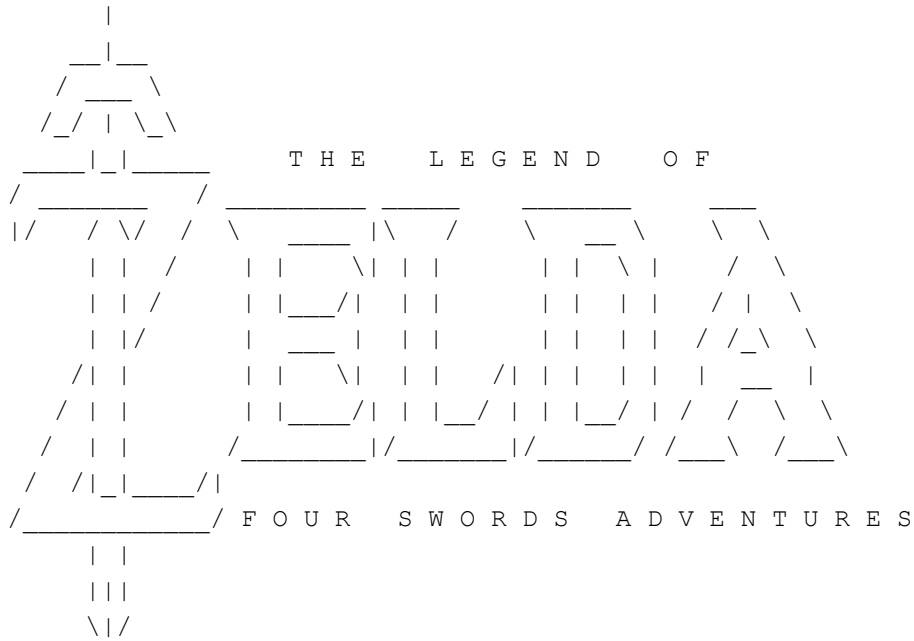


The Legend of Zelda: Four Swords Adventures FAQ/Walkthrough

by MetalGearRex2003

Updated to v1.3 on May 9, 2006

The Legend of Zelda: Four Swords Adventures - Nintendo GameCube
FAQ/Walkthrough



Written by Matthew M. Jean
Copyright 2004

Created June 8th, 2004

 ===== Version History =====

Version 1.3 - 5/6/06
 It's been almost 2 years since my last update. Crazy... Updated some "obsolete" info and fixed a few things.

Version 1.2 - 6/22/04
 Fixed more spelling errors and added some more strategies.

Version 1.1 - 6/14/04
 I want to thank everyone for their e-mails. They have helped alot in fixing errors and making the guide better.

Version 1.0 - 6/12/04
 Completed the walkthrough. Made it look a little better.

Version 0.85 - 6/11/04
 I added Levels 6 and 7, changed the layout of Zelda Games.

Version 0.65 - 6/10/04
 Well I accidentally had the Eastern Palace part of the walkthrough in

here twice, so I took out the extra part. I added Levels 4 and 5, adjusted the table of contents, some other little stuff.

Version 0.45 - 6/09/04

Added walkthrough up to Level 4. Added descriptions to past Zelda games, some other small stuff.

Version 0.25 - 6/08/04

Basic Controls, items, history, everything but a complete walkthrough.

- - - - -
==== Contacting Me ====
- - - - -

These are the only kind of e-mails I want:

- Questions about a Zelda game
- Info that is USEFUL and isn't in the FAQ
- Spelling errors, words touching, etc.
- Strategies on bosses
- Comments. Like it? Hate it? - let me know

If you have a question after reading the walkthrough part, then e-mail me, but it better have something to do with the Zelda series and something that isn't in the FAQ yet. I check my e-mail everyday, so you should get a reply quickly.

E-MAIL: MetalGearRex007 at wowway . com

Donations:

I'm not asking for or expecting them, but if you feel this guide has helped you and want to send me a donation, just send me an e-mail and I'll let you know where you can send them.

- - - - -
===== TABLE OF CONTENTS =====
- - - - -

- I. Legend of Zelda Games
- II. Basic Information
 - About Zelda: Four Swords Adventures
 - GameBoy Advance Connectivity
 - Formations
- III. Characters
- IV. Game Controls
- V. Walkthrough
 - Level 1: Whereabouts of the Wind
 - Stage 1: Lake Hylia
 - Stage 2: Cave of No Return

Stage 3: Hyrule Castle

Level 2: Eastern Hyrule

Stage 1: The Coast

Stage 2: Village of the Blue Maiden

Stage 3: Eastern Temple

Level 3: Death Mountain

Stage 1: Death Mountain Foothills

Stage 2: The Mountain Path

Stage 3: Tower of Flames

Level 4: Near The Fields

Stage 1: The Field

Stage 2: The Swamp

Stage 3: Infiltration of Hyrule Castle

Level 5: The Dark World

Stage 1: The Lost Woods

Stage 2: Kakariko Village

Stage 3: Temple of Darkness

Level 6: Desert of Doubt

Stage 1: Desert of Doubt

Stage 2: Desert Temple

Stage 3: Pyramid

Level 7: Frozen Hyrule

Stage 1: Frozen Hyrule

Stage 2: The Ice Temple

Stage 3: Tower of Winds

Level 8: Realm of the Heavens

Stage 1: Realm of the Heavens

Stage 2: The Dark Cloud

Stage 3: Palace of Winds

VI. Weapons and Items

VII. FAQ

VIII. Closing Comments

IX. Thanks and Credits

=====
I. Legend of Zelda Games
=====

	Release Year: 1987
The Legend of Zelda	-----
	System: NES

Did You Know?:

This was the first game to use battery backup to save files.

	Release Year: 1988
--	--------------------

```
| Zelda II - Link's Adventure |-----  
|                               | System: NES
```

Did You Know?:

This was made to be an RPG because of hits like Final fantasy and Dragon Warrior were selling so well in Japan. It was also delayed in North America because of a chip shortage.

```
|                               | Release Year: 1991  
| The Legend of Zelda: A Link to the Past |-----  
|                               | System: SNES
```

Did You Know?:

(From Zelda.com)

Chris Houlihan won one of Nintendo's contests. One of his prizes was getting his name in this game. The area that talks about him is a hidden area that isn't easy to find. In fact, there isn't a way to find Chris 100% of the time. To find him, save your game in the Light World, then press Reset. Start the game from the Sanctuary. Dash all the way to the bush that Link had to lift at the beginning of the game to enter the Hyrule Palace. When Link reaches the bush, Dash down the hole without Lifting the bush. If Link is fast enough, Link will appear in Chris Houlihan's room.

```
|                               | Release Year: 1993  
| The Legend of Zelda: Link's Awakening |-----  
|                               | System: GB
```

Did you Know?:

Enemies from Mario Bros. can be found in the game including Goombas, Thwomps and Cheep Cheeps.

```
|                               | Release Year: 1998  
| The Legend of Zelda: Ocarina of Time |-----  
|                               | System: N64
```

Did You Know?:

This game was originally for Nintendo's add on disk drive, 64DD, but was decided to be released as a cartridge game.

```
|                               | Release Year: 1998  
| The Legend of Zelda: Link's Awakening DX |-----  
|                               | System: GBC
```

Did You Know?:

There was an extra, color based, dungeon that was added to the game for it's re-release on the GameBoy Color.

```
|                               | Release Year: 2000  
| The Legend of Zelda: Majora's Mask |-----  
|                               | System: N64
```

Did You Know?:

The limited edition of the game was gold and had a holographic label. It required the N64 Expansion Pak to play.

```
|                               | Release Year: 2001  
| The Legend of Zelda: Oracle of Seasons |-----  
| The Legend of Zelda: Oracle of Ages | System: GBC  
|
```

Did You Know?:

This was planned as a three game set, but the third one was dropped because of programming difficulties.

	Release Year: 2002
The Legend of Zelda: A Link to the Past/	-----
Four Swords	System: GBA

Did You Know?:

Some changes were added to A Link to the Past like Link yelling when he swings his sword, an extra dungeon and the hurricane spin.

	Release Year: 2003
The Legend of Zelda: Ocarina of Time/	-----
Master Quest	System: GCN

Did You Know?:

People received this game for free when they preordered The Wind Waker.

	Release Year: 2003
The Legend of Zelda: The Wind Waker	-----
	System: GCN

Did You Know?:

For the first time, Link was seen not wearing his green tunic at the start of the game.

	Release Year: 2003
The Legend of Zelda: Collector's Edition	-----
	System: GCN

Did You Know?:

This was bundled in with Nintendo GameCubes during the 2003 holiday season. It included both NES games and both N64 games.

	Release Year: 2004
The Legend of Zelda: Four Swords Adventures	-----
	System: GCN

Did You Know?:

This is the first game not to have Rupees. (You collect Force Gems instead).

	Release Year: 2004
Classic NES Series: The Legend of Zelda	-----
	System: GBA

Did You Know?:

17 years later, nothing has changed.

	Release Year: 2005
The Legend of Zelda: The Minish Cap	-----
	System: GBA

Did You Know?:

This will be a full blown adventure like A Link to the Past.

	Release Year: 2006
The Legend of Zelda: Twilight Princess	-----
	System: GCN

	Release Year: 2006
The Legend of Zelda: Phantom Hourglass	-----
	System: NDS

=====
II. Basic Information
=====

- - - - -
About Zelda: Four Swords Adventures
- - - - -

This is the latest game in the Zelda series. This game is very similar to the Four Swords multiplayer game that was included with the GameBoy Advance version of Zelda: A Link to the Past. In this game you control Link, after he has been split into four separate versions of himself. Using the team of Links, you make your way through the many puzzles of Hyrule and save Zelda from the Wind Sorcerer, Vaati.

This game has two different modes of play: Hyrulean Adventure and Shadow Battle.

Hyrulean Adventure can be played by yourself using a GameCube controller or a GameBoy Advanced hooked up to the GameCube. It can also be played with friends, but all players are required to use a GBA. Hyrule Adventure is a story mode where you travel across Hyrule using a "level" system. It's similar to other Zelda games but here, you go to one area of Hyrule, collect Force Gems (instead of rupees) pick up weapons (one at a time) and find the boss. As you collect more Force gems, your Four Sword powers up and can then shoot out beams, like past Zelda adventures. Once you defeat the boss, you start a new area - empty handed. If you have played Four Swords on the GBA, you know exactly what to do.

Shadow Battle is a multiplayer game much like Hyrulean Adventure. Beat up your friends and be the last Link standing.

- - - - -
GameBoy Advance Connectivity
- - - - -

Nintendo wants us to hook up our GBAs to our GameCubes. They even give you a free link cable when you purchase the game. Using the GameBoy Advance, you and your friends can take on Hyrule together. Whenever you enter a cave, house or something not on the TV map, the GameBoy will show the inside of that area. If you don't have a GameBoy Advance, it's okay. You can still play Hyrulean Adventure, but instead of showing the inside of an area on the GBA screen, a window on the TV pops up and acts as the GBA.

- - - - -

Formations

When playing on your own during Hyrulean Adventure, you control the way the Links move together.

Cross Formation:

This will put all Links back to back in all directions. Use this when there are a lot of enemy on screen to defend all sides of the group.

Wide Formation:

All Links will line up horizontally to push certain blocks.

Long Formation:

The group will go into a vertical line, allowing them to push certain blocks.

Box Formation:

Links will go into a box shape and this allows them to get through tight spots and again, push blocks.

The Box and Cross formations are not available in two - three player modes. You can not use any formations if there are four players. And you can't make formations in side scrolling areas.

=====

III. Characters

=====

Link -

The Hero of Time. His quest is to take down the Wind Sorcerer, Vaati using the Four Swords and dividing into Four separate Links.

Princess Zelda -

Princess of Hyrule. She was kidnapped by Vaati along with the young maidens.

Tingle -

A human mapmaker who wishes to be a fairy. Along your quest, he will try to grab Force Gems that you don't get to quickly enough.

Kaebora Gaepora -

The very wise owl from Ocarina of Time is back to give you more info during your quest.

Vaati -

Wind sorcerer who likes to kidnap young maidens. Now Vaati is terrorizing Hyrule and kidnapped Zelda.

=====

IV. Game Controls

=====

You can use a GameCube controller or Game Boy Advance to play Four Swords Adventures. To use a GameBoy Advance to play, you need a Nintendo GameCube/GameBoy Advance link cable. You can only use the GameCube controller on the single player mode, but the GameBoy Advance can be used for any mode.

GameCube Controller -

Analog Stick: moves Link around

L Button: displays formation window

R Button: lift items or another Link (when formation is broken)

Control (D) Pad, X Button: breaks formation - use Links separately

C Stick: Formation Quick Change

Z Button: closes GBA window (appears only when using the GC controller)

GameBoy Advance -

Control (D) Pad: Move Link

L Button: displays formation window

R Button: lift objects or another Link (when formation is broken)

A Button: use weapon (if you have one)

B Button: use sword

Select: break formation and use each Link separately.

=====

V. Walkthrough

=====

My walkthrough is based on the single player mode. I have not played using multiplayer so I can get this done faster. Most puzzles will apply to multiplayer mode anyway, but not all of them. Don't e-mail me if I mention in a sidenote that a certain area is known to be different in multiplayer. I can't help you.

I am also using a GameBoy Advance as a controller.

```

      /\                               /\
     /__\- - - - - - - - - - - - - - /__\
    /\  /\      Level 1: Whereabouts of the Wind      /\  /\
   /__\ /__\- - - - - - - - - - - - - - /__\ /__\

```

=== Stage 1: Lake Hylia ===

Wake up the Links and start heading west. You will pass a red house with a gate surrounding the backyard. Inside is a man who will teach you about formations. After your lesson, head west and push the large block in the water to create a bridge. Look for the cave with a stone blocking the way. Pick up the stone with the R Button and go inside. Step on the switch, head north and grab the boomerang. Now leave the cave and head north where some Octoroks are playing. Use the boomerang to grab the key in the northeast corner and unlock the door Shadow Link locked. Go through the back door and

lift up the large stone. Now you have the Fire Rod. Head back to the front and burn down the tree stumps surrounding the large stone. Head down the steps and get to the other side. Hit the switch on the way to make a bridge. Head west and you will find Shadow Link pounding the ground with a magic hammer. When he leaves, step on the big switch and a ton of Force Gems will fall. Pick them up and head north. Jump into the water and go under the bridge. Go up the steps and pick up the large stone. It's Tingle!

After your chat, jump into the water and swim south of the rocks, going east. Go up one of the four tall ladders along the west side of the waterfall. Enter the cave and jump into the cannon. Blast up and to your right is the exit. Go into the next cave and grab the boomerang, then blast up and out to the top of the waterfall. head north and behind the waterfall, notice three cave openings. Head into the 3rd one on the right and step on all four switches. This will create a bridge to your left. Leave and go into the middle cave, cross the bridge. There is a star shaped switch near a gap. Have one Link stand on it while the others cross the gap and press L to regroup and head south. Jump down the waterfall and at the bottom, dive for some Force Gems. Now go into the whirlpool in the southeast corner. Swim to the other side and push the large stone south. This will make four squares appear. Have each Link stand on all four squares and they will be sent across the gap. Step on the switch to your south and open the chests to get a blue braclet. Now head north and go up the stairs. Pick up the stones and cut down the bushes to find a hole. Jump down the hole and make your way to the other side.

Here you come across a bridge with a group of Blue Soldiers after you. Take out the guards and go north where there are some bushes. Chop down the bushes and have the Links stand on all four switches, making 2 chests appear. Inside is a Heart Container and some Force Gems. Go west to find another group of soldiers, including a bigger, more armored guard. To kill him, slash at his back. When all the guards are dead, it starts raining Force Gems, enough to power up your sword to the next level. Walk west and you find the dark barrier. Slash each of the eyes and you complete the level.

--- Sidenote ---

If you do not have 2000 Force Gems by the time you get to Vaati's barrier, you will be asked if you want to go back in time. You cannot break the barrier if your sword is not powered up. Go ahead and travel back in time. When you do collect enough Force Gems, you are warped back to the barrier, where you can then destroy it.

=== Stage 2: Cave of No Return ===

Make your way through the darkness and grab the lamp. This will let you see a wider area around you. Light the torches near the door and go north. Light the torches as you pass them to collect some Force Gems. Go to the top of the ring of fire and push the blocks out of the way to get in. In each corner of ring, there is a block. Push all four of them into the corner and the ring of fire will disappear. Open the chest and pick up the small key. Unlock the door in the northeast and go in. Push the blocks and kill the rats until you get the small key. Head east and unlock the door. Have each Link push their colored block to get to the other side and grab the lamp. Light the torches and go through the door. This room has 4 traps in the floor. If you fall, oh well. One of them leads you to a heart container. When you get to the other side of the traps, kill the water jellies and two doors will open. go through the east door and destroy all the pots. On the right side of the room a pot has a small key inside. When you find the small key, leave this room and go north.

There is a gap on the left side. Press select and throw a Link to the other side and grab the Bow. Press L to regroup and head north. Use your arrows to light all the torches and a flock of Geese appear. Line up horizontally and shoot them all down. On the other side is a switch that will make a bridge appear. Hit it before all the bats die. When all the Geese are gone, it will rain Force Gems.

If you didn't hit the switch yet, they all fall into the abyss instead of on the bridge and you get nothing, so make sure you hit the switch before killing all the enemies. Head north and down the steps. Here you will meet the first of many mages.

(I don't know about you, but I can't get over the music they play in here....)

Head into the northeast cave behind the mage and open the chests. Keep going and you will see another mage. This time go into the northwest cave and open some more chests. Head north and you see two more cave but no mage. Head into the northeast cave and go up the stairs. There are two handles in the wall. Line up vertically and pull the left handle to get a heart container. The right one will open the north door. The next room contains Shadow Link. Hit hitting him with your sword while you avoid the bombs he drops.

The bombs he drops can also be used against him if they explode near him. Eventually, he turns into one of the Four Links. Hit him with the color Link he is and he will go away. Go north and break the dark barrier to complete the stage.

=== Stage 3: Hyrule Castle ===

Head north to the castle entrance. There are two guards on the top throwing bombs at you. Go to the left side of the entrance and pick up the big stone. A stairways appears, so go down the stairs and get to the other side. Now you should be on the top of the castle where the bomb guards are. Push the blocks out of the way and hit the switch. That will open the front gate and allow you to enter the castle. As soon as you go through the gate, you are greeted by a group of soldiers and thier leader. Hack away! When the guards are defeated, open the chests and grab the Heart Container and Force Gems. Head north and pull the switch on the right to open the castle door.

Inside the castle, go up the stairs to your right and go right one screen. Walk down the path and leave the castle going south. You should be on the right side roof. Walk into the back of the small building and grab the bow that is inside. Shoot an arrow through the door on the other side of the gap. It will hit the switch on the other side and a bridge will appear along with some blocks that disappear. Now you can jump down into a field with some brown rocks and bomb plants. Pick a bomb and throw it at the crack in the wall. Go into the new opening and you are taken to a side scrolling area with some cannons. Jump into the cannon on the right and launch up to the chest and get the small key. Now jump into the cannon floating on the left and you will be launched onto the roof of the castle. Leap down from the ledge and go back into the castle. Walk into the central area of the castle and unlock the north door. Head north up the stairs and back outside. Keep going up until you enter a courtyard.

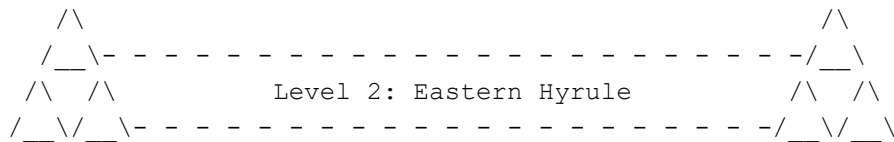
Defeat the guards and a ball and chain appears. He is pretty stong, so be careful. When he is defeated, a fleet of guards appear, but you can defeat them easily by getting in the cross formation and hacking away. Now you can advance forward. Take a left here and get into a wide formation to pull the big handle. This will open a gap in the castle. Go into this gap and enter the

castle. Upstairs there are four different weapons to choose from. Grab the bombs and go north. Blow the east wall and talk to the Zora (that's what they are if you think about A Link to the Past, not Ocarina of Time) that is split in half. He will follow you so he can find his other half. Leave this place and go west where you will find Shadow Link. You will probably fall down the trap near him. Jump into the cannon and blast back up. Avoid the trap and you will see 4 black switches. Get into a cross formation and do a spin attack. This will hit all 4 at once and create a new path. Walk up to the door, but don't go in. Head left from here and you will see two Armos statues. Smash the pots behind the statues to find a star shaped switch. Push a statue on the switch and a board disappears of some glass pane. Now go into that door to your right.

Smash the pot and push the block. Head up the stairs and step on the switches under the pots to open the door. You found the other half of the Zora thing. Now head back to the barrier in the front of the castle. Go inside and cut down any curtains you see. Enter any doorways you find and step on all switches you see. This will make the blocks disappear, allowing you to go north on the castle roof. Defeat the group of blue guards that appear and enter the new door. Inside, defeat the large Armos Statues and cut down any curtains you see to get some good stuff that sit behind them. Now push the large throne to the right and cut down the curtain behind it to get out. Here, just blast yourself up until you get back on top of the castle.

--- BOSS BATTLE: Phantom Ganon ---

Have you played the Wind Waker? If you have, then you know what to do for this boss. Phantom Ganon is back, and he is the same as before. When he shoots that ball at you, knock it back and forth until he is stunned. Then hack away at him. Keep doing that and he goes up in a cloud of smoke. Grab the Force Gems and head into the new opening. Now save the maiden and Level 1 is complete!



=== Stage 1: The Coast ===

Move the large stones and jump down to the beach. Head into the cave nearby and push the block up. Grab the bombs and blow the north wall. Open the chests and blow the other side. Now you are back on the beach. Go south and then east. There is no way to get past the house, so you have to go around. Walk behind the red house and cut down the bushes. Plant a bomb in the spaces in the mountain wall. Some openings should appear. Go in the cave on the right and head north. Smash the pots on each side and step on all the switches. A bridge will appear. Now head north and you will find a three way path. Blow out each of the walls in all three directions. Explore the cave and when your ready, go into the north hole and you will find a switch under a pot. Have one Link stand on the switch and have another go around, smash the pot underneath the other Link and stand on the other switch, and a bridge will appear. Press L to regroup and head south, where you can blow up the wall. Now you should be outside in the red house's backyard.

Go east and jump down onto the beach. Go past the blue Octoroks and continue east. Here you step on a switch and some Zora's will appear. Go into the

whirlpool. Inside the whirlpool, swim left and go into the right cave. When you get the slingshot, go into left cave and give it to a Great Fairy so she can make it a Lvl. 2 Slingshot. Now head back above water and shoot the Zoras. When they are all dead, you can head east. Make your way through the crabs on the beach and collect the million Force Gems that fall when all the crabs are dead. In the next area, you have a fun game with Shadow Link. He drops a huge bomb on the beach and you have ten seconds to get underground before it blows. When it does blow up, get up above ground and get as far as you can, then go back underground. Make sure you grab the bombs you come across, you're going to need them. Keep doing this until you get to the other side.

Go east and you will see some bushes and Octoroks. Cut down some bushes and you will find a hole in the ground. Hop down in there and you will get a heart container. Head east and there are some more bushes to cut. You should eventually find a hole. Fall into the hole and it leads to a large block. Push the block to the left and go down. There are three openings to go through. Go through the one all the way to the left. Now you are on a beach. There are three big Force Gems sitting there. Or are they? Attack the Gems before you walk into them and you will realize they are enemies dressed as Force Gems. Kill the enemies and you will get your reward. Head east along the beach and go behind the large tree. Walk through the cave and you will end up back outside on the coast. Destroy all the pink Octoroks and head east. There you will meet Shadow Link and his big bombs again. Just dive for Force Gems and when you are done, head northeast to the boss.

This boss is not too hard. Hit each claw with the corresponding Link color until he is destroyed. Head north and destroy the barrier. Stage Complete!

=== Stage 2: Village of the Blue Maiden ===

Go through the village gate and talk to the owl. After that, cut down the bushes near the pool to the left. Step on the switches and two chests will appear. Look at the flower patch near the owl's perch. It shines for some reason. Go talk to the old man near the gate and he will give you the Moon Pearl. Carry the Moon Pearl to the flower patch and a portal appears. Go into the portal and you are taken to the "mirror" side of this area. Go into the central portal and you are taken to the other side of the original area. Go left and you see a guy called Secret Agent Two. He isn't important right now, so go south from where he is standing. Talk to the mage and she will give you a Moon Pearl. Take that moon pearl and go to the central area. Now go north, then west. Here you will see a long line of people. Go to the bottom of the line and you will see a shine. Walk into it with the Moon Pearl and you are taken to the "mirror" part of the area. Make the Links go into a box formation and step on the switch. Talk to the lady and she tells you to find her friend in 20 seconds. When you get to him, he will let you have the Pegasus Boots.

Now you can break those bricks near the lady. Go back through the portal. Using the boots, break through that line. Talk to the green guy, Secret Agent One. He will tell you about the secret entrance to the Seeker's Guild. Go to the right of the house and walk in. Talk to the pirate guy and he will ask you to help him with the Mage problem. Talk to Agent One and he will give you a clue - "The Six..." Now go back to Agent Two. He gives you another clue - "Deeply connected to this village..." Now go east two screens until you get to a building with four doors that seems to be blocked off by a fence. Go into the house to the right and grab the lamp. Use this to burn the stump near the gate to get in the four door house. Go into the fourth door and talk to another Secret Agent. He gives you another clue - "Beautiful!" Now go west

then north and go up. The last Secret Agent will give you a clue - "Protect..." Now that you have all the clues, go back to the Seeker's Guild leader in the house where everyone is standing in line. Talk to him and he will ask you what you think all the clues are about. Select "Maidens" and he will give you a shovel and tell you to dig by the house of pots in the southeast part of the village.

Dig in the front of the house and a hole appears. Go down the hole and climb the ladder to get to the other side. Now head south to the rest area and cut down the bushes. Break formation and get Link to step on each one and a Moon Pearl and 100 Force Gem falls from the sky. Grab the moon pearl and take it north. Go up between the two trees and a portal will appear. This takes you to the "mirror" version of the area. Go into the blue house in the northeast corner and talk to the left girl. She will give you the Fire Rod. Use this to burn down the tree stumps in front of the four door house. Go inside, grab the Force Gems and get out. Go through the secret passage on the east side of the four door house and talk to the girl. She has a letter she wants you to give to her boyfriend. Go in the portal, in the hole, through the other side. Go east one screen and north. See the huge patch of grass and the guy standing there? Give him the letter and he will give you Roc's Feather. Go inside the long blue house to the left. Jump across the space and have Link push the barrels out of the way. Talk to the Mage and she gives you a book to give to Iris.

Now go left one screen and using the box formation, push that fat lady to the left so you can get in the shop. Drop the book and open up the chest. It's a moon pearl. Now you have two items though. What are you going to do? Press select and have the red Link grab the book. Press L and now 2 Links are carrying something. Remember that for the future. Go right one screen and walk up behind the Secret Agent. A portal will appear and you are sent to the "mirror" version of this section. Go to where you gave letter to the guy and instead you see Iris. Give her the book and she will make a house appear on the other side of the portal. Go inside the house to find the couple safe in their home. Go down the stairs and make your way back outside. Go right and you will see Tingle in the air. Get to the other side and get that purple Force Gem before he does. After that, jump up to get the green Force Gem and go right. It starts raining. Go right another screen and Shadow Link appears. He will transport through here and the "mirror" world. Follow him between portals and slash at him. Eventually, he will turn into one of the Links. Whatever color tunic he is wearing, use that Link to hit him. Eventually, he will give up. After the battle, the people from the village come to thank you. Now head north and hit the Vaati barrier to end the stage.

=== Stage 3: Eastern Temple ===

This place seems familiar....

Head inside and you will see some pots. Smash them and step on the switches. You get a small key. If you go right, you will see some tiles on the floor. Get into a cross formation and step on the tiles and two chests appear. Get the Force Gems and go left and through the locked door. Kill the stalfos and go north. Make your way past the flying marbles and kill the snakes. Go north. Defeat the Stalfos and Shadow Link. Grab the slingshot and step on the switches on the left side of the flying Force Gems. Go west. Shoot the switches north of the spikes to get them back in the ground. Push the block left and head north. Defeat the Wizzrobe and avoid the Stalfos skulls. A chest with a moon pearl will appear. Grab the Moon Pearl and go south. Push the block south and go left. There are two chests sitting in the middle of the

room. The right one has 100 Force Gems, the other one, a huge bomb, the kind Shadow Link likes to play with. If you do open the one with the bomb, jump down one of the holes on the left before it blows. Now you can see why I wanted you to go left. There are chests on this side. Keep going down each hole until you get the small key (you should have the moon pearl still). Go back to the block and push it right and go south using the key. Talk to the old ghost man. He tells you about the moon pearl.

If you are going by my guide, you have it and you can just ignore the old fogie. Walk below him and a portal appears. Go through it and you notice all the marbles that would be hitting you without the portal. Walk past the few that do appear in the "mirror" section and back into the other portal. Step on the tiles on the platform to open the door to go east. Go down the stairs and grab the bow. Go back through the marble path and near the portal, notice two red eye. Shoot them and a chest appears. Inside is a blue bracelet. Now go back to the block and push it north and head east.

See the vines on the north wall? Slash them and a passageway appears. Go in and shoot arrows through the large hole in the east wall and you will notice that they hit switches where the Force Gems are flying. Hit all four and a bridge will appear under the Force Gems. Now step on the raised tile on the east side of the bridge to open the door. Jump down to where the rats are and go through the north door. Defeat the Wizzrobes and a Moon Pearl will appear. Grab it and go to the shiny part of the floor. In the "mirror" part of the area, you will see four handles. Line the Links up horizontally and pull all four. A bunch of red Force Gems will appear along with bombs. Hurry back through the portal and grab the Gems before they disappear. Grab the bombs and leave. Go east and blast the hole in the east and south walls without being hit by the marbles.

The upper east hole has a force fairy, the lower east has a small key. The south holes lead to the same place, some chests with Force Gems. Go west and unlock the south door. Break the pots and step on the switches. When the spikes go down, head south until you fall down a trap hole. Watch out for the huge marble, it has a mind of it's own and will follow you. Push the blocks out of the way and go up the stairs in the northwest corner of the room. Go through the west door and you will come to a series of small rooms with vines and cracked walls. I don't need to explain it, just blow up walls and cut down vines. You will end up in an area with blocks. Push the blocks out of the way and continue on until you get the lamp.

--- Sidenote ---

I get numerous e-mails about this area. If you are playing multiplayer, this area of the temple will be different. I do not know how to get through this part in multiplayer. Don't e-mail me unless you are playing single player.

Now make your way back to the bridge where you got the flying green Force Gems, lighting any torches necessary. When you get to the bridge, go north and light the torches, and the door will open. Here you face the famous flying tiles - and statues. Yeah, after the tiles are done, Armos Statues will start flying, and these guys are big. When the dust clears, head north to the next room. Here, there are four Shadow Links. Let them run into the wall and they will get dizzy, allowing you to slash them dead. There is long row of bombs surrounding the room. Throw one of the middle ones at the row and it starts a chain of explosions, letting you go north to the next room. Some annoying Wizzrobes are back and instead of trying to kill you, they steal your hard earned Force Gems.

Kill the rats and then go after the Wizzrobes. Don't worry about the Gems, you get paid quite well after defeating them. I do not know how to open that chest in the middle, if it is even a chest. When I figure it out, I will add it. Go north and it's boss time.

--- BOSS BATTLE: Stone Arrghus ---

This guy isn't too bad. First, jump down one of the holes in the ground and grab the boomerang. Now get into the cross formation and use the boomerang to grab pieces of rock and kill them. When all the rocks are dead, it's eye will turn red. Slash at the eye and he will sit there until he gets fed up, jumps into the air and tries to pound you. Watch for his shadow and move to any corner of the room before he comes down, you will not be stunned. Continue slashing at his eye until he turns into a cloud of smoke. Head north and free the maiden.

```
      /\                               /\
     /__\- - - - - - - - - - - - - - - - /__\
    /\  /\                               /\  /\
   /__\/_\__\- - - - - - - - - - - - - - - /__\/_\__\
                                     Level 3: Death Mountain
```

=== Stage 1: Death Mountain Foothills ===

Head east then north. Here you will find an area controlled by green guards with arrows. In the northeast corner of this area is a house with arrows. Grab them and kill the guards in the house. When all the guards in the area are gone, the path leading north is opened. Cross the bridge and you will find two Shadow Links burning down some grass. Hit them while they are doing this to get 100 Force Gems. Pick up the bomb plant and throw it in front of the hill where there is a dirt patch. This will create a cave you can enter. Take another bomb and place it in front of the tree on top of the hill. This will make a new cave too.

Have one Link stay on the left side of the cave and have another go on the right side and stand on the star shaped switch under the pot. Then the left Link can shoot arrows at the crystals and this will create a bridge. Press L to regroup and head north. Defeat the Cukemans and head to the ladder in the northwest of the area. There are two ladders here. Climb the left one, go right and jump down. Talk to the old man and then pick up the stone next to him. Jump from the ledge where the stone was and continue east.

Go past the rock enemies and keep going east. Here you will see a house with flames coming out of it. If you talk to the man inside, he will tell you that the house is so light, that Links can push it. So go ahead and push that house around and kill all of the rock enemies in the area. If the house gets stuck, just leave and come back. The house will go back to where it was, but the enemies that you killed will still be dead. After all the enemies are destroyed, Magic Hammers will appear in the northwest part of the area. Pick up the hammer and go west. Use the hammer to kill the rock guys and go north, where there are stakes in the ground. Hammer down the stakes and continue north. Here Shadow Link is hanging out. Get near the gate and hold down A. This will make a shockwave and blow up the bombs in the field. This will eventually burn down the tree trunk near the front of the gate. Now you can enter the field if you want. Pound the stakes that block the path and go east. Here you will see a giant Cyclops. Hit him and run so he doesn't pound you. He is strong, so watch it. When he is defeated, the path leading north is opened.

Step on the switch here to start another battle with Cyclops, but this time, there are three of them. Use the same technique as before to kill them, then head north. Yeah, when I walked in this area, I freaked out too. Go directly into the cave to the east. Here you get the Quake Medallion. When you leave the cave, throw the medallion and all of the enemies turn into harmless blue blobs. Destroy them all and head north up the ladder. In the middle of the ladder is a weird warp spot. This takes you to a Lost Woods type puzzle. Just go up. No matter what you think is going to happen, just keep climbing up and you will get to the other side of the ladder. Here you will go against a bunch of guards and their leader. When they all bite the dust, you can move east, break the barrier and complete the stage.

=== Stage 2: The Mountain Path ===

Talk to the owl and he will tell you about the Goron's problems. Head north and a Goron will ask you to put out the fire with water jars. In the cave behind that Goron are some water jars. Use those to put out the fires on the hill. When all the fires are out, head up the ladder going north. Now you have to go through a series of caves. There are 3 on the bottom level. Go into the first one on the left and get water to put out the fire blocking the third cave to the right. In the second cave in the middle, grab the Magic Hammer. Go into the third cave and that will lead to the fourth level of the mountain. Pound the stakes in and drop down from where they were. Inside you will see some boulders. Push these and they will roll into the gaps in the ground, making a bridge. When you get to the Goron, have all 4 Links pick up a red jar of oil. Don't break these, you need them soon.

When all the fire is out, take the jars of oil up the huge ladder and go north. On the wall you will see white ropes. Have one Link throw his jar of oil near the ropes. The camera will show you where it will lead. If it hits a black pot, run into the nearby cave, cause that sucker is gonna blow! Inside that cave is a boomerang, so grab it. When all four pots are gone, climb up the ladder and jump down the hole. Give the fairy your boomerang and you will get a Lvl. 2 Boomerang. Now head east. Let a rock go inside the gap and then hurry up and cross. Use your boomerang to grab Force Gems on the way if you like. When you get to the end of the path, go north up the ladder and you will come upon a house on the summit.

Inside the house is a Magic Hammer. Grab it and pound the stakes surrounding the house. Then push the house aside to get into the cave. Inside is some oil, but you don't need it right now. Head east from the house and you will see two Gorons and a lot of fire. They tell you about a Goron that has a key. Get into a cross formation and charge up your hammers and pound near the flames. Two Gorons come out of nowhere and one has the key. Grab the key and go into the cave to unlock the door. Inside are some water jars. Use the jars to put out the fires in front of the ladders. Go up the ladder and head north. Now you battle Shadow Link X 4. Do whatever you did to kill him before. If he runs into a house, go ahead and follow him. When he is defeated, the path going north is unlocked. Head north and talk to the owl. He tells you about the giant bird and flies off. Go east and the boss awaits.

You probably knew by now the giant bird everyone is scared of is actually the Helamroc King, the bird who kidnapped Aryll in the Wind Waker. This is an interesting battle. First, throw a bomb at him when he flies by and avoid the rocks that fall when he is flying. If a bomb hits, he will crash into one of the dirt huts. Go inside and hit him in the head with the hammer. Do this enough and his crown will fall off, showing his chicken head. Avoid the rocks

that fall when he is flying. Keep throwing bombs at him and slashing your sword at his head until he is defeated. Destroy the Vaati barrier and the job is done.

=== Stage 3: Tower of Flames ===

Walk on in and you will see two statues shooting out flames. When they stop shooting the flames, pick up the jar on the left side and underneath is a switch that activates a slingshot. Grab the slingshot and use it to hit the floating switches on both sides. One of them is out of sight, so power up your slingshot to see it. head north avoiding the flame statues and go upstairs. In this room there are more flame statues. Walk around them and when you get to the other side, grab the boomerang. Head east into the next room. Either knock the enemies into the lava or stun the guys with the boomerang and slash at them. When they are all gone, the north door exit will open. Before going on, break the pot in the southeast corner and step on the switch. A Heart Container appears in a chest. Open the chest and head north.

Get on the floating platform and go west. Throw a Link onto the platform where the Armos statues are and regroup. Smash the pots and push the statues onto the switches. This will activate the tiles and they will start flying at you. When all of it is over, Roc's Feather will appear. Grab it and go east. Jump the platforms, opening chests on your way and head into the northeast exit. In this area, two Shadow Links run into the wall and get dizzy. Take them out and get some Force Gems. In the middle of the room is four pots in between flame statues. When they are not blowing fire, destroy the pots and step on the switches, turning off all the statues in the room. Break the pots along the north wall and one should reveal a hole. Go down the hole to find a platform surrounded by lava. Try to get Link to go down the right hole and find the small key. When you get the key, climb back up and unlock the door on the west side of the room. In this next room you have to fight a ball and chain that has a ring of fire around him. Jump over the ring of fire and hold B, to stab him. Keep doing this until he is destroyed. Now you can go north. In this room, grab the arrows to the left and hit the switches as needed to get to the other side. The next room requires you to do the same thing.

Exit to the north. Same thing again, exit to the west. Now you fight two Shadow Links. You've done it before, now do it again. When they are dead, continue north. In this room, throw a Link across the gap and have him step on a switch. This will close some of the gap. There is also another four set switch in between to flame statues. break the pots and stand on the switches. This will make bombs appear. Pick up the bombs and go east to fight the boss.

--- BOSS BATTLE: Small Dodongos ---

Dodongos. Makes sense. If you played Zelda before, you know what to do. When they breathe in, toss a bomb in their mouth and blamo. But these guys are no picnic because now they can shoot long streams of fire out of their mouth. When all three are dead, exit north. There are flames blocking the north exit, so head east. Outside, the owl flies in and tells you about Hyrule Castle. When he is done, go back and the flames are gone. Time to head north and rescue the maiden. Level 3 is complete.

```

           /\                                     /\
          /_\ \- - - - - - - - - - - - - - - - - - - - /_\ \
         /\   /\                               /\   /\
        /_\ \ /_\ \- - - - - - - - - - - - - - - - - - - - /_\ \ /_\ \
                        Level 4: Near The Fields

```

=== Stage 1: The Field ===

Go up and talk to Malon. She asks that you take her with you. As if you had a choice, go ahead and say yes. Now cross the path of the cannons. Be careful because if Malon is hit, you die along with her. Go east along the path until you get to Talon. He thanks you by giving you some carrots. Now you can ride on horseback. Go down the steps near the house and grab the boomerang. Go east and read the stone. It will give you a carrot. Use the carrot and you will get on a horse. Ride the horse down the path, jumping fences on the way. When the path ends, a gate will close up behind you and the sun will come out. Go north pass the grass field. Now go one screen left and you should see a red house. Go inside and the man asks you to destroy the one eyed beasts walking around. He gives you the key to the storage shed. Go east to the shed and grab the pegasus boots. Now head north and you will see Tingle fly by and a huge log blocking the path going north. Line up horizontally and pick up the log and head north. Pick up the stone and go down the steps. Give the Great Fairy the Pegasus Boots and you get the Lvl. 2 version. This will allow you to run over holes. Head south and then west. Go north and pull the log out of the cave to get inside. When you get out, go left and pull the log back so the path over the holes is clear. Have one Link go inside the north cave and stand on the star-shaped switch. have another go back and run across the holes to the left.

When one Link gets to the other side, push the block, regroup and go up the stairs. Head north into the cave. Go left push the blocks so you can get the key. Now go east and unlock the north door. Keep going north and grab the bow. Now head back to the fields and kill all the one eyed creatures. When that is done, talk to the man who gave you the storage key. He will give you the shovel for destroying the creatures. Take the shovel to the Great Fairy and she will give you the Lvl. 2 version that makes the GBA beep when you are near a hole. Use it in the area where Tingle is flying to find the hole that leads to the end of the level. On the other side, pick up the 1000 Force Gem and go east down the path until you get to a red house and some soldiers. Defeat the soldiers, and two ball and chains appear. Defeat them and another group of soliders appears. Hit the leader that is hiding in the west trees to start the fight. When all are dead, head north to the boss.

You enter and see a large blue platform in the ground with two Stalfos walking around. Kill the Stalfos and you are sucked into another dimension with a large Stalfos knight. Do your best to defeat him and complete the level.

=== Stage 2: The Swamp ===

When the owl is done flapping it's jaws, head north, avoiding the poison swamps. Shadow Link is back, throwing his giant bombs. Go into the little cave for shelter. When the bomb goes off, take the bomb from the southeast corner and throw it in front of the hill at where the bulge comes out. This is hard to describe, but you will see what I mean. Take this cave to the other side of the hill. Now there are some poison spots you need to cross. Throw one Link over the poison and regroup. Keep doing this until you get to the other side. Be quick about it because you are still effected by Shadow Link's bombs. In this area you will see a large stone. Pick it up and go down the staircase. Go east and down the ladder to pick up Roc's Feather. Get back above ground and jump the lily pads until you get to

another staircase under a rock. Use the jump and stab attack to break the rocks through out the cave. When you are finished exploring, use the cannon to blast out of there. Head west to do some more lilypad jumping. When you get to the other side, you are greeted by a group of soliders. If you still have Roc's Feather (which you should), get into a cross formation, jump in the middle of the group and do a jumping stab attack. This should take out the crowd in two hits.

Go west to find four Zoras that hide underneath lilypads. Step on one and wait until it launches you in the air. Now aim the Links toward the grass. Do this to get to the west side of the area and cut down the bushes you see. Stand on the switches that appear and have two Links step on the switches in the middle of the north area. This will cause a big Force Gem to fall. Now head north. Kind of like before, use the lilypads to get to the switches. This will make more lilypads appear, allowing you to go north. Jump to the other side of the posts in the ground to get a heart container. Now go back to where a bomb sits and throw it at the wall right there. This will make a cave to get through. When you are done in the cave, you will end up in a graveyard. When you first enter, push the first row of tombstones back. One will lead you to a hole. Down here, jump left and do a jumping stab attack to break the pot behind the block. Step on the switch, grab the bow, hit the switches and out we go.

By the way, there is a tombstone in the northeast corner in between some stones that leads to a blue bracelet.

Head north and then go south where the two tombstones and the ghost girl are. This path will take you to another graveyard. Push the middle tombstone back to reveal a hole. When you get down there, go north and hit the two switches with your arrows. Head west and shoot the two orbs that are in your reach. Nothing happens but that's okay. Now go east two screens and open the chest. Go west one screen and north one. Here you see four of those things that shoot at you if you walk past them. Go west and kill the 3 Keese that are sitting there. This will make a bridge for you to cross. Go south and shoot the other two orbs and a key will appear. Grab the key, go north, then east, and unlock the east door. Grab the moon pearl and head back to the graveyard.

Notice that poison lake east of the little ghost girl. Near there is a flower patch. Take the moon pearl there and you go to the "mirror" world. Walk to portal on the other side and you are next to the house with the big ghosts. There are four bushes near the poison pool. Cut the bushes and step on all four switches to make all the ghosts disappear and the pool will go as well. Go inside the house and you will find Dampé, doing the same job he's had since Ocarina of Time. Open the chest next to him to get a power bracelet.

The game says this allows you to lift almost anything. So I'm thinking tombstones or something. Not uprooting trees. Go behind the little ghost girl is a tree. Rip it out of the ground and head east to the Forest of Darkness. Here try to avoid the spotlights, or a circle of ghosts will surround you and you will have to fend them off. Grab the lantern in the southern part of the area and head east, uprooting some trees. Head north and light the four lanterns in each corner of the area by standing on the switches that lie next to them. When all four are lit and the four ghosts are gone you meet the boss.

He's back, but just his head. Wind Waker fans will remember Jalhalla from the Earth Temple. Have one Link stand on a switch to keep a lantern burning. Then Jalhalla will absorb the light. After he absorbs the light, he will become vulnerable. Slash him and he will spread out some ghosts. Kill the ghosts and he will get smaller. Keep doing the same thing until he is

destroyed. Head north and destroy the barrier. Stage Complete.

=== Stage 3: Infiltration of Hyrule Castle ===

Head north to the outside of the castle. If you make noise, the spotlights will catch you and you are sent to a jail cell.

If you do go to the jail cell, break the jars in the cell and go down the hole. On the other side, grab the boomerang and go back to the first cell. Use the boomerang to break the jars south of the cell and grab the small key. Unlock the cell and go west towards the exit.

Make your way west along the castle walls, avoiding spotlights. Dive when you need to. When you get to the end of the path, go into one of the four doorways in the wall. Head north and you will be in the Basement. Avoid the red guys and head south. Go right and you will see a stone rectangle with four red guys in it. Go around and push the block down to get in and grab the small key from the chest. Take the key and go east. Head north here and pull the switch out of the wall and go left into the previous room. When the red guys aren't in the way, pull the large switch out of the wall and a Moon Pearl will fall. take the moon pearl back to where you got the small key and a portal will appear. Go into the "mirror" version of the room and push the blocks out of the way to get the bow. Now head back to the dark room with the orbs on the right.

Shoot the orbs with an arrow to light up the platforms. Now they are always there, but you cannot see them without shooting the orbs. Open all the chests you might find in the room and one of them has a small key. When you are ready, go to the southeast corner of the room and unlock the door. This next room has you light all the torches by shooting arrows through the lit lamps. When all the torches are lit, a path will be created.

Walk through one of the southeast doors. Now you're back outside. Once again, hide from the spotlights or you are sent to jail.

If you are spotted, you are taken to a different jail cell than before. Escape and head west. Go down the hole in the roof and soon you will be able to jump off the side of the roof. When you get down, there are some jars, a chest and more searchlights. Don't be tempted to break the pots, just grab the key out of the chest and go back into the room with the torches. Now that you have the key, you can unlock the door in the northeast corner. Go inside and grab the lamp. Go to the four unlit torches in the middle of the room. Get into a cross formation and light all four at once to open the north door and make a big Force Gem fall. Head north and light the torches to enter the boss chamber.

--- BOSS BATTLE: Big Poe ---

I thought we got rid of him last time. Nope. Jalhalla is back and this is much more like the battle you had in the Wind Waker. Light all four torches before he blows them out. When all four are lit, he will become vulnerable. Slash at him and he will suck you up. Inside his belly, attack the little green guy and he spits you out. Continue doing this until he is gone for good. Head north and save the maiden. Level Complete!

/_ \ - - - - - / _ \
/\ /\ Level 5: The Dark World /\ /\
/_ \ / _ \ - - - - - / _ \ / _ \

=== Stage 1: The Lost Woods ===

Go east and then south, avoiding enemies on the way. Keep going south as far as you can, where you will see a large switch. Step on the switch and Wizzrobes will appear. Defeat the enemies and pick up the small key. Go into the skull head in the corner, unlock the door and grab Roc's Feather. Leave the skull and head north one screen and east one screen. Get into a cross formation and hit the switches. Jump over the gap and grab the Moon Pearl. Go east, then north, and east again. Talk to the Deku Scrub and he has something interesting to say. Next to him is the portal to the "mirror" world, so carry the moon pearl over there and jump into the portal. Grab the lamp and go back to the normal side of things. Go west one screen, south once, burn the stumps and go west. Head west again and then south to find an area with a portal. Don't go in yet. Go down and you'll find a Deku Scrub standing there. Next to him is a shadow. Go into the portal now and talk to the other Deku Scrub and agree to help him. He will tell you to bring his friend three items in a certain order. When he gets all three items, the underground Deku Scrub will give you a Power Braclet. Use this to lift the trees that are blocking the path north of here. Go west and you will find a bunch of bushes and four black switches.

Hit all the switches and burn all the bushes. There are a couple of holes in the ground now. Go in the northeast hole and grab the bow. Go north now to fight a boss. This is just a really big one eyed freak from before and he also shoots fireballs. When he dies, go east, pick up the log and toss it. Grab the key and throw a Link over the holes. Select that Link and regroup on the other side. Pick up the trees to get out of there and go north one screen. Destroy all the enemies in the area and the stone in front of the skull will go away. Go inside to find the Great Fairy. If you want, toss the bow in there, but you won't have it much longer.

From this point, go south a screen, east and north a screen and you will see a group of Deku Scrubs. Go inside the skull they are surrounding and grab the shovel. Take the shovel to the Great Fairy and upgrade it. In the area left of the circle of Deku Scrubs is where you need to dig. When the beeper goes off, start digging and you find a hole. Jump down the hole and on the other side is Shadow Link. He throws giant bombs this time. In the area in front of the bomb is an area that makes the GBA beep. Dig until you find the hole and jump down. Go up to the other side and it's stage complete!

=== Stage 2: Kakariko Village ===

After the owl chat, head into the burning village. Go to the house in the southeast corner of the Kakariko. There is a hole surrounded by bushes. Go down that hole and you will see two more holes in front of you. Go down the one you landed in front of and two more show up. Keep going down the hole in front of you until you get to the bombs. Go inside the house next to the hole and blow up the north wall. This will take you to the backyard. Grab a Cucco and take it to the house in the front of the village, where the lady is standing. Inside the house is a lonely old man. Give him the Cucco and he gives you the key to unlock the block next to him. Unlock it and grab the Force Gems then go up and open the other two chests.

One of them has a power bracelet that lets you pick up trees.

Head for the house in the northeast corner, Inside is a man who put up fence to keep the theives from escaping. Your job, if you want ot leave the village, is to find all ten thieves and throw them in the pen next to his house. When you find a thief, hit him with your sword to stun him and pick him up with your new bracelet. Here is the location of the thieves:

1. Under a tree in the beginning of the level where you talked to the owl.
2. In the trees on the west side of the village.
3. Under a stone in the south part of the village.
4. Inside the back of the southwest house on the right.
5. Near the pen in the northeast corner of the village.
6. Near the pen in the northeast corner of the village.
7. Under the rock in the northeast corner of the village.
8. Under the rock in the northeast corner of the village.
9. In a hole near the shovel man's house, east of the village.
10. Under a bush, in a hole, left of the house where thief 4 was.

When all the thieves are in the pen, the spikes go down allowing you to head north. Go through the fire maze and lift up the stone at the end. Get the Flame Rod and head north. Light all the four torches around the old guy and it will start to rain. Yay! The fires are out! Now go east of the village and the shovel guy's house to fight Shadow Link.

There are four of them and they will hide in holes in the ground. Have each Link step on a switch near each hole and have the last Link fight Shadow Link. When you are done, head east. Follow the river flow until you get to the boss.

This is another fight with a Stalfos Knight for the green Jewel. Do what you did last time to beat him and it's stage complete!

=== Stage 3: Temple of Darkness ===

Head into the temple and hit the switch. Cross the path and open the chests. Grab the bow and head north. Line up horizontally and and hold down A to fire charged up arrows at the army of enemies. All of them will die at once and the door on the right will open. Hit the red crystal to lower the blue posts and head north. Do not open that chest! There is a huge bomb inside and you know what will happen in ten seconds. Just let it be and head west up the wall and into the room with some stalfos. Beat the stalfos with the key and go down the steps. Get the Magic Hammer and go back to the crystal and make it red. Go north and go up along the east wall and unlock the block with the key you got from the stalfos. Jump down and open the right chest, open the other one and you get another big bomb. Now head south and down the stairs. Grab the bomb next to the spikes and blow the north and south walls of the stone hut looking thing. Inside you will see a Deku Scrub that explains that is both sides are blown out, the foundation can be moved.

When both sides of it are blown out, push it so it runs over the two spikey blocks. Now push it south so it creates a "bridge" over the gap. Now go south and hit the four switches and the big spikes will lower into the ground. Now push the foundation over the other spikey blocks so you can exit through the southeast door. Pound the moles and get on the wooden platform. Ride over to the handles and pull them out of the wall. This will open the door to the north. Go around and exit through that door.

The wooden platform does not seem to be in the multiplayer version of the level. I have received numerous e-mails about it. Credit to David Bulit for bringing this to my attention. Once again, I do not know how to get past this part in the multiplayer part of this game.

--- This is a multiplayer solution provided by Scott Hammack ---

| In the room with the foundation for the statue of Ganon, after you've |
| lowered the big spikes, push the foundation around so that it destroys |
| all the spiky blocks in the room and both of the doorways in the east |
| wall are accessible. Divide your party into two pairs of Links, then |
| send two Links through the top doorway and two through the bottom |
| doorway at the same time. Whoever has the Magic Hammer should be on |
| the bottom. In the new room, have the bottom set of Links pound the |
| moles, then go to the pedestal and exchange your Hammer for the |
| Slingshot, then break the pot and stand on the switch. This will open |
| a path for the top set of Links, who should take the Hammer off the |
| pedestal, pound the top set of moles, break the pot, and step on the |
| switch, which will open more of the bottom path. At this point both |
| sets of Links should be able to proceed east to the end of the |
| corridor and break the pots. Have all four Links stand on these |
| switches at the same time to open the way forward and make a giant |
| Force Gem (worth 1,000) appear. You will then be able to proceed |
| north to the room with the ball and chain trooper. |

In this room is a ball and chain surrounded by breakable blocks. Avoid his attacks and defeat him. Go through the southeast door to get a heart container. Go back and through the west door. Here you will find three bouncy guys. Hit them into the pit and open the chests. Grab the moon pearl and go east and into the northeast door. Walk into the upper corner and the moon pearl will activate a portal. In this area, there are five black switches and a slingshot. Grab the slingshot and hit the 1st, 3rd, and 5th switches. This will clear a path above to get to the northeast door. Get the magic hammer back and go back through the portal. Head east, pound the stakes and go through the north door. Here you have to battle some stalfos knights. Fall into the black water and you will end up in the alternate side of the room. Destroy the guards and go back up. Fall to the west side and hit the skull and anything else that lives. When all the enemies are destroyed, grab the key from the chest, fall down and unlock the block. Go back up and west through the door.

There are two room right above you. Head into the left one and grab the bow. Hit the switch on the other side that is behind the pot with a charged arrow. There's another one south of the Force Gems, so hit it. When you have hit all the ones you can, go into the left room and grab the Pegasus Boots. Head into the right room and push the blocks in a way where you can dash into the cracked block. Grab the boomerang and go back out. Try your best to diagonally throw the boomerang and hit the last switch, which will activate the bridge. Go south, break the four pots and step on the the switches. Now take the key out of the chest and go north, then west, unlocking the door.

Hit the orb so the blue pegs are down. Go east and grab the lamp from the left weapon room. Now go south where you fought the ball and chain, then

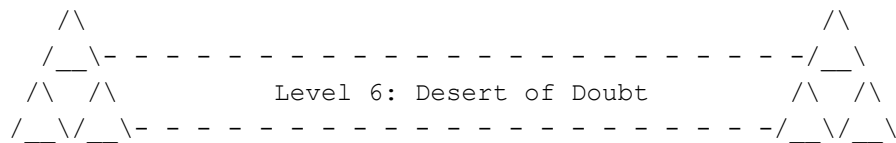
go west. Now you can climb the stairs and go west. Go down the steps and light all the torches. A large hole will open up in the middle. Fall down in it and go to each corner of the dark room. One of the chests has a small key in it. Pick it up and exit in the southwest corner. Go out the way you came in and head for the four way bridge. From there, go west and you'll see four blocks. Get into a box formation and push the fourth block to the right up, and this will make the north door open. Also, hit the orb so it turns red on the way out to the north. Here you have to fight some pretty annoying Wizzrobes on moving walkways. Do your best to kill them before they rob you blind. When you are done, go west and make your way through red and blue orb maze, lighting torches along the way. When all the torches are lit, the path in the northeast is opened.

In this room, you should see four pots of oil on the left wall. Have the Links pick up all four pots and line up vertically. Do not break the pots. When all four have a pot in their hands, line up vertically and push against the left wall where the pots where. This will make the room shake and eventually a part of the wall will crumble. With the pots still in hand, line up horizontally and push against the wall where there are four shaded tiles. Another part of the room will crumble, allowing you to move east. Open the chest on the way to get the moon pearl. Use this to open the portal on the southwest corner of the room. There's nothing but Force Gems down there. When you're ready, exit to the left.

This room is filled with those blue bouncy guys. Knock them into the pit or blow them up to gain access to the north exit and the boss.

--- BOSS BATTLE: Phantom Ganon ---

It looks like Phantom Ganon is back for another crack at you. With all the talk about Ganon from the Deku Scrubs, you knew the boss had something to do with him. Anyway, do what you did last time and don't even worry about his clones, the balls they shoot just break apart when they hit the sword. Concentrate on The green balls and line up horizontally to get a better aim. When he is defeated, so north and save the maiden. Level 5 is complete!



=== Stage 1: Desert of Doubt ===

Go north into the Gerduo vilage and talk to the people in the tents. Talk to the lady in the northeast tent and she will give you permission to pass the gate. Tell the girl at the gate and she will open it for you, letting you go north. Push the large yellow stone right that is in front of a little pryamid that has a doorway. Go inside and you will be in a side-scrolling area with quick sand. Go right and you will notice some Pegasus Boots. Let the quicksand take you down just enough to get under the rock and on the other side of the boots. Go up the ladder and grab the boots and dash through the bricks on the right and open the chest. Now head up to the surface.

Head right and dash through the enemy in the circle of quicksand and go into the cave. Here you see a bunch of rows with brocken blocks in front of them. Dash through the blocks and on the other side is three chests, one

containing the Moon Pearl. Take the Moon Pearl outside and to the right of the cave to open a portal. Now destroy all the mummies in that area and they turn into Stalfos that go to the other side of the portal. When all the mummies and Stalfos are dead, the bones blocking the path disappear.

Head north from where the other portal is and you will see four Shadow Links. Avoid their Flame Rods and go to the northwest cave. Push the colored blocks to get to the large floor switch. Step on it and a few enemies appear. Defeat them and three doorways open up. Go through the center one and give the Great Fairy your Pegasus Boots. Now with the Lvl. 2 Boots, head east of where the Shadow Links were. Pick up the large stone and use the boots to run over the sand pit going north. Now you should be in the Zulu village. Do some exploring and head west. Jump down from the little opening on the north ledge and walk west. You will probably fall down a pit. Inside the pit you will notice small sand circles. That shows you the location of the pits above you. Use your Pegasus Boots to run across the pits and get to the tree. Near the tree is a whirlpool. Go into it and you are taken to the west side of the area. Make your way through the catus maze and go into the north cave. Inside is a large switch that gives you a giant blue Force Gem. Head south and you will see some vultures and a staircase. Fall down the pits to see where you need to walk. Go west and you will fall down a large pit. Next time you walk over it, line up vertically and walk slow across the pit door, lift up the coconuts and go west.

Have each Link stand on the four switches on the four corners of the large sand pit. When they are all stepped on, the pit will go away and a staircase will appear. Take the bomb from the south wall and throw it at the middle of the north wall to create a cave entrance. In here is a heart container. Head back out to where the three holes are. Now this one had me for a while. Go down one of the holes and all you see is three ladders that all lead back to the same place. Well theres more to that quicksand on the bottom than you might think. Let Link get swallowed up and you will be taken to the bottom of the cave where you are spit out.

Go up the left ladder and then the up the steps. Now head north and defeat Shadow Link. When you are through with him, head north up the mountain. Time to destroy another Stalfos Knight for the Red Jewel. Stage Complete!

=== Stage 2: Desert Temple ===

Walk inside and pull the large Armos statue back to enter the north exit. Head east past the Shadow Links and into a room with a large switch surrounded by large stones. Near these stones are four black switches. Separate the Links so each one is standing near a switch, Now press select and slash each switch as quickly as possible. When all four light up at the same time, the stones around the switch will go away. Step on the switch and the room fills with sand and Magic Hammers appear. Take the hammer and go west. Destroy the enemies by slamming the hammer, flipping them over and slashing them. When they are all gone, charge the hammer and pound the ground. You will notice some spots that have "humps". Hit the "humps" with the hammer and something will fly out. A key should be one thing. Take the key to the locked block in the southwest corner and break the pot behind it. Step on the switch and the west door will open. Pull the large statues out of the way and go north. Here there are two guards that will wake up and attack if you go near them. Get the right one away from the wall level do you can pull it out. This will make stairs appear, so go down them and grab the bow. Use the bow to shoot the guards eyes and the north door will open.

Explore the room if you want, but there's not much here. Head north and destroy the group of statues. When that is done, the north door will open. Before you go, step on all the switches and grab anything that comes up. One chest that appears contains the level 2 bow, Grab that and head north. Get into a cross formation and shoot the switches with an arrow. Two chests will appear. Open them and get the Moon Pearl. Take the Moon Pearl back to the room with the laser statues. On the right side of the middle laser is a place where the Moon Stone will create a portal. Go into the portal and get the key on the left side of the area. Go back up and use the key on the west door. In this room are two annoying Shadow Links with magic hammers. When they leave, light the two north torches with the arrows and defeat the two statues. Head north.

There are a group of red marching statues and a bunch of laser statues. Your job is to light all the torches using the arrows. When all the torches are lit, a key will appear in the northeast corner. Grab the key and unlock the west door. Now head south through the four doors and you end up outside. Shoot arrows at the sand pit monsters and when they are all gone, the rocks blocking the path in the west go away. Step on the large switch that the Shadow Links are standing by and an army of mud monsters comes after you. Defeat them all and go north through the four doors. A giant one eyed bug is waiting for you here. Destroy him and go north.

Destroy the four Shadow Links by going in and out of the portals. When they are all gone, head north and destroy the barrier. Stage Complete!

=== Stage 3: Pyramid ===

Head north into the Pyramid and pull the handles out of the wall to open the north door. Defeat the mummies and go into the now opened door. In this room, pull the left handles and the door will open. Smash the pots and step on the switch to open the door. You will probably fall down the large pit in front of the two chests. Get back up and open the chests next to Shadow Link and grab the small key. Head north and unlock the door. Shadow Link is dropping bombs in this area, so make your way through the hallways and doors until you get to the north door with 6 handles on the wall. Pull the four mid handles and head north.

Go north and you'll see something sticking out of the wall. Push it in and the door next to it will open. Go inside and grab the sling shot. Now head back and go north some more to see another block coming out of the wall, push it in and go in the door. Here there is a small building to the left and some enemies. Destroy them and doors on both side of the small building will open. Go inside, get into a cross formation and shoot seeds at the two black switches on each side. This gives you a small key.

Take the small key to the east side of the long hallway and unlock the door. Inside is a pile of pots in the middle of statues. Break the pots and step on the switches to make some mummies appear. Take them out and get the Moon Pearl out of the pot on the south side of the room. Carry the Moon Pearl to the north part of the room and go down the portal. Defeat the stalfos and grab a lamp. Go back to the large hallway and go through the west door where you got the slingshot. Light the 4 torches that are in front of the door next to the slingshot. Inside that room is a Great Fairy. Go to the south part of the big hallway and light the torches next to the closed door. The door will open and inside are Pegasus Boots. Take the boots to the

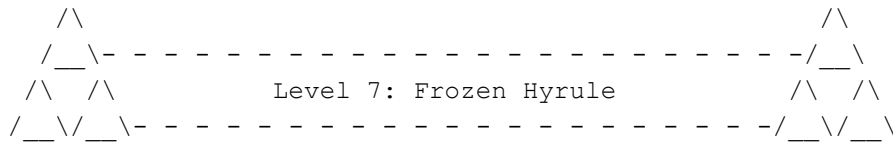
Great Fairy and she will give you the Lvl. 2 Boots.

Now head for the northeast door in the big hallway. This rooms is covered with large pits. The only way across is to run over them with the Pegasus boots. If you fall, climb back up and try again. On the other side of the pits is a moon pearl. Leave the room and go left into the empty space in the corner where a portal will appear. Go into the portal and run across the gaps until you get to the big floor switch. Step on the switch and go left into the other portal. Go left and defeat the mummies and Shadow Link. Then open all the chests. One chest has a big key. Use this to open the chest in the middle and collect 1000 Force Gems. Lucky you! The other chests have force gems and some bombs. Keep the bombs and let the boots sit there. Blow the north wall to get out.

Go east and on the north wall are several cracks in the wall. Blow them away and go inside. Kill all the snakes and go into the north door. Grab the slingshot, line up and hit the 5 switches. This will make boards come out of the wall to make a path to the other door. Go in and shoot the switches from the other side and the boards will change position. Now throw Link so he can get to the other side and regroup. Now head north along the path, killing Moldorms along the way.

--- BOSS BATTLE: Big Moldorm ---

This is sorta familiar... A giant Moldorm is the guy you got to beat. This time, he has a multi colored tail. Hit the tail with the same color Link. Eventually he will split in two. Attack the tails some more until they are destroyed. Then it's off to save the last maiden. Level Complete!



=== Stage 1: Frozen Hyrule ===

Head north to the frozen pond and destroy the turtle like enemies. Go to the west side of the lake and pick up a stone to reveal a staircase. Grab the bomb near the staircase, rush down stairs and throw the bomb at the cracked blocks before it blows. This will give you access to four different weapons. Choose the arrows and head north. There are two large snowballs rolling around. Go to the east and have a little war with some green soliders. Hide behind the stones when they fire and then shoot them with the arrows. When they are gone, you can head north or head back to the place where you got your arrows and grab the bombs. It will make things easier later on.

Whatever you decide, head north of where you fought the soldiers and continue on, past the house where Shadow Link is, go east. There will be two small snowballs that will follow you. Just run away and go north. Keep going north and a blizzard will start. That is not always a problem, but when the wind is blowing hard, you do take damage, so keep that in mind. Keep going down the path, going into hidden stairways along the way until you get to a dead end at a rock wall. If you have the bombs, blow up the middle of the rock wall. If not, cut down some bushes south of the wall and there will be bombs inside the hole. Grab the bomb and RUN to the

wall and blow it up that way. When the cave entrance is blown, go in and get the Flame Rod. Now you can melt all those frozen Force Gems and walls of ice. Head back to where the two small snowballs were just sitting there and melt them with the Flame Rod. One will give you a key. Use this key to open the house left of here. Go down the stairs inside and you will end up on the west side of the area. Go left and open the chest that is surrounded by broken ice. If you fall in, get up and try again. Inside the chest is a power bracelet. When you got that, go back to the house and then to the giant rolling snowballs.

Head west and until you get to a frozen pond. Step on the large floor switch and an army of penguins comes after you. Hold down the Flame Rod and burn them all to ashes. When they are all dead, you get a moon pearl. Take that to the four way junction and head north. Melt the ice wall and go north some more and the portal should appear. Go in the portal and go up. Pull the four handles out of the wall and this will lower the spikes up above.

The giant cliff north of here has many bombable spots. Notice the small differences in the bottom of the cliff. When you see the small difference in the formation on the bottom of the cliff, throw a bomb there. This may sound confusing, but you will see what I mean. When all six caves are opened, go inside each of them and pull the handle. Something will happen for each one. After you are done, walk up the ladders that appeared when you pulled one of the handles. At the top, jump down into the middle and head north. Here you need to take care of another multicolored crab. Hit each claw with the same colored Link and presto, he's dead!

Now it's time to get the last jewel. Defeat the blue guards and then the Stalfos Knight. When you are done, destroy the barrier and complete the stage.

=== Stage 2: The Ice Temple ===

When inside, destroy the pots and get into a cross formation. Step on the switches and a chest appears. Grab the key out of it and open the north door. Let the Shadow Links run into the wall and slashe them. Grab the Force Gems and go into the left room. Pull the large handle out of the wall, then go into the right room. Grab the boomerang and go north through the middle room. Go north and cross the icy path. If you fall, get up and try again. In the next room, there are two Wizzrobes. Defeat them and the east and west doors open. Go east and you will see a big platform in the middle of the room. There are little skull logos on some of the tiles. Throw bombs onto the platform and destroy the skull tiles. This will make a Flame Rod appear. Get the Flame Rod and go east. Along your way, melt any ice chunks that get in your way. Soon you find yourself in a room of bouncing mice. This room made me curse a little. Try your best to avoid the mice and the bouncy blocks. Melt the ice in this room to find four, star shaped switches. Get all four Links on a switch and the west door will open.

Melt all the ice blocks on the south path and open the chest with the small key. Head north and unlock the door, leading to a Shadow Link battle. Defeat the Shadow Links and the north door will open. Cross the round platform and get on the moving wooden platform. Go north and you will be in a cross shaped room. Go west, light the torches and go through that door. Keep going west into the next room. Push the different colored blocks so they land on all the switches. Then break all the pots and stand on the other switches. This will make the upper east door open up and a chest appear in the middle. Open the chest, get the Force Gems and go through that

other door. Go down the steps and give the great Fairy the Flame Rod. This will get you the Lvl. 2 version that can make blocks and platforms. Get back upstairs and use the rod on the question mark block. This will make a platform that takes you to the exit. Get back to the cross shaped room, light the east torches and go through the just opened door.

Throw the bomb on the ice to get them near the black switches. When each one has been hit, some chests appear. Grab the key you get and go east. Unlock the north door and you are in a room filled with question mark blocks. get to the west door and inside are four torches. Get in a cross formation and use the Rod to light all four. This might take a few tries. Open up the chests that appear and go east. Go through the opposite door and you'll find a room with a lot of pots. Destroy the pots and step on the switches (throw Link if needed) to get a chest with a small key. Now unlock the north door in the question mark room.

This next room has you destroy an army of soldiers. Now head north upstairs where you have to destroy the pots and step on some switches. Instead of stepping on them though, you need to put blocks on some using your rod because there are more than 4 switches. When all 5 are either under Link or under a Rod block, a Roc's Feather will appear. Grab the feather and go north. Defeat the ball and chains, Head north and a cutscene will start. Stage Complete!

=== Stage 3: Tower of Winds ===

--- Sidenote ---

Because of all the doorways in and out of the main tower, It's hard to explain this place in the best way. I apologize in advance if things get confusing. E-mail me if you get confused and I will gladly help you.

There is alot of side-scrolling in this stage. Defeat the blobs and then go up the ladder to the next level Go into the left door and get the slingshot, then go to the top door in the middle. In here is a large switch. Stand on it and four Stalfos appear. Defeat them and go left. Step on the switch under the pot and a hole will appear south of you. Go down the hole and open the chest to get a key. Take the key back up to where you stood on the switch and go right. Go up those stairs and unlock the south door. Get on the platform in a horizontal line and shoot the black switches with the slingshot. This will make ladders appear in the tower. Climb the right ladder and go into through the door. In here are four colored blocks, so have each Link push their block. A little platform appears. Have one Link pick up another and get on the platform. Throw the Link onto the switch and a bridge will appear. Cross it and grab Roc's Feather. Now head back to the tower.

Go down a level and jump over to the left. Climb up the leftladder and grab the Flame Rod. Now go back to where the colored blocks were and go up the stairs. Go through the north door and you end up in the tower. Melt the ice blocks in your way and go through the next door. You should see some stairs and a door way to the south. Go in that door and four Force Gem guards are there. Defeat them for thr Force Gems and go up the stairs.

When you get to the Thwomps, there will be two doorways on the right side. Go into the lower one to get a blue braclet and a heart container. Then

step on the four switches next to each Thwomp and a key will appear. Take that key into the top doorway and unlock the south door. In the next you'll find a large switch. Stand on it and enemies will appear. Defeat them and go west. Get into a cross formation and hit the four black orbs. This will create a ladder above the Twomps. Climb up that ladder and go right down the path where the sharp ice falls. Follow that path until you get to a ladder near a doorway. Go into the door and step on the big switch. Four Force Gem guards will appear. Defeat them and go east to get the Flame Rod.

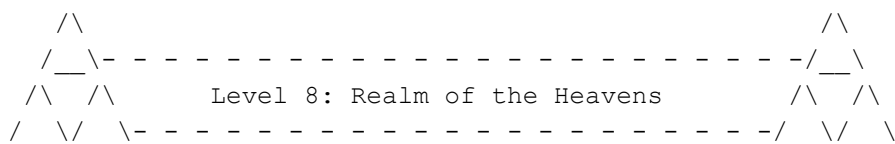
Now climb the ladder near the doorway and go east. Melt the large frog looking ice sculpture and climb the ladder. Melt the ice blocks and go into the doorway. Step on the four switches and go into the west door. Grab Roc's Feather and go through the LEFT, north door (work with me). Now climb the ladder that is near the bomb mice hole and go through the nearest doorway. In here you should see some platforms you need to jump on and get to the other side. Hit all the black orbs and a doorway will appear in the tower. Go through that doorway. In this room are six black orbs, but you only want to hit 4 of them. Get into a cross formation and hit the four on the right. This will open the east door that leads to a heart container. Now head north of the switches and up the ladder.

This takes you to some flying enemies. Kill them and a pile of blue blobs fall from the ceiling. Destroy all of them and climb up the steps to get to the north (or ceiling). In the next level of the tower are five rooms in a neat order: northwest, northeast, southwest, southeast, middle.

There's nothing but pots in all the rooms but the southeast room. There are Flame Rods in there. Grab a Flame rod and melt the ice around the middle door. This will take you to four black orbs. Hit them with a cross formation and a ladder in the tower will appear. On the other side of that ladder is one scary looking boss.

--- BOSS BATTLE: Frostare ---

This one is no pushover. Melt the ice on the right side of the room and go into the doorway. Grab Roc's Feather and go back out and jump into the second doorway above the first one. Break the pots and stand on the switches to make two platforms appear under the boss. Use these to jump to other side and to the second door on the left. Climb the ladder inside and you will see a red creature. Defeat him and the giant eye will come out of the ceiling and start flying. Stab that eye as much as possible and he will fall. When he is stunned on the ground, slash as fast as you can at the eye. Keep knocking him out of the air and hitting the eye and he will soon end up in a pile of smoke. Head up the ladder and save Princess Zelda! Level Complete!



=== Stage 1: Realm of the Heavens ===

Go east past the flame statues and defeat the guards. This will cause the flames from the statues south of you to go away. Head south and defeat the guards. In the whirlpools are some chests. Open them and head back up. Now go north, defeat the team of guards and keep going north. Go down

each of the whirlpools and grab anything you want. Now go into the east whirlpool and go up. It looks like the others, but behind the portal are four switches. Hit them in a cross formation and some guards on top of the cloud will appear. Defeat the guards and a chest with a moon pearl will appear. Grab the Moon Pearl and take it south to the other whirlpool area. Go in the northeast corner and a portal will appear. Grab Roc's Feather and get out. Now go north and jump over the gap and head east.

Here you should see two laser statues. Jump across the clouds and go east. Now you will see a Fire Ball and Chain. Use the jump and stab move to kill him. When he's gone, it rains Force Gems. Grab them and go south. Defeat the multi-colored crab and get some more Force Gems. Now go north two screens. Do your best to stay on the path while the wind is blowing. Hit the black switches to get stop the wind for a bit. Go down the whirlwind at the end of the path and you are in another small room. Go up and behind the portal exit are Magic Hammers. Grab one and go back to where you fought the color crab. Pound the ground with charged up swings and you will see bumps in the ground. Hit these bumps with more charged swings and a key will eventually fly out. Take the key north one screen and unlock the block to the right. Kill the three guards that are hanging out on clouds and the passage east is opened.

There is a multi-colored bridge here that keeps changing. If a Link gets on a part of the bridge that isn't his color, he is going to fall and keep falling. When you are on the other side, defeat the Tektites and go east. Traverse the colored bridges and get Link to stand on the four different switches. Pegasus Boots will appear in the middle of the area. Grab them and go north. This will take you to another color bridge, but you have to use the boots to get across fast enough. When you get across, go east. Get on the button controlled platform and make your way to the southeast corner of the area, avoiding the flame streams along the way. Hit the switch here and bombs will appear. Grab the bombs and go east.

Some Dodongos, not that bad. Toss some bombs down their throat and it's all done with. See, some chests appear along with that Zelda good job music. Oh wait, what's that boss music for? I thought I was done. Must be for that giant blue Dodongo that just appeared. Grab the Lvl. 2 Bombs out of one of the chests that appeared. Just like the small guys, toss some bombs down it's throat. After three gulps, this baddie is done, and so are you. Go east and destroy the Vaati barrier. Stage Complete!

=== Stage 2: The Dark Cloud ===

Go east and destroy the Vultures. When they are dead, a platform will appear. Take it east and go through the doorway. When you blast up out of the cannon, to a stab attack on the cracked blocks to your right. This gives you access to the door. Go inside and grab the bow. Then step on all 4 switches under the pots. This will make a cloud platform that takes you east. Over here is a fun little mini-game. Shoot the four orbs with an arrow on the moving platform. You get a bunch of Force Gems and another platform going east as a prize. Now there are a bunch of doorways. Just keep going right without climbing a ladder. In between two doorways outside is an orb. Charge your arrow and shoot it and a bridge between two higher doors will appear. Keep going right and you will see a room filled with pots. Above these pots are some bombs. Grab the bombs and go west. Climb the ladder and blow the blocks until you get to the top. When the blocks are gone, go back and get your bow. Shoot the orb on the the left side of the area and a large wooden bridge will appear to take you up to the next area. Before

you leave, get the bombs back.

Shadow Link is back again, and he's playing with the giant bombs. Go into the doorways to avoid the blasts. Inside the small rooms are switches that make cannons appear. Use the cannons to get to the right side of Shadow Link. Hit the switch that's under the pot in the right doorway under Shadow Link. Blow up any blocks in your way and when you should be above Shadow Link. Go west and step on all the switches under the pots. A big metal ladder will appear. Climb it and go into the beam of light. This takes you up to a new area. Head north and step on the large floor switch. An army of blue bouncy guys appears. Blow them up or knock them out and a chest will appear. Grab the Moon Pearl from the chest and go south. A portal will appear, so go down and find the eight black switches. In a cross formation, hit the left four and Magic Hammers appear above. Hit the right four and Stalfos will appear. Get the Hammers and go north.

Hit the red mole guys in your way and go up and down the stairs until you get to the other side. Now you have two choices, go east or north. East takes you to a field of hidden spikes. Hit the floor with your hammer to see where the spikes are and try to hit the black orbs along the way. This will make a path with Force Gems on them. It's a pretty big area, so have fun.

I suggest going north, this is where you got to go anyway. You will see some statues with electricity going through them. Go east from here and walk along the windy path. At the end of the path are some Slingshots. Grab these and go back to statues. Get on a Tetris looking platform and shoot the black orbs along the way. Go north, then west a screen. Defeat the gray guards and open all the chests. Some have Force Gems, others have giant bombs. The one you want is the Moon Pearl. Take that and go east. Hit the orbs so it creates a path across. You don't have to hit them all. Carry the M.P. across and go east. Go down and a portal will appear. Go inside, out of the other one and go north. Defeat the two units of guards and collect the Force Gems.

Head north and go down the left staircase. Grab the lamp, go up, and light the two torches in the middle. Then go down the right staircase and grab the bow. Use this to light the rest of the torches and a path will appear. Grab some hearts from the pots and go north.

Battle the Shadow Link. As you fight, notice how they just keep coming back. Well, some comes to take care of that. Now defeat the rest of them and head north. Time for the final level. Stage Complete!

=== Stage 3: Palace of Winds ===

Jump down off the ledge and head north. Here you will see a large floor switch. Step on it and enemies will appear. Beat all the enemies and head north. I'm going to do this area in four separate sections so we don't get confused. There are four Moon Pearls you have to obtain. There is one in each of the rooms to your northwest, northeast, southwest and southeast. Pull the handle out of the wall in the northeast corner and four different weapons appear. Grab the bow and head through the northwest door.

Northwest Room:

Head down the staircase on the left. Fall off the right side of the ladder and you will see an orb in the wall at the bottom. Climb up the ladder again and this time charge up your arrow. Now fall and shoot the orb on the way down. This may take a few tries. When you hit it, a

bridge will appear above you. Go right across the bridge and you will see an orb in the ceiling above a hole. Charge your arrow so it is pointing up and fall down the hole. Shoot the orb before you get to the bottom and climb up the ladder. Now shoot an arrow through the spaces in the ceiling. This will hit the orbs on the floor above you. When the orbs are hit, the north door will open. Go through that door and a maze of spikes appear. You want to shoot an arrow at the orbs in the room, but have to do it from far away because if you get close, spikes get in the way. When all four are lit, the spikes surrounding the chests and grab the Moon Pearl from one of them. Take the Moon Pearl to one of the shining spots in the main room and create a portal.

Southwest Room:

Grab the boomerang and go into the southwest room. Throw the boomerang at the black orb on the small platform. Now go to the northwest room and throw the boomerang through the wall and hit the other orb in the southwest room. This will create a bridge for you to walk on. Go back to the southwest room, cross the bridge and go into the door on the west side. Push the two blocks on both sides of the door right and a portal will appear. Have one Link go into the portal and then look at his shadow on the TV. Using "Shadow Link", pick up a Link that is on the TV and throw him on the switch in the middle next to the statues. This creates a small bridge for you to walk on. Push the statue out of the way and throw a boomerang at the black orb. Now go through the now open door and open the chests. Inside is a small key and a moon pearl. Take the M.P. back to the main room and make another portal. Unlock the northeast door but don't go in yet. Grab the Magic Hammer and head into the southeast room.

Southeast Room:

Use the Magic Hammer to tell where the spikes are in the floor. Smash in all four red mole guys and go into the south door. Here you see nine more red moles. There are also pots on the right of them. Hit all the moles so the ones sticking up are in the same position as the pots. This will make some blocks in the south part of the room go away. Walk into the hidden room in the southwest part of the room and make your way through the block maze until you get the Moon Pearl. Take the Moon Pearl to the main room and make another portal. Now grab the Pegasus Boots and go into the northeast room.

Northeast Room:

There is a crack in the north wall near the door. Grab the bomb that is near the door in the main room and throw it at the crack. This will make a hole that leads to the Great Fairy. Give her the Pegasus Boots and get the Lvl. 2 boots. Use these to cross the gap on the right side of the room and step on the switch. Now go through the north door and down the steps. Use your Pegasus Boots to run through the air and climb the ladder to the other side. Once again, use the Pegasus boots to run in the air and get to the ladder on the other side. When you get to the other side, run from platform to platform, avoiding the fast moving metal blocks. On the right side of the room are two chests. Open them and get the Moon Pearl. Move the blocks out of the way and take the Moon Pearl to the main room. Activate the last portal.

Now that all four portals have been activated, have each Link go into a portal and step on their switch. This will open the north door in the main room. In the next room you will see two cyclops and bouncy barriers. Do your best to stay on the platform and defeat the Cyclops. Now use the key they drop and unlock the north door. Grab the bow from the main room and go north to where the three one eyed bugs are. Shoot their eyes to defeat them. Get the magic hammer, take it to the Great Fairy and upgrade it. Now go back to the room you were fighting the bugs and go through the east

door. Pound the large metal square and you will fall into a pit.

Climb back up the ladder and leave. Get the Pegasus Boots. Take them to the Great Fairy and get the Lvl. 2 Boots. Now go back to that pit and use the boots to run through the air like you did before to get to the two cracked blocks. Fall from the ledge above the blocks and hold out your sword. Aim for the blocks on the way down and you will crash through them. Open the chests and grab the small key. Head back up and unlock the door on the left side of the room, west of here. In this room, you will see some broken blocks. Dash into them and step on the large switch in the north part of the room. This will open the door on the north wall across the large gap. Run across the gap and enter the room.

--- BOSS BATTLE: Vaati ---

At long last, Vaati. If you played Four Swords for GBA, you know what to do at first. Throw bombs into his tornado so that they go off when they reach the top. Throw them in too early and they will fall down and blow up on you. When enough bombs hit him, he will begin shooting purple balls at you. Jump down the middle hole and you will land in a cannon. Launch up when Vaati is near the hole and do a jumping stab on him. He will then transport to the bottom where the ladders are. Just hit him with the sword until he goes back up. Keep doing the cannon method until he is no more.

Now that he's gone, he decides to pull a Ganondorf and destroy the place around you. Zelda is here too, making things much like they were in Ocarina of Time. Escort Zelda out of the Tower, destroying enemies along the way. Zelda does have health, so don't let her get hurt. Also, make sure she is with you before you climb down a ladder.

When you get to the end, Zelda will feel something. The floor beneath you crumbles and you fall into a pit. Waiting down there is a cloud of blue smoke. Vaati? Nope, Ganon. He's back, but let's not let him stay long.

--- BOSS BATTLE: Ganon ---

Get into a box formation and hit him at his sides when he is not moving. Then he will use his trident to warp you underground. Defeat the Stalfos and you are warped back up. Keep hitting his sides and defeating the Stalfos and part two of the battle starts. Zelda will create a ball of light and Ganon will turn orange. Wait for him to shoot green balls from his trident. Hit the balls at him and away from Zelda. If Zelda gets hit, she takes damage. Hit Ganon with enough green balls and he will become stunned. Zelda will then let the ball of light float around him. Shoot the ball of light with a charged arrow and Ganon will say good night. Enjoy the cutscene at the end. Congratulations! Game Complete!

```

          /\                               /\
         /_\ - - - - - - - - - - - - - - - /_\
        /\  /\                               /\  /\
       /_\ /_\ - - - - - - - - - - - - - - - /_\ /_\

```

THE END

=====
Remember, in Four Swords Adventures, you only carry one weapon at a time.

- - - - -
A. Weapons
- - - - -

Bomb:

Blow stuff up. Including cracks in a wall, rocks and enemies

Lvl. 2: Bigger bomb, bigger blast.

Bow and Arrow:

Use to hit far away switches or hit enemies.

Lvl. 2: Shoots 3 high powered arrows.

Boomerang:

Stun enemies and grab unreachable items.

Lvl. 2: Longer throwing distance and faster.

Fire Rod:

Shoot balls of fire at lamps, burn down tree stumps and grass.

Lvl. 2: Creates blocks that can shoot flames four ways.

Lamp:

Creates a circle of light around Link in dark caves.

Lvl. 2: No difference.

Magic Hammer:

Smash stumps into the ground or slam the hammer into the ground and stun nearby enemies.

Lvl. 2: Creates bigger shockwaves.

Pegasus Boots:

Use them to run fast and hit trees.

Lvl. 2: Can dash over holes.

Roc's Feather:

Use to jump across holes. Press B in mid-air and do a ground pound.

Lvl. 2: Jump a second time in midair.

Slingshot:

Much like the bow, but shoots rocks instead.

Lvl. 2: Shoots seeds three ways.

Shovel:

Dig stuff up!

Lvl. 2: Acts as a metal detector.

B. Items

Heart:

Refills your health meter a little.

Small Key:

Use to open locked doors. Need to pick them up and carry them to the door you want to unlock.

Power Braclet:

Allows you to pick up large items.

Carrot:

Lets you ride on Epona.

Force Fairy:

When you die, they allow you to continue.

Heart Container:

Maximizes your health meter.

Blue Bracelet:

Cuts enemies' damage by half.

Quake Medallion:

Triggers an earthquake and turns enemies into jellies.

Bombos Medallion:

Destroys all enemies on the screen.

=====
VII. FAQ
=====

Q: Do you need a GameBoy Advance to play?

A: No. But without one for you or some friends, you can only play by yourself in Hyrulean Adventure.

Q: What kind of graphics does it have?

A: It uses sprites from A Link to the Past and Four Swords on GBA, but 60% of it is original 2-D sprites and graphics, with alot of GameCube powered special effects like puffs of smoke from bombs and enemies, shadows on the ground from clouds in the sky, cutscenes, etc.

Q: In Stage __, you said to _____. But I can't find _____. Where is it?

A: I bet you a \$100 that you are playing multiplayer. My walkthrough is based on single player. If you have questions about multiplayer, e-mail me and I will do my best to help.

Q: I am having a problem with Zelda: _____. Can you help me?

A: Yes, I have played every Zelda game and do know alot about the series. There are people that play Zelda more than I do and might know more about it, but I have to admit, I am a Zelda addict. I do not have every dungeon map written to memory, but ask me a question and see if I know the answer. You can also read the other well done walkthroughs about Zelda games on GameFaqs for answers. I have used them myself.

=====
VIII. Closing Comments
=====

Well, I liked this game enough to write a FAQ about it. I have to say, this wasn't the best Zelda game yet, but it was very enjoyable. I think it will pull in a few more Zelda fans that like multiplayer games. But for those of us that like those grand adventures like Ocarina of Time and The Wind Waker, you won't get that here.

If you liked this game and don't have A Link to the Past/ Four Swords for GBA, get it. It will have more of the same stuff you liked in this game.

=====
IX. Credits and Thanks
=====

A. Thank You:

- Nintendo. This is another great Zelda game.
- GameFaqs. For letting me have this on the site.
- Readers. This list includes:

Kelly A. Keating, MJK893, mescalato, James Leach, Stephen Fong, bdcstoth, Dan Johnson, Nin10dude, Chris Thompson, David Bulit, Mitch Young, Arandomjoel15, PharohGuy16, karin, Daniel Cotter, Masterxulian22, Ros Valsume, Bary Witteveen, Sean Osborn, Shaun Anschutz, R. Boegler, slosloth, Brandon Rathbone, Cowboyjebus, Joe8472, rozmos, jilleeanlee

B. Credits:

- ME! For writing this FAQ.
- Chris Thompson, for some boss techniques.
- Arandomjoe15, for weapon info.
- PharohGuy16, for weapon info.
- David Bulit, for helping me on The Temple of Darkness.
- slosloth@msn.com, for boss tips.
- R. Boegler, for the Four Swords: Did You Know? tip.
- James Flames, for boss names
- Steve McNair, for spellong errors

If you feel I used info from an e-mail you sent me in this guide and I forgot to give you credit, tell me. I get a pile of e-mails (not that I'm complaining) each day and I can't keep track of all of them.

This FAQ is to only be hosted on GameFaqs.com, GameSpot.com and IGN.com
Matthew M. Jean
Copyright 2006

This document is copyright MetalGearRex2003 and hosted by VGM with permission.