fourth CRYSTAL then warp outside the dungeon.

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) /
+-- (/ ICE PALACE BOSS ----- 02.09 ---+

There are two stages to this boss, extremely easy and easy. That's right. Your weapon of choice for this battle is going to be the Fire Rod. You need to shoot fire at the icy boss about eight times before his protective shell will be destroyed. During this time the only thing that risks hurting you is the

ice falling from above, you can be hurt if it lands on you or if the pieces hit you when it shatters. When the protective shell has been destroyed the true boss shows itself, three floating eyeballs that must be killed individually. They don't have attacks, they rely only on trying to bump into you and do damage. During this time the Fire Rod is still the weapon of choice but feel free to switch over to the sword if you run out of magic power.

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      _____)
     (, /|  /|
        / | / |
+--- (_/  |/  |_ ISERY MINE BOSS ----- 02.10 ---+

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This boss can be difficult if you aren't adequately prepared, it's all about the very beginning of the fight, you have to be aggressive or you'll find yourself in trouble. When the battle begins the little eyeballs start floating down toward you. Equip the Bow and launch arrows upward until some eyes reach you and switch to the sword. Standing in the middle you should be able to stop all the eyes that are coming down toward you with ease. You have a decent amount of time before the large eye fires a lightning blast downward, after that the large eye does it quite often. You can try to time it so you avoid the first blast but doing so really takes away your offensive advantage. Afterward you'll probably have to move to the side where it's more difficult to keep the eyes away. Don't run on the goo at the top, it hurts you. After all the little eyes have been defeated, the big eye begins bouncing around. Simply keep slashing it with your sword or firing arrows at it from the other side of the room, this is by far the easiest part of the entire battle.

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     ) /
+--- (_/  URTLE ROCK BOSS ----- 02.11 ---+

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With adequate preparation it shouldn't be too hard to defeat this boss, by adequate preparation I mean full health and full magic, anything stored in your bottles is just a bonus. Remember that Ice Rod you picked up a long time ago? Me neither, but it should be in your inventory and it's finally time to use it. Use the Ice Rod on the red head and then when it stops moving, slash it with your sword. After about three hits with the strongest sword the head will be destroyed. Switch to the Fire Rod and use it on the blue head then slash that one with your sword. The basic idea is simple as you can see. After both side heads are destroyed the main fight begins. The boss moves around the screen with a coloured section in his middle, all you really have to do is slash this middle section. If your sword is strong you only have to hit it about three times before the boss goes down. Not too hard, especially if you have faeries.

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   /  / )
+--- (____ /  ANON'S TOWER BOSS ----- 02.12 ---+

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This fight is like the first battle with the evil wizard, except easier. Instead of having to use your Bug-Catching Net, you can just use your sword.

Key.....	_
Heart Container.....	_
+-----+	+-----+
KAKARIKO VILLAGE	03.02
+-----+	+-----+
20 Rupees.....	_
20 Rupees.....	_
20 Rupees.....	_
20 Rupees.....	_
Magic Bottle.....	_
Magic Bottle.....	_
Bug-Catching Net.....	_
20 Rupees.....	_
Bombs.....	_
20 Rupees.....	_
20 Rupees.....	_
20 Rupees.....	_
Piece of Heart.....	_
Piece of Heart.....	_
+-----+	+-----+
WORLD MAP	03.03
+-----+	+-----+
Piece of Heart.....	_
Bombs.....	_
Piece of Heart.....	_
Piece of Heart.....	_
Piece of Heart.....	_
Bombs.....	_
50 Rupees.....	_
50 Rupees.....	_
+-----+	+-----+
EAST PALACE	03.04
+-----+	+-----+
100 Rupees.....	_
Map.....	_
Compass.....	_
Key.....	_
Big Key.....	_
Key.....	_
Heart Container.....	_
Pendant of Courage.....	_
+-----+	+-----+
WORLD MAP	03.05
+-----+	+-----+
Pegasus Shoes.....	_
Ice Rod.....	_
Piece of Heart.....	_
Book of Mudora.....	_
+-----+	+-----+
DESERT PALACE	03.06
+-----+	+-----+

	Piece of Heart.....	_
	Key.....	_
	Map.....	_
	Compass.....	_
	Big Key.....	_
	Power Glove.....	_
	Key.....	_
	Key.....	_
	Key.....	_
	Heart Container.....	_
	Pendant of Power.....	_

+-----+

	WORLD MAP	03.07
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+-----+

	Flippers.....	_
	Piece of Heart.....	_
	Magical Boomerang.....	_
	Improved Shield.....	_
	Magic Bottle.....	_
	Magic Mirror.....	_
	Piece of Heart.....	_
	Piece of Heart.....	_

+-----+

	MOUNTAIN TOWER	03.08
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+-----+

	Map.....	_
	Key.....	_
	Big Key.....	_
	Compass.....	_
	Moon Pearl.....	_
	Heart Container.....	_
	Pendant of Wisdom.....	_

+-----+

	WORLD MAP	03.09
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+-----+

	Mushroom.....	_
	Master Sword.....	_
	Ether Medallion.....	_

+-----+

	HYRULE CASTLE	03.10
--	---------------	-------

+-----+

	Key.....	_
	Key.....	_
	Key.....	_
	Key.....	_

+-----+

	DARK WORLD	03.11
--	------------	-------

+-----+

	Piece of Heart.....	_

| Piece of Heart.....|_| |
| Quake Medallion.....|_| |
|

+-----+
| DARK PALACE 03.12 |
+-----+

Key.....	_	
Map.....	_	
Key.....	_	
Key.....	_	
Big Key.....	_	
Key.....	_	
Compass.....	_	
5 Rupees.....	_	
Key.....	_	
Arrows.....	_	
Bombs.....	_	
Key.....	_	
Magic Hammer.....	_	
Heart Container.....	_	
Crystal.....	_	

+-----+
| DARK WORLD 03.13 |
+-----+

Piece of Heart.....	_	
Bombos Medallion.....	_	
Piece of Heart.....	_	
Shovel.....	_	
Flute.....	_	
Piece of Heart.....	_	
Magic Powder.....	_	

+-----+
| SWAMP PALACE 03.14 |
+-----+

Key.....	_	
Key.....	_	
Map.....	_	
Key.....	_	
Compass.....	_	
Key.....	_	
20 Rupees.....	_	
Big Key.....	_	
Hookshot.....	_	
20 Rupees.....	_	
20 Rupees.....	_	
20 Rupees.....	_	
Key.....	_	
Heart Container.....	_	
Crystal.....	_	

+-----+
| DARK WORLD 03.15 |
+-----+

| | |
| Magic Cape.....|_| |

Piece of Heart.....	_	
Piece of Heart.....	_	
Piece of Heart.....	_	

+-----+
| SWAMP DUNGEON 03.16 |

Key.....	_	
Map.....	_	
Compass.....	_	
Big Key.....	_	
Key.....	_	
Fire Rod.....	_	
Key.....	_	
Heart Container.....	_	
Crystal.....	_	

+-----+
| DARK WORLD 03.17 |

None.....	_	

+-----+
| THIEVES' TOWN 03.18 |

Map.....	_	
20 Rupees.....	_	
Big Key.....	_	
Key.....	_	
Key.....	_	
Bombs.....	_	
Key.....	_	
Titan's Mitt.....	_	
Heart Container.....	_	
Crystal.....	_	

+-----+
| DARK WORLD 03.19 |

Piece of Heart.....	_	
Cane of Byrna.....	_	
Tempered Blade.....	_	
Magic Bottle.....	_	

+-----+
| ICE PALACE 03.20 |

Key.....	_	
Compass.....	_	
Key.....	_	
Key.....	_	
Key.....	_	
Map.....	_	
Big Key.....	_	
Bombs.....	_	
Blue Mail.....	_	

| Key.....|_|

+-----+
| DARK WORLD 03.21 |

| Piece of Heart.....|_|

| 20 Rupees.....|_|

| Piece of Heart.....|_|

+-----+
| MISERY MINE 03.22 |

| Key.....|_|

| Key.....|_|

| Key.....|_|

| Key.....|_|

| Key.....|_|

| Key.....|_|

| Compass.....|_|

| Big Key.....|_|

| Cane of Somaria.....|_|

| Map.....|_|

| Heart Container.....|_|

| Crystal.....|_|

+-----+
| DARK WORLD 03.23 |

| Golden Sword.....|_|

| Silver Arrows.....|_|

| 50 Rupees.....|_|

| 50 Rupees.....|_|

| 50 Rupees.....|_|

| 50 Rupees.....|_|

| Piece of Heart.....|_|

+-----+
| TURTLE ROCK 03.24 |

| Compass.....|_|

| Key.....|_|

| Map.....|_|

| Key.....|_|

| Key.....|_|

| Key.....|_|

| Big Key.....|_|

| Piece of Heart.....|_|

| Mirror Shield.....|_|

| Key.....|_|

| 5 Rupees.....|_|

| 5 Rupees.....|_|

| 20 Rupees.....|_|

| Key.....|_|

| Heart Container.....|_|

| Crystal.....|_|


```

) | inside Kakariko Village will give this | | |
) | to you for free just for asking. | | |
(-----)-(-----)
) Cane of Byrna | Found in the Dark World after the | _ |
) | Thieves' Town, you need to have the | | |
) | Magic Cape and the Titan's Mitt. | | |
(-----)-(-----)
) Cane of Somaria | Found inside the Big Key chest in the | _ |
) | Misery Mine, you need this item in order | | |
) | to complete the game, it's required. | | |
(-----)-(-----)
) Crystal | You will acquire this automatically | _ |
) | after you defeat the boss of the first | | |
) | Dark World dungeon, the Dark Palace. | | |
(-----)-(-----)
) Crystal | You will acquire this automatically | _ |
) | after you defeat the boss of the second | | |
) | Dark World dungeon, the Swamp Palace. | | |
(-----)-(-----)
) Crystal | You will acquire this automatically | _ |
) | after you defeat the boss of the third | | |
) | Dark World dungeon, the Skull Dungeon. | | |
(-----)-(-----)
) Crystal | You will acquire this automatically | _ |
) | after you defeat the boss of the fourth | | |
) | Dark World dungeon, the Thieves' Town. | | |
(-----)-(-----)
) Crystal | You will acquire this automatically | _ |
) | after you defeat the boss of the fifth | | |
) | Dark World dungeon, the Ice Palace. | | |
(-----)-(-----)
) Crystal | You will acquire this automatically | _ |
) | after you defeat the boss of the sixth | | |
) | Dark World dungeon, the Misery Mine. | | |
(-----)-(-----)
) Crystal | You will acquire this automatically | _ |
) | after you defeat the boss of the seventh | | |
) | Dark World dungeon, the Turtle Rock. | | |
(-----)-(-----)
) Magic Bottle | Purchased for 100 Rupees from the man | _ |
) | sitting alone in the middle of | | |
) | Kakariko Village beside the pots. | | |
(-----)-(-----)
) Magic Bottle | Take the secret back entrance into the | _ |
) | Kakariko Village tavern and find this | | |
) | inside a treasure chest there. | | |
(-----)-(-----)
) Magic Bottle | Once you have the Flippers head southeast | _ |
) | of Link's House and jump in the water, | | |
) | swim up to the bridge and find it under. | | |
(-----)-(-----)
) Magic Bottle | Get the treasure chest from the | _ |
) | blacksmith's house in the Dark World and | | |
) | have the guy in the desert open it. | | |
(-----)-(-----)
) Ether Medallion | Once you have acquired the Master Sword, | _ |
) | use the Book of Mudora on the tablet | | |
) | at the top west part of Death Mountain. | | |
(-----)-(-----)
) Fire Rod | You will find this item in the Big | _ |

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) |o| Key chest inside the Skull Dungeon, | | |
) |o| you need it in order to finish the game. | | |
(-----)-(-----)
) Flippers |o| After the desert palace, head northeast | _ |
) |o| of the witch's house and run along the | | |
) |o| shallow water, buy them for 500 Rupees. | | |
(-----)-(-----)
) Flute |o| After acquiring the Shovel warp to the | _ |
) |o| Dark World and dig this up out of the | | |
) |o| ground at the northwest corner. | | |
(-----)-(-----)
) Golden Sword |o| Throw your Tempered Blade into the water | _ |
) |o| of the fountain in the side of the | | |
) |o| Pyramid to Power to get this item. | | |
(-----)-(-----)
) Hookshot |o| You'll find this one in the Big Key | _ |
) |o| chest in the Swamp Dungeon. Another | | |
) |o| item required to finish the game. | | |
(-----)-(-----)
) Ice Rod |o| Inside a cave which is located roughly | _ |
) |o| south, east, north, east of Link's House, | | |
) |o| walkthrough is more accurate with it. | | |
(-----)-(-----)
) Improved Shield |o| In a waterfall cave roughly east of | _ |
) |o| Link's House, throw your shield into | | |
) |o| the water and the fairy will replace it. | | |
(-----)-(-----)
) Lamp |o| Found inside the chest in Link's house | _ |
) |o| at the very beginning of the game, | | |
) |o| virtually impossible to miss. | | |
(-----)-(-----)
) Magic Cape |o| After finishing the Swamp Palace and | _ |
) |o| getting the Hookshot, you can cross | | |
) |o| the bridge and get this item. | | |
(-----)-(-----)
) Magic Hammer |o| You'll find this in the Big Key chest | _ |
) |o| inside the Dark Palace. This item is | | |
) |o| required in order to finish the game. | | |
(-----)-(-----)
) Magic Mirror |o| Given to your by the old man on Death | _ |
) |o| Mountain, it is required to get, you | | |
) |o| can't possibly miss this item. | | |
(-----)-(-----)
) Magic Powder |o| After getting the Mushroom from the | _ |
) |o| forest you need to bring it to the | | |
) |o| witch and you'll get the Magic Powder. | | |
(-----)-(-----)
) Magical Boomerang |o| In a waterfall cave roughly east of | _ |
) |o| Link's house, throw your Boomerang into | | |
) |o| the water and the fairy will replace it. | | |
(-----)-(-----)
) Master Sword |o| Once you have acquired all three | _ |
) |o| medallions, you can acquire this by | | |
) |o| checking the Lost Woods upper left corner | | |
(-----)-(-----)
) Mirror Shield |o| Found in the seventh palace, the Turtle | _ |
) |o| Rock inside the chest opened using the | | |
) |o| Big Key. Not a required item. | | |
(-----)-(-----)
) Moon Pearl |o| Found in the Mountain Palace, you obtain | _ |

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) Heart Container	o Found inside a treasure chest in the	_
)	o sanctuary where you first start out the	_
)	o game, this is extremely hard to miss.	
(-----)	(-----)	(-----)
) Heart Container	o This is acquired after you defeat the	_
)	o first boss, the boss of the Eastern	_
)	o Palace, you can't miss it.	
(-----)	(-----)	(-----)
) Heart Container	o You will automatically acquire this after	_
)	o you defeat the boss of the Mountain	_
)	o Palace, it's just sitting right there.	
(-----)	(-----)	(-----)
) Heart Container	o This is acquired after you defeat the	_
)	o second boss, the boss of the Desert	_
)	o Palace, you can't miss it.	
(-----)	(-----)	(-----)
) Heart Container	o You will acquire this automatically	_
)	o after you defeat the boss of the first	_
)	o Dark World dungeon, the Dark Palace.	
(-----)	(-----)	(-----)
) Heart Container	o You will acquire this automatically	_
)	o after you defeat the boss of the second	_
)	o Dark World dungeon, the Swamp Palace.	
(-----)	(-----)	(-----)
) Heart Container	o You will acquire this automatically	_
)	o after you defeat the boss of the third	_
)	o Dark World dungeon, the Skull Dungeon.	
(-----)	(-----)	(-----)
) Heart Container	o You will acquire this automatically	_
)	o after you defeat the boss of the fourth	_
)	o Dark World dungeon, the Thieves' Town.	
(-----)	(-----)	(-----)
) Heart Container	o You will acquire this automatically	_
)	o after you defeat the boss of the fifth	_
)	o Dark World dungeon, the Ice Palace.	
(-----)	(-----)	(-----)
) Heart Container	o You will acquire this automatically	_
)	o after you defeat the boss of the sixth	_
)	o Dark World dungeon, the Misery Mine.	
(-----)	(-----)	(-----)
) Heart Container	o You will acquire this automatically	_
)	o after you defeat the boss of the seventh	_
)	o Dark World dungeon, the Turtle Rock.	
(-----)	(-----)	(-----)
) Piece of Heart	o Drop down from the ledge in Kakariko	_
)	o Town into the hole and bomb the wall	_
)	o beside the three chests down there.	
(-----)	(-----)	(-----)
) Piece of Heart	o Blast the wall in the basement of the	_
)	o green-roofed house in Kakariko Town	_
)	o where the four chests are located.	
(-----)	(-----)	(-----)
) Piece of Heart	o Blast a hole in the house on the left of	_
)	o the field south of Kakariko Town and	_
)	o win the race by beating 15 seconds.	
(-----)	(-----)	(-----)
) Piece of Heart	o Head south of Link's house and then	_
)	o west to find a building to release the	_
)	o water and then find it on the ground.	
(-----)	(-----)	(-----)

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) Piece of Heart |o| South and west of Link's house is the | _ |
) |o| desert, you'll find it in a cave at the | | |
) |o| north end past a wall you have to blast. | | |
(-----)-(-----)-----+-----+
) Piece of Heart |o| West and then north of the sanctuary | _ |
) |o| is a dark forest with a hole in the | | |
) |o| shrubs, you'll find it down the hole. | | |
(-----)-(-----)-----+-----+
) Piece of Heart |o| Once you have the Pegasus Shoes head for | _ |
) |o| the ledge on the left of the Sanctuary | | |
) |o| and knock the rocks away with a dash. | | |
(-----)-(-----)-----+-----+
) Piece of Heart |o| There is an exit leading south out of | _ |
) |o| the Desert Palace, when you take it, it | | |
) |o| leads right to the Piece of Heart. | | |
(-----)-(-----)-----+-----+
) Piece of Heart |o| Located directly south down the waterfall | _ |
) |o| below where you get the Flippers, head | | |
) |o| west at the bottom to find it one land. | | |
(-----)-(-----)-----+-----+
) Piece of Heart |o| Near the top of Death Mountain, drop down | _ |
) |o| from the edge and leand on the ledge | | |
) |o| below, the hear piece is in the cave. | | |
(-----)-(-----)-----+-----+
) Piece of Heart |o| On Death Mountain, use the warp portal | _ |
) |o| to enter the Dark World and then warp | | |
) |o| back just left of it to find the piece. | | |
(-----)-(-----)-----+-----+
) Piece of Heart |o| Found after defeating the evil wizard. | _ |
) |o| In the Dark World, check the right side | | |
) |o| of the pyramid to find this piece. | | |
(-----)-(-----)-----+-----+
) Piece of Heart |o| After defeating the wizard, return to | _ |
) |o| the Light World and slam the tree | | |
) |o| beside the lumberjacks' house. | | |
(-----)-(-----)-----+-----+
) Piece of Heart |o| After you get the Hammer head south of | _ |
) |o| Link's house into the water and warp | | |
) |o| to the Light World to find this piece. | | |
(-----)-(-----)-----+-----+
) Piece of Heart |o| In the Dark World, head west and south | _ |
) |o| of Link's house to find some shrubs | | |
) |o| in a circular pattern, use Magic Mirror. | | |
(-----)-(-----)-----+-----+
) Piece of Heart |o| In the Dark World you can play a digging | _ |
) |o| game south of the village, eventually | | |
) |o| you will dig up a Piece of Heart. | | |
(-----)-(-----)-----+-----+
) Piece of Heart |o| West of the graveyard in the Dark World | _ |
) |o| is a staircase, use the Magic Mirror | | |
) |o| to appear beside a cave and find this. | | |
(-----)-(-----)-----+-----+
) Piece of Heart |o| Down, west, west and north of the | _ |
) |o| graveyard is a cave that is blocked | | |
) |o| by a large rock, go inside to find this. | | |
(-----)-(-----)-----+-----+
) Piece of Heart |o| Head to Kakariko Village in the Dark | _ |
) |o| World and in that area there should be a | | |
) |o| treasure chest minigame where you win it. | | |
(-----)-(-----)-----+-----+

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