

The Legend of Zelda: The Ocarina of Time Master Quest FAQ/Walkthrough

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The Legend of Zelda: Ocarina of Time / Master Quest
FAQ/Walkthrough
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VERSION HISTORY

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v 1.0 - Submitted the guide

NOTE: To find what you're looking for, hold Ctrl and press F, and type in, for example "IV. Walkthrough (OoT)", without the quotations. Do this for any section you may be looking for.

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IMPORTANT NOTE: All of the sections pertaining to item collecting and such will have a separate part for both Ocarina of Time and Master Quest, so check whatever section you need, and you'll find the section covered for both games.

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I. Story
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The story is about a boy that lives in a small, civilized forest. His name is Link. The villagers of the Kokiri Forest are known as the Kokiris. However, despite Link living in the village all of his life, he is not a Kokiri; this is found out later in the game. He is actually a Hylian, and later becomes the Hero of Time. Every person in the Kokiri Forest has a fairy partner, except for Link. So, a fairy flies off to his treehouse; this fairy is called Navi. She tells Link that the Deku Tree has summoned him for something important. The Deku Tree tells Link that an evil curse has been put on him.

It was placed on him by the evil wizard, Ganondorf. The Deku Tree asks Link and Navi to enter him, and defeat the monsters within, which will break the curse off of him. Upon doing so, however, it is too late, because the Deku Tree dies after giving Link the Kokiri Emerald, one of the three Spiritual Stones needed to open the Door of Time. Link continues with his journey to find the three Spiritual Stones, and behind the Door of Time lurks the Master Sword. However, Link also has to play the Song of Time, which Princess Zelda teaches to him. This truly opens the Door of Time, after all three Spiritual Stones are placed onto the altar of the Temple of Time.

After the Door of Time is opened, Link finds the Master Sword, which is the only blade that can perish evil, and defeat Ganondorf himself. Only the true Hero of Time may wield it. After wielding the sword, he is sealed up in the Sacred Realm for seven whole years, since he would otherwise be too young to become the legendary Hero of Time. As an adult, he finds himself in the Sacred Realm, with one of the six sages. The rest of the sages have been sealed up by Ganondorf's evil magic, and Ganondorf has also destroyed nearly all of Hyrule itself. Link must free all seven sages if he wishes to face off against Ganondorf, and save the kingdom of Hyrule.

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II. Controls
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NOTE: The controls are for both OoT and MQ, and are going to be listed with all of the buttons on a Nintendo 64 and Gamecube controller.

"A" Button: Talk to people, sheathe Link's sword, roll while running, open doors, dive underwater, drop off of a ledge you're hanging onto,

confirms things

"B" Button: Draws Link's sword, allowing you to attack with it by pressing this button. Press the button with different combinations (e.g. L+B) to do different sword techniques. Press this button while on the Menu Screen to be given the option to save your game. Press this button during a talking sequence to skip the entire speech (doesn't work on some talking sequences)

"X" Button: Does the same thing as the Right C Button

"Y" Button: Does the same thing as the Left C Button

"L" Button: On the Menu Screen, press this button to scroll to the west page. If you're playing on a Gamecube, hold this button to L-Target. This also toggles the map in a dungeon on/off

"R" Button: On the Menu Screen, press this button to scroll to the east page. Hold this button down to use your shield

"C" Buttons: Use these buttons while on the Menu Screen (the Inventory page) to set the desired item to that button. While not on the Menu Screen, press one of those buttons after you set an item to it to use that item. The only C Button that an item cannot be set to is the Up C button. Every few minutes or so, the Up C icon will appear, and say "Navi". Press this button, and Navi will give you a hint on where to go next, or what to do at a particular part of a dungeon. Use these buttons to play a song while using an ocarina

"Z" Button: Press this button to target a nearby enemy or NPC. If no enemy or NPC is near, you can use this to close in the screen a bit, and sidestep or backflip (press A while walking back to do a backflip, and press A while sidestepping to jump sideways). This method of targeting will only work on an N64 controller.

"Start" Button: Pauses the game, bringing up the Menu Screen

D-Pad: Does the same thing as L

Control Stick: Moves Link. Run over the edge of a platform to jump across it, or run up to a reachable ledge to grab onto it

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III. Game Basics
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In this section, I will list all of the basics of the game. If you are not familiar with the way Legend of Zelda games play, or any games play in general, then read this section first before playing.

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The Menu Screen
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During gameplay, press Start to bring up the Menu Screen. On the Menu Screen,

you can find several different things. The first page that you're brought up to is your inventory, which is a list of all of the items you can currently use. You can press the L and R buttons to switch to different pages of the menu. The other screen shows the map of Hyrule and the map of the dungeon you're in, and the next one shows your collection, like the list of songs you've learned, how many Heart Pieces you currently have (up to three show up at a time), how many Spiritual Stones you own, etc., and the last screen shows your equipment. You can choose between different swords, tunics, and shields you own.

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Battle System
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If you've ever played a Legend of Zelda game, you'll know what the battle system is like. You run around in towns, fields, and dungeons, as you collect new items that will be valuable for your journey. Some items are completely optional to collect, however. You can find enemies in fields and dungeons, and once you find an enemy, you can attack it with your sword until it dies. There are some enemies that will require some rather strategic planning to defeat, such as the Stalfos, which hold shields that block your attacks unless you strike them at the right moment. You can also use items besides your sword to fight with, such as the Hero's Bow, and the Megaton Hammer.

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Other Mechanics
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Hearts

In Zelda games, your life is hearts. You start the game with three hearts. Each time you get hit, you lose a certain amount of one heart. Sometimes, depending on how strong an enemy is, you can even lose one heart in one hit, or even one and a half hearts from one hit! After you defeat the boss of each dungeon, you get a Heart Container (although you don't get one from the last dungeon, but that's obvious). When you grab one, you get a heart added to your life. If you collect four Heart Pieces, you also get an extra heart added to your life. There are eight Heart Containers in all, and 36 Heart Pieces in all. That adds up to 20 hearts in total. A 37th Heart Piece can be found using a cheat device.

However, towards the end of the game, you can find a Great Fairy that will up your defense power. You get a white lining around your hearts (which looks awesome, I might add), and damage dealt to you is reduced by half! Collect hearts that enemies or grass and such drops to refill your health. You can also use a fairy from a regular Fairy Fountain, or visit a Great Fairy to refill all of your hearts.

Magic Meter

After you reach Death Mountain, you can climb up near the top of the mountain, where you'll find a bombable wall that holds a Great Fairy Fountain. This one grants you the ability to use magic, including unleash a big, more powerful spin attack with your sword. Certain items require magic to use. At first, your magic meter is relatively small, and runs out fast. However, after you get the Megaton Hammer, you can find another Great Fairy Fountain at Death Mountain Crater, where a Great Fairy will extend your magic meter. This helps a lot, and

will especially be needed for the battle with Ganondorf. Collect magic jars to refill your magic meter.

You can also collect a fairy from somewhere (like a regular Fairy Fountain), or go and visit a Great Fairy. All of these things are methods to restore your magic meter. Small magic jars only restore your magic meter by a little bit, while large ones restore it by a lot.

Rupees

Rupees are your money in this game. You will find yourself looking for them often, as they are pretty useful, and can sometimes be essential to surviving throughout your quest. Green Rupees are worth one, blue Rupees are worth five (as are Silver Rupees, which can only be found in dungeons to trigger certain things), red Rupees are worth twenty, purple Rupees are worth fifty, yellow Rupees are worth two hundred, and orange Rupees are worth five hundred. You start off with a small wallet, only being able to carry up to a maximum of 99 Rupees. After you get 10 Gold Skulltula Tokens, you break the curse off of a kid in Kakariko Village.

By speaking to him, he gives you an Adult Wallet, which can hold up to 200 Rupees at once. After getting 30 Gold Skulltula Tokens, you break the curse off of another kid in Kakariko Village, whom gives you the Giant's Wallet, which can hold up to a maximum of 500 Rupees, the most you can hold up to in the game! The upgraded wallets will help you a lot.

Gold Skulltulas

Throughout the game, during the night, you might hear a crawling noise in various places. If you do, keep searching until the sound gets closer. You will eventually find a spider, usually stuck to a wall. Kill the spider, and then a golden token will appear. If you can't reach it, you will need a Boomerang, a Hookshot, or a Longshot. Use one of those items to get the token. You need to collect the tokens in order to break the curse off of the children at the House of Skulltulas in Kakariko Village. The children give you different things, but most of them aren't that good. During the day, Gold Skulltulas will not appear.

The only exception is inside of dungeons. They like to lurk at dark places, and since a dungeon is dark, they hide there, no matter what the time of day is. There are 100 Gold Skulltulas in all.

Treasure Chests

In every dungeon, and even outside of dungeons, you will find treasure chests. Small ones contain supplies, such as Rupees, arrows, or even a recovery heart. Large ones are usually only found in dungeons, and contain either new items, or a Piece of Heart. Look for any treasures in any room, because you never know what kind of items they might contain!

Dungeon Map

A Dungeon Map can only be found in dungeons, hence the name. They're almost

always the very first item you find in a dungeon, and they can help you out a lot, especially if paired with a Compass. The map shows up at the bottom-left corner of the screen. You can turn it off and back on again by pressing L. Dungeon Maps are very easy to find, too, so you don't really have to worry about not being able to find one. You can also view the entire map on the Menu Screen, where you can view all of the floors of the dungeon.

Compass

The Compass is awesome, especially if you also have a Dungeon Map with it. The Compass shows icons indicating where treasure chests are located, where your current position is, and where you entered the area from. Treasure chests are indicated by a treasure icon, your current position is indicated by a yellow arrow, and the entrance/exit you took is indicated by a red arrow. The Compass is usually found shortly after the Dungeon Map.

Switches

There are many switches in the dungeons throughout the game, that you usually have to press in order to proceed further. There are four types: a yellow-ish switch, a blue switch, a red switch, and a rusted switch. The most rare of the four is the red switch. To activate the yellow one, just walk onto it to press it in. If you step on the blue one, you'll activate it, but upon walking off, the switch deactivates. You have to place an object in the room onto a blue switch to hold it in. A red switch cannot be activated normally, and requires a big smash from the Megaton Hammer to activate it. The red switch is found in the Forest Temple, and operates the water of the well.

Fairy Fountains

These fountains usually contain a fountain full of fairies. Other times, they lead to a fountain you can't step on (looks sort of like an altar), with a symbol of the Triforce imprinted in front of the altar. If you use the Ocarina and play Zelda's Lullaby, a Great Fairy will come out and give you a new power, or do something else. These type are known as Great Fairy Fountains. The normal Fairy Fountains are harder to find, and are almost always found in a grotto, secret or otherwise. When you touch a regular fairy, all of your health gets replenished immediately. You can also catch a fairy in a bottle, so when you die, it revives you instantly. Those fairies are extremely useful.

Grottos

Throughout the game, you'll find small, black holes that you can fall through. They usually lead to a small cave with puddles of water, and a stone. These caves also have treasure chests often, or even Gold Skulltulas. A lot of these grottos are hidden. If you have the Stone of Agony, and you feel a rumble when you walk on a certain spot, either bomb that exact spot, or play the Song of Storms. One of the two will open a secret grotto. You never know what these things might hold, so be sure to enter one each time you find one.

Time Blocks

Once you learn the Song of Time, just before getting the Master Sword, you'll start seeing big blue blocks as an adult (in Master Quest, however, you see some before becoming an adult). They are always there for a purpose. Stand next to one, and play the Song of Time to move the block out of your way. If Navi turns green near a ledge you cannot reach, play the Song of Time to see if a Time Block appears. These blocks are really useful throughout the game.

Big Fairies

Big fairies are the most rare of all normal fairies. In fact, they are so big that they cannot fit in a bottle, therefore you cannot catch them. These are always hidden, too. If you walk over a certain spot in the room, and Navi turns green at that spot, try playing the Sun's Song, the Song of Storms, or try to use the Megaton Hammer on that spot. A big fairy will appear. If you touch it, it replenishes all of your hearts and magic meter!

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IV. Walkthrough (OoT)
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NOTE: If I missed any small chests in the dungeons or anywhere else, I'm sorry. It's simply too difficult to find every chest in the game.

This section is a complete walkthrough for the original Ocarina of Time. If you are looking for a walkthrough for Master Quest, please refer to Section V.

The game starts out with some text in a black screen. The one that's speaking is known as the guardian of the forest, the Great Deku Tree. Then, Link is shown in bed at his treehouse, sleeping. The Deku Tree will speak of the guardian fairies that every Kokiri has except for Link. You'll then see a dream that Link is having, where the gate of the market in Hyrule Castle opens up. A white horse gallops out of the town, and Princess Zelda and her attendant is riding the horse. Ganondorf suddenly appears on a black horse, and stares at Link. He is frightened. Then, back in the present, the Deku Tree calls out for Navi, the fairy.

She is seen next to the Deku Tree. The Deku Tree explains that he is growing too old to continue protecting the forest, and he sends Navi to be Link's new fairy, since he doesn't have one. She flies off, and enters Link's house.

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Kokiri Forest
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Inside Link's treehouse, Navi nags on Link until he eventually wakes up. He gets up, and after Navi says a few more things, you gain control. Exit the treehouse, and when you get outside, a girl named Saria will call out your name. Climb down the ladder, and speak to her. After her speech, we have some things to do before we visit the Deku Tree. You see, someone is blocking the path leading to the Deku Tree, and he will not let you pass without a sword and a shield. The sword can be found somewhere in this village, and the shield you

need is sold at the shop for 40 Rupees. This early in the game, however, it'll take a little long to earn 40 Rupees.

So, let's begin by getting a sword. Head right, and go up the little hill that leads to a fence with a bunch of signs. Read them if you wish; they tell you about sword techniques. The first sign tells you not to cut them down...hmm... something tells me that the sword is nearby. To the north is a crawlspace; walk up to it and press A to enter. Climb your way to the end. You're now in an area with a couple of rolling boulders rolling around a narrow maze. Go right, and snag the blue Rupee in the corner for 5 Rupees. Head back left (north from what your perspective should be now), and when you reach the wall, follow the path up to a big chest. Open the chest to receive the Kokiri Sword!

Go to the Menu Screen and equip it. To the right of the entrance of this maze is a patch of grass, where you found the blue Rupee. Slice the grass, and you might find some more Rupees. Either way, exit the maze. Back in the actual part of the village, feel free to cut down those signs like a madman, if you feel like being mean. At the left side of the hill you're on is a house known as the Know-it-All Brother's house. Speak to all of them inside if you're not familiar with this game or any other LoZ game. They teach you the most basic stuff about the game. Whenever you're ready, go back outside, and head north of that house, to the next one, which is Mido's house. Enter it.

Inside the house, open the four chests. They contain a blue Rupee, another blue Rupee, a green Rupee, and a Recovery Heart. After getting these items, leave the house. Go behind the house and climb onto the ledge. Behind the house is a blue Rupee, so take it. Head right, and jump across the three stepping stones without falling. If you do, you'll get a hidden blue Rupee when you reach the other side! If you approach the building in front of you (which is the shop), the girl sitting on top of the ledge above the shop will tell you to Z-Target her. Hold Z and press A to talk to her, and she'll explain how Z-Targeting works. After this, head north of the shop to the House of Twins.

There are a few pots in this house that contain Rupees. Pick them up and throw them. Take any and all Rupees from them; this is the quickest way to get Rupees at the moment. Just exit and re-enter the building to respawn the pots. Other Rupees can be found in the grass around Kokiri Forest. There's also one at the end of a bridge, which can be reached by going up the house east of the one with the pots in it. The building you walk up also has Recovery Hearts inside. Whenever you get 40 Rupees, head back to the shop and enter it. Talk to the shop owner, and after his "Welcome!" message, move the Control Stick to the right. Buy the Deku Shield for 40 Rupees, and equip it.

Now that you're fully equipped and prepared, head back outside, and go to the eastern part of town. Speak with the boy guarding the path, which is Mido. He will notice that you have a sword and a shield equipped, and will let you pass. Follow the path, and you'll be greeted by three Deku Babas. Use your sword to defeat them, then grab the Deku Sticks they drop. You'll need them for the dungeon that's coming up. At the end of the path, you'll meet the Deku Tree. He tells you that a curse has been placed upon him, and he'll need your help and your courage in order to break it. Tell him you have the courage, and he'll open up his mouth as an entrance.

After the rest of the Deku Tree's speech, enter his mouth.

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The Deku Tree
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This is your very first dungeon (as you can obviously tell already). Head north and kill the Deku Babas. All three of them drop Deku Nuts; get some from them. If you need any health, slice the patches of grass to the right, as they may give you some hearts. If you go near the web on the ground, Navi will call you out. She tells you that you can look below the web using the Up C button. At the northern side of this area is a weird-looking wall, which has vines on it. If you go near it, Navi tells you that you may be able to climb it. Either climb the wall, or use the ladder to the west. Whichever method you choose, just keep heading up the spiral-like platform.

You'll come to a big vine wall, with Skulltulas on it. Ignore them and the wall for now, because if one sees you while you're climbing, it'll attack you and knock you off of the wall. Open the big chest nearby to get the Dungeon Map. This makes navigating dungeons a bit easier, but it's no good without having a Compass with it. Head right, and jump across to the next walkway. Walk up to the door ahead, and Navi will tell you how to open doors, which is really a no-brainer. Enter the door, and when you enter the room, the door behind you will lock. Uh oh. A small circle of grass is in the center of the room, with something burrowed inside of it.

It will pop up (it's a Deku Scrub). Z-Target it, and use your shield to hit the nut it spits at you back to him. When it hits him, he'll run around the room. To catch him, just stand on the grass he was burrowed into, and he will run up to you eventually, giving you an easy catch. He'll tell you that if you hold the Control Stick up while falling, you'll roll (if the cliff wasn't too large) and save yourself from any damage. He leaves behind a Recovery Heart. Take it if needed, and go through the door ahead. Jump to the platform in the middle, and quickly jump over to the platform with the big chest, before the platform in the center falls.

Open the big chest to get the Slingshot. Woo! Climb the vine wall to the left of the big chest, and then open the small chest there for a Recovery Heart. Go back to the big chest, equip the Slingshot, and look north to see a ladder stuck to a web. Z-Target it, and use the Slingshot to knock it down. Use that ladder to reach the door, then go back to the main room. Head left and jump across the walkway, and head back to the chest that had the Dungeon Map. Use your Slingshot to shoot the Skulltulas off of the vine wall. Climb up the vine wall all the way to the top, then head left or right and drop down.

Go around the walkway until you find a door. Upon entering, the door locks. There is an unlit torch to the left, and a switch you can step on to the right. A torch that's already lit is next to the switch; equip a Deku Stick and touch the flame to put a flame on the top. Run to the unlit torch before the stick burns. The door you entered from will open. Swing your sword to unequip the Deku Stick, then step on the switch. This will cause three platforms to rise in the room for a short time. Hop across them, and on the second one, jump to the left to avoid the giant Skulltula. Open the chest to get a Recovery Heart. Kill the weird-looking spider behind the chest, which is a Gold Skulltula.

After killing it, take the token to get your first Gold Skulltula Token! Jump down to the lower floor, and use the vines by the torches and switch to get back up on the platform. Activate the switch again, and then jump across all three platforms to the ledge at the northern side of the room. Open the chest to get the Compass. Now, make your way back to the entrance of this room, then exit it. Around this walkway, there are a few big Skulltulas by the cliff. Go near one to make it come down. When it shows its back, strike it with your sword. It takes two hits from a normal strike, and one strike from a jump attack to kill a big Skulltula.

You only need to kill one. Jump off from where it was, and land onto the center

of the web to break it, and fall down to the bottom room. One of the platforms at the top that you can jump off of has a Recovery Heart, which you can get on the way down to the web. At the bottom floor, get on the platform at the center of the room, and climb onto the lowest ledge nearby. Activate the switch to light a torch, burning the web blocking it. The chest next to the torch has a Recovery Heart inside. Near the switch, there is a Gold Skulltula on the caged wall. Use your Slingshot to kill it, then jump to the token to get it. Another Gold Skulltula is in this room.

To find it, look on the vine wall at the left side of the room. It's on the western part of the vines. Kill it with the Slingshot, then climb up to the token. Now, go back up on the platform with the lit torch. Take out a Deku Stick and light it, then head back north. Jump to the small platform sunk into the water, because if you land directly in the water, the Deku Stick will lose its fire. Head to the platform ahead, and run to the web with the Deku Stick still on fire to burn it. Enter the door. Z-Target the Deku Scrub, and use your shield so that the nut gets backfired onto him. After you hit him, catch him.

He tells you that you'll never beat his brothers unless you hit them in a certain order. The order is: 2, 3, 1, but you would know that either way, because I would guide you through it. :) The Deku Scrub runs off, leaving a Recovery Heart behind. Above the locked door is an eye; shoot the eyelid to unlock the door. In the next room, you'll see a spiked log with a platform riding across the water. You can't get across, because the water is too high, therefore the log would hit you. So what do we do now? Simple. Go near the water, and Navi will tell you about diving, and how there might be something worthy of looking for underwater.

Go into the water, and swim to the left side, under the spiked log. There is a switch; dive underwater and activate it. This lowers the water, but only for a short time. Get back up onto the platform, and jump to the moving platform when you can. Duck using your shield, and the platform will carry you directly under the spiked log. Jump across to the next platform. Kill the big Skulltula, then go to the left side of the block. Navi will tell you about pushing blocks. Hold the A button in front of the left end of the block to grab onto it, then hold the Control Stick to the right to push it. Push it all the way to the end, then jump on it, and to the next platform. Go through the door.

Kill the Deku Baba in the center of the room, then light a Deku Stick using the lit torch in the room. Light the two unlit torches, and a door will unlock. If you have no Deku Sticks, simply kill the other Deku Babas in the room to get some. Go through the door after you've unlocked it. In the next room, kill the Skulltula, then look at the ceiling at the center of the room. There are three Gohma eggs; shoot them with the Slingshot to break them. If you don't break them, and go near them, they'll drop to the ground and hatch into a baby Gohma in a second or so, which can be defeated with your sword, obviously. There's a lit torch in the room; light a Deku Stick with it.

There are two different webs to burn, from your perspective of the door: one to the right, and another to the north. The one on the right is the one you want to burn, because the northern web leads to a room with a Gold Skulltula, but you need bombs to bomb the wall away leading to the room, and the Boomerang to reach the Gold Skulltula token. So, burn the web on the right to find a crawlspace. Crawl through it, and you'll end up in the room you fell into when you broke the big web earlier. Head left, and push the block there into the water. For one, it'll be a shortcut to this platform. For two, you have to use it anyway.

Head to the platform with the lit torch, and light a Deku Stick. Quickly jump onto the block you just pushed, and go to the web in the middle of the platform

with the Deku Stick still lit. Use a Deku Nut while standing on the web, and if you did it fast enough, the flame from the Deku Stick will touch the web and burn it, and you'll fall down into a body of water. Swim over the Recovery Hearts underwater to get them. There are three Deku Scrubs in this room. The middle one is number two, the left one is number one, and the right one is the third one. Use your shield, and hit the Deku Scrubs by deflecting the nuts they spit at you.

Hit them in this order: 2, 3, 1. If you did it in that order, the first Deku Scrub will get up. Catch him, and he'll blurt out the secret to fighting the Queen Gohma: hit her with your sword while she's stunned. He'll run off, leave behind a Recovery Heart, and the locked door will open. Go through the door, and you'll be in a dark area. Head north, and a wall behind you will shut. You will hear a crawling noise. Head a little bit more north, and go into first person view with C-Up. Look up, and you'll spot a big eye. Queen Gohma will drop onto the ground, and your first boss battle commences. See the Bosses section to see how to bring her down.

Upon defeating Queen Gohma, she'll burn to pieces, and a Heart Container will appear. Pick it up, and one heart will be added to your maximum health! There is also a blue portal. Step in it, and you'll be returned to Kokiri Forest.

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Kokiri Forest
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Back in the forest, the Deku Tree will tell you that he has more to say. Tell him that you'll listen, and he'll explain that an evil wizard cast this curse upon him. He'll tell you a story about Ganondorf, the wizard that did this to the Deku Tree. He will also tell you about the three goddesses: Din, the goddess of power, Nayru, the goddess of wisdom, and Farore, the goddess of courage. Din created the earth itself. Nayru created the sky and such, and gave the world the spirit of law. Farore created all living beings. The three goddesses ascended to the heavens after completing their jobs, and created the Triforce, which was left in the Sacred Realm.

The Deku Tree tells you that he is about to pass away, and that it was already too late for him, even before you broke the curse. Before his death, he tells you to go to Hyrule Castle, where you'll meet the princess. He gives you a stone known as the Kokiri Emerald, the first of the three Spiritual Stones. Leaves fall off of him, and then he turns black, and dies. You'll regain control of Link after that. Speak with Mido, and he'll think that you are the one that caused the Deku Tree. He walks off. Head all the way to the left part of the map, and go through the now unguarded cave. Link will spot Saria, his best friend.

Before he leaves the forest, Saria gives him an Ocarina. After getting it, Saria says a few more words, then Link leaves for Hyrule Field.

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Hyrule Field
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Head north, and you'll spot an owl on a tree that speaks to you. Although the game never says it, his name is Kaepora Gaebora. Skip his conversation if you want, or just listen to it. Either way, when he asks if you got all of that, say yes, or he'll just repeat himself. After he flies off, make your way north all the way towards Hyrule Castle. To make the process faster, roll. Right now,

it's day time, but it becomes night time awfully fast. Just keep rolling to the north before it becomes night. When it turns night, the drawbridge leading to the town closes. Then, Stalchild enemies spawn (only during the night), and you have to keep fighting them until it turns day again.

Once you reach the drawbridge and if it is daytime, walk into the next area. That one small building holds a lot of pots which contain nothing but Rupees. After you destroy all of the pots, just exit the area and re-enter to make them respawn. Get as many Rupees as you need (right now, you can only get 99). By the way, roll into the second crate all the way to the north to find a Gold Skulltula. Whenever you're ready, proceed into the town itself.

=====
Market
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In this town, you should know that there's a Bazaar Shop to the left (the building with a guy's face on it), and a Potion Shop just west of the Bazaar. West of the two shops is another building, which is the Happy Mask Shop, which we can't use right now. East of the Happy Mask Shop is a temple, which is the Temple of Time. This will be used later in the game. Also, around the town are other buildings. One is the Bombchu Bowling Alley (it isn't open right now), and the other is the treasure chest game, which is only open at night. You'll need the Sun's Song to access this place at night (or you could stand on the drawbridge during the day, and let it push you into the town at night).

There's also a back alley you can explore, that has a Bomb shop. Obviously, we can't access it right now. Since we can't do much in the town at the moment, head west of the Happy Mask Shop, and talk to the girl with long hair. Her name is Malon. She says that her dad hasn't come back from delivering milk yet. Head north, and to the outside area.

=====
Hyrule Castle
=====

Go north, and you'll encounter Kaepora Gaebora again. He tells you that the princess is inside of the castle up ahead, and to watch out for the guardss. If you get caught, they'll throw you out to the gate in this area. Exit this area, then re-enter it. You'll see Malon by the vines on the wall, singing. Talk to her, and she'll ask you to find her dad. She also gives you the Weird Egg. In order for the egg to hatch, it has to become another day. Just sit there until it becomes day again (if it's already day, wait until it's night, then day again, and it will hatch). Also, if you ram into the tree to the north during the night (roll into it), a Gold Skulltula will drop out.

Once the egg hatches, climb up the middle vine to the top of the ledge. Head north, and either jump off of the ledge, or do it the fancy way, by climbing down the ladder and going through the door leading out of the gate, to the other side. Regardless, keep going north, and you'll see some guards. Don't get near them. Walk along the side of the hill, slowly making your way up (walk, don't run). There's also a guard up the hill, so be careful. Once you get up the hill, head all the way north, still staying away from the guards. When you come to a rock wall, climb it. Go all the way north, and jump into the stream of water.

Swim, and you'll collect some Rupees. You'll see a small patch of ground going up, half way down the stream. Get on that piece of land, and climb up onto the

ledge. To the north is a sleeping man, which is Malon's dad. Use the chicken that hatched (or that `_will_hatch`) while Z-Targeting him to wake him up. Talk to him, and he'll say that he's Talon, the owner of Lon Lon Ranch. After he finds out that Malon has been wanting him, he'll run off. Now, see the two crates behind you? Pull the second one to the left. Push it all the way up, where Talon was sleeping. Then, push it down onto the floor below. Do the same for the second one, only you need to push it on top of the first one.

This creates a ledge. Climb onto it, then jump into the small hole in the wall. If it is daytime, crawl through the crawlspace into Castle Courtyard. If it is night, you won't be able to go any further, due to guards being there. They kick you out and you end up by the crates you just pushed. When/if it is day, crawl through.

=====
Castle Courtyard
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Head west, and to the first section of the courtyard. Hide behind the green grass wall. We have to play the stealth game, because if a guard sees you, he will throw you out of the courtyard. The guard(s) will stop after walking a certain distance, and look around for anything. They'll start walking in a different direction after that. When the guard is on the opposite side of the wall in the center, quickly run to the next section before he sees you. In the next section is two guards. Hide behind the grassy wall, and when the two guards both go in between the fountains at the same time, make your move and run to the next section.

There's only one guard in this section, along with some Rupees formed in a square. Ignore them, since it's too risky to get them. Jump up the steps nearby and walk across the wooden plank. Be extremely careful not to fall. When you get to the other side, proceed into the next section. Hide behind the wall; there are two guards here. When one is on the top section, and the other is on the bottom, the top guard should stop in the middle. Use this time to get behind the bottom guard, but make sure he doesn't hear or see you. Then, follow him left when he starts moving again, and then just run left all the way to the last section.

Hide behind the grass wall. As you probably knew, there's two guards here. When one is by the left wall, and the other is by the right wall, follow the left guard. This is basically the same as the last section. When he walks to the right, run northwest to the area where the princess is. In the garden, walk to the middle of the flowers, and look to the right. There is a window with a picture of Luigi, Bowser, Mario, Peach, and Yoshi. If you shoot the Mario picture with your Slingshot, a red Rupee will appear. Cool. If you shoot the left window, a guard will appear and say "Hey you! Don't cause any trouble!", and throw a bomb at you. Nice easter eggs.

Anyway, at the northern end of this area is the princess. Speak to her, and she will notice Link. She notices Navi, and knows you are the boy from the forest, with the Spiritual Stone. Tell her you have it. She'll tell you a story about a dream she had, which she believes was a prophecy stating that Link would come to save Hyrule. She then tells you her name, which is Zelda. Link tells her his name, and she asks that you keep the story she's about to tell you a secret. Tell her "OK", and she'll tell you a story about the gods, and the Triforce. After that, she'll tell you about the Door of Time, and how you will need all three Spiritual Stones, and the Ocarina of Time, to open it.

Tell her you understood her story, and she'll ask you to look through the

window at the evil man. Tell her you will, and Link will peek. You'll find out that he is Ganondorf, king of the Gerudos. When Zelda asks if you will help save Hyrule from Ganondorf, tell her "OK". After a little more talking, she'll give you her letter. You'll need this soon. Once she finally stops talking, go back the way you came. An old lady is blocking the way. Approach her, and she will tell you that her name is Impa. She will teach you a melody that she has played for Princess Zelda ever since she was a baby.

Use the C Buttons in the order they're shown, and you'll learn your first song, Zelda's Lullaby! Impa will automatically lead you out of the courtyard, and back onto Hyrule Field.

=====
Hyrule Field
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Impa will show you Death Mountain, which is the home of the Gorons. Apparently, the Spiritual Stone of Fire lurks there. But you have to go to Kakariko Village before you can reach Death Mountain. Impa will then disappear. Before we go to Kakariko Village, we have some things we can do. First, head directly north of the Hyrule Castle drawbridge. Go towards that area that's almost in the center of the map, which is Lon Lon ranch. Enter it, and make sure it is daytime.

=====
Lon Lon Ranch
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Here, head all the way north, to where the gate is. Go east, and around the gate, then head into the entrance. At the center, you'll meet Malon again, but only during the day (it can be evening, too). She'll introduce her horse, named Epona. Talk to her two more times, then take out your Ocarina. She notices that you have one, and then she decides to teach you a song. Play it, and you'll learn the Epona's Song. Play this song whenever you need to call on Epona. You won't be able to use this song for anything until you become an adult later in the game, and actually have Epona as your horse. Anyway, after you learn this song, exit the farm area, but not the ranch itself.

Go to the southwestern portion of the map, and enter the building there. You are now in a house with two cows and some crates. Pull the northeastern crate down towards the bottom crates. You'll have to go to the top part of the crate to move it all the way down. Then, pull the northwestern crate back towards the right. Go to where the crate was, and you'll find a crawlspace. Crawl through it to a secret area, with a Piece of Heart on the hay! Take it, and leave the building. Leave the ranch now. However, you should know that whenever it is night time, there are two Gold Skulltulas you can get. Roll into the tree west of the buildings at the entrance of the ranch to find one.

For the next one, go around the farm gate until you reach a wooden wall, with a Gold Skulltula on it. Kill it and get the token. There's another one here, but we can't get it until we get the Boomerang. Leave the ranch.

=====
Hyrule Field
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Back on Hyrule Field, head towards Hyrule Castle again. East of the drawbridge is a regular bridge. Cross it, and head up the set of stairs nearby, which lead

to Kakariko Village.

=====
Kakariko Village
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There are quite a few Gold Skulltulas to find in this village, but we'll get to that soon. Head all the way northeast, then proceed into the graveyard, which is north of the chicken coop.

=====
Graveyard
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At the graveyard, you'll see many graves around the area (obviously). You can pull the graves to reveal holes and such, but only certain ones are important. Go all the way to the northern end of the graveyard, and you'll see a big grave. Stand on the Triforce symbol near the grave, and pull out your Ocarina. Play Zelda's Lullaby, and it'll begin raining. An electrical ball of energy will be on the grave, and then it'll explode, revealing a hole. Drop down through it.

=====
Royal Family's Tomb
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Inside this place, you'll notice a lot of bats (named Keese, to be exact). When you get near them, they'll fly off of a wall or wherever they are, and fly around. Use your Slingshot to spot the Keese, then shoot them. After you kill all of them, the door in this room opens. Go through it, and in the next room, you will see green pools of acid. This room is full of zombies known as the ReDeads. When you get near them, their scream will paralyze you temporarily, as they draw near. Tap all buttons as fast as possible to escape the paralysis. If they get on top of you, they'll drain your life energy. Tap buttons as fast as you can to escape that, too.

After you escape the paralysis of the ReDeads, walk over to one and attack it with your sword until it dies. Do this to each ReDead in the area, then go north and through the hallway. Read the inscription on the wall. It has a song inscribed on it, known as the Sun's Song. Play the song, and you'll learn it. Using this song, you can turn day to night, and night to day in an instant, which will be useful at times, especially when looking for Gold Skulltulas. Go back to the acid-filled room, and you'll see that the ReDeads have respawned. Now that you have the Sun's Song, play it, and you'll freeze the ReDeads! Just run right past them, and go back to the graveyard.

=====
Graveyard
=====

There's two Pieces of Heart here that we can get right now. First, make sure it is nighttime. If it's daytime, the kid will not allow you to pull the graves in this place. So, turn it night, if it isn't already, so the kid will be gone. Go to the last row of graves, just south of the hole that we just exited from. Pull the second grave on the left row to reveal a hole. Jump inside. In this cave-like area, kill the lone ReDead (don't bother freezing him). Once he is

dead, stand where he was at and play the Sun's Song to make a big chest appear. Open it to receive a Piece of Heart. For the second one, go outside of Kakariko Village, and make sure it is day.

Simply wait until it is night. The second you hear the drawbridge begin to close, run back into Kakariko Village, and go to the graveyard. You should see an old man with a shovel walking around. His name is Dampe. Speak to him, and he'll explain about the Gravedigging Tour. When he is by a spot on the ground, talk to him and tell him to dig there for 10 Rupees. Try all spots. Eventually, you should find a Piece of Heart. Rupees come out of the holes, too, so you may not have to worry about Rupees. Keep trying until you get it. Once you finally get the Piece of Heart, make sure it is still night, and then go back to Kakariko Village.

=====
Kakariko Village
=====

Now let's get those Gold Skulltulas. From the graveyard entrance, head south. Go up the staircase leading to a brick wall. Around the brick wall is a small ledge, with a Gold Skulltula on the wall near the ledge. Get on the western part of the ledge to avoid getting hurt by the Gold Skulltula. Kill it from where you're standing, and get the token. For the next one, go directly north of the area you're at, and you'll find a Gold Skulltula on the wall of that building. Now, head east of that building, and go up the staircases going up to a closed gate. Look at the tower behind you; it has a ladder on it, with a Hold Skulltula all the way near the top.

Kill it with the Slingshot, then climb up to the token. For the last one, go back up the staircases where the closed gate is, and look behind the house to the left to find yet another Gold Skulltula. After you get its token, go up to the closed gate, and take out Zelda's Letter. Z-Target the guard, and show it to him. He makes fun of you, but opens the gate anyway. He also says that if you plan to climb Death Mountain, you'll need a better shield, since it is an active volcano. He says that the Bazaar in the Hyrule Castle Town market sells the shield you'll need, and that they'll give you a discount for it if you go and tell him he sent you.

He also wants you to get a Keaton Mask from the Happy Mask Shop, for his son. Both of these things are optional, but let's get the shield. Refer to the Side Quests section to see how to do the quest regarding masks. Go to the Market, and enter the Bazaar. Buy the Hylian Shield. Since the guard told you that you can get a discount, you'll buy the shield for 50 Rupees instead of 80! Go back to Kakariko Village, and go through the gate, to Death Mountain.

=====
Death Mountain
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Head up the path. You'll meet new enemies, called Tektites. They're a little harder to defeat than most enemies you've faced so far. Either defeat them or ignore them. Keep heading up the path, and watch out for the rolling Goron on the way. He can easily knock you down to the bottom of the mountain. Enter the area that looks like there's a cloth above it.

=====
Goron City

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In this city, feel free to explore and talk to the Gorons. Watch out for the giant rolling one, however. There's not much to do here right now, so just head all the way to the bottom, and then stand on the carpet that Navi turns green at. Take out your Ocarina, and play Zelda's Lullaby to open the door in front of you. Head inside, and you'll see the king of the Gorons. Talk to him, and you'll find out that his name is Darunia. He's in a bad mood, though, because monsters have infested Dodongo's Cavern, and they cannot eat any food right now. He refuses to let you help him, though, and demands you leave. Use that torch to the left of him to light a Deku Stick.

Run out of his room, and light the torches spreaded throughout the area. After you light them all around the big Goron pot, the pot begins spinning. Relight another Deku Stick using one of the torches you just lit, then walk over to one of the Bomb Flowers to make a bomb drop. When it blows up, it will blow up a wall near the Bomb Flowers. Inside is a Goron Shop, where bombs are sold, among other things. You don't have a Bomb Bag to carry bombs in right now, though. Light another Deku Stick, by using one of the torches near the staircase going up. Then, run up the staircase, and turn right when you come out of the tunnel. Light the two torches.

Relight a Deku Stick, and run down the hallway ahead. Have the flame on the Deku Stick touch a bomb on the wall to make it drop. This will cause all of the boulders in your way to be destroyed. Proceed through the now accessible path, to the Lost Woods.

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Lost Woods

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You will find Kaepora Gaebora here. He will tell you to listen to the song that is coming from this forest, and to navigate the forest that way. After his speech, you have to take a certain path. If you entered from Goron City (which, if you've been using my FAQ, you will have), take this path, from entrance: west, west, north, west, and east. If you take the wrong path, you'll end up in Kokiri Forest. If you entered the woods from the forest, the path is: east, west, east, west, north, west, and east. You'll be in the Sacred Forest Meadow if you took the correct path.

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Sacred Forest Meadow

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Approach the gate ahead, and a wolf will come out from the ground. This enemy is called a Wolfos, and can be slightly hard to defeat if you don't know what you're doing. Every time you try and attack it, it will block your attacks, and run around. Z-Target it, and wait until it opens its arms to attack. Hit it with your sword at that point. It takes quite a few hits with the weak sword you have now, but eventually you'll kill it, which makes the gate open. You can also hit it in the back for doubled damage. If you have the Hylian Shield equipped at this point, you might want to equip the Deku Shield for this segment, since the Hylian Shield cannot deflect Deku Nuts that get spit at you. Anyway, enter the maze-like area, and head east.

You'll find a Deku Scrub. Deflect its attacks by using the Deku Shield, then it will run around. Attack it with your sword one time to kill it. Keep following the path, and when you come to a wide patch of grass, follow the grass and take

either path: left or right. Either way, you'll come across a Deku Scrub, and a body of water. Jump into the water and climb onto the next ledge. You'll come to a staircase; behind it is a ladder. If you need to restore your health or want to capture a fairy or two in some bottles, climb it up, and jump into the small hole where the ladder is. A grotto is there, which has a Fairy Fountain inside. Use it if needed.

Either way, if you get some fairies to restore your health or anything, head up the ladder, and head back north. Go up the staircase, and you'll find two Deku Scrubs at once! Defeat them both, and continue north, up the staircase. You will see Saria (the girl you met right when you left Kokiri Forest) sitting on a log, playing a tune with her Ocarina. She says that if you play the tune she is playing, you can communicate with the spirits of the forest...doesn't make much sense, but tell her you'll learn her song. Play Saria's Song, and once you learn it, Saria will tell you that you can use it to hear her voice at any time. She can give you advice on what to do next, but who needs that? ;)

Anyway, go back the way you came, and climb up the ladder. Jump across each ledge as a shortcut out of here.

=====
Lost Woods
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Instead of taking the wrong path on purpose to get out of here faster, let's go back to the shortcut leading to Goron City. From where you exit the Sacred Forest Meadow, head north, and you'll find Kaepora Gaebora again. He'll tell you about melodies...stuff we already know about. After he flies off, head north (from where you are), east, north, east, and east again. Go through that passageway, leading back to Goron City.

=====
Goron City
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Back in this city, simply head all the way north, and jump down. Head into Darunia's room again, then stand right next to him, and pull out your Ocarina. Play Saria's Song, and Darunia will suddenly start dancing like crazy. After he gets through with his weird dance, he'll say that his depression is suddenly all gone. Link asks him for the Spiritual Stone of Fire (by, uh...not saying anything), and he tells you to wipe out the monsters in Dodongo's Cavern first, to prove you're a true man. He gives you the Goron's Bracelet. We can now lift up Bomb Flowers! Exit Darunia's room, and go north, up the stairway. Then, when you exit the tunnel, head north, and west to the next one.

You'll see a Bomb Flower here. Pick the bomb up, and quickly run back south. Throw the bomb into the spinning pot. If you get it inside, it'll explode, making it spin for a few more seconds, then it stops. If it stops on the happy face (the very last one), a Piece of Heart will pop out. Jump down and claim your prize. Keep doing this until you get it. If you've been following this guide, you should have a whole new Heart Container now! Head back to where the Bomb Flower is, then go up the set of stairs. Head all the way north, and then exit Goron City.

=====
Death Mountain
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Back on Death Mountain, head northeast to an area with a single Goron, and a Bomb Flower near him. Pick up the Bomb Flower, and throw it across the lower part of the fence. You will see where it lands. If it lands near the giant rock, it will blow it up, revealing the entrance to Dodongo's Cavern. Keep trying until you open up the entrance. Backflip off of the ledge (off of the lower part of the fence, obviously) to take a shortcut. If you land on the upper ledge, take the Piece of Heart there. It's really meant to get as an adult later in the game, but get it now if you wish. Regardless, go through the entrance leading to Dodongo's Cavern.

=====
Dodongo's Cavern
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Upon entering, you'll notice that there's a bombable wall blocking your way to the actual dungeon. Lucky for us, there are some Bomb Flowers to the left and right. Take a bomb from one, and lay it by the bombable wall to break it open, revealing the main room of the dungeon. Head north, across the wooden bridge, and Navi will warn you of the lava pits throughout this area. Jump onto the moving platform that goes up and down, then jump to the center platform when you can. You'll also be introduced to a new enemy, the Beamos. If it sees you, it will fire a laser at you constantly until you get out of its sight. If this happens, run around it until it loses sight of you.

To kill a Beamos, you need bombs, which we don't have (other than random Bomb Flowers) right now. So ignore the Beamos, and jump onto the left platform that moves up and down. Jump across to the platform ahead, then pick up a bomb from the Bomb Flower. Place it by the bombable wall on the left to reveal a chest. Open it to get the Dungeon Map. Go back to the center platform, then take the eastern platform, and jump across to the next one. Use the Bomb Flower to blow up the bombable wall to the right. The one on the left just contains a Gossip Stone. After you bomb the wall, head north, and you'll be in a new area. There are enemies that come up from the ground, called Baby Dodongos.

After you hit them once, they'll flip over and explode. Keep going north, and climb onto the ledge. Push one of the two Armos Statues up, then push it to the left. When you push it onto the blue switch, the door nearby opens. Leave it on the switch, then go through the door. In the next area, kill the two Keese, then go through the door at the end of the hallway. The door will close and lock, and mini-boss music begins to play. These two mini-bosses are known as Lizalfos. You have to kill two, but can only have a one-on-one fight with one at a time. Let one of them come to you as you enter the room, and keep hitting it until it jumps across to the other platforms.

Follow it to the second Lizalfos, and do the same with that one. Keep doing this until you kill both of them. Once both of them are dead, both doors in the room will unlock. Go to the door where the platform is the longest in the area. Since you don't have a Compass at the moment, you could easily get confused as to which door you have to go through. In the next area, you'll be in a blue hallway. Head north, and you'll see a Bomb Flower to the right. Take a bomb, and go back south. Use it to blow up the wall there, revealing a door. Inside is a Business Scrub. Deflect its nut back with your shield, and talk to it. It sells you 1 Deku Stick for 15 Rupees. What a ripoff...

Just refuse his offer, and go back to the previous room. There, head north, and you'll see a Dodongo to the left. To damage it, wait until it begins spitting out fire, then go behind it and hit its tail. After you hit it, it will turn around to attack you. Watch out for the tail, as it will hit you if you're not

careful. It takes two normal sword attacks, and one jump attack (depending on where you hit the tail) to kill it. Kill it, and kill the other two to the north. Go back south, and use the lit torch to light a Deku Stick. Head north, and light the three torches to unlock the door. Go through it. You're back in the main room now. Press the switch in this tunnel to unlock a door.

Jump out of this tunnel area, and go to the center platform. Jump to the west platform, and to the ledge ahead. All the way to the left is a Business Scrub, which sells you a Deku Shield for 50 Rupees. Why would you need one of those, anyway? Enter the now-unlocked door on the right side of the platform. In the next area, you'll notice a big line of Bomb Flowers, along with a lone Bomb Flower to the left, by a bombable wall. Bomb that wall, then go through the door revealed. It will lock, and you'll notice three Armos Statues at the end of the room. Touch the one in front of the big chest, and it will come to life. To defeat it, take a bomb out of a Bomb Flower nearby, and place it by him.

If the Armos is still active, and the explosion hits him, he'll bounce around like crazy and explode. The door will then unlock. Open the big chest, and you will get the Compass. After you get it, exit the room. Back in the previous room, pick up the Bomb Flower nearby, and jump into the middle of the Bomb Flowers. Place the bomb there, and jump off the platform before you get hit by the explosion. If you did it right, all bombs will blow up in the same order, at the same moment. This will cause a huge stairway to lower. Head up the steps and run up either side of the walkway. At the top, kill the regular Skulltula and the Gold Skulltula with the Slingshot, then claim the Gold Skulltula Token.

You can climb that web-like wall. Once you get the token, enter the door ahead. The door will lock. You'll also see Keese on fire, which can burn your Deku Shield up simply by touching you. They're called Fire Keese. If they touch you, the flame on them disappears, and they turn back into normal Keese. However, if they touch a lit torch in an area, they'll become Fire Keese again. Anyway, kill them, then go to the Armos Statue guarding the ladder. All of them except that one are real. Push it out of the way, then climb up the ladder and press the switch to open a door. Go through the door. Head north, and ignore the Fire Keese here; they won't hurt you if you ignore them.

Jump across to the other part of the bridge, and continue into another room. In the next room, climb down the ladder, and avoid the moving spiked ring. Head through the room, and Navi will tell you how to always look in the right direction. You'll come to a blue block by a ladder. Pull it all the way out to reveal an alcove with a Recovery Heart. Push it back (but not all the way into the alcove), and climb onto it. Climb up the ladder, and look behind you. You will see a platform with a Bomb Flower on it. Jump on it, take the Bomb Flower, and wait until the bomb starts flashing red every second. Quickly throw it to the bombable wall. If you timed it right, you'll blow up the wall.

After you blow up the wall, open the chest behind the Bomb Flower to get 20 Rupees. Jump north, and you'll be in a room with a small pillar of fire on one platform. At the end of the room, by the next hallway, there is an eye switch. Shoot it with the Slingshot to make the pillar of fire disappear, but only for a temporary amount of time. Jump across to the platform, then to the hallway ahead. Kill or ignore the Baby Dodongos, then go through the door at the end of the room. In the next room, you'll have to fight two Lizalfos again. Defeat them one by one, and the doors in the room will unlock. At the northern end of the room, there is a narrow platform that leads to two Recovery Hearts.

Get them if needed, but be careful not to fall off. If you do, you'll be at the lower level of the room, which is where you fought the first set of Lizalfos earlier. Go through the door you haven't been through yet in this room. In the next room, shoot the eye switch to the north to lower the first pillar of fire.

Jump to that platform, look to the left, and shoot the eye switch in the alcove to lower the second fire pillar. Jump across to the next two platforms, then go through the hallway. Jump to the platform in the next room, then climb onto the ledge to the right. Open the big chest to get a Bomb Bag with 20 Bombs inside! Now we can use bombs as we please.

Head north to the next room. Step on the yellow switch, which will cause one of the moving platforms to extend all the way up to where you're at. This platform can be used as a shortcut back up here. Read the inscription on the statue if you wish. It gives us a hint to something. Also, use C-Up to look at the text in First-Person view. The top line looks like it says "L is real 2401". This is the exact same text as the one that can be seen in Super Mario 64. No, it does not mean anything, so do NOT email me about it. At all. None of your theories or rumors are correct; it's just scribbled text. Anyway, head east, and cross the big bridge.

Stop when you reach the first gap. Take out a Bomb, and drop it. If it lands on the eye of the big Dodongo head, the eye will turn red when the bomb explodes. Jump across the gap, and drop another Bomb at the second gap. When both eyes turn red, the mouth will fully open, which has a door inside. Before dropping down, however, go across the bridge fully. Bomb the wall at the end, and open the chest inside that area for 5 Rupees. Now, go to one of the gaps on the bridge, and jump down onto one of the eyes of the big head. Get down to the center platform, then go up into the mouth and enter the door. In the next room, you'll find a hole in the ground.

There is a blue switch in the hole, but you can't do anything with it at the moment. Climb onto the ledge at the eastern part of the room, then proceed into the next area. This room has a lot of walls, and some Fire Keese. Get rid of the Fire Keese, because they'll probably get in the way. Make your way through this room, and climb onto the first block. Ignore the second block for now. To the north is a bombable wall. Jump onto the ledge and place a bomb there. Go through the door revealed. In the next room, touch the Armos Statue to make it come to life. Defeat it, and kill the Gold Skulltula it was guarding. Now, leave the room.

Back in the previous room, head south and climb onto the ledge. Climb onto the block on the ledge, then walk across the top part of the wall. Jump across, and break the two pots to the left. One of them holds a fairy. Go down the hallway, and at the end of the hallway, you'll find a block. Push it until it falls down, then kill the Fire Keese. Pull it once, then go around it, and keep pushing it until it falls into the hole in the middle. This will keep the door in this room unlocked. Go through it. Open the chest at the north end of this room to get some Bombs.

Just south of that chest, there is a weird brown patch on the floor. Place a Bomb on it to blow it up. Drop down the hole, and you'll be in a circular arena where you'll see a giant Dodongo, known as King Dodongo, the boss of this dungeon. Read the Bosses section for help on winning. Once you defeat King Dodongo, he'll roll into the wall, then into the lava pit in the middle. He'll sink into the lava, as the lava cools off. Go pick up the Heart Container, then step into the blue portal to be teleported back to Death Mountain.

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Death Mountain
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Darunia will suddenly drop down, and tell you about how Ganondorf demanded he get the Spiritual Stone, or else he would not open the cave for them. Darunia

now considers you two "Sworn Brothers". As a reward for saving them, he gives you the Goron's Ruby, which is the Spiritual Stone of Fire! Darunia tells you that you should go visit the Great Fairy at the top of the mountain. Two Gorons drop down, and Link runs off. Once you regain control, head up the mountain. You will see a few boulders to the left. Go to the platform the boulders are on, and use Bombs to blow up all of them. For the last one, take out a Bomb, stand at the end of the platform, and wait a few seconds.

Right before it explodes, throw it at the boulder, and if you timed it right, you will blow it up. Jump across, and climb up onto the platform. The boulder you'll see just has a grotto under it. Keep going up the mountain, and the area will turn red. Block with the Hylian Shield, and let the rocks fall onto you. When they stop, keep going north. It will happen again, so just block with the Hylian Shield to avoid it. Keep going until you reach a climbable wall. Kill the Skulltula on the wall, then climb up. Stand on the ledge nearby, and kill the next Skulltula. Climb again, and go to the next platform. Kill the third Skulltula, and climb all the way to the top.

Ignore Kaepora Gaebora, and go to the left wall. See the yellow, weird-looking wall? Bomb it to blow it up, revealing an entrance. Go inside the entrance, which leads to a Great Fairy's Fountain. Go to the end of the room, and stand on the Triforce symbol. Play Zelda's Lullaby, and the Great Fairy of Power will appear. She'll grant you a new sword technique, which requires magic to use. Thus, you also get a small magic meter included with it! Hold B with your sword drawn to charge up for a powerful Spin Attack. The Great Fairy will tell you that a friend of hers is near Hyrule Castle, and that you should pay a visit to her next time you're around.

When the Great Fairy disappears, leave the fountain. Back outside, talk to Kaepora Gaebora. He'll say that he can take you off of the mountain now. Stand there and let him grab you. He will take you back down to Kakariko Village.

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Kakariko Village
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You'll land on top of a roof of a building. Go north, and drop off of the east side of the building. You'll land on a wooden plank. Go through the hole in the wall, and you'll be in a cage with a cow, and a Piece of Heart. Take the piece, and leave the building. Back outside, simply make your way out of the village, then make your way to the Market. At the Market, head northwest, to the outside area leading to Hyrule Castle.

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Hyrule Castle
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Here, simply head north, and during the day, talk to the soldier next to the gate. Pay him 10 Rupees, and he'll open the gate for you. Go north, and you'll see a boulder. Bomb it to reveal a crawlspace. Crawl through, and you'll be at another Great Fairy's Fountain. Play Zelda's Lullaby, and a Great Fairy will appear. She is the Great Fairy of Magic. She will grant you a magic spell, called Din's Fire. You will need this later in the game. When you use it, a big ball of fire engulfs everything around it. Exit the fountain, and go through the door to the north. Climb up the ladder to the top, then make your way out of this place. Head back to Hyrule Field.

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Hyrule Field
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Cross the bridge to the north, and head east of Kakariko Village. Walk across the side of the water, and proceed into Zora's River.

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Zora's River
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Here, go north, and you'll find Kaepora Gaebora. He will tell you that up ahead lies Zora's Domain, and that you need the melody of the Royal Family in order to enter their domain. Now, use a Bomb to blow up the boulders nearby. Ignore the Cucco by the rocks, and jump to the easter ledge. Head down the path, and ignore the Octorok. Jump on the ledge to the left, and keep following the path. Jump into the water and climb onto the ledge. Simply keep following the path, then cross the bridge you come to. Eventually, you'll find an inscription of some sort on the ground. Stand on it, and play Zelda's Lullaby. The waterfall will weaken, revealing an entrance. Jump to it.

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Zora's Domain
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When you enter here, go north, and up the ramp, to King Zora's room. Ignore King Zora for now. Head left, and go through the watery tunnel. Talk to the Zora at the end, and play her Diving Game for 20 Rupees. She'll throw a few blue Rupees down into the water below. Jump off of the ledge and you'll land under the Rupees. Simply dive and collect the Rupees before the time runs out. Once you collect them, swim north and go up the ramp again. Go back and talk to the Zora, and she'll give you the Silver Scale, which lets you dive underwater for six seconds! If you got the Gold Scale already, however (see the Secrets and Glitches section), you lose it now.

Jump back down the waterfall, and swim north. See the small entrance? Dive underwater and go through it.

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Lake Hylia
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To the north, there is a bottle underwater. Navi will point to it by turning green. Z-Target it, and dive underwater to get it. It has a letter inside. Go back to Zora's Domain.

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Zora's Domain
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Back at Zora's Domain, head north, and go up the ramp back to King Zora's room. Stand on the pedestal, and take out the bottle with the letter inside. Z-Target him, and show the bottle to him (just press the C Button it's assigned to). He will tell you that this letter is from Princess Ruto. Apparently, the letter states that she's inside someone called Jabu-Jabu. Jabu-Jabu is the guardian of this place, and he only recently starting acting strange, when Ganondorf showed

up. So Ganondorf has been here, too. King Zora lets you keep the Empty Bottle. Watch as moves out of the way; it takes, literally, about one minute before he moves out of your way completely.

Once he finally moves, head back down, then go left, by the waterfall. To the right of the waterfall are some fishes. Catch one in a bottle, and go back up to King Zora. Head east, and follow the path outside.

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Zora's Fountain
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Out here, head east. You'll see a couple of boulders up ahead. Go to them, and place a bomb by the wall to blow it up, revealing an entrance. This is another Great Fairy's Fountain. Play Zelda's Lullaby to call the Great Fairy of Magic again. She'll give you a magic spell. This one is Farore's Wind, which creates Warp Points in dungeons. If you use it after creating a Warp Point, you can either get rid of your old Warp Point, or warp back to where your last Warp Point is. Exit the fountain, and go north. See the gigantic fish? Walk up to him, and release a fish right next to him. This will make him open his mouth, and suck the fish in, along with Link.

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Jabu-Jabu's Belly
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This is the next dungeon (obviously). Head north, and you'll find two Octoroks. Equip the Deku Shield, and deflect their nuts back at them to kill them. Attack the bubbles with your sword, and Z-Target the tonsil (at least, I assume that's what it is). Shoot it with the Slingshot to push it in, unlocking the door in front of you. Go through the door. Ignore the Biri enemy (the jellyfish-looking enemy), and simply head all the way north, to the end of the room. Go through the next door. In this room, you'll see a bunch of slimy whirlpool things, along with a green slimy thing blocking one of the whirlpools. Head north, and you'll see a weird girl.

She obviously doesn't care about her father being worried about her, and she doesn't want you here, and demands you leave. As she walks away, she steps into a whirlpool, and gets sucked into it. Go down the same whirlpool she did, and you'll end up in the lower room. Talk to Ruto, and she'll tell you that she's been in Jabu-Jabu's belly ever since she was little. She talks about some stone of hers, which must be the Spiritual Stone. Talk to her again, and she'll let you carry her around. But she says she will not leave until she finds the thing she is looking for. Pick her up, and head through the door on this platform.

In this room, you'll see a lot of bubbles (by the way, they're called Shaboms). Put Ruto down and attack them. Pick Ruto back up, and jump off of the platform you're on. Do not step on the switch in the center; instead, throw Ruto up on the second platform (not the one you just jumped off of). Now, see the red thing moving around in the water? Step beside it, and it will come up from the water. These enemies are called Stingers. Shoot them once with the Slingshot, then when they start flying fast, shoot them again to kill them. Once the enemies are dead, shoot the Gold Skulltula on the right wall.

Press the switch in the middle to raise the water level for a very short time. Climb the wall to the right, and take the Gold Skulltula Token. Press the switch again, and climb onto the platform Ruto's on. Pick her up, and head north. At the end, either shoot the tonsil, or throw Ruto at it (you can use

her as a weapon) to push it in, unlocking the door. In the next room, you will find an Octorok. Put Ruto down, and use your Deku Shield to block its attack and kill it. There is a Business Scrub to the north. Dive underwater and go through the tunnel to find it. It sells you 5 Deku Nuts for 20 Rupees, which is not worth it.

Anyway, pick Ruto back up after killing the Octorok, and wait. A platform will come down. Jump on it, and let it take you up. You're back in the second room of the dungeon. Jump to the platform, then go through the eastern door. Back in the whirlpool room, go east, and around all of the whirlpools; don't fall through any of them. Make your way to the northern door. Ignore the Bari enemy, which drops down from the ceiling. In the next room, you'll see three enemies in the ground, called Tailpasarans. When you get near them, they rise from the ground. Ignore them, and go right. Place Ruto onto the yellow switch to keep the door unlocked, then go through it.

This room seems empty, but there are a bunch of Stingers hidden underground. Walk up to one at a time, and kill it. Just kill one at a time until you kill them all. Once you do, a big chest is revealed. Open it to get the Boomerang! Yay! Exit this room. Back in the previous room, simply go all the way north, then exit the room. Talk to Ruto, by the whirlpools, then carry her back to the room we were just in. Head west, and place Ruto onto the blue switch, then go through the unlocked door. You'll see an enemy known as a Parasitic Tentacle in this room. You need the Boomerang to defeat it (which we have already, if you have been reading this guide).

Z-Target it, and walk up to it. Throw the Boomerang at the top part that's Z-Targeted to hit it. It will move up into the ceiling once you hit it. If you get too close, it will move back and swipe at you. After you hit it, move up to it, and it will move down. Quickly throw your Boomerang at it before it can hit you. After four successful hits, you'll kill it. Open the big chest that spawns to get the Dungeon Map. Exit this room, and go west (ignore Ruto for now). Navi notices that the red tentacle you just killed is gone, and it's no longer blocking the door. Now that it's out of the way, go through the door. The door will lock, and you have 40 seconds to kill all of the bubbles.

Not a problem. Just kill them all within the time limit (use the Boomerang if you can't reach them). Easy, right? After defeating them, the door unlocks, and a big chest spawns. Open it to get the Compass. Go back to the previous room, then head north. Ignore Ruto, and head all the way to the eastern side of the room. Go through the northern door. It will lock, and you'll have to defeat a Parasitic Tentacle again. This time, it's a purple one. Defeat it the same way you did the last one. After you kill it, exit the room. Go to the center of the room, and go down the hallway to the north. Proceed through the door. In this room, you'll have to fight another Parasitic Tentacle.

But not only that, it has four Biri's accompanying it! Just wait on the Biri's to get near, then Z-Target them and throw your Boomerang at them. After you kill them, kill the Parasitic Tentacle, then exit the room. Head all the way south, and exit this room completely. Back in the whirlpool room, kill all of the enemies with the help of the Boomerang, and talk to Ruto. Carry her, and go down the whirlpool all the way northwest. You'll fall down on a high platform, with a Gold Skulltula in front of you. Kill it, and use the Boomerang to take the token. Over on the eastern wall is another one. After you kill both Gold Skulltulas, and get their tokens, take Ruto and go through the northern door.

You'll see a stone on the center of the platform in this room. Ruto tells you to throw her up there, because that's the thing she's been looking for. Throw her up there, and she'll get the Spiritual Stone. She explains how the stone ended up in here. She wants you to take her home. Walk towards the platform,

and the platform will suddenly rise up to the ceiling. She'll yell, and then a giant Octorok comes down to attack you! It's not the boss of the dungeon, however; it's simply a mini-boss. First, freeze it with the Boomerang. It will unfreeze after a few seconds, and spin around. Throw the Boomerang about two or so seconds after he starts spinning.

If you time it right, you will freeze him with his back turned. Hit the green spot on his back with your sword to damage him. He will then turn around, and run around the room. Repeat the same process. If he runs into you, he will turn around. You can then freeze him with the Boomerang since his back is turned, giving you another hit. After four hits (with a regular sword slice), he will die. Pick up the Recovery Hearts he might drop, then step onto the center of the platform to be taken to the upper room. There are three pots behind you. The middle one holds a fairy, so catch it in a bottle. Go north, and through the door ahead.

You'll see two red tongue things in this room, along with an Octorok on the floor below. Jump to the floor, and kill the Octorok. He gets in the way. Once you kill it, go back up on the platform, and throw a Boomerang at the first moving jelly. It will freeze, and you can use it as a platform. Jump on it, and throw a Boomerang at the other one. Jump to that one, then to the ledge ahead. Go through the door, and in the next room, jump on the platform up ahead. This makes it go down, to the second room of the dungeon. It connects with the other platform in the room. There is another door that is now accessible, but it is locked. So, head west, and around the platform.

Grab one of the small crates, and head to the locked door. Place the crate onto the blue switch to unlock the door, then go through it. In the next room, kill the Biri enemies, then go left, and look at the vine wall. Near the bottom is a Gold Skulltula. Kill it, then climb up the wall and take the token. Climb to the top of the platform, and Z-Target the tonsil behind the web. Stand around the east or the western edge of the platform, and throw the Boomerang. If you stood at the right angle, you'll hit the tonsil, which opens the door at the northern end of the room. Climb down the wall, and go north.

Proceed through the door, to the boss's lair. You'll see a bunch of enemies that look similar to the ones you've fought. They'll connect to the bottom of the big thing connected to the middle of the room, then a boss fight commences. See the Bosses section for help on winning. After you defeat the boss, take the Heart Container. Then, step into the blue portal, which Ruto is in. She likes Link; you can tell by the way she acts. =P You will be teleported back to Zora's Fountain.

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Zora's Fountain
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When you get back outside, Ruto will startle Link, and he'll fall off the log. She'll jump into the water, and tell Link that she'll reward him with something since you saved her. Tell her you want the Spiritual Stone, which is actually the Zora's Sapphire. She thinks Link will be her husband one day (yeah right), so she gives you the Spiritual Stone of Water. Now that you have the Boomerang, there are some Gold Skulltulas you can get (namely in the Deku Tree, Lon Lon Ranch, a secret grotto, the graveyard, and one here at Zora's Fountain) that you couldn't get before. I'll tell you how to get the one here, but see the Gold Skulltulas section to see how to get the others.

To get this one, first make sure it is night. If it isn't, play the Sun's Song. While it's nighttime, walk up the log just east of the entrance to this place.

It's right beside you after you exit Jabu-Jabu's Belly. On the wall, you will see a Gold Skulltula. Kill it, and use the Boomerang to snag the token. Go back to Zora's Domain.

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Zora's Domain
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Back at the domain, speak to Ruto if you wish. Just keep heading north, and then exit this place. At Zora's River, make your way back to Hyrule Field.

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Hyrule Field
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Make your way towards Hyrule Castle. Even during the day, you'll notice that the drawbridge is closed, and that there are dark clouds around Hyrule Castle, no matter what time of day/night it is. Approach the drawbridge, and you'll see a scene. Princess Zelda and Impa are on their horse, and Zelda throws a blue object into the water. Suddenly, Ganondorf appears on his horse. He demands Link tell him where Zelda and Impa went, but Link draws his sword. Ganondorf shoots an energy blast at Link, knocking him over. He then gallops away on his horse. When you regain control, jump into the right side of the water. Z-Target the blue object, then dive into the water and get it.

This is the legendary item known as the Ocarina of Time. It's a prettier color than the last one, too. Woo! Now, you'll see a pure white screen, and you'll hear Zelda communicating with you somehow. She says that once you place the Ocarina of Time in your hand, she won't be around. She teaches you a song. Play it, and you'll learn the Song of Time. Zelda tells you to play this song in front of the altar at the Temple of Time, then you'll be back on Hyrule Field. Cross the drawbridge and enter the Market.

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Market
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Head west, and you'll see a temple to the right. Take that path, then follow it into the Temple of Time.

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Temple of Time
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In the temple, head north, and stand on the carpet by the altar. Take out the Ocarina of Time, and play the Song of Time. The three Spiritual Stones will be placed onto the altar, as the Triforce symbol above the Door of Time lights up. Then, the Door of Time opens. Go through it, and Navi will notice something. It is the legendary blade, the Master Sword! It is the only sword that is able to penetrate evil. If you want to do anything else right now as a child, DO NOT grab the Master Sword. If you do, you won't be able to return to being a kid until you clear the next dungeon. Whenever you're ready, walk up to the sword and pick it up.

Rays of light surround Link, as you see a scene where Ganondorf says that you left a gate open to the Sacred Realm, by opening the Door of Time. Uh oh. You

will hear a voice, telling Link to wake up. He introduces himself as Rauru, one of the Sages. When Link looks at himself, he sees that he has indeed grown up, and has become an adult. His tunic looks a bit darker, too. This version of Link looks a lot better, wouldn't you agree? He sounds better, too. Rauru says that Link was too young to be the Hero of Time, so his spirit was sealed in the Temple of Time for seven long years. Ganondorf entered the Sacred Realm during that time, and stole the Triforce of Power.

Since then, he has gotten much stronger. His power was drawn from the five temples spreaded throughout Hyrule. He has also ruined Hyrule completely. Rauru says that if all six Sages are awakened, it will still be possible to defeat Ganondorf and save the kingdom of Hyrule. He will grant you his power by giving you the first medallion, the Light Medallion. Back at the Temple of Time, Navi says that you won't be able to use certain weapons that you could use as a kid. As they attempt to leave the temple, a strange person appears in odd clothing. He tells you that one Sage is located in a forest, one is on a high mountain, one is in a lake, one is in the house of the dead, and one is in a goddess of the sand.

His people are known as the Sheikah, and his name is Sheik, and he's the survivor of the Sheikahs. He tells you that the first Sage is located at the Forest Temple. But you cannot enter the temple without a certain item, which Sheik says is at Kakariko Village. When he finishes talking, exit the temple.

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Market
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Go to the main part of the market, only to find out that it has been ruined by Ganondorf, completely! All the buildings, and everything else are ruined. It has also been infested with ReDeads. Just run past all of the ReDeads, then make your way to the drawbridge, which is broken as well. In that building that held lots of Rupees as a child, there is a ghost in there (which wants you to collect ten Big Poes around Hyrule Field; see the Side Quests section). You can't get too many Rupees in there, either. Leave to Hyrule Field.

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Hyrule Field
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You should know that Stalchields no longer appear, even during the night. So you can walk around Hyrule Field safely now. :) Head left, and cross the bridge that leads to Kakariko Village, then enter the village.

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Kakariko Village
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At the village, you'll notice that there's a new building that was in the Market, but moved over to here. Anyway, go northeast, and enter the graveyard.

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Graveyard
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Here, head to the graves at the left side of the graveyard. You'll notice that

this place has been infested with Poes, too. Pull the first grave on the left side of the area to reveal a hole. Jump in. You're now inside a place that's simply known as "?". Go north to find Dampe, the Gravekeeper. He has died, but he remains inside this grave...creepy. He wants to race you. Follow him the whole time. He will throw flames from his lamp throughout the race. Follow the flames if you lose him, but be careful not to run into them! At the end of the race, talk to him, and he'll disappear, leaving behind a prize (a big chest). Open it to get the Hookshot.

Go north, and through the doorway. You'll find two Time Blocks. Stand in front of them, and play the Song of Time to move them out of your way. Climb up the ledge and walk up the stairway, leading to a building in Kakariko Village.

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Kakariko Village
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If you haven't gotten the Piece of Heart in here as a child, get it now (see the Secrets and Glitches section if you want to know how to get it as a kid). Jump on the spinning blade, then onto the platform at the end with the Piece of Heart on it. Jump down, and talk to the man playing the music box in this room. He babbles on about something that happened seven years ago, when a kid with an Ocarina came in and played a certain song, even though you never did anything. Take out your Ocarina while in front of him, and he'll be so mad that he'll play the song. Play it to learn the Song of Storms. Then, make your way out of the village.

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Hyrule Field
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Go to the eastern part of the map, to the tunnel leading to Kokiri Forest. Enter the forest.

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Kokiri Forest
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You'll immediately notice a Big Deku Baba attacking you! This place has been infested with Deku Scrubs and Deku Babas, unfortunately. Defeat the Big Deku Baba just like you would any normal Deku Baba. Go west of the nearby building, and climb up the vine wall. Follow the path up to a cave. Enter it, as it leads to the Lost Woods.

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Lost Woods
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At the Lost Woods, take this path: east, west, and east. You will find Mido blocking the path. Stand in front of him, and play Saria's Song. He will say that Saria only teaches that melody to her friends, then he moves out of the way, allowing you to pass. Take that path, then go north, west, and then east, to the Sacred Forest Meadow.

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Sacred Forest Meadow

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In the meadow, head north. Navi will tell you that you might be able to sneak up on enemies in this area, or simply just sidestep your way out of it without them noticing you. The enemies in here are called Moblins. If you walk up to one and they see you, they'll rush at you with their spear, and knock you down to the end of the corridor. Look at the left and right sides. When the Moblin's back is turned, go in that direction (don't run), and hit him with the Hookshot to kill him. Go to the next corridor and do the same thing. Do this at each corridor, just be careful not to get ambushed by the Moblins. At the northern end of the meadow, you'll find a giant Moblin wielding a giant club.

Walk up to him, and he'll slam it onto the ground, sending a big pile of dirt in your direction. Trick him by going into different directions at a time, as you move closer to him. So basically, go to the center, wait until he slams his club, then move to the right, wait until he slams it, and keep moving in other directions until you get close to him. Then, strike him with your sword a few times until he dies. Take anything he drops, and continue up the stairs ahead. Link will look around, and suddenly, Sheik will fall into the room. He will teach you the Minuet of Forest, which will allow you to return to this area any time you play it.

Play the song, and you'll learn your first warp song. After you learn it, Sheik will disappear into thin air. Now, look above the log that Saria sat on. See the small part of a tree by an entrance? Hookshot to the top of that to be pulled up, and dropped onto the ledge. From there, head into the Forest Temple.

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Forest Temple

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Upon entering here, head right, and climb the wall of vines. Climb them all the way up, then get on the log platform. You'll hear some Wolfos, but they're below you. Shoot the Gold Skulltula on the northeastern wall with the Hookshot, then snag the token with it. Now, go north on the narrow log, and then use the Hookshot on the treasure chest across from you to pull yourself over to it. Open the chest to get your first Small Key. Jump down to the floor below, then kill the two Wolfos. Proceed through the door at the end of the room. In this hallway, Z-Target the Skulltula, and shoot it with the Hookshot to kill it instantly. Go through the next door.

You are now in the main room of the temple. You'll notice that there are four torches, each with a different colored flame. There's also a platform in the middle of the room. The flames disappear, and four Poes appear. Each one has a flame. The platforms in the middle also lowers. When the Poes leave, head all the way to the northern end of the room, then go through the door there. In this hallway, you'll find a new enemy, the Blue Bubble. It's a skeleton head surrounded by a blue flame. Block with your shield, and when it hits your shield, the blue flame will disappear. From there, attack it until you kill it. Anyway, proceed through the next door.

In the next room, walk up, and two Stalfos will emerge from the ground. You have to fight two at once. They aren't easy if you don't know how to fight them, but it's similar to fighting Wolfos. They constantly move around, and block every attack you do. When they attempt to attack you, that's when you attack (in other words, when they raise their blade). After you hit them, they will jump over you and attempt to hit you in the back, so be careful. After you kill both Stalfos, open the small chest to get another Small Key. Also, one of

the pots in this room contain a fairy. Go back to the main room. At the main room, head east, and you'll find a Time Block by the wall.

Play the Song of Time to remove the block, revealing a door. Go through it. In this room, head right, and kill two of the Skulltulas on the vine wall. Climb up the wall, and avoid the third Skulltula. Climb into the alcove, then go through the door. Kill the Blue Bubble in this room, and a big chest will appear. Open it to get the Dungeon Map. Head east, and go through the next door. In the next area, kill the Deku Baba, then kill the Skulltula on the vine wall nearby. Go to the end of the balcony, and look at the balcony across from you. Above it is a Hookshot mark. Hookshot onto it to drop onto the balcony, then press the red switch to drain the water of a well.

Climb up on the fence of the balcony, then jump off. Head north, and you'll see a well. There is a ladder going into the well. Climb it down, and once inside the well, head all the way north. Take the two Recovery Hearts on the way, then open the small chest at the end to get a third Small Key. Climb up the vine wall leading out of the well, then get off of the vine wall. Head north, and go through the door where the Big Deku Baba is. Once you're back in the main room, head left, and climb onto the ledge nearby. Open the locked door. Kill the big Skulltula in the hallway, then go through the door at the end. Upon entering this room, you'll see a Blue Bubble.

Kill it, then climb up the two ladders nearby. In this maze-like hallway, Navi will point out that there are arrows painted on the floor. There is also a big green block nearby. Go north, and go outside of the hallway. Follow the hallway until you see the back of the green block. Push it up until you can see a crack on both sides of the wall. This means that the block has been pushed away from the wall it was at. From there, pull it back once, then climb the ladder to the east. Go around to the left, jump off, and then you'll see the block. Pull it once, then go around it, and push it until you can't anymore. Go around the left, then head north, and push it north until it falls into a hole.

Climb onto the block, then onto the next ledge. Head down the hallway, and look to the left. You'll see a red block. Pull it back until you can't pull it anymore, then backtrack to the hallway where the green block was. Climb up the ladder in the middle of the hallway, then head right. You'll see the red block. Push it up until it's against the wall, then go back down the ladder. Climb up the green block again, then in the second hallway, push the red block all the way up until it falls into the hole. Climb on top of it, then onto the next platform. Climb up the ladder to the right, then kill the two Blue Bubbles. Unlock the door nearby.

Navi will point out that we're in a twisted corridor right now (duh). At the end of the hallway, she'll say to watch out for the shadows of monsters that hang from the ceiling. If you stay on one platform or on the floor below for too long, a shadow will be above you, and it gets bigger every second. Keep running until an enemy drops down. If it grabs you as it comes down from the ceiling, you'll be taken all the way back to the entrance of the dungeon! These enemies are known as the Wallmasters. Kill them with your sword before they go back up to the ceiling. After you kill it, climb the ladder on the platform, then jump to the locked door, and unlock it.

In this room, go down the stairs. Ignore the Poe portrait for now, then go through the door at the end of this room. You'll have to fight a Stalfos in this room. Do NOT jump down to the bottom floor. If you do, you'll be back in the room where you fought the first two Stalfos. Kill the Stalfos here, and a platform will lower into the middle of the room. You'll have to fight two more Stalfos. However, this time, after you kill one, the bones just stay on the ground. If you don't kill the second one in time, the first one will reform.

After you win the battle, a big chest appears. It contains the Fairy Bow! Head into the next room (the one with the blue carpet next to the door).

This room is similar to the one you were just in. Head up the stairs, and look at the picture to the left. If a Poe is on it, back away so you won't be too close to it. Quickly shoot it with an arrow to make it disappear. If you don't, the Poe will disappear and be in another picture in the room. There is also a picture above the first staircase, and another one just north of the second picture. Shoot all three pictures (when the Poe is in it), then the Poe will appear, and go down to the bottom of the room. Head down there. Do not try and Z-Target a Poe, or it will disappear until you stop targeting it. Instead, wait until it starts spinning, then block with your shield.

When the Poe hits you, it will stop spinning. Attack it until it disappears, then block its attack two more times, and it will reveal itself again. Keep doing this until you kill the Poe. The blue flame will then light the torch, and a chest will spawn containing the Compass. Get it, then leave the room. Go through the door to the north. In this room, shoot the three Poe portraits to make the red Poe show itself. Follow it to the bottom of the room, and fight it. Upon killing it, the torch nearby gets lit up, and a small chest appears. Open it to get the Small Key. Go up the staircases in this room, and then exit through the door.

Make your way back through the twisted corridor, then go through the door. Back in the block maze room, look above the door, and shoot the eye with an arrow. This will make the corridor return to normal, as well as make the platforms in the room get rearranged. Enter the door, and go through the corridor. Jump down, and open the big chest in the corner to get the Boss Key! Drop down the hole near the steps, and defeat the two Blue Bubbles that will ambush you. This will unlock a door nearby; go through it. In this area, defeat the Big Deku Baba, then go north, and look to the right of the door at the end to find a second door. Enter that one.

This room has a Floormaster. It's similar to a Wallmaster, but it stays on the ground, and it turns green when attacking you, making it invulnerable to any attacks during that state. Get near it and block with your shield. It'll turn green and attack you. After it hits the shield, attack it twice, and it'll split into three small hands. Quickly kill them before they reform back into a regular Floormaster. Once you defeat the enemy, the door will unlock, and a chest will appear. Open the chest to get another Small Key. Exit this room, then proceed through the other door. You're now back in the block maze room. Jump down, then climb up the two ladders.

Before you climb all the way up, however, in the first hallway, go up the ladder in the middle, and then go east. Take out your bow, and shoot the eye on the wall. This causes a small chest to drop. Hookshot to it, then open the chest to get a bundle of arrows. Okay, so maybe that wasn't really worth it, but I like to get as much as possible while writing a FAQ. Anyway, make your way to the top of the room, then shoot the closed eye above the door. This makes the corridor twisted again, so go to the twisted corridor. From there, just make your way back to the room where you killed the blue Poe (it is the room after the one where you got the Fairy Bow).

Once you're back there, head up the flight of stairs until you reach a locked door. Unlock it, and in the next room, climb down the ladder, then climb up the ladder to the right. In the corridor ahead, you'll find two Green Bubbles. These move around in a circle, and they have a green fire around them. After a few seconds, the fire goes down temporarily. Attack them when the fire is down. After you kill both of them, unlock the door at the end. In the next room, jump onto one of the spinning platforms. See that torch on the center platform? Take

out your bow, and aim it at the flame on the torch. As the platform you're on moves, continue to keep your aim on the torch (well, the flame).

When you see the frozen ice on the eye, shoot an arrow through the flame, to the ice. It will become a Fire Arrow. If it hits the ice, it will melt it, and somehow trigger the eye switch, too, which causes the previous room to be rearranged. You can also do it the easy way, and use Din's Fire to melt the ice. Jump back to the platform with the door, and go back to the last room. Just ignore the Green Bubbles, and go down the twisted corridor. Jump off of the platform, and drop down the hole in the corner. You're now in a room with a brown and white tiled floor. Over half of the ceiling (not all of it, mind you) will fall down in this room. Navi will point that out.

Start by running from the middle tiles. When you see a Skulltula drop down, go one tile above him, and run directly to the switch. If you're lucky, you'll be able to do this before the ceiling falls on you. Wait until the ceiling rises back up, then head to the small chest in the middle. Open it (from the left side) to get a bundle of arrows. Quickly head north and through the unlocked door at the end of the room. In the next room, shoot the Poe portrait to the left to drop some blocks down, and start a timer. Push the middle block to the left until it is out of the way. Push the bottom-left block directly up until it connects with the top-left one.

Next, push the top-right block down three times, then push it to the right twice, so that it connects with the other blocks. Push the southeastern one to the left, towards the other blocks, then push it up so all four blocks connect. This forms a Poe, causing the green Poe to show itself. Defeat it to light up the torch in this room, and unlock the door. Go through the door that was unlocked, and kill the Skulltula in the hallway. Enter the door at the end of the hallway, and you'll be back in the main room. Jump off of the platform you are on, and you'll see a Poe in the middle. Walk up to it, and it will split into four Poes.

You have to defeat this Poe by taking out your bow, and shooting which Poe you think is the right one. If it's a fake, it will simply disappear upon being shot. If you hit the right one, you'll be able to tell, trust me. It takes five arrows to defeat this Poe. After you defeat the fourth Poe, you have officially defeated all four Poe sisters: Joelle, Beth, Amy, and Meg. The platform in the middle will also rise up. Step on it, and you'll be taken down to the last room of this dungeon. See the two walls that are poking out? You can push them to make the walls move, giving you access to different areas in this room. Start with the wall on the red carpet.

Push it to make the walls move, revealing a small area with a switch inside. Press the switch, and a cage will open in this room. Exit the area, then go left and push the second wall (from the right side). This reveals an area in the room, which holds a switch. Press it to open up another cage. Push the wall on the blue carpet, which reveals another area. Kill the Skulltula in there, then open the chest to get a bundle of arrows. There is a Gold Skulltula on the right wall, too. Now, push the wall on the right to reveal an area with another switch. Press the switch to open the last gate.

Now, exit the area, and head directly north, down the narrow corridor. Open the big door (if you have the Boss Key), and you will proceed into the boss's chamber. Inside, walk up the stairs, then walk to the middle of the room. Try to leave the room, and a gate will block your path. Then, you'll see Ganondorf on his horse! However, he unmask himself, and you find out that it's a phantom version of Ganon. Read the Bosses section for help on winning this battle. Once you defeat Phantom Ganon, listen to the real Ganondorf's speech, then take the Heart Container and step into the blue light.

At the Chamber of the Sages, you'll find out that your old friend, Saria, is the Sage of the Forest Temple. After a short speech, she will give you the next medallion, which is the Forest Medallion. You will be carried to Kokiri Forest.

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Kokiri Forest
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At the forest, Link notices a sprout in the ground. As he looks down at it, a tree-like thing pops up. He is the Deku Tree sprout, which was able to sprout since Link broke the curse off of the Forest Temple. The sprout tells Link that the Kokiri never grow up, even after seven years, and that Link isn't a Kokiri, but is actually a Hylian. He tells you a story about Link, and how he got in the forest in the first place. After the sprout is finished talking, make your way back to Hyrule Field, then make your way back to the Temple of Time.

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Temple of Time
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Once here, head north, to the room where the Pedestal of Time is. You'll see a scene where Sheik will tell you that other Sages still need to be saved, and that you'll need to travel back in time seven years eventually. He'll teach you the Prelude of Light, which can return you to the Temple of Time whenever you play it. Play the song, and you'll learn it. Sheik will then disappear, and you can now return to being a child whenever you want. Unless you want some items, like Pieces of Heart, there's no reason to return to being a kid right now. So, exit the temple, then head to Kakariko Village, and to Death Mountain.

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Death Mountain
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This place now has red boulders (which you can't break right now), along with big boulders that roll down the mountain. Make your way up the mountain, and enter Goron City.

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Goron City
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Head down to the second floor (from the top, that is; not the bottom). You'll see a small Goron rolling around. Place a bomb when he's coming near, and hope he gets hit by the explosion. Keep trying until you hit him with a bomb. He'll think you work for Ganondorf, and say his name is whatever you named yourself when you started the game. Talk to him once he gets up, and he'll get carried away, and talk about how he wants your autograph. But then he'll say that his dad, Darunia, went into the Fire Temple to fight an ancient dragon, and that he'll be eaten if you don't hurry to the temple. When he starts crying, ask him about the dragon.

He will explain to you that the dragon is named Volvagia, and that he was defeated a long time ago. However, he's been revived. Next, ask him about the Gorons, and he'll tell you that Ganondorf's minions took the Gorons, and that Ganondorf threatened to feed the Gorons to Volvagia as a warning to what

happens to those who oppose him. He then gives you the Goron Tunic, which is a heat-resistant tunic that you will be needing. The two doors at the bottom floor will then open. Jump to the bottom floor, then go to Darunia's room. There is a statue in the room, where Darunia used to stand. Pull it back to reveal an entrance. Take the entrance to Death Mountain Crater.

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Death Mountain Crater
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Without the Goron Tunic equipped, you'll only be able to last a certain time in the crater before collapsing. Equip the Goron Tunic if you haven't already, and then head to the broken bridge to the left. Hookshot onto the bridge itself, not on the wood above it. You'll hang on the bridge. Climb up, then cross the bridge, and Sheik will appear. After a short speech, he'll teach you a new warp song, the Bolero of Fire. Play it, then Sheik will disappear, like always. When you regain control, head north, then go west. You'll find a very deep hole, with a ladder. Climb the ladder all the way down, and then proceed into the Fire Temple.

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Fire Temple
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Head north, and go up the stairs. Then, enter the door to the left. You will see Darunia in this room, on a ledge you can't reach. He's by the boss door. He tells you that Ganondorf revived Volvagia, and that he's going to try and stop him, even though he doesn't have the legendary hammer needed to defeat the big dragon. He also says that his fellow Gorons are imprisoned throughout this dungeon, and he wants you to rescue them. When Darunia leaves, jump on the platforms to the left. Step on the switch on the last platform, and the gate next to the switch will open. Talk to the Goron inside, and he'll tell you that to reach Volvagia's room, you need to find a platform on the ceiling.

Once the Goron leaves, open the chest inside the cell to get a Small Key. Now, jump back across the platforms until you reach the door you entered from. Go through the door, and unlock the door directly ahead in the previous room. In the next room, cross the long bridge, then jump to the small walkway to the left. Make your way north, and jump on the platforms sticking out of the lava. Go through the door (ignore the Time Block for now) at the end. Go through the dark hallway, and step on the switch at the end to open the gate. Talk to the Goron, and he'll tell you that a wall that can be destroyed will make a different sound than a normal wall if you strike it with your sword.

The Goron's "special crop" he refers to are bombs. When he leaves, open the chest in his cell to get a Small Key. Exit this room, and then go south, and step in the middle of the platform. Play the Song of Time, and the Time Block above will teleport down. Climb onto it, then onto the platform above. Go through the door. In the next room, eight tiles will pop up from the floor, and attack you. Use your Hylian Shield, and when the tiles hit the shield, they will be destroyed. After they're all destroyed, use the Hookshot to freeze the slimy enemy, the Like Like, at the end of the room. If you don't, and you try to attack it head on, it will suck you up.

If it sucks you up, it will take your Hylian Shield, and your Goron Tunic. It can't take the Kokiri Tunic, however. After it's frozen by the Hookshot, walk over to it and attack it two times to kill it. Kill the Gold Skulltula on the wall, then take the token. Exit the room. Back in the previous room, head

north, and jump across each platform you find. Make your way up the wooden plank you'll find, then jump to the ground at the north. Head right, and up to the door. Cross the wooden bridge. Don't unlock the door yet; instead, run down the wooden plank, and head all the way north, to the ground. Walk up the hill, and place a bomb by the weird part of the wall to blow it up, revealing a door.

Go through the door, and step on the switch in the room to open the gate. Talk to the Goron, and he'll say that there are switches you need to cut in order to activate, but you can also use the special crop (bombs) to do it. After the Goron leaves, open the chest in his cell to get another Small Key. Leave the room, then head west, and walk up the wooden plank. Unlock the door in front of you. In the next room, walk onto the wooden plank, and you'll slide down. There is a small hole of lava in the center of this room. Fire will come gushing out of it, going towards the top of the room. Behind you is a chained wall. Climb the west part of it to the top.

Stand on the edge, and head left, slowly. Kill the two Keese with the bow or the Hookshot, then walk onto the platform. Jump off of the left side, and land on the small ledge. Push the block in front of you off of the platform, and into the lava in the center. Jump down and land on the platform, and when the fire comes gushing out, the platform will rise to the top. From there, unlock the locked door at the top room. In the next area, you'll see a Goron in a cell that you cannot unlock yet. For now, head left, and climb onto the platform to be introduced to a new enemy: the Torch Slug. You have to put the flame out on its back, then attack it. Use the Hookshot to freeze it.

Then, attack it until it dies. If you don't kill it fast enough, the flame will relight on its back. Climb up the next platform, and kill the next Torch Slug. Across from you is a crystal switch. Ignore it for a moment. Jump to the ledge where the crystal switch is, then push the block in front of you down onto the floor. Now, jump down, and pull the block onto the symbol on the ground. When it can't be pulled anymore, climb onto it, then jump to the platform on the right. Climb up the chain wall, then climb onto the lower platform to the left. Go to the northern end of the platform, and drop a bomb down the platform. It will explode, triggering the crystal switch.

This will also cause a wall of fire to be removed from a chain wall, for a very short amount of time. Climb onto the platform behind you, then climb up the chain wall before the wall of fire reforms. Enter the door at the top of the room. You're in a maze-like room now, and the view looks screwy. There are also rolling boulders throughout the room. Anyway, head east, and go all the way north to a switch. Press it to open the gate, then talk to the Goron. He will tell you that there are fake doors in this dungeon, which slam down onto you if you don't move. He also says that a sample of the Goron's "special crop" blows the doors up. Open the chest in his cell for a Small Key.

From where you are, head all the way north. Head towards the northeast, and the view will return to normal for this small area. Strike the left part of the wall, and you'll hear an odd sound. Place a bomb there to blow up the wall, revealing a small area with a Gold Skulltula. Kill it, and get the token, then head back into the maze. Head north (from your perspective), and to the right is an opening. Take that opening to find a door, then enter it. In the next room, press the switch at the end of the hallway to open the gate. Speak with the Goron, and he'll tell you that you can put out a fire on you by swinging your sword or by rolling.

After he leaves, open the chest in the cell to get a Small Key. Leave the room, and head directly north until you come to a locked door. Unlock it. In the next area, there is a very narrow walkway, along with a platform with three Recovery Hearts to the left. Be very careful, because if you fall, you'll fall all the

way down to the room with the wooden bridge. Shoot the eye with an arrow on the north side of the wall, which opens the locked door to the right. Go through it, and head east. Open the big chest to get the Dungeon Map. Exit the room, and then unlock the locked door in the room. In the next room, walk across the narrow walkway, then jump to the caged floor.

A flame wall will appear, and follow you all the way to the northern end of the caged floor. Head all the way north, and jump to the platform at the end of the room. Then, climb onto the second platform and go through the door. In the next area, jump onto the platform ahead, then kill the Torch Slug. Place a bomb on the cracked part of the floor to blow it up, revealing an opening. Climb down the chain wall to the bottom of the pit, then follow the hallway to a switch. Press it to open two gates. Talk to the Goron, and he'll talk about some enemy that dances, which we'll have to fight soon. When he leaves, open the chest in the cell to get a Small Key.

Go back through the hallway, and climb up the chained wall. Back in the maze room, jump to the small platform to the north, then jump on the platform to the right. Step on the switch to open a gate somewhere. Now, jump on the next ledge ahead. Kill the Torch Slug, then jump on the small walkway. Make your way to the north, then kill the Torch Slug on the eastern platform. Jump to the Goron's cell, then talk to him. He tells you to try playing your Ocarina when you see an area in the room that you cannot reach. Somehow he gets out of the cell. Open the chest in the cell for a Small Key. Now, make your way back north to the door we entered here from (but don't fall off!).

Back in the previous room, jump onto the caged floor, and the wall of fire will appear again. Jump onto the caged floor in the middle, then go to the left or right side of the caged floor. From there, jump to the platform where a locked door is. Unlock it, then go through the door at the end of the hallway. This room is slightly hard to navigate, because there are objects which spit fire, there are rolling boulders, and almost everywhere you walk, a wall of fire pops up, and you will usually run into it. Head east, and navigate your way to the eastern door. In that room, open the big chest to get the Compass. Exit the room, and head west.

Navigate through the walls of fire until you reach a door on the right. Unlock it. In the next room, go through the door at the end. You're now on the other side of the flame walls you couldn't go past earlier. Navigate your way to the left until you reach a switch. Press it, and the big flame wall to the north will disappear for a short time. Simply head west, then directly north, then jump onto the ledge. Now, place a bomb by the door ahead (it's a fake). It will explode and reveal a real door. Go through it. In this room, a fire creature will pop out from the ring of fire, called a Flare Dancer. Z-Target it, then use the Hookshot on it to pull the black creature out of the fire.

Then, attack it with your sword. Chase it, and keep trying to attack it. It will eventually jump back into the ring of fire, and reform into fire. Use the Hookshot at it again, and attack it. Keep doing this, and after awhile, you'll kill it. Once you defeat the Flare Dancer, the fire in the center of the room disappears, and the door unlocks. Jump onto the center platform, and it will rise up, carrying you to the top part of the room. Go through the door. In the next room, ignore the crystal switch for a moment, and go east. Climb up the chain wall, then go to the middle of the platform. Head east, and drop a bomb off of the platform.

When it explodes, it will trigger the crystal switch, lowering the fire. Climb up the chain wall, then go through the door. In the next room, jump onto the platform, and step on the switch. This causes a ring of fire to lower from a big chest, but only for a very short time. Walk around the very circular and

narrow stairway to the chest. If you fall, you'll fall to the first floor, so be extremely careful. The big chest contains the Megaton Hammer! Now, jump to the platform left of the chest, and make your way north, back to the entrance of the room. There is a raised tile to the left of the door. Smash it with the Megaton Hammer to send it down to a ground below.

Drop down, and you'll see a weird statue. On either side of the statue, use the Megaton Hammer on it to send the piece of the statue flying. Do this for both pieces, then go through the revealed door. In the next room, kill the Fire Keese, then use the Megaton Hammer to smash the small piece of tile poking up. This will make a stairway form, going down. Now, pick up a small crate behind you, and head down the stairs. Place the crate onto the blue switch to open the door, then go through it. In the next room, smash the big tile to the right with the Megaton Hammer to send it down. Jump down and land on the platform. Climb onto the platform behind you, then use the Megaton Hammer to smash in the rusted switch, opening the door in front of you.

Go through the door. In the next room, jump across to the platform at the end, then smash the rusted switch to open a gate below. Jump down, and talk to the Goron inside. He will tell you that there is a door at the entrance of the temple, but it is blocked, and the "special crop" won't work on it. After he leaves, open up the chest inside the cell to get a Small Key. Exit the cell, and if you didn't earlier, play the Song of Time to create a Time Block. Use it to get back up onto the platform above you, then go back through the door. Back in the previous room, jump to the center platform. Smash it with the Megaton Hammer to send it all the way down. Jump down and land on the platform.

We can't go to the boss yet, since we have no Boss Key. For now, jump to the platform to the right, then go through the door. Back in the main room, go to the entrance, and head right. Smash the three pieces of statue with the Megaton Hammer, then unlock the door. In the next room, defeat all of the Torch Slugs and Fire Keese. This will unlock the door ahead, so go through it. You'll have to block the attacking tiles in this room. After they're gone, defeat the Like Like, then kill the Gold Skulltula on the wall. Proceed through the door to the west. In here, you have to fight another Flare Dancer. Look at one of the above paragraphs if you forgot how to beat it.

After defeating it, the fire on the center platforms disappears, the two doors unlock, and a chest appears. Open the chest to get some Bombs. Now, go through the southern door. Smash the rusted switch in here to open two gates. Open the big chest to get the Boss Key, then talk to the Goron. He will simply tell you to save Darunia, then he'll leave. Exit through the northern door. At the main room, go up the stairs, and enter the western door. Jump across the platforms to the boss door, then unlock it. In the boss's room, jump to the big platform in the middle. Then, the dragon, Volvagia, will emerge from one of the lava holes in the room.

Read the Bosses section for help on defeating Volvagia. Once he is defeated, get the Heart Container, and step into the blue light. You will witness the big red cloud over Death Mountain disappear, returning the cloud to normal. At the Chamber of the Sages, it is revealed that Darunia is the Sage of the Fire Temple. After a short speech, he gives you the Fire Medallion.

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Death Mountain Crater
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Back here, head west, and cross the bridge. At the end of it, use the Hookshot on the broken end of the bridge. Pull yourself up onto the platform, then head

west. Smash the three big rocks (it takes two hits per a rock). The ones on the right are blocking a path. Take the path to a Great Fairy's Fountain. Inside, play Zelda's Lullaby on the Triforce symbol to make the Great Fairy of Wisdom appear. She will grant you twice as much magic power as you had before! This will help a _lot_, and eventually you'll really need it. Exit the fountain, and head back to Goron City.

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Goron City
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Exit Darunia's room, then head up the flights of stairs in the city. Make your way to the entrance of the city, then exit onto Death Mountain. From there, make your way all the way down to Kakariko Village. Leave the village, and head east to Zora's River.

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Zora's River
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At Zora's River, go north, and jump to the platform to the right. Make your way through the river, avoiding all Octoroks. Play Zelda's Lullaby when you get in front of the big waterfall, then jump to the entrance of Zora's Domain.

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Zora's Domain
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What has happened to this place? It has completely frozen over, along with every single Zora in it, too! Head north, and proceed to King Zora's room. Maybe he's alright...uh, nope! Also frozen. Head east, and follow the path out to Zora's Fountain.

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Zora's Fountain
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Out here, you'll also notice that it is half frozen, and that Lord Jabu-Jabu is also gone! Looks like Ganondorf has invaded this place, too. Go to where Jabu Jabu used to be, and you'll find several slippery ice platforms. Jump from each one. Some are spinning, like the two that carry you over to an ice platform with a Piece of Heart on it. Get the Piece of Heart, and jump back over to the other stationary platform. Jump from the rotating platforms, then to the last stationary one, and then to the cavern in front of you.

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Ice Cavern
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We have to go here before we can continue to the next temple. Anyway, when you get here, head all the way north, while avoiding the icicles that fall from the ceiling. You'll end up in a room with an icy floor, and four clear enemies made of ice, named Freezzard. There's also a spinning thing with spikes on it that spins around the room. Combined with the fact that this room is slippery, and that the Freezzards will freeze you when they hit you (hence the name), this

doesn't make for a pretty place. Kill all four Freezards. It takes three normal sword strikes, and two jump attacks to kill one. If you get frozen, tap all buttons as fast as possible to break free quickly.

Freezards will also teleport if you don't kill them fast enough. After you kill all Freezards in the room, the gate in front of you will then open. Go through the tunnel that was just opened, and slash away the blue icicles blocking the path. Continue, and you'll see that the next room contains something that has two icy blades spinning on them, along with Silver Rupees spreaded around the room. There are a few by the spinning blades, one at the left side of the room (slice away the icicles to find it), and another one high up. To get it, climb onto the platform at the northern end of the room, then jump and grab it.

After you get all of the Silver Rupees, the gate in the room opens. Also, there are pots that spin and attack you in this room, so be careful. After the gate is opened, climb up on the platform, and go through the tunnel that was opened. Ignore the Freezard, and avoid the moving spiked things. Keep going until you reach the next room. In the next room, kill the Freezard on the icy floor, and all of the Ice Keeses, which will freeze you if they touch you. Then, climb onto the icy walkway, and kill the Freezard you will see. Get the three Recovery Hearts on the platform in front of you if you need them, then head left and jump over to the second walkway.

See the circular thing with a blue flame on it? Empty out all of your bottles of whatever they might have inside (including fairies), then use all of your bottles in front of the fire. You'll get some Blue Fire in a bottle, which you will need in this cavern. Kill the Freezard on this walkway, then go to the end of the walkway to find a big chest covered in red ice. Pour a bottle of Blue Fire on it to melt it, then open the chest for the Dungeon Map. Go back to the Blue Fire, and fill the bottle you just emptied with more Blue Fire. Exit this room. Back in the spinning blade room, jump down, and use Blue Fire on the red ice wall to the left.

This will melt it, revealing a tunnel. Go through the tunnel, and in the next room, you'll see a place where you can fill up with more Blue Fire. To the left is a red block of ice holding a Piece of Heart. Melt it with Blue Fire, and get the Piece of Heart. To the right is another ice block, which houses a chest. Kill the two Keese on the wall, then melt the ice and open the chest, which has a Compass inside. Make sure all of your bottles are full of Blue Fire, then leave this room. Back in the spinning blade room again, melt away the ice wall on the right side of the room, then go through the tunnel revealed. In the next room, first get rid of the Ice Keese, as they will get in the way.

Once you get rid of all the Ice Keese, we have a puzzle to do. Go back to the entrance of the room, and look at the ice platform. You can push it, and we have to use this to our advantage to collect all of the Silver Rupees in this room. Start by simply climbing on it, then jumping to the small platform with the Silver Rupee. Go north and get the next Silver Rupee, then go to the ice platform, and push it to the left side of the room. It will connect to a tall ledge with a Silver Rupee on it. Then, push it to the northern side of the room, then get the Silver Rupee on the small ledge. If you need some money, jump to the platform ahead with Blue Fire, then play the Song of Time.

Doing that creates three Time Blocks, which lead to a few red Rupees (they're worth twenty each, but you probably knew that already). Push the ice block off of the cliff, and it will respawn at the entrance of the room. Push it north, directly onto the icy platform. Then, push it to the right, where it will connect to the bottom of the wall. Climb onto the block, then onto the ledge. Melt the red ice, and get the last Silver Rupee. After you collect all of the

Silver Rupees, the gate will open in this room. Push the ice block off of the cliff, and when it respawns, push it left, then up, then right, then right again, then down, so that it connects with the wall where the gate opened.

Climb onto the block, then into the tunnel. Go through the tunnel, and kill the Freezard, then melt the three ice blocks in front of you. It looks like a dead end, but the wall is really a door. Go through it. You will have to fight a White Wolfos in this room. It's a bigger version of the regular Wolfos, and it is more powerful, obviously. This one can be defeated by one strike at the back. If you want to do it the hard way, fight it the same way you would any normal Wolfos. Once you defeat it, the door unlocks, and a big chest appears. Open the chest to get the Iron Boots. You can now walk underwater! However, you walk very slowly with them equipped.

You will now see Sheik. He will tell you that he managed to rescue Princess Ruto from the thick ice sheet, but no one else. Ruto headed for the Water Temple (which, mind you, is THE most annoying dungeon in any Zelda game ever created), and the monster in the temple is the cause of Zora's Domain being froze over. He plays the Serenade of Water, so you do the same, and you'll learn the song that can warp you to Lake Hylia, which is where the Water Temple is located. When Sheik disappears, look behind the chest that had the Iron Boots. You'll see a pool of water. Jump in, and put on the Iron Boots to sink. Since you don't have the Zora Tunic yet, you won't last long underwater.

So, walk over to the door at the end and go through it. Exit the pool of water, then take off the Iron Boots and jump to the lower floor. You're now back in the main room. If you don't have any Blue Fire, take the northern exit to the spinning blade room, then head east to the next room, which has Blue Fire. You will need at least one bottle of Blue Fire before exiting this cavern. Go back to the main room, then take the southern exit, and head out of the cavern. Go back to Zora's Domain.

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Zora's Domain
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Go north, and use Blue Fire to melt the ice off of King Zora. Stand on the pedestal at the entrance of the room, and talk to him. He will thank you for saving him, and in return, give you the Zora Tunic. It's a blue tunic which allows you to breathe underwater, so now we can safely go to the Water Temple! Play the Serenade of Water, and warp to Lake Hylia.

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Lake Hylia
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Here, simply head north and jump off, lading into the small body of water. Put on the Zora Tunic and the Iron Boots, and while underwater, take out the Hookshot. See the blue switch above the closed gate? Shoot it, and it will pop off, opening the entrance to the Water Temple.

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Water Temple
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Upon entering here, take off your Iron Boots, and climb onto the platform. This whole dungeon consists of raising and lowering the water level. Anyway, jump

into the water and put on the Iron Boots. When you sink to the bottom, head right, and go through the hallway with two torches next to it. At the end of the hallway, you'll be in a room where you'll see Ruto! She'll talk about how Link is her fiancée (what the crap? O_o), but then she'll say that there are three places where you can change the water level, and then she'll tell you to follow her. When she floats up, take off the Iron Boots and float to the top. When you get to the top, pull yourself up out of the water.

Ignore the Triforce symbol on the wall for a moment. Go through the door in front of you, and you'll be introduced to a new enemy, called the Spike. When you get near them, they turn from a normal ball to a spiked ball. Attack them to turn them into a ball, then attack them quickly to kill them, before they become spiked again. Upon defeating them, a chest appears. Open it, and you'll receive the Dungeon Map. Exit the room, and stand next to the Triforce symbol on the wall. Play Zelda's Lullaby, and the water will drain out fully. Jump down all the way to the bottom floor, then either use Din's Fire to light the torches, or shoot an arrow through the flame as a makeshift Fire Arrow to light them up.

Either way, once you've lit them, the door in front of you will open. In the next room, you'll find three Shell Blades, which are basically clam shells. To defeat them, wait until they open their shell, then shoot the red spot in the shell with the Hookshot. After defeating them, open the chest that appears to get a Small Key. Exit the room, and exit the hallway. Back in the main room, head all the way north, and climb onto the ledge. Push the red block until it falls into the water, then jump in and equip the Iron Boots. Walk to the end of the hallway, then equip the Kokiri Boots. Climb onto the ledge, then kill the Tektite in this room using your bow (unless it jumps off).

Strike the crystal switch nearby with your sword, which will cause a pillar of water to rise up in the middle of the room. Jump to it, then to the platform ahead. Go through the door. In this room, the water currents move in a circular pattern. Jump into the water and equip the Iron Boots. When you sink all the way to the bottom, take out the Hookshot, and shoot the crystal switch inside of the serpent's mouth underwater. A gate will open. Quickly head north, and look at the opening above you. Equip the Kokiri Boots, and move forward. If you missed the opening, quickly equip the Iron Boots, and hold forward, and hope you land on the platform. Then, quickly head north, to the Shell Blades.

Kill the Shell Blades, and then float up (equip the Kokiri Boots). Open the chest here to get another Small Key. Hit the crystal switch nearby to open the gate again; jump into the water and float down with the Iron Boots, then float back up to the surface of the water. Exit through the door in this room. Back in the previous room, murder the Tektite, and use the Hookshot on the mark across from you. Climb onto the ledge and jump into the water. Sink, then go to the end of the hallway, and look up to find a Hookshot mark. Hookshot to it, and climb onto the ledge. Equip the Kokiri Boots, then head east. Go through the hallway, and place a bomb on the cracked floor at the end of it.

Drop into the water revealed, and sink using the Iron Boots. Kill the Shell Blade, and at the end of the hallway, rise up with the Kokiri Boots. Swim to the ledge, and then press the switch. Doing this will cause the water (in this room only) to rise, along with a serpent head, which has a Hookshot mark on its neck. Hookshot to it, and then kill the two Tektites. Go to the gate at the end, and do a Spin Attack. This will hit a crystal switch inside the gate, opening it. Kill the Gold Skulltula inside, and get the token. Jump back into the water, then sink. Fall down the hole, and rise back up with the Kokiri Boots at the end of the hallway.

Climb onto the ledge, then exit the hallway. Back in the main room, go north,

and unlock the door directly in front of you. In the next room, head north, then look back, and up. Hookshot to the Hookshot mark, then you'll see a Triforce symbol. Play Zelda's Lullaby, and you'll raise the water a bit (not all the way). Now, use the Iron Boots to sink. Look at the entrance of the room, and you'll see a hole that was revealed (the platform that you stood on at the entrance rose up, which had a hole under it). Go through the hallway, and in the next room, hit the crystal switch in the corner. This opens a gate, causing some enemies to drop down.

Run away, and kill all of the enemies after they drop. Another gate at the northeastern corner of the room will open. Head there, then equip the Kokiri Boots, and float to the top. Open the chest to receive a Small Key. Now, go back in the water and sink, then go through the hallway. Float up at the end of the hallway, and let Link float to the top. Climb onto the ledge with the door, then go through the door. Back in the main room, jump into the water, and sink to the bottom with the Iron Boots. Head to the hallway where two torches are beside it, and you'll be back in the room where you met Ruto. Float to the top using the Kokiri Boots, then climb onto the middle ledge.

Bomb the cracked wall to reveal an entrance. Head inside the room, and open the chest to get a Small Key. Head back into the water, and sink. Exit Ruto's room, and once you're back in the main room, float up to the top. Swim around until you find a Hookshot mark over a hallway. Hookshot to it, and then go through the hallway. Look up, and Hookshot to the mark on the wall, then Hookshot to the northernmost mark on the ceiling. Now, look behind you, and you'll see a pillar of water covering a big chest. Go right beside the water, and shoot the crystal switch in the room with an arrow. This causes the pillar of water to lower for a very short time. Open the chest to get the Compass!

Jump back down, and go back to the main room. Now, look around for a locked door, then open it. Step on the pillar of water, and wait on the Tektite to fall down. Kill it, then stay on the pillar of water. Shoot the crystal switch in this room, and the pillar of water rises. When it reaches the top, jump, and enter the door. Up here, you'll find a Triforce symbol. Play Zelda's Lullaby while standing in front of it, and the water will rise to the max. Jump into the water, and swim right to find another locked door. Open it. In the next room, look at the west and east end of the wall. Shoot the Keese on both ends of the wall.

Now, jump down, and land on the first platform. Jump down again, and land on the second platform. When it lowers all the way, use the Hookshot on one of the moving platforms. Look up, and keep Hookshotting to each of the moving platforms until you get as high as you can go. Then, Hookshot to the mark on the ceiling, and unlock the door in front of you. In the next room, look to the right to find a red crystal switch. Shoot it with an arrow to turn it blue, and make the serpent heads rise up, as well as the water for this room. Now, Hookshot to the mark on the serpent's neck. Then, shoot the crystal switch again to lower the serpent heads.

Head left, and look on the wall across from you. Hookshot to the mark, then climb on the head and get across to the other side of the platform. Shoot the crystal switch again, then Hookshot to the serpent's neck at the left. Shoot the crystal switch yet again, then climb onto the serpent's head. Finally, shoot the crystal switch again, and the head will rise up, allowing you to reach the platform in front of you. Climb onto it, then Hookshot to the Like Like, so that you won't get hurt by the spikes, and in the process, freeze the Like Like. Kill it, then break the pots nearby if you need to. Either way, proceed through the door.

In the next room, you'll see an odd-looking tree. The rest of the room, aside

from the center, is filled with water. Odd. Walk to the end of the room, then go back to the tree. You will find a shadow of Link, and you'll have to fight the hardest mini-boss in the game: Dark Link! He won't have the name "Link" unless you named yourself that, however. He will mimic every sword attack you do, and jump away every time you try and attack him while Z-Targeting. He will also jump on your sword and try to attack you from there. Just don't use the Z-Targeting. There are a few ways to defeat him. For one, you can just keep casting Din's Fire (but you won't have enough magic to kill him).

For two, you can try and smash him with the Megaton Hammer, which deals decent damage to him. For three, if you have the Biggoron's Sword, you can just attack him normally without any trouble. And finally, the fourth (and main) way to beat him is to just do a vertical slice repeatedly. You will take some hits, but eventually you'll penetrate through his, and hit him. You can also hit him while he's off guard, to avoid taking damage, but that's rare. Use any method of your choice to defeat him. After you beat him, the door at the end of the room will unlock, and the chamber will turn into a normal room. Go through the door that was unlocked.

Here, open the big chest to get the Longshot, which replaces the Hookshot. This is a much better version of the Hookshot, which extends twice as far! Now, go behind the chest to find a Time Block covering a hole. Play the Song of Time, and it will disappear. Drop down the hole, and you'll be in a new room. In this room, water is pouring down. There are also many vortexes throughout the room, which can suck you up if you're in range of them. Jump into the water, and when you come to vortexes, swim as far away from them as you can. If you want the Gold Skulltula you'll find on the wall, equip the Iron Boots (away from the vortex, of course), and use the Longshot to kill it and get it.

Keep swimming, and move towards the small platform. Climb onto it (it's a little difficult, but possible), then look at the wall across from you. Shoot the eye switch with an arrow to open the gate to the left for a short time. Longshot to the chest, then open it to get a Small Key. Now, go through the hallway, then jump into the water, which is the room where the water is moving in a circular pattern. Get onto the platform, then go through the door. Kill the Tektite, then Longshot to the mark ahead. Climb onto the platform, and then jump into the water. Sink, and at the end of the hallway, rise by using the Kokiri Boots. Swim all the way to the top of the main chamber.

Then, look around for a corridor. Enter it, and jump into the water at the end. Equip the Iron Boots to sink, then pull the block in this room until it falls. Go back to the main chamber, then drain the water completely (sink and go to Ruto's room, then rise, and play Zelda's Lullaby in front of the Triforce symbol at the top) and then go back to the main chamber. This time, go back inside the middle tower, and go north. Look behind you, and Longshot onto the platform. Play Zelda's Lullaby in front of the Triforce symbol, and you'll slightly raise the water level. Now, rise to the top, and go through the door. Back in the main room yet again, walk around the circular platform until you see an eye switch.

Shoot it with an arrow to open a gate for a very short time. Quickly use the Longshot to get inside the corridor before it closes up. Now, go through the corridor, and push the red block up until it falls in place. Head east, and open the chest in that area for a Small Key. Go north, and use the Longshot at the target above you. Back in the main chamber, jump into the water, and enter the door on the left side of the room (use the Dungeon Map/Compass to see where exactly that is). Stand on the water, then kill the Tektite when it falls. Shoot the crystal switch while still standing on the water, and when the pillar of water rises up all the way, jump and go through the door.

Play Zelda's Lullaby in front of the Triforce symbol to raise the water level up to the max again. Jump into the water, and sink to the bottom. Head all the way to the northern part of the map, and fall down the hole. Go through the area, and at the end of the area, turn around, and look up at the wall. Use the Longshot at the mark, then go through the locked door. In the next room, jump into the water, and then sink. Go all the way north until you reach a wall, then equip the Kokiri Boots. Keep swimming up until you finally reach the ledge and the door. Go through the door. Here, jump down, and into the water. Climb onto a ledge, and kill the Stinger enemies.

Once they're gone, look at the walls on the northeastern and southwestern part of the room (use the map). The walls look odd. Place a bomb by each one to blow it up. Enter the southwestern wall to find a block. Push it all the way north until you hear it stop, then go to the other side of the wall, and pull it. Go back to the other side of the wall, and push it into the water. It will land on a switch, causing the water in this room to rise. Go up the steps nearby, then go through the door. In this room, kill the Tektites across from you using the bow, then press the nearby switch to raise three pillars of water. Jump from each one until you get to the platform across the room.

Then, go through the door. You're back in the room with Tektites, vortexes, and rolling boulders. Look on the eastern wall to find a Gold Skulltula. Kill it and get the token, then jump in the water and put on the Iron Boots. Head north and drop into the hole, then kill the Shell Blade underwater. At the end of the corridor, rise up with the Kokiri Boots, and unlock the door. Open the chest in here to finally get the Boss Key. Now, play the Serenade of Water and warp to Lake Hylia. Enter the temple again, and back at the main chamber, head onto the platform in the center. Longshot to the serpent at the northern part of the chamber, then go through the door ahead.

In this room, go to the left or right part of the wall. When the first blade hits the wall, run up the steep slope. Do not stop running at all, and only run north; do not run in any other direction. If you do, you'll slide all the way down the slope. You should get up there safely. When you do, proceed through the boss door. In the boss's chamber, Navi notices that the water looks odd. Jump onto one of the four platforms in the water, and you'll see a scene where the water monster, Morpha, appears. Read the Bosses section for help. After you defeat Morpha, take the Heart Container and step into the blue portal. The Sage of the Water Temple, Princess Ruto, will give you the Water Medallion.

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Lake Hylia
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When you get back at Lake Hylia, all of the water will rise back up, and this place will return to being a lake once again. Sheik will talk with Link for a moment, then he'll vanish onto a tree, and jump into the lake. Now is that not some ninja skills, or what? >_> Unfortunately, Zora's Domain is still frozen over, unless you become a kid again. Head north. See that small pedestal that Navi points at? Stand on it (not all the way on it, just the bottom part), and make it nighttime (if it's not already). Play the Sun's Song again to turn it day. While standing on the pedestal, shoot the morning sun with an arrow. This will cause a Fire Arrow to drop down onto the platform ahead.

Jump into the lake, and swim to the platform. Grab the Fire Arrows. We'll need them eventually. Now, play the Prelude of Light, and warp.

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Temple of Time
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At the Temple of Time, simply exit. Exit the Market, as well. On Hyrule Field, make your way to Kakariko Village.

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Kakariko Village
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Here, you'll notice that half of the village is covered in flames! Link sees Sheik by the well, and runs over to him. The wooden thing on the well breaks off, and something comes up from the well, and throws Sheik over onto the ground. The shadowy figure then moves around the village, and attacks Link. We then see Link waking up, with the fires gone. Sheik tells him that the evil spirit of the village has been released. Impa sealed him up into the bottom of the well, but he broke free of the seal. He tells you that Impa went to seal the creature in the Shadow Temple, alone. She is one of the sages, as Sheik reveals. There is an entrance to the Shadow Temple at the Graveyard.

However, you won't be able to reach it normally. Sheik will teach you the Nocturne of Shadow, as that is the only way you can gain access to the temple. Play the song. Then, Sheik will disappear. Before we go to the temple, we have an item we need to get. First, warp to the Temple of Time, and become a child. Then, return to Kakariko Village. North of the well, up the stairs to the right, is a door leading to the windmill area. Go through it. In there, stand in front of the man playing a juke box, and play the Song of Storms. This will make the windmill spin at a very fast rate. This also causes the well to drain of its water. Head back outside, and climb down the ladder of the well. Enter the Bottom of the Well.

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Bottom of the Well
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Start by crawling through the crawlspace at the entrance. In the next room, climb down the ladder, and kill the big Skulltula. Head north, and you can walk through the wall. It's really a fake wall. In the next room, head northwest, and you'll see a pile of dirt with a red mark on it. Place a bomb there to blow it up, revealing a hole. Jump down the hole, and open the chest for Bombchus. Climb the chained wall back up. Head left, and go down that hallway. If you find the Green Bubble, kill it when its green fire vanishes. Keep going down the hallway, and kill the big Skulltula. Z-Target the face on the wall, and press Up C. It says "Danger above", whatever that means.

Hug the left wall. If you don't, you'll fall through a fake floor to a lower level. Bomb the pile of dirt to reveal a chest containing Deku Nuts. Now, hug the wall again, and keep heading north. Stand on the Triforce symbol, and play Zelda's Lullaby. Doing this will cause the water to drain. Continue north, but don't step near the face on the wall, or you'll fall down. Turn around, and continue down the hallway. When you get back to the main room, jump down the now drained hole, and open the chest nearby for Bombs. Now, crawl through the crawlspace nearby. In the next room, climb up the chained wall, then go through the door.

You'll see four arms. Walk up to one, and it will grab you. An ugly monster will then pop up from the ground, so tap all buttons as fast as you can until you break free. Then, back away from the arms, and let the Dead Hand (the ugly

monster) get near. When he lowers his head, attack him repeatedly. After a few strikes, he'll move away, and burrow back underground. Let another arm grab you and then attack the body again. Keep repeating the same process, and you'll eventually kill it. A big chest spawns. Open it to get the Lens of Truth, the main item you will need for the Shadow Temple. If you want to go to the temple now, skip the rest of the paragraphs entirely. Otherwise, continue reading.

We can get some items now. Exit this room, and head back to the main room. Now, take either path to the hallway. When you see a face on the wall, go near it and drop down to the lower level. Break all of the pots for supplies. Just keep going north, and you'll see some Silver Rupees in this room. Collect the three Silver Rupees, then head west of the ladder where the third Silver Rupee was. You'll find two boulders. Blow them up using a bomb, then kill the ReDead. Open the big chest to get the Dungeon Map. Head back to the ladder, and climb it up, getting the Silver Rupee upon climbing up. Climb up the next ladder, then get the Silver Rupee to the left. The door will unlock, so go through it.

In this room, turn on the Lens of Truth, and look to the left to see that the wall is a fake. Go through the wall, and you're now back in the main hallway. With the Lens of Truth still on, head west, and you'll find another fake wall to the right. Keep the Lens of Truth on, and open the big chest in that room to get the Compass. Go back to the main hallway, and continue north. With the Lens of Truth still on, head right, and through the fake wall, into the next room. This is the same room you got the Compass in, but you couldn't get here before because of the hole by the chest. Anyway, head north, and kill the big Skulltula. Open the small chest it was guarding to get some Deku Nuts.

Go back to the main hallway, and turn on the Lens of Truth. Go through the hallway until you see a small area with skull heads on the wall. Open the chest in there to get a Small Key. Now, go to the main room, and turn on the Lens of Truth again. There is another room nearby that has skull heads on the wall. The chest in there contains another Small Key. Go back to the room where you got the Compass at, and unlock the door at the right side of the room. In this room, kill the Keese with the Slingshot, then use the Lens of Truth to reveal a hidden walkway. Cross the walkway, and kill the Gold Skulltula on the wall. Take the token, and leave this room.

Head all the way west, and unlock the locked door. Kill the Deku Baba in here, then get the Gold Skulltula and leave. Head west, and through the fake wall. Go to the western part of the map, and go through the hallway. Jump down, and open the chest to get a Recovery Heart. Climb the chained wall, then go through the door. In the next room, you'll see a new enemy: the Gibdo. It's the exact same thing as a ReDead, only it's covered in bandages. Kill the Gibdo, then take out a Deku Stick and light one torch at a time. Almost all coffins in the room contain enemies. The northeastern one has a Small Key on the inside. Take it, and go back to the main hallway.

Go to the northeastern part of the area, and you'll see a crawlspace. Crawl through, and unlock the door. In this room, turn on the Lens of Truth, and kill the Fire Keese. Then, throw a bomb at the Beamos (or walk up to him and place it in front of him). If it doesn't kill him, place another Bomb next to him, and it will. Now, open the chest in this room for a Blue Rupee, then go through the door at the end of this room. Kill the Like Like before it eats you, then open the chest in front of you to get a Blue Rupee. Get the Gold Skulltula on the wall, then warp to the Temple of Time. We're done here.

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Temple of Time
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At the Temple of Time, return to an adult. Now, play the Nocturne of Shadow, and warp to the graveyard.

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Graveyard
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Here, head directly north, and you'll see tons of torches around the area. Stand on the pedestal in the middle, and cast Din's Fire. Doing this will light all of the torches in the area, opening the entrance to the Shadow Temple. Proceed inside.

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Shadow Temple
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Head north, and look to the right to find a Longshot mark. Longshot to it, and over the gap. Climb up, and go through the fake wall. In this room, you'll see a big statue in the middle, along with five poles that have skull heads. There is something you can push that's poking out of the bottom of the statue. Turn on the Lens of Truth, and you'll find out that only one skull head is real. You have to make the statue face that skull head. If you make it face a fake one, a trap will activate, and you'll fall down a hole. Push the statue to the left two times, and a gate at the end of the room will open. You can't reach it yet, however. Turn on the Lens of Truth, and look around the walls.

One of the walls is a fake. Go through that wall, and enter the door at the end of the small corridor. In the next room, go through the fake wall, and look around with the Lens of Truth on. There are two different fake walls, and one of them leads to a room with a ReDead. In that room, kill the ReDead, and then use the Lens of Truth. Around the ceiling are two Keese. Kill both of them, and the door will unlock, and a big chest will appear. Open the chest to get the Dungeon Map. Exit this room, and head right. Turn on the Lens of Truth, and you will find another fake wall (it's by two pots). Head through the next two fake walls, and head to the northwestern corner of the room.

There is another fake wall there. Go through it, and enter the door. You will have to fight a Dead Hand in here. Defeat it the same way you defeated the one at the Bottom of the Well. Upon defeating the Dead Hand, a chest appears. Open it to get...the Hover Boots! These boots allow you to walk on air for a short time. However, they have no traction, so therefore, it's not a good idea to leave them on unless you actually need them. Exit this room, and use the Lens of Truth to navigate through the two previous rooms. Make your way back to the first room, where the statue is. Once you get there, use the Hover Boots to walk across the air, and grab onto the ledge at the end of the room.

Equip the Kokiri Boots, and run north. Kill the Beamos in this room, then bomb the northern wall to reveal a locked door. The other two walls to the left and right are fake walls. First, take the left path, and go through the door. In this room, there are spinning blades, along with Silver Rupees around the room. Collect the three Silver Rupees near the spinning blades, then collect one out of the small area to the left. There is another small area to the north, with another Silver Rupee inside. The last one is at the northwestern corner. There is a Longshot mark on the wall. Longshot to it, then jump, and collect the Silver Rupee. After all of them have been collected, a gate will open.

At the eastern part of the room, there is a face on the wall, where the gate

was. Open the chest in that area to get a Small Key. Exit this room, and back in the previous room, go through the eastern wall, and enter the door there. Defeat the two Gibdos in this room, then the door will unlock and a big chest will spawn. Open it to receive the Compass. Exit this room, then go to the northern path, and unlock the door. In the next room, go through the corridor, and defeat the two big Skulltulas along the way. Jump down the ledge, and you will find two guillotines. When they rise, proceed under them before they hit you. When you get past the corridor, jump to the next ledge.

Jump to the platform ahead when the guillotine raises, then do the same for the next two platforms. On the last platform, a Stalfos will attack you. Defeat it, and then turn on the Lens of Truth. Look to the left, and you'll see some platforms. Jump to each one, then go through the door at the end. In the next room, turn on the Lens of Truth to find spinning blades in the middle. Head to the end of the room, and defeat the Like Like. Look around the whole room, and you'll find Keese on the walls. There's three in all. After defeating them, the gate at the end of this room opens. Inside that area, turn on the Lens of Truth to reveal a second chest to the right.

Open both chests to get a Blue Rupee and a bundle of arrows. Exit this room, then jump across the three platforms. There is a platform that moves up and down to the right (north from your perspective). Jump to it when the platform gets as low as it can go, then equip the Hover Boots. When it rises all the way up, walk off of the platform, and land on the floor ahead. Equip the Kokiri Boots, and watch out for the two circling blades ahead. Kill the Beamos in the middle of them, then collect the Silver Rupees. After you collect them all, the gate in front of you will open. Proceed through the corridor, and you'll be in a room with two big things with spikes on them.

They move up and down. So how do you get past this room? Simple. Turn on the Lens of Truth, and look at the east wall to find a block. Pull it all the way out, then push it under the smashing spikes. Push it in between both smashing spike things, and then they will both only smash the block, making it safe to navigate this room. Go north, and through the western cage. In that small area, kill the Gold Skulltula, and get its token. Exit the cage, then head directly north of that one, then open the chest in the next cage to get a bundle of arrows. Now, go out of the cage, and pull the block back towards the end of the room.

Keep pulling it until you pull it all the way back. Then, climb onto it, and get on the left platform. When the spike smasher goes down, run onto it, and to the platform on the other side. Step on the switch here, and a chest will drop down on the other platform. Head north of the switch, and open that chest to get a Blue Rupee. Go back to the switch, then Longshot to the chest on the other platform. Open the chest to get a Small Key, then jump down and exit this room. Back in the main room, head all the way to the northern end of the ledge, then head west and cross the small walkway. You will see a guillotine, with a chain across from it.

Turn on the Lens of Truth, and you'll see a platform. Jump to it, and you'll see another platform going back and forth. Jump to it when you can, then when it moves all the way back, jump to the locked door and open it. In the next room, turn on your Lens of Truth, and you'll see that there are several spikes spreaded throughout the room, along with Silver Rupees everywhere. Go behind the first set of spikes, and get the Silver Rupee. For the next one, head right and kill the ReDead, then use the Longshot at the mark on the wall to snag the second one. Head directly north, kill the ReDead, and Longshot to the mark to get the next one.

For the next one, look at the northwestern corner of the room to find another

Longshot mark (use the Lens of Truth). Longshot to it, and collect the Silver Rupee off the invisible platform. Equip the Hover Boots, and hover over to the last Silver Rupee to unlock the door. Equip the Kokiri Boots, then open the chest that spawned after killing the ReDeads. It contains a Blue Rupee. Go through the door that was unlocked. In the next room, look above you, and you will see a Fire Keese. Shoot it with an arrow, then go up the steps nearby. Kill the two Keese on the wall, and look around for another Fire Keese. Kill it and the door will unlock.

See that giant skull head in the room? Go up the steps, and throw a bomb into it (use the Bomb Flowers by the wall if you have no bombs). Once you do, it will blow up, and a Small Key will fall to the ground. Jump down and get it, then kill the Gold Skulltula on the wall behind you. Exit this room, and back in the previous room, turn on the Lens of Truth, and look above the platform with the locked door. You'll see a target. Longshot to it, then unlock the door. In the next room, you will find fans throughout the room, which blow out wind for a few seconds. Then, they stop. Not only that, but there are also moving blades, too.

Put on the Iron Boots, and walk through the corridor. Without the Iron Boots, you'll get blown away by the wind. Kill the big Skulltula you come to. Then, at the gap, use the Longshot at the wooden plank on the ceiling. Drop down the ledge, and go all the way north. The closed eye on the wall will sometimes open up, and shoot a flame at you. While it's doing this, shoot it with an arrow. Proceed into the door. In here, Z-Target the face on the wall, and press the Up C Button. You'll get a hint as to what you have to do in the previous room. Take off the Iron Boots, and kill the two ReDeads to open the door. Re-equip the Iron Boots, then exit this room.

Back in this windy hallway, turn on the Lens of Truth, and look at the right wall. You'll see an opening, which you cannot reach. Stand in the direction of the fan facing the opening, then wait until it stops blowing completely. When it begins blowing, stand in the same spot, and equip the Hover Boots. When the wind blows, hold Up on the Control Stick, and you'll hover over to the alcove at a fast speed. Go through the door. In this room, you'll have to fight two Gibdos. There are also moving blades in the room, so be careful. Not to mention that there are pots in here that will attack you. Upon defeating the Gibdos, a chest appears.

Open it to get a Blue Rupee. Look behind you, and you'll see a dirt pile left of the door. Place a bomb there and blow it up, then turn on the Lens of Truth to reveal a chest. Open it for a Small Key. Use it to unlock the door in this room. In the next room, you'll see a boat you cannot get onto right now. To the left is a block. Pull it until it's on the grey floor. You can now climb up the chain wall there to get back to one of the first few rooms. You can use it as a shortcut back to this room, or as a shortcut out of the dungeon. Anyway, pull the block all the way south until you can't pull it anymore, then go around it and push it until it falls into the indentation.

Climb onto the block, then climb the ladder up. Get on the boat, and stand on the Triforce symbol. Play Zelda's Lullaby, and the boat will start moving. You will then have to fight two Stalfos on the boat, but you have to defeat them fast, because the boat will crash and sink very soon! After you defeat them, look to the left until you see land. Jump off of the left side of the boat to land on a platform. The boat will crash into the wall, and sink. Head through the door all the way at the end of the platform. In this room, turn on the Lens of Truth, and you'll see walls around this maze-like room. There are four doors you can enter in this room (you entered from the eastern one).

There are Floormasters in this room, too. In case you forgot how to kill them,

block their attack with your shield, then attack it. It will split into threes. Quickly kill the mini-hands before they reform. Now, make your way to the northern part of the map, and go through the door. In this room, two wooden spiked walls will begin moving towards you. If you don't do something quickly, they'll crush and kill you! Cast Din's Fire, and the fire will burn both wooden spiked walls. Kill the ReDead to the left, then open the chest he was guarding to get a Blue Rupee. Kill the ReDead on the right, then open the big chest to get the Boss Key!

Exit this room, then make your way to the western door in the maze-like room. In the next room, you'll see three giant spinning skull heads. Hop up the steps, then use a bomb, and throw it into the three spinning heads. Use the nearby Bomb Flowers if you don't have any bombs. After blowing up all three, a bunch of Rupees fall down. Collect them, then kill the Gold Skulltula on the wall behind you. Leave this room, and head through the southern door. There, turn on the Lens of Truth, and defeat the Floormaster. After you kill it, a chest appears. Open it for a Small Key. Exit this room, then go through the eastern door, back to the area where the boat was.

Head north, and look to the right. You will see a lot of Bomb Flowers gathered by a statue. Shoot the Bomb Flower with an arrow, and they will explode, and will break the statue. The statue will fall, and form a bridge. Cross the statue, then head east, and unlock the door ahead. In the next room, turn on the Lens of Truth to find invisible platforms. Jump to the first one, then equip the Hover Boots. Hover your way across the platforms, to the boss door. Take off the Hover Boots, and open the door. In the boss's chamber, drop down the big hole, and you'll fall onto a drum of some sort. The weird shadow creature, Bongo Bongo, will then appear.

See the Bosses section for help on defeating this boss. After Bongo Bongo is defeated, pick up the Heart Container, and step into the blue portal. At the Chamber of the Sages, Impa, the Sage of the Shadow Temple, will tell you that you will soon meet Princess Zelda once again. After her speech, she gives you the Shadow Medallion. One more to go.

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Graveyard
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Back at the graveyard, make your way to Kakariko Village, and then back to Hyrule Field.

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Hyrule Field
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It's now time to get Epona, the horse. You could've gotten her before even going into the Forest Temple, but there was no need (unless you wanted to get the Biggoron's Sword early). It's completely optional to get her, but let's do it anyway, shall we? Head to Lon Lon Ranch, which is located close to the center of the map.

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Lon Lon Ranch
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We've been here before (remember when we got Epona's Song?), in case you don't

recognize the place. During the day, walk north, and you'll find that the gate leading to the horses is closed. However, there is a man by the gate. Talk to him, and he will eventually ask you if you want to ride a horse. Pay 10 Rupees, and he will let you ride a horse. Play Epona's Song immediately, and Epona will approach you. Get on her saddle. If you let Ingo teach you how to ride, or if you've rode before, you'll already know how to ride. It's simple, really. Just move Epona around with the Control Stick, and speed her up with A. This also uses up a carrot (you have six in total).

If you run out of carrots, Epona will go slow for a few seconds, then all of the carrots reappear. Don't waste carrots; use them wisely! While Epona is going fast from a carrot, you can jump over fences. The small ones do not need that much speed to jump over. The big ones, however, need a lot of speed to jump over. Jump over both fences once, then while still on Epona, go and speak with Ingo. Tell him you want to go home. Then, pay him 10 Rupees again for another ride. Ride Epona around (jump over the two fences, then just ride around for a few more seconds), then talk to Ingo while riding the horse. He will ask to race you for 50 Rupees.

Accept his offer, and the race will begin (around the corral). He's not too hard to beat. Without Epona, however, he's impossible. Period, simply because the horse you'd normally have to race him with is too slow. Anyway, just race him around the corral. Don't waste carrots, and when you're ahead of him, just use one or two carrots at a time (let them reappear before using them again). After you beat him a first time, he will demand you race him again (this time, you don't have to pay). He goes faster this time around, but just race him the same way you did the first time. If you lose, you have to pay 50 Rupees again, and restart from the first race.

Once you beat him on both races, he will be ticked off that you won the bet on the race, and he'll let you keep Epona. But he will close the gates leading to the entrance of Lon Lon Ranch, and says you'll never be able to leave! What to do now? Head north, and speed up Epona a few times. Run over that fence, and with enough speed, you'll jump over it, and out to Hyrule Field! Simple, no?

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Hyrule Field
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Now you can travel to the place we have to go to much faster, since you now have a horse. Ride Epona all the way to the western part of the map, where you will see a brown floor (it looks like a canyon). Follow that path to the next area, Gerudo Valley.

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Gerudo Valley
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You can either continue riding or dismount Epona here. Either way, cross the wooden plank, and you'll come to a broken bridge. Either speed up Epona to jump over the bridge, or use the Longshot on the wooden sign across the bridge to pull yourself over to the other side. Either way, dismount Epona here, then continue into Gerudo's Fortress.

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Gerudo's Fortress
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This place can get annoying. There are Gerudo guards everywhere, and if they see you, they will throw you in a jail. If this happens, then look around the ceiling until you spot a piece of wood. Longshot to it to pull yourself up on an edge. You can jump out from there. Anyway, head north, and walk up the hill (ignore the stairs). You will see a lot of Gerudos here. You can either knock them out temporarily with arrows, or you can freeze them temporarily with the Longshot. Head directly north, and into the building. You're now in a place known as the Thieves' Hideout. Go through the hallway, and you'll hear someone call for help.

He is a carpenter inside of a cell. Talk to him, and he will tell you that there are a lot of guards around here. All of his friends are also captured throughout this place...guess we have to help them all. Then, a Gerudo with two knives will attack you. Fight it the same way you would a Stalfos. If you get hit too much, you'll be thrown in jail, so be careful! Upon defeating her, she leaves behind a Small Key. Pick it up and unlock the door of the cell. Talk to the carpenter (Ichiro), and he'll leave after his speech. Head out of his cell, then head west, and continue outside. Then, simply head into the next hideout.

In the next hideout, run up the ramp, and look to the right. You'll see another Gerudo guard. Knock her out or freeze her, and proceed north a bit. Don't go all the way up; stop at the second crate. There is another Gerudo guard to the north. Freeze or shoot her, and do the same for the third one. There are pots on the table; break them if you need arrows, although they don't always carry them. Now, head up the western ramp leading outside. Proceed through the next entrance, and you'll find another carpenter in that area. Talk to him, and another Gerudo Thief enemy will attack you. Pick up the Small Key and unlock the cell. Talk to the carpenter, named Jiro. Then take the northern exit.

Back outside, get caught by that guard on purpose. When she throws you in your cell, look around for the piece of wood on the ceiling, then Longshot to it. Jump to the left, and land on the higher part of the building. Go through the entrance. In the next hideout, look to the left to spot a guard. Shoot or freeze her, and wait on the next one to come out, then do the same to her. Break the pots on the table if you need any arrows, then go through the long corridor ahead. Use the Longshot on the farthest piece of wood across from you to get past the wall in front of you. Continue outside. Once outside, roll into the crate nearby to find a purple Rupee, worth 50 Rupees!

Stand on the left side of the platform, and look to the left. You'll see a big chest. Longshot to it, then open it to find a Piece of Heart. Head to the end of the platform, then jump off and land onto the lower platform. Jump down to the next platform below, and enter the Thieves' Hideout. This one is a little hard to get past. Go up to the crate, and duck using the shield. Stay ducked, and you'll see a guard walk past. When she stops walking, quickly Z-Target her, then shoot her or freeze her. Now, walk to the right, and follow the path to another carpenter. Talk to him, then defeat the Gerudo Thief. Use the Small Key to unlock the cell.

Speak to the carpenter named Sabooro. We only have one more carpenter left to rescue, so make your way out of this hideout. Back outside, head south, and drop off of this platform to a lower platform, then enter the last hideout. Inside, you'll find the last carpenter. Talk to him and defeat the Gerudo Thief. Unlock the cell with the key, and talk to the boss, named Shiro. He will tell you that you need the eye of truth to get past the wasteland, and reach the Colossus. A Gerudo will then enter the room, and tell you that you have good thieving skills to make it past all of the guards around here. She will talk about the leader of the Gerudos, Nabooru.

She will then say that you're now a part of the Gerudos, and she gives you the Gerudo Membership Card. Now you can safely navigate the fortress without any guards throwing you in jail! Go through the northern exit. Outside, head right, and you'll see a gate, with a Gerudo next to it. Talk to her, and pay 10 Rupees to enter the Gerudo Training Ground. She'll open the gate for you.

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Gerudo Training Ground
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When you enter here, head up the stairs, and look on the wall behind you to find an eye switch. Shoot it with an arrow, and a chest will drop on the right. Open it to get a bundle of arrows. Head left, and open the second chest to get a Blue Rupee. Go left, and through the door on the left side. In this room, you will have to defeat all of the enemies in the room in under one minute. Head onto the sand, and defeat the two Stalfos in under the time limit. When you do, a treasure chest drops down. Go to the chest, and open it for a Small Key. Now, go through the door in front of you. In the next room, you have a minute and thirty seconds to collect all of the Silver Rupees.

For the first one, head north, and look at the ceiling to find a target. Longshot to it to collect a Silver Rupee. Next, use the Longshot on the mark on the ceiling ahead. Equip the Hover Boots, and hover directly onto the Silver Rupee to collect it. When you fall down, head right, and look behind you to find another one. Head north, then get the next one at the end of the ramp. Go back south, then turn east. Now, go down the ramp in front of you, and head east, continuing down the ramp. Collect the last Silver Rupee. Doing this will unlock a door in this room. Head back up the ramp, and go left. Then, use the Longshot on the mark to the north, and go through the door.

In the next room, ignore the huge black block. You can't make it budge right now. There are two Wolfos and two White Wolfos in here. Defeat them all, and then a chest spawns. Open it to get a bundle of arrows. Now, turn on the Lens of Truth. There is a hole on the right wall, along with a fake door below it. Longshot into the hole (there is a mark in the hole), then step on the switch to unlock a door. Go through the door in front of the switch. In here, jump down to the circular platform, and it will start spinning. You have to take your bow, and shoot each eye of the statue to turn the eyes red. Do it fast, or the eyes will turn back to normal!

After you've shot all the eyes, the platform will stop spinning, a door will open, and a chest will drop down by the statue. Longshot to the chest, then open it for a Small Key. Look around for a target that you can Longshot to, then Longshot back onto the platform. Proceed through the door ahead. In the next room, you'll have to find a secret passage. First, get rid of the Fire Keese and the Torch Slugs. This will unlock a door and make a chest spawn. The chest contains a bundle of arrows. Now, use the Megaton Hammer to smash away the pieces of the statues around the room. One of them has an eye switch behind it. Shoot it to open a door.

Another one has a switch under it, in a hole. Press it, and the fire in the middle of the room will disappear. Open the chest the fire was guarding to get a third Small Key. Now, head east and go through the door. In this lava-filled room, you have to collect more Silver Rupees. Head to the edge of the platform, and look on the wall behind you to find a target. Longshot to it, and you'll collect the Silver Rupee. For the next one, simply jump down onto the platform. Jump to the next platform, then equip the Hover Boots, and hover to the next one. Collect the two Silver Rupees off the small ledges, then hover to the yellow switch.

Play the Song of Time on that platform to create two Time Blocks, as platforms. Step on the yellow switch, and a fire on one of the small platforms will lower. Quickly hover onto each platform, and collect the Silver Rupee. This will unlock a door. Get back on another platform before the fire gets back up. Now, get on the Time Blocks, and get the Small Key off of the platform. Look at the platform to the north, and Longshot to the torch. Enter the door. In this room, stand in front of the Time Blocks, and play the Song of Time to remove the blocks, revealing water. Put on the Zora Tunic, then jump in and equip the Iron Boots. You have to collect Silver Rupees again.

Kill the four Shell Blades, as they are very annoying. There is also a moving blade in the middle, so watch out. On the walls are targets that you can Longshot to, along with Silver Rupees near each one. What you have to do is line yourself up so that you see the Silver Rupee directly in front of the target. Then, use the Longshot on the target to get the Silver Rupee. You can also make it so that you are facing the Silver Rupee, then Longshot to a target nearby, collecting the Silver Rupee. To get the last one, put on the Kokiri Boots, and hug the wall. The stream will push you over to it; it is against the wall.

Once you collect all Silver Rupees, a chest appears. Float back to the top, then climb onto the platform, and open the chest to get a fifth Small Key. Now, exit the room, and Longshot to the torch to the left. Walk up the staircase, and go through the door. In the next room, you have to defeat the enemies within a minute and thirty seconds. You'll also see an upgraded version of the Lizalfos, called the Dinolfos. Fight it the same way you do a Lizalfos. After both Dinolfos are dead, defeat the Beamos, and open the chest that appears to get the sixth Small Key. The door to the left just leads to the main chamber. Don't go there. Instead, go to the previous room.

Back in the previous room, make your way onto the two Time Blocks. Then, go north, and proceed into the room with lots of locked doors. Open the chest to the north to get some Bombchus. Head left, and you'll see a locked door. If you do not open these doors the right way, you could easily get stuck, and miss out on your chance to get the prize in here. So do exactly as I say. Exit this room and go back to the room where you fought the Dinolfos. Go through the eastern door in that room, and you'll be back in the main chamber. Go through the door in the middle, and you'll be back at the locked door room. Open the door on the left, then turn on the Lens of Truth.

Look in one of the corners, at the ceiling, and you'll find an opening. Climb the chain wall and enter the opening. Inside that room, open the chest for the next Small Key. Go back down, and unlock the western door. Open the chest here for a Purple Rupee, then unlock the door ahead. Unlock the next door, and then open the chest for a Red Rupee. Keep unlocking the doors, and you'll find a big chest. Open it to find the prize of this place: the Ice Arrows! Aren't you glad this boring place is over? Make your way out of this room (on your way out, open the small chest for a bundle of arrows), and back to the main chamber. Then, simply exit this place.

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Gerudo's Fortress
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Back outside, head all the way north. You will come to a silver ladder, by a closed gate. Climb it, and at the top, speak with the Gerudo. She'll tell you that the desert has trials (oh great...haven't we had enough of those to last us a lifetime?). She'll open the gate for you, so climb down the ladder, and

proceed into the next area.

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Haunted Wasteland
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You have to take the right path, or else you'll end up back at the fortress. So start by going onto the crate nearby. Then, Longshot onto one of the crates across from the quicksand. Now, head north, and follow the flags (which you can see, just not very clearly). There is also a sign pointing to the left, which leads to a salesman on a magic carpet (use the Hover Boots to reach him). He sells Bombchus for 200 Rupees, which is a complete ripoff. Keep following the flags, and you'll eventually come to a dome of some sort. It has a hole in the front of it. Go down the hole, and you'll see a Gold Skulltula on the wall, along with two unlit torches.

Kill the Gold Skulltula and get the token, then light the two torches. A chest will appear. Open it to get a Purple Rupee. Climb up the wall and out of the dome, then go around it. Walk to the top of it, and read the inscription on the grave. Turn on the Lens of Truth, and a ghost will appear. Follow him. If you lose sight of him, just look around, find him, and run up to him; he'll wait on you. If you go the wrong way, you'll end up back outside the fortress. You will eventually end up at the Desert Colossus.

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Desert Colossus
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Here, you'll notice that enemies are constantly popping out of the sand, called Leever. Just let them run past you, and burrow back into the sand. Go east, and you'll see two palm trees. Go in between them to find a crack. Bomb it, and go through the entrance revealed, leading to a Great Fairy's Fountain. Play Zelda's Lullaby on the Triforce symbol, and the Great Fairy of Magic will grant you a new spell. This one is the final one, called Nayru's Love. When used, its magic barrier will prevent you from taking any damage for a temporary amount of time. It drains magic rapidly, however, and you can't use any other type of magic while this barrier is on.

Anyway, leave the Great Fairy's Fountain, then head all the way north. Go through the entrance leading to the Spirit Temple, then exit the Spirit Temple. Once you do, Sheik will appear. He will teach you the Requiem of Spirit, which you will need in order to return here as a child. Play the song to learn it, then Sheik will disappear. Warp to the Temple of Time, become a kid, then play the Requiem of Spirit. Enter the Spirit Temple.

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Spirit Temple (Child Link)
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Upon walking north, you'll be attacked by two pots. Continue up the stairs, and touch the two Armos Statues to make them come to life. Defeat them (place a bomb right next to them to make them get hit), then head left, and talk to the Gerudo. Tell her you're not here to do anything. She has a favor for you, but she will ask if you're one of Ganondorf's followers. Tell her that you hate Ganondorf. Then, she'll introduce herself as Nabooru. Apparently, she's totally different from Ganondorf, and she hates him, as well. She wants you to go and get the Silver Gauntlets, located somewhere inside the temple. However, she

wants you to give them to her.

When she moves out of the way, crawl through the crawlspace, and into the next room. In the next area, avoid the moving blades, and kill the two Fire Keese using the Slingshot or your sword. There is an Armos Statue in the center; activate it and destroy it. Kill the two regular Keese on the wall with Hylian letters on it. This causes the eastern door to open; go through it. In the next room, use Din's Fire to light the two torches, which makes a chest drop down. Now, shoot the Keese on the chained wall with the Slingshot. Get the Gold Skulltula, as well. For now, exit this room, and go through the western door. In here, you'll have to fight a Stalfos. And as child Link, to boot.

Defeat the Stalfos, then freeze the big Green Bubble with the Boomerang. Shoot a Slingshot bullet at it to kill it. Now, stand back a bit, and throw the Boomerang to either the left or right side of the metal bridge. If you throw it at the right angle, you'll hit the crystal switch, which makes the metal bridge drop down. Cross it, then go up to the chest nearby. Avoid the two attacking pots, then open the chest to get either Rupees, or a Deku Shield (you'll get a Deku Shield only if it got burnt). Proceed through the door. In the next room, you'll meet a new enemy in the middle of the platform: the Anubis. He will spit a big flame at you, so watch out.

Use a Fire Arrow or simply cast Din's Fire, causing it to burn. After you kill it, a door in this room unlocks. Don't hit the crystal switch yet; if you do, a ring of fire appears. In the words of Admiral Ackbar: IT'S A TRAP! ...Anyway, go through the door next to the crystal switch. You're back in the room we were in just a minute ago, only on the other side. Kill the Keese in here, then climb onto the chain wall and get the Silver Rupees. Collect the one on the ground, too, then collect the one on the left, behind the torch. Doing this will cause a metal bridge to fall down. Open the chest by the torches to get a Small Key. Now, cross the metal bridge.

Ignore the Keese, and just go through the door. Back in this room, crawl through the crawlspace in the middle. In that room, there is a locked door. Unlock it, and kill the two Skulltulas on the wall. Climb up the wall, and when you get to the top, look on the right wall, and kill the next two Skulltulas. Two Lizalfos will also appear in this room. Kill them, then Z-Target the rock on the wall. Place a Bombchu so that it crawls up the wall, and blows up the rock. This will expose light, which lights up the sun face on the floor. This also causes the door in this room to open. Shoot the crystal switch on the small platform, and a chest will drop down.

It drops down in the corner where the climbable wall is. Open it to receive some Bombchus. Now, go west of the unlocked door. Open the chest to get either a Deku Shield or some Rupees. Go through the unlocked door. In this room, climb down the left wall. Go to the center, and light the two torches using Din's Fire. This will cause a big chest to appear, containing the Dungeon Map. After you get it, head back east, and climb back up the wall. Push the Armos Statue off of the platform, and it will land on a blue switch, opening a door above. Head up the stairs and go through the door. Go through the hallway in the next room, and enter the door.

In this room, kill all of the Beamos over to the left. Then, collect all of the Silver Rupees in the room. You should be able to figure out how to get them; it's not really hard. After you get them, a torch will light up at the entrance of the room. Go there, and light a Deku Stick. Light the torch in the corner east of the door, then head east from the door, and light the next one. Head around to the left, and you'll see another torch. If you light all three of them quickly, a chest will appear on one of the ledges in the room. Open it to get a Small Key. What to do next, you say? Go east of the door at the entrance

of this room, and look in the corner.

You will see four blocks. One of them has a sun face on it. Pull three blocks out, then pull the block with the sun face on it. Then, push it until it's in the light. This will make the sun face smile, and open the two doors in this room. Go through the one to the left. In this room, go north, and turn around. Look above the door to find a Gold Skulltula. Get it, then continue through the hallway and unlock the door. In this room, you'll see a throne, with a knight on it. Attack the knight, and it will come to life. Back away immediately. This is known as the Iron Knuckle, a very tough enemy that takes forever in a day to kill.

To kill it, walk up to it, and when it raises its axe, back up. It will smash its axe into the ground, leaving it off guard. Get a few hits on it while it has its axe stuck into the ground. Sometimes, however, he will swing his axe horizontally. If he hits you, you will get a lot of health drained from one blow. If you need hearts, lure him to one of the many pillars in the room. It will break one upon getting near it, causing tons of hearts to appear. After awhile, you'll break part of its armor, and it will get much faster. Just keep doing the same thing until you defeat it.

After you defeat the Iron Knuckle, the door will unlock. Go through it, and proceed outside.

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Desert Colossus
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You'll find Kaepora Gaebora here. He will tell you that this is the last time he'll see you, and give you one last advice about the bosses here. When he flies away, open the big chest nearby to get the Silver Gauntlets! This was what Nabooru wanted. Speaking of Nabooru, you will hear someone screaming. Link will hear the scream, and you'll see two witches sucking up Nabooru in a purple portal-looking thing. Once she vanishes, the witches go back inside the temple. I guess that means we get to keep the gauntlets (lucky us). Play the Prelude of Light, and become an adult. Warp back here, and enter the Spirit Temple again.

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Spirit Temple (Adult Link)
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When you enter this temple again, head north, and look to the right. You'll see a big block. Now that you have the Silver Gauntlets, you can push it. Push it until it falls down. In the next room, kill the Beamos, then look on the ceiling to find a crystal switch. Shoot it, and the doors on the left and right side of the room will open. Go through the one on the right, first. Here, you will see Silver Rupees, along with rolling boulders in a big pit. Put on the Hover Boots, and hover over to the Silver Rupee in the air and collect it. Now, go through the alcove to the left. Collect the Silver Rupee, then go north, and to the next alcove. Get the Silver Rupee in there.

Now, play the Song of Time in front of the Time Block, which will move it from one alcove to the next. Enter that alcove, and get the Gold Skulltula inside. Stand in front of the Time Block, and play the Song of Time to switch around the block again. Get the Silver Rupee, then head to the last alcove and get the last Silver Rupee. This will open the locked door. Head to the end of the room, and go through the door. In the next room, you'll find a Like Like. Kill it, then open the chest to get a Small Key. Exit this room, and exit the pit room.

Back in the room with three doors, enter the western door. In the next room, defeat the Wolfos that appears.

Play Zelda's Lullaby on the Triforce symbol, and a big chest will drop down on the platform across from you. Longshot to it, then open it to get the Compass. Longshot to the brick wall at the north, then climb up the platform and exit this room. Unlock the middle door. In here, a Like Like will drop down, and the two pots will attack you. Defeat the Like Like, then climb up the brick wall at the end. On the above platform, turn on the Lens of Truth and defeat the Floormaster. Then, push the eastern handle on the snake statue to reflect the light onto the sun. A chest will appear. Open it to find a Recovery Heart. Push the statue to reflect the light onto the next sun.

Don't open the chest that appears; it's a freeze trap. Reflect the light onto the next sun, and the door will unlock. Go through it, and you'll be in the room where you got the dungeon map as a child. In there, head up the two sets of stairs, and equip the Hover Boots. See the right hand of that statue? Hover onto it, then play Zelda's Lullaby while standing on the Triforce symbol. This will cause a chest to drop onto the left hand. Longshot to it, then open it to get a Small Key. Now, jump on the platform to the east. Head up one set of stairs, then Longshot to the torch all the way to the north. Turn around, and unlock the door.

In this room, ignore the Beamos, and just go through the door. There are three Anubis' in here, along with a Beamos. Defeat the Anubis' first, then defeat the Beamos. Once all of the enemies are dead, the door ahead will unlock. Don't press the yellow switch in this room, because it's a trap. Go through the door that was unlocked. In the next room, you'll see four Armos Statues by the blue switch. All four of them are enemies. The trick here is, activate all four of them, then back away to the left. Lure them over to you, then head to the locked door at the north. As they chase you, they'll press the blue switch and unlock the door.

They'll almost immediately step off, however, but all four of them should each press the switch. Use the short time you have to enter the door. Once you enter the door, turn on the Lens of Truth, and open the two chests in the middle to get a Recovery Heart from each one. Enter the door at the end of the corridor. In the next room, you'll have to fight another Iron Knuckle. Hit it to make it come to life. Defeat it the same way you did the last one. Once you defeat it, the door ahead will unlock, so go through it, and continue outside. Open the chest outside, and you'll get the Mirror Shield! You will be needing this. Go back inside the temple.

Head back to the room where the four Armos were at. Stand in the light, and hold R to use the Mirror Shield. Reflect the light coming from your shield onto the sun face on the left wall, which will open the locked door in front of you. In that room, open the chest for a Small Key. Exit this room, then go through the eastern door. Back in this room, go north, and unlock the door. First, kill the two Beamos on the pillars. You'll notice that the walls move in this room, and that the ones that move have climbable walls on them. Kill the Skulltula in the middle, then climb on the first stationary wall, then climb to either the left or right corner (if the wall above is moving left, climb to the left, and vice versa for the right).

Immediately when you see the next climbable wall reach the corner, climb it up. Climb up the two moving walls until you get to the stationary wall in the middle. Climb your way to the top. Ignore the Beamos, and enter the next room. Stand on the Triforce symbol here, and play Zelda's Lullaby to open the door. Inside that room, defeat the four Torch Slugs. There are many fake doors in this room. Bomb the one to the northwest to reveal an eye switch. Shoot it with

an arrow, and another platform will appear in the air. Look above it, and Longshot to the target to fall onto it. Press the switch on the second platform to lower the fire in this room.

Open the big chest to receive the Boss Key, then leave this room. Back here, go up the stairs to the left, and go through the door. There are pots which will attack you in here. There is also a crystal switch to the left, inside the cage. Simply hit it with your sword, and the door ahead will open. Head through it. In the next room, defeat the Lizalfos that appears. Then, stand in the middle of the light, and face the wall where the sun face is. Reflect the light onto the sun, and a chest will appear in the corner. Open it to get some Bombs. Now, head north, and you'll find some White Bubbles. When they stop moving, attack them.

Once you kill them, look at the left wall. You will notice that one part of the wall is poking out a bit. Place a bomb there to blow it up, revealing another section of the room. Push the snake statue so that it faces the other snake statue, giving it light as well. Enter the next section of the room, and kill the Lizalfos. Push the snake statue so that it faces the cage. Then, the light will reflect onto a big mirror in the previous room. Exit this room. Back in the other room, jump down, and stand in the middle of the light. Avoid the attacking pots, then reflect the light from your shield onto the sun face on the left.

Doing this will cause the platform you're on to lower, all the way down to the room with the giant statue. Look to the right, and down at the platform. Use the Longshot at the chest to pull yourself over to it. Open it to get a Blue Rupee. Now, smash the rusted switch in front of you with the Megaton Hammer. This will open a door in this room. Jump off, and head to the middle of the room. Go through the door. In here, push the huge block until it falls in. Do the same with the next one, and you'll see another rusted switch. Smash it, and an elevator will lower. It is a shortcut to the first room. Just go back to the previous room.

Back there, climb up the wall to the left, and go up both sets of stairs. Then, Longshot to one of the chains on the middle platform. Stand in the middle of the light, and reflect it onto the statue's face. Keep it on there, and it will crumble to pieces. Longshot to the gate that was revealed, and you'll pull yourself over to it. The gate will open, revealing the boss door. Unlock it with the Boss Key. In here, you'll see the two witches, along with an Iron Knuckle on a throne. The witches will tell him to rise. He will, and after getting his axe, you'll have to fight it. Fight it the same way you have the last two.

After a few hits, the armor will tear off completely, revealing Nabooru! She doesn't know what happened, however; she was brainwashed. The witches then appear again, and after they talk, they cast magic at Nabooru, making her disappear. When the witches disappear, head into the door behind the throne, then proceed through the second door, into the boss's real chamber. Climb up one of the brick walls to the middle platform. Walk to the middle, and Koume and Kotake will appear again. You will then have to fight them. See the Bosses section for help on this battle. After you win, you'll witness a funny scene of Koume and Kotake arguing.

They will eventually just disappear. Take the Heart Container off of one of the platforms, then step into the blue portal. At the Chamber of the Sages, you'll find out that Nabooru is the Sage of the Spirit Temple (who else could it be?). She will give you the Spirit Medallion. After that, you'll see a scene where Rauru tells you that the time has come for the ultimate showdown with Ganondorf! But he wants you to visit the Temple of Time, first, so warp there.

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Temple of Time
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Here, you will meet Sheik again. This is one of the best scenes in the game. He will reveal to you more about the sacred triangle, the Triforce. He then tells you that the Triforce has been seperated into three parts, and that Ganondorf has the Triforce of Power. He tells you that Link has the Triforce of Courage. And he then reveals that the seventh Sage, Sheik himself, is none other than... Princess Zelda herself! She wields the Triforce of Courage. You then see a flashback of the past, where Zelda threw the Ocarina of Time into the water. Zelda tells you about what the plan is to seal up Ganondorf. She gives you the power needed to penetrate evil, the Light Arrows!

Suddenly, the temple begins rumbling. Then, Zelda gets sealed up in a wide, red crystal! Ganondorf did it, obviously. Zelda gets lifted up to the ceiling, and Ganondorf tells you that if you want to rescue Zelda, then to come meet him at his castle (way to point out the obvious). When you regain control, exit.

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Market
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Outside, head out of the Temple of Time area. Head west of all the ReDeads, and go to where Hyrule Castle used to be.

=====
Ganon's Castle
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You will notice that the entire place is a wreck, and that Ganon's castle is sitting over lava, on top of a platform. Walk up towards Ganon's castle, and Rauru will tell you that the six sages will gather up and create a bridge to Ganon's castle. He also tells you that his tower is protected by six evil barriers, which you must bring down in order to enter the main tower. Once the rainbow-colored bridge is formed, proceed into the castle itself. Inside, go down the hall, and proceed through the door. You'll see the entrance to the main tower, protected by an evil barrier. Head right, and enter the door with the Forest Medallion above it.

In the next room, go north to be greeted by a Wolfos. Defeat it, and a chest appears. Open it to get a Blue Rupee. Now, equip the Fire Arrows, and use Din's Fire in the middle of the room to light the four torches in the middle. Then, quickly use the Fire Arrows to light the torch to the north, above the locked door. When all five torches are lit, the door opens. Go through it. In here, you will see four fans blowing. Look to the left, and you'll see a Silver Rupee right next to the fan. Play the Song of Time to create a Time Block, just below the Silver Rupee. Put on the Iron Boots, and walk on the block and get the Silver Rupee. Walk off, and put on the Hover Boots.

Now, float to the platform to the right, and collect the Silver Rupee. Kill the Beamons on the platform across from you, then float to that platform. Float to the small platform in front of you, and get the Silver Rupee. For the next one, take off the Hover Boots, and jump onto the platform to the left. Press the switch, and a long target will appear on the platform across from you. Put on the Iron Boots, and Longshot to it. Climb onto the top to get the Silver Rupee.

Drop off of the target, then wait until the fans stop. Use the Hover Boots to float over to the platform at the end of the room. When the fan on the right stops, jump to it (without the Hover Boots), and get the last Silver Rupee.

This will open the door at the end of this room. In the next room, you'll see the source of the green barrier, along with an orange core. If you need magic, break the two pots to the left and right. Equip the Light Arrows, and shoot the core. This will make it pop. After Saria's speech, the green barrier gets dispelled, and you'll appear back outside, in front of the main tower. Head east, and go down the stairs, then enter the next door, which is where the Water barrier is. In the icy room, there are icicles that will fall onto you, so watch out. There are also two Freezards. Defeat them both, and a door will unlock. There is also Blue Fire in the middle. Slash the icicles away, and fill up every bottle you have with Blue Fire.

Open the chest on the right side, at the end of the room, and you'll find a Recovery Heart. The chest on the left is an ice trap, so ignore it. Melt the red ice at the end of the room, then fill the bottle you just emptied with more Blue Fire. Go through the door. You have exactly two minutes to solve the puzzle in this room. So, head north, and push the northernmost block up, so that it hits the ice ahead. Then, push it to the right, so that it falls into the hole in this room. Push the next block up, then left, then to the left side of the room, where it will hit a wall. Climb onto the block, then onto the platform, and melt the red wall of ice.

Smash the rusted switch with the Megaton Hammer to open the door. Go to the end of the room and climb onto the platform, then go through the door. Shoot the orange core in here with a Light Arrow. After Ruto's speech, the Water barrier gets dispelled. Now, head right, and enter the Shadow door. Look to the left, and Longshot to the small chest. Open it to get a Blue Rupee. Now, look at the platform across from you, to the north. Shoot a Fire Arrow at it, and some platforms will appear for a short time. Jump across them to the platform at the left. Kill the Like Like. By now, the time has probably ran out, making all of the platforms disappear.

Shoot the torch again with another Fire Arrow, then turn around to find one platform. Use it to get to the platform ahead. Now, head right, and go down the platforms before the time runs out. Step on the switch on the last platform to send down a big chest. Longshot to it, then open it to get Golden Gauntlets! Yay! Turn on the Lens of Truth, and you'll see invisible walkways you can cross. Cross the western walkway, and smash the rusted switch at the end to open a door at the end of the room. Go back across the walkway, then cross the northern walkway until you get to the door, then enter it. Shoot the orange core, and after Impa's speech, the Shadow barrier will be dispelled.

Go back outside of the castle for a moment. Head west of the rainbow bridge, and follow the path until you come to a giant stone with a moon-shaped symbol on it. Stand next to it, and press A to lift it, revealing an entrance. Go inside, to the last Great Fairy Fountain. Play Zelda's Lullaby on the Triforce symbol, and the Great Fairy of Courage will appear. She will enhance your defensive power. This gives you a white outlining around your hearts, which looks pure awesome (especially if you have all hearts and an upgraded magic meter). Now damage dealt to you is reduced by half! Return to the barrier room, and enter the Fire door.

Put on the Goron Tunic. In this room, jump onto the walkway. While you're on it, it will slowly sink into the lava. Jump to the eastern platform, and get the Silver Rupee. Get back on the walkway, and quickly head northwest. Jump onto the platform, then onto the western platform. Lift up the giant stone, and Link will throw it into the lava. Collect the Silver Rupee that was revealed,

then get back on the walkway. Head north, and jump to the next platform. Kill the Torch Slug, and collect the Silver Rupee. Now, use the giant stone in the lava as a platform to reach the other platform, which has a Silver Rupee on it. Jump back onto the walkway, and head to the middle. Jump on the platform to the right, and get the last Silver Rupee.

This will open the door at the end of the room. Get on the walkway, go to the northern end of it, and use the Longshot on the target at the end. Then, go through the door. Shoot the orange core, and after Darunia's speech, the Fire barrier will be dispelled. Now, head east, and lift up the giant stone, then enter the Light room. Turn on the Lens of Truth, and kill the big Skulltula. There are also a few Keese on top of the treasures. Kill all of the enemies, and a chest will spawn, containing a Small Key. The other six chests in this room contain a Blue Rupee, an ice trap, a Recovery Heart, another ice trap, a bundle of arrows, and a third ice trap.

Unlock the door at the end of the room. In the next room, play Zelda's Lullaby on the Triforce symbol, and a chest will drop down. Open it for a Small Key, then use it to unlock the door in this room. Now, you have exactly one minute to collect the Silver Rupees in here. There are also rolling boulders that roll around in a circle. There are two Silver Rupees in the alcoves near the end of the room, two in the corners of the center platform, and the last one is on the center platform. Use the Longshot at the target on the ceiling to get it. Once you get them all, the door will open. Go through it. You'll notice that there is no barrier to disable!

Turn on the Lens of Truth to find out that some of the wall is fake. Take the passage to the barrier, then shoot the orange core. After Rauru's speech, the Light barrier gets dispelled. Head right, and to the Spirit room. In here, kill the Beamos, then Longshot to the target on the middle of the ceiling to get a Silver Rupee. Get the next Silver Rupee, then pull the Armos Statues out of the way, so that the blades will move further. Get the rest of the Silver Rupees in this room, then go through the door that was unlocked. In the next room, kill the two Torch Slugs. Then, look at the gate nearby. It has a hole in it. Line yourself up so that you're directly facing the gate, and facing straight.

Use a Bombchu, and it will go through the hole. If you did it right, it will hit the crystal switch at the end, unlocking the door in front of you. Head through it, then hit the second crystal switch to drop a chest. Head back through the door, and open the chest for some Bombchus. Go through the door again, and head west. Look at the ceiling in that room, and shoot the web with a Fire Arrow. If you don't have them, use Din's Fire. The web will burn, and reveal a light. With the Mirror Shield equipped, point it at the first sun face on the eastern wall, behind you. This opens the door. The other sun faces just trigger a Wallmaster.

Go through the door, and shoot the orange core with a Light Arrow. After Nabooru's speech, the Spirit barrier will be dispelled. Then, with all barriers dispelled, the big energy field surrounding the main tower will disappear! Now, proceed through the entrance leading inside of the tower. Head up the staircase to the left; don't bother with the Fire Keese. As you climb the tower, the music in the distance grows louder. Anyway, go through the door. Defeat the two Dinolfos in this room, and the door will unlock. In the next room, head up the stairs, and go through the next door. The chest with the Boss Key is surrounded by a fire. Defeat the two Stalfos that spawn, and the fire will lower. Open the chest to get the Boss Key!

Enter the door that was unlocked, and head up the stairs. The music is getting louder and louder...we're getting closer. In the next room, there are two idle Iron Knuckles. Try and activate one at a time, because fighting two at once can

be suicide. After defeating both of them, the door opens. Go through it, and head up the stairs. Unlock the boss door. However, we're not there just yet. Go east, and through the next big door. Walk up the long flight of stairs, and then open the final door to reach Ganondorf's lair. Link sees Zelda above Ganondorf's piano set. The Triforce symbol appears on Link and Zelda's hand. All of your health gets restored automatically.

Ganondorf stops playing the piano, and a rather short conversation goes on. He then uses his dark magic to temporarily paralyze Navi. You will then fight with the ultimate King of Evil. Read the Bosses section for help on getting through this battle. After the battle, Ganondorf yells in a rage, making the entire top of the castle collapse. Ganondorf then collapses to the ground, and Zelda gets free of her captivity. As Zelda is talking, she is interrupted by a rumble. With Ganondorf's last ounce of strength, he has made it so that the entire castle will collapse in a few minutes! You have exactly three minutes to escape the castle.

This part is rather simple. Just follow Zelda, and don't leave her behind. Using her powers, she'll open the locked gates throughout the castle. There are a few rooms you have to go through, and some contain enemies. One room has Zelda captured in the middle of a fire, and Stalfos appear. Defeat them fast, or the one that is dead will reform. After they're defeated, pick up the Rupees or hearts Zelda leaves behind, and keep following her. Ignore the ReDead you will soon come to. Once you exit the castle, you'll witness a scene of it collapsing to the ground, with only rubble remaining. After Zelda says a few words, you hear a rumble. What could it be?

Walk up to the rubble, and a ring of fire will surround the continent, with Zelda out of the fire. Ganondorf pops out from the rubble, ticked off! He obviously survived due to the Triforce of Power he wields. He uses it to transform into his beast form, Ganon. He uses his weapons to knock out the Master Sword from Link's hands, and out of the arena! See the Bosses section to see how to win the true final battle. After winning, Zelda uses her remaining energy to help the six Sages seal up Ganon into the void. I won't spoil any more than that. Just sit back, relax, and enjoy your well deserved ending! Congratulations on completing The Legend of Zelda: Ocarina of Time! Now try the Master Quest version!

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V. Walkthrough (MQ)
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NOTE: The walkthrough in this section is the exact same as the one for the original Ocarina of Time. The only thing I have changed is the dungeons, since everything in Master Quest is the same, except for the dungeons. All of them, including the Ice Cavern, the Bottom of the Well, and the Gerudo Training Ground are changed around.

This section is a complete walkthrough for the newest version, Master Quest. If you are looking for a walkthrough for the original Ocarina of Time, please refer to Section IV.

The game starts out with some text in a black screen. The one that's speaking is known as the guardian of the forest, the Great Deku Tree. Then, Link is shown in bed at his treehouse, sleeping. The Deku Tree will speak of the guardian fairies that every Kokiri has except for Link. You'll then see a dream

that Link is having, where the gate of the market in Hyrule Castle opens up. A white horse gallops out of the town, and Princess Zelda and her attendant is riding the horse. Ganondorf suddenly appears on a black horse, and stares at Link. He is frightened. Then, back in the present, the Deku Tree calls out for Navi, the fairy.

She is seen next to the Deku Tree. The Deku Tree explains that he is growing too old to continue protecting the forest, and he sends Navi to be Link's new fairy, since he doesn't have one. She flies off, and enters Link's house.

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Kokiri Forest
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Inside Link's treehouse, Navi nags on Link until he eventually wakes up. He gets up, and after Navi says a few more things, you gain control. Exit the treehouse, and when you get outside, a girl named Saria will call out your name. Climb down the ladder, and speak to her. After her speech, we have some things to do before we visit the Deku Tree. You see, someone is blocking the path leading to the Deku Tree, and he will not let you pass without a sword and a shield. The sword can be found somewhere in this village, and the shield you need is sold at the shop for 40 Rupees. This early in the game, however, it'll take a little long to earn 40 Rupees.

So, let's begin by getting a sword. Head right, and go up the little hill that leads to a fence with a bunch of signs. Read them if you wish; they tell you about sword techniques. The first sign tells you not to cut them down...hmm... something tells me that the sword is nearby. To the north is a crawlspace; walk up to it and press A to enter. Climb your way to the end. You're now in an area with a couple of rolling boulders rolling around a narrow maze. Go right, and snag the blue Rupee in the corner for 5 Rupees. Head back left (north from what your perspective should be now), and when you reach the wall, follow the path up to a big chest. Open the chest to receive the Kokiri Sword!

Go to the Menu Screen and equip it. To the right of the entrance of this maze is a patch of grass, where you found the blue Rupee. Slice the grass, and you might find some more Rupees. Either way, exit the maze. Back in the actual part of the village, feel free to cut down those signs like a madman, if you feel like being mean. At the left side of the hill you're on is a house known as the Know-it-All Brother's house. Speak to all of them inside if you're not familiar with this game or any other LoZ game. They teach you the most basic stuff about the game. Whenever you're ready, go back outside, and head north of that house, to the next one, which is Mido's house. Enter it.

Inside the house, open the four chests. They contain a blue Rupee, another blue Rupee, a green Rupee, and a Recovery Heart. After getting these items, leave the house. Go behind the house and climb onto the ledge. Behind the house is a blue Rupee, so take it. Head right, and jump across the three stepping stones without falling. If you do, you'll get a hidden blue Rupee when you reach the other side! If you approach the building in front of you (which is the shop), the girl sitting on top of the ledge above the shop will tell you to L-Target her. Hold L and press A to talk to her, and she'll explain how L-Targeting works. After this, head north of the shop to the House of Twins.

There are a few pots in this house that contain Rupees. Pick them up and throw them. Take any and all Rupees from them; this is the quickest way to get Rupees at the moment. Just exit and re-enter the building to respawn the pots. Other Rupees can be found in the grass around Kokiri Forest. There's also one at the end of a bridge, which can be reached by going up the house east of the one

with the pots in it. The building you walk up also has Recovery Hearts inside. Whenever you get 40 Rupees, head back to the shop and enter it. Talk to the shop owner, and after his "Welcome!" message, move the Control Stick to the right. Buy the Deku Shield for 40 Rupees, and equip it.

Now that you're fully equipped and prepared, head back outside, and go to the eastern part of town. Speak with the boy guarding the path, which is Mido. He will notice that you have a sword and a shield equipped, and will let you pass. Follow the path, and you'll be greeted by three Deku Babas. Use your sword to defeat them, then grab the Deku Sticks they drop. You'll need them for the dungeon that's coming up. At the end of the path, you'll meet the Deku Tree. He tells you that a curse has been placed upon him, and he'll need your help and your courage in order to break it. Tell him you have the courage, and he'll open up his mouth as an entrance.

After the rest of the Deku Tree's speech, enter his mouth.

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The Deku Tree
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When you enter here, head north, and to the climbable vine wall. Ignore the web on the ground. Navi will point out that the wall looks climbable, which it is. However, there's a Skulltula on the wall, so it's not safe to climb. Head west, and climb the ladder instead. Head east, and around the platform. You will see a strange egg, with a treasure chest beside it. Attack the egg, because if you do not, it will hatch into a baby Gohma. Open the chest to receive the Dungeon Map! Now, you will probably see that a baby Gohma has hatched. Attack it with your sword until you kill it.

Roll into the crate nearby, and a Gold Skulltula will come out. Kill it, and take your first Gold Skulltula Token. Climb up the vine wall nearby, and when you get to the top, head east and drop onto the platform. Go east, and kill the Keese on the torch. If you don't, it will turn into a Fire Keese when you activate that torch. Step on the yellow switch nearby to light the torch, which causes the web guarding a door to burn. All three torches in this room are now lit! Go through the door. In the next room, you'll see a lot of Gohma Eggs, including some on the wall. Light a Deku Stick using the torch to the right, then jump down and light the torch in the middle.

Doing this will cause a chest to drop down. Climb up the vine wall behind you, and step on the yellow switch. This will cause three platforms to rise. Jump to the third platform, then jump to the northern platform. Open the chest to get a Blue Rupee. Defeat all of the baby Gohmas in this room (get near the eggs to get them to hatch), and a big chest will appear on the western platform. Make the three platforms rise again, and get on the western platform. Open the chest to get the Slingshot! Make your way out of this room. Now, go back to the vine wall, and climb down. Light a Deku Stick using the nearby torch, and head right until you find a web. Burn it with the Deku Stick, then go through the door.

You will see a giant Deku Baba in here. Stand away from range of his attack, and attack him when he pokes his head at you. Keep attacking him until he dies. Kill the two Gohma Eggs in this room using your Slingshot, then shoot the eye switch above the door. This will unlock it, so go through it. Kill the Gohma Eggs and the Skulltulas on the wall, then jump onto the brown platform. A big Skulltula will come down. When it turns around to the other side, use the Slingshot or sword to hurt it. When you kill it, climb the nearby vine wall, and open the big chest for the Compass. L-Target the ladder on the wall across from you, and shoot it with the Slingshot to bring it down.

Climb up the ladder, and exit this room. Head back to the main room, and drop to the first floor. Light a Deku Stick using the torch nearby, and walk over to the web on the floor. If you don't have any Deku Nuts, go get some from the big Deku Baba in the room before the chest that had the Compass. With the Deku Stick still lit, use a Deku Nut while on the web. The light on the stick will touch the web, burning it. You'll then fall down. In the next room, climb on the platform to the right. Kill the two Deku Babas, then press the switch to light a torch. Go to the platform ahead, and light a Deku Stick. Burn the web to the left, then press the switch to drop a chest.

Go back to the platform on the left, and open the chest for a Blue Rupee. Go to the other platform, and shoot the eye switch to unlock the door in front of you. Go through it. In the next room, there is a Deku Scrub, two Gohma Eggs on the ground, and one on the ceiling. Either shoot the Deku Scrub with the Slingshot, or block its nuts with your shield so that it backfires at him. When he starts running around, attack him once more to kill him. Kill all of the baby Gohmas that will probably spawn, and the door will unlock, so go through it. Back in the previous room, light a Deku Stick and go back through the door. Light the two torches by the locked door to unlock it.

Head through the door. In the next room, open the chest to the left to get a Recovery Heart. Step on the blue switch to light the torch in front of you. Do NOT step off of it, however. Instead, wait until the platform in the water starts going south, in your direction. Take out a Deku Stick, and quickly run over to the flame to light it just before the flame disappears. Jump onto the platform in the water, then duck with your shield. Stay ducked until you go under the spiked log. Ignore the baby Gohma that drops down, then jump onto the platform ahead. Quickly light the two torches, and the door will unlock. Go around the side of the blue block, and kill the big Skulltula.

Use the Slingshot to kill it. Climb onto the blue block, then go through the door that unlocked. In the next room, kill all of the Gohma Eggs and the Deku Scrub, then look on the ceiling to find more Gohma Eggs. Shoot them. If you're out of Slingshot bullets, just let them hatch (get directly under them), then kill the baby Gohmas. Look around for a Keese in this room, and kill it too. Then, the locked door will open, so head through it. In here, kill all of the Keese on the four torches, then step on the blue switch in the center. Quickly take out a Deku Stick, and light one before the flame disappears after you step off of the switch.

Head right, and burn the web thereto reveal a crawlspace. Crawl through it, and you'll be back in the watery room. There, kill the big Deku Baba, then head left, and you'll find a block. Push it until it falls into the water. Now, jump off of the platform, and head onto the east platform. Kill the Deku Baba, then light a Deku Stick using the torch. Head to the block you just pushed, and use it to get back onto the high platform. Quickly head to the web on the ground, and use a Deku Nut with the Deku Stick still lit to burn the web. You'll fall down into some water. Get on the floor, and you'll see three Deku Scrubs. You have to hit them in a certain order.

Block the nuts they spit at you, in case you forgot how to hit them. Hit the third one on the right, the first one on the left, and the one in the middle, in that order. Then, the middle Deku Scrub will run around. Stand on the grass he was on, and when he touches you, he'll get so mad that he'll blurt out the secret of Queen Gohma. The door in here then unlocks. Inside, head north, and the wall will close on you. Enter First Person view (use the C-Stick Up), and look at the ceiling to spot an eye. Then, Queen Gohma will drop onto the ground. See the Bosses section for help on beating her. After you beat her, take the Heart Container and enter the blue portal.

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Kokiri Forest
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Back in the forest, the Deku Tree will tell you that he has more to say. Tell him that you'll listen, and he'll explain that an evil wizard cast this curse upon him. He'll tell you a story about Ganondorf, the wizard that did this to the Deku Tree. He will also tell you about the three goddesses: Din, the goddess of power, Nayru, the goddess of wisdom, and Farore, the goddess of courage. Din created the earth itself. Nayru created the sky and such, and gave the world the spirit of law. Farore created all living beings. The three goddesses ascended to the heavens after completing their jobs, and created the Triforce, which was left in the Sacred Realm.

The Deku Tree tells you that he is about to pass away, and that it was already too late for him, even before you broke the curse. Before his death, he tells you to go to Hyrule Castle, where you'll meet the princess. He gives you a stone known as the Kokiri Emerald, the first of the three Spiritual Stones. Leaves fall off of him, and then he turns black, and dies. You'll regain control of Link after that. Speak with Mido, and he'll think that you are the one that caused the Deku Tree. He walks off. Head all the way to the left part of the map, and go through the now unguarded cave. Link will spot Saria, his best friend.

Before he leaves the forest, Saria gives him an Ocarina. After getting it, Saria says a few more words, then Link leaves for Hyrule Field.

=====
Hyrule Field
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Head north, and you'll spot an owl on a tree that speaks to you. Although the game never says it, his name is Kaepora Gaebora. Skip his conversation if you want, or just listen to it. Either way, when he asks if you got all of that, say yes, or he'll just repeat himself. After he flies off, make your way north all the way towards Hyrule Castle. To make the process faster, roll. Right now, it's day time, but it becomes night time awfully fast. Just keep rolling to the north before it becomes night. When it turns night, the drawbridge leading to the town closes. Then, Stalchild enemies spawn (only during the night), and you have to keep fighting them until it turns day again.

Once you reach the drawbridge and if it is daytime, walk into the next area. That one small building holds a lot of pots which contain nothing but Rupees. After you destroy all of the pots, just exit the area and re-enter to make them respawn. Get as many Rupees as you need (right now, you can only get 99). By the way, roll into the second crate all the way to the north to find a Gold Skulltula. Whenever you're ready, proceed into the town itself.

=====
Market
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In this town, you should know that there's a Bazaar Shop to the left (the building with a guy's face on it), and a Potion Shop just west of the Bazaar. West of the two shops is another building, which is the Happy Mask Shop, which we can't use right now. East of the Happy Mask Shop is a temple, which is the

Temple of Time. This will be used later in the game. Also, around the town are other buildings. One is the Bombchu Bowling Alley (it isn't open right now), and the other is the treasure chest game, which is only open at night. You'll need the Sun's Song to access this place at night (or you could stand on the drawbridge during the day, and let it push you into the town at night).

There's also a back alley you can explore, that has a Bomb shop. Obviously, we can't access it right now. Since we can't do much in the town at the moment, head west of the Happy Mask Shop, and talk to the girl with long hair. Her name is Malon. She says that her dad hasn't come back from delivering milk yet. Head north, and to the outside area.

=====
Hyrule Castle
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Go north, and you'll encounter Kaepora Gaebora again. He tells you that the princess is inside of the castle up ahead, and to watch out for the guards. If you get caught, they'll throw you out to the gate in this area. Exit this area, then re-enter it. You'll see Malon by the vines on the wall, singing. Talk to her, and she'll ask you to find her dad. She also gives you the Weird Egg. In order for the egg to hatch, it has to become another day. Just sit there until it becomes day again (if it's already day, wait until it's night, then day again, and it will hatch). Also, if you ram into the tree to the north during the night (roll into it), a Gold Skulltula will drop out.

Once the egg hatches, climb up the middle vine to the top of the ledge. Head north, and either jump off of the ledge, or do it the fancy way, by climbing down the ladder and going through the door leading out of the gate, to the other side. Regardless, keep going north, and you'll see some guards. Don't get near them. Walk along the side of the hill, slowly making your way up (walk, don't run). There's also a guard up the hill, so be careful. Once you get up the hill, head all the way north, still staying away from the guards. When you come to a rock wall, climb it. Go all the way north, and jump into the stream of water.

Swim, and you'll collect some Rupees. You'll see a small patch of ground going up, half way down the stream. Get on that piece of land, and climb up onto the ledge. To the north is a sleeping man, which is Malon's dad. Use the chicken that hatched (or that will hatch) while Z-Targeting him to wake him up. Talk to him, and he'll say that he's Talon, the owner of Lon Lon Ranch. After he finds out that Malon has been wanting him, he'll run off. Now, see the two crates behind you? Pull the second one to the left. Push it all the way up, where Talon was sleeping. Then, push it down onto the floor below. Do the same for the second one, only you need to push it on top of the first one.

This creates a ledge. Climb onto it, then jump into the small hole in the wall. If it is daytime, crawl through the crawlspace into Castle Courtyard. If it is night, you won't be able to go any further, due to guards being there. They kick you out and you end up by the crates you just pushed. When/if it is day, crawl through.

=====
Castle Courtyard
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Head west, and to the first section of the courtyard. Hide behind the green grass wall. We have to play the stealth game, because if a guard sees you, he

will throw you out of the courtyard. The guard(s) will stop after walking a certain distance, and look around for anything. They'll start walking in a different direction after that. When the guard is on the opposite side of the wall in the center, quickly run to the next section before he sees you. In the next section is two guards. Hide behind the grassy wall, and when the two guards both go in between the fountains at the same time, make your move and run to the next section.

There's only one guard in this section, along with some Rupees formed in a square. Ignore them, since it's too risky to get them. Jump up the steps nearby and walk across the wooden plank. Be extremely careful not to fall. When you get to the other side, proceed into the next section. Hide behind the wall; there are two guards here. When one is on the top section, and the other is on the bottom, the top guard should stop in the middle. Use this time to get behind the bottom guard, but make sure he doesn't hear or see you. Then, follow him left when he starts moving again, and then just run left all the way to the last section.

Hide behind the grass wall. As you probably knew, there's two guards here. When one is by the left wall, and the other is by the right wall, follow the left guard. This is basically the same as the last section. When he walks to the right, run northwest to the area where the princess is. In the garden, walk to the middle of the flowers, and look to the right. There is a window with a picture of Luigi, Bowser, Mario, Peach, and Yoshi. If you shoot the Mario picture with your Slingshot, a red Rupee will appear. Cool. If you shoot the left window, a guard will appear and say "Hey you! Don't cause any trouble!", and throw a bomb at you. Nice easter eggs.

Anyway, at the northern end of this area is the princess. Speak to her, and she will notice Link. She notices Navi, and knows you are the boy from the forest, with the Spiritual Stone. Tell her you have it. She'll tell you a story about a dream she had, which she believes was a prophecy stating that Link would come to save Hyrule. She then tells you her name, which is Zelda. Link tells her his name, and she asks that you keep the story she's about to tell you a secret. Tell her "OK", and she'll tell you a story about the gods, and the Triforce. After that, she'll tell you about the Door of Time, and how you will need all three Spiritual Stones, and the Ocarina of Time, to open it.

Tell her you understood her story, and she'll ask you to look through the window at the evil man. Tell her you will, and Link will peek. You'll find out that he is Ganondorf, king of the Gerudos. When Zelda asks if you will help save Hyrule from Ganondorf, tell her "OK". After a little more talking, she'll give you her letter. You'll need this soon. Once she finally stops talking, go back the way you came. An old lady is blocking the way. Approach her, and she will tell you that her name is Impa. She will teach you a melody that she has played for Princess Zelda ever since she was a baby.

Use the C Buttons in the order they're shown, and you'll learn your first song, Zelda's Lullaby! Impa will automatically lead you out of the courtyard, and back onto Hyrule Field.

=====
Hyrule Field
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Impa will show you Death Mountain, which is the home of the Gorons. Apparently, the Spiritual Stone of Fire lurks there. But you have to go to Kakariko Village before you can reach Death Mountain. Impa will then disappear. Before we go to Kakariko Village, we have some things we can do. First, head directly north of

the Hyrule Castle drawbridge. Go towards that area that's almost in the center of the map, which is Lon Lon ranch. Enter it, and make sure it is daytime.

=====
Lon Lon Ranch
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Here, head all the way north, to where the gate is. Go east, and around the gate, then head into the entrance. At the center, you'll meet Malon again, but only during the day (it can be evening, too). She'll introduce her horse, named Epona. Talk to her two more times, then take out your Ocarina. She notices that you have one, and then she decides to teach you a song. Play it, and you'll learn the Epona's Song. Play this song whenever you need to call on Epona. You won't be able to use this song for anything until you become an adult later in the game, and actually have Epona as your horse. Anyway, after you learn this song, exit the farm area, but not the ranch itself.

Go to the southwestern portion of the map, and enter the building there. You are now in a house with two cows and some crates. Pull the northeastern crate down towards the bottom crates. You'll have to go to the top part of the crate to move it all the way down. Then, pull the northwestern crate back towards the right. Go to where the crate was, and you'll find a crawlspace. Crawl through it to a secret area, with a Piece of Heart on the hay! Take it, and leave the building. Leave the ranch now. However, you should know that whenever it is night time, there are two Gold Skulltulas you can get. Roll into the tree west of the buildings at the entrance of the ranch to find one.

For the next one, go around the farm gate until you reach a wooden wall, with a Gold Skulltula on it. Kill it and get the token. There's another one here, but we can't get it until we get the Boomerang. Leave the ranch.

=====
Hyrule Field
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Back on Hyrule Field, head towards Hyrule Castle again. East of the drawbridge is a regular bridge. Cross it, and head up the set of stairs nearby, which lead to Kakariko Village.

=====
Kakariko Village
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There are quite a few Gold Skulltulas to find in this village, but we'll get to that soon. Head all the way northeast, then proceed into the graveyard, which is north of the chicken coop.

=====
Graveyard
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At the graveyard, you'll see many graves around the area (obviously). You can pull the graves to reveal holes and such, but only certain ones are important. Go all the way to the northern end of the graveyard, and you'll see a big grave. Stand on the Triforce symbol near the grave, and pull out your Ocarina. Play Zelda's Lullaby, and it'll begin raining. An electrical ball of energy

will be on the grave, and then it'll explode, revealing a hole. Drop down through it.

=====
Royal Family's Tomb
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Inside this place, you'll notice a lot of bats (named Keese, to be exact). When you get near them, they'll fly off of a wall or wherever they are, and fly around. Use your Slingshot to spot the Keese, then shoot them. After you kill all of them, the door in this room opens. Go through it, and in the next room, you will see green pools of acid. This room is full of zombies known as the ReDeads. When you get near them, their scream will paralyze you temporarily, as they draw near. Tap all buttons as fast as possible to escape the paralysis. If they get on top of you, they'll drain your life energy. Tap buttons as fast as you can to escape that, too.

After you escape the paralysis of the ReDeads, walk over to one and attack it with your sword until it dies. Do this to each ReDead in the area, then go north and through the hallway. Read the inscription on the wall. It has a song inscribed on it, known as the Sun's Song. Play the song, and you'll learn it. Using this song, you can turn day to night, and night to day in an instant, which will be useful at times, especially when looking for Gold Skulltulas. Go back to the acid-filled room, and you'll see that the ReDeads have respawned. Now that you have the Sun's Song, play it, and you'll freeze the ReDeads! Just run right past them, and go back to the graveyard.

=====
Graveyard
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There's two Pieces of Heart here that we can get right now. First, make sure it is nighttime. If it's daytime, the kid will not allow you to pull the graves in this place. So, turn it night, if it isn't already, so the kid will be gone. Go to the last row of graves, just south of the hole that we just exited from. Pull the second grave on the left row to reveal a hole. Jump inside. In this cave-like area, kill the lone ReDead (don't bother freezing him). Once he is dead, stand where he was at and play the Sun's Song to make a big chest appear. Open it to receive a Piece of Heart. For the second one, go outside of Kakariko Village, and make sure it is day.

Simply wait until it is night. The second you hear the drawbridge begin to close, run back into Kakariko Village, and go to the graveyard. You should see an old man with a shovel walking around. His name is Dampe. Speak to him, and he'll explain about the Gravedigging Tour. When he is by a spot on the ground, talk to him and tell him to dig there for 10 Rupees. Try all spots. Eventually, you should find a Piece of Heart. Rupees come out of the holes, too, so you may not have to worry about Rupees. Keep trying until you get it. Once you finally get the Piece of Heart, make sure it is still night, and then go back to Kakariko Village.

=====
Kakariko Village
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Now let's get those Gold Skulltulas. From the graveyard entrance, head south. Go up the staircase leading to a brick wall. Around the brick wall is a small

ledge, with a Gold Skulltula on the wall near the ledge. Get on the western part of the ledge to avoid getting hurt by the Gold Skulltula. Kill it from where you're standing, and get the token. For the next one, go directly north of the area you're at, and you'll find a Gold Skulltula on the wall of that building. Now, head east of that building, and go up the staircases going up to a closed gate. Look at the tower behind you; it has a ladder on it, with a Hold Skulltula all the way near the top.

Kill it with the Slingshot, then climb up to the token. For the last one, go back up the staircases where the closed gate is, and look behind the house to the left to find yet another Gold Skulltula. After you get its token, go up to the closed gate, and take out Zelda's Letter. Z-Target the guard, and show it to him. He makes fun of you, but opens the gate anyway. He also says that if you plan to climb Death Mountain, you'll need a better shield, since it is an active volcano. He says that the Bazaar in the Hyrule Castle Town market sells the shield you'll need, and that they'll give you a discount for it if you go and tell him he sent you.

He also wants you to get a Keaton Mask from the Happy Mask Shop, for his son. Both of these things are optional, but let's get the shield. Refer to the Side Quests section to see how to do the quest regarding masks. Go to the Market, and enter the Bazaar. Buy the Hylian Shield. Since the guard told you that you can get a discount, you'll buy the shield for 50 Rupees instead of 80! Go back to Kakariko Village, and go through the gate, to Death Mountain.

=====
Death Mountain
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Head up the path. You'll meet new enemies, called Tektites. They're a little harder to defeat than most enemies you've faced so far. Either defeat them or ignore them. Keep heading up the path, and watch out for the rolling Goron on the way. He can easily knock you down to the bottom of the mountain. Enter the area that looks like there's a cloth above it.

=====
Goron City
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In this city, feel free to explore and talk to the Gorons. Watch out for the giant rolling one, however. There's not much to do here right now, so just head all the way to the bottom, and then stand on the carpet that Navi turns green at. Take out your Ocarina, and play Zelda's Lullaby to open the door in front of you. Head inside, and you'll see the king of the Gorons. Talk to him, and you'll find out that his name is Darunia. He's in a bad mood, though, because monsters have infested Dodongo's Cavern, and they cannot eat any food right now. He refuses to let you help him, though, and demands you leave. Use that torch to the left of him to light a Deku Stick.

Run out of his room, and light the torches spreaded throughout the area. After you light them all around the big Goron pot, the pot begins spinning. Relight another Deku Stick using one of the torches you just lit, then walk over to one of the Bomb Flowers to make a bomb drop. When it blows up, it will blow up a wall near the Bomb Flowers. Inside is a Goron Shop, where bombs are sold, among other things. You don't have a Bomb Bag to carry bombs in right now, though. Light another Deku Stick, by using one of the torches near the staircase going up. Then, run up the staircase, and turn right when you come out of the tunnel. Light the two torches.

Relight a Deku Stick, and run down the hallway ahead. Have the flame on the Deku Stick touch a bomb on the wall to make it drop. This will cause all of the boulders in your way to be destroyed. Proceed through the now accessible path, to the Lost Woods.

=====
Lost Woods
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You will find Kaepora Gaebora here. He will tell you to listen to the song that is coming from this forest, and to navigate the forest that way. After his speech, you have to take a certain path. If you entered from Goron City (which, if you've been using my FAQ, you will have), take this path, from entrance: west, west, north, west, and east. If you take the wrong path, you'll end up in Kokiri Forest. If you entered the woods from the forest, the path is: east, west, east, west, north, west, and east. You'll be in the Sacred Forest Meadow if you took the correct path.

=====
Sacred Forest Meadow
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Approach the gate ahead, and a wolf will come out from the ground. This enemy is called a Wolfos, and can be slightly hard to defeat if you don't know what you're doing. Every time you try and attack it, it will block your attacks, and run around. Z-Target it, and wait until it opens its arms to attack. Hit it with your sword at that point. It takes quite a few hits with the weak sword you have now, but eventually you'll kill it, which makes the gate open. You can also hit it in the back for doubled damage. If you have the Hylian Shield equipped at this point, you might want to equip the Deku Shield for this segment, since the Hylian Shield cannot deflect Deku Nuts that get spit at you. Anyway, enter the maze-like area, and head east.

You'll find a Deku Scrub. Deflect its attacks by using the Deku Shield, then it will run around. Attack it with your sword one time to kill it. Keep following the path, and when you come to a wide patch of grass, follow the grass and take either path: left or right. Either way, you'll come across a Deku Scrub, and a body of water. Jump into the water and climb onto the next ledge. You'll come to a staircase; behind it is a ladder. If you need to restore your health or want to capture a fairy or two in some bottles, climb it up, and jump into the small hole where the ladder is. A grotto is there, which has a Fairy Fountain inside. Use it if needed.

Either way, if you get some fairies to restore your health or anything, head up the ladder, and head back north. Go up the staircase, and you'll find two Deku Scrubs at once! Defeat them both, and continue north, up the staircase. You will see Saria (the girl you met right when you left Kokiri Forest) sitting on a log, playing a tune with her Ocarina. She says that if you play the tune she is playing, you can communicate with the spirits of the forest...doesn't make much sense, but tell her you'll learn her song. Play Saria's Song, and once you learn it, Saria will tell you that you can use it to hear her voice at any time. She can give you advice on what to do next, but who needs that? ;)

Anyway, go back the way you came, and climb up the ladder. Jump across each ledge as a shortcut out of here.

=====
Lost Woods
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Instead of taking the wrong path on purpose to get out of here faster, let's go back to the shortcut leading to Goron City. From where you exit the Sacred Forest Meadow, head north, and you'll find Kaepora Gaebora again. He'll tell you about melodies...stuff we already know about. After he flies off, head north (from where you are), east, north, east, and east again. Go through that passageway, leading back to Goron City.

=====
Goron City
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Back in this city, simply head all the way north, and jump down. Head into Darunia's room again, then stand right next to him, and pull out your Ocarina. Play Saria's Song, and Darunia will suddenly start dancing like crazy. After he gets through with his weird dance, he'll say that his depression is suddenly all gone. Link asks him for the Spiritual Stone of Fire (by, uh...not saying anything), and he tells you to wipe out the monsters in Dodongo's Cavern first, to prove you're a true man. He gives you the Goron's Bracelet. We can now lift up Bomb Flowers! Exit Darunia's room, and go north, up the stairway. Then, when you exit the tunnel, head north, and west to the next one.

You'll see a Bomb Flower here. Pick the bomb up, and quickly run back south. Throw the bomb into the spinning pot. If you get it inside, it'll explode, making it spin for a few more seconds, then it stops. If it stops on the happy face (the very last one), a Piece of Heart will pop out. Jump down and claim your prize. Keep doing this until you get it. If you've been following this guide, you should have a whole new Heart Container now! Head back to where the Bomb Flower is, then go up the set of stairs. Head all the way north, and then exit Goron City.

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Death Mountain
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Back on Death Mountain, head northeast to an area with a single Goron, and a Bomb Flower near him. Pick up the Bomb Flower, and throw it across the lower part of the fence. You will see where it lands. If it lands near the giant rock, it will blow it up, revealing the entrance to Dodongo's Cavern. Keep trying until you open up the entrance. Backflip off of the ledge (off of the lower part of the fence, obviously) to take a shortcut. If you land on the upper ledge, take the Piece of Heart there. It's really meant to get as an adult later in the game, but get it now if you wish. Regardless, go through the entrance leading to Dodongo's Cavern.

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Dodongo's Cavern
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Here, pick up a bomb from the Bomb Flower on the left or right, and place it by the bombable wall at the end of the room. When it blows up, continue into the main room. Walk across the wooden plank, and Navi will note you of the lava pits on the floor. Jump on the platform that's moving up and down from the lava, then jump on the middle platform. Take the bomb from the Bomb Flower, and

then jump off of the eastern side of the platform. Place the bomb next to the boulder to blow it up, revealing a switch. Press it, and one of the moving platforms will rise all the way up before going back down. Climb up the ladder nearby and get back up.

Jump to the platform that rises and lowers, and back onto the center platform. Pick up the Bomb Flower when the platform to the right moves down, then jump to the platform, and to the bombable wall. Throw it at the wall quickly to blow it up. Open the big chest to receive the Dungeon Map. Now, let the platform go to the bottom, then jump on the platform. Let the platform rise, then jump onto the high platform. Head west, and cross the wooden bridge until you get to a switch. Press it, and a torch will light, and a door will open next to it. Jump directly down, and go through the door. In the next room, you'll see a bunch of Bomb Flowers lined up. There is also a Beamos in this room. To defeat it, take a bomb from one of the Bomb Flowers, and throw it at the Beamos.

If it doesn't kill it, try another one. Once you kill it, follow the path to find a bombable wall. Use a Bomb Flower to blow up the wall, revealing a door. It leads to a Gold Skulltula that you can't get right now. See the Bomb Flower on the wall? Kill the Deku Baba nearby if you need any Deku Sticks, then light it using the torch nearby. Touch the Bomb Flower on the wall to drop the bomb, then quickly pick it up. Throw it in the middle of the line of Bomb Flowers, and it will blow up. If you did it right, all of the Bomb Flowers will blow up at a time, making a big staircase lower. Before climbing it up, kill the Beamos to the left, and get the Silver Rupee.

Head north, and roll into the crate to reveal another Silver Rupee. Get it, then head up the big staircase. The white platform at the top takes you up to a Business Scrub, who sells you a Deku Shield for 50 Rupees after you hit him. Anyway, head west, and roll into the crate to find another Silver Rupee. After you get that one, head east and go up the walkway. Roll into the crate in the corner to find another Silver Rupee. Kill the big Skulltula, then climb up the web-like wall, and get the Silver Rupee. This will unlock the door ahead, so go through it. In the next room, there are four Dodongos. To defeat them, attack their tail. When you hit them, however, watch out for their tail swipe, because it can hit you.

It takes a few hits with your sword to kill them. After each one is dead, a door opens, and a big chest appears. Open it for the Compass. Now, go through the door. In the next room, cross the wooden bridge until you reach another room. There, you will see a lit torch. Jump down, and you'll see a torch on each of the three walls. Head all the way left to find a block. Pull it until you can't pull it anymore. Climb onto it, and push it until it's off of the left part of the wall. Go back around, and pull it until it gets into the corner where the torch is. This makes the torch sit on the block. Use each block in the room to make the torches sit on each block.

Then, climb up the ladder behind you. Use the torch to light a Deku Stick, then jump to the far left block. Light the torch, and jump to the other blocks and do the same. When all three torches have been lit, a door opens. Head all the way north, and you'll find a block inside of an alcove. Pull it out so that the ladder sits on it, then climb up the ladder. Jump to the platform behind you, and light a Deku Stick using that torch. Jump to the north, and follow the path to an unlit torch, and a web. Light the torch, and burn the web, then quickly kill the big Skulltula, and light the next torch before the first torch gets unlit. You'll see a block on the platform.

Now, jump off of the west side of the platform, and you'll find a block on the ground. Pull it all the way back until you pull it beside a platform. Climb on the block, then onto the platform. Kill the big Skulltula, and in the hallway,

kill the Keese on the torch, and the next big Skulltula. Kill the next two Keese, and light a Deku Stick using the torch. Head down the hallway, and touch the Bomb Flower, making it drop. Pick it up, and place it by the bombable wall. When it blows up, go through the door that was revealed. You will have to fight two Lizalfos in here. One of them will jump to you. Simply keep attacking it with your sword.

After three hits, it will jump near the second Lizalfos. Go to the second one, and hit that one three times, then go back to the first one. Repeat this until both Lizalfos are dead, then the locked door will open. Go through it. In the next room, drop down the eastern side of the platform, and kill the Keese. Head north, then go left, and around the platform at the end of the room. You will find a crystal switch. Hit it, and the fire on the first platform will go away for a short time. Head back north, and get back onto the main platform. Then, jump to the platform with no fire, and jump to the alcove to the left. Kill the Keese inside, and take the Bomb Flower.

Jump down, and head northeast to find a boulder. Throw the bomb there to blow it up, revealing a switch. Hit the crystal switch on the left, first, then press the switch on the right. With both fires gone temporarily, go back up on the main platform, and jump across the platforms. Go through the hallway, and you'll be back in the room with three torches and blocks. Jump to the platform, then head left and jump to that platform. Open the chest to get a Blue Rupee. Jump back to the previous platform, then head north and you'll find a Bomb Flower by three boulders. Pick it up, and place it by the three boulders. When they blow up, you'll be back in the main room.

Pick up another Bomb Flower, and quickly jump to the left, down to the ground. Then, throw it at the bombable wall. If you did it fast enough, you'll blow it up, revealing a passage. Take that passage to another room. Get on the second white block to the north, and it'll rise up, taking you to a Bomb Flower. Pick it up, and keep heading north. Place the Bomb Flower next to the boulder to blow it up, revealing another Bomb Flower. Pick that one up, and throw it at the bombable wall in front of you. When it blows up, a door is revealed, which takes you to a Business Scrub that sells you a Red Potion for 40 Rupees. Pick up the Bomb Flower again, and throw it by the line of Bomb Flowers ahead.

If you throw it right under them, they will explode one by one, revealing an eye switch on the left wall. Shoot it, and the door ahead will unlock. On the way to the door, kill the big Skulltula. In the next room, ignore the baby Dodongos, then go through the door. This is another room where you have to fight two Lizalfos. Actually, it's the same room you fought the first set in, just on the higher floor. Anyway, defeat them both, and the door in this room will open. Head through it. In this room, go through the blueish hallway. The door to the right is locked. Pick up the Bomb Flower, and place it by the line of Bomb Flowers ahead.

When they all blow up, something is triggered, opening the door on the right. Head through the door. In that room, kill the two Deku Scrubs, and the Fire Keese, then the door will unlock. Kill the Gold Skulltula in the corner, in the northwestern corner of the room, on the wall. Get it, and leave this room. Go into the blue area. There, you will find four Poes. To defeat them, block their attacks with your shield, but never L-Target them, or they'll disappear. Then, slice away at them. It takes four regular hits to kill each Poe. After you kill them, go left of the locked door to find a Bomb Flower. Pick it up, and head south to find another line of Bomb Flowers.

Place the Bomb Flower there, and when they all blow up, something will be triggered, unlocking the door ahead. In the next area, open the big chest at the end of the hall to get a Bomb Bag! Now you can use bombs as you please!

Jump out of this small hallway. In the main room, get on the platform that rises all the way to the top. When it rises to the top, jump to it. Cross the bridge to the left, and stop at the first hole. Drop a bomb down there, and it will land on the eye of the big Dodongo head. It will make the eye turn red. Jump across to the middle of the bridge, and drop a bomb down the second hole. When both eyes turn red, the big jaw opens.

Jump down, and walk up the jaw to a door. Enter it. In the next room, jump to the floor. A bunch of baby Dodongos come up from this floor. Head east, and climb onto the ledge there. Follow the path to another room. In that room, keep following the path until you come to three graves, and a big fire. A Lizalfos will drop down, so kill it. The three graves have nothing under them, so don't bother pulling them. Throw a bomb across the fire, and it will hit a crystal switch, making the fires disappear. Climb onto the ledge and get over to the other side. There's nothing under the grave in front of you, either. Go through the door on the right.

In the next room, defeat the Poe that appears. This will unlock the door. Pull the grave to reveal a chest, then open it to get a Blue Rupee. Exit this room, and look to the right. You will see tons of Armos Statues. From the ledge you are standing on, simply throw a bomb at them. This will activate them. When they get next to the ledge you're on, drop a bomb by them, and it'll explode on them. All of the explosions from each Armos should blow up a line of Bomb Flowers, triggering something, which makes a platform appear. Once all of the Armos are dead and the platform has appeared, go up the two platforms, and break one of the two pots to the left if you need a fairy.

Follow the path until you come to a grave. Pull it, and you'll reveal a switch. Press the switch to unlock the door at the western side of this room. Go through it, and in the next room, open the chest at the end to get some Bombs. Place a bomb on the brown tile, and it will blow up, revealing a hole. Drop down, and you'll find King Dodongo in the lower room. Read the Bosses section to see how to defeat him. After you beat him, take the Heart Container, then step into the blue portal to be taken back to Death Mountain.

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Death Mountain
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Darunia will suddenly drop down, and tell you about how Ganondorf demanded he get the Spiritual Stone, or else he would not open the cave for them. Darunia now considers you two "Sworn Brothers". As a reward for saving them, he gives you the Goron's Ruby, which is the Spiritual Stone of Fire! Darunia tells you that you should go visit the Great Fairy at the top of the mountain. Two Gorons drop down, and Link runs off. Once you regain control, head up the mountain. You will see a few boulders to the left. Go to the platform the boulders are on, and use Bombs to blow up all of them. For the last one, take out a Bomb, stand at the end of the platform, and wait a few seconds.

Right before it explodes, throw it at the boulder, and if you timed it right, you will blow it up. Jump across, and climb up onto the platform. The boulder you'll see just has a grotto under it. Keep going up the mountain, and the area will turn red. Block with the Hylian Shield, and let the rocks fall onto you. When they stop, keep going north. It will happen again, so just block with the Hylian Shield to avoid it. Keep going until you reach a climbable wall. Kill the Skulltula on the wall, then climb up. Stand on the ledge nearby, and kill the next Skulltula. Climb again, and go to the next platform. Kill the third Skulltula, and climb all the way to the top.

Ignore Kaepora Gaebora, and go to the left wall. See the yellow, weird-looking wall? Bomb it to blow it up, revealing an entrance. Go inside the entrance, which leads to a Great Fairy's Fountain. Go to the end of the room, and stand on the Triforce symbol. Play Zelda's Lullaby, and the Great Fairy of Power will appear. She'll grant you a new sword technique, which requires magic to use. Thus, you also get a small magic meter included with it! Hold B with your sword drawn to charge up for a powerful Spin Attack. The Great Fairy will tell you that a friend of hers is near Hyrule Castle, and that you should pay a visit to her next time you're around.

When the Great Fairy disappears, leave the fountain. Back outside, talk to Kaepora Gaebora. He'll say that he can take you off of the mountain now. Stand there and let him grab you. He will take you back down to Kakariko Village.

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Kakariko Village
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You'll land on top of a roof of a building. Go north, and drop off of the east side of the building. You'll land on a wooden plank. Go through the hole in the wall, and you'll be in a cage with a cow, and a Piece of Heart. Take the piece, and leave the building. Back outside, simply make your way out of the village, then make your way to the Market. At the Market, head northwest, to the outside area leading to Hyrule Castle.

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Hyrule Castle
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Here, simply head north, and during the day, talk to the soldier next to the gate. Pay him 10 Rupees, and he'll open the gate for you. Go north, and you'll see a boulder. Bomb it to reveal a crawlspace. Crawl through, and you'll be at another Great Fairy's Fountain. Play Zelda's Lullaby, and a Great Fairy will appear. She is the Great Fairy of Magic. She will grant you a magic spell, called Din's Fire. You will need this later in the game. When you use it, a big ball of fire engulfs everything around it. Exit the fountain, and go through the door to the north. Climb up the ladder to the top, then make your way out of this place. Head back to Hyrule Field.

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Hyrule Field
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Cross the bridge to the north, and head east of Kakariko Village. Walk across the side of the water, and proceed into Zora's River.

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Zora's River
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Here, go north, and you'll find Kaepora Gaebora. He will tell you that up ahead lies Zora's Domain, and that you need the melody of the Royal Family in order to enter their domain. Now, use a Bomb to blow up the boulders nearby. Ignore the Cucco by the rocks, and jump to the easter ledge. Head down the path, and ignore the Octorok. Jump on the ledge to the left, and keep following the path. Jump into the water and climb onto the ledge. Simply keep following the path,

then cross the bridge you come to. Eventually, you'll find an inscription of some sort on the ground. Stand on it, and play Zelda's Lullaby. The waterfall will weaken, revealing an entrance. Jump to it.

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Zora's Domain
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When you enter here, go north, and up the ramp, to King Zora's room. Ignore King Zora for now. Head left, and go through the watery tunnel. Talk to the Zora at the end, and play her Diving Game for 20 Rupees. She'll throw a few blue Rupees down into the water below. Jump off of the ledge and you'll land under the Rupees. Simply dive and collect the Rupees before the time runs out. Once you collect them, swim north and go up the ramp again. Go back and talk to the Zora, and she'll give you the Silver Scale, which lets you dive underwater for six seconds! If you got the Gold Scale already, however (see the Secrets and Glitches section), you lose it now.

Jump back down the waterfall, and swim north. See the small entrance? Dive underwater and go through it.

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Lake Hylia
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To the north, there is a bottle underwater. Navi will point to it by turning green. Z-Target it, and dive underwater to get it. It has a letter inside. Go back to Zora's Domain.

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Zora's Domain
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Back at Zora's Domain, head north, and go up the ramp back to King Zora's room. Stand on the pedestal, and take out the bottle with the letter inside. Z-Target him, and show the bottle to him (just press the C Button it's assigned to). He will tell you that this letter is from Princess Ruto. Apparently, the letter states that she's inside someone called Jabu-Jabu. Jabu-Jabu is the guardian of this place, and he only recently starting acting strange, when Ganondorf showed up. So Ganondorf has been here, too. King Zora lets you keep the Empty Bottle. Watch as moves out of the way; it takes, literally, about one minute before he moves out of your way completely.

Once he finally moves, head back down, then go left, by the waterfall. To the right of the waterfall are some fishes. Catch one in a bottle, and go back up to King Zora. Head east, and follow the path outside.

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Zora's Fountain
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Out here, head east. You'll see a couple of boulders up ahead. Go to them, and place a bomb by the wall to blow it up, revealing an entrance. This is another Great Fairy's Fountain. Play Zelda's Lullaby to call the Great Fairy of Magic again. She'll give you a magic spell. This one is Farore's Wind, which creates Warp Points in dungeons. If you use it after creating a Warp Point, you can

either get rid of your old Warp Point, or warp back to where your last Warp Point is. Exit the fountain, and go north. See the gigantic fish? Walk up to him, and release a fish right next to him. This will make him open his mouth, and suck the fish in, along with Link.

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Jabu-Jabu's Belly
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Upon entering here, you'll notice some bubbles, a boulder in the middle, and cows stuck inside of the walls. Now why, may I ask, did Jabu-Jabu swallow cows, of all things? And how did a cow get to Zora's Fountain? Anyway, kill the Octorok that appears (use the Slingshot far away), then bomb the boulder in the middle, and a switch will be revealed. Press it to spawn a big chest. Shoot the two cows with your Slingshot to open the door ahead and drop a small chest. Open the big chest to get the Dungeon Map, then open the little chest to get some Deku Nuts. Take note that the bubble enemies (called Shaboms) can be defeated by using your sword, or simply running into them.

Go through the door ahead. In the next room, you'll notice three tongue-like things. You can't do anything to them right now. There are also jellyfish enemies, known as the Biri, which you can't kill at the moment. There is a cow on the wall. Go to the left, near the first tongue thing, and shoot it. This drops a chest on a platform you can't get to right now. You probably noticed a platform that moves up and down. Jump to it when it moves up, and when it takes you down, jump to the ledge nearby, and open the chest for some Deku Nuts. You should see a cow in the water. L-Target it, and shoot it with your Slingshot to spawn a big chest.

Head underwater, and dive into the tunnel where the cow is. On the other side of the tunnel, open the big chest to get the Compass. Press the yellow switch next to the chest to open a door on the upper floor. Dive back through the tunnel, then get on the ledge at the end of the room. When the platform comes down, jump on it. When it takes you all the way up, jump north, past the three tongues, then go through the door. Head north in this room, and you'll meet Princess Ruto! She refuses to let you take her home, however, and demands that you leave. As she walks, she falls into a whirlpool of some sort. Follow her down the same one.

Talk to her twice, and she'll let you carry her around. Pick her up, and jump off of the platform. Stand on the yellow switch, and a water spout will rise. While standing on it, jump to the platform with the blue switch, and place Ruto on it. This will unlock the door Ruto was in front of when she fell down. Jump back down, and shoot the two cows on the northern walls. This will cause two chests to drop down. Open the one to the right of the yellow switch to get some Deku Nuts. Head west of the yellow switch, and go up the platform. Open the chest to get some Bombchus. Go back to the yellow switch and press it. While on the water spout, jump to the platform ahead and go through the unlocked door.

In the next room, you'll have to fight a Lizalfos. Defeat it, and when you exit the hallway, open the chest nearby to get some more Deku Nuts. Jump down, and kill the Like Like. Don't get near it while it is leaning towards you, though, because if you do, it will eat you and steal your shield. After you kill it, walk in front of the red things in the water, known as Stingers. They will pop out and start flying. Shoot them twice with the Slingshot to kill them. Once you kill all of the enemies, a big chest will spawn on a platform above. Press the yellow switch to the left, and the water will rise. Climb the vine wall nearby, then open the chest to get the Boomerang!

Climb down the platform, and press the switch again. Climb onto the southern platform, and make your way through the hall, then go through the door. Back in this room, wait on the platform to come down, then jump on it. When it rises to the top, jump to the northern part of the platform and continue into the next room. In the whirlpool room again, simply head east, and you'll see three boulders on a wall. L-Target them, and stand so that you're facing the wall where the boulders are. Place a Bombchu, and it will run up the wall and hit the boulders, making them explode. Shoot the cow that was revealed to unlock the door at the northern end of this room.

Avoid the whirlpools, and throw the Boomerang at the red tongue thing to the north, to freeze it temporarily. Use it as a platform, then head through the door. In the next room, head east, and ignore the web you come to for now. Go through the door at the end. You will see a cow on the left and right side of the wall. Shoot one, and a Like Like will fall down. Kill it, and shoot the next cow to have another Like Like fall down. After you kill both of them, the door unlocks, a torch lights, and a chest appears. Open the chest to get some Deku Sticks. Now, go to the entrance of the room, and light a Deku Stick. Exit this room, and burn the web to the left. Head through the door.

You will see a purple tentacle in here. It's known as a Parasatic Tentacle. To beat it, hold the C-Button your Boomerang is assigned to, then walk up to it. Throw the Boomerang, and hit the upper part of the tentacle. It will go up into the ceiling, and when you get near it, it will move back and try to attack you. Keep getting near it, and throw the tentacle when it moves down. Keep doing it, and after a few hits, it will die. Exit the room. Back in this weird hallway, head all the way to the left, and go through the door at the western part of the map. Defeat the green Parasatic Tentacle in here, and then exit the room. Head north and go through the next door.

Here, you'll find three enemies known as the Tailpasaran. When you get near it, it will rise up. Hit it in the back of its tail with the Boomerang to kill it. Kill all of the enemies in here, then step on the yellow switch. Take out a bomb, and when the water rises up all the way, throw the bomb at the boulder on the wall just as it is about to explode. If you timed it right, you should blow up the boulder and kill a Gold Skulltula inside. Get the token using the Boomerang, then leave this room. Back here again, go to the center hallway (use the map), and defeat the Lizalfos that attacks you. Bomb the two boulders to reveal a blue switch.

Go back to the western hallway, and pick up one of the small crates. Take it to the blue switch, and place the crate onto it to unlock the door. Then, head through the door. In the next room, kill the reddish Parasatic Tentacle, then exit the room, and go through the door at the southern end of the room. Back in the whirlpool room, freeze the tongue thing, then use it as a platform. Enter the westernmost whirlpool to fall down to where Ruto is. Talk to her, and jump down, and press the yellow switch again. Jump over to the northern platform, and go through the door at the end of the path. Ruto will say that the stone she has been looking for is on that platform.

Throw her on the platform, and she'll get the Spiritual Stone! She tells you to take her home. Walk up, and the platform will rise to the top. The platform will then lower, with Ruto nowhere in sight, and a giant Octorok on there! He will attack you. To defeat him, you have to attack him in the back, but you have to expose the green part on his back first. To do that, freeze him with the Boomerang. At the start of the fight, you won't be able to hit him. When he unfreezes, throw the Boomerang a second or so after he starts spinning. If you timed it right, you'll freeze him again, and if you really timed it good, you will see the green spot on his back. Attack it to damage him.

An easy way to reveal his back part is to get hit by him. He will then turn around, showing his back. Freeze him from there, and hit him. Just keep hitting him in his back, and after a few strikes, you'll beat him. Head into the middle of the platform, and you'll be taken to the upper floor. Break the pots behind you if you need a fairy. Regardless, shoot the cow on the eastern wall to unlock the door ahead. Go through the door. In the next room, jump down the platform, and defeat the Lizalfos that appears. Then, shoot the cow head on the northern part of the wall. This will spawn another cow by the first red tongue. Go back up the platform, and pick up a small crate behind you.

Drop it near the end of the platform, and freeze both of the red tongues. Pick up the crate again, and jump from each tongue until you reach the door. Place the crate onto the blue switch to open it, then go through it. Here, jump on the platform at the end, and it will lower and connect with another walkway. You're back in the second room. Now, open the chest that's been here for awhile to get a Recovery Heart. Proceed into the next room. There are two Like Like's in this room. Defeat them both, then shoot the cow head on the eastern wall. Each time you shoot it, the head gets higher. Shoot it three times in total, and you'll unlock a door.

Head west, and go up the platform. Shoot the cow head on the left wall, and a chest will drop by the door. Open it to get a Blue Rupee, then enter the door, which leads to the boss's chamber. Inside, you'll witness a scene where a lot of big jellyfish attach onto one body in the middle. Then, you'll fight. Read the Bosses section to see how to defeat Barinade. After you win, take the Heart Container, and step into the blue portal. Ruto says she was "just a little" lonely, then you and Ruto are taken back to Zora's Fountain.

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Zora's Fountain
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When you get back outside, Ruto will startle Link, and he'll fall off the log. She'll jump into the water, and tell Link that she'll reward him with something since you saved her. Tell her you want the Spiritual Stone, which is actually the Zora's Sapphire. She thinks Link will be her husband one day (yeah right), so she gives you the Spiritual Stone of Water. Now that you have the Boomerang, there are some Gold Skulltulas you can get (namely in the Deku Tree, Lon Lon Ranch, a secret grotto, the graveyard, and one here at Zora's Fountain) that you couldn't get before. I'll tell you how to get the one here, but see the Gold Skulltulas section to see how to get the others.

To get this one, first make sure it is night. If it isn't, play the Sun's Song. While it's nighttime, walk up the log just east of the entrance to this place. It's right beside you after you exit Jabu-Jabu's Belly. On the wall, you will see a Gold Skulltula. Kill it, and use the Boomerang to snag the token. Go back to Zora's Domain.

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Zora's Domain
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Back at the domain, speak to Ruto if you wish. Just keep heading north, and then exit this place. At Zora's River, make your way back to Hyrule Field.

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Hyrule Field

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Make your way towards Hyrule Castle. Even during the day, you'll notice that the drawbridge is closed, and that there are dark clouds around Hyrule Castle, no matter what time of day/night it is. Approach the drawbridge, and you'll see a scene. Princess Zelda and Impa are on their horse, and Zelda throws a blue object into the water. Suddenly, Ganondorf appears on his horse. He demands Link tell him where Zelda and Impa went, but Link draws his sword. Ganondorf shoots an energy blast at Link, knocking him over. He then gallops away on his horse. When you regain control, jump into the right side of the water. Z-Target the blue object, then dive into the water and get it.

This is the legendary item known as the Ocarina of Time. It's a prettier color than the last one, too. Woo! Now, you'll see a pure white screen, and you'll hear Zelda communicating with you somehow. She says that once you place the Ocarina of Time in your hand, she won't be around. She teaches you a song. Play it, and you'll learn the Song of Time. Zelda tells you to play this song in front of the altar at the Temple of Time, then you'll be back on Hyrule Field. Cross the drawbridge and enter the Market.

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Market
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Head west, and you'll see a temple to the right. Take that path, then follow it into the Temple of Time.

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Temple of Time
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In the temple, head north, and stand on the carpet by the altar. Take out the Ocarina of Time, and play the Song of Time. The three Spiritual Stones will be placed onto the altar, as the Triforce symbol above the Door of Time lights up. Then, the Door of Time opens. Go through it, and Navi will notice something. It is the legendary blade, the Master Sword! It is the only sword that is able to penetrate evil. If you want to do anything else right now as a child, DO NOT grab the Master Sword. If you do, you won't be able to return to being a kid until you clear the next dungeon. Whenever you're ready, walk up to the sword and pick it up.

Rays of light surround Link, as you see a scene where Ganondorf says that you left a gate open to the Sacred Realm, by opening the Door of Time. Uh oh. You will hear a voice, telling Link to wake up. He introduces himself as Rauru, one of the Sages. When Link looks at himself, he sees that he has indeed grown up, and has become an adult. His tunic looks a bit darker, too. This version of Link looks a lot better, wouldn't you agree? He sounds better, too. Rauru says that Link was too young to be the Hero of Time, so his spirit was sealed in the Temple of Time for seven long years. Ganondorf entered the Sacred Realm during that time, and stole the Triforce of Power.

Since then, he has gotten much stronger. His power was drawn from the five temples spreaded throughout Hyrule. He has also ruined Hyrule completely. Rauru says that if all six Sages are awakened, it will still be possible to defeat Ganondorf and save the kingdom of Hyrule. He will grant you his power by giving you the first medallion, the Light Medallion. Back at the Temple of Time, Navi says that you won't be able to use certain weapons that you could use as a kid. As they attempt to leave the temple, a strange person appears in odd clothing.

He tells you that one Sage is located in a forest, one is on a high mountain, one is in a lake, one is in the house of the dead, and one is in a goddess of the sand.

His people are known as the Sheikah, and his name is Sheik, and he's the survivor of the Sheikahs. He tells you that the first Sage is located at the Forest Temple. But you cannot enter the temple without a certain item, which Sheik says is at Kakariko Village. When he finishes talking, exit the temple.

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Market

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Go to the main part of the market, only to find out that it has been ruined by Ganondorf, completely! All the buildings, and everything else are ruined. It has also been infested with ReDeads. Just run past all of the ReDeads, then make your way to the drawbridge, which is broken as well. In that building that held lots of Rupees as a child, there is a ghost in there (which wants you to collect ten Big Poes around Hyrule Field; see the Side Quests section). You can't get too many Rupees in there, either. Leave to Hyrule Field.

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Hyrule Field

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You should know that Stalchilds no longer appear, even during the night. So you can walk around Hyrule Field safely now. :) Head left, and cross the bridge that leads to Kakariko Village, then enter the village.

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Kakariko Village

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At the village, you'll notice that there's a new building that was in the Market, but moved over to here. Anyway, go northeast, and enter the graveyard.

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Graveyard

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Here, head to the graves at the left side of the graveyard. You'll notice that this place has been infested with Poes, too. Pull the first grave on the left side of the area to reveal a hole. Jump in. You're now inside a place that's simply known as "?". Go north to find Dampe, the Gravekeeper. He has died, but he remains inside this grave...creepy. He wants to race you. Follow him the whole time. He will throw flames from his lamp throughout the race. Follow the flames if you lose him, but be careful not to run into them! At the end of the race, talk to him, and he'll disappear, leaving behind a prize (a big chest). Open it to get the Hookshot.

Go north, and through the doorway. You'll find two Time Blocks. Stand in front of them, and play the Song of Time to move them out of your way. Climb up the ledge and walk up the stairway, leading to a building in Kakariko Village.

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Kakariko Village

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If you haven't gotten the Piece of Heart in here as a child, get it now (see the Secrets and Glitches section if you want to know how to get it as a kid). Jump on the spinning blade, then onto the platform at the end with the Piece of Heart on it. Jump down, and talk to the man playing the music box in this room. He babbles on about something that happened seven years ago, when a kid with an Ocarina came in and played a certain song, even though you never did anything. Take out your Ocarina while in front of him, and he'll be so mad that he'll play the song. Play it to learn the Song of Storms. Then, make your way out of the village.

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Hyrule Field

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Go to the eastern part of the map, to the tunnel leading to Kokiri Forest. Enter the forest.

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Kokiri Forest

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You'll immediately notice a Big Deku Baba attacking you! This place has been infested with Deku Scrubs and Deku Babas, unfortunately. Defeat the Big Deku Baba just like you would any normal Deku Baba. Go west of the nearby building, and climb up the vine wall. Follow the path up to a cave. Enter it, as it leads to the Lost Woods.

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Lost Woods

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At the Lost Woods, take this path: east, west, and east. You will find Mido blocking the path. Stand in front of him, and play Saria's Song. He will say that Saria only teaches that melody to her friends, then he moves out of the way, allowing you to pass. Take that path, then go north, west, and then east, to the Sacred Forest Meadow.

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Sacred Forest Meadow

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In the meadow, head north. Navi will tell you that you might be able to sneak up on enemies in this area, or simply just sidestep your way out of it without them noticing you. The enemies in here are called Moblins. If you walk up to one and they see you, they'll rush at you with their spear, and knock you down to the end of the corridor. Look at the left and right sides. When the Moblin's back is turned, go in that direction (don't run), and hit him with the Hookshot to kill him. Go to the next corridor and do the same thing. Do this at each corridor, just be careful not to get ambushed by the Moblins. At the northern end of the meadow, you'll find a giant Moblin wielding a giant club.

Walk up to him, and he'll slam it onto the ground, sending a big pile of dirt in your direction. Trick him by going into different directions at a time, as

you move closer to him. So basically, go to the center, wait until he slams his club, then move to the right, wait until he slams it, and keep moving in other directions until you get close to him. Then, strike him with your sword a few times until he dies. Take anything he drops, and continue up the stairs ahead. Link will look around, and suddenly, Sheik will fall into the room. He will teach you the Minuet of Forest, which will allow you to return to this area any time you play it.

Play the song, and you'll learn your first warp song. After you learn it, Sheik will disappear into thin air. Now, look above the log that Saria sat on. See the small part of a tree by an entrance? Hookshot to the top of that to be pulled up, and dropped onto the ledge. From there, head into the Forest Temple.

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Forest Temple
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When you enter here, look to the right, and you'll see a vine wall. There are Skulltulas all over it. Use the Hookshot to dispose of two of them, then climb the left side of the wall. Keep making your way up, and make sure that none of the Skulltulas see you. Then, drop onto the log platform to the left. Go to the end of the platform, then kill the big Skulltula in the air. Jump across to the second log, then press the switch at the end. This drops a chest on the other log platform. Hookshot to it, then open the chest to get a Small Key. Jump down to the floor, then enter the door at the end of this room. In this hallway, kill the three big Skulltulas, then unlock the door at the end.

In the next room, you'll see four torches, and a platform. As you head up, the flames will disappear, and the platform will lower. There are four Poes, and each one has one of the flames. They run off. Now, head to the center of the room, then head through the northern door. In here, you'll see a Time Block blocking your path. Play the Song of Time in front of it, and it will be removed. Go through the door. In here, you'll have to fight two Wolfos. Defeat them, and a chest appears. Open it for a Small Key. Now, go back to the main room, then go to the middle. Head left, and go through the door. In here, an enemy known as the Stalfos will attack you.

Attack it when it goes to attack you. When you defeat the Stalfos, both doors will unlock. Go through the door at the end of the hallway. In the next area, climb up the two ladders to the north. You are now in a maze-like area. Navi points out that there are arrows painted on the ground. We have to solve a little puzzle now. There are two blocks on this floor, and they're both the same size and color. Pull the first one on the left until you can't pull it anymore. Then, go north of it, and follow the path east. You'll see a second green block. Simply push it all the way up until it falls into a hole. Instead of climbing on the block, go to the middle of the floor.

You should find a ladder. Climb it up, and then head east at the split path. There are also two blocks of the same size and color on this floor. Pull the red block back until you can't pull it anymore. Climb down the ladder, and then climb up the green block to the next platform. Push the next red block all the way up until it falls down. Climb it up, and hit the crystal switch. This will create a Hookshot target nearby, along with some platforms below, and another Hookshot target below. Head east, and climb up the ladder. Ignore the two Blue Bubble enemies, then unlock the door. In this corridor, head north, and you'll be in another room.

Navi warns you to watch for the shadows that hang from the ceiling. If you hear a loud sound, keep running, and a Wallmaster will fall down. Keep attacking it

until you kill it. If you don't run, the Wallmaster will fall down onto you, and take you to the start of the dungeon! Open the weird-colored chest in the corner to get the Boss Key. We're not even close to the boss yet, however. Drop down the hole near the chest to fall down to a lower room. In the next room, you will see a Floormaster by the locked door. To defeat it, get near it, and use your shield to block its attack. Then, while it's off guard, attack it until it splits into threes.

Use a Spin Attack, or simply kill all three hands normally to finish it off. If you don't kill the hands fast enough, they'll reform into the big hand again. After finishing it off, the door will open, so go through it. In here, head north until you see a door. Turn to the right to find another door. Enter that one. In the next room, you'll have to kill a ReDead. Kill it, and a small chest appears. Open it to get a Small Key. Then, exit this room, and go through the next door. You're back in the block puzzle room. Hit the crystal switch to twist the corridor where the Boss Key was, and remove the two walls in your way. Jump out of the alcove, and climb up the two ladders to the right.

Make your way to the green block, and climb it up. Climb up the red block, go right, climb the ladder, and go through the door ahead. Back in the corridor, head north, and jump to the platform. Jump to the eastern platform, and unlock the door. Go down the staircases in this room. Ignore the Poe portraits that appear, because you can't do anything with them at the moment. Go through the door at the end. In this room, you'll have to fight a Stalfos. Do not jump into the hole in the center! Defeat the Stalfos, and a part of the ceiling will lower, covering the hole. Then, you'll have to fight two Stalfos at once. After you defeat them, a big chest will spawn.

Open the chest to receive the Fairy Bow! Go back to the previous room. Now we can do something with those Poe portraits. Look around (slowly) at the three pictures in the room. One will have a Poe on it. If you get too close, or wait too long to make your move, the Poe will move to another picture. Shoot the picture that has the Poe in it to burn it. Do this with all three pictures, and the Poe will move down to the bottom of the room. Follow it down, and you'll have to fight it. To defeat it, block its attack with your shield, then attack it while its guard is dropped. It will disappear. Block its attack again, and keep attacking.

If you L-Target it, it will disappear, so don't L-Target it at all. After you defeat it, the torch in this room is lit, and a big chest appears. Open the chest to get the Dungeon Map (finally)! Go through the door by the torch, then head north and go through the next door. Shoot the three pictures in here, just like you did in the last room. When the Poe goes all the way to the bottom of the room, follow her and defeat her. The torch will light, and a chest will appear, containing the Compass. Get it, and go back to the first Poe room. Make your way back to the main room, and then look at the northeastern part of the room.

You will see an eye switch on the wall. Shoot it with the bow to unlock the door in that small tunnel, then go through it. In this room, you'll see a big Deku Baba. Kill it, and turn around. Look above the door to find a Gold Skulltula, along with a target. Kill the Gold Skulltula and get its token, then Hookshot to the target. Pull yourself up onto the ledge, and then head east. Play the Song of Time to create a Time Block. Jump on it, then jump to the second Time Block. Play the Song of Time again, and you'll switch around the first Time Block so that it is in front of the second one. Jump to the Time Block, and take out your bow.

Look up on the vine wall, and shoot the Skulltula. Jump on the vine wall, and climb it up. Head right, and drop onto the balcony. Open the chest there for a

Small Key, then look at the balcony across from you. Hookshot to the target, and go through the door on the balcony. Kill the big Skulltula in this room. See the lit torch? Stand on the side of it, so that you're facing the web blocking the door. Shoot an arrow through the flame at the web. This will create a makeshift Fire Arrow, and burn the web. Leave this room, and back in the previous room, Hookshot to the vine wall. Drop down, and head north to spot a well.

Go on the western edge of the well, and look inside of it to find an eye switch on the wall of it. Shoot it with an arrow, and the well's water will drain all the way down. Climb the ladder down, and inside the well, open the chest in front of you for another Small Key. Head all the way north, and climb up the vine wall at the end. Jump off of the ledge, and go through the eastern door. Back in the main room, go through the western door on the map. You will end up back in the block room. Use the Hookshot target to the north as a shortcut, then jump up the two platforms, and use the second Hookshot target above. Head north, and climb the ladder up, then go through the door.

Head through the twisted corridor, and jump to the middle platform. Jump to the platform to the right and go through the door. Make your way down the stairways in this room. Keep following the path until you get to the end of the room where you fought the second Poe, then unlock the door. In the next room, jump to the eastern platform, and you'll be in a corridor. There are two Green Bubble enemies in the corridor. To defeat them, wait until their green flame disappears, then hit them with your sword once. Unlock the door at the end. In this room, jump on one of the four moving platforms, and jump to the eastern platform. Take the crate, and jump to the middle platform.

Place the crate onto the blue switch to light the torch. Jump on one of the moving platforms, and take out your bow. Make sure your bow is pointed at the fire at all times. When the fire is lined up with the frozen ice on the wall, shoot an arrow through the flame, at the ice. If you hit it, you'll melt it, and trigger the eye switch. If you prefer to do things the easy way, simply cast Din's Fire to melt the ice. Either way, triggering the eye switch will cause the corridor in the previous room to get twisted. After you do that, take the crate off of the switch to remove the big wall blocking the entrance of this room.

Jump back to the door and go through it. Go through the twisted corridor, then jump down to the floor, and fall down the hole. Proceed through this room, and Navi will tell you that the ceiling is falling. When it falls, wait until it goes back up. While it's rising back up, quickly head all the way north, and press the switch on the left. This opens a door at the entrance of this room. When the ceiling falls down again, wait until it rises, then step on the next switch to the right. This makes a chest drop to the south. Head back south, and head west. Be careful of all the big Skulltulas! Open the chest to get a bundle of arrows.

Go back to the entrance of this room, and look on the map. Take the northwest path to a door, then go through it. Back in the green room, stand on the small Time Block, and play the Song of Time to create another one. Jump to it, then jump on the lower platform. Kill the Deku Baba, then open the chest to get a Small Key. Stand near the two Time Blocks, and play the Song of Time again to remove the two blocks, and create one. Jump on it, and play the Song of Time yet again. This will recreate the two Time Blocks. Climb onto the first one, and jump to the next one, then go back through the door. Back in this room, go back to where the ceiling falls.

Make your way to the northern end of the room (use the spots where the chest and switches are for cover), then unlock the door. In the next room, look to

the left, and shoot the Poe picture. This will cause a few blocks to fall from the ceiling. You have exactly one minute to solve this puzzle. First, pull the one in the middle until it gets out of the way of the other four blocks. Then, push the northeastern block up (so that it faces the northwestern block) three times, then left (so that it connects with the northwestern block) three times. Next, push the southwestern block north six times, so it connects with the others. Finally, make the southeastern block connect with the other three.

If you did the puzzle right, the blocks will form a Poe, then the Poe will appear. Defeat her, and then the torch in the room lights up, and the door opens. Head through the door, then go through the next door in the hallway. You are now back in the main room. Jump off of the balcony, and head to the center. You will see a Poe, then it will split into fours. To defeat this one, take out your bow, and simply look at all four Poes. Shoot each one. If it's a fake, it will simply disappear, and laugh upon being shot by an arrow. When you find the real one, it will actually get hit. Simply repeat this until you kill the Poe. When you defeat it, all four torches will be lit, and the center elevator will rise up.

You have now defeated all four Poe sisters: Joelle, Beth, Amy, and Meg! Now, step on the elevator to be taken down to the last floor. In the next room, you will notice two walls you can push to the left and right. Let's start with the one on the left. Each time you push a wall, the walls get turned around. Doing this reveals more areas you have to enter in order to make it to the boss. Push the left wall, then look behind you to find an opening. Open the chest inside for a bundle of arrows. Push the same wall again, and you'll see a crystal switch to the north. Shoot it, and the gate will open. Go inside and press the yellow switch to open another gate.

Push the same wall again, and you'll reveal another opening. There's nothing inside except two big Skulltulas and some pots, so go ahead and push the wall again. Go through the opening to the south. In the seemingly empty area, look behind you, and up at the wall. Shoot the eye switch to open the gate to the north. Head all the way north to the boss's door, then unlock it. Inside that room, head up the staircase, then step into the middle of the room. Go back, as if you were exiting the room, and then a gate will pop up. Suddenly, someone who appears to be Ganondorf enters the room. He takes off his mask, revealing himself as Phantom Ganon. See the Bosses section for help on beating him.

Once Phantom Ganon is defeated, listen to the real Ganondorf's speech. Then, take the Heart Container, and step into the blue portal. You will be taken to the Chamber of the Sages, where you find out that Saria is the Sage of the Forest Temple. After a short conversation, she gives you the Forest Medallion. You are then taken back to Kokiri Forest.

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Kokiri Forest
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At the forest, Link notices a sprout in the ground. As he looks down at it, a tree-like thing pops up. He is the Deku Tree sprout, which was able to sprout since Link broke the curse off of the Forest Temple. The sprout tells Link that the Kokiri never grow up, even after seven years, and that Link isn't a Kokiri, but is actually a Hylian. He tells you a story about Link, and how he got in the forest in the first place. After the sprout is finished talking, make your way back to Hyrule Field, then make your way back to the Temple of Time.

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Temple of Time
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Once here, head north, to the room where the Pedestal of Time is. You'll see a scene where Sheik will tell you that other Sages still need to be saved, and that you'll need to travel back in time seven years eventually. He'll teach you the Prelude of Light, which can return you to the Temple of Time whenever you play it. Play the song, and you'll learn it. Sheik will then disappear, and you can now return to being a child whenever you want. Unless you want some items, like Pieces of Heart, there's no reason to return to being a kid right now. So, exit the temple, then head to Kakariko Village, and to Death Mountain.

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Death Mountain
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This place now has red boulders (which you can't break right now), along with big boulders that roll down the mountain. Make your way up the mountain, and enter Goron City.

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Goron City
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Head down to the second floor (from the top, that is; not the bottom). You'll see a small Goron rolling around. Place a bomb when he's coming near, and hope he gets hit by the explosion. Keep trying until you hit him with a bomb. He'll think you work for Ganondorf, and say his name is whatever you named yourself when you started the game. Talk to him once he gets up, and he'll get carried away, and talk about how he wants your autograph. But then he'll say that his dad, Darunia, went into the Fire Temple to fight an ancient dragon, and that he'll be eaten if you don't hurry to the temple. When he starts crying, ask him about the dragon.

He will explain to you that the dragon is named Volvagia, and that he was defeated a long time ago. However, he's been revived. Next, ask him about the Gorons, and he'll tell you that Ganondorf's minions took the Gorons, and that Ganondorf threatened to feed the Gorons to Volvagia as a warning to what happens to those who oppose him. He then gives you the Goron Tunic, which is a heat-resistant tunic that you will be needing. The two doors at the bottom floor will then open. Jump to the bottom floor, then go to Darunia's room. There is a statue in the room, where Darunia used to stand. Pull it back to reveal an entrance. Take the entrance to Death Mountain Crater.

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Death Mountain Crater
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Without the Goron Tunic equipped, you'll only be able to last a certain time in the crater before collapsing. Equip the Goron Tunic if you haven't already, and then head to the broken bridge to the left. Hookshot onto the bridge itself, not on the wood above it. You'll hang on the bridge. Climb up, then cross the bridge, and Sheik will appear. After a short speech, he'll teach you a new warp song, the Bolero of Fire. Play it, then Sheik will disappear, like always. When you regain control, head north, then go west. You'll find a very deep hole, with a ladder. Climb the ladder all the way down, and then proceed into the Fire Temple.

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Fire Temple
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When you enter this temple, head west, and go through the door. In this hall, a Like Like will drop down. Quickly freeze it, and attack it. After two hits from the Master Sword, it will die. A chest will then appear. Open it to get either a Blue Rupee, or a Hylian Shield. You'll only get the Hylian Shield if the Like Like ate you. Anyway, exit this room. Back in the main room, climb onto the left or right ledges in the middle, and head north. Near the top of the stairs, use Din's Fire to light two torches, and two mouths in front of you. If you don't light one of the mouths, quickly move up to it and use Din's Fire again. After you light all of it, the door to the left unlocks.

Go through the door. In the next room, you'll see Darunia on a platform that you cannot reach. He will tell you that Volvagia, the ancient dragon, has been revived by Ganondorf. However, even though he doesn't have the legendary hammer needed to stop the dragon, he says he is going to try and stop Volvagia anyway. He enters the boss door, which you can't enter right now, obviously. After Darunia leaves, jump across the eastern platforms, and climb your way up to the top platform. Roll into the crate at the top to reveal an unlit torch. Now, cast Din's Fire to light the two torches nearby. Stand on the left side of the torch (on the top), and take out your bow.

Shoot through the flame, and shoot at the unlit torch on the platform to the north. When you light all three torches, a cell with a chest inside opens. Jump back across the platforms, and jump across the western platforms now. Open the chest for a Small Key. Now, jump back across the platforms and exit the room. Back in the first room, jump off of the platform, and unlock the door to the right. In the next room, kill the Keese you'll see. You have to defeat the two Stalfos in here. Once you do, the door unlocks, so go through it. In this room, a few tiles will come to life and attack you. Simply take out your shield, and block all of them.

Once they stop attacking, walk up to the big knight and attack it to start a battle. This is the toughest enemy in the game, known as the Iron Knuckle. When it goes to attack with its ax, back away immediately. Right after he attacks, attack him with your sword, and back away from his attack again. If he hits you with his ax, massive damage will be caused to you. Just keep repeating this, and his armor will break off. He gets a lot faster from there, but also a lot easier. Keep attacking him, and he should die without even getting a chance to attack. After you beat the Iron Knuckle, the door to the left will unlock. Go through it.

In the next room, you'll witness a fire creature (known as the Flare Dancer) come out from the fire in the middle. To defeat it, L-Target it, and Hookshot the black thing in the fire creature. Then, attack it, and it will run away. Chase it on the opposite side, and when it spots you, it will stop for a moment and run. While it's stopping, try and attack it. It will eventually go back into the fire, and reform into the Flare Dancer. Just keep doing this, and after a lot of hits, you'll kill it. The fire will disappear, a door will open, and a chest will appear on the center platform. Open the chest to get the Megaton Hammer, one of the coolest weapons in the game!

Proceed through the door that was unlocked. In this hallway, you'll see a rusted switch. Smash it using the Megaton hammer, and two cells will open. Open the big chest to get the Dungeon Map, then talk to the Goron. After a short speech, he will leave. Go through the door at the end of the hallway, and you

will be back at the main room. There, climb onto the west or eastern ledge in the middle. When you get up the staircase, look to the right to find an odd statue. Go to the side of the statue, and use the Megaton Hammer on it to smash away a piece of the statue. Smash away all three pieces, then go through the door that's revealed.

Here, cross the wooden bridge, and jump left, onto the grey-colored walkway. Climb onto the eastern platform, and it will rise. Jump to the small alcove, where you'll find an unlit torch. Cast Din's Fire to light it, then go to the western side of the torch. Take out your bow, and shoot through the flame, at the torch on the platform to the north. Once you light both torches, the door on that ledge will unlock. Jump down, and climb onto the other platform. Jump across to the next platform, and proceed through the lower door. In this hall, smash the rusted switch to open the cell. Talk to the Goron inside.

The Goron will tell you that a wall that can be destroyed using the Goron's "special crop" (referring to Bombs) will make a different sound if you hit it with your sword. When he leaves, kill the Gold Skulltula, and get the token, then leave this room. Back in the previous room, go to the very edge of the platform, and use the Hookshot at the torch on the above ledge. It's a bit hard to get the precise position to reach the torch, but keep trying; you'll do it. Once you get on the ledge, go through the door. In the next room, block all of the attacking tiles using your shield. When they're gone, walk up to the boss chest, and Hookshot to it to pull yourself through the fire.

Open the chest to get the Boss Key, then use the Hookshot on the torch in the center of the room. Then, exit this room. Jump off of the platform, and simply head all the way north. On one of the stone ledges is a wooden plank. Run up the wooden plank, and get on the lava, then climb onto the platform on the right. When the moving platform moves towards the platform you're on, jump on it. Now, when it moves to the left, quickly Hookshot to the torch ahead. It is easy to do it right when the platform stops for a brief moment. Then, place a bomb by the odd part of the wall to blow it up, revealing a door. Enter it. Go to the end of the hallway, and cast Din's Fire.

This will light a flame on the right side of the wall, opening the cell with a Goron inside. Talk to him, and he'll tell you that the Goron's "special crop" can also activate crystal switches. When he leaves, open the chest inside his cell to get a Small Key. Exit this room, and use Din's Fire to light the torch next to you. This causes a Hookshot target to appear from the lava. Hookshot to it and climb on top of it, then head east, and you'll find a wooden plank. Run up the plank, then unlock the door nearby. In the next room, walk on the wooden plank to slide down. Then, climb up the grated wall (the eastern side) to the top. Climb onto the edge.

Walk onto the ceiling part of it, and jump off onto the western ledge. There is a platform that rises up every few seconds, but you can't jump on it when it is down, because a ring of fire is blocking it, and you'd get hit. So, what to do, you ask? Well, wait until the platform starts rising up, then jump. You'll land on the platform when it is about half way up, then you'll be taken to a higher floor, where a door is. Go through it. In this room, head left, and climb up the two platforms. You will see a weird looking torch that's unlit. Cast Din's Fire to light it. Hookshot to the target across from you, then climb onto it, and jump onto the platform.

Climb onto the next part of the platform, and go to the grated wall. A Lizalfos will suddenly appear. Defeat it, and climb up the grated wall. Then, go through the door there. In the next room, head west, and follow the path. You will come to a dead end. Place a bomb there to blow up the wall, revealing a regular Skulltula, and a rusted switch. Smash the rusted switch, and some Hookshot

targets will appear on the platforms in this room. Turn around, and Hookshot to the target on the left. Jump across to the platform at the north, then jump to the small walkway on the right. Head north, and jump to that platform, then jump east, onto the last platform.

Go to the edge of the platform, and take out a bomb. Wait until it is a couple of seconds away from blowing up, then throw it at the closed gate. If you timed it right, the explosion will hit the crystal switch, opening the gate. Hookshot to one of the big crates, then roll into the lone crate in the corner. Open the chest to get some Bombs. Now, take a small crate off of one of the big ones. Jump down, and head all the way north. Beware of the Lizalfos that will attack you randomly throughout this room. At the northern end of the room, go to the eastern corner, and place a bomb at the dead end to blow up the wall, revealing a locked door and a blue switch. Place the crate onto the blue switch to unlock the door, then go through it.

At the end of this hallway, press the switch to open the cell. Talk to the Goron, and he'll tell you that if you're on fire, you can roll or swing your sword to put it out. After he leaves, open the chest in his cell to receive a Small Key. Exit this room, and find a Hookshot target on one of the platforms. Hookshot to it, and head north, towards where the locked door was. On one of the platforms is a crack. Bomb it to reveal a hole. Climb down the grated wall, and you'll find many crates in this hallway. Roll into all of them, and you will find a rusted switch in one of them. Smash it to open the two gates, then open the chest in the cell to get the Compass.

Go back the way you came, and climb back up the grated wall. Head west, and jump onto the platform, then unlock the door. In this room, jump on the grated floor, and head west. On the last grated floor, look to the left, and on the platform above. Hookshot to the crate (do NOT break it), and take the small crate off of it. Jump off of the western ledge, and in that lower area, you will find a blue switch at the end (ignore the door). Place the crate onto the switch, and two torches will light up. Go back east, and Hookshot back to the crate. From there, jump east, back onto the grated floor. Get on the grated floor in the center.

Then, go right up to the eastern pillar with the lit torch. Look up, and you will see another lit torch, along with an unlit one below it, near the ceiling. Shoot an arrow through the flame, and at the unlit torch. When you light it, a door will open. Jump off of the northern part of the platform, then grab onto the ledge, and go through the door. At the end of the hallway, go through the next door. In here, get on the Time Block, then jump to the platform there. Use the Megaton Hammer to smash the platform with a smiley face on it. It will drop down to the second room. Follow it down, and you'll land on it safely. From there, simply jump to the boss door, and unlock it.

In the boss's chamber, jump to the small ledge, then to the center platform. The giant dragon, Volvagia, will come out of one of the lava pits, then a boss battle begins. Read the Bosses section for help on defeating this dragon. Once you defeat him, pick up the Heart Container, and step into the blue portal. At the Chamber of the Sages, you will find out that Darunia is the Sage of the Fire Temple. He will give you the Fire Medallion, and you will witness a scene of the red cloud over Death Mountain disappear. Then, you will be taken back to Death Mountain Crater.

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Death Mountain Crater
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Back here, head west, and cross the bridge. At the end of it, use the Hookshot on the broken end of the bridge. Pull yourself up onto the platform, then head west. Smash the three big rocks (it takes two hits per a rock). The ones on the right are blocking a path. Take the path to a Great Fairy's Fountain. Inside, play Zelda's Lullaby on the Triforce symbol to make the Great Fairy of Wisdom appear. She will grant you twice as much magic power as you had before! This will help a lot, and eventually you'll really need it. Exit the fountain, and head back to Goron City.

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Goron City
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Exit Darunia's room, then head up the flights of stairs in the city. Make your way to the entrance of the city, then exit onto Death Mountain. From there, make your way all the way down to Kakariko Village. Leave the village, and head east to Zora's River.

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Zora's River
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At Zora's River, go north, and jump to the platform to the right. Make your way through the river, avoiding all Octoroks. Play Zelda's Lullaby when you get in front of the big waterfall, then jump to the entrance of Zora's Domain.

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Zora's Domain
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What has happened to this place? It has completely frozen over, along with every single Zora in it, too! Head north, and proceed to King Zora's room. Maybe he's alright...uh, nope! Also frozen. Head east, and follow the path out to Zora's Fountain.

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Zora's Fountain
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Out here, you'll also notice that it is half frozen, and that Lord Jabu-Jabu is also gone! Looks like Ganondorf has invaded this place, too. Go to where Jabu Jabu used to be, and you'll find several slippery ice platforms. Jump from each one. Some are spinning, like the two that carry you over to an ice platform with a Piece of Heart on it. Get the Piece of Heart, and jump back over to the other stationary platform. Jump from the rotating platforms, then to the last stationary one, and then to the cavern in front of you.

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Ice Cavern
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Here, go through the hallway, and look out for the rolling boulders. In the room ahead, you'll find two Tektites, along with a new enemy, the Freezzard. If a Freezzard's icy breath touches you, you'll get frozen. Tap all buttons as fast as you can to break out quickly. It takes three regular sword strikes, or

two jump attacks to kill it. Anyway, once you kill the enemies, look on the ledge east of the wall blocking your path, and you'll find a crystal switch. Shoot it with your bow or hit it with your Hookshot, and the wall will get removed, making the tunnel accessible. Go through the tunnel, which has more rolling boulders.

In the next room, you'll find a White Wolfos and two Freezzards. Defeat the White Wolfos the same way you do every other Wolfos. Hitting it in the back kills it instantly. Kill all three enemies, and a gate will open to the right. Slash the icicles away and go through the tunnel. In the next room, there are two Wolfos. Defeat them both, then go up to the blue flame to the north. Empty out every bottle if they have anything in them, and use your bottle at the flame. You'll get Blue Fire, which you'll need lots of in this dungeon. Fill up every bottle you have with some Blue Fire, then head west. Kill the Skulltula on the wall, and hit the crystal switch in the corner.

Doing this will cause a big chest to appear under some ice. Head directly north and release some Blue Fire onto the ice, which causes it to melt. Open the chest to get the Dungeon Map. Refill the bottle you just emptied with some more Blue Fire, then exit this room. Back in the previous room, head east, then get onto the platform. Pour some Blue Fire on the red ice, and all three will melt, revealing a tunnel. Go through the tunnel leading to the next room. Now, in the next room, you'll see a bunch of Freezzards. Climb onto the icy walkway, and kill the Freezzard on the small platform using the Hookshot. You'll pull over to the Freezzard. Do this two more times to kill it.

Jump to that ledge, then to the next icy walkway. Kill the Freezzard at the end, and open the chest for the Compass. Exit this room, and go back to the main room. There, jump off of the platform, and head west. Pour some Blue Fire on the red ice to melt it. Go through the tunnel, and watch out for the rolling boulder. In the next room, you will see two Ice Keese flying around. Shoot them using your bow, because if they touch you, they will freeze you. There are two White Wolfos that spawn in here, on top of the two small ledges. Kill the White Wolfos when they spawn. Now, if you need Blue Fire, go to the high ledge where the flame is, and play the Song of Time to create a Time Block.

You can use this as a ledge to get up to the blue flame. Anyway, head left, and climb onto the ledge. Use some Blue Fire on the ice to melt it. Kill the Ice Keese in the tunnel, and watch out for the falling icicles. Go through the door that appears to be a dead end at the end of the hall. In the next room, you'll fight a Stalfos. Defeat it, and a big chest will appear. Open it to recieve the Iron Boots. Sheik will then appear. After a short speech, he teaches you the Serenade of Water, needed to warp to Lake Hylia. Play it, and once you learn it and Sheik disappears, go behind the chest to find a pool of water. Jump in, and put on the Iron Boots to sink to the bottom.

Go through the door, and walk north, out of the water. Put on the Kokiri Boots again, and jump out of the alcove, back to the first room. You will need one more bottle filled with Blue Fire. If you do not have it, head north, and in the second room, head east to another room. There is Blue Fire in there. If you don't need any, just head south in the first room, leading back outside. Simply head back to Zora's Domain.

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Zora's Domain
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Go north, and use Blue Fire to melt the ice off of King Zora. Stand on the pedestal at the entrance of the room, and talk to him. He will thank you for

saving him, and in return, give you the Zora Tunic. It's a blue tunic which allows you to breathe underwater, so now we can safely go to the Water Temple! Play the Serenade of Water, and warp to Lake Hylia.

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Lake Hylia

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Here, simply head north and jump off, lading into the small body of water. Put on the Zora Tunic and the Iron Boots, and while underwater, take out the Hookshot. See the blue switch above the closed gate? Shoot it, and it will pop off, opening the entrance to the Water Temple.

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Water Temple

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Take off the Iron Boots, then climb onto the ledge. Lucky for us, this dungeon is extremely short compared to how long it is in the original game. Anyway, jump into the water, and put on the Iron Boots to sink to the bottom. Head right, and go through the corridor with two torches next to it. You will meet Princess Ruto in the room. She talks of how you are her fiancée (yeah right), but then she says that there are three places where you can change the water level. She tells you to follow her. Put on the Kokiri Boots and follow her to the top. Climb onto the ledge, then cast Din's Fire to light the torches in the corners of the wall. This unlocks the door.

In the next room, you will have to fight three Stalfos at once! This might be slightly hard. After you defeat them, the door will unlock. Go up to the wall, and L-Target the stone tablet. Use the Hookshot on it, and a chest will spawn. Open it to receive the Dungeon Map, then exit this room. Back here, stand next to the Triforce symbol on the wall, and play Zelda's Lullaby. This will drain all of the water. Jump down to the bottom floor, then cast Din's Fire to light the two torches, unlocking the door. Go through it. In the next room, you will meet a new enemy: the Shabom. It's a spiked ball. To defeat it, either use the Hookshot, or walk away from it so that it turns back into a ball.

Then attack it to kill it, although the Hookshot is a better method by far. It will turn back into a ball either way. When you kill it, go up to the stone tablet, and two Lizalfos will enter the room. Defeat both of them, and a big chest will appear. Open it to get the Compass. You should also notice that there are Hookshot targets by the door now, so exit the room. Back here, use the Hookshot on one of the Hookshot targets, then climb on top of it. Now, look up on the middle platform. Use the Hookshot on the target, then pull yourself on the platform, and enter the small room there. Shoot the stone tablet on the wall with the Hookshot, and a big chest will appear.

Open the chest to get the Longshot! Woohoo! Now we have a Hookshot that extends much further. Jump down, and leave this room. Back in the previous room, head west, and around the central tower. Climb onto the ledge, and go through the door leading inside the tower. In this room, head north, then turn around, and look up. You'll see a target. Longshot to it, then climb onto the ledge, and play Zelda's Lullaby next to the Triforce symbol. This raises the water level to medium. Exit through the door nearby. Back here, go around the platform, and look up until you find an opening, with a target visible there. Longshot to the target, and play Zelda's Lullaby by the Triforce symbol.

This will cause the water to rise to the highest level (again). Jump into the

water, and sink with the Iron Boots. Land onto the middle platform of the central tower, and look around for a door. Go through it. Back in here, rise to the top, and climb onto the platform. Play the Song of Time, and a Time Block will appear. Get on it, and cast Din's Fire. You will light the torches in the corners of the wall, which opens up a hole down at the bottom. Jump into the water, and sink using the Iron Boots. Land on the platform at the bottom, and drop down the hole. Go through the corridor. In the next room, just keep going around the brown walls.

Eventually, you'll find two steps in a corner. Step on the second one, and it will lower. Hit the crystal switch that was revealed, and a gate will open. Head northeast, and you will see a hole in the ceiling. Go up to it, and look sink up into it by equipping the Kokiri Boots. Shoot the center of the stone tablet on the wall using the Longshot, and a chest will appear. Open the chest to get a Small Key. Sink back into the water, and exit this room. Go to the end of the corridor, then rise back up. Swim to the middle platform half way up the room of the central tower, then equip the Iron Boots and go through the door. Rise up to the third floor, and swim around until you find a locked door.

Unlock it. In the next room, jump down, and land on the platform down below. Turn around, and look up, above the entrance of the room. You will see a crystal switch on the wall. Shoot it with your bow, and a lot of targets you can Longshot to will appear on the waterfall. You have to Longshot to a certain one. So, Longshot to the one at the northwest, and you'll land on the one below it. Longshot to the one near the top of the waterfall, and you'll fall down on another target. Now, look at the northwestern part of the wall, and shoot the stone tablet with the Longshot. This will cause the northern target to rise up. Longshot to it, pull yourself up, and get on the platform. Go through the door.

Here, jump down, and into the puddle of water. Then, you'll have to fight three Stalfos at once. Defeat all three, and the serpent heads throughout the room will rise up. Longshot to the highest one on the right, and then Longshot to the target on the ceiling, across from the spikes. Enter the door. In this strange room, head all the way north, to the locked door. Then, turn around and go back. You will see a shadow of yourself, and you'll have to fight Dark Link! He's the hardest mini-boss in the game. He will mimic your every move, but there are a few ways to beat him. One way is to constantly cast Din's Fire, which he cannot block.

This doesn't hurt him much, however, and even with an upgraded magic meter, you will lose all of your magic (even at full), and he'll still live. Another way is to whack him with the Megaton Hammer, and this method is by far the easiest, since he will never get a chance to attack if you do it fast enough. You can also attack him with the Biggoron's Sword, which also works pretty well. You can use Bombs/Bombchus, but they suck for this fight. If you want to fight him normally, just keep attacking him over and over until you pierce through his attack, hitting him. You'll take a hit or two, but it still works. After a lot of hits, you'll defeat him.

The door at the end unlocks, and the room then turns back to normal. Go through the unlocked door. In the next room, shoot the stone tablet on the wall, then a hole nearby will open. Drop down the hole to a lower room. In this room, there are vortexes everywhere, and the water current is very fast. Either jump in the water and swim, or use the Iron Boots to navigate your way through here. If you swim, take note that you should swim as far away from all vortexes as you can, at all times. If you get near one, it'll start sucking you up, and it's pretty hard to get out of it. You can also use the Longshot on the targets throughout the area to easily navigate this room.

Anyway, once you reach a small platform, get on it, and Longshot to the target

on the left. Go through the corridor, and jump out of the opening, into a body of water. Sink into the water, and use the Longshot to the target inside the opening underwater. When you enter the opening, head north, and look at the ceiling to find another target. Longshot to it, and then cast Din's Fire to light two torches, and unlock a door. Sink back into the water, and exit the opening. Rise to the top, and get on the ledge, then go through the door. In the next room, you'll see a big gate, along with a crystal switch nearby.

Hit the crystal switch, and a water spout will rise up in the middle of the room. Jump on it, and cast Din's Fire immediately. You will light two torches inside the gate, which will make it open. Quickly jump to the platform. If you don't make it, Longshot to the target by the platform. Either way, open the big chest to get the Boss Key! We're nearly done now. Jump into the water behind the chest, and put on the Iron Boots. Drop down the hole at the end, and then put on the Kokiri Boots to rise up. At the top, swim to the switch, and put on the Iron Boots. Press the switch and the gate will open. Now, put back on the Kokiri Boots, and rise to the top of the main room.

Get on the central platform where the tower is, and look around until you see a serpent statue. Longshot to it, and go through the door behind it. In this room, look above the boss door to find a crystal switch. Shoot it with an arrow and some targets will appear by the door. Longshot to one of them, then unlock the door. In the boss's chamber, jump onto one of the four platforms, and then a weird water enemy will attack you, called Morpha. See the Bosses section for help on beating it. When Morpha is defeated, get the Heart Container, and step into the blue portal.

At the Chamber of the Sages, you'll find out that Princess Ruto is now the Sage of the Water Temple. After a conversation, she gives you the Water Medallion. You are then taken back to Lake Hylia.

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Lake Hylia
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When you get back at Lake Hylia, all of the water will rise back up, and this place will return to being a lake once again. Sheik will talk with Link for a moment, then he'll vanish onto a tree, and jump into the lake. Now is that not some ninja skills, or what? >_> Unfortunately, Zora's Domain is still frozen over, unless you become a kid again. Head north. See that small pedestal that Navi points at? Stand on it (not all the way on it, just the bottom part), and make it nighttime (if it's not already). Play the Sun's Song again to turn it day. While standing on the pedestal, shoot the morning sun with an arrow. This will cause a Fire Arrow to drop down onto the platform ahead.

Jump into the lake, and swim to the platform. Grab the Fire Arrows. We'll need them eventually. Now, play the Prelude of Light, and warp.

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Temple of Time
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At the Temple of Time, simply exit. Exit the Market, as well. On Hyrule Field, make your way to Kakariko Village.

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Kakariko Village

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Here, you'll notice that half of the village is covered in flames! Link sees Sheik by the well, and runs over to him. The wooden thing on the well breaks off, and something comes up from the well, and throws Sheik over onto the ground. The shadowy figure then moves around the village, and attacks Link. We then see Link waking up, with the fires gone. Sheik tells him that the evil spirit of the village has been released. Impa sealed him up into the bottom of the well, but he broke free of the seal. He tells you that Impa went to seal the creature in the Shadow Temple, alone. She is one of the sages, as Sheik reveals. There is an entrance to the Shadow Temple at the Graveyard.

However, you won't be able to reach it normally. Sheik will teach you the Nocturne of Shadow, as that is the only way you can gain access to the temple. Play the song. Then, Sheik will disappear. Before we go to the temple, we have an item we need to get. First, warp to the Temple of Time, and become a child. Then, return to Kakariko Village. North of the well, up the stairs to the right, is a door leading to the windmill area. Go through it. In there, stand in front of the man playing a juke box, and play the Song of Storms. This will make the windmill spin at a very fast rate. This also causes the well to drain of its water. Head back outside, and climb down the ladder of the well. Enter the Bottom of the Well.

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Bottom of the Well
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When you enter, crawl through the crawlspace, and then climb down the ladder. Kill the ReDead in this hallway, and proceed into the room ahead. In there, you'll notice a pile of dirt with a crack in it, at the northwestern corner. If you bomb it, it will blow up, leading to an area with two Recovery Hearts. Anyway, head west, and go through the long hallway until you come across a Triforce symbol on the ground. Stand on it and play Zelda's Lullaby. Doing this will cause some gates to open, including one behind you. See that face on the wall, by the Triforce symbol? On its right hand is a crystal switch. Hit it, and all of the water will drain.

Now, go south, and open the big chest in that room to get the Dungeon Map. Exit this room, and go to the western side of the hallway until you spot two boulders. Bomb them, and kill the big Skulltula nearby. Press the yellow switch by the hole, and a torch will light. Go back to the big chest, and head east of it. Look inside the cage area, and you'll see a crystal switch on the wall. Hit it, and the door behind you will open. Go inside. There is an invisible walkway here. Walk across the walkway, using the pots to help you guide your way. Be extremely careful not to fall. Take the Small Key at the end, then make your way back to the previous room.

Back in the previous room, make your way out of the center room, and go through the hallway until you get back to the start of the dungeon. Jump down the hole that once had water in it, then crawl through the crawlspace. Climb up the wall in this room, and go through the door. In here, you will see four arms. Get near one, and it will grab you. Then, a body will pop up from the ground, and walk towards you. Tap all buttons as fast as possible to break free from the arm's grasp. Then, let the Dead Hand (the monster) walk up to you. When he lowers his head, attack it until he walks away, and goes back underground. Let another arm grab you, and he'll pop up again.

Break free of the arm's grasp, and do the same thing. Keep repeating this until you defeat the Dead Hand. Open the big chest that spawns to get the Compass!

There is a pile of dirt in the northwestern corner. Bomb it, and you'll see a Small Key half way inside the wall. Pick it up, then leave this room, and head back to the main room. Back at the main room, head west, and enter the opening nearby. Place a bomb under the boulder to blow it up. Shoot the eye switch that is revealed to open a gate somewhere. Head to the northeastern part of the map, and you'll find a crawlspace. Crawl through it, and look at the face on the wall. In its right eye is a crystal switch, which is barely visible.

Shoot it, and the door in front of you will unlock, so go through it. In the next room, defeat the Wallmaster and Floormasters. The Wallmaster will really get in the way while you're fighting the Floormaster, so kill the Wallmaster first. After you kill them, unlock the door in this room. Kill the two Skulltulas on the wall, then bomb the patch of dirt to reveal a switch. Press it, and you'll open a cage behind the chest that held the Dungeon Map. Exit this room, and go back to the main room. Then, go to the center room, and drop down the hole behind the chest. When you land on the wooden platform, step on the switch to spawn a chest.

Drop down, and head to the southeastern part of the map. Follow the path to a lot of ReDeads. Play the Sun's Song to freeze all of them, then kill them one by one. If they get unfrozen, simply play the Sun's Song again. After you kill all of them, open the big chest they were guarding to get the Lens of Truth! You will need this for the Shadow Temple. Now you can see through fake walls, and see other invisible things! Head all the way north, then climb up the two ladders at the end. Then, go through the door to get back to the main room. Head to the western part of the room, then jump down the ledge. Climb up the wall nearby, then unlock the door.

In the next room, defeat the Gibdo you will immediately see. It's the same exact thing as a ReDead. Once you kill it, head north, and you'll find a Poe. Kill that, as well. After that, get a Deku Stick, and light it using the only lit torch in the room. Light the other unlit torches beside the graves, and they will open. Each closed one holds a Gibdo. Kill all three, then go behind the eastern pillar at the end of the room to find a Gold Skulltula. Kill it, take its token, and then head back to the main room. Go back to the center room yet again, and enter the western door. In that room, turn on the Lens of Truth to spot two big Skulltulas, and some Keese.

Kill the two big Skulltulas, then go for the three Keese. Pull the grave in this room to reveal another Gold Skulltula. Kill it, then take its token. We are done here, so play the Prelude of Light, and warp to the Temple of Time.

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Temple of Time
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At the Temple of Time, return to an adult. Now, play the Nocturne of Shadow, and warp to the graveyard.

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Graveyard
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Here, head directly north, and you'll see tons of torches around the area. Stand on the pedestal in the middle, and cast Din's Fire. Doing this will light all of the torches in the area, opening the entrance to the Shadow Temple. Proceed inside.

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Shadow Temple
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You will notice that there is a gap you cannot cross...without putting the Longshot to use, of course. Longshot to the target and climb up. The wall at the end is a fake, so just walk through it. In this room, turn on the Lens of Truth, and you'll notice that most of the skull heads around the statue disappear while it's on. All but one head is a fake. With the Lens of Truth on, look and see which head doesn't disappear. Push the statue so that it faces that particular head. If it faces one with a fake head, you'll fall down a trap. After you push it to the right one, a gate opens, but it looks like you can't get over there.

Head to the edge of the platform where the tongue platform is, and light the torches on each hand using the Fire Arrows. This creates a platform, allowing you to be able to jump over to the tongue platform, so do it. Continue down the path, and throw a bomb at the Beamos to stun it. Throw another one to kill it. Now, turn on the Lens of Truth, and you'll notice that the left and right walls are fake. Go through the right wall and enter the door. In this room, defeat the two Gibdos, and a chest will appear. Open it for a Small Key. Exit this room, and go through the western wall, then go through the door.

In the next room, you'll see something with spinning blades in the middle. There are also Silver Rupees everywhere. Get the ones around the spinning blades, and get the ones in the alcoves. Then, Longshot to the target next to the wooden platform, and jump off of the side to get the last one. This will open a gate. Kill all of the big Skulltulas in the room to unlock the door. Open the chest in the area where the big Skulltula was to get the Dungeon Map. Now, go to the northeastern part of the room, and go through the fake floor. In this small room, turn on the Lens of Truth, and kill the big Skulltula. Then, with the Lens of Truth still on, open the chest nearby for a Small Key.

Climb up the grated wall, then exit this room. Back in the room with three paths, simply head north, and back to the first room of the dungeon. There, turn on the Lens of Truth, and go to the northeastern wall. You'll see that it looks like a weird part of the brick wall. Place a bomb there to blow it up, revealing a locked door. Unlock it. In the next room, go through the fake wall at the end, and turn on the Lens of Truth. Walk to the northern end of the hallway, and you'll see two Time Blocks (with the Lens of Truth on). Play the Song of Time to remove them, allowing you to access the path. Go through the two fake walls to the second part of this room.

Now, go left, and you'll see three eyes. The one on the left and right shoot out a flame whenever you're not looking. It's hard, but you have to quickly turn around and shoot the eye before it closes. Ignore them, though, and shoot the center eye to open it. Turn on the Lens of Truth, and look around the room until you see a fake wall in a corner. Go through it and enter the door. In this room, you'll have to fight a Dead Hand. You fight it the same way you did the one in the Bottom of the Well. After you defeat it, a big chest appears. Open that chest to get the Hover Boots! You will need these. You can hover on air for a short time, but the boots have no fraction, unfortunately.

Exit this room, and go back through the fake wall. Here again, turn on the Lens of Truth, and navigate the area until you're back at the first hallway. Head west with the Lens of Truth still on, and you'll see another fake wall leading to a door. Go through it. In this room, play the Sun's Song to freeze the four ReDeads. Then, kill each ReDead one by one. After killing them, a big chest appears. Open it to get the Compass, then exit this room. Turn on the Lens of

Truth, and make your way to the eastern part of the room. Go through the door at the end of the hallway to exit this room completely. Go through the fake wall, and jump to the tongue platform to the north.

Follow the path to the Beamos. Kill it, then bomb the northern wall to reveal a locked door. Unlock it. Make your way through the corridor, and kill the Beamos you come across. Avoid the moving spikes, then kill the big Skulltula. Jump down, and you'll see some guillotines. When they rise, run under them. Kill the Beamos in the middle of the guillotines, and continue through the corridor. In the next room, jump to the platform with the fast-moving guillotine. When it moves up, quickly jump to the next platform. Keep jumping until you get to a platform with a Bomb Flower and two Beamos. Kill the Beamos, then turn on the Lens of Truth, and look to the left to see some invisible platforms.

Jump to the first one, and go to the edge. Turn off the Lens of Truth for a moment, and shoot the frozen eye switch with a Fire Arrow. You can also use Din's Fire. Either way, once you melt the ice and trigger the eye switch, turn on the Lens of Truth again, and jump to the next two platforms. Go through the door at the end. In this room, turn on the Lens of Truth, and you'll see some spinning blades in the middle, along with lots of Silver Rupees near it. Get all of them, then go in the corner where the Silver Rupee is in the air. Play the Song of Time to create a Time Block. Climb onto it, and get the last Silver Rupee. Doing this will cause the gate nearby to open.

Kill the Like Like (if you haven't already), and enter the small area. Turn on the Lens of Truth, and open both chests to get a Blue Rupee, and a Small Key. Now, exit this room. Back in the previous room, turn on the Lens of Truth, and hop across the platforms until you get to the one with two Beamos and the Bomb Flower. Kill the two Beamos, then hop across the platforms to the right. Watch out for the spinning blades. Kill the Beamos in the middle, and get all of the Silver Rupees around the platform. Then, Longshot to the target on the ceiling, above where the Beamos was, to collect the rest of the Silver Rupees. After you get them all, a chest appears nearby.

Open it to get a bundle of arrows. Now, go up to the gate at the north, and simply hit the crystal switch inside using your sword, making the gate open. Follow the corridor to another room. In the next room, turn on the Lens of Truth, and look at the right wall to find a block. Pull it until it's directly on the face on the floor. Then, push it so that the smashing spikes will both smash on the block, allowing you to cross the path safely. Head west, and enter the gate there. Kill the Gold Skulltula inside, and use the Longshot to get the token. Now, exit the gate, and enter the one directly ahead. Open the chest inside for a bundle of arrows.

Exit, and pull the block back towards the two gates. Keep pulling until you can't pull anymore, then climb on it and jump to the western platform. Use the spike smasher as a walkway to the platform on the right. Head east, and open the chest for a Blue Rupee. Then, press the switch to the north, and a chest will drop on the western platform. Longshot to it, and open it for a Small Key. Now, jump down and exit this room. Back in the previous room, head northwest and cross the small walkway. Turn on the Lens of Truth, and you'll reveal an invisible platform. Jump to it, and keep the Lens of Truth on. When you see a moving platform move towards you, walk on it.

Now, put on the Hover Boots, and hover over to the locked door, then put back on the Kokiri Boots. Unlock the door. In the next room, turn on the Lens of Truth, and you'll notice a lot of spikes. Behind the first set of spikes, in front of you, is where the Silver Rupee is. Collect it, then head east, and walk on (yes, on) the spikes for the next one. Kill the ReDead there, then position yourself in front of the Silver Rupee in the air, but make sure you

still see the Longshot target. Longshot to it to get the Silver Rupee. For the next one, go to the door that you entered from, and Longshot to the target on the ceiling to get the Silver Rupee.

Go north and kill the ReDead, and a chest will spawn. It contains a Blue Rupee. Anyway, get the Silver Rupee in the air the same way you did after you killed the first ReDead. Next, make sure the Lens of Truth is on, and Longshot to the target on the wall, by the platform in the corner. Get the Silver Rupee there, then Longshot to the target on the ceiling, above the platform at the end of the room to get the next Silver Rupee. Jump off of the western side of the platform, and get the next one. Get back on the platform, and hover off of the eastern side of the platform. Collect the Silver Rupee. Get back on the platform again, and Longshot to the target on the ceiling to the north.

You will collect the last Silver Rupee. A door will unlock, and two platforms will appear in the air. You'll land on the second one. Jump off, and go through the western door. In the next room, head north, and a Stalfos will appear. Defeat it, and climb up the ledges on either side of the room. Another Stalfos will appear. Upon defeating it, the door unlocks, and a chest appears. Open the chest to get a Red Rupee, then exit this room. Back in the previous room, use the Longshot at the target on the ceiling, above the middle platform. When you land on it, equip the Hover Boots, and hover north to the locked door. Equip the Kokiri Boots and unlock it.

In this area, you'll see two slow-moving blades, along with a fan. When it begins to blow, you'll be pushed back. Equip the Iron Boots, and walk safely through the corridor, while avoiding the moving blades. Kill the big Skulltula you come across, then you'll come to a gap. Longshot to the wooden piece on the ceiling, then drop down the ledge. Keep the Iron Boots on, and go through the door at the northern end of the path. Put the Kokiri Boots on, and freeze the ReDeads using the Sun's Song. Kill each ReDead one by one, and then get the Gold Skulltula in here. Now, use the Lens of Truth to find a chest in the corner. Open it to get a Small Key, then exit this room.

Back in the fan room, wait until the fan on the western wall stops blowing. Then, stand in front of it, and face the wall. Equip the Hover Boots, and turn on the Lens of Truth to spot an opening. When the fan blows, hold Up on the Control Stick to get into the opening, then open the door. In the next room, defeat the two Gibdos, and a chest will appear. Open it for a Blue Rupee. Now, bomb the dirt pile in the southeastern corner of the room, and turn on the Lens of Truth to find a chest. Open it to get a bundle of arrows. Bomb the dirt pile to the northwest to find and kill a Gold Skulltula. Take the token and unlock the door in front of you.

In this area, head west, and you'll see a block. Pull it until it is fully on the grey walkway. You can now use the chain wall as a shortcut back to one of the early rooms of the dungeon, almost at the entrance of the temple. Anyway, continue pulling the block until you can't pull it anymore. Then, push it into the hole in the floor. When it falls in, climb on it, and climb up the ladder. Get on the boat to the left, and play Zelda's Lullaby on the Triforce symbol. This will cause the boat to start sailing. While it's sailing, you'll have to fight two Stalfos. Defeat them quickly. Look to the left, and jump when you see a platform you can jump on.

The boat will crash into a wall, and sink about two or so seconds later. When you're on the platform, look at the platform across from you, and you should see a lot of Bomb Flowers gathered up by a statue. Shoot one of them with your bow, and the bombs will explode, causing the statue to collapse. It'll connect with the platform you're on, forming a bridge. Walk across it, and head east. Play the Song of Time in front of the Time Block to remove the block, revealing

an eye switch on the back of the platform. Shoot it, and some Longshot targets will appear. Look above to find one on a high platform. Longshot to it, then press the switch next to it to unlock the door on the other platform.

Jump off, and head back to the fallen statue. Climb up either side of the statue, and walk back to the other platform. Head west, and go through the door that was just unlocked. In this room, turn on the Lens of Truth to reveal some invisible walls. Navigate your way through this room, killing the Blue Bubbles and the Like Like along the way. Head through the door on the west side of the room. In the next room, you'll see three spinning skull pots. Climb up the ledges on either side of the room, then throw a bomb into a skull pot. If you have no regular bombs, use a Bomb Flower by the wall. After you blow each skull pot up, a bunch of Rupees fall down. Jump off of the platform and collect them.

Get the Small Key behind the black spinning thing, then exit this room. Back here, make your way to the northern door, then unlock it. In here, immediately cast Din's Fire to burn the two moving spike walls. You will catch the Keese on fire in the process. Kill all of them, then open the chest to the left to get a Blue Rupee. Go east, and turn on the Lens of Truth. Kill the big Skulltulas, then open the chest for the Boss Key! Exit this room, and make your way to the eastern door, then go through it. Back here, cross the statue bridge to the north, then enter the door at the northern end of the room. In this area, use the Lens of Truth to see invisible walkways.

Equip the Hover Boots, and make your way to the boss door by floating to the walkways. When you get to the boss door, unlock the door. In the boss's chamber, drop down the hole, and you'll see a weird creature slamming the drum platform you're on. You'll then fight Bongo Bongo, so read the Bosses section for help on this battle. After defeating the monster, get the Heart Container, and step into the blue portal. At the Chamber of the Sages, you'll find out that Impa is the Sage of the Shadow Temple. She will give you the Shadow Medallion, then you will be taken back to the Graveyard.

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Graveyard
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Back at the graveyard, make your way to Kakariko Village, and then back to Hyrule Field.

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Hyrule Field
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It's now time to get Epona, the horse. You could've gotten her before even going into the Forest Temple, but there was no need (unless you wanted to get the Biggoron's Sword early). It's completely optional to get her, but let's do it anyway, shall we? Head to Lon Lon Ranch, which is located close to the center of the map.

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Lon Lon Ranch
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We've been here before (remember when we got Epona's Song?), in case you don't recognize the place. During the day, walk north, and you'll find that the gate leading to the horses is closed. However, there is a man by the gate. Talk to

him, and he will eventually ask you if you want to ride a horse. Pay 10 Rupees, and he will let you ride a horse. Play Epona's Song immediately, and Epona will approach you. Get on her saddle. If you let Ingo teach you how to ride, or if you've rode before, you'll already know how to ride. It's simple, really. Just move Epona around with the Control Stick, and speed her up with A. This also uses up a carrot (you have six in total).

If you run out of carrots, Epona will go slow for a few seconds, then all of the carrots reappear. Don't waste carrots; use them wisely! While Epona is going fast from a carrot, you can jump over fences. The small ones do not need that much speed to jump over. The big ones, however, need a lot of speed to jump over. Jump over both fences once, then while still on Epona, go and speak with Ingo. Tell him you want to go home. Then, pay him 10 Rupees again for another ride. Ride Epona around (jump over the two fences, then just ride around for a few more seconds), then talk to Ingo while riding the horse. He will ask to race you for 50 Rupees.

Accept his offer, and the race will begin (around the corral). He's not too hard to beat. Without Epona, however, he's impossible. Period, simply because the horse you'd normally have to race him with is too slow. Anyway, just race him around the corral. Don't waste carrots, and when you're ahead of him, just use one or two carrots at a time (let them reappear before using them again). After you beat him a first time, he will demand you race him again (this time, you don't have to pay). He goes faster this time around, but just race him the same way you did the first time. If you lose, you have to pay 50 Rupees again, and restart from the first race.

Once you beat him on both races, he will be ticked off that you won the bet on the race, and he'll let you keep Epona. But he will close the gates leading to the entrance of Lon Lon Ranch, and says you'll never be able to leave! What to do now? Head north, and speed up Epona a few times. Run over that fence, and with enough speed, you'll jump over it, and out to Hyrule Field! Simple, no?

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Hyrule Field
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Now you can travel to the place we have to go to much faster, since you now have a horse. Ride Epona all the way to the western part of the map, where you will see a brown floor (it looks like a canyon). Follow that path to the next area, Gerudo Valley.

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Gerudo Valley
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You can either continue riding or dismount Epona here. Either way, cross the wooden plank, and you'll come to a broken bridge. Either speed up Epona to jump over the bridge, or use the Longshot on the wooden sign across the bridge to pull yourself over to the other side. Either way, dismount Epona here, then continue into Gerudo's Fortress.

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Gerudo's Fortress
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This place can get annoying. There are Gerudo guards everywhere, and if they

see you, they will throw you in a jail. If this happens, then look around the ceiling until you spot a piece of wood. Longshot to it to pull yourself up on an edge. You can jump out from there. Anyway, head north, and walk up the hill (ignore the stairs). You will see a lot of Gerudos here. You can either knock them out temporarily with arrows, or you can freeze them temporarily with the Longshot. Head directly north, and into the building. You're now in a place known as the Thieves' Hideout. Go through the hallway, and you'll hear someone call for help.

He is a carpenter inside of a cell. Talk to him, and he will tell you that there are a lot of guards around here. All of his friends are also captured throughout this place...guess we have to help them all. Then, a Gerudo with two knives will attack you. Fight it the same way you would a Stalfos. If you get hit too much, you'll be thrown in jail, so be careful! Upon defeating her, she leaves behind a Small Key. Pick it up and unlock the door of the cell. Talk to the carpenter (Ichiro), and he'll leave after his speech. Head out of his cell, then head west, and continue outside. Then, simply head into the next hideout.

In the next hideout, run up the ramp, and look to the right. You'll see another Gerudo guard. Knock her out or freeze her, and proceed north a bit. Don't go all the way up; stop at the second crate. There is another Gerudo guard to the north. Freeze or shoot her, and do the same for the third one. There are pots on the table; break them if you need arrows, although they don't always carry them. Now, head up the western ramp leading outside. Proceed through the next entrance, and you'll find another carpenter in that area. Talk to him, and another Gerudo Thief enemy will attack you. Pick up the Small Key and unlock the cell. Talk to the carpenter, named Jiro. Then take the northern exit.

Back outside, get caught by that guard on purpose. When she throws you in your cell, look around for the piece of wood on the ceiling, then Longshot to it. Jump to the left, and land on the higher part of the building. Go through the entrance. In the next hideout, look to the left to spot a guard. Shoot or freeze her, and wait on the next one to come out, then do the same to her. Break the pots on the table if you need any arrows, then go through the long corridor ahead. Use the Longshot on the farthest piece of wood across from you to get past the wall in front of you. Continue outside. Once outside, roll into the crate nearby to find a purple Rupee, worth 50 Rupees!

Stand on the left side of the platform, and look to the left. You'll see a big chest. Longshot to it, then open it to find a Piece of Heart. Head to the end of the platform, then jump off and land onto the lower platform. Jump down to the next platform below, and enter the Thieves' Hideout. This one is a little hard to get past. Go up to the crate, and duck using the shield. Stay ducked, and you'll see a guard walk past. When she stops walking, quickly Z-Target her, then shoot her or freeze her. Now, walk to the right, and follow the path to another carpenter. Talk to him, then defeat the Gerudo Thief. Use the Small Key to unlock the cell.

Speak to the carpenter named Sabooro. We only have one more carpenter left to rescue, so make your way out of this hideout. Back outside, head south, and drop off of this platform to a lower platform, then enter the last hideout. Inside, you'll find the last carpenter. Talk to him and defeat the Gerudo Thief. Unlock the cell with the key, and talk to the boss, named Shiro. He will tell you that you need the eye of truth to get past the wasteland, and reach the Colossus. A Gerudo will then enter the room, and tell you that you have good thieving skills to make it past all of the guards around here. She will talk about the leader of the Gerudos, Nabooru.

She will then say that you're now a part of the Gerudos, and she gives you the Gerudo Membership Card. Now you can safely navigate the fortress without any

guards throwing you in jail! Go through the northern exit. Outside, head right, and you'll see a gate, with a Gerudo next to it. Talk to her, and pay 10 Rupees to enter the Gerudo Training Ground. She'll open the gate for you.

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Gerudo Training Ground
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When you enter here, head up the stairs, and cast Din's Fire to light the two torches. This will open a door. Now, open the chest to the right and left to get some Bombchus, and a bundle of arrows. Head all the way to the left, and go through the door. In this room, you have exactly one minute to defeat the hardest enemy in the game, the Iron Knuckle. Hit it to start the battle. This thing is the same thing as you fought back in the Fire Temple. The only thing is, you have to fight it on sand, where your feet will sink into the ground unless you run. This makes movement a lot slower. Just keep attacking the Iron Knuckle until you defeat it.

Then, a chest will appear, and a door will unlock. Open the chest to get a Blue Rupee, then go through the door. In the next room, you have exactly one minute and thirty seconds to get all Silver Rupees spreaded throughout the room. For the first one, use the Longshot at the target to the north. Then, hang off of the eastern side of the ledge, and drop down to collect the Silver Rupee. Next, head west, and kill the Freezard behind you. Collect the Silver Rupee. Now, make your way up to the top, then Longshot to the target on the ceiling. Head west, and look behind you. Slash the icicles away, and get the Silver Rupee. Head down the path, and you'll see a Silver Rupee on the cliff. Hang off of the edge of the platform where the Silver Rupee is to get it.

Climb back up, and look to the right, and at the ceiling. Longshot to the target, and you'll get the last Silver Rupee, opening the door at the top. Simply look north, and at the ceiling. Longshot to the target, and then to the pillar. Then, go through the door. In the next area, you have exactly one minute to defeat all of the enemies. Ignore the big block to the north; you can't use it right now. There are four big Skulltulas, along with two Stalfos. Defeat all of them, and a door behind a red ice wall will open. A chest will also appear. Get some Blue Fire in a bottle using the blue flame nearby. Then, open the chest to get a bundle of arrows.

Now, use the Lens of Truth, and look at the left wall to find a small opening. Go near it, and when Navi turns green, play the Song of Time. This creates a Time Block. Use it as a ledge to get into the opening, then pour some Blue Fire on the red ice wall to melt it. Go through the door. In the next room, jump down to the circular platform, and it will start spinning. What you have to do here is shoot the four eyes on the statue. Take out your bow, and shoot each eye as you pass over it. If you wait too long, the eye will turn back to normal. After you shoot all four eyes, a chest appears. Look around the rings of fire around the statue. Inside one of the fires is a crystal switch. Shoot it, and a door will unlock.

Look around the platform, and open the chest that appeared to get some Bombchus. Now, look around the platform some more, and jump to the door. Go through it. In here, you have exactly one minute to defeat an Iron Knuckle, and two Torch Slugs. Go for the Torch Slugs first, obviously, then fight the Iron Knuckle. This Iron Knuckle is a bit easier than the last one, because you don't fight on sand. After you defeat him, a door will unlock, and a chest will appear. Open the chest to get a bundle of arrows. Shoot the crystal switch above the door, and a chest will appear in the middle of the fire. To make the fire disappear, press the switch in the small hole to the north. Open the chest

to get the first Small Key.

Then, go through the door that was unlocked. In the next room, smash the rusted switch with the Megaton Hammer, and a Longshot target appears on the platform to the right. Longshot to the unlit torch on the left platform. Then, light the torch using a Fire Arrow, or Din's Fire. Doing this will cause the fires on the platforms to disappear. Jump to the first one and get the Silver Rupee, then equip the Hover Boots. Hover to the western platforms, and get the Silver Rupees. Longshot to the lit torch ahead, and then back to the torch that you just lit up. When it unlights, light it again, and float to the first platform.

Float to the eastern platforms, and get the last three Silver Rupees. After you get them all, a door will unlock. Use the Longshot at the torch to the left, and go through the door. In here, walk up to the web, and kill the Bari enemy with the Longshot. It'll split into three Biris. Kill them, then either use Din's Fire or use a Fire Arrow to burn the web. Jump into the water, and put on the Zora Tunic and the Iron Boots. You might already get the Silver Rupee in the middle as you go down. If not, then we'll get to it in a moment. Kill the two Stingers and the Shell Blade.

Let's get the Silver Rupees now, shall we? To get these, you have to position yourself next to a Silver Rupee, then you have to look at the wall, and find a target that's facing the Silver Rupee. Then, Longshot to that target, and you will get the Silver Rupee. Do this for each one, then a chest will appear once you get them all. Equip the Iron Boots, and rise to the surface. Open the chest to get the second Small Key. Exit this room, and at the previous room, Longshot to the torch at the left. Head up the stairs, and go through the door (ignore the "Cross the sea of fire" message). In the next room, you'll have to defeat two Dinolfos and Dodongos. The Dinolfos fight the same way as Lizalfos do, and you kill them the same way.

They are just stronger than Lizalfos. Remember, hit the Dodongos in the tail to kill them. There is also one Lizalfos, and one Armos in this room. You have exactly one minute to kill every one of these enemies. Once you kill them all, a chest appears. Open it to get a Small Key, then go through the northern door again. Back in this room, Longshot to the tall target on the left. Then, head north, and you'll be in a maze-like area. Open the chest nearby for a Blue Rupee, then head west, and open the door. Head through the series of doors, and turn on the Lens of Truth. When you come to a door leading back to the main area, go through the next door, and look in the corner, at the ceiling, with the Lens of Truth.

Climb up the grated wall, and open the chest in that area for a Purple Rupee. Get back down, and go through the next door. Open the chest you come across to find a Green Rupee. Keep going through the doors, and open the next chest for a Red Rupee. Unlock the next door, and head south. Open the chest for a Green Rupee. Continue, and unlock the last few doors. You will come to a crate. Roll into it to reveal a rusted switch. Smash it, and a big chest will appear somewhere. Make your way back west, through the doors again. When you come to a door to the north, go through it, and you'll be at the main room. At the main room, look above the entrance of this place, and shoot the eye switch to keep the eastern door unlocked. Head west, and go through that door again.

Head through the eastern door in the sandy room, then go north, and Longshot to the target on the ceiling. Longshot to the long target pillar, then go through the door. In the next room, head right, and play the Song of Time where Navi turns green. Jump on the Time Block, and go through the fake wall. Head through the door. Here, head east, and enter the door there. Open the big chest in this room to get your prize: the Ice Arrows! Yay! We're done with this boring place, so make your way out of here.

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Gerudo's Fortress
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Back outside, head all the way north. You will come to a silver ladder, by a closed gate. Climb it, and at the top, speak with the Gerudo. She'll tell you that the desert has trials (oh great...haven't we had enough of those to last us a lifetime?). She'll open the gate for you, so climb down the ladder, and proceed into the next area.

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Haunted Wasteland
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You have to take the right path, or else you'll end up back at the fortress. So start by going onto the crate nearby. Then, Longshot onto one of the crates across from the quicksand. Now, head north, and follow the flags (which you can see, just not very clearly). There is also a sign pointing to the left, which leads to a salesman on a magic carpet (use the Hover Boots to reach him). He sells Bombchus for 200 Rupees, which is a complete ripoff. Keep following the flags, and you'll eventually come to a dome of some sort. It has a hole in the front of it. Go down the hole, and you'll see a Gold Skulltula on the wall, along with two unlit torches.

Kill the Gold Skulltula and get the token, then light the two torches. A chest will appear. Open it to get a Purple Rupee. Climb up the wall and out of the dome, then go around it. Walk to the top of it, and read the inscription on the grave. Turn on the Lens of Truth, and a ghost will appear. Follow him. If you lose sight of him, just look around, find him, and run up to him; he'll wait on you. If you go the wrong way, you'll end up back outside the fortress. You will eventually end up at the Desert Colossus.

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Desert Colossus
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Here, you'll notice that enemies are constantly popping out of the sand, called Leever. Just let them run past you, and burrow back into the sand. Go east, and you'll see two palm trees. Go in between them to find a crack. Bomb it, and go through the entrance revealed, leading to a Great Fairy's Fountain. Play Zelda's Lullaby on the Triforce symbol, and the Great Fairy of Magic will grant you a new spell. This one is the final one, called Nayru's Love. When used, its magic barrier will prevent you from taking any damage for a temporary amount of time. It drains magic rapidly, however, and you can't use any other type of magic while this barrier is on.

Anyway, leave the Great Fairy's Fountain, then head all the way north. Go through the entrance leading to the Spirit Temple, then exit the Spirit Temple. Once you do, Sheik will appear. He will teach you the Requeim of Spirit, which you will need in order to return here as a child. Play the song to learn it, then Sheik will disappear. Warp to the Temple of Time, become a kid, then play the Requeim of Spirit. Enter the Spirit Temple.

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Spirit Temple (Child Link)

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When you enter here, head north, and open the chest on the left to get some Bombchus. Now, head east, and you'll see a boulder stuck on the serpent statue. Use a Bombchu to blow it up, and reveal an eye switch. Shoot the eye switch with your Slingshot, and a chest will appear. Head west, and open it to get a Small Key. Look up at the ceiling, and above the carpet, there is a boulder blocking a hole. Stand in the middle of the carpet, and face the northern wall. Place the Bombchu in the middle, and it will ride up to the boulder, blowing it up. You'll need to use this as an adult later. Head left, and speak with the Gerudo. Tell her you're not really here for anything.

She will ask you if you're one of Ganondorf's followers. Tell her you hate him, and she'll introduce herself as Nabooru. She says she's completely different from Ganondorf. After some talking, she asks a favor of you, and wants you to go through the temple to get the Silver Gauntlets. She says you can't keep them, however, and that you should give them to her. Tell her you'll help her, and she says she'll do something good for you in return. When she moves, crawl through the crawlspace leading to the next room. In the next room, you'll see two Torch Slugs. Freeze them with a Deku Nut, then attack them with a Jump Attack until they're dead. With both Torch Slugs dead, the door on the right opens up.

If you shoot the eye switch on the wall, the fires will disappear, allowing you to get the Recovery Hearts. Anyway, go through the eastern door. In here, you will see a Gibdo by the two graves. Kill it, then pull the eastern grave (it's the eastern one from where you enter) to reveal a switch. Press it, and you'll drop a metal bridge down. Stand on the edge of the platform, and face the other side of the room (stand behind the first grave). Place a Bombchu, and it will run over to the other side. If you did it right, you'll blow up the boulder, and see an eye switch on the wall it was blocking. Shoot it, and a platform will appear in the air. Jump to it, then to the next platform.

Kill the two Gibdos, then the door to the left will unlock. Go through it. In the next room, you'll see lots of fires. Jump onto the black spinning thing, and a Stalfos will appear. Defeat it, and all of the fires will disappear, and a door will unlock, so go through it. In here, pull the grave to the right to reveal a switch. Press it, and a metal bridge will fall down. Kill all of the Keese in this room, then cross the metal walkway. You will meet a new enemy, the Anubis. Use a Fire Arrow or simply cast Din's Fire, and you will kill it immediately. Once all of the enemies in this room are dead, a small chest will appear. Open the big chest to get the Dungeon Map.

Then, open the small chest to get a Small Key. Head back to the big chest and go through the door. You're now back in the main room. See the crawlspace in the middle? You can't crawl through it due to a boulder being inside of it. Place a Bombchu so that it crawls in there and blows up the boulder, then crawl through the crawlspace. Ignore the rusted switch, and unlock the door. Hit the crystal switch in here, and a gate will open. In the process, a Like Like will fall down. Kill it, then climb up the wall nearby. You will find a lot of baby Dodongos in here, as well as a Beamos. Kill the Beamos, then a chest will appear in a corner. Open it to get some Bombchus.

Now, L-Target the rock in the wall (where the light is shining through at), and place a Bombchu so that it crawls up to the rock, blowing it up. This will make the light shine fully, causing it to shine onto the sun on the ground. A chest will appear, but you can't get it until you come here as an adult. Unlock the door ahead. Here, jump off of the western side of the platform, and go to the western side of the giant statue. Shoot the eye switch on it, and a chest will appear in the center. Open it to get the Compass! Head north, then cast Din's

Fire to melt the frozen eye switch, and trigger it. This causes the door in front of you to unlock, so enter it.

In this room, go to the cliff, and look at the left side of the wall, in the hole. Shoot the eye switch there, and a chest will drop down to the left. Open it to get a Small Key, then go back through the door. Back in the previous room, head west, and climb up the wall. Head half way up the stairs, then do a backflip off of the stairs. You should land on a Time Block with a small crate on it. When you're on the block, go to the edge, play the Song of Time to create another one. Pick up the crate, and jump to the Time Block. Walk onto the platform, then head up the stairs. Go to the edge of the platform and drop the crate, then play the Song of Time to create another Time Block.

Jump on it, then jump to the statue's hand with a blue switch on it. Place the crate onto the switch to unlock a door. Jump down and climb back up the wall, and head up the stairs again. Then, go through the door to the left. In this hallway, you'll see two flamethrower statues. Run in between them when the flames stop, then run past the second one when the flames stop again. Head through the door. In the next room, head left, and you'll see a block with a sun face on it. Ignore it; there is a sunlight in this room, and there are several blocks. Only certain ones are the right ones. Hit the crystal switch, and the fires around the room will disappear for a short time. Head east, and look in the corner to find two blocks.

The one in the front is the one you want first. Pull it into the sunlight ahead, and then the two locked doors in this room will unlock. Now, go back east, and pull the second block in the corner into the sunlight. This will cause a chest to drop on a ledge. Climb up the small ledge by the sunlight, then climb onto the walkway. Head all the way east, and open the chest to get a Recovery Heart. Go back left, and jump back down to the sunlight. Hit the crystal switch again, and while the fires are gone, head to the southern part of the room (on your map), and go through the door. In this hallway, kill the big Skulltula in the middle, then unlock the door.

Here, go west, and hit the Iron Knuckle to start a battle. If you lure him to his throne or to the pillars, he'll smash them. They can spawn lots of hearts. Fight and defeat the Iron Knuckle, then the door will unlock. Go through it, and proceed outside.

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Desert Colossus
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You'll find Kaepora Gaebora here. He will tell you that this is the last time he'll see you, and give you one last advice about the bosses here. When he flies away, open the big chest nearby to get the Silver Gauntlets! This was what Nabooru wanted. Speaking of Nabooru, you will hear someone screaming. Link will hear the scream, and you'll see two witches sucking up Nabooru in a purple portal-looking thing. Once she vanishes, the witches go back inside the temple. I guess that means we get to keep the gauntlets (lucky us). Play the Prelude of Light, and become an adult. Warp back here, and enter the Spirit Temple again.

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Spirit Temple (Adult Link)
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Head north, and look behind you. Look at the wall, and at one of the pillar things in the wall. At the top is a crystal switch. Shoot it with your bow, and

a third chest will drop on the carpet. Open it to get some Bombchus, then look up, and at the ceiling, in the hole. Longshot to the target, and pull yourself up. Follow the path, and you'll see a giant black block in the wall. Push it until it falls into a hole, then head west and go through the door. You're now in the big statue room. In that room, you'll see an unlit torch on a pillar. There are three: one in front of you, one on the left side of the statue, and one on the right side of the statue.

Light all three using Fire Arrows, and a door will unlock somewhere in the room. Now, head left, and climb up the wall. Head up the first set of stairs, then Longshot to the torch on the platform across from you. You will pull yourself over to the platform. Head up the stairs, and head left. Put on the Hover Boots, and float to the statue's hand. Stand on the Triforce symbol, and play Zelda's Lullaby, causing a chest to appear. Put on the Kokiri Boots and jump off, then head north, and roll into the left crate to find the chest. Open it to get a Blue Rupee. Now, head back left, and climb up the wall again, then go through the door in front of you.

In this room, head south, and Longshot to the front part of the chest on the high ledge. Open the chest to get a Small Key. Jump off, and hit the crystal switch in this room to open the gate. Jump down, and go through the door. Hit the rusted switch in here with the Megaton Hammer, and a chest will drop in the room you can only reach via crawlspaces. Return to that room as a child (it is the second room of the temple as a child), and open the chest to get another Small Key. This key isn't optional, if that's what you're thinking, so you have to go and get it. Go back through the door and hit the crystal switch to open the gate again.

Climb up the wall to the top, then go through the door back to the room with the big Colossus statue. Head up the first staircase, and Longshot to the torch. Kill the Floormaster, head up the stairs, and unlock the door to the right. In this hall, look up at the ceiling, and Longshot to the target to get past the wall of fire that would appear. Then, enter the door. In the next area, you'll see four Beamos. Kill all of them, and a door will unlock, and a chest will appear. Open the chest for a bundle of arrows. Play the Song of Time in front of the Time Block, and it will appear over a pit to the north. Go to the pit, and play the Song of Time by the two Time Blocks.

This will cause the top one to lower, and a crate to fall onto it. This also makes the bottom Time Block move back over to where it was before. Play the Song of Time again, and the block over to the south will move back over the pit. The top block will move all the way up to the ceiling, causing the crate to fall down onto the bottom block. Take the crate, and place it onto the blue switch to the south to unlock a door. Go through it. In the next room, you will see a chest, and two Dinolfos. Kill both Dinolfos, then hit the chest with your sword. You'll trigger a switch, unlocking a door. Neat, huh? The chest contains a freeze trap, so resist the temptation of opening it.

Go through the door on the right. In that hallway, turn on the Lens of Truth, and you'll see a Floormaster at the end. Defeat it, and the door will unlock, so enter it. In the next room, you'll see an Iron Knuckle. Attack it to start a battle. Defeat it, and the door behind his throne opens. Go through it, and head outside. A big chest will drop. Open it to get the Mirror Shield! Equip this now, because you'll need it. Go back inside the temple, and leave the Iron Knuckle's room. Go back to the room where the two Dinolfos are, then kill them. See the sunlight the Time Block is blocking? Play the Song of Time in front of the block to move it.

Step into the sunlight. Using your new toy, the Mirror Shield, hold R, and light will reflect off your shield. Move it up at the sun face on the wall

until the light shines directly on it, lighting it up. This unlocks the door that the Time Block is in front of. Step out of the sunlight and play the Song of Time. The Time Block will move back into the sunlight, so head through the door. In this room, defeat the Gidbo, then open the chest to get the Boss Key! Exit this room, and go through the eastern door. Back in this room, make your way to the main room. There, head down all of the stairs and go through the door. In the next room, you'll see a sunlight, and three sun faces on the wall.

Kill the two Stalfos and the Wallmaster that inhabit this room first. Then, stand in the sunlight with the Mirror Shield equipped, and reflect the light onto the three sun faces. Each time, a Wallmaster appears. After defeating every enemy in here, the gate to the left opens. Drop down, and go through the door at the end. In this room, bomb the boulder in the middle to reveal a rusted switch. Look behind you, and get the Silver Rupee. Then, head north, and get the Silver Rupee by the stairs. Now, hit the rusted switch using the Megaton Hammer, and the water spout ahead will lower for a short time. Run across it before it rises back up, and get the Silver Rupee.

Back in the first room, go to the entrance of the temple, and look on the left and right sides to find a boulder on each side. Bomb them, and get the two Silver Rupees. Doing this will cause the fourth and final chest in this room to drop. Open it for a Small Key. Now, Longshot back up to the ceiling, and go through the door at the end. In the main room, make your way onto the eastern platform, then go through the southern door again. Drop down the hole, and go through the door. Back here once more, head left and go through the door. In this area, stand on the Triforce symbol, and play Zelda's Lullaby. The door you just entered will unlock.

Now, jump down into the sand pit, and you'll notice a lot of Leever's that will attack you. Keep killing them as they spawn. Eventually, a giant purple Leever will appear. Defeat it, and a chest appears on the upper ledge. Climb up the wall to get back up, then Longshot to the chest. Open it for a Purple Rupee. Jump back into the pit, climb up the wall, and exit this room. Now, head left, and unlock the door. In this room, smash the rusted switch with the Megaton Hammer, and the gate on the right will open (on the wall). There are rolling boulders in the pit, along with a giant Moblin. Kill the Moblin, then enter the alcove that opened.

Play the Song of Time while inside, and an alcove on the other wall will open (the one with a Lon Lon Ranch crate above it). Head inside that one, and play the Epona's Song. An alcove will open to the far left. Enter it, and play the Sun's Song to open the last alcove on the other wall. Play the Song of Storms inside of it, and it will open another alcove. Err, why is it raining inside of a temple where the ceiling should prevent rain? Anyway, enter the last alcove, and play Zelda's Lullaby. This unlocks the door at the end of the room, so go through it. In the next room, you'll immediately see tons of big Skulltulas. Kill them all with the bow or the Longshot.

By the chest, there is an invisible one. Kill it, and open the chest to get a Purple Rupee. Now, get the Gold Skulltula on the wall, and exit this room. Exit the alcove room, too. Make your way back to the main room via the middle door, where the giant statue is. Then, go through the door at the top. Longshot to the target on the ceiling, and go through the door. In the next room, head right, and unlock the door. In the next room, head north, and look up. There are a few flying Fire Keese. Kill all of them with your bow. Once you kill them, look at the eastern wall. You'll notice some stationary brick walls that you can climb, along with walls that move to the left, then to the right, over and over.

Climb onto the first wall, and go to either the left or right corner (if the

wall is moving right, go to the right corner. If it is moving left, go to the left corner). When the wall comes out, quickly climb to the corner of it, and get the Silver Rupee in the middle. Get off of the wall and go to the left corner. When the wall comes out from the left, climb it up and climb to the next moving wall. Get the Silver Rupee, and quickly climb to the next stationary wall. Get the Silver Rupee on it, then simply keep doing this for all Silver Rupees. Once you get them all, climb to the top and kill the Torch Slug. Go through the door that was unlocked by collecting all Silver Rupees.

In the next room, play Zelda's Lullaby on the Triforce symbol, and the western door opens. Unlock the door in front of you. In the next room, activate the Iron Knuckle, and lure him over to the thrones on the left and north side. When he crushes them, you'll find a Gold Skulltula on the left and north wall. Kill the Iron Knuckle, then get the Gold Skulltulas, and leave this room. Back here, go through the western door. In that room, jump down to the pit below, and roll into the northwestern crate to reveal a rusted switch. Smash it with the Megaton Hammer, and the door on the upper platform unlocks. Climb up the wall and go through it.

Here, you'll see a big Green Bubble enemy, along with a Torch Slug. Kill the Torch Slug, and attack the Green Bubble when its green flame goes down. Defeat the Dinolfos, as well. Now, go into the area ahead and kill the Green Bubble. Go back south, and stand in the light. Reflect the light from your shield onto the sun face on the wall. This will make a fire lower by a serpent statue. Quickly walk north to a serpent statue, and push the eastern handle to the left, twice. When it reflects onto the next statue, quickly run over there, and push the eastern handle to the left. Right when you push it, the fire will reform, knocking you over.

However, it will move onto the big mirror in the previous room, making light shine down on a platform. Turn on the Lens of Truth, and head north. Open the chest for a Small Key. It's for an optional room here. Go back to the previous room, and jump down. Stand in the sunlight, and shine the light on the sun face located on the southern wall. This will cause the platform to lower down to the main room, by the statue's face. Wait on the Wallmaster to come down, then kill it. If you get off of the platform, you can Longshot to the chains to get back on it. Anyway, shine the light directly on the statue's face for a few seconds. It will then crumble, revealing a gate.

Longshot to the gate, and it will open. Open the boss door ahead. In this room, you will see the witches, Koume and Kotake. They are with an Iron Knuckle. They will order the Iron Knuckle to attack, then they'll disappear. This one is different compared to the others. It wears red cloth, and it only has one part to the battle. Keep attacking it, and when its armor falls off, it will fall off completely, revealing Nabooru! She was brainwashed. The witches come back, then they use magic to teleport her out of the room. When the witches disappear, go through the door behind the throne, then go through the next door in that hallway. Here is the true chamber of the bosses.

Climb up onto the center platform, and walk to the middle. Koume and Kotake will appear, and after they talk, a battle will begin. See the Bosses section for help on taking these bosses down. After winning, you'll witness a funny scene where the sisters argue about their age. This scene cracks me up. When they disappear, get the Heart Container on one of the platforms, then step into the blue portal. You'll find out that Nabooru is the Sage of the Spirit Temple! I was so shocked...not. After she gives you the Spirit Medallion, you'll see a scene where Rauru tells you that the time for the final battle has come at last! Warp to the Temple of Time now.

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Temple of Time
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Here, you will meet Sheik again. This is one of the best scenes in the game. He will reveal to you more about the sacred triangle, the Triforce. He then tells you that the Triforce has been separated into three parts, and that Ganondorf has the Triforce of Power. He tells you that Link has the Triforce of Courage. And he then reveals that the seventh Sage, Sheik himself, is none other than... Princess Zelda herself! She wields the Triforce of Courage. You then see a flashback of the past, where Zelda threw the Ocarina of Time into the water. Zelda tells you about what the plan is to seal up Ganondorf. She gives you the power needed to penetrate evil, the Light Arrows!

Suddenly, the temple begins rumbling. Then, Zelda gets sealed up in a wide, red crystal! Ganondorf did it, obviously. Zelda gets lifted up to the ceiling, and Ganondorf tells you that if you want to rescue Zelda, then to come meet him at his castle (way to point out the obvious). When you regain control, exit.

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Market
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Outside, head out of the Temple of Time area. Head west of all the ReDeads, and go to where Hyrule Castle used to be.

=====
Ganon's Castle
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You will notice that this place has gone from a peaceful paradise with a big blue castle, to a place with bones and ruin everywhere, and a big black castle! Which is Ganondorf's, obviously. Head north, towards the castle, and the six Sages will tell you that they're going to use their power to form a bridge for you. Cross the bridge and enter the castle. Inside, head south, and defeat the two Green Bubbles. Then, place a bomb by both of the Armos Statues to activate them. Place another two bombs to destroy them. Hit the Iron Knuckle to activate it, then fight it and destroy it. After all of the enemies are dead, the door will open, so go through it.

In this area, you'll notice a big purple energy field surrounding the main tower, which is where Ganondorf is, obviously. We have to disable that energy field in order to make any more progress. So, start by heading east. You will see a door with the Forest Medallion above it. Enter the Forest door. In this room, you will have to fight two Stalfos. Defeat them, and the door unlocks. Put on the Iron Boots, and Longshot to the torch above the door. Walk past the fan, and take the Small Key. Put on the Kokiri Boots and jump down, then go through the door. In the next room, you'll see some Beamos, along with four fans in the room.

The northwestern fan has ice inside of it, with an eye switch in the ice. Shoot the ice with a Fire Arrow to melt it, and trigger the switch. This will cause a chest to drop on the western platform. Longshot to it, then open it to get some Bombs. Defeat the Beamos, and the Armos that will come to life. Now, kill the Beamos on the middle platform, and jump to it. Kill the Beamos on the east and northern ledges, then jump to the northern ledge, and climb onto the platform. Kill the Beamos to the right, and when the fan stops blowing, jump to that platform and equip the Iron Boots. Play the Song of Time once to lower the

Time Block, causing an Armos to fall on the top of it.

Play the Song of Time again to send it back up, which will make the Armos fall onto the blue switch below, opening the door to the left. When/if the fan has stopped blowing, equip the Kokiri Boots and jump to the platform, then go through the door. In this room, you'll see an orange core inside of the green barrier. Equip the Light Arrows, and shoot the core with one to blow it up. If you need arrows or magic, break the pots to the left and right to find some. When the core blows up, you'll be taken back outside where the tower is after Saria's speech. The Forest barrier is now dispelled. Head east, and enter the next door, which is the Water door.

Here, go around the room and defeat the three Freezards. Then, head east, and you'll see a Dead Hand (the arm of one) behind some icicles. Hit the wall behind the arm with your sword, and the water spout covering the blue flame will lower for a very short time (funny, I thought water quenched fire?). Quickly run over to it, and fill all of the bottles you have with Blue Fire. Pour it on the red ice to the north to melt it, then go unlock the door. In the next room, kill all of the Keese using your bow. Turn on the Lens of Truth, and you'll find another one sitting on the second ice block to the north. Now it's time to solve a puzzle, while collecting Silver Rupees.

First, climb onto one of the blocks, and jump in the air to get the first one. Drop into the hole in the ground to get the next one. Climb out, and use the Hover Boots to float across the cliff to the northeast. Run back onto the floor and be careful not to fall! Head to the western part of the room, and get the Silver Rupee by the wall. In order to get the last one, we have to solve an easy puzzle. Push the second block up to the ice block, then push it east, so that it falls into the hole. Push the next block up to the next ice block, then push it west to the second ice block. Then, push it left to the wall ahead, and it will connect to the wall.

Use it as a ledge to get up into that small area. Melt the red ice by pouring some Blue Fire on it, then get the last Silver Rupee to unlock the door in this room. Now, exit this room and come back in (don't worry, now that you've gotten all the Silver Rupees, you won't have to get them again), and kill all of the Keese again, including the invisible one. Push the second block up, so that it connects with the wall ahead. Melt the red ice with Blue Fire, then go through the door. Shoot the core in here with a Light Arrow, and after Ruto's speech, the Water barrier will be dispelled. Head east, and enter the Shadow door. In this room, you'll see a Green Bubble.

When its green fire disappears, shoot it with your bow to kill it. Look on the small platform to the right, and shoot the Bomb Flower. This will cause a chest to drop on the left platform. Longshot to the chest, then open it to get a bundle of arrows. Turn on the Lens of Truth, and you'll see a moving platform. Equip the Hover Boots, and when it comes to you, float to the platform. Get the Silver Rupee, and float to the very small platform with the Bomb Flower on it. Take the Silver Rupee, and float back to the moving platform when you can. Now, float to the northern platform (when the moving platform moves to the one where the Bomb Flower is). Put on the Kokiri Boots, and kill the Beamos.

Get the Silver Rupee that was under him, then light the small torch in the floor to create a platform in the air. Jump to it, then look behind you, and down at the wall of the last platform. Shoot the eye switch with an arrow, then a chest will appear. Jump to the next platform, and open the chest to get a Small Key. Now, kill the two Beamos, and turn on the Lens of Truth. Cross the walkway to the left, and then kill the Beamos there. Take the Silver Rupee, and cross the walkway again. Cross the northern walkway, and jump past the guillotine, collecting the last Silver Rupee. This will unlock the door at the

end, so go through it.

Shoot the orange core in this room using a Light Arrow. Once it pops, listen to Impa's speech, then the Shadow barrier will be dispelled. Outside of the Shadow door, head east, and ignore the Fire door. Keep going until you see the Spirit door (it's the orange Medallion). Enter it. In the Spirit room, kill the Torch Slug and the two Fire Keese. Then, shoot the eye switch above the door you entered from, and an Iron Knuckle will drop down. Activate it, but DO NOT kill it just yet. Lure it over to the thrones in the center, and let him crush them. You'll find a rusted switch. Smash it with the Megaton Hammer, and the door in here will open.

Defeat the Iron Knuckle and go through it. Kill the Green Bubble in this room, then open the chest to get some Bombchus. See the hole at the top of that grated wall? Face it directly, and place a Bombchu there. If you stood in the right spot, the Bombchu will explode on the ceiling, hitting the crystal switch and unlocking the door. Go through the door, and kill the Green Bubble. Head west, and kill the Gibdo, along with the ReDeads in that room. Look at the ceiling to find a web. Either shoot a Fire Arrow at it, or use Din's Fire to burn it, making some sunlight enter the room. Stand in the sunlight, and then shine the light on the sun face east of the locked door.

This will cause a big chest to spawn. Open it to get the Golden Gauntlets! Now you can lift the gigantic rocks in this place. If you shine the light on the other sun faces, you'll find that only two drop chests. One contains a Small Key, while the other contains a Recovery Heart. Get the key, and shine the light onto the Spirit Medallion above the door, which lights a hidden sun face. The door unlocks, so go through it. In here, shoot the core with a Light Arrow. After Nabooru's speech, the Spirit barrier will be dispelled. Now, before we dispel the rest of the barriers, we have something extremely useful to get. Go outside of the castle, and cross the bridge.

Head west, and follow the path to a gigantic rock. Stand in front of it and lift it to reveal a cave. Enter, and you'll find the last Great Fairy Fountain! Play Zelda's Lullaby on the Triforce symbol, and the Great Fairy of Magic will double your defensive power. Now you have a white outlining around your hearts, which looks pure awesome, especially with the upgraded magic power to go with it, along with all twenty hearts. All damage dealt to you is reduced by half! Anyway, head back to the barrier room, and enter the Fire door. Equip the Goron Tunic. You will see a platform that moves back and forth here. Jump on it, then jump onto one of the four platforms in the lava.

Jump to the northeastern one, and it will rise up. There is a Silver Rupee here that you can't seem to collect. This gets many people. To get the Silver Rupee, perform a backflip towards it. Clever, huh? When the platform goes down, jump to the northwestern platform, and quickly equip the Hover Boots. Float over to the platform ahead, then float to the next one. Equip the Kokiri Boots, and kill the two Torch Slugs. Then, lift up the giant rock to reveal a Silver Rupee. Collect it, then jump on the moving platform to the left. Get the Silver Rupee there, and when the platform goes to the right, jump to the platform there, and pull up onto it.

Get the Silver Rupee, then jump to the northern platform. Jump to the eastern platform after that, and when it rises to the top, jump to the big stone that Link threw into the fire. Get the Silver Rupee off of it, then equip the Hover Boots, and float back to that platform. Float to the platform north of it, then float to the moving one. Finally, float to the platform with the Beamos on it. Equip the Kokiri Boots, and kill the Beamos. Lift the giant stone to reveal the last Silver Rupee. This will open the door at the end of the room, and create a Longshot target. Longshot to it, then go through the door. Shoot the orange

core with a Light Arrow, and listen to Darunia's speech.

Afterwards, the Fire barrier will be dispelled. Head east, and lift up the giant stone. Link throws it against the castle, breaking it. Think Ganondorf felt a rumble? Anyway, go through the Light door. Kill the Torch Slugs and the Dinolfos in here, and the door will unlock, so enter it. In the next room, stand on the Triforce symbol, and play Zelda's Lullaby to make a chest appear. Open it to get a Recovery Heart, then unlock the door. In this room, you'll see some rolling boulders, along with a Beamos on the top platform. Use a Bombchu to kill the Beamos, then Longshot to the target on the ceiling. Jump off of the platform, and unlock the door at the north.

In this room, shoot the...wait, there is no barrier! What to do now? On the left thing where the yellow flame is, there is a Skulltula (not a Gold one). Ignore it, and head to the eastern torch. Swing your sword inside of it to hit a crystal switch inside. This makes the black wall ahead a fake one. Walk through it, and you'll see the barrier. Shoot the core, and after Rauru's speech, the Light barrier is dispelled. Now that all six barriers are down, you will witness a scene where the energy field surrounding Ganon's tower disappears! Now we can enter it. Go to the entrance of the barrier room, and cross the bridge leading inside the tower. Let's roll.

Head up the staircase to the left; don't bother with the Fire Keese. As you climb the tower, the music in the distance grows louder. Anyway, go through the door. Defeat the two Dinolfos in this room, and the door will unlock. In the next room, head up the stairs, and go through the next door. The chest with the Boss Key is surrounded by a fire. Defeat the two Stalfos that spawn, and the fire will lower. Open the chest to get the Boss Key! Enter the door that was unlocked, and head up the stairs. The music is getting louder and louder... We're getting closer. In the next room, there are two idle Iron Knuckles. Try and activate one at a time, because fighting two at once can be suicide.

After defeating both of them, the door opens. Go through it, and head up the stairs. Unlock the boss door. However, we're not there just yet. Go east, and through the next big door. Walk up the long flight of stairs, and then open the final door to reach Ganondorf's lair. Link sees Zelda above Ganondorf's piano set. The Triforce symbol appears on Link and Zelda's hand. All of your health gets restored automatically. Ganondorf stops playing the piano, and a rather short conversation goes on. He then uses his dark magic to temporarily paralyze Navi. You will then fight with the ultimate King of Evil. Read the Bosses section for help on getting through this battle.

After the battle, Ganondorf yells in a rage, making the entire top of the castle collapse. Ganondorf then collapses to the ground, and Zelda gets free of her captivity. As Zelda is talking, she is interrupted by a rumble. With Ganondorf's last ounce of strength, he has made it so that the entire castle will collapse in a few minutes! You have exactly three minutes to escape the castle. This part is rather simple. Just follow Zelda, and don't leave her behind. Using her powers, she'll open the locked gates throughout the castle. There are a few rooms you have to go through, and some contain enemies. One room has Zelda captured in the middle of a fire, and Stalfos appear.

Defeat them fast, or the one that is dead will reform. After they're defeated, pick up the Rupees or hearts Zelda leaves behind, and keep following her. Ignore the ReDead you will soon come to. Once you exit the castle, you'll witness a scene of it collapsing to the ground, with only rubble remaining. After Zelda says a few words, you hear a rumble. What could it be? Walk up to the rubble, and a ring of fire will surround the continent, with Zelda out of the fire. Ganondorf pops out from the rubble, ticked off! He obviously survived due to the Triforce of Power he wields. He uses it to transform into

his beast form, Ganon. He uses his weapons to knock out the Master Sword from Link's hands, and out of the arena!

See the Bosses section to see how to win the true final battle. After winning, Zelda uses her remaining energy to help the six Sages seal up Ganon into the void. I won't spoil any more than that. Just sit back, relax, and enjoy your well deserved ending! Congratulations on beating The Legend of Zelda: Ocarina of Time, the Master Quest edition!

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VI. Bosses
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NOTE: I made this section while working on the walkthrough for the original Ocarina of Time. Read "Z-Target" as "L-Target" if you are playing the Gamecube version.

In this section, I will list all of the bosses in the game, along with info about how to defeat them and such. This is for both games.

Queen Gohma
Found: The Deku Tree

Boss Strategy: This boss is pretty simple to defeat. At the start of the fight, her eye will turn red for a brief moment. Z-Target her, and shoot her eye with the Slingshot to stun her. Strike her eye with your sword as many times as you can while she's stunned. She will eventually get back up, and crawl up the wall. Her eye will turn red while she's on the ceiling; shoot her with the Slingshot before she creates Gohma eggs. If she spawns eggs, kill the baby Gohmas, and she'll get back on the ground. Repeat the process about three times to defeat her. Also, if you shoot her in the eye while she's on the ceiling, the time she is stunned will be doubled (credit goes to kirbix for this info).

King Dodongo
Found: Dodongo's Cavern

Boss Strategy: The fight will start off with King Dodongo walking towards you. If you do not have any normal Bombs in stock, there is a Bomb Flower in each corner that you can use. Get near King Dodongo, and his mouth will open. While he's taking a deep breath, take out a Bomb and throw it into his mouth. It'll explode in his mouth, making him stunned. Hit his head with your sword after stunning him. Block with your shield (the Hylian Shield works extremely well), because he'll roll across you, but you can avoid being hit if you block with the Hylian Shield.

He'll ram into another wall. Do the same thing you did last time, and simply keep hitting him with your sword. After a few sword strikes, you'll win this battle.

Barinade

Found: Jabu-Jabu's Belly

Boss Strategy: Before you can actually hit this boss, you'll have to disconnect the tentacles that are connected to the ceiling. While you do this, however, Barinade will shoot electricity at you. Z-Target the nearest tentacle, and run in a circle. Throw the Boomerang at the tentacle while running, and when you hit it, you'll disconnect it. After you disconnect all three tentacles, the jellyfish connected to it will spread out, moving around in a circle. While avoiding the jellyfish as good as possible, throw your Boomerang at the body to freeze it.

While it's frozen, attack the jellyfish surrounding it to get rid of most of them. Barinade will rise back up with only three or two jellyfish connected to it, likely. Freeze it again, and attack the bottom with your sword. It'll get up with a whole new set of jellyfish. If you need hearts, break the pots spreaded throughout the room to find some. After Barinade comes up with another set of jellyfish, you'll see spikes on the bottom, so it will be harder to freeze him. Eventually, though, the jellyfish will get disconnected, and you can freeze him.

Once you freeze him, get rid of the jellyfish. Freeze him again once he gets back up, and kill the rest of the jellyfish. He will then arise from the ground completely, with no jellyfish surrounding him. Freeze him, and hit him with your sword as many times as possible. He will burrow into the ground (except for his head), and shoot electricity at you. Run into a circle until he gets up, then freeze him while still avoid his electricity. Attack him as many times as possible yet again, and he'll burrow into the ground again.

Avoid his electricity, then freeze him when he rises again. After you attack him with your sword a few more times, he should finally go down.

Phantom Ganon

Found: Forest Temple

Boss Strategy: There are two parts to this fight. For the first part, you have to use your bow. Phantom Ganon will jump into a picture, then walk off, and eventually disappear. However, he will then be in two different pictures (usually two different ones, not the same one and only one different one), and only one is the real one. Look around quickly, and find both of them. Watch both of them as one exits the picture (the other will just walk off into the background). When you see the real one exit the picture, quickly

shoot it with an arrow to score a hit. The one that's ahead of the second one while running out of the picture is the real one.

Hit Phantom Ganon with an arrow three times, then he'll get off of his horse, and float around the room. Z-Target him, and wait until he shoots a magic energy ball from his staff. Swing at it with your sword to deflect it back at him. If it hits him, he will be stunned, and sent to the ground. Attack him with your sword until he gets back up. Eventually, he will deflect his magic back at you, after you deflect it back at him. The energy ball gets faster each time it gets deflected, too. Keep doing this until you stun him again, then attack. Simply repeat this until he's defeated.

Volvagia

Found: Fire Temple

Boss Strategy: At the start of the fight, look at every lava hole around the platform. When you see balls of fire appearing from one lava hole, then you know that is the one Volvagia will pop his head out at. When he does this, smash his head with the Megaton Hammer to stun him, then back away before his flaming hair hits you. Hit him with your sword, and he'll go back into the lava. Then, he'll come out of one lava hole, and start flying. He will spit a string of flame at you. You can also shoot an arrow into his mouth to cause some damage. After that, he'll go back into a hole. Repeat the same thing you did last time to hit him.

After two hits on Volvagia, he will start flying off-screen, and rocks will start falling down. Hang on the edge of the platform, and wait until the rocks stop falling to avoid every one easily. Climb back up after the rocks come down, and strike him with the hammer and sword again after he pops up. Lava holes will then start bubbling up, without Volvagia appearing. This will happen once with several holes, then Volvagia will pop up. Strike him with the hammer and sword again. Keep repeating this, and you will eventually exterminate the dragon.

Morpha

Found: Water Temple

Boss Strategy: Start by jumping to the platform around the room (not one of the four platforms sticking out of the water). You have to attack the nucleus to win. Stand in a corner, and Morpha will never be able to hit you. When the aquatic tentacle pokes out of the water, Z-Target the nucleus and use the Longshot to pull it towards you. From there, attack it. It will eventually go back into the water, and repeat the process. As long as you're in a corner, you'll be fine. Eventually, two aquatic tentacles will appear, with only one having the nucleus.

That's all there is to this boss, really. Just keep repeating

this. It will take awhile with the Master Sword, but you'll kill this thing before you know it. By the way, if you get grabbed by one of Morpha's tentacles, they'll swing you around, then throw you into a wall of spikes. This will hurt a lot, so be careful.

Bongo Bongo

Found: Shadow Temple

Boss Strategy: This boss can be a little hard to defeat, but if you play it right, he's a piece of cake. First, you'll need lots of arrows. Shoot his hands with arrows to freeze them. If you run out of arrows, then pick up the ones his hands will drop. After both hands are frozen, turn on the Lens of Truth. Shoot the main body's eye to make it fall. Then, attack the eye with your sword as many times as possible. If you don't freeze the hands, then they'll attack you. Sometimes, they'll even throw you into the acid around the arena. Also, Bongo Bongo's main body will hit you if you don't shoot the eye fast enough.

Be extra careful, because this fight might get ugly. If you're fast enough to freeze the hands, however, the fight should be a breeze. Even with the Iron Boots on, when Bongo Bongo slams the drum, you'll constantly bounce. You will have to Z-Target the hands in order to shoot them.

Twinrova

Found: Spirit Temple

Boss Strategy: There are two parts to this battle. To win the first one, you have to deflect the sister's magic back at them. So, wait until one of them shoots magic at you, then use the Mirror Shield to reflect it. If the fire sister shoots the fire magic at you, use the Mirror Shield to reflect it, then move the shield to the ice sister to damage her. The same goes for the ice sister; hit the fire sister with ice magic. Do this a few times, and they'll fuse into one, becoming a big witch with a fire and an ice rod.

You do sort of like the same thing you did for the first part to win this one. She will shoot either fire or ice magic at you. Use your shield, and you will absorb it. If you absorb fire, but she casts ice next, do not absorb it. Instead, run away, and wait until she casts more fire magic. Absorb the same type of magic three times, then block with your shield to shoot out the magic. Aim it at her, and when you hit her with it, she will fall to the platform she's above. Run over to her and hit her with your sword. She will get back up. Get back on the middle platform, and repeat the same process until you beat her.

Ganondorf

Found: Ganon's Castle

Boss Strategy: At the very start of the battle, move away from the middle, and get on one of the platforms in the corner. He will smash the middle of the arena, causing some of the platforms to fall down to the bottom. If you ever need health, magic, or arrows, fall down to the bottom, and break the pots. Then, climb back up the central platform. This fight is not much different than the one you had with Phantom Ganon. Wait until he throws out a small, white magic ball. Then, use your sword to deflect it back at him when it gets close to you. He will deflect it back at you, so just keep repeating the process until the ball hits him.

When this happens, quickly shoot a Light Arrow at his body. The light rays will temporarily stun him, making him fall to the central platform. Jump over there and attack him with your sword as many times as possible. When he gets back up, he might charge up a giant energy ball. If this happens, then shoot him with a Light Arrow while he's charging up for it to stun him. If you don't, he'll shoot many balls of energy out at you at once. He may occasionally stomp the center platform again, making some more platforms fall.

You can also use the Longshot on the stained glass windows, but there's no use in it, really. With the Master Sword, it will take a lot to bring this guy down. With the Biggoron's Sword, however, it won't take long. After his cape gets nearly torn off completely, Ganondorf loses.

Ganon

Found: Ganon's Castle

Boss Strategy: You're probably wondering how the heck you're going to win this fight without a sword. Well, the trick to winning the first part of the battle is using the Megaton Hammer. Roll under his legs, and smash his tail with the Megaton Hammer to hit him. He will turn around and strike you, so back away quickly. If he hits you with his weapons, it'll cause a decent amount of damage. To avoid damage, cast Nayru's Love. Ganon might also break some of the rubble throughout the arena, which have items. Shoot Ganon in the head with a Light Arrow to blind him for a second or two, but it's not really worth it.

Keep rolling under his legs and hitting him with the Megaton Hammer. The Biggoron's Sword will work, as well. Eventually, the ring of fire will temporarily disappear. Run over to where Zelda is, and get the Master Sword back. If you have the Biggoron's Sword equipped, then equip the Master Sword. The Biggoron's Sword is now ineffective against Ganon. I once hit him with it at least one hundred times, and the battle just kept going on. Anyway, go back into the arena and continue fighting. Hit his tail with the Master Sword.

After Ganon takes a lot of hits, he will fall to the ground, and

the fire will disappear again. Zelda will use her magic to hold him still. Walk up to his head, and deliver the final blow, as you witness Link striking his head four times. The fourth strike goes directly into his forehead. Ouch. Now enjoy the ending!

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VII. Side Quests
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In this section, I will list all of the side quests in the game, along withn information about how to do them and such.

=====
The Bottle Quest
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Bottles are pretty useful. There is one which you have to get in order to continue with the story, but the rest of them are optional. With bottles, you can store certain things inside of them, such as a fish, a potion, some bugs, or even a small fairy, which will restore your life energy, or revive you if you die. You will find yourself using bottles quite often, and you'll most likely have a potion or a fairy in it at almost all times. Bottles really become needed at the hard dungeons that you just can't seem to survive in. There are four bottles in all. Below is a list of all the bottles in the game, along with a guide on how to get them.

Bottle #1

Location: Kakariko Village

You can get this bottle just after leaving the Kokiri Forest for the first time. Head to the eastern part of the map, and go up the flight of stairs, which take you to Kakariko Village. Go to the northeastern part of the village, near the entrance to the graveyard (east of the windmill), and speak with the lady there. She says that all of her Cuccos ran off, and she asks you to find them for her. They are spreaded throughout the village, and nowhere else. If you return a Cucco to her pen, but then enter any house, the graveyard, or anywhere else, the Cucco(s) will be back at the original spot. Anyway, to find the first Cucco, go to the entrance of the village.

There is one by the sign. Take it and carry it to the lady's Cucco pen, and throw it in there. Another one can be found up the flight of stairs, to the left upon entering the village. The third one can be found in a corner, next to the flight of stairs where the second Cucco is. It's in a crate; roll into it to break it and find the Cucco. The next one is by the well, which is just west of the lady's Cucco pen. Don't throw it into the pen just yet, though. Instead, bring it south of the Cucco pen, and you'll see a Cucco behind a fence, on a ledge you cannot reach. Go to another high ledge near it, and jump towards the platform with the fence.

With a Cucco in your hand, you'll fly above ground slowly. Land on the platform and throw the Cucco down. Take the Cucco by the fence and take it to the pen, then pick back up the other Cucco. This time, take him up the stairs just north of the Cucco pen, and jump off of the platform there. Land on top of the fence, and then jump off (don't fall into the grotto!). Climb up the stairs to the left, and throw the Cucco down by the well. Head back down the stairs, and take the Cucco near the grotto. Head up the stairs again, and throw that one down as well. Now, go back down the stairs and climb the ladder up. Take the Cucco off of the high platform, and bring it to the Cucco pen.

Finally, go back to where the well is and get the last two. Take them to the pen. After you've gotten all Cuccos back into the pen, talk to the lady. As a reward, she will give you an Empty Bottle. You can do this side quest over and over, but after you get the bottle, she gives you a simple Purple Rupee every other time you find all of the Cuccos.

Bottle #2

Location: Lon Lon Ranch

This is the second easiest bottle to get, by far. You can get this bottle just after speaking with Princess Zelda as a child, too. In other words, after the events at the Castle Courtyard, you can get this one. At Hyrule Field, go to the center of the map, and enter the ranch there. This is the farm known as the Lon Lon Ranch, ruled by Talon. From the entrance, enter the western door, which leads to Talon's house. Talk to him, and he'll eventually offer you to play a Cucco-finding game for 10 Rupees. He will throw the three "special" Cuccos next to him into the midst of the other Cuccos. He calls them special Cuccos, but there is no indication that they're special at all.

When the game begins, you have a certain time to find them all, or you fail. Just pick up each and every Cucco you can find. If you get the right Cucco, Talon will tell you so. It's not too hard of a game. If you want to cheat it, in a way, then here's how: before starting the mini-game, take all of the normal Cuccos, and throw them somewhere far away from the corners of the room and such (such as by Talon). Then, talk to Talon and play the game. All of the special Cuccos will fly over to the left side of the room, allowing you to cheat. This way, you'll know where each of the special Cuccos are! After you win, Talon gives you a new bottle, filled with Lon Lon Milk.

Bottle #3

Location: Lake Hylia

You will get this bottle by progressing with the story, but I'll explain how to get it, anyway. Unless you get the Gold Scale early (refer to the Secrets and Glitches section), you cannot get this until you've gotten a Bomb Bag, which you can find deep in Dodongo's Cavern. Go to Zora's River, bomb the boulders blocking your way, and make your way through the river. You will soon enter Zora's Domain, your next destination. Follow the path up some stairs, to King Zora's room. Head left, and through the hallway. At the end, you will find a normal Zora. Talk to her, and she'll let you play a Rupee-Diving mini-game for 20 Rupees. Pay up, and she'll throw some Blue Rupees into the water.

Dive down the waterfall to land next to the Blue Rupees. Go under each one and dive. Collect all of them within the time limit, which is pretty easy. She

will tell you to come back up and claim your prize. Head back up and talk to her, and she'll give you the Silver Scale. Now you can dive for a longer period of time. You can skip that mini-game entirely if you have the Gold Scale, and still get the bottle. Anyway, after you get the scale, jump back down, and look inside the water until you see an entrance. Dive underwater and go through the entrance, leading out to Lake Hylia. Swim north a bit until Navi turns green, pointing at something.

Target the bottle, and dive down while under it to get it. It has a letter inside when you get it, however. Take it to King Zora and show it to him. He will read the letter, then he'll let you keep the Empty Bottle.

Bottle #4

Location: Hyrule Market Entrance

This is the hardest bottle in the game to obtain, and easily the most time consuming. You cannot get this one until you become an adult, and find the Fairy Bow, found in the Forest Temple. You also must have Epona, the horse. See the below side quest to see how to get him. Once you have the bow and Epona, cross the broken drawbridge leading to the market. Enter the building to the left. Inside, you will find a mysterious ghost. Talk to him, and he'll tell you that this is the only Ghost Shop in town. He wants the world to get worse, but who cares? He gives you an important item, for cryin' out loud! Anyway, he wants you to catch some Poes for him, and bring them back to him.

However, he left out the part that he only wants good Poes brought to him. He doesn't like regular Poes, and the only way you can get the bottle is by giving him special Poes. There are only ten special Poes in the whole game, and all of them can be found somewhere in Hyrule Field. They look big, and they're much faster and harder to kill than a regular Poe. You must also have at least one bottle you currently own emptied. Ride Epona around the specific location of a Big Poe. If you don't get it fast enough, it will disappear, and you'll have to leave and reenter Hyrule Field. The list of Big Poes is below.

- 1) Left of the drawbridge leading to the Hyrule Market, there are some bushes and trees where a Big Poe lurks.
- 2) By the entrance to Kakariko Village and Zora's Fountain; somewhere around that platform is the Big Poe.
- 3) This one is by the entrance to Lon Lon Ranch, next to the tree.
- 4) North of the Hyrule Market drawbridge, there is a sign, which tells you the location of Lon Lon Ranch. A Big Poe is here.
- 5) There is a grey boulder in between Lon Lon Ranch and Kokiri Forest, where you'll find a Big Poe.
- 6) This one is just south of the previous one. It's by some grass.
- 7) Look on the map for a wall shaped sort of like a hook, east of Lon Lon Ranch. Another Big Poe is here.
- 8) West of the canyon to Gerudo Valley is a Big Poe. It's a harder one to kill, because it bumps into the wall easily.

9) East of the canyon to Gerudo Valley is a tree. A Big Poe is near it.

10) For the last one, head north of Lake Hylia, and search around the trees. It will appear sooner or later.

Each time all of your bottles are filled with Big Poes, take them back to the ghost in the Hyrule Market entrance. Keep doing this, and once you take him all ten Big Poes, he gives you an Empty Bottle!

=====
Getting Epona
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Who is Epona, you ask? It's a horse you can ride in this game, which can jump over fences and gaps. In The Legend of Zelda: Twilight Princess, you start the game with Epona. Anyway, when you become an adult, make sure you have at least 70 Rupees, and head to Lon Lon Ranch (near the center of the map on Hyrule Field). Talk to the new owner of the ranch, named Ingo. Tell him you want to ride around a horse, and pay up the 10 Rupees. Make sure you have Epona's Song, which can be gotten as a child. Play Epona's Song instead of mounting the horse in front of you. Get on Epona, and ride her around the fences. Talk to Ingo while riding Epona, and tell him you want to go home.

Talk to him again and pay another 10 Rupees to ride. Call Epona, ride her, and jump across the two fences again. Speak to Ingo while riding Epona, and he will offer to race you, for a price of 50 Rupees. The first race is pretty easy; just don't waste all of your carrots at once, and use them wisely. After you beat him once, he demands another race, but he's a bit faster this time. Beat him again, and he'll let you keep Epona. However, he closes the gate of the ranch, and says you'll never be able to leave. On the east and west side of the ranch is a light brown fence. Speed Epona up using your carrots, and with enough speed, you'll leap over the fence, and leave the ranch. Now you have Epona, and can ride her around Hyrule Field and such.

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Getting the Three Magic Spells
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There are three spells in the game. Each one has its own unique ability and use. The first magic spell is required in both versions of the game in order to enter the Shadow Temple. In Master Quest, it's used for other parts of the game besides opening the Shadow Temple entrance. Below, I will list all three spells and information on how to get them.

Din's Fire

Once you get a Bomb Bag, found deep in Dodongo's Cavern, head to Hyrule Castle. It is located west of the Temple of Time in the Hyrule Market, but only as a child. Hyrule Castle doesn't exist as an adult. Anyway, go there, and head

north to a closed gate. Speak to the guard, and cough up 10 Rupees for him to open the gate for you. To the north is a boulder, by a sign. Bomb the boulder to reveal a crawlspace. Crawl through it to find a Great Fairy's Fountain. Play Zelda's Lullaby while standing on the Triforce crest, and a Great Fairy will appear. She will give you the magic spell, which is required in order to beat the game, as I said earlier. When used, Link sends out a big ball of fire, and it expands, hitting any enemy or object near it with fire.

Farore's Wind

To get this one, you must be at Zora's Fountain, where Lord Jabu-Jabu is at. Head northeast of Jabu-Jabu, and you'll see a small island with some rocks, and a wall that appears to be a dead end. Place a bomb by the wall, and it will blow it up, revealing a big entrance. Inside is a Great Fairy's Fountain. Stand on the Triforce crest and play Zelda's Lullaby to summon a Great Fairy. She grants you the second spell, Farore's Wind. You can only use this in dungeons where there's a dungeon map, and Ganon's Castle. When used, you create a warp point. When you're in another room of that dungeon, cast it again, and you can warp back to the point you created. You can also use it if you die, and want to get back somewhere quicker.

Nayru's Love

You can't get the last spell until late in the game. Once you get past the Haunted Wasteland, and reach the Desert Colossus, you can get this. From the entrance of Desert Colossus, head slightly northeast to find two palm trees, with a crack in the wall. Bomb it to reveal an entrance. Inside, you will find another Great Fairy's Fountain. Play Zelda's Lullaby on the Triforce crest to summon up a Great Fairy, which will give you Nayru's Love, the last spell. This is a good one, too. It costs lots of magic, but when you use it, you get a crystal barrier around you, preventing you from taking damage at all. However, this only lasts about one minute, and while it's activated, you cannot use anything that costs magic (like the Lens of Truth or Light Arrows).

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Getting the Upgraded Magic Meter

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This is extremely useful. When you get it, your magic meter is extended by two times the amount it was before! You will need this, especially during the fight against Ganondorf. Anyway, to get it, first make sure you have the item from the Fire Temple, the Megaton Hammer. With it, warp to Death Mountain Crater via the Bolero of Fire. Then, head left, and use the Hookshot/Longshot at the end of the bridge. Pull yourself onto the ledge, and head left to find two red rocks blocking an entrance. Break the rocks using the Megaton Hammer twice on each one, and go inside. This is a Great Fairy's Fountain. Play Zelda's Lullaby on the Triforce crest, and the Great Fairy will extend your magic meter!

=====
The Mask Quest
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You can only attempt this side quest as a kid. Head to the Market, and to the building west of the Temple of Time, which is the Happy Mask Shop (enter during the day, of course). After you visit Kakariko Village and show the soldier Zelda's letter, the Keaton Mask will be available for 10 Rupees. Below is a list of all the masks, and how to complete the side quest entirely. Also, when you first get the mask, you don't have to pay the price yet. You have to give it to the right person, then come back and pay the money, so that you can get the mask again for free. Also, while wearing a mask, talk to someone (other than the person who needs the mask), and see their reaction.

Keaton Mask

I've explained above how to get this mask. With it, head to Kakariko Village, and wear it. Talk to the soldier guarding the Death Mountain gate while wearing it, and he'll give you 15 Rupees in return for it. Go back to the Happy Mask Shop, and talk to the Happy Mask salesman. Pay him 10 Rupees, and then the next mask will be available. Now you can borrow the mask for free.

Skull Mask

This one is quick and easy, just like the last one. Borrow it, and head to the Lost Woods. From the entrance of the Lost Woods (from Kokiri Forest's entrance, not Goron City's), head left to find two stumps. Get on the lower stump and put on the mask. Play Saria's Song, and he'll become friends with you, and give you a Piece of Heart. Talk to the Skull Kid now, and he will give you 10 Rupees. Head back to the Happy Mask Shop, and pay the salesman 20 Rupees for it.

Spooky Mask

When you get this one, make sure it is daytime, then go to the graveyard. You will see some kid walking around by the graves. Talk to him while wearing the mask, and in return he'll give you 30 Rupees. Go back to the Happy Mask Shop, and pay the price of 30 Rupees.

Bunny Hood

NOTE: While wearing this hood, Stalchildren of Hyrule Field will not attack.

A lot of people have trouble giving this to the right person, even though it isn't that hard. I suggest waiting until you get the Giant's Wallet (you need to get 30 Gold Skulltula Tokens, then go to the House of Skulltulas), because you get a 500 Rupee prize for this! Yes, you heard me right: a 500 Rupee prize for barely any effort at all. Anyway, go to Lon Lon Ranch, and run around it, during the day. Somewhere near Lon Lon Ranch, you'll eventually find a running man. Follow him until he drops to the ground, then talk to him with the Bunny Hood on. It allows him to run faster (but not you, although you do run faster while wearing it in Majora's Mask), so he fills your wallet up, regardless of what wallet you have! Go back and pay the 40 Rupee fee at the Happy Mask Shop.

Other Masks

There are four other masks in the game, which serve no real purpose. They are the Mask of Truth, the Goron Mask, the Zora Mask, and the Gerudo Mask. You can only borrow one at a time. In order to make these four masks available, you have to complete the entire Happy Mask Shop side quest, which was explained above. The mask salesman gives you the Mask of Truth first, although you can get the other three at any given time. They're cool, so try 'em all out! The Mask of Truth does do something special, though. You probably remember seeing stones throughout the game (like the three near the Temple of Time) that tell you the time when you hit them. If you examine them with the Mask of Truth on, they'll tell you something special.

===== The Giant's Knife =====

Tired of using the same old Master Sword? Well, you can get the Giant's Knife, which is extremely powerful (it has the same power as the Biggoron's Sword). The one HUGE disadvantage about this sword, however, is that it breaks very, very easily. Seriously, one Jump Attack to a normal enemy could break it. When it is broken, you can still use it, but it's hard to hit with, and causes very little damage. Since the sword breaks so easily, it is hardly worth 200 Rupees, which is the price for the weapon. How do you get it, you ask? It's simple. As a child, go to Goron City, and go to the second floor (from the very top of the city). On this floor is a bombable wall. Use a Bomb Flower if you have to.

Blow it up to find another bombable wall. There are a few of these. Just keep bombing the walls until you find a secret hideout with a giant Goron. He is called Biggoron. Talk to him, and he'll tell you that he is working on a great weapon, and to come back in a few years (it takes him a few years to make a sword which breaks if a raindrop hits it?). Come back to this place as an adult and talk to him again. The sword will be ready, at the cost of 200 Rupees. When you pay, you get this weapon. It's seriously a complete waste of 200 Rupees, which you could use on much more valuable things, but it's your call, not mine.

===== The Biggoron's Sword =====

Ah, yes. The legendary Biggoron's Sword. This sword is like the Giant's Knife, only it never breaks. Ever. And to top it onto that, you can get this weapon before even entering the Forest Temple (although both the Giant's Knife and this sword can only be gotten as an adult), rendering the Giant's Knife pretty much useless. This sword cannot be used to beat Ganon (it can be used on the first part of the battle, but not the second), but you CAN use it for the whole battle with Ganondorf. To get this wonderful weapon, you need to first complete a trading sequence (doesn't every game have one?). The steps in doing this are below. Getting Epona first is highly recommended. Also, you must have

melted the ice off of King Zora before attempting this.

- 1) Start by heading to Kakariko Village. Talk to the lady by the Cucco pen, which is east of the well. She will ask you to keep an egg for her. Play the Sun's Song until another day comes (if it's currently day, play the song twice. If it's night, play it once), then the Pocket Cucco will hatch. Go to Impa's house, which is the building to the north as you enter the village. Talon is sleeping in the bed. Show the Cucco to him to wake him up, then talk to him.
- 2) Exit the house, and show the Pocket Cucco to the Cucco lady. She will be impressed with your Cucco-keeping, and she'll give you a rare, blue Cucco, called Cojiro, which apparently rarely ever crows.
- 3) Next, play the Minuet of Forest, and warp to the Sacred Forest Meadow. Exit the meadow and take the wrong path in the Lost Woods. At Kokiri Forest, reenter the woods to start at the beginning. Head west, and you'll see an old man sitting by the log. Show him Cojiro, and he'll ask you to deliver something to the old lady at the Potion Shop in Kakariko Village. If you take too long, it'll spoil. You can't warp, or the time will go to zero instantly. So, make your way to Kakariko Village.
- 4) At Kakariko Village, head up the stairs left of the entrance (assuming you didn't take the Goron City route), and enter the building on the right. This is a Potion Shop, but it's not the right one. Exit from the back; take the left exit. In the back part of the village, head down the ladder, and head up the set of stairs leading to the old hag's Potion Shop. Go inside, and show the lady the Odd Mushroom. She'll take it, and make an Odd Potion out of it. She wants you to go back to the Lost Woods and give it to that man.
- 5) Go back to the Lost Woods (you can warp, since the potion doesn't spoil), and from the Kokiri Forest entrance of the woods, head left, to where the old man was. Instead of the old man being there, it's a young Kokiri girl. She says that everyone in the Lost Woods gets turned into Stalfos, and that is what happened to the old man. Funny, I don't recall ever finding a Stalfos in here. Trade the Odd Potion for the saw she has, and you'll get the Poacher's Saw.
- 6) Make your way to Gerudo Valley, and cross the bridge (if it's not repaired, you will have to either use either the Longshot or Epona to cross/jump it). Show the Poacher's Saw to the carpenter next to the tent. In return, he will give you the Broken Goron's Sword.
- 7) Now, go to Death Mountain. There's no time limit, so don't worry. When you get there, climb up the mountain (via the ledges west of the red flag, half way up to Goron City) until you get to the top, where you will find a giant Goron. It's the same one that sells the Giant's Knife. Show him the Broken Goron's Sword, and you'll find out that his eyes are bothering him, so he can't work on the sword yet. He will give you a Prescription, and he wants you to take them to King Zora.
- 8) Head all the way to Zora's Domain, and head to King Zora's room. With him unfrozen, show him the Prescription. After his speech, he gives you the Eyeball Frog, which you must give to the freaky man at Lakeside Laboratory.
- 9) You have three minutes to do this. Go to Hyrule Field and call Epona, and ride her all the way to Lake Hylia (southwestern end of Hyrule Field). Enter and go to the Lakeside Laboratory, which is found to the east upon entering. Inside, show the man (yes, that is a man) the Eyeball Frog. He'll use it to

make some Eye Drops, and you have to bring them to Biggoron.

10) Now you have four minutes. Ride Epona all the way back to Death Mountain, and quickly make your way up to the top, where Biggoron is. Show him the Eye Drops, and he'll put some in his eyes. As a reward, he'll start working on the sword right away, and give you a Claim Check. He tells you to come back later when the sword is finished. Play the Sun's Song six times, and talk to him again. He'll give you the Biggoron's Sword, which is about four times as powerful as the Master Sword! Congratulations! However, it is a two-handed weapon, meaning you cannot use your shield with the sword in your hand.

=====
The Gold Scale
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Surely you'll want this item as early as possible. It allows you to dive under the water for a whopping eight seconds! You can get this as a kid, but the main way to get it is when you're an adult. I will list both methods. To get it as a child, go to the fishing hole found on the western side of Lake Hylia, and pay 20 Rupees to go fishing. Then, catch a 10-pound fish, or bigger (the big ones can be found by the logs and such in the water, usually). Don't weigh your fish in, however. Go to the fisherman, and Z/L-Target him, and hold R to use your shield. Walk towards the water until you start swimming (keep targeting him!), then walk out of the water and speak to him while keeping him targeted. Tell him you just want to talk.

After his speech, he gives you the Gold Scale! By getting it this early, you can sort of cheat the story by diving from Lake Hylia to Zora's Domain (because Kaepora Gaebora normally tells you that you have to have the melody of the Royal Family to enter Zora's Domain), and you can also go to Jabu-Jabu's Belly before even entering Dodongo's Cavern! To get it as an adult, go to the fishing hole either by the Magic Bean leaf, or wait until you beat the Water Temple, where the water is back in the lake fully. Catch a 20-pound fish or bigger, and tell the fisherman to weigh the fish in. He gives you the Gold Scale!

=====
Scarecrow's Song
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As a kid, go to Lake Hylia. From the entrance, head west, and you will find two scarecrows. The top one's name is Pierre, and the bottom one's name is Bonooru. Bonooru is looking for a good song. Go up to Pierre, and make up a tune (so, you could just press the Up C and make that your tune), but make sure you remember it! When you're done with your tune, press B, and Pierre will dance to that tune. Go to Bonooru and take out your Ocarina, then play the song you just made up. Then, go to the Temple of Time and become an adult, then return here. Pierre is gone, but Bonooru is still here. Play the song you made up in front of him, and you'll learn the song!

According to Bonooru, Pierre is wandering around now. In unreachable spots where Navi turns green, play the Scarecrow's Song to see if Pierre appears. If

he does, you can use the Hookshot/Longshot at him to reach that place. The Scarecrow's Song does not appear on your Quest Status Subscreen, however.

=====
Racing the Running Man
=====

This side quest is pointless, but I listed it anyway. After you get past the Gerudo Fortress and get the Gerudo Membership Card, the bridge at the valley will be repaired. Enter the carpenter's tent at Gerudo Valley, and you'll find a man in red clothes sitting down. Talk to him, and he'll challenge you to a race from Gerudo Valley to the exit of Kokiri Forest. You cannot win, though, no matter what methods you try. It's purely impossible. That is why this side quest is pretty much worthless.

=====
Equipment Upgrades
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There are several equipment upgrades throughout the game. The upgrades give you stuff like bags to hold more bullets in for your ranged weapons and such. Some are well hidden, and are hard to find. Below is a list of all the upgrades in the game, along with information on how to obtain them.

Wallets

Adult Wallet

This one is pretty simple to get. After successfully getting 10 Gold Skulltula Tokens, go to Kakariko Village, and visit the House of Skulltula. One of the people in there will be uncursed. Talk to him, and he will thank you, giving you the Adult Wallet as a reward. This wallet can hold up to 200 Rupees.

Giant's Wallet

Do the same thing you did to get the Adult Wallet. The only difference is that you need to have successfully obtained 30 Gold Skulltula Tokens. Go to the House of Skulltula in Kakariko Village, and one of the uncursed boys in there will give you the Giant's Wallet, which can hold up to 500 Rupees at once!

Deku Sticks

Upgrade #1

Head to the Lost Woods. From the entrance, take two paths to the left, to an area with a bridge in the center. Climb down the ladder, and head north to find a Business Scrub. Deflect its attack with your shield (using the Deku Shield), or simply hit it with your Slingshot. Talk to it, and it will sell you the upgrade for 40 Rupees. With it, you can hold up to 20 Deku Sticks. You have to be a child to get this upgrade.

Upgrade #2

This one is in the Lost Woods, as well. You must also have the Skull Mask in your possession (if you don't have it, look above at the mask side quest for information on how to get it). From the entrance of the woods, take the following path: right, left, right, left, and left again. You'll be in an area with lots of grass. Head all the way to the northern grass, and walk around the northwestern part of the grass until you fall into a hidden grotto. Inside, you will see a council of Deku Scrubs. Put on the Skull Mask, and they will all gather around you. To the right is the leader of the Deku Scrub council. Go up to him, and he should pop out. He will give you the last Deku Stick upgrade, whichs allows you to be able to carry 30 Deku Sticks.

Deku Nuts

Upgrade #1

Go to the Lost Woods, and make sure the Mask of Truth is in your possession. Take the same path you took for the second Deku Stick upgrade (see above), and fall through the hole to the Deku Scrub council. Wear the Mask of Truth, and step into the light. The Deku Scrubs will either: spit nuts at you, dance around for a minute or so and leave behind Rupees, immediately leave and leave behind green Rupees, or they'll make fun of you, but still give you the Deku Nut upgrade. The last one is the one you want. Keep exiting and reentering the grotto until they do it. There is a known glitch that in earlier versions of the game, you cannot get this upgrade once you become an adult.

Upgrade #2

Again, this one is in the Lost Woods. Take this path: right, left, right, left, up, and left. Bomb the boulder in that last path, and drop down the grotto that was revealed. Defeat both Business Scrubs, and buy the Deku Nut upgrade from one of them for 40 Rupees.

Deku Seeds

Upgrade #1

Go to the Lost Woods (is that a suprise?), and head east. You'll see a target hanging. Aim at that target with your Slingshot, and get a bulls-eye three times in a row. A Deku Scrub will pop out, and give you a new bag of bullets, which allows you to carry 30 Deku Seeds (Slingshot ammo) at once.

Upgrade #2

Finally, an upgrade that isn't found in the Lost Woods. Go to the Market, and head left of the Temple of Time and the Happy Mask Shop. Enter the building there, and pay 20 Rupees to play the Rupee-shooting game. Upon winning, the man gives you the last Deku Seed upgrade, which allows you to hold up to a maximum of 50 Deku Seeds!

Bomb Bags

Upgrade #1

After getting your first Bomb Bag, head to the Market. Go southwest of the Happy Mask Shop, and you'll see a building. Enter it, and play the Bombchu Bowling Game for 20 Rupees. One of the prizes will be a Bomb Bag, which you will get, provided that's the chosen prize and you win the game.

Upgrade #2

Go to Goron City, and with regular bombs, go to the second floor from the top of the city. Enter the tunnel, and stand by the sign. Time it right, and place a bomb when the giant Goron rolls into the tunnel. If you hit him right by the sign, talk to him and he'll give you the upgrade.

Quivers

Upgrade #1

As an adult, go to Kakariko Village. The archery mini-game that was in the Market as a child is now in Kakariko Village as an adult, near the Cucco keeper named Anju. Inside, pay 20 Rupees to play the Rupee-shooting game. For winning, the guy gives you an upgraded quiver! You can hold more arrows!

Upgrade #2

Go to Gerudo Fortress (as an adult, obviously), and make sure you have Epona.

Call Epona with the Epona's Song, and mount her. After completing the events in the fortress, head east, and up a hill to a Gerudo under a small tent. Talk to her, and pay up some Rupees to play an archery game. First, get 1000 points to get a Piece of Heart. Play again, and score 1500 points (it's pretty hard, but possible, nonetheless) to get the last quiver upgrade.

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VIII. Item List
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In this section, I will list all of the items in the game, along with info about them and such.

Link's Inventory

NOTE: This list is in alphabetical order.

Bomb

Useable By: Child / Adult

Found: Dodongo's Cavern

Description: Bombs are one of the most required items in the game. Throughout the course of the game, you have probably noticed that there are dark brown walls, along with other mysterious-looking walls. These can usually be blown up with a bomb. Yellow boulders can also be blown up using bombs. Use bombs wisely!

Bombchu

Useable By: Child / Adult

Found: Various Places

Description: I hate this item. Seriously, it's one of the most useless items in the game, except in Master Quest. When you place one on the floor, it runs up fast, climbing up walls and ceilings before exploding. However, if it comes in contact with an object (a boulder or a crystal switch, for example), it will explode immediately.

Boomerang

Useable By: Child

Found: Jabu-Jabu's Belly

Description: Probably most people's favorite weapon to use as a child. The Boomerang is useful for freezing enemies for a temporary amount of time, along with cutting the tentacles off of the top of Barinade, among other things. Aim this somewhere, and throw it. It will come back to you, just like a real boomerang is supposed to.

Deku Nut

Useable By: Child / Adult

Found: Deku Baba (Enemy) / Big Deku Baba (Enemy)

Description: Deku Nuts are and aren't useful. The only two things they're really useful for is: making Link lower his body with a Deku Stick on fire, allowing him to burn the web he's standing on, and it's also good for freezing certain enemies for a short time. Other than that, they don't really do anything.

Deku Stick

Useable By: Child

Found: Deku Baba (Enemy) / Big Deku Baba (Enemy)

Description: A pretty useful item. Too bad it becomes pretty much obsolete once you get Din's Fire. A Deku Stick can be used to light torches, or even as a weapon. To light a Deku Stick, put it by a flame on a torch. With a Deku Stick lit, you can light up torches spreaded throughout the area, if there are any. If you leave it lit too long, it'll burn. To avoid that, swing your sword, or just use another item.

Din's Fire

Useable By: Child / Adult

Found: Hyrule Castle

Description: This item may seem optional, but it isn't. It's required to open the entrance leading to the Shadow Temple, and it's required in the temple itself, in both versions of the game. When you cast this spell, a big ball of fire is created, hitting all enemies with some fire. This can also be used to light torches and such. Using this costs magic.

Empty Bottle

Useable By: Child / Adult

Found: Various Places (Four in all)

Description: Empty Bottles are just plain awesome. Period. You can store many things in a bottle, including bugs, potions, small fairies, and even Poe spirits, of all things. If you have a bottled fairy, it will revive you whenever you die (provided you don't use the fairy before dying, however), replenishing all of your health. It does not cure magic, however. Suprisingly, Empty Bottles can be used to deflect Phantom Ganon and Ganondorf's small energy balls.

Fairy Bow

Useable By: Adult

Found: Forest Temple

Description: The Fairy Bow is basically a more powerful version of the Slingshot, only it can be used by an adult, and it also has some powerups you get with it. You can use this to shoot eye switches, enemies, and even Poe pictures inside the Forest Temple. You can also use your bow while riding Epona. You will be using this as one of your main items as an adult.

Fairy Ocarina

Useable By: Child

Found: Lost Woods (Kokiri Forest Exit)

Description: On your way out of Kokiri Forest, Saria gives you this item as a parting gift. It can be used to play songs that you will learn throughout the game. Also, if you hold Z, then use a C Button to play a song, the tune will be deeper.

Fairy Slingshot

Useable By: Child

Found: The Deku Tree

Description: This is the first version of the Fairy Bow, basically. It's a good ranged weapon to use against enemies like Keese and such. You can shoot eye switches with this weapon, as well. In the Deku Tree dungeon, you can shoot down a ladder after getting this item.

Farore's Wind

Useable By: Child / Adult

Found: Zora's Fountain

Description: Farore's Wind is the second spell in the game. To find it, go to the eastern part of Zora's Fountain, and bomb the wall on the small island. It leads to a Great Fairy's Fountain, where you will meet the Great Fairy that gives this to you. You can only use it inside a dungeon that holds a Dungeon Map, and in Ganon's Tower. You create a warp point in whatever room you use it in. Then, when needed, use it again to warp to that particular room. It's pretty useful, actually. Using this costs magic.

Fire Arrow

Useable By: Adult

Found: Lake Hylia

Description: You can't get this arrow powerup until you've successfully beaten the Water Temple, so that the lake will be filled with water once again. Play the Serenade of Water, and from your warp point, go north and stand on the small pedestal. Play the Sun's Song until the next sunrise, and immediately shoot an arrow at the morning sun. Swim over to the Fire Arrow and claim your prize. These can be used the same way as any other fire-type item. Using this costs magic.

Hookshot

Useable By: Adult

Found: Dampe's Grave (Known as "?")

Description: Once you get this item from Dampe the Gravekeeper, you can use its spring-loaded chain to pull you over to a wooden log, a target, a tall target pillar, or even certain climbable walls. This item will come in handy quite often!

Ice Arrow

Useable By: Adult

Found: Gerudo Training Ground

Description: Your reward for successfully clearing the Gerudo Training Ground. These are pretty much useless, but it's cool to have for bragging rights anyway. You can use these to freeze enemies. Other than that, they serve no real purpose. Using this costs magic.

Lens of Truth

Useable By: Child / Adult

Found: Bottom of the Well

Description: Although it's possible to beat this game without ever getting this item, it's still extremely helpful, especially during the Shadow Temple. When used, it consumes magic slowly, but if you tap the same C Button it's assigned to over and over, it will never take any magic. This reveals hidden floor traps, and hidden platforms, among other things.

Light Arrow

Useable By: Adult

Found: Temple of Time

Description: You are forced to get this arrow right before the final dungeon. It is the only arrow capable of destroying evil. This item is required to penetrate Ganondorf's defenses. If you use this on an enemy, it'll turn into a Purple Rupee every time! Using this costs a lot of magic.

Longshot

Useable By: Adult

Found: Water Temple

Description: This is the exact same thing as the Hookshot, only it extends much further than before! A really useful item, indeed.

Magic Beans

Useable By: Child

Found: Zora's River

Description: You can buy these by the fence at Zora's River, near the entrance, but only as a child. The pale guy eating the beans sells them to you, but he starts at a really low price. As you buy more, his price goes up. It takes 550 Rupees in all to buy all of the Magic Beans in the game. You can plant these on soft soil spots (the yellow patches you've probably seen throughout the game), then a sprout appears. Come back to that spot as an adult, and a leaf will be formed. Getting on it makes it ride you to different areas of the place you're in, usually leading to a Piece of Heart.

Megaton Hammer

Useable By: Adult

Found: Fire Temple

Description: This hammer can either be used to attack with (required to defeat Volvagia), to break certain boulders, or to smash rusted switches. The Megaton Hammer is the only weapon that can break red rocks.

Smashing rusted switches is useful, too, since it almost always leads to something important.

Nayru's Love

Useable By: Child / Adult

Found: Desert Colossus

Description: To find the last spell, head east upon entering Desert Colossus, and you'll find two palm trees and a crack. Bomb the crack to reveal an entrance leading to a Great Fairy's Fountain. Inside, the Great Fairy gives this to you. This takes magic to use, but a blue crystal barrier surrounds you, making you invulnerable to all attacks for about half a minute!

Ocarina of Time

Useable By: Child / Adult

Found: Hyrule Field

Description: After you collect all three Spiritual Stones, and head towards Hyrule Castle, Princess Zelda throws this into the water as she and Impa make their escape from Ganondorf. This is the only type of instrument that can be used to open the Door of Time, along with the special Song of Time.

Equipment, Accessories, & Other

NOTE: This list is in the order of the weapons, armor, and shields you get in the game. The rest are listed alphabetically.

Kokiri Sword

Useable By: Child

Found: Kokiri Forest

Description: The weakest sword in the game. It's a basic sword, hidden in the Kokiri Forest maze. It wasn't meant to be used until the hero of the forest, Link, was forced to go and get it to help save the forest and Hyrule itself.

Master Sword

Useable By: Adult

Found: Temple of Time

Description: This is a legendary blade, which holds sacred power; the only sword that can penetrate evil. The Master Sword only accepts the one that is to become the Hero of Time as its owner. Anybody else cannot wield it. This sword is actually pretty good. However, the Giant's Knife and Biggoron's Sword puts this sword in a completely different class.

Giant's Knife

Useable By: Adult

Found: Goron City

Description: A long, two-handed sword that was created by Biggoron, and sold at Goron City for a whopping 200 Rupees. It's a very powerful sword, but it's a complete waste of money, because it breaks very easily. I do not recommend buying this sword under any circumstances.

Biggoron's Sword

Useable By: Adult

Found: Death Mountain

Description: The best weapon to use in the game. 'Nuff said. This sword is a frickin' beast. It's the same thing as the Giant's Knife, but no matter what, it never breaks. Biggoron gives this to you after he makes it. He won't make it unless you do the trading sequence required to get the sword (see the Side Quests section).

Deku Shield

Useable By: Child

Found: Various Places

Description: This is the first shield you get in the game. You have to have a Kokiri Sword and a Deku Shield before you can see the Deku Tree. It's a wooden shield, but it can still defend against enemy attacks. However, if a Fire Keese touches this shield, it will burn, and you'll have to buy another one if you want it back!

Hylian Shield

Useable By: Child / Adult

Found: Various Places

Description: You can buy this outright at the Market, for 80 Rupees (70 if you get a discount). However, you can get this for free by going to the graveyard in Kakariko Village. Under one of the graves is a hole, with a chest containing this. This shield is metal, and has a Triforce crest painted on the back. When you become an adult, you automatically have this shield equipped by default, even if you didn't get one as a kid.

Mirror Shield

Useable By: Adult

Found: Spirit Temple

Description: Late in the game, you finally obtain the last shield. It has a strange crest painted on the back (the crest differs depending on the version you're playing). It is also shiny, and if sunlight shines on this shield, you can reflect the sunlight into other parts of the room. Really useful for the Spirit Temple.

Kokiri Tunic

Useable By: Child / Adult

Found: N/A

Description: You start the game with this tunic equipped. It's a pure green tunic, and Link has it on in every Zelda game. The tunic color

gets slightly darker when you become an adult, however. This tunic has no special traits.

Goron Tunic

Useable By: Adult

Found: Goron City

Description: This tunic is fire-resistant. With it equipped, you will not have to worry about leaving certain areas (like Death Mountain Crater and a room in Ganon's Castle) before getting burned up. It's a light red tunic that is too big for a kid to wear.

Zora Tunic

Useable By: Adult

Found: Zora's Domain

Description: This is like the Goron Tunic, only it's dark blue, and with it on, you are 100% resistant to water. You will need this, combined with the Iron Boots, to enter the Water Temple and navigate certain places underwater.

Kokiri Boots

Useable By: Child / Adult

Found: N/A

Description: You start the game with these boots equipped by default. As you progress through the game, however, you eventually get different ones. These boots do nothing special.

Iron Boots

Useable By: Adult

Found: Ice Cavern

Description: These boots are only useful for a couple of things. They are mandatory for going underwater in the Water Temple, and they are also required for certain parts of the Shadow Temple, along with Ganon's Castle. With them equipped, you move as slow as ever, but they're so heavy, you sink underwater, and wind cannot blow you away at all. Still, these boots suck.

Hover Boots

Useable By: Adult

Found: Shadow Temple

Description: The Hover Boots are cool-looking, but they have no traction, so therefore, everything (except the air) is slippery while you wear these boots. They are used to float on the air for a certain time, allowing you to reach normally unreachable things, such as ledges and Silver Rupees.

Bomb Bag

Found: Various Places

Description: A bag that stores bombs. Simple. You'll find this very useful,

since you can use some bombs freely with it.

Boss Key

Found: All Temples (including Ganon's Castle)

Description: This is pretty self-explanatory. You find this in all temples, along with Ganon's Castle. With it, you can unlock the door that leads to the boss's chamber.

Compass

Found: Various Dungeons

Description: The Compass is a common item, found in most Zelda games. With it, you can see your current location in that area, where you last entered/exited from, and you can see where treasure is in that room. It also works on the subscreen.

Deku Seed Bag

Found: Various Places

Description: A bag used to store Deku Seeds, which is ammo you use for your Slingshot. You can find two extra Deku Seed upgrades in the game.

Dungeon Map

Found: Various Dungeons

Description: The Dungeon Map was used in pretty much every Zelda game. You can see the map of the area you're in when you obtain it. You can also see a map of the whole dungeon on the subscreen.

Fire Medallion

Found: Chamber of the Sages (After Fire Temple)

Description: A mysterious medallion powered by the Sage of the Fire Temple. There are six in all.

Forest Medallion

Found: Chamber of the Sages (After Forest Temple)

Description: A mysterious medallion powered by the Sage of the Forest Temple. There are six in all.

Gerudo Membership Card

Found: Gerudo Fortress

Description: This is your reward for rescuing all the carpenters and avoiding the guards in the fortress. A Gerudo gives this to you. With it, you can safely navigate the fortress without being thrown in jail. You can also get in the Gerudo Training Ground with this.

Golden Gauntlets

Found: Ganon's Castle

Description: When you find these, you have the strength to pick up extremely oversized stones, found only at Ganon's Castle itself. This also allows you to open up the path to the last Great Fairy's Fountain in the game.

Gold Scale

Found: Lake Hylia (Fishing Hole)

Description: See the Side Quests section for information on how to get this. With it, you can dive underwater for eight seconds! Real nice.

Gold Skulltula Token

Found: From Gold Skulltulas

Description: For each Gold Skulltula you kill in this game, a golden token is spawned. Usually, you can just get it outright, but sometimes, you need certain items (like the Boomerang, Hookshot, and Longshot) to reach the token. After you collect a certain amount of tokens, a boy in the House of Skulltula at Kakariko Village gets uncursed. If you talk to him, you get a prize. See the Gold Skulltulas section for information on the prizes.

Goron Bracelet

Found: Goron City

Description: Darunia gives you this (as a child), but not as a reward or anything. With it, you can pick up the Bomb Flowers, which will allow you to enter Dodongo's Cavern. You can also lift up weeds and rocks with this.

Goron's Ruby

Found: Death Mountain

Description: Once you successfully wipe out the monsters in Dodongo's Cavern, Darunia gives this to you as a reward. This is one of the three Spiritual Stones.

Kokiri Emerald

Found: Kokiri Forest

Description: Once you successfully kill the monsters inside the Deku Tree, the Deku Tree himself gives this to you before his death. This is one of the three Spiritual Stones.

Light Medallion

Found: Chamber of the Sages (After getting Master Sword)

Description: A mysterious medallion powered by one of the Sages, Rauru. There are six in all.

Quiver

Found: Various Places

Description: A quiver is used to hold your arrows. You can get two upgrades throughout the game.

Silver Gauntlets

Found: Spirit Temple

Description: You find these at the top of the left side of the Spirit Temple, as a kid. You promised Nabooru you'd give her these, but she gets sucked in by a purple vortex created by Koume and Kotake, so you get to keep them. You can only use them as an adult, however.

Silver Scale

Found: Zora's Domain

Description: Play the Rupee-Diving Game for 20 Rupees, and win. Go back up and talk to the Zora to get this. You can skip this entirely, and just go for the Gold Scale, if you so desire. If you get this after the Gold Scale, the Gold Scale is replaced. You can dive underwater for six seconds with this.

Small Key

Found: Various Temples (including Ganon's Castle)

Description: These are mandatory in every way. You will almost always find them in a small treasure chest (usually summoned by triggering a switch of some sort). There are a few in each dungeon (excluding the Ice Cavern), so be sure to look good for them! These unlock normal doors (not boss doors).

Shadow Medallion

Found: Chamber of the Sages (After Shadow Temple)

Description: A mysterious medallion powered by the Sage of the Shadow Temple. There are six in all.

Stone of Agony

Found: House of Skulltula

Description: Collect 20 Gold Skulltula Tokens, then visit Kakariko Village, and go to the House of Skulltula. One of the uncursed boys in here will give this to you. With it, your controller will rumble (if it includes a rumble feature, that is) whenever you pass over a hidden grotto.

Spirit Medallion

Found: Chamber of the Sages (After Spirit Temple)

Description: A mysterious medallion powered by the Sage of the Spirit Temple. There are six in all.

Water Medallion

Found: Chamber of the Sages (After Water Temple)

Description: A mysterious medallion powered by the Sage of the Water Temple.
There are six in all.

Zora's Sapphire

Found: Zora's Fountain

Description: Princess Ruto gives this to you after you defeat the monsters
inside Jabu-Jabu's Belly. This is one of the three Spiritual
Stones, also known as the "Zora's Engagement Ring".

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IX. Heart Pieces
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If you've ever played any Zelda game (besides the original, and AoL for the NES), you'll know what Heart Pieces are, and what they're for. When you collect one, one piece is added to your subscreen, and all of your health that you may have lost is refilled. For every four Heart Pieces you get, your health goes up by one heart. You may not think that's a lot, but trust me, it helps. Normally, you would only have a maximum of eleven hearts when you beat the game, but with Heart Pieces, you can get nine extra hearts, which helps a lot. There are a total of twenty hearts in the game. There are also alternate methods to getting certain ones, whether it be as a child or as an adult. Some Heart Pieces that only adult Link is normally able to get, child Link can get as well.

Of course, I will list the alternate methods to getting these Heart Pieces. There are 36 Heart Pieces in all, if you do not count the hidden one in Gerudo Fortress (don't worry, I'll list it). The list is in no particular order.

Heart Piece #1

Obtainable By: Child

Location: Lon Lon Ranch

How To Obtain: Go to the southwestern part of the ranch (on the map), and enter the tall building. Inside, you will see some Lon Lon crates. You have to move them in a certain order, so that you can crawl to the piece. Start with the northeastern crate. Pull it back, then push it in to connect with the others. Pull the northwestern one until you can't anymore, then go to where the crate was to find a crawlspace. Crawl through it to find a Piece of Heart.

Alternate Method: N/A

Heart Piece #2

Obtainable By: Child

Location: Lost Woods

How To Obtain: After getting the Fairy Ocarina from Saria, head into the Lost Woods. Head east from the entrance, and climb down the ladder. Go right to find a stump. Stand on it, and you'll find two Skull Kids. Pull out your Ocarina, and they'll want you to follow with their song. Each time you follow with it correctly, one more button is added to the song. You can't wait too long to input a

note, or you'll automatically fail. Keep playing, and the third prize you win will be the Piece of Heart.

Alternate Method: N/A

Heart Piece #3

Obtainable By: Child

Location: Hyrule Market

How To Obtain: During the night (play the Sun's Song), you'll see dogs roaming around town. From the entrance of the market, head left to find a white one. Walk up to it and run towards the right. It will follow you; keep going east into the back alley. Enter the door to the north, and speak with the lady inside. As a reward for finding her dog, she'll give you a Piece of Heart.

Alternate Method: N/A

Heart Piece #4

Obtainable By: Child

Location: Graveyard

How To Obtain: The graveyard is in Kakariko Village, at the northeastern end. During the night (not midnight, mind you), you will see Dampe, a freaky-looking man. When he walks to a patch of dirt by the graves, pay him 10 Rupees to get him to dig there. You will get either Rupees, the Piece of Heart, or nothing at all. Try all dirt spots, and come in with lots of Rupees. If you run out of Rupees, or just can't find it, exit and come back whenever.

Alternate Method: N/A

Heart Piece #5

Obtainable By: Child

Location: Graveyard

How To Obtain: When you get the Sun's Song, go to the graveyard, and pull one of the graves on the right (bottom row). Make sure the kid or Dampe isn't there, or you can't pull them. One will reveal a hole. Inside, defeat the ReDead, and stand where it was, then play the Sun's Song. This will reveal a chest, which contains a Piece of Heart.

Alternate Method: N/A

Heart Piece #6

Obtainable By: Child / Adult

Location: Kakariko Village

How To Obtain: After the Dodongo's Cavern, when you have a Bomb Bag, go north of the cavern, and look to the left to find boulders. Bomb them and make your way north from there. At the top of Death Mountain is a bombable wall to the left, and the entrance to the crater on the right. On the sign, there is Kaepora Gaebora. Talk to him, and he'll take you down to Kakariko Village, and drop you on the roof of the house where the Cucco pen is. Drop off of the northwestern side of the roof to land on a ledge. Go through the hole in the wall, and in the house, take the Piece of Heart.

Alternate Method: If you didn't get this one as a kid, you can still get it as an adult. Simply use the Hookshot/Longshot at the platform

above the Cucco pen to pull yourself to it. From there, walk inside and take it.

Heart Piece #7

Obtainable By: Child / Adult

Location: Death Mountain

How To Obtain: You can get some Magic Beans at Zora's River. Get some, and plant one at the soft soil spot by Dodongo's Cavern. Come back as an adult, and you'll see that the sprout is now a leaf. Stand on it to use it as a platform, and it will move, riding you around. Jump to the ledge above Dodongo's Cavern, and claim the Piece of Heart.

Alternate Method: Head east of Goron City to find a single Goron, along with a Bomb Flower by the lower part of the fence. Get rid of the Bomb Flower, and backflip off of the lower part of the fence. Hold the Control Stick up-left, and you may land on a ledge above Dodongo's Cavern, where a Heart Piece is!

Heart Piece #8

Obtainable By: Child / Adult

Location: Hyrule Field

How To Obtain: Go to the southwestern end of the map, where Lake Hylia is at. Bomb the center of the grass where the fences are, and you should reveal a grotto. Drop inside, and hit the Business Scrub, then talk to him. He'll offer a Piece of Heart for 10 Rupees.

Alternate Method: N/A

Heart Piece #9

Obtainable By: Child / Adult

Location: Hyrule Field

How To Obtain: Head north of Lon Lon Ranch to a lot of trees. Look for a tree that's away from all the others, and place a bomb by it to find a secret grotto. Inside, defeat the Tektite, then jump in the water and put on the Iron Boots. You will sink to a Heart Piece at the bottom.

Alternate Method: Get the Gold Scale as a child, and come to the hidden grotto. Kill the Tektite, then simply dive from the center, and you will get the Piece of Heart before rising up.

Heart Piece #10

Obtainable By: Child

Location: Hyrule Market

How To Obtain: Once you get a Bomb Bag, go to the Bombchu Bowling Alley (it is located at the western part of town). Pay 20 Rupees to play, and the prize should be a Piece of Heart. If not, just keep playing until it is. Win the game to win the prize!

Alternate Method: N/A

Heart Piece #11

Obtainable By: Child

Location: Hyrule Market

How To Obtain: Make sure it is nighttime, then enter the eastern building as you enter the town. Inside the building is a treasure chest game, where you must guess one of the two treasures in each room. If it contains a Small Key, you keep going. Otherwise, you lose. It costs 10 Rupees to play. In the last room, there is a chest containing the Piece of Heart.

Alternate Method: The alternate method is highly recommended. Once you get the Lens of Truth, play the game, and leave the Lens of Truth on for the entire game. You will be able to see what the chests contain, making this game impossible to lose!

Heart Piece #12

Obtainable By: Child

Location: Lost Woods

How To Obtain: From the entrance of the woods, head left to find two stumps. Jump on the lower stump, and a Skull Kid will appear. Play Saria's Song, and the Skull Kid will want to be friends with you, then he'll give you a Piece of Heart.

Alternate Method: N/A

Heart Piece #13

Obtainable By: Child / Adult

Location: Kakariko Village Windmill

How To Obtain: As an adult, race Dampe and get the Hookshot from him. Then, go north of the chest, and play the Song of Time to remove the block. Climb up the ledge and run up the staircase, then jump on one of the spinning platforms on the windmill. Jump to the ledge at the end to find a Piece of Heart.

Alternate Method: You can get this as a child, too. With the Boomerang, enter the windmill area via the door up the staircase, north of the Cucco pen. Inside, simply throw the Boomerang at the Heart Piece, and you'll catch it.

Heart Piece #14

Obtainable By: Adult

Location: Graveyard

How To Obtain: After you get the Hookshot from Dampe, go back to the graveyard and pull the westernmost grave on the west side. Drop into the hole, and follow Dampe again. Reach the last room in 1:00 or less, then Dampe will give you a Piece of Heart as a reward!

Alternate Method: N/A

Heart Piece #15

Obtainable By: Child / Adult

Location: House of Skulltulas

How To Obtain: Before you can get this one, you must have 50 Gold Skulltula tokens, or more. Then, go to Kakariko Village, and enter the building that has a fence by it, south of the Cucco pen. In the House of Skulltula, talk to one of the uncursed boys. One of them gives you a Piece of Heart.

Alternate Method: N/A

Heart Piece #16

Obtainable By: Adult

Location: Graveyard

How To Obtain: As a child, get some Magic Beans, then go to the graveyard. Plant one of the beans at the soft soil spot, which is located west of Dampe's grave. Come back as an adult, and the sprout will have become a leaf. Ride the leaf up to a ledge. Jump on it, then roll into the crate to find a Piece of Heart.

Alternate Method: N/A

Heart Piece #17

Obtainable By: Adult

Location: Lake Hylia

How To Obtain: As a child, get some Magic Beans, then visit Lake Hylia Head east from the entrance to find a soft soil spot, right next to Lakeside Laboratory. Plant a Magic Bean there, then come back as an adult to find out that a leaf has formed. Ride it up to the roof of the laboratory, then climb up the ladder leading to another Piece of Heart.

Alternate Method: N/A

Heart Piece #18

Obtainable By: Adult

Location: Death Mountain Crater

How To Obtain: Before you can get this one, you need the Bolero of Fire. As a child, get some Magic Beans, then play the song. Once you warp to Death Mountain Crater, look around for a nearby soft soil spot. Plant a Magic Bean there, and come back as an adult to find a leaf. Ride it up to a volcano of some sort. Jump to it, and get the Piece of Heart in the center of the smoke.

Alternate Method: N/A

Heart Piece #19

Obtainable By: Adult

Location: Kakariko Village

How To Obtain: Once you get the Longshot from the Water Temple, head north of the Cucco pen. Look to the left, and you'll see a red roof. Use the Longshot on the roof to pull yourself onto it. Talk to the man, and he'll give you a Piece of Heart as a reward.

Alternate Method: You can get this by simply using the Hookshot. Do the same thing as you did above, but climb onto the small fence on the platform. Stand on the edge. From there, you can Hookshot to the roof, and get the Piece of Heart.

Heart Piece #20

Obtainable By: Child

Location: Gerudo Valley

How To Obtain: From the entrance, head north to find a Cucco. Jump off of the western side of the platform, and fly north, to the small ledge

at the end. Throw the Cucco down and roll into the crate to reveal a Piece of Heart.

Alternate Method: N/A

Heart Piece #21

Obtainable By: Child / Adult

Location: Gerudo Valley

How To Obtain: Get the Cucco again, and this time, jump off the right side of the platform. Land on the black-ish platform, and keep the Cucco in your hands. Jump to the right, at the waterfall. Behind the waterfall is a ladder. When you land in the water, climb it up to an alcove holding a Piece of Heart.

Alternate Method: You can also plant a Magic Bean at the soft soil spot on the black-ish platform, then come back as an adult (cross the bridge, and drop off the west side of that platform to get there, since there's no Cucco). Ride the grown leaf to the waterfall, and the Piece of Heart.

Heart Piece #22

Obtainable By: Child / Adult

Location: Goron City

How To Obtain: After you open Darunia's room as a kid, go in there to find a lit torch. Light a Deku Stick with it, exit his room, then light all of the torches around the big Goron pot. This will make the pot spin, and the lid on the top disappear. Head to the middle level of the city, and you'll find a Bomb Flower in one of the tunnels. Take it, head north, and throw it into the pot quickly. If the pot stops on the happiest face, a Piece of Heart will come out. Also, normal Bombs work much better, as they take a whole lot longer to explode than Bomb Flowers.

Alternate Method: N/A

Heart Piece #23

Obtainable By: Child

Location: Zora's River

How To Obtain: North of the entrance to the river is a Cucco on the left. Pick it up, and carry it all the way to the hill leading up to the bridge (throw it to get it up the platforms, but make sure you grab it again). Then, jump off the right side, and land on that narrow piece of land. Climb the ladder, then make your way to the Piece of Heart (you'll see it).

Alternate Method: N/A

Heart Piece #24

Obtainable By: Child

Location: Zora's River

How To Obtain: Get the same Cucco you got for the last one, but this time, make your way to the end of the river. Stand on the highest ledge, then jump south, to the platform with a Piece of Heart.

Alternate Method: N/A

Heart Piece #25

Obtainable By: Child

Location: Zora's River

How To Obtain: You cannot get this one until you've gotten the Song of Storms, and have beaten the Forest Temple (so that Sheik will no longer be guarding the Pedestal of Time). Become a kid again, and go through the river until you find a log. Stand on it, and pull out your Ocarina. Five frogs will appear. They love to hear a song, so play the Song of Storms, and you'll get a Heart Piece as a reward.

Alternate Method: N/A

Heart Piece #26

Obtainable By: Child

Location: Zora's River

How To Obtain: Make sure you have all of the non-warp songs (that includes the Song of Time and the Song of Storms). Then, as a child, go back to the frogs at the river. Play every non-warp song. Start with any of them. After each song, a certain frog will grow. Once all five frogs are grown, you'll have to play a bug-catching game. Press the correct button, and the frog will eat the butterfly, then another frog will have to eat a butterfly. Memorize the buttons (it's hard, and takes awhile, but you'll do it), and do it very fast. As a reward, you get another Piece of Heart.

Alternate Method: N/A

Heart Piece #27

Obtainable By: Child

Location: Zora's Domain

How To Obtain: Enter King Zora's room to find a lit torch. Light a Deku Stick, then exit his room, and light the next torch. Follow the path down to a third torch. Walk on the water ahead to find another torch. Finally, walk on the edge of the water, and go into the small cave behind the waterfall. Light the last two torches, and a chest will appear. Open it for a Piece of Heart.

Alternate Method: N/A

Heart Piece #28

Obtainable By: Adult

Location: Zora's Fountain

How To Obtain: You'll notice that Zora's Fountain has also been frozen with ice. Ice platforms are everywhere, as well. Jabu-Jabu is gone. Jump on the ice platforms, and make your way to the one at the far east, where you'll find a Piece of Heart.

Alternate Method: N/A

Heart Piece #29

Obtainable By: Adult

Location: Zora's Fountain

How To Obtain: With the Zora Tunic and the Iron Boots both in your possession, sink under the water via the Iron Boots. At the very bottom of

the water, there is another Piece of Heart.

Alternate Method: N/A

Heart Piece #30

Obtainable By: Adult

Location: Ice Cavern

How To Obtain: This is the only Heart Piece in the game where the location was changed in Master Quest. To get it in the original game, take the eastern path in the room where there's four paths. Get some Blue Fire, and hit the crystal switch in the western corner. Then, melt the ice to the right, then open the chest there to get it. In Master Quest, go to the northernmost area of the cavern, and look around near the first walkway for a barely visible crystal switch in the ground. Bomb it, then climb up the first walkway. Jump across to the ledge and get the Heart Piece.

Alternate Method: N/A

Heart Piece #31

Obtainable By: Child

Location: Lake Hylia (Fishing Hole)

How To Obtain: From where you enter, swim left to find a small island with a door. Swim to the left side of the platform to get on it, then go inside to find a fishing hole. Pay the man 20 Rupees to go fishing, then catch a 10-pound or bigger fish. The big fish like to lurk around the two poles sticking out of the water, and the logs in the water. Talk to the fisherman and tell him to weigh your fish. As a reward, you'll get a Piece of Heart.

Alternate Method: N/A

Heart Piece #32

Obtainable By: Adult

Location: Lake Hylia (Fishing Hole)

How To Obtain: This is basically the same thing as the one as a child, only you need to be an adult so that the fish will be bigger. This time, catch a 15-pound fish or bigger, then weigh it in. You will get the Piece of Heart for a reward.

Alternate Method: N/A

Heart Piece #33

Obtainable By: Child / Adult

Location: Lakeside Laboratory

How To Obtain: From the entrance of Lake Hylia, head east to find a laboratory. Head inside, and you'll find a weird man. He has a well behind him. With the Gold Scale, dive to the very bottom, and you'll hear a chiming sound. Talk to the man, and he will say that he watched you dive. As a reward, you get a Piece of Heart.

Alternate Method: N/A

Heart Piece #34

Obtainable By: Adult

Location: Gerudo Fortress

How To Obtain: Once you get the Gerudo Membership Card, call Epona and ride her up the hill to the east. Talk to the Gerudo under the tent while riding Epona, and pay the Rupees to play the archery mini-game. Score 1000 points or more, and you'll be rewarded with the next Heart Piece.

Alternate Method: N/A

Heart Piece #35

Obtainable By: Adult

Location: Gerudo Fortress

How To Obtain: Go through the Thieve's Hideouts until you reach a vine wall. Climb it, and follow the path to a gap. Across the gap is a big chest at the end. Longshot to it, then open the chest containing the Piece of Heart.

Alternate Method: N/A

Heart Piece #36

Obtainable By: Adult

Location: Desert Colossus

How To Obtain: As a child, warp to the Desert Colossus after learning the Requiem of Spirit, and have some Magic Beans with you. Plant one in the soft soil spot next to the Spirit Temple, then come back as an adult. Ride the leaf until you see a Piece of Heart on a ledge. Quickly jump to the platform, and get it.

Alternate Method: N/A

Heart Piece #37

Obtainable By: Child

Location: Gerudo Fortress

How To Obtain: You may be wondering how it's possible to get into the fortress as a kid. You can use a trick, or a cheat device. Either way, a cheat device is the only possible way to get this extra Heart Piece. Fly to the top of the fortress as a kid with the Levitate code on (fly to the big brown platform at the top). There is a Piece of Heart on the platform. Why it's there, I have no clue. Also, if you left the big chest in the fortress closed as an adult, open it as a kid to get an Odd Mushroom, which does not spoil. Weeeird.

Alternate Method: N/A

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X. Gold Skulltulas
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In this section, I will list all of the Gold Skulltulas in the game, along with information on their locations and such. Gold Skulltulas are black spiders found throughout the land of Hyrule, but they only lurk at night. During the day, they will not appear. There are a couple of exceptions, however. Each time you kill one, a Gold Skulltula Token appears. Get it, and it will be added to your subscreen. Visit Kakariko Village, and go to the House of Skulltula. With

a certain amount of tokens, certain boys will be uncursed. Talk to them for a reward. I will also list the rewards, and the amount of tokens you need to uncure everyone in this section.

Gold Skulltula Token Prizes

10 Tokens: Adult Wallet
20 Tokens: Stone of Agony
30 Tokens: Giant's Wallet
40 Tokens: Bombchus
50 Tokens: Piece of Heart
100 Tokens: 200 Rupees (can be gotten an unlimited amount of times)

Ocarina of Time Gold Skulltulas

Child Link

Gold Skulltula #1

Location: Kokiri Forest

Time of Day: Either

How To Find: In front of the Kokiri Forest shop is a soft soil spot. Get a bottle of bugs, and release them on this spot. They'll crawl inside, and a Gold Skulltula will pop out.

Gold Skulltula #2

Location: Kokiri Forest

Time of Day: Night

How To Find: To find this one, go behind the Know-It-All Brother's house (it's located at the northwestern part of the village).

Gold Skulltula #3

Location: Lost Woods

Time of Day: Either

How To Find: This one's just like #1. Put some bugs in a bottle, and from the entrance of the woods, head left twice. Release some bugs on the soft soil spot to reveal a Gold Skulltula.

Gold Skulltula #4

Location: Lost Woods

Time of Day: Either

How To Find: Take this path: right, left, right, left, left. You'll be in an area with lots of grass. In that area is a soft soil spot. Place some bugs there to find the next Gold Skulltula.

Gold Skulltula #5

Location: The Deku Tree

Time of Day: Either

How To Find: In the same room where you found the Compass, enter the left opening to find a Gold Skulltula in there.

Gold Skulltula #6

Location: The Deku Tree

Time of Day: Either

How To Find: When you drop down the circle of web onto the bottom floor, look behind you, and up on the vine wall is a Gold Skulltula.

Gold Skulltula #7

Location: The Deku Tree

Time of Day: Either

How To Find: In the same room as #6, look at the bars in the room to find a Gold Skulltula on them.

Gold Skulltula #8

Location: The Deku Tree

Time of Day: Either

How To Find: In the room where there are two webs you must burn using a Deku Stick, there is a bombable wall behind one of the webs. Behind the wall is a door, with a Gold Skulltula in the room. You need the Boomerang to reach the token.

Gold Skulltula #9

Location: Hyrule Market

Time of Day: Either

How To Find: To the left as you cross the drawbridge is a house. Inside, roll into the eastern crate to the north, by the guard. Inside is a Gold Skulltula for you.

Gold Skulltula #10

Location: Hyrule Castle

Time of Day: Night

How To Find: From the entrance, simply roll into the tree to the north. You will find a Gold Skulltula that drops out.

Gold Skulltula #11

Location: Hyrule Castle

Time of Day: Either

How To Find: Near the entrance to the Castle Courtyard is a tree. Stand beside it, and play the Song of Storms. A grotto will appear. Inside are a few bombable walls. Behind one, you'll find a Gold Skulltula.

Gold Skulltula #12

Location: Lon Lon Ranch

Time of Day: Night

How To Find: Behind the pasture (northeast of the big building), you will see a Gold Skulltula.

Gold Skulltula #13

Location: Lon Lon Ranch

Time of Day: Night

How To Find: You will find this one perched up on the left building, on the window. You will need the Boomerang to get its token.

Gold Skulltula #14

Location: Lon Lon Ranch

Time of Day: Night

How To Find: Roll into the tree to the left, just after you pass the two buildings at the entrance. A Gold Skulltula will pop out.

Gold Skulltula #15

Location: Lon Lon Ranch

Time of Day: Night

How To Find: East of the silo is a Gold Skulltula. It's on the end of the wall. You will need the Boomerang for its token.

Gold Skulltula #16

Location: Kakariko Village

Time of Day: Night

How To Find: At the entrance of the village, there is a tree. Roll into it, and a Gold Skulltula comes out.

Gold Skulltula #17

Location: Kakariko Village

Time of Day: Night

How To Find: This one can be found on the back of the House of Skulltula, which can be found south of the Cucco pen.

Gold Skulltula #18

Location: Kakariko Village

Time of Day: Night

How To Find: North of the House of Skulltula are some red brick walls. On one of them is another Gold Skulltula.

Gold Skulltula #19

Location: Kakariko Village

Time of Day: Night

How To Find: On the ladder of the lookout tower to the left, as you enter the village. You must climb the ladder to reach the token, obviously.

Gold Skulltula #20

Location: Kakariko Village

Time of Day: Night

How To Find: Head north of the last one. Behind the building to the left of the guard is the next Gold Skulltula.

Gold Skulltula #21

Location: Graveyard

Time of Day: Either

How To Find: From the entrance, head left, and you'll find a soft soil area. Release a bottle of bugs on the soil to find a Gold Skulltula.

Gold Skulltula #22

Location: Graveyard

Time of Day: Night

How To Find: At the northeastern part of the graveyard is a Gold Skulltula on the wall. You will need the Boomerang.

Gold Skulltula #23

Location: Death Mountain

Time of Day: Night

How To Find: Once you've gotten a Bomb Bag, bomb the eastern wall as you enter to find an area with a Gold Skulltula.

Gold Skulltula #24

Location: Death Mountain

Time of Day: Either

How To Find: Once you've opened the entrance to Dodongo's Cavern, you'll see a soft soil patch. Release some bugs there, and a Gold Skulltula will be yours.

Gold Skulltula #25

Location: Death Mountain Crater

Time of Day: Either

How To Find: At the top of Death Mountain, take the eastern entrance leading to Death Mountain Crater. Roll into the crate at the entrance to find a Gold Skulltula inside.

Gold Skulltula #26

Location: Death Mountain Crater

Time of Day: Either

How To Find: You cannot get this one until you have the Bolero of Fire song.
Warp to the crater, and release a bottle of bugs onto the soft
soil patch to reveal the next Gold Skulltula.

Gold Skulltula #27

Location: Goron City

Time of Day: Either

How To Find: From the entrance of the city, head left until you find some
boulders. Blow them up, and blow away the bombable wall to find a
hidden room. You will need the help of the Megaton Hammer to
navigate this room. Roll into the crate at the end, and you will
find a Gold Skulltula.

Gold Skulltula #28

Location: Dodongo's Cavern

Time of Day: Either

How To Find: From the entrance of the dungeon, head southeast, and enter that
room. Inside, go through the hallway full of Baby Dodongos. Bomb
the bombable wall there, and go through the door. On the wall at
the end is a Gold Skulltula.

Gold Skulltula #29

Location: Dodongo's Cavern

Time of Day: Either

How To Find: From the entrance of the dungeon, head northwest, and enter that
room. Inside, climb up the big steps, and at the end of the room
is a weird wall that you can climb. On it is a Gold Skulltula.

Gold Skulltula #30

Location: Dodongo's Cavern

Time of Day: Either

How To Find: In the same room as #29, there is a Gold Skulltula in the alcove
at the top of the stairs. Requires the Boomerang.

Gold Skulltula #31

Location: Dodongo's Cavern

Time of Day: Either

How To Find: Go through the door in the big Dodongo head at the main room. In
the room where you have to take a zig-zag direction, there is a
bombable wall. Bomb it, and go through the door. In that room,
you'll find a Gold Skulltula.

Gold Skulltula #32

Location: Zora's River

Time of Day: Night

How To Find: Roll into the tree at the entrance of the river, and you'll find
another Gold Skulltula.

Gold Skulltula #33

Location: Zora's River

Time of Day: Night

How To Find: At the end of the river, there is a ladder down on the left, with a Gold Skulltula on it.

Gold Skulltula #34

Location: Zora's Fountain

Time of Day: Night

How To Find: You need the Boomerang for this one. A Gold Skulltula is on the wall in front of the log in the water, to the east.

Gold Skulltula #35

Location: Zora's Fountain

Time of Day: Night

How To Find: There's a tree by the entrance to the Great Fairy's Fountain. Roll into it to find a Gold Skulltula.

Gold Skulltula #36

Location: Lake Hylia

Time of Day: Either

How To Find: From the entrance, head east to find the Lakeside Laboratory. There is a soft soil patch near the lab. Release some bugs there to get a Gold Skulltula to pop out.

Gold Skulltula #37

Location: Lake Hylia

Time of Day: Night

How To Find: This one is in the same spot as #36 (well, almost). On the back of the lab is a Gold Skulltula. Kill it from the bridge, then use the Boomerang to get the token.

Gold Skulltula #38

Location: Lake Hylia

Time of Day: Night

How To Find: Far out in the lake is a platform. On that platform, you will find a Gold Skulltula.

Gold Skulltula #39

Location: Jabu-Jabu's Belly

Time of Day: Either

How To Find: In the room where you can raise a pool of water for a very short time, there's a Gold Skulltula on the vine wall.

Gold Skulltula #40

Location: Jabu-Jabu's Belly

Time of Day: Either

How To Find: Disconnect the green Parasatic Tentacle, and go back to the whirlpool room. Drop down the whirlpool where the green tentacle was to find a Gold Skulltula on the wall in the bottom room.

Gold Skulltula #41

Location: Jabu-Jabu's Belly

Time of Day: Either

How To Find: This one is in the same spot as #39. You can find it a little bit more to the east.

Gold Skulltula #42

Location: Jabu-Jabu's Belly

Time of Day: Either

How To Find: In the final room of the dungeon, there is a Gold Skulltula on the western part of the vine wall.

Gold Skulltula #43

Location: Gerudo Valley

Time of Day: Night

How To Find: From the entrance, walk up the wooden plank, and look on the east wall, where water is pouring. A Gold Skulltula is there. You need the Boomerang.

Gold Skulltula #44

Location: Gerudo Valley

Time of Day: Either

How To Find: With the Cucco by the bridge, jump off the right side of the platform, and land on the black platform by the waterfall. On it is a soft soil patch. Release some bugs there, and you'll find a Gold Skulltula.

Gold Skulltula #45

Location: Desert Colossus

Time of Day: Either

How To Find: Once you get the Requiem of Spirit, warp to the desert, then release a bottle of bugs on the patch next to the Spirit Temple. You'll find the next Gold Skulltula.

Gold Skulltula #46

Location: Spirit Temple

Time of Day: Either

How To Find: In one of the rooms where you have to kill an Anubis, there is a Gold Skulltula on the chained wall.

Gold Skulltula #47

Location: Spirit Temple

Time of Day: Either

How To Find: Make your way towards 2F. On the way there, look on the wall near the entrance to 2F to find a Gold Skulltula.

Gold Skulltula #48

Location: Spirit Temple

Time of Day: Either

How To Find: You can find this one on the ceiling, in the room before you find the Iron Knuckle.

Gold Skulltula #49

Location: Hyrule Field

Time of Day: Either

How To Find: Just west of Kakariko Village is a tree. Place a bomb beside it and you'll reveal a grotto. Inside, there is a Gold Skulltula on the web in the northeastern corner.

Gold Skulltula #50

Location: Hyrule Field

Time of Day: Either

How To Find: East of the entrance to Gerudo Valley, you'll see a circle of rocks. Place a bomb in the middle to reveal a grotto. Inside, use Din's Fire on the web walls. Behind one is a cow. In the corner of the area where the cow is, you'll find a Gold Skulltula.

Gold Skulltula #51

Location: Bottom of the Well

Time of Day: Either

How To Find: At the main room, go through the northeastern door. You will eventually encounter a Like Like. In that same area, you'll also find a Gold Skulltula.

Gold Skulltula #52

Location: Bottom of the Well

Time of Day: Either

How To Find: In the center room, one of the locked doors has a Gold Skulltula somewhere in the room.

Gold Skulltula #53

Location: Bottom of the Well

Time of Day: Either

How To Find: This one is in the same room as #52. At the end of the room, turn on the Lens of Truth to find this Gold Skulltula.

Adult Link

Gold Skulltula #54
Location: Kokiri Forest
Time of Day: Night
How To Find: This one is found on the House of Twins.

Gold Skulltula #55
Location: Lost Woods
Time of Day: Night
How To Find: Take this path, as a kid: right, left, right, left, left. Plant a Magic Bean in the soft soil patch in this room, then come back as an adult. Ride the leaf up to a platform. At the end of it, you will find a Gold Skulltula.

Gold Skulltula #56
Location: Sacred Forest Meadow
Time of Day: Night
How To Find: From where you warp at in the meadow, head north and ascend the stairs. Defeat the giant Moblin and climb up the ladder. To the left, you'll find a Gold Skulltula.

Gold Skulltula #57
Location: Forest Temple
Time of Day: Either
How To Find: In the very first room of the temple, look to the right on the vine wall as you enter. A Gold Skulltula is perched on it.

Gold Skulltula #58
Location: Forest Temple
Time of Day: Either
How To Find: In the main room of the temple, head all the way north, then look on the right wall to spot a Gold Skulltula.

Gold Skulltula #59
Location: Forest Temple
Time of Day: Either
How To Find: In the room with the well and the green platforms and such, there is a Gold Skulltula on a platform you cannot reach. Go here via the room where the ceiling falls to be able to reach it.

Gold Skulltula #60

Location: Forest Temple

Time of Day: Either

How To Find: This one can be found in pretty much the same location as #59.

Gold Skulltula #61

Location: Forest Temple

Time of Day: Either

How To Find: In the last room of the dungeon (before Phantom Ganon), keep pushing the walls around. In one of the small areas, you'll find the Gold Skulltula.

Gold Skulltula #62

Location: Ganon's Castle

Time of Day: Either

How To Find: At the entrance, simply head all the way north, towards the many boulders. On the left side of the ruined wall, you'll find your next Gold Skulltula.

Gold Skulltula #63

Location: Kakariko Village

Time of Day: Night

How To Find: With the Longshot, use it on Impa's house (it's the house next to the stairs leading to the Death Mountain gate). On one of the walls is another Gold Skulltula.

Gold Skulltula #64

Location: Death Mountain

Time of Day: Night

How To Find: From the exit of Goron City, head east to find an area with a single Bomb Flower. Behind it is a red boulder. Break it by hitting it with the Megaton Hammer twice, which will reveal the next Gold Skulltula.

Gold Skulltula #65

Location: Death Mountain

Time of Day: Night

How To Find: On your way up to the top of Death Mountain, where the Great Fairy lurks, smash the last boulder on the right, just before you climb the wall ahead. A Gold Skulltula is there.

Gold Skulltula #66

Location: Goron City

Time of Day: Either

How To Find: From the top of the city, go to the second floor. Look at the middle platform, and on the back side of it is a Gold Skulltula. Use the Hookshot/Longshot to get it.

Gold Skulltula #67

Location: Dodongo's Cavern

Time of Day: Either

How To Find: In the southeastern room of the main room, there's an alcove on the western wall half way down the hall. You need the Scarecrow's Song to summon Pierre. Hookshot/Longshot to him and you'll find the Gold Skulltula.

Gold Skulltula #68

Location: Fire Temple

Time of Day: Either

How To Find: Take the eastern door in the first room of the temple. Make your way to the western platform, then play the Song of Time. Climb up onto the top ledge with the help of the Time Block, then go into the door. In that room is a Gold Skulltula.

Gold Skulltula #69

Location: Fire Temple

Time of Day: Either

How To Find: Shortly after you get the Boss Key, you'll come to a room where tiles attack you. There is a Gold Skulltula in that room.

Gold Skulltula #70

Location: Fire Temple

Time of Day: Either

How To Find: In the maze room, where the view is on the top, look around to the north until you come to a dead end. Bomb the wall there to reveal a small area with a Gold Skulltula.

Gold Skulltula #71

Location: Fire Temple

Time of Day: Either

How To Find: This one is a bit hard to find. In the same room as the last one, get on one of the top platforms until Navi turns green. Play the Scarecrow's Song and Pierre comes out. Longshot to him, then look around for another target. Longshot to it, then you'll be taken to another room holding a Gold Skulltula.

Gold Skulltula #72

Location: Fire Temple

Time of Day: Either

How To Find: Near the entrance of the room where you get the Megaton Hammer, you should find a Gold Skulltula.

Gold Skulltula #73

Location: Zora's River

Time of Day: Night

How To Find: Keep going through the river until you get to the bridge. Cross it, and look up for another Gold Skulltula. Use the Longshot.

Gold Skulltula #74

Location: Zora's River

Time of Day: Night

How To Find: At the end of the river, go to the highest platform, and look to the left of the ladder. A Gold Skulltula is there.

Gold Skulltula #75

Location: Zora's Domain

Time of Day: Either

How To Find: Head to King Zora's room. West of him is a tunnel. At the end of the tunnel, look at the left, on the wall. You will find another Gold Skulltula there.

Gold Skulltula #76

Location: Zora's Fountain

Time of Day: Night

How To Find: With the Silver Gauntlets in your possession, head northeast to the island where the Great Fairy's Fountain is. Lift up the big boulder there, then bomb the ground it was under. Drop down the hole, and use the Lens of Truth. Kill the Skulltulas until you reach the end of the path, where you'll find a Gold Skulltula.

Gold Skulltula #77

Location: Lake Hylia

Time of Day: Either

How To Find: Enter the Lakeside Laboratory. Inside, jump into the well, and put on the Iron Boots. At the bottom, roll into the crate in the well to find your next Gold Skulltula.

Gold Skulltula #78

Location: Lake Hylia

Time of Day: Night

How To Find: There is a tree next to you when you warp. On the tree, you'll spot a Gold Skulltula. Use the Longshot to get it.

Gold Skulltula #79

Location: Ice Cavern

Time of Day: Either

How To Find: In the same room where you found the Compass, you will find the Gold Skulltula. You'll be able to hear it.

Gold Skulltula #80

Location: Ice Cavern

Time of Day: Either

How To Find: In the room where you find the spinning blades, there is another Gold Skulltula behind a pack of icicles.

Gold Skulltula #81

Location: Ice Cavern

Time of Day: Either

How To Find: Go to the room where you have to push an ice block to solve a puzzle. A Gold Skulltula is perched on one of the walls there.

Gold Skulltula #82

Location: Water Temple

Time of Day: Either

How To Find: Make sure the water is drained all the way. On the bottom floor, enter the southern room. At the end, charge up for a Spin Attack, then unleash it to hit a crystal switch, opening the gate. In it is a Gold Skulltula.

Gold Skulltula #83

Location: Water Temple

Time of Day: Either

How To Find: Inside the main tower, there is a Gold Skulltula. It's the room where you can raise the water level to medium. You'll need to use the Longshot for this one.

Gold Skulltula #84

Location: Water Temple

Time of Day: Either

How To Find: In the room with vortexes, Tektites, and falling boulders, enter from one of the other rooms. Behind the waterfall, you'll see another Gold Skulltula.

Gold Skulltula #85

Location: Water Temple

Time of Day: Either

How To Find: This one is located in the room just before the area with lots of serpent heads, where the moving platforms are. You will find a Gold Skulltula in that room.

Gold Skulltula #86

Location: Water Temple

Time of Day: Either

How To Find: In the vortex room, put on the Iron Boots to safely navigate through the water. Eventually, you'll find a Gold Skulltula. Use the Longshot to get it.

Gold Skulltula #87

Location: Shadow Temple

Time of Day: Either

How To Find: In the room where the big spikes fall down on you, push the block in between both of them. In the western cell, you'll spot another Gold Skulltula.

Gold Skulltula #88

Location: Shadow Temple

Time of Day: Either

How To Find: Go to the room where you need the Lens of Truth to reveal the spinning blades. Somewhere on the wall is a Gold Skulltula inside that room.

Gold Skulltula #89

Location: Shadow Temple

Time of Day: Either

How To Find: This one is found in the room where you found a Small Key inside a big skull pot. Behind the skull pot, you'll find a Gold Skulltula.

Gold Skulltula #90

Location: Shadow Temple

Time of Day: Either

How To Find: In the room where the boat is, get on the boat. On the platform northwest of you is a Gold Skulltula. Use the Longshot to kill it and get the token. You can also use the Scarecrow's Song.

Gold Skulltula #91

Location: Shadow Temple

Time of Day: Either

How To Find: Go to the room where the three spinning skull pots are. It's one of the doors in the room where the Floormasters are. Behind the skull pots, you'll find the next Gold Skulltula.

Gold Skulltula #92

Location: Gerudo Valley

Time of Day: Night

How To Find: Cross the bridge at the valley, and look behind the big rock pillar. A Gold Skulltula is at the top.

Gold Skulltula #93

Location: Gerudo Valley

Time of Day: Night

How To Find: Go behind the carpenter's tent, and behind it, you'll find the next Gold Skulltula.

Gold Skulltula #94

Location: Gerudo Fortress

Time of Day: Night

How To Find: Head to the area where the archery mini-game is. On one of the targets is another Gold Skulltula.

Gold Skulltula #95

Location: Thieves' Hideout

Time of Day: Either

How To Find: On the third floor, you have to perform a diagonal jump to reach this Gold Skulltula.

Gold Skulltula #96

Location: Haunted Wasteland

Time of Day: Either

How To Find: Once you pass all of the flags you have to follow, you'll come to a stone platform. Behind it is a hole. Go inside, and you'll find the Gold Skulltula.

Gold Skulltula #97

Location: Desert Colossus

Time of Day: Night

How To Find: Head directly west of the Spirit Temple to find a dry oasis. There is a tree nearby. Look in it to find a Gold Skulltula. Use the Longshot to reach it.

Gold Skulltula #98

Location: Desert Colossus

Time of Day: Night

How To Find: Next to the Spirit Temple is a soft soil spot (as a kid). Plant a Magic Bean there while a kid, and ride the leaf as an adult. You will see a platform with a Gold Skulltula. Jump to it and get it.

Gold Skulltula #99

Location: Spirit Temple

Time of Day: Either

How To Find: This one is in the room where the several alcoves are, with the rolling boulders. One of the alcoves has a Time Block. Play the Song of Time to remove it, revealing the Gold Skulltula.

Gold Skulltula #100

Location: Spirit Temple

Time of Day: Either

How To Find: Go to the main room, and head to the left platform. Walk up the staircase, and play the Scarecrow's Song at the gap. Longshot to Pierre, and you'll find the last Gold Skulltula.

Master Quest Gold Skulltulas

Child Link

Gold Skulltula #1

Location: Kokiri Forest

Time of Day: Either

How To Find: In front of the Kokiri Forest shop is a soft soil spot. Get a bottle of bugs, and release them on this spot. They'll crawl inside, and a Gold Skulltula will pop out.

Gold Skulltula #2

Location: Kokiri Forest

Time of Day: Night

How To Find: To find this one, go behind the Know-It-All Brother's house (it's located at the northwestern part of the village).

Gold Skulltula #3

Location: Lost Woods

Time of Day: Either

How To Find: This one's just like #1. Put some bugs in a bottle, and from the entrance of the woods, head left twice. Release some bugs on the soft soil spot to reveal a Gold Skulltula.

Gold Skulltula #4

Location: Lost Woods

Time of Day: Either

How To Find: Take this path: right, left, right, left, left. You'll be in an area with lots of grass. In that area is a soft soil spot. Place some bugs there to find the next Gold Skulltula.

Gold Skulltula #5

Location: The Deku Tree

Time of Day: Either

How To Find: Near the chest that held the Dungeon Map, you'll find some crates. Roll into one of them to find a Gold Skulltula.

Gold Skulltula #6

Location: The Deku Tree

Time of Day: Either

How To Find: In the room where there's four torches, Keese, and some graves, Navi will turn green. Play the Song of Time to create lots of blocks. Climb onto the blocks until you get on the last one, then look on the ceiling to find a Gold Skulltula.

Gold Skulltula #7

Location: The Deku Tree

Time of Day: Either

How To Find: In the same room as #6, look for a door. Go through it, and you will find a Gold Skulltula in there, which you need the Boomerang to get.

Gold Skulltula #8

Location: The Deku Tree

Time of Day: Either

How To Find: In the room where you get the Compass (it's the same room you get the Slingshot at in the original), left of the chest are some boulders. Use a Bombchu to blow them up, then climb up the wall and you'll find a Gold Skulltula.

Gold Skulltula #9

Location: Hyrule Market

Time of Day: Either

How To Find: To the left as you cross the drawbridge is a house. Inside, roll into the eastern crate to the north, by the guard. Inside is a Gold Skulltula for you.

Gold Skulltula #10

Location: Hyrule Castle

Time of Day: Night

How To Find: From the entrance, simply roll into the tree to the north. You will find a Gold Skulltula that drops out.

Gold Skulltula #11

Location: Hyrule Castle

Time of Day: Either

How To Find: Near the entrance to the Castle Courtyard is a tree. Stand beside it, and play the Song of Storms. A grotto will appear. Inside are a few bombable walls. Behind one, you'll find a Gold Skulltula.

Gold Skulltula #12

Location: Lon Lon Ranch

Time of Day: Night

How To Find: Behind the pasture (northeast of the big building), you will see a Gold Skulltula.

Gold Skulltula #13

Location: Lon Lon Ranch

Time of Day: Night

How To Find: You will find this one perched up on the left building, on the window. You will need the Boomerang to get its token.

Gold Skulltula #14

Location: Lon Lon Ranch

Time of Day: Night

How To Find: Roll into the tree to the left, just after you pass the two buildings at the entrance. A Gold Skulltula will pop out.

Gold Skulltula #15

Location: Lon Lon Ranch

Time of Day: Night

How To Find: East of the silo is a Gold Skulltula. It's on the end of the wall. You will need the Boomerang for its token.

Gold Skulltula #16

Location: Kakariko Village

Time of Day: Night

How To Find: At the entrance of the village, there is a tree. Roll into it, and a Gold Skulltula comes out.

Gold Skulltula #17

Location: Kakariko Village

Time of Day: Night

How To Find: This one can be found on the back of the House of Skulltula, which can be found south of the Cucco pen.

Gold Skulltula #18

Location: Kakariko Village

Time of Day: Night

How To Find: North of the House of Skulltula are some red brick walls. On one of them is another Gold Skulltula.

Gold Skulltula #19

Location: Kakariko Village

Time of Day: Night

How To Find: On the ladder of the lookout tower to the left, as you enter the village. You must climb the ladder to reach the token, obviously.

Gold Skulltula #20

Location: Kakariko Village

Time of Day: Night

How To Find: Head north of the last one. Behind the building to the left of the

guard is the next Gold Skulltula.

Gold Skulltula #21

Location: Graveyard

Time of Day: Either

How To Find: From the entrance, head left, and you'll find a soft soil area.
Release a bottle of bugs on the soil to find a Gold Skulltula.

Gold Skulltula #22

Location: Graveyard

Time of Day: Night

How To Find: At the northeastern part of the graveyard is a Gold Skulltula on
the wall. You will need the Boomerang.

Gold Skulltula #23

Location: Death Mountain

Time of Day: Night

How To Find: Once you've gotten a Bomb Bag, bomb the eastern wall as you enter
to find an area with a Gold Skulltula.

Gold Skulltula #24

Location: Death Mountain

Time of Day: Either

How To Find: Once you've opened the entrance to Dodongo's Cavern, you'll see a
soft soil patch. Release some bugs there, and a Gold Skulltula
will be yours.

Gold Skulltula #25

Location: Death Mountain Crater

Time of Day: Either

How To Find: At the top of Death Mountain, take the eastern entrance leading to
Death Mountain Crater. Roll into the crate at the entrance to find
a Gold Skulltula inside.

Gold Skulltula #26

Location: Death Mountain Crater

Time of Day: Either

How To Find: You cannot get this one until you have the Bolero of Fire song.
Warp to the crater, and release a bottle of bugs onto the soft
soil patch to reveal the next Gold Skulltula.

Gold Skulltula #27

Location: Goron City

Time of Day: Either

How To Find: From the entrance of the city, head left until you find some
boulders. Blow them up, and blow away the bombable wall to find a

hidden room. You will need the help of the Megaton Hammer to navigate this room. Roll into the crate at the end, and you will find a Gold Skulltula.

Gold Skulltula #28

Location: Dodongo's Cavern

Time of Day: Either

How To Find: Go to the room where there are lots of Poes (it's the room with a blue floor). Somewhere in that room is a door leading to an optional. Inside that room is a Gold Skulltula.

Gold Skulltula #29

Location: Dodongo's Cavern

Time of Day: Either

How To Find: After the room where the unlit torches are hanging on the wall, drop down and roll into a crate to find a Gold Skulltula.

Gold Skulltula #30

Location: Dodongo's Cavern

Time of Day: Either

How To Find: Head to the room where you fought the first set of Lizalfos. Bomb the boulders there, and follow the path to a Gold Skulltula.

Gold Skulltula #31

Location: Dodongo's Cavern

Time of Day: Either

How To Find: In the room where there are graves and flames, along with a Lizalfos, there's a Gold Skulltula on the northwestern part of the wall. Disable the flames, climb onto the ledge, then onto the wall. Make your way to the Gold Skulltula.

Gold Skulltula #32

Location: Zora's River

Time of Day: Night

How To Find: Roll into the tree at the entrance of the river, and you'll find another Gold Skulltula.

Gold Skulltula #33

Location: Zora's River

Time of Day: Night

How To Find: At the end of the river, there is a ladder down on the left, with a Gold Skulltula on it.

Gold Skulltula #34

Location: Zora's Fountain

Time of Day: Night

How To Find: You need the Boomerang for this one. A Gold Skulltula is on the wall in front of the log in the water, to the east.

Gold Skulltula #35

Location: Zora's Fountain

Time of Day: Night

How To Find: There's a tree by the entrance to the Great Fairy's Fountain. Roll into it to find a Gold Skulltula.

Gold Skulltula #36

Location: Lake Hylia

Time of Day: Either

How To Find: From the entrance, head east to find the Lakeside Laboratory. There is a soft soil patch near the lab. Release some bugs there to get a Gold Skulltula to pop out.

Gold Skulltula #37

Location: Lake Hylia

Time of Day: Night

How To Find: This one is in the same spot as #36 (well, almost). On the back of the lab is a Gold Skulltula. Kill it from the bridge, then use the Boomerang to get the token.

Gold Skulltula #38

Location: Lake Hylia

Time of Day: Night

How To Find: Far out in the lake is a platform. On that platform, you will find a Gold Skulltula.

Gold Skulltula #39

Location: Jabu-Jabu's Belly

Time of Day: Either

How To Find: In the room where there are several doors (to the west, north, and east), go through one of the western doors. One of them has a switch that makes a water spout rise up. Get on it, and use a Bombchu on the boulder on the wall to reveal a Gold Skulltula. You need the Boomerang for this one.

Gold Skulltula #40

Location: Jabu-Jabu's Belly

Time of Day: Either

How To Find: Once you get the Song of Time, go to the room where you found the Boomerang. Play the Song of Time to remove the Time Block on the ground, revealing the next Gold Skulltula.

Gold Skulltula #41

Location: Jabu-Jabu's Belly

Time of Day: Either

How To Find: Drop down the westernmost whirlpool in the whirlpool room, after killing all Parasatic Tentacles. Drop off the western ledge and then go through the door. Use the Lens of Truth to find a few invisible enemies. Defeat them, then follow the path that formed to a web. Burn it using Din's Fire to find a Gold Skulltula.

Gold Skulltula #42

Location: Jabu-Jabu's Belly

Time of Day: Either

How To Find: In the final room of the dungeon, there is a Gold Skulltula on the ceiling (climb up the vine wall to the top). Use Din's Fire, and you'll burn the web. From there, use the Boomerang.

Gold Skulltula #43

Location: Gerudo Valley

Time of Day: Night

How To Find: From the entrance, walk up the wooden plank, and look on the east wall, where water is pouring. A Gold Skulltula is there. You need the Boomerang.

Gold Skulltula #44

Location: Gerudo Valley

Time of Day: Either

How To Find: With the Cucco by the bridge, jump off the right side of the platform, and land on the black platform by the waterfall. On it is a soft soil patch. Release some bugs there, and you'll find a Gold Skulltula.

Gold Skulltula #45

Location: Desert Colossus

Time of Day: Either

How To Find: Once you get the Requiem of Spirit, warp to the desert, then release a bottle of bugs on the patch next to the Spirit Temple. You'll find the next Gold Skulltula.

Gold Skulltula #46

Location: Hyrule Field

Time of Day: Either

How To Find: Just west of Kakariko Village is a tree. Place a bomb beside it and you'll reveal a grotto. Inside, there is a Gold Skulltula on the web in the northeastern corner.

Gold Skulltula #47

Location: Hyrule Field

Time of Day: Either

How To Find: East of the entrance to Gerudo Valley, you'll see a circle of

rocks. Place a bomb in the middle to reveal a grotto. Inside, use Din's Fire on the web walls. Behind one is a cow. In the corner of the area where the cow is, you'll find a Gold Skulltula.

Gold Skulltula #48

Location: Bottom of the Well

Time of Day: Either

How To Find: At the main room, head northwest. If you've opened the gate on the floor, drop down to B2. A Gold Skulltula is there.

Gold Skulltula #49

Location: Bottom of the Well

Time of Day: Either

How To Find: In the coffin room, light all of the torches and defeat all the enemies. At the end of the room on the east side, you'll find the next Gold Skulltula.

Gold Skulltula #50

Location: Bottom of the Well

Time of Day: Either

How To Find: Once you unlock the western door in the middle room on B1, enter it, and use the Lens of Truth. Kill the enemies, then pull the grave back to reveal a Gold Skulltula.

Adult Link

Gold Skulltula #51

Location: Kokiri Forest

Time of Day: Night

How To Find: This one is found on the House of Twins.

Gold Skulltula #52

Location: Lost Woods

Time of Day: Night

How To Find: Take this path, as a kid: right, left, right, left, left. Plant a Magic Bean in the soft soil patch in this room, then come back as an adult. Ride the leaf up to a platform. At the end of it, you will find a Gold Skulltula.

Gold Skulltula #53

Location: Sacred Forest Meadow

Time of Day: Night

How To Find: From where you warp at in the meadow, head north and ascend the stairs. Defeat the giant Moblin and climb up the ladder. To the left, you'll find a Gold Skulltula.

Gold Skulltula #54

Location: Forest Temple

Time of Day: Either

How To Find: Once you pass the very first room of the dungeon, go to the end of the hallway and look in the corner. There's a Gold Skulltula.

Gold Skulltula #55

Location: Forest Temple

Time of Day: Either

How To Find: In the main room, take the western door to a hallway. Go through the door at the end of the hallway, then turn left and look in the corner to find a Gold Skulltula.

Gold Skulltula #56

Location: Forest Temple

Time of Day: Either

How To Find: Go to the room where there is grass platforms and such. There is a Gold Skulltula on the Hookshot target by the door (take the northeast entrance from the main room).

Gold Skulltula #57

Location: Forest Temple

Time of Day: Either

How To Find: This one can be found in the same are as the last one, but you need to take the northwestern entrance to the room this time. On the vine wall by the well is a Gold Skulltula.

Gold Skulltula #58

Location: Forest Temple

Time of Day: Either

How To Find: Go to the same room as #57, and enter the well after draining it, which I explained how to do in the Walkthrough. At the end of the well, you'll find the next Gold Skulltula.

Gold Skulltula #59

Location: Ganon's Castle

Time of Day: Either

How To Find: At the entrance, simply head all the way north, towards the many boulders. On the left side of the ruined wall, you'll find your next Gold Skulltula.

Gold Skulltula #60

Location: Kakariko Village

Time of Day: Night

How To Find: With the Longshot, use it on Impa's house (it's the house next to the stairs leading to the Death Mountain gate). On one of the walls is another Gold Skulltula.

Gold Skulltula #61

Location: Death Mountain

Time of Day: Night

How To Find: From the exit of Goron City, head east to find an area with a single Bomb Flower. Behind it is a red boulder. Break it by hitting it with the Megaton Hammer twice, which will reveal the next Gold Skulltula.

Gold Skulltula #62

Location: Death Mountain

Time of Day: Night

How To Find: On your way up to the top of Death Mountain, where the Great Fairy lurks, smash the last boulder on the right, just before you climb the wall ahead. A Gold Skulltula is there.

Gold Skulltula #63

Location: Goron City

Time of Day: Either

How To Find: From the top of the city, go to the second floor. Look at the middle platform, and on the back side of it is a Gold Skulltula. Use the Hookshot/Longshot to get it.

Gold Skulltula #64

Location: Dodongo's Cavern

Time of Day: Either

How To Find: In the northwestern room of the main room, there are a lot of Bomb Flowers gathered up, along with a big stairway. To the left of it is a door. Inside, play the Song of Time and make all of the many Time Blocks disappear, revealing a Gold Skulltula.

Gold Skulltula #65

Location: Fire Temple

Time of Day: Either

How To Find: In the first room, take the eastern door. In that room, head north (look on the Dungeon Map) and enter the lower door. Smash the rusted switch at the end of the hall to open a cell, which houses a Gold Skulltula.

Gold Skulltula #66

Location: Fire Temple

Time of Day: Either

How To Find: Go to the maze room, and get on the upper ledges. Get by the hole

with the grated wall that you can climb down, then walk around until Navi turns green. Play the Song of Time to create a Time Block. Climb onto the Hookshot target, jump onto the block, then head left. Look to the right to find a Hookshot target. Hookshot to it to rise up to the upper floor. Hookshot the face in the next room to unlock a door. Make your way through the room and open the door. In that room, press the switch to raise a target. Go up and smash the rusted switch to raise the next target. Press the first switch again, Longshot up, and push the block to reveal this one!

Gold Skulltula #67

Location: Fire Temple

Time of Day: Either

How To Find: Head to the room where all of the flame walls pop up. From the entrance, play the Song of Time and a Time Block will appear. Jump on it, then over the flame walls. Make your way to the northeast door. In that hallway, you'll find a Gold Skulltula at the end, along with a Lizalfos to greet you.

Gold Skulltula #68

Location: Fire Temple

Time of Day: Either

How To Find: From where you got #66, exit through the northern door. In the next room, step on the switch you'll find, which causes the big flame wall to lower. Climb up the ledge and go through the door, where you will find a Flare Dancer. Defeat it the same way you did the first, then get the Small Key under the platform. Ride the platform up, then go through the door. Look around until Navi turns green, then play the Scarecrow's Song. Step on the switch in the pit in this room to lower some flames for a short time. Use the Hookshot/Longshot on Pierre, then open the chest for a Small Key. Go back to the door.

Then, smash the tile sticking out of the ground. Go down the pit that forms, then unlock the door. In the next room, defeat the Stalfos, and head southeast. Hit the weird pillar using your Megaton Hammer, then go down the staircase and defeat the Stalfos. Shoot the tile on the ceiling with the Hookshot, and a door will unlock. Go through it, and the Gold Skulltula can be found in this room. Use the Hookshot to get it.

Gold Skulltula #69

Location: Fire Temple

Time of Day: Either

How To Find: For the last one, go to the room with many flame wall traps. In that room, go to the platform north of you and go through the door. Use the Hookshot at the target ahead to bypass the flames, then smash the rusted switch to open the cell below. Get down there, and blow up the wall in the cell to reveal another area, with the last Gold Skulltula in this dungeon.

Gold Skulltula #70

Location: Zora's River

Time of Day: Night

How To Find: Keep going through the river until you get to the bridge. Cross it, and look up for another Gold Skulltula. Use the Longshot.

Gold Skulltula #71

Location: Zora's River

Time of Day: Night

How To Find: At the end of the river, go to the highest platform, and look to the left of the ladder. A Gold Skulltula is there.

Gold Skulltula #72

Location: Zora's Domain

Time of Day: Either

How To Find: Head to King Zora's room. West of him is a tunnel. At the end of the tunnel, look at the left, on the wall. You will find another Gold Skulltula there.

Gold Skulltula #73

Location: Zora's Fountain

Time of Day: Night

How To Find: With the Silver Gauntlets in your possession, head northeast to the island where the Great Fairy's Fountain is. Lift up the big boulder there, then bomb the ground it was under. Drop down the hole, and use the Lens of Truth. Kill the Skulltulas until you reach the end of the path, where you'll find a Gold Skulltula.

Gold Skulltula #74

Location: Lake Hylia

Time of Day: Either

How To Find: Enter the Lakeside Laboratory. Inside, jump into the well, and put on the Iron Boots. At the bottom, roll into the crate in the well to find your next Gold Skulltula.

Gold Skulltula #75

Location: Lake Hylia

Time of Day: Night

How To Find: There is a tree next to you when you warp. On the tree, you'll spot a Gold Skulltula. Use the Longshot to get it.

Gold Skulltula #76

Location: Ice Cavern

Time of Day: Either

How To Find: In the room where there are ice pillars, and Ice Keese, there is a Gold Skulltula in a block of ice. Blue Fire won't melt it. At the end of the tunnel leading to the entrance of the room is a crystal switch on the ceiling. Hit it to make the ice disappear. Then, just get your Gold Skulltula.

Gold Skulltula #77

Location: Ice Cavern

Time of Day: Either

How To Find: North of the previous Gold Skulltula is an alcove you cannot reach. Hookshot to Pierre, and get the Gold Skulltula inside.

Gold Skulltula #78

Location: Ice Cavern

Time of Day: Either

How To Find: Go to the room where there are four paths you can take. Take the northern one to a room with lots of enemies and icy walkways. Near the end of the second icy walkway, Navi will turn green. Play the Song of Time to create a Time Block. Jump on it, and release a bottle of fire on the ice to reveal a Gold Skulltula.

Gold Skulltula #79

Location: Water Temple

Time of Day: Either

How To Find: Head to the room with lots of vortexes. Use the Longshot targets as platforms so you won't fall into the water. When you get to the third target, look around for a Gold Skulltula.

Gold Skulltula #80

Location: Water Temple

Time of Day: Either

How To Find: Make sure the water level is set to medium. Then, go to the main room, and press the switch on the southern side to open the gate. Go through the gate, and follow the path. You will eventually come to another gate and a Lizalfos. Defeat the Lizalfos, then cast Din's Fire to light some torches inside the gate, opening it. You will kill a Gold Skulltula, leaving its token remaining.

Gold Skulltula #81

Location: Water Temple

Time of Day: Either

How To Find: You must have the Boss Key to get this one, since getting the key opens the rest of the gates. Get the Fire Arrows, then sink to the bottom of the main room using the Iron Boots. Take the southern path, then at the end of the hallway, equip the Kokiri Boots and rise. Get on the top platform, and look behind you to find three torches on the wall. Light them with the Fire Arrows, and the gate at the end will open. Play the Scarecrow's Song, then Longshot to Pierre. Defeat the two Stalfos, then look up at the ceiling in the gate to spot a Gold Skulltula.

Gold Skulltula #82

Location: Water Temple

Time of Day: Either

How To Find: Once you get the Boss Key, sink down to 1F, and head through the northern path. At the end of the path, look behind you, and look up to find a target. Longshot to it, then Longshot to the next target ahead. Then, go through the door. In the next room, head left to find an alcove with water pouring out. Play the Scarecrow's Song here, then Longshot to Pierre. Make your way to the door at the end of the hall. In the next room, hit the crystal switch, and three water spouts will come up. Jump on the first one and cast Din's Fire, then jump on the second one and do the same.

After you light all torches, the door at the end unlocks. Make your way to the door, then go through it. In the next room, jump down, and defeat the Dodongos on the bottom floor. Then, look up at the alcove, and Longshot to the target. Jump off the left side and land on the lower platform. Go in the tunnel and kill all the Dodongos, then Longshot back into the alcove. Go through the door. Roll into the last crate in the eastern corner, and you'll find the Gold Skulltula.

Gold Skulltula #83

Location: Water Temple

Time of Day: Either

How To Find: Make sure the water level is at the second level. The western door has a blue switch near it. Take the eastern path in the main room, and Longshot up the targets. Pick up a small crate, and go back to the main room. Use the Hover Boots to float across the water, back onto the main platform. Place the crate on the switch to unlock the door, then go through it. In there, head north, and fight the Lizalfos. Roll into the crates until you find a crystal switch. Hit it, and a target will appear. Stand on it, and look up to find another one. Longshot to it, then roll into the western crate to find a Gold Skulltula.

Gold Skulltula #84

Location: Shadow Temple

Time of Day: Either

How To Find: Right before the room where you find a boat, there are two Gibdos. In that room, bomb one of the dirt piles. One of them houses a Gold Skulltula.

Gold Skulltula #85

Location: Shadow Temple

Time of Day: Either

How To Find: Go through the door in the fan room at the end of the hallway. There are ReDeads here, along with a Gold Skulltula on the wall.

Gold Skulltula #86

Location: Shadow Temple

Time of Day: Either

How To Find: In the room where there are two spikes that crush you, push the

block in the wall (use the Lens of Truth) so that it is in between the spikes. Enter the southern cell, and you will spot another Gold Skulltula.

Gold Skulltula #87

Location: Shadow Temple

Time of Day: Either

How To Find: After the boat crashes, make sure you're on the safe platform to the left. Off of the northern end of the platform, you should hear and see a Gold Skulltula. The target won't aim directly on it, but you can use the Longshot to get it.

Gold Skulltula #88

Location: Shadow Temple

Time of Day: Either

How To Find: In the final room of the dungeon, without the Lens of Truth on, you will see a Gold Skulltula. Turn on the Lens of Truth and hop across the eastern platforms, until you reach the Skulltula. Then, kill it and get it with the Longshot.

Gold Skulltula #89

Location: Gerudo Valley

Time of Day: Night

How To Find: Cross the bridge at the valley, and look behind the big rock pillar. A Gold Skulltula is at the top.

Gold Skulltula #90

Location: Gerudo Valley

Time of Day: Night

How To Find: Go behind the carpenter's tent, and behind it, you'll find the next Gold Skulltula.

Gold Skulltula #91

Location: Gerudo Fortress

Time of Day: Night

How To Find: Head to the area where the archery mini-game is. On one of the targets is another Gold Skulltula.

Gold Skulltula #92

Location: Thieves' Hideout

Time of Day: Either

How To Find: On the third floor, you have to perform a diagonal jump to reach this Gold Skulltula.

Gold Skulltula #93

Location: Haunted Wasteland

Time of Day: Either

How To Find: Once you pass all of the flags you have to follow, you'll come to a stone platform. Behind it is a hole. Go inside, and you'll find the Gold Skulltula.

Gold Skulltula #94

Location: Desert Colossus

Time of Day: Night

How To Find: Head directly west of the Spirit Temple to find a dry oasis. There is a tree nearby. Look in it to find a Gold Skulltula. Use the Longshot to reach it.

Gold Skulltula #95

Location: Desert Colossus

Time of Day: Night

How To Find: Next to the Spirit Temple is a soft soil spot (as a kid). Plant a Magic Bean there while a kid, and ride the leaf as an adult. You will see a platform with a Gold Skulltula. Jump to it and get it.

Gold Skulltula #96

Location: Spirit Temple

Time of Day: Either

How To Find: In one of the optional rooms of the temple, you have to play several songs in several alcoves until you finally unlock a door. In that room, there's a Gold Skulltula on the eastern wall.

Gold Skulltula #97

Location: Spirit Temple

Time of Day: Either

How To Find: Once you get the previous one, go back to the room where there's three doors. Take the western door to a room with a sandy pit. On the ceiling is the next Gold Skulltula.

Gold Skulltula #98

Location: Spirit Temple

Time of Day: Either

How To Find: In the room with lots of flames, Red Bubbles, a sunlight, and a few blocks, push one of the "wrong" blocks into the sunlight. An ice platform will form in a corner of the room. Longshot to it, and kill the Gold Skulltula nearby with the Longshot.

Gold Skulltula #99

Location: Spirit Temple

Time of Day: Either

How To Find: This one is in another optional room. In a locked room that needs a Small Key to open, there's an Iron Knuckle. Attack it, and lure it to the western chairs. Behind the chairs is a Gold Skulltula.

Gold Skulltula #100

Location: Spirit Temple

Time of Day: Either

How To Find: To get the last one, have the Iron Knuckle from the previous one lured over to the northern chairs. The final Gold Skulltula is behind the chairs.

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XI. Songs

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In this section, I will list all of the songs in the game, along with info about how to learn them and such.

Zelda's Lullaby

Learned At: Castle Courtyard

Effects: Triggers things in certain places while standing on a Triforce crest

Buttons: C-Left, C-Up, C-Right, C-Left, C-Up, C-Right

Epona's Song

Learned At: Lon Lon Ranch (after waking up Talon)

Effects: Calls Epona, and causes cows to give you milk if you play the song in front of them. Make sure a bottle you have is empty

Buttons: C-Up, C-Left, C-Right, C-Up, C-Left, C-Right

Saria's Song

Learned At: Sacred Forest Meadow

Effects: Calls Saria, allowing you to talk to her. She gives you hints on what to do next

Buttons: C-Down, C-Right, C-Left, C-Down, C-Right, C-Left

Sun's Song

Learned At: Royal Family's Tomb (at the Kakariko graveyard)

Effects: Turn day into night, and night into day. Also freezes ReDeads, as well as Gibdos

Buttons: C-Right, C-Down, C-Up, C-Right, C-Down, C-Up

Song of Time

Learned At: Temple of Time

Effects: Opens the Door of Time, and moves around big blue blocks, known as Time Blocks

Buttons: C-Right, A, C-Down, C-Right, A, C-Down

Song of Storms

Learned At: Kakariko Windmill

Effects: Causes the area to rain for a short time. Also drains the well in Kakariko Village, and opens up secret grottos

Buttons: A, C-Down, C-Up, A, C-Down, C-Up

Minuet of Forest

Learned At: Sacred Forest Meadow

Effects: Allows you to warp to the Sacred Forest Meadow. In some places, you are not allowed to warp

Buttons: A, C-Up, C-Left, C-Right, C-Left, C-Right

Prelude of Light

Learned At: Temple of Time

Effects: Allows you to warp to the Temple of Time. In some places, you are not allowed to warp

Buttons: C-Up, C-Right, C-Up, C-Right, C-Left, C-Up

Bolero of Fire

Learned At: Death Mountain Crater

Effects: Allows you to warp to the Death Mountain Crater. In some places, you are not allowed to warp

Buttons: C-Down, A, C-Down, A, C-Right, C-Down, C-Right, C-Down

Serenade of Water

Learned At: Ice Cavern

Effects: Allows you to warp to Lake Hylia. In some places, you are not allowed to warp

Buttons: A, C-Down, C-Right, C-Right, C-Left

Nocturne of Shadow

Learned At: Kakariko Village

Effects: Allows you to warp to the back of the graveyard. In some places, you are not allowed to warp

Buttons: C-Left, C-Right, C-Right, A, C-Left, C-Right, C-Down

Requiem of Spirit

Learned At: Desert Colossus

Effects: Allows you to warp to the Desert Colossus. In some places, you are not allowed to warp

Buttons: A, C-Down, A, C-Right, C-Down, A

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In this section, I will list all of the mini-games in the game, along with info about how to play them and such.

Shooting Gallery Game (Child Link)

Location: Hyrule Market

Price: 20 Rupees

Reward: Deku Seed Bag Upgrade

How To Play: Playing this game is simple. You get 15 Slingshot bullets. To win, you have to shoot the Rupees that appear. If you don't shoot them all, you get a minor prize. If you shoot them all, however, you get the main prize, which is the reason to play this game (other than to have fun, of course).

Shooting Gallery Game (Adult Link)

Location: Kakariko Village

Price: 20 Rupees

Reward: Quiver Upgrade

How To Play: You play this game the same way you do the one as a child. The only difference is you use your bow, rather than the Slingshot.

Bombchu Bowling Game (Child Link)

Location: Hyrule Market

Price: 30 Rupees

Reward: Varies

How To Play: This game is a little hard, especially if you don't know how to use Bombchus right. There are three walls you must bomb. The first one has a moving spike disc. If your Bombchu runs into it, that's one Bombchu wasted. You have 10 Bombchus per play. Your goal is to get the Bombchu in the target (the first wall has the target in the middle). On the second stage, a small Cucco joins in as an object. If you hit it, it will be burnt for a few seconds, and not move until it's free of the burn. Place the Bombchu on the wall a bit if you need to.

The last stage has a giant Cucco, along with a small gap going down to make the Bombchu's progress even slower. If you hit the giant Cucco, it'll be burnt for a little bit longer than the normal Cucco. The target is in the center, just like the first stage. For winning, you get the prize that was shown before the game started. The best prizes are the Bomb Bag, along with the Piece of Heart. Be sure to win them both!

Treasure Chest Game (Child Link)

Location: Hyrule Market (You can only enter at night)

Price: 10 Rupees

Reward: Piece of Heart

How To Play: This is the hardest mini-game, no doubt. It's almost impossible to win without the Lens of Truth, or unless you have incredibly strong luck. You have to go through a series of rooms. Each room

has two treasure chest. One chest contains the Small Key you need, while the other simply contains Rupees. You have to take a wild guess as to which chest you think has the Small Key. If you guess a wrong chest even once, you lose, and have to start over. With the Lens of Truth, however, you can see which treasure has the Small Key. This makes the game impossible to lose, pretty much.

Rupee-Diving Game (Child Link)

Location: Zora's Domain

Price: 20 Rupees

Reward: Silver Scale

How To Play: West of King Zora is a tunnel leading to another Zora. This Zora lets you play this game. She throws a few Blue Rupees into the water upon starting. Jump down the waterfall, and start diving under those Rupees. You only have a certain time to do this. This really isn't that difficult, to tell you the truth. When you win, go back up to the Zora and claim your prize.

Horse Racing Game (Adult Link)

Location: Lon Lon Ranch

Price: 10 Rupees (for a ride), 50 Rupees (for a race)

Reward: Epona (for winning two races)

How To Play: First, stock up on at least 70 Rupees (though I recommend more). Then, go to Lon Lon Ranch and speak with Ingo, the new ranch owner. Pay 10 Rupees to ride one of his horses. Play Epona's Song, and climb onto Epona when she comes to you. Ride her around and jump over the two gates, then speak with Ingo while on the horse. Tell him you want to go home, then pay 10 Rupees for another ride. Call Epona and do the same thing, then speak with Ingo again. He will want to race you for 50 Rupees. Accept his offer, and the race begins. Never waste carrots; only use two or so at a time.

When you get ahead of him, and if he gets close to you, simply use this to your advantage by getting in front of him, and not allowing him to get ahead of you. The first race is quite simple. After one race, he demands another one. He starts one second before the actual race starts, so he cheats a little. Once you win the second race, he'll let you keep Epona, but he'll lock you out of the ranch. Simply jump over one of the brown fences with enough speed to get back on Hyrule Field. You can't win the other horse (the brown one), simply because he's way too slow to win a race.

Fishing Game (Both Links)

Location: Lake Hylia

Price: 20 Rupees

Reward: Piece of Heart (Child), Gold Scale (Both)

How To Play: On the eastern side of Lake Hylia is a fishing hole. Talk to the fisherman inside, and pay 20 Rupees to go fishing. You cast your rod with B, reel in with A, and wiggle the line with the Analog Stick. The big fish like to lurk around the two pieces of wood sticking out of the water, and around the logs in the water. As a child, you can catch fish up to about 12 pounds (at least, from my experience). When you're an adult, the fish will be a lot bigger. Catch a 10-pound fish, or bigger (as a child), then go to the

fisherman. Tell him to weigh your fish. If it's 10 pounds or more, he'll give you a Piece of Heart.

There's also two ways to get the Gold Scale. As a kid, catch a fish that's 10 pounds or bigger, then go up to the fisherman, and target him. Keep him targeted until I say not to. Walk into the water until you start swimming, then exit the water and talk to the fisherman. Tell him you want to talk, and he'll be impressed, giving you the Gold Scale. As an adult, catch a 15 pound fish or bigger, then tell him to weigh it in to get the Gold Scale. You can also catch the Hylian Loach (only as an adult), which weighs over 20 pounds! However, it's extremely hard to catch, much less to get it to bite.

The Hylian Loach looks like a very weird fish. You'll be able to tell the difference from the other fishes. If you need to, search around the parameter (the grass around the fishing area) and see if you pick up a Sinking Lure (you can only get it after you get the Gold Scale). If not, search the logs in the water, and the rocks by the water stream. If/when you find it, talk to the fisherman and simply say you want to talk. He'll make the lure legal. Now try to catch the Hylian Loach. Good luck, and most importantly, have fun fishing!

Gate-Jumping Game (Adult Link)

Location: Lon Lon Ranch

Price: Free

Reward: Cow (in your house at Kokiri Forest)

How To Play: You must get Epona before you can attempt this. Go to the ranch while riding her, and speak to Malon by the corral (while riding Epona). She'll tell you about Ingo. After that, speak with her again, and she'll offer you to ride Epona around the corral. You have to speed up at the right times and jump over the gates, for two laps. It's a little hard, but keep trying so that you know when to use the carrots. If you get 49 seconds or less, Malon will say that a heavy reward was delivered to your house. With the cow, you can get some Lon Lon Milk from it by playing Epona's Song in front of it. Other than that, it's just there for kicks.

===== XIII. Enemies =====

In this section, I will list all of the enemies in the game, along with info about what they are and such. Also, take note that I'm going by memory on their locations (for Master Quest), so all of the enemy's locations may not be accurate as far as Master Quest goes. The list is in alphabetical order.

Anubis

Location: Spirit Temple

Description: An Anubis is a mummy-looking enemy that appears only inside the Spirit Temple. No attacks will work on it except fire-based ones.

Use either Din's Fire or a Fire Arrow to burn it to shreds. This enemy isn't dangerous if you kill it fast.

Armos

Location: Dodongo's Cavern, Spirit Temple

Description: These things are annoying. Some Armos statues are fake, while others are real. The only way to find out is to touch it. To kill an attacking Armos, use an explosive (a Bomb, Bomb Flower, or a Bombchu). The Armos will then go crazy, and blow up.

Baby Dodongo

Location: Dodongo's Cavern, Spirit Temple

Description: Baby Dodongos love to hide in the ground. They'll pop out of nowhere, usually. Just attack them once with your sword to flip them over and make them explode.

Bari

Location: Jabu-Jabu's Belly

Description: A big jellyfish that will use its blade-like things to attack. To defeat it, freeze it with the Boomerang, and hit it with your sword until it splits into three Biri enemies. From there, use your Boomerang to defeat the Biris.

Beamos

Location: Dodongo's Cavern, Shadow Temple, Spirit Temple

Description: Oh gosh, these things are really annoying. There are two types: a small one and a big one. The small ones are a lot more common. To kill a Beamos, throw a Bomb at it. If it's a small one, it will die immediately. If it's a big one, its eye will close upon getting hit by the first bomb. Use another one to kill it. If its eye spots you, and you are in range of its attack, it'll shoot an eye laser at you. Run out of its range and it'll stop.

Big Deku Baba

Location: The Deku Tree, Forest Temple

Description: This enemy is simply a giant version of a Deku Baba. It's defeated the same way, though it is harder to kill due to its size. Watch out for its attack with its head!

Bigocto

Location: Jabu-Jabu's Belly

Description: This is the mini-boss to Jabu-Jabu's Belly. To defeat it, freeze it with the Boomerang, then when its back is turned, freeze it again to reveal a green spot. From there, hit it. Continue this until you defeat it. It attacks simply by running around.

Big Skulltula

Location: The Deku Tree, Bottom of the Well

Description: Also known as a Skulltula everywhere else. To defeat it, wait until it turns around and reveals its belly. From there, attack the belly. If you get near it, it'll spin and hurt you. If you hit its shell, it'll simply rock back and forth for a moment.

Biri

Location: Jabu-Jabu's Belly, Water Temple

Description: This is the enemy that appears when you defeat the Bari. Use your Boomerang (or a similar weapon as an adult) to kill it.

Blue Bubble

Location: Forest Temple

Description: You can't hurt this enemy while the blue fire surrounds it. Use your shield or the Hookshot to make the fire disappear, then just attack it with your sword.

Business Scrub

Location: Lost Woods, The Deku Tree, Dodongo's Cavern, Ganon's Castle, Several Grottos

Description: As a kid, deflect its nuts using your shield. You can also target it and use a ranged weapon. When you defeat the Business Scrub, talk to it, and it'll sell you something for a certain price.

Dark Link

Location: Water Temple

Description: This is, by far, the most difficult enemy in the game. There are several ways to defeat him (see the Walkthrough). Since he mimics your every move, and jumps on your sword, this makes him a rather difficult adversary.

Dead Hand

Location: Bottom of the Well, Shadow Temple, Ganon's Castle

Description: When you first find the Dead Hand, it's simply four arms. When one grabs you, the main body appears. Tap any button as fast as you can to break out from the arm's grasp. Then, attack the head of the main body when it lowers. It'll go back into the ground. Make it come out again and repeat the process.

Deku Baba

Location: Kokiri Forest, The Deku Tree, Forest Temple

Description: The most basic and weak enemy in the game. To defeat it, just attack its head or its neck (well, its stem). If you attack the head to kill it, Deku Nuts are dropped. If the stem, you get a single Deku Stick.

Deku Scrub

Location: The Deku Tree, Several Grottos

Description: An orange bush-like enemy with an ugly face. They rise up, and spit nuts at you. Use the Deku Shield as a kid to block these, and deflect them back at them. When you hit them, they get up and run around. Catch them, then they'll say something and run away. As far as I know, they only say something in the Deku Tree. Other times, you have to finish them off yourself.

Dinolfos

Location: Gerudo Training Ground, Spirit Temple, Ganon's Castle

Description: This is a more improved version of the Lizalfos. These have more defense, and slightly more power, and they wear an armor. Attack it with your sword, and it'll jump behind you and attack. Guard with your shield, and repeat the process

Dodongo

Location: Dodongo's Cavern, Water Temple

Description: Attack them in their weak point: the tail. They'll spin around after that, so move away before the tail hits you. They will also shoot fire at you, so watch out. Upon defeating them, they'll explode. As an adult, you can simply attack their body to defeat them easily.

Flare Dancer

Location: Fire Temple

Description: The only way to defeat a Flare Dancer is to attack its weak point, which is the black orb at the top. Hookshot it out of the body, and the body will disappear. Attack the orb that runs away, and it'll eventually go back into the fire to reform. Repeat the same process as many times as needed.

Floormaster

Location: Forest Temple, Shadow Temple, Spirit Temple

Description: A Floormaster is similar to a Wallmaster. The only differences are that a Floormaster is already on the ground, it has an attack, and it splits into threes upon defeating the big hand. Before you can attack it, you have to avoid its attack. Use your shield to do so, then strike away. When it splits into threes, quickly kill the small hands before they reform.

Freezard

Location: Ice Cavern, Ganon's Castle

Description: These things shoot out icy breath at you. If it touches you, then you'll be frozen and rapidly damaged. Tap any button as fast as possible to break out. It takes three hits to kill it with your sword's normal attacks, and it takes two Jump Attacks to kill it.

Gerudo Thief

Location: Thieves' Hideout

Description: Each time you encounter a carpenter in prison, you have to fight one of these. The Gerudo Thief wields two blades. Block her attacks and strike her when she's off guard, or simply freeze her with the Longshot, then attack. If she uses a Spin Attack and she hits you with it, she'll throw you in jail, so be careful. She wears the same color of clothes you wear (so if you have green on, she wears green. Red, she wears red. Blue, she wears blue).

Gibdo

Location: Bottom of the Well, Shadow Temple, Spirit Temple

Description: A Gibdo is the same thing as a ReDead, only it's a mummy. When it approaches you, you'll be paralyzed in fear. Tap all buttons fast to escape the paralysis, then quickly attack. If it gets too close and you don't attack, it'll jump on you and kill you fast. Again, tap all buttons fast to escape. Playing the Sun's Song causes it to freeze temporarily.

Gohma Larvae

Location: The Deku Tree

Description: This is an egg that's usually found on the walls or the ceiling. Look around in some rooms and make sure there is/isn't one. If you spot one, shoot the egg with your Slingshot to kill it. If you approach the egg, it'll hatch into an actual Gohma. Then, just block its attacks and kill it. Don't let it run off!

Gold Skulltula

Location: Various Places

Description: They may be called gold, but they're really not (well, not the main body, at least). These are small spiders that usually hide on walls during the night. They love to hide in dark places, so they only appear outside at night, and that's also why they lurk in dungeons and in crates. Upon defeating one, a golden token is left behind. You need this if you want another Gold Skulltula kill added to your subscreen, and if you want to uncurse the boys at the House of Skulltula. This enemy cannot be targeted.

Green Bubble

Location: Forest Temple, Bottom of the Well

Description: This is just like a regular Bubble enemy. After about five or so seconds, the green flame around it disappears for a short time. From there, attack with your sword or with a ranged weapon once to kill it.

Guay

Location: Lon Lon Ranch, Lake Hylia, Desert Colossus (At night only)

Description: These crows can get annoying. They fly around in the air, around the area. Use a ranged weapon to kill them. They'll often fly to

you and attack you that way. This can get annoying, especially when you're trying to climb up the ladder of Lakeside Laboratory, and upon reaching the top, they knock you down. Ugh.

Iron Knuckle

Location: Fire Temple, Spirit Temple, Ganon's Castle

Description: By far one of the toughest foes in the game, next to Dark Link. Strike it with your sword to start the battle. The Iron Knuckle is slow, but extremely powerful. If it hits you with its ax, you'll get damaged a whole lot. Walk up to it, and quickly backflip away from its attack. While it's off guard, attack it. Its armor will eventually break off, and it'll get much faster. From there, just attack it over and over, and it will never get a chance to attack.

Keese

Location: Various Places

Description: Many players hate this particular enemy. It is a black bat, and when it sees you, it'll fly towards you and attack. The regular ones aren't really annoying, though; just use a ranged weapon to kill them. If they touch a flame from a torch in the room, they will become a Fire Keese. This also happens if you use Din's Fire in front of Keese. A Fire Keese will burn your Deku Shield upon touching you. An Ice Keese can only be found in the Ice Cavern. When it touches you, you get frozen. Tap all buttons as fast as you can to escape. Use ranged weapons to kill the Keese.

Leever

Location: Haunted Wasteland, Desert Colossus, Spirit Temple

Description: These are random, green blob-like creatures with spikes that come out of the sand and attack you. They get annoying pretty fast. Just attack with your sword to kill them, though unless you are trying to get that chest in the Spirit Temple (in which case, you have to kill them to get it), don't bother attacking them. They will go back into the sand.

Like Like

Location: Jabu-Jabu's Belly, Fire Temple, Water Temple, Shadow Temple, Spirit Temple, Ganon's Castle

Description: Probably the second most hated enemy in the game. It can steal whatever tunic and shield you have equipped. However, it cannot steal the Mirror Shield or the Kokiri Tunic. If it eats you, it will steal the tunic and shield from you (if you have anything other than the Kokiri Tunic and the Mirror Shield equipped). Just freeze it with the Boomerang/Hookshot/Longshot, attack, freeze again, and repeat. Take back your belongings (if any).

Lizalfos

Location: Dodongo's Cavern, Spirit Temple

Description: See the description for the Dinolfos. These are essentially the same thing, only they're much easier to defeat, obviously. They

don't wear an armor, either.

Mad Scrub

Location: Sacred Forest Meadow

Description: These things are annoying. While you're navigating through the maze-like section of the meadow, you'll find these (as a kid). Defeat them the same way you do any other scrub. Once it gets up, attack it again to kill it.

Moblin

Location: Sacred Forest Meadow, Spirit Temple

Description: A Moblin is a big ugly thing that wields spears (a couple of them wield a big club). To defeat them, sneak up behind them, and use the Hookshot. If they spot you, they'll ram you into a wall. The ones that wield clubs can be defeated the same way. When it slams its club, move in one direction at a time to avoid its attack, then attack the Moblin. This enemy cannot be targeted.

Octorok

Location: Kokiri Forest, Zora's River, Jabu-Jabu's Belly, Forest Temple

Description: This is a purple water enemy. When it rises from the water, it spits nuts at you, just like the Deku Scrub. Deflect the nuts or use a ranged weapon to kill it.

Parasatic Tentacle

Location: Jabu-Jabu's Belly

Description: The weirdest enemy in the game. This enemy is a tentacle that is connected to not only a ceiling of a room, but also to a certain part of Jabu-Jabu's Belly that you need to gain access to. In order to defeat it, you need to hit its weak point at the top. Throw your Boomerang at the top part (target it) to hit it. It will hide the weak point in the ceiling, but you can keep it targeted. Walk up to it and it will move back down, and try to attack. Do the same thing until you defeat it.

Peahat

Location: Hyrule Field

Description: You probably noticed giant things stuck into the ground throughout Hyrule Field. Well, approach them, and they fly. To defeat them, attack the lower part of its body with a ranged weapon.

Poe

Location: Dodongo's Cavern, Graveyard, Hyrule Field, Forest Temple

Description: A Poe is a ghost that only shows itself when you draw near it. Every other time, it's invisible. To defeat it, block its attack with your shield, then repeatedly attack. Don't target it, or it will automatically vanish. There are also Big Poes, which are special Poes found only in Hyrule Field (as an adult). To defeat

these, use your bow while riding Epona before it escapes. Upon defeating one, a spirit is left behind. Talk to it and you can keep it in a bottle. Releasing a Poe's spirit can do random things, like take some of your health away! Meg, the last Poe in the Forest Temple, also has to be defeated with the bow.

Red Bubble

Location: Fire Temple, Shadow Temple, Gerudo Training Ground, Spirit Temple
Description: This is the same thing as all other bubbles, only this one just bounces around everywhere, making it more annoying.

ReDead

Location: Graveyard, Bottom of the Well, Shadow Temple, Market (Adult Link)
Description: This is a zombie. It's the same thing as a Gibdo, only it's a much more common enemy. Freeze it with the Sun's Song and attack. This thing attacks the same way a Gibdo does.

Shabom

Location: Jabu-Jabu's Belly
Description: The Shabom is a bubble. Nothing more. All it does is bounce off of the walls (literally). Run into it or use the Boomerang to pop it. You can even throw Ruto as a weapon to pop it. A Deku Nut will also work.

Shell Blade

Location: Water Temple, Gerudo Training Ground
Description: Oh gosh, how I hate these enemies. It's a clam shell. To defeat it, approach it, and when it opens its shell, use the Hookshot or the Longshot on the internal muscle to kill it. They can get extremely annoying, however.

Skull Kid

Location: Lost Woods
Description: As an adult, the Skull Kid's won't recognize you. Therefore, they will attack. Just attack them with your sword to defeat them. The Skull Kids attack by using their seed shooter.

Skulltula

Location: Various Places
Description: See the description for the Big Skulltula. There is no difference whatsoever in this enemy.

Spike

Location: Water Temple
Description: These are just a spiked ball. To defeat them, shoot them with the Hookshot/Longshot, and they'll turn into a regular ball. Shoot

them again to kill them. You can also kill them from a distance, when the spikes aren't attached to it.

Stalchild

Location: Hyrule Field

Description: Only Child Link can find these, and only during the night. They come out of the ground randomly. Simply attack them with your sword to defeat them. While wearing the Bunny Hood, you won't have to put up with these enemies.

Stalfos

Location: Forest Temple, Water Temple, Shadow Temple, Spirit Temple, Ganon's Castle

Description: This is a skeleton enemy that wields a sword and a shield. Block its attacks with your shield, then attack. It'll jump over you, and immediately attack again. Be careful when fighting these.

Stinger

Location: Jabu-Jabu's Belly, Water Temple

Description: In Jabu-Jabu's Belly, you'll see a red fish-like thing inside of the floor. Approach it and it will rise. Shoot it twice with your Slingshot to kill it. In the Water Temple as an adult, it's not inside the ground. Just use your sword.

Tailpasaran

Location: Jabu-Jabu's Belly

Description: These are red claw-like enemies. Approach them and they'll reveal their whole body. Throw the Boomerang at its tail (it looks the same as its body; just attack the very last blue orb) to kill it.

Tektite

Location: Death Mountain, Water Temple

Description: Tektites can stand on, but not sink into the water. Attack them with your sword to kill them. Ranged weapons also work.

Torch Slug

Location: Fire Temple, Gerudo Training Ground, Spirit Temple

Description: This is a slug with a flame on it. As a kid, use a Deku Nut to put out the fire, then use Jump Attacks. Regular attacks won't work. As an adult, use the Hookshot/Longshot to freeze it, then just attack it from there.

Wallmaster

Location: Forest Temple, Bottom of the Well, Shadow Temple, Spirit Temple, Ganon's Castle

Description: Navi will warn you of when these monsters are in the room. A big

shadow will surround you. When that happens, run until the big hand, the Wallmaster, falls down. Then, just attack it until it dies. If you don't run, and the Wallmaster lands on you, it will take you back to the start of the dungeon.

White Bubble

Location: Spirit Temple

Description: These Bubbles are weird. They move around with a white line that follows them. Use the Longshot to freeze them, then attack.

White Wolfos

Location: Ice Cavern, Gerudo Training Ground

Description: To defeat this, just wait until it attacks. Then, attack it while its guard is dropped. With its back turned, attack it once to kill it instantly.

Wolfos

Location: Various Places

Description: This is the same thing as a White Wolfos, only a weaker version. As a kid, attacking the Wolfos in the back does not instantly kill it. It does, however, double the damage.

===== XIV. Shops =====

In this section, I will list all of the shops in the game, along with info about them and such.

Kokiri Forest Shop:

Arrow (10) - 20 Rupees
Arrow (30) - 60 Rupees
Deku Nut (5) - 15 Rupees
Deku Nut (10) - 30 Rupees
Deku Seed (30) - 30 Rupees
Deku Shield (1) - 40 Rupees
Deku Stick (1) - 10 Rupees
Recovery Heart (1) - 10 Rupees

Bazaar Shop (Market as Child, Kakariko Village as Adult):

Arrow (10) - 20 Rupees
Arrow (30) - 60 Rupees

Arrow (50) - 90 Rupees
Bomb (5) - 35 Rupees
Deku Stick (1) - 10 Rupees
Deku Nut (5) - 15 Rupees
Hylian Shield (1) - 80 Rupees, 70 w/ discount
Recovery Heart (1) - 10 Rupees

Potion Shop (Market as Child, Kakariko Village as Adult):

Blue Fire - 300 Rupees
Bottled Bug - 50 Rupees
Deku Nut (5) - 15 Rupees
Bottled Fairy - 50 Rupees
Bottled Fish - 200 Rupees
Green Potion - 30 Rupees
Red Potion - 30 Rupees
Bottled Poe - 30 Rupees

Bombchu Shop (Child, Market, Back Alley, open during the night):

Bombchu (10) - 100 Rupees
Bombchu (10) - 100 Rupees
Bombchu (10) - 100 Rupees
Bombchu (10) - 100 Rupees
Bombchu (20) - 180 Rupees
Bombchu (20) - 180 Rupees
Bombchu (20) - 180 Rupees
Bombchu (20) - 180 Rupees

Goron City Shop:

Bomb (5) - 35 Rupees
Bomb (10) - 50 Rupees
Bomb (20) - 80 Rupees
Bomb (30) - 120 Rupees
Goron Tunic (1) - 200 Rupees
Recovery Heart (1) - 10 Rupees
Red Potion - 40 Rupees

Zora's Domain Shop (melt the ice away with Blue Fire as an Adult):

Arrow (10) - 20 Rupees
Arrow (30) - 60 Rupees
Arrow (50) - 90 Rupees
Deku Nut (5) - 15 Rupees
Bottled Fish - 200 Rupees
Recovery Heart (1) - 10 Rupees
Red Potion - 50 Rupees

Zora Tunic - 300 Rupees

Ganon's Castle (hidden shop behind the main tower, fake wall):

Arrow (30) - 70 Rupees

Bomb (5) - 40 Rupees

Green Potion - 40 Rupees

Red Potion - 40 Rupees

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XV. Secrets and Glitches
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In this section, I will list the many secrets in the game, along with info about how to do them and such.

Secrets

Secret #1 - Butterfly Becomes Fairy

As a child, you've probably noticed little butterflies spreaded throughout Hyrule (they're found in grottos and such). Swing a Deku Stick at it, and if you hit it, it will turn into a fairy! Neato.

Secret #2 - Playing Around with Gossip Stones

If you hit a Gossip Stone with a certain item, they'll do certain things. For an example, if you place a bomb by a Gossip Stone, then upon being bombed, the stone will blast off after three seconds, and explode if it hits the ceiling. If you hit it with the Megaton Hammer, it'll get smashed into the ground. If you hit it with the Hookshot/Longshot, it just wiggles. Hitting it with a Bombchu makes it do the same thing as a bomb. Also, striking a Gossip Stone makes it tell you the current time.

Secret #3 - Fix a Broken Sign

Ever sliced down a sign, but then felt guilty for it? No worries! Simply play Zelda's Lullaby in front of the sign, and it'll reform completely. You can even read it again, too.

Secret #4 - Fast Rupees #1

Go to Hyrule Field, and make sure you have the Sun's Song. Go to the Hyrule

Castle drawbridge, and stand on the silver chain. Play the Sun's Song to turn it night (if it's night and you play the song, you have to play it twice) while standing on the chain. The gate will close, but you'll be on the end of the wooden part of the gate. Walk across it to the other chain, and you'll find three Red Rupees, worth twenty. You can simply enter the Market, exit, then repeat as many times as desired.

Secret #5 - Fast Rupees #2

From the very entrance of the Market, enter the left building as a kid. Inside is a soldier, along with lots and lots of pots. Break all of them to get lots of Rupees! You can get at least 60 Rupees for each visit (estimate). Once all the pots are gone, simply exit the building, and reenter. The pots will have respawned, with the Rupees in them again!

Secret #6 - Fast Rupees #3

As an adult, go to the Lost Woods. From the entrance, head left, and you'll find a Skull Kid. Since he doesn't realize you're the boy from the forest, he will attack. Attack it a few times with your sword until you kill it. It will drop a giant Orange Rupee, which is worth a whopping 500! You can do this as many times as you want, simply by exiting the woods and reentering them.

Secret #7 - Fast Rupees #4

The last method of getting Rupees fast. With all 100 Gold Skulltulas killed, and their tokens collected, the last kid will be uncursed. Talk to him, and he will give you 200 Rupees. Exit the house and reenter it, then talk to him again and he'll give you the 200 Rupees again! Simply do this as many times as you like to get Rupees quickly.

Secret #8 - Ganon's Castle Hidden Shop

Yes, there is a hidden shop in Ganon's Castle. To find it, go to the main room where all of the barriers are, then jump down where the main tower is. Turn on the Lens of Truth, then look around for a fake wall. Inside are quite a few fairies, along with four Business Scrubs whom sell you items.

Secret #9 - Pictures of the Mario Cast

At the Castle Courtyard, in the area where you meet Princess Zelda, look to the right in the middle of the flower bed. Through the eastern window, you'll see a picture of Luigi, Yoshi, Bowser, Mario, and Peach (not in that exact order). If you shoot Mario, a Red Rupee (worth twenty) appears.

Secret #10 - Angry Soldier

This is also done in the Castle Courtyard, and in the same area as the last

secret. Look at the left window, and shoot it with the Slingshot. A soldier will pop out from the side, and tell you not to cause trouble. He'll then throw a Bomb at you.

Secret #11 - Catch the Fisherman's Hat

As an adult, go to the fishing hole found in Lake Hylia. Get the fishing rod, and then target the fisherman. Cast your rod, and keep trying until you catch his hat. He'll demand you give it back, but too bad! You can use it as a lure, but the fish won't want a hat as a lure, and your cast goes very slow.

Glitches

Glitch #1 - Unlimited Gold Skulltulas

This glitch is awesome. Ever want to get all 100 Gold Skulltulas, but you don't feel like it? Well, you don't have to worry, because this glitch will suit all of your needs! First, make sure you have the Song of Storms, and make sure you have lots of Bombs (like, the max you can carry). Become a child, and go to Hyrule Castle. Near the castle and the entrance to the Castle Courtyard is a tree. Stand in front of this tree, and play the Song of Storms to reveal a hidden grotto. Inside, there are bombable walls everywhere. One of the southern walls has a Gold Skulltula in it. Kill it, but DO NOT GET THE TOKEN. Instead, go back to the light leading outside.

Stand right next to it, and target the token. SAVE YOUR GAME BEFORE DOING THIS. With the token targeted, throw the Boomerang, and as it comes to you, quickly go back into the light to be taken out of the grotto. You should partially get the message that you earned the token. Go back in and bomb the wall again, and see if the Gold Skulltula is still there. If it is, then you did it right. You can do this as many times as you desire.

Glitch #2 - Swordless Link

Practically everyone knows of this glitch's existence. It allows you to do many things, such as ride Epona with the ability to use any item you desire while on her. Using the Hookshot and the Longshot freezes the game, however. To do this glitch, go to the final battle, and when Ganon knocks out your sword, save your game and reset. It only works on certain versions, but when you reload your file, your sword should be gone! This allows you to do many crazy things. Never fear, however; to get your sword back, just equip it from the menu, or equip the Giant's Knife/Biggoron's Sword. I've personally never done the glitch myself; I'm going purely by what I've seen and heard. I know for a fact that the glitch works, however.

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In this section, I will list the most commonly asked questions regarding this game. Before emailing me with a question, please refer to this very section first, and see if your question is already answered! Thank you.

Q: What are the Silver Gauntlets for?

A: They are for pushing the huge blocks you find in the Spirit Temple and in the Gerudo Training Ground. Not only that, but you can also lift the grey boulders, which are the most rare ones.

Q: How do I get the upgraded magic meter?

A: Please see the Walkthrough. I explain how just after the Fire Temple.

Q: What is the difference in Master Quest, and how can I get it?

A: There is absolutely no difference in the game, other than the fact that all dungeons are changed around (and the Gold Skulltulas inside of them). This makes the game slightly more challenging, but the game seriously isn't that difficult to figure out. It never got released in North America, but rather in Japan. Back when The Wind Waker was about to get released, you could preorder the game, and get a bonus Ocarina of Time disc with it, which included both the original game and Master Quest. There are still some copies floating around on eBay, where you could probably get the game.

Q: Is Master Quest really worth it?

A: Yes. If you like harder challenges, and want to try something new in this game, Master Quest is the thing for you. It's not that hard, but certain dungeons might be challenging without a guide. You'll definitely need a guide for the Gold Skulltulas in the dungeons.

Q: Can you get the Triforce?

A: No, no, no, no, no, and no. If there's one thing I really don't want you to e-mail me about, it's about the Triforce. It is NOT possible to get the Triforce in any way, shape, or form. Why, you ask? Simply because it would mess up the story. Link has the Triforce of Courage, Zelda has Wisdom, and Ganondorf has Power. There's your answer.

Q: Is it possible to beat the running man?

A: Nope. It's impossible. Even if you use a cheat device to get a time of 0:00, he will still beat you by one second. I don't care if you drank a super-duper-almighty-miracle potion to make you go 200x faster than normal; it can't be done.

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XVII. Email Info
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If you wish to email me about this guide, whether it be a comment or a typo, or even a big error in the guide, then email me at my email listed at the top of this guide. For those who are lazy, my email is ganonpuppet@yahoo.com. Email me there, and I'll add whatever it is I missed, or fix whatever it is I messed up on as soon as possible.

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XVIII. Credits
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Credits go to you for reading this guide.
Credits go to me for taking the time to write this guide.
Credits go to Nintendo for making such an amazing and wonderful game!
Credits go to kirbix for telling that shooting Queen Gohma in the eye while she's on the ceiling doubles the stun time. Thank you!
Credits go to Storm101 for pointing out a minor mistake. Thanks!

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XIX. Copyrights
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