

The Legend of Zelda: A Link to the Past Boss FAQ

by Joseph Mostarda

Updated to v3.0 on Feb 13, 2007

"A Link to the Past: Boss FAQ"

v3.0 02/13/07

by Joseph Mostarda (e-mail: jmostarda@live.com)

Table of Contents:

Section I (Copyrights)

1.01 - Copyrights

Section II (Bosses of LttP)

2.01 - Armos Knights

2.02 - Lanmola Trio

2.03 - Moldorm

2.04 - Agahnim, Pt. 1

2.05 - Helmasaur King

2.06 - Arrghus

2.07 - Mothula

2.08 - Blind

2.09 - Kholdstare

2.10 - Vitreous

2.11 - Trinexx

2.12 - Agahnim, Pt. 2

2.13 - Ganon

Section III (Bosses of Four Swords)

3.01 - Nightmare Plant

3.02 - Ice Monster

3.03 - Master Flame

3.04 - Vaati

(Tip: Use Ctrl+F to quickly navigate this FAQ.)

Section 1 - Copyrights

1.01 - Copyrights

Feel free to download this FAQ for your own personal use. All I ask is that you don't sell it for profit or any form of commercial means. I also grant unlimited permission for this FAQ to be posted on any other website, so long as proper credit is given to me as the author of this FAQ.

Section 2 - Bosses of LttP

2.01 - Armos Knights

Location: East Palace

The first bosses of LttP are not terribly difficult. Concentrate on killing them one at a time. Start from the right corner, and work your way left. Each knight takes about three to five arrows to kill. However, they are constantly moving. Therefore, stay near the right corner to avoid their stomping. The best time to hit them is when they stand in a line, near the back of the arena. When you are down to the last knight, it will turn red and move faster. Wait for it to track your position, then quickly move to the left. When it lands, hit it with an arrow quickly. It only takes four arrows shots to kill the final knight.

Item Earned: Pendant of Courage

2.01 - Lanmola Trio

Location: Desert Palace

At the end of your quest in the Desert Palace, you must face a Lanmola trio. There are many ways to go about killing them, but the safest method involves staying near the door. Always keep your sword charged, and as soon as the head of a Lanmola pops up, hit it! Each Lanmola takes six hits to die. When you are down to the final Lanmola, it will shoot a ring of debris and move faster. Do you best to avoid the Lanmola's debris, and continue to charge your sword. Fortunately, you only need to land two more hits to win!

Another strategy for the Lanmola trio involves the Ice Rod. All you have to do is hit one when it pops up. Since the Ice Rod is very effective, you only need to hit each Lanmola twice to win!

Item Earned: Pendant of Power

2.03 - Moldorm

Location: Tower of Hera

The next boss battle can be extremely easy, or very difficult, depending on your skill level. All you have to do is strike Moldorm's tail six times, but every time you strike it, you fly backward. This wouldn't be a problem if it weren't for the arena, which is nothing but a pit! So, you must strike the boss at an angle where you will fly back, but not off the arena! A good method is to get Moldorm's attention, then run in a circle around the center pit. When you get close to Moldorm, strike its tail. Immediately reverse direction, and then repeat the process.

Item Earned: Pendant of Wisdom

2.04 - Agahnim, Pt. 1

Location: Hyrule Castle

Get ready to face off with the dark wizard himself! Agahnim is not easy, and you will quickly be thrown into the fire if you aren't prepared! Make sure you have a minimum of two fairies, and having a potion or two doesn't hurt, either. Agahnim has three attacks: chain lightning, blue energy, and fireballs.

The latter is the key to defeating him. Whenever he launches a fireball, get the Master Sword ready. You must deflect the fireball and launch it back into Agahnim! Once it finally hits him, he will go to the top of the room and launch chain lightning. Get to the top of the room with him to avoid the chain lightning. After that, he will hurl globs of blue energy. Just move up and down until they fade away, then get ready to deflect another fireball.

2.05 - Helmasaur King

Location: Dark Palace

The first boss of the Dark World isn't terribly difficult, but sure is large! You will have little room to run around, so make every shot count! The first step to defeating this monstrosity is to destroy the helmet. Quickly shoot bombs at it, or smash it with the Magic Hammer. Once the helmet is gone, strike the green jewel with your sword. After you do, the helmet will return. Repeat the process. Beware, though; the Helmasaur King has some tricks up its sleeve. It will do a frontal charge attack, but that is very easy to avoid. Next, it will hurl fireballs at you. Stay near the bottom and as far away from them as possible; they explode quickly, and sparks fly everywhere. Finally, once the Helmasaur King's tail begins to swing, do your best to avoid it; it causes quite a bit of damage.

Item Earned: Magic Crystal

2.06 - Arrghus

Location: Swamp Palace

This swollen jellyfish is mad! It charges around the room, sending a team of puffballs to harass you! To counter its attacks, ready the Hookshot and pull each puffball off Arrghus one by one. A few swipes will kill the puffball. Repeat the process until every puffball has been pulled off. When the core of Arrghus has been exposed, it will charge even faster. Swipe at it with your sword or arrows. It doesn't take long to defeat Arrghus.

Item Earned: Magic Crystal

2.07 - Mothula

Location: Skull Dungeon

Get ready for the toughest battle yet! Not only does Mothula take a major amount of hits to die, the arena shifts and shoots spikes! Do your best to cope with the arena's movement, and stay far away from the moving spikes. Whenever Mothula comes near, strike it with your sword. While you can use the Fire Rod, hitting it with the Master Sword is faster. As with most bosses, Mothula gets a little quicker near the end of its life. Keep hitting it to finally defeat it.

Item Earned: Magic Crystal

2.08 - Blind

Location: Theives' Town

That beautiful maiden... isn't so beautiful after all! When exposed to the sunlight, she turns into Blind. Blind is not easy to defeat; you must strike his head repeatedly until it comes off. As the head flies around, Blind will grow yet another head. Strike at that one until it comes off. Soon, you will

have heads everywhere! Avoid them, and keep striking at Blind until it finally falls for good. Collect your crystal!

Item Earned: Magic Crystal

2.09 - Kholdstare

Location: Ice Palace

When you first meet this boss, it will be encased in ice, and icy chunks from the ceiling will be falling endlessly. As soon as the battle starts, use the Bombos spell to melt the ice shield. You will then be left with three eyes. Use the Fire Rod to inflict damage against them. Each eye takes about 7 hits to be defeated, so if you run out of magic power, just whack with your sword.

Item Earned: Magic Crystal

2.10 - Vitreous

Location: Misery Mire

Perhaps the strangest boss thus far, Vitreous is nothing but a group of eyes! Much like the battle with Arrghus, you must first defeat the tiny eyes with your sword. However, they are sent out in pairs of two, so your Hookshot is not effective. Once all the eyes are defeated, Vitreous itself will emerge. It will shoot chain lightning, so stay in either corner at the bottom of the arena. After shooting, it will fly around to harass you. Take it down with sword swipes or arrows, then avoid more lightning. Each round, the intervals get shorter, so you must work faster and faster! When it is finally done for, collect the crystal!

Item Earned: Magic Crystal

2.11 - Trinexx

Location: Turtle Rock

When the battle begins, get your Fire Rod ready. You should take out the ice head first, because it causes the most damage to Link and it also freezes the floor, making movement difficult and clumsy.

Next, ready the Ice Rod, because you going after the fire head! Avoid the molten breath and lashes from the stone head, and just keep firing the Ice Rod at the fire head.

Once only the stone head of Trinexx is left, it will move extremely fast around the arena. The only part that is vulnerable is the midsection of stone, but it is hard to hit because of the constant movement and charges of Trinexx. Whenever Trinexx moves at an angle in front of you, charge your sword to strike all parts of the midsection. Each strike causes Trinexx to move faster and cause more damage, so be extremely cautious.

Item Earned: Heart Container/Magic Crystal

2.12 - Agahnim, Pt. 2

Location: Ganon's Tower

After fighting sub-images of bosses Link has faced in the past, he is now ready for the second battle against Agahnim. While nothing attack-wise has

changed from the first battle, Agahnim now moves faster and casts clones. To detect the clones, look for two fake Agahnims that are slightly clear and see-through. As like last time, deflect the fireballs into the real Agahnim, but take cover; the fakes shoot fireballs, too!

2.13 - Ganon

Location: Pyramid of Power

For the first part of the battle, Ganon throws a silver trident at you. Just like a boomerang, it circles back to Ganon. Just as Ganon throws and catches the trident, that is when you should strike him with your new Golden Sword. After about 7-8 hits, he will move on to the next stage of attack...

As if the trident weren't enough, Ganon now shrouds himself with a fireball shrine. When the fireballs are released, quickly get up there and whack away at Ganon! However, be careful; the fireballs turn into Link-seeking bats!

After many hits to Ganon, he will proceed into stage 3 of his attack. Stay near the center of the arena, because Ganon will jump, which gets rid of the outer row of floor tiles. (NOTE: If you fall, the whole battle starts over.) Again, once the fireballs are gone, you have a moment to quickly strike Ganon.

Finally, you'll emerge into Ganon's final stage of attack. Don't think it gets any easier, though! In fact, this final stage of attack is harder than the other three stages combined! Ganon will equip the Darkness technique, which makes him invisible. The only way to see him is to use the Fire Rod to light two torches near the bottom of the arena. After they are lit, you will have a few moments to hit Ganon. After you hit him, he will turn blue, and you must then ready the Silver Arrows and shoot him! Repeat this process until Ganon is, once and for all, defeated! Next step: pat yourself on the back! You just won LttP!!

2.14 - Doppelgangers

Location: Palace of the Four Sword

The first Doppelganger you battle with is wearing a green tunic. Whenever he finishes dashing, quickly swipe him with your sword! It will take eight hits to bring down the first Doppelganger.

The second Doppelganger always has a red tunic on. He has the same dash attack as the green Dark Link, but can also use the powerful Hurricane Blade attack. It takes eight hits to defeat this Doppelganger, who is vulnerable after lunging at you with the Hurricane Blade attack.

Wearing a blue tunic, the third Doppelganger has the same attacks as the last two, but can also use a strong Jump Attack. However, after performing each attack, his sword will be stuck in the ground for a second, giving you just enough time to strike at him. Like the other two, it takes eight hits to destroy this one.

The final Doppelganger is also the strongest of the four. Not only does he use the attacks of the previous three Doppelgangers, he can also shoot fire from his sword! The only time he is vulnerable is when he uses the Jump Attack or shoots fire from his sword. As the strongest of the four Doppelgangers, it will take twice as much work to bring him down: sixteen hits!

Section 3 - Bosses of Four Swords

3.01 - Nightmare Plant

Location: Sea of Trees

It takes teamwork to defeat the Nightmare Plant. The key to victory is to strike the right body part that matches your color tunic. For example, one of the heads of Plant Nightmare is green, and the other is purple. That means the green Link should strike at the green head, while the purple Link should strike at the purple head. After defeating all four heads, handles of vines will emerge from the boss. Everyone must pull on the handles until the core of the boss is exposed: a multi-colored blossom plant. It will have two colors, and whatever players have those colors on their tunics must hit the boss at the same time. For example, if the blossom is red and green, both the red Link and green Link must strike Plant Nightmare. Keep doing this until it is finally destroyed!

3.02 - Ice Monster

Location: Talus Cave

Ice Monster takes teamwork to defeat. First, everyone must grab the Pegasus Shoes. Next, all team players must simultaneously charge into Ice Monster, until it eventually freezes onto the frigid wall. Once it is frozen, then everyone must hack away at it. From there, Ice Monster will jump back into position, where all must start dashing again. After a few more rounds, Ice Monster will transform into a small, bubbly creature. Each bubble has a color, and each player must strike the colored bubble that matches their tunic. After about ten hits from each player, Ice Monster will be defeated.

3.03 - Master Flame

Location: Death Mountain

Like the battle with Agahnim, Master Flame shoots out deflectable fireballs. However, each fireball has a certain color, and that fireball can only be deflected by the player whose tunic matches that color. While everyone else uses their shields to deflect tongues of fire, the player with the matching color tunic must hit the boss with the deflected fireball. As soon as he does, a new fireball with a different color will be spewed. The corresponding player must then go deflect it. You must repeat this process several times to be victorious.

3.04 - Vaati

Location: Vaati's Palace

In the first stage, everyone must collect bombs and throw them into a vortex. If timed correctly, the bombs will explode just as they get near Vaati. When he falls, everyone must then close in and swipe at him. He will get back up and the process will begin again. This goes on for about 5 more rounds, then he teleports and starts a new phase of attack!

In this next stage, Vaati will reveal his claw arms. If anyone gets too close, the claws will stab that player. However, when Vaati gets ready for an attack, his arms open up very wide, and a color is revealed on the arms. Whoever has the same color must be brave and get up there to attack! Once everyone has attacked at least once, you'll move onto the final stage of Vaati's attack...

Vaati will grow many eyes, but three will be a certain color. The colored eyes are actually bombs, and they shoot off at random times. Whatever player has the same color as the bombs, they must reflect the bombs back into Vaati, a la the battle with Agahnim. Once everyone has deflected the bombs, Vaati will finally fall, and Princess Zelda be saved!

-----END OF DOCUMENT-----

This document is copyright Joseph Mostarda and hosted by VGM with permission.