

The Legend of Zelda: Ocarina of Time "Light Medallion Quest"

By: ResurrectedConfusion a.k.a. Glitched Link

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Contact: lightmedallionquest@hotmail.com

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Version History (0001)

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2.0 - October 9, 2009

Yes, I know. It's been a long time. Believe it or not, I haven't had a computer to work from since February. But now I'm back, so here's the new update. Just a few revisions were made, including the Escape the Forest glitch and the Cucco Jump glitch. I also have the picture for the Escape the Forest Glitch back up. And, I put in two new links in the Treats section.

1.002 - February 15, 2009

I added a picture to the "Escape the Forest" Glitch. This should help players see where it is they need to be before super-flipping.

1.001 - January 27, 2009

I edited some minor things and I described the "Escape the Forest" Glitch a little better. Remember, if you have any questions feel free to e-mail me! I'm planning on making a Frequently Asked Questions section.

1.00 - October 17, 2008

Walkthrough section completed! I finished the Reverse Bottle Adventure, Ganon's Tower, Ganondorf, Escaping the Tower, Ganon, and the Other Things section.

0.85 - October 15, 2008

I finished the Forest Temple, The Giant's Knife and got about midway through the Reverse Bottle Adventure.

0.72 - October 11, 2008

I made a map for the "Escape the Forest" glitch. This should help everyone tremendously. I also started the Forest Temple.

0.7 - October 10, 2008

I finished the Door of Time (finally!), The Graveyard, and The Shadow Temple. I also added the Sword Parts Terminology section.

0.6 - October 9, 2008

I typed up the remainder of Gerudo Valley and did Haunted Wasteland, The Spirit Temple, Magic Bean Adventure, House of Skulltula, and Do You Have Everything?. I also started The Door of Time.

0.45 - October 8, 2008

I finished Dodongo's Cavern and started Gerudo Valley.

0.43 - October 5, 2008

I didn't do much today. I finished The Lost Woods Part 2, Goron City Part 2, and started Dodongo's Cavern. I also fixed some typos.

0.4 - October 4, 2008

I started the Walkthrough section. I typed up Kokiri Forest, Inside the Great Deku Tree, The Lost Woods, Hyrule Field, Hyrule Castle, Lon Lon Ranch, Kakariko Village, and Goron City.

0.0 - October 3, 2008

Light Medallion Quest FAQ created. I made the Table of Contents, Version History, Introduction, Game Basics/Controls, and Rules on How to Play.

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Introduction (0002)

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The Legend of Zelda: Ocarina of Time is one of my all time favorite games. That is why I have created the Light Medallion Quest. This guide is very different from your normal guide. Here, glitches are used to beat the game with no spiritual stones or medallions, except for the Light Medallion (hence the name). The Light Medallion Quest is very fun and can be very challenging at some points. If you think glitches are the Devil's handiwork, or if this is your very first playthrough, I strongly suggest you do not use this guide. I will not give you specific directions to places because you should already know how to get there (except for Haunted Wasteland). For everyone else: Get ready to have an Ocarina of Time experience like never before! And don't worry if you don't know what a glitch is; we've got you covered.

By the way, this guide works for N64, Gamecube, and Virtual Console. Just think of L and L targeting wherever you see Z or Z targeting.

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Game Basics/Controls (0003)

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A Button: Perform Action Icon actions (e.g. rolling, opening doors, talking, etc.)

B Button: Attack

Z Button: Z target, move camera behind Link

C Buttons: Items, look up, Navi

L Button: Toggle Map on/off

R Button: Shield

Cross Pad/D Pad: Nothing

Start: Brings up various menus

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Rules on How to Play (MUST READ!) (0004)

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There are certain rules you must follow in order to complete the Light Medallion Quest successfully. They are as follows:

1. You cannot pick up any heart containers or heart pieces. You must finish the entire quest with your original three hearts.
2. You cannot have a death count over 0. Save often, especially after pulling off a hard glitch. If you do die, select "Don't Save" and "Don't Continue". Then, select your file and continue playing.
3. You may not get any extra items or songs, and you may not collect ANY upgrades. Here are the items and songs you may acquire:

Kokiri Sword
Deku Shield
Deku Sticks
Fairy Slingshot
Weird Egg
Chicken
Zelda's Letter
Zelda's Lullaby
Empty Bottle
Hlyian Shield
Fish in a Bottle
Saria's Song
Goron's Bracelet
Bomb Bag
Magic Meter
Bombchu
Requiem of Spirit
Two Magic Beans

10 Golden Skulltulas
Adult's Wallet
Master Sword
Hookshot
Hover Boots
Minuet of Forest
Fairy Bow
Giant's Knife
Pocket Egg
Pocket Cucco
Cojiro
Odd Mushroom
Odd Potion
Poacher's Saw
Broken Goron's Sword
Light Arrows

You may collect rupees, hearts, limited items (ex. bombs), and magic jars as well.

NOTE: NO DEKU NUTS! You may not collect any Deku Nuts during the Light Medallion Quest unless: you're escaping Ganon's Tower, the Stalfos drop them, and you accidentally pick them up. Just make sure not to save if that happens.

4. You may not beat any temples or dungeons.

5. You may not use a Gameshark, Action Replay, debug ROM, or other hacking device.

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Sword Parts Terminology (0005)

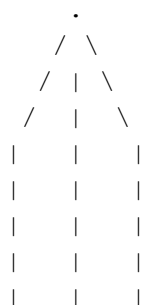
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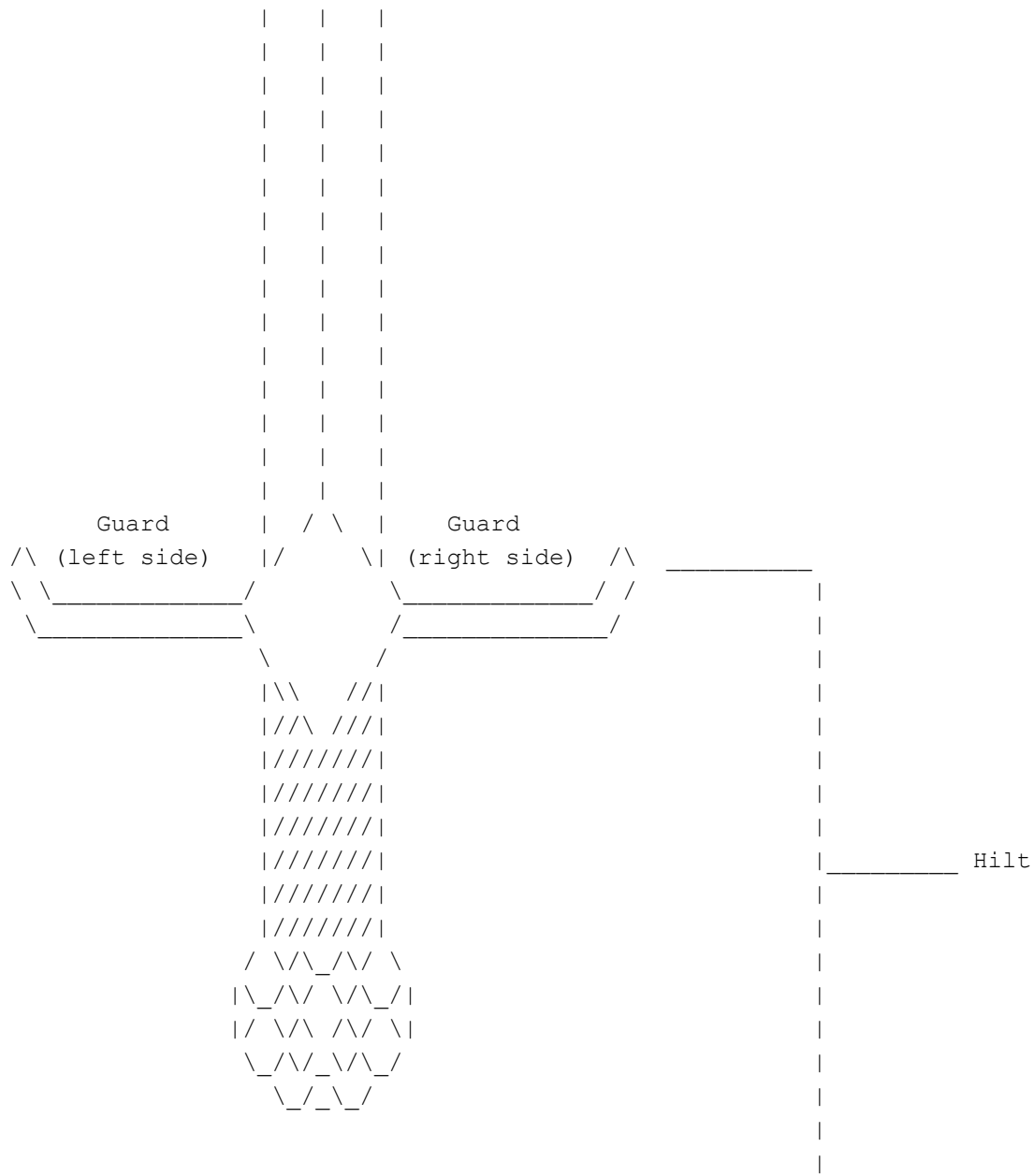
Since some glitches require the knowledge of sword parts, I decided to put in a few definitions you ought to know.

Hilt - This is the handle of the sword. Without it, holding a sword would be a very difficult task.

Guard - This is the horizontal part going through the top of the hilt. It is used to block opponent's sword attacks.

Here's an image that should help.





WALKTHROUGH (00WT)

And now, it's finally time for some good ol' glitches.

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Kokiri Forest (0006)

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After you have made your file and watched the Great Deku Tree cutscene, go out of your house and collect 40 rupees. A quick way to do this is to get the blue rupees. Here are their locations:

1. On the "bridge" connecting to Saria's house
2. Behind Mido's house
3. Inside Mido's house
4. See above
5. After jumping across the three stepping stones near the Kokiri Shop
6. Inside the House of Twins
7. Go to the training ground and Z target the rock next to the kid who is punching. Do a back flip.
8. Go inside the hole to get the Kokiri Sword. Before you go near the rolling boulder, go to your right.
- *9. There's also one to the right of the dirt trail the boulder continuously rolls on, but you don't need to get it.
- *10. There's another one inside the Kokiri Shop, but you don't need to get it.

While you're on the other side of the hole, get the Kokiri Sword. When you have 40 rupees, go to the shop and buy a Deku Shield. Equip both sword and shield, talk to Mido, and kill the Deku Babas. Collect a few Deku Sticks and make your way inside the Great Deku Tree.

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Inside the Great Deku Tree (0007)

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Go up the ladder (or vines) and past the treasure chest. Make your way over to the door at the end. Listen to Navi blab about how to open a door and enter the room. Defeat the Deku Scrub, go to his patch of grass, and Z target him. He'll eventually go near you and tell you some crap about falling. Go in the next room. Walk all the way to the edge of where you are. Do not jump on the platform in front of you. Instead, drop down and climb up the vines. Get the slingshot and then use the platform to get back to the other side.

Equip the slingshot and kill the Skullwalltulas. Climb up the vines and get onto solid ground. Kill the Big Skulltula, and leap out past where he was to break the huge spider web on the floor. Once you're down there, make your way to the right of the room where you'll see a gate. Kill the Golden Skulltula here and collect the token. Kill the other one on the vines leading back up to the main floor and collect the token. Exit the Great Deku Tree. Go through Kokiri Forest and enter the Lost Woods.

Kokiri	Bridge	Hyrule	
Forest		Field	

<^> = Business Scrub

v

= Where you should be standing

^ = Which way you should be facing

|

When you're in the right spot and facing the right direction, press Up C. Now, look slightly to your left. Make it so the right side of the Heart Meter is almost touching the corner of the wall. Hold Z and press A, then hold R while still holding Z and walk sideways (diagonally left and down, if it were compass directions I would say southwest) until you can't go any further (don't worry; you won't fall off). You should now be in the bottom left corner of the hill. Continue to walk sideways (even though you aren't going anywhere). When the Business Scrub spits a nut at you, sidehop just before the nut hits you. If done correctly, the Deku Nut should bounce off your shield in midair. Now just keep walking sideways and sidehopping before the Deku Nut hits you. Do that 6 - 7 times (until the Lost Woods music is pretty loud). Here's an important tidbit: Small jumps that barely cover any distance do not count. Only count the jumps where you actually got farther. Also, regulate your height at all times. Meaning, if you're starting to go too high, time the next jump so you'll fall down a little bit, but still be in mid-air. If you're too low, jump right before the nut hits you to slowly ascend. You want to be standing at the point where the top half of Link's hat is cut off.

Next up is the super-flip. Check out this picture to see where you should be:

<http://tinypic.com/r/10d5lko/4>

A super-flip is a backflip on steroids. To perform one, roll EXACTLY when the Business Scrub spits out a Deku Nut. The roll should be followed immediately by a backflip. If done correctly, Link will shoot backwards and onto the bridge. Make your way to Hyrule Field.

NOTE: If you perform the super-flip, and you hit the side of the bridge, you're too low. This happened to me A LOT. Try to position yourself so you aren't too high (or else the Deku Nut won't hit your Deku Shield) or too low (or else you'll hit the side of the bridge). Seriously, good luck doing this glitch. It's might be difficult at first, but you'll get the hang of it in the end. Your main concern is the number of jumps, which shouldn't be over 7.

Here's an alternative (but sissy) way to escape the forest. By the way, this method can only be done on the N64:

I strongly suggest you save before doing this glitch. Go through the Lost Woods until you get to the entrance to Goron City; go inside. Run to the rocks blocking your way until you can go no further. With the N64, slowly (and I mean SLOWLY) lift the left side of the cartridge out of the system until the music

sounds weird and Link keeps appearing and disappearing. Run through the rocks, and push the cartridge back down carefully. Note that in some cases, this glitch has caused serious problems, such as loss of game memory. It doesn't happen very often, and it has never happened to me, but it's always a possibility. Use at your own risk. If the game freezes when you're trying to lift the cartridge, push the cartridge back down, turn off the game, wait about 3 seconds, then turn it back on and (if you're feeling bold) try again.

When you do get to the other side, go down Death Mountain Trail, and into Kakariko Village. Run to the gate, and you'll automatically go through it. Exit Kakariko Village and run to Hyrule Field.

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Hyrule Field (0009)

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Here's a really good tip before moving on. Running backwards is the third fastest way to travel (warping being the first and Epona being second). To run backwards, Hold Z and tilt the controller stick down. Use the map to figure out which way you're going. It's much faster than rolling. Now back to the guide.

You'll meet Kaepora Gaebora, the owl, who tells you some boring crap you already know. Run backwards to the Market. Don't worry, if you run backwards there is no way you'll get stuck outside for the night.

When you're in the Market, enter the house to your left with a green roof. There should be many pots, four crates, and a guard in this room. Roll into the crates at the back of the room to reveal a Golden Skulltula and collect the token. Exit the house. Go to the main plaza and talk to Malon. Then head to Hyrule Castle.

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Hyrule Castle (0010)

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Go back to the Market, then back to Hyrule Castle. Malon should be standing in front of some vines. The freakin' owl will annoy you again. After he has had his fun, talk to Malon. She'll give you the Weird Egg. Roll into the tree Kaepora was on to reveal a Golden Skulltula. Kill it, collect the token, and climb up the vines. Go past the guards your usual way. When you jump in the moat, tap B to swim faster. Wake Talon up with the chicken, and then talk to him. Move the crates and enter the castle.

Run past the maze of guards and make it to the Castle Courtyard. Shoot the windows here if you want, then talk to Zelda. After her story is finished, she'll give you Zelda's Letter. Now talk to Impa to learn Zelda's Lullaby. Yes,

I know it's weird that you have the Ocarina of Time all of a sudden. You don't keep it; it's just for the cutscene since you never acquired the Fairy Ocarina. Impa tells you to go to Kakariko Village, but that senile old woman doesn't know what she's talking about. Instead, head to Lon Lon Ranch.

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Lon Lon Ranch (0011)

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Go inside the house and you should see Talon. You're going to play his Super Cucco game. If you suck at this minigame, before talking to him, grab all the chickens and throw them between the staircase and the weird platform the Super Cuccos are on (the Super Cuccos are the chickens that keep pecking the ground). Then talk to Talon. If you think you're an ace, don't use this method if you don't want to. Once you win you'll receive a bottle with Lon Lon Milk. Enjoy it while it lasts; you're never coming back. Exit the house and go towards the corral. There should be a tree to your left near the house and a crate. Roll into the tree and kill the Golden Skulltula. Exit Lon Lon Ranch. Run through Hyrule Field and make your way to Kakariko Village.

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Kakariko Village (0012)

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Wait until nighttime before entering the village (which shouldn't take too long). It's time to get a few Skulltula tokens. Enter the village and roll into the first tree you see. A Golden Skulltula will fall down. Then, go to the left side of the House of Skulltula. There should be one under the window. Now go to the construction site with all the bricks (across from the House of Skulltula). There should be one on the bricks. Go to the watch tower and shoot the one on the ladder with your slingshot. You're finished with Golden Skulltula hunting for now. Go to the Graveyard and pull the headstone with the flowers in front of it. Drop into the grave and get the Hylian Shield. Exit the Graveyard.

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The Infinite Health Item

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No, this is not a scam. No, this does not give you invincibility. It's just a way to replenish your health anytime you want.

Wait until dawn, then enter Kakariko Village. Ready for some cucco hunting? All the cuccos need to be put in their pen (it's near the entrance to the Graveyard). Here are their locations:

1. Right by the entrance
2. On the other side of the fence in front of the House of Skulltula. Slingshot it to get it down.
3. Roll into the crate between a staircase and a house. A carpenter should be running up and down the staircase.
4. Near the entrance to Death Mountain
- 5, 6, & 7. There's a Cucco right next to the pen. Pick it up and go up the steps that lead to the windmill. Continue along the pathway, go all the way to the edge, and face two fences (one should be brown and tall; the other should be black and short). Aim for the black fence and jump. Throw the chicken back to the side you were previously on. Run down the stairs and pick up the chicken next to the brown fence. Throw it over to the other side as well. Climb up the ladder near the brown fence and pick up the cucco on the hill. Go around the windmill and fly into the pen and drop the chicken. Find the last two you threw (they should be near the well) and talk to the redhead standing next to the pen.

You will receive an empty bottle for your hard efforts. Take a cucco from the pen and fly back to the "unreachable" area with the black and brown fences. There should be a hole there. Enter the grotto and catch the fish with your new empty bottle. Congratulations! You have just acquired the infinite health item! What's that? You say it's just a lousy fish? Try this out.

Glitch 2 - Infinite Health (00G2)

Drink all of your Lon Lon Milk. Equip the Fish and the Empty Bottle to whatever buttons you choose. Empty the fish and recatch it. Now here's the tricky part. Hold Z and do a back flip. In midair, press the button for the fish, and then the button for the Empty Bottle. If done correctly, Link should drink Lon Lon Milk from the Empty Bottle, which restores 5 hearts. Do this as many times as you want.

Get the red rupee if you want, then head to the entrance of Death Mountain. Show the guard Zelda's letter and go to Goron City.

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Goron City (0013)

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Jump all the way to the bottom floor. Stand in front of (not on) the plush welcome mat, and turn around so you're facing the giant Goron urn. Take a few steps (until the Action Icon stops saying 'Check'), and stop. Get ready for

Glitch 3 - Sword Ocarina (00G3)

Who needs an ocarina when you can play fine melodies on your blade? Take out your fish and re-catch it. Do a back flip and while in midair, press the button for the fish and then the B button. If done correctly, Link should take out his sword and hold it like an ocarina. This also works with Deku Sticks.

Play Zelda's Lullaby to open the door. Take out a Deku Stick and light it on fire. Run out of the room and light all the torches to make the giant urn spin. Quickly put your Deku Stick away. Now, take it out again, relight it, and go up the three flights of stairs and to your right. You should see two unlit beacons. Light them both. Light another Deku Stick and make it touch the bomb flowers in the tunnel. The rocks will be blown to smithereens. Congratulations! You can now save and quit if you want or need to. Go through the new passageway you just made.

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A Funny Side Note

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Actually, if you do save and quit, check out the Kokiri. Since you glitched through the game, they're stuck between their pre-Deku tree and post-Zelda's Castle animations. For example, the kid humping rocks at Mido's house will turn around to look at you. Also, Saria is still by your house.

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The Lost Woods Part II (0014)

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Oh, look who it is. It's everybody's favorite talking owl. Seriously, someone should stitch his beak shut. He'll inform you on the Sacred Forest Meadow and give you a hint on how to get there. When he flies away, go left (if you're coming from Goron City; if not, head right) and then left again. Then go straight, and then left. Finally, go right. Kill the Wolfos and make it through the maze of Deku Scrubs and to Saria. Learn Saria's song, deal with Kaepora Gaebora again, and return to Goron City.

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Goron City Part II (0015)

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Head inside King Darunia's room. Stand in front of him, then turn around and walk slowly until the Action Icon stops saying 'Speak'. Do the sword ocarina glitch, and play Saria's song. If you do it with the Deku Stick, the "Darunia dance" cutscene looks funny. He'll give you the Goron's Bracelet. Now you can go inside Dodongo's Cavern!

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Dodongo's Cavern (0016)

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Equip your Hylian Shield first. Blow up the false wall in front of you to actually enter the cavern. Get on the platform with the Beamos, and go to your right. Here you should see a false wall, and a bomb flower below a ledge with a switch that's "unreachable". You know what I think it's time for?

Glitch 4 - Bomb Hover (00G4)

This one can be kind of tricky. Make sure you have your Deku Shield equipped. Pick up the bomb flower, and put it down. Walk away from it a little so you have enough room to roll in front of it without going passed it. Hold Z and R and tap A to roll into it. Continue holding Z and R and do not press anything else. If done correctly, you should see Link frozen instead of doing his usual shield dance. When the bomb detonates, and all the smoke has cleared, you may move again. Get as close to the ledge as possible (the one with the switch on top) and do a back flip. Instead of back flipping, Link will do a weird hover.

Step on the switch and go to the left side of the room. Go through the previously barred door. Make sure to re-equip your Hylian Shield. In this room, make all the bomb flowers detonate and go up the staircase. When you reach the top, look at the vines. Kill the Golden Skulltula and collect the token. Beware of the regular Skullwalltula, as he's been known to drop Deku Nuts. Go in the next room and step on the switch in the center. Go through the door to your right (if you're facing the door you just came out of).

You should now be back in the main room. Go across the bridge and into the dark passageway. You will now be in the room with the spike traps. Instead of using the ladder to climb down, simply run and leap as far out as you can go. Get to the other side of the room and use the block to get on top of the pillar with a bomb flower and small treasure chest. Pick up the bomb flower and hold it until it's about to explode, then throw it at the false wall. When the wall shatters, jump to the ladder and continue down the new passageway. Shoot the golden eye and continue down the tunnel. Actually, you might want to run backwards here because of the Baby Dodongo. Open the door at the end and kill the two Lizalfos

infinite health trick if you're low on hearts.

If you made it:

If you made it, you might want to press start, get some water, and just relax for a minute. You're not home free yet. Have you noticed the Gerudo walking back and forth patrolling the area past the gate? They don't take kindly to your type hangin' 'round these here parts, so read carefully.

There are two guards that almost always move forward and back at the same time. Stay close to the gate and look up and to your right. You should see a Gerudo's spear tip appear, turn around, then go away. Watch this happen a few times to get the feel for how much time it takes. When it goes away, roll like Hell. Backwards running won't help here, because there's a crate in the way. Break it or go around, just make sure you get passed it before the Gerudo see you. Once you get passed the crate trio, backwards run to Gerudo Fortress.

YOU MADE IT!!! You better as Hell go inside the hideout (with all the locked up carpenters) and save! If it's nighttime, go back to the valley and wait till midday. Then go back to the fortress and make your way to the top of the watch tower with the huge gate. Stand in front of the ladder you just climbed and press UP C. On the TV screen, make it so the red flag is on the left side and the blue patch of sky is on the right. Side hop out of the watchtower and you should land on the side of the wall to your left. Now look at the tower you just jumped from. Looks pretty messed up, right? See where the wooden gate meets the wall? Sidehop into the corner. You should now be on the other side of the gate with another Gerudo that has her arms crossed. Go to the Haunted Wasteland.

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Haunted Wasteland (0018)

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Oh boy, here we go. Okay, from the start you'll see the infamous "River of Sand". Go all the way to the left and stop where the river ends. Don't go any further left or you'll "get lost". Align yourself with the edge of the river, turn around, walk forwards just a little (to get yourself out of the sand you sank in) and run backwards. Don't stop for anything until you're out of the river. If you don't make it, just try again. Be careful when you do make it to the other side; if you keep backwards running, you'll get lost. Sidehop a few times to the left when you make it.

When you do make it, go over to the crates. Follow the flags until you reach the stone structure that has an invisible poe. There will be seven flags surrounding the structure. Go in between the third and fourth flags on the right. Face the opposite direction of the structure and run forwards until you see a hill. There will be a very faint line between the ground and the hill; this is called a "seam". Run along the seam until you see another seam jut out from the right. Do not touch this seam. Cross over to the other side of the seam you were following. Keep going forward until you see a hill that looks

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Magic Bean Adventure (0020)

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Okay, there are a few things that need to be done. First, let's get the Magic Beans out of the way. Head to Zora's River and - dear lord, is that bird just going to stalk you 'till the end of time?! Whatever, bomb the rocks in front of you and buy two beans from the fat guy. Go to Lake Hylia and plant one by the witch doctor's laboratory. Plant the other in Kakariko Graveyard. The child molester will give you a quick way over there if you want it. You can find him on the bridge overlooking the lake.

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The House of Skulltula (0021)

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Let's stop by this unfortunate family, shall we? Talk to one of the kids that isn't a spider. You'll receive the Adult's Wallet for killing the 10 Golden Skulltulas I've mentioned. This will be very important later on.

If you haven't collected 10 Golden Skulltulas yet, do it now. Seriously, this is the best (and only) time for last minute adventures.

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Do You Have Everything? (0022) (READ THIS!!!)

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Let's just do a quick check to make sure you have all the items you need. Right now, you should have:

- Kokiri Sword
- Deku Shield
- Deku Sticks
- Fairy Slingshot
- Zelda's Letter
- Zelda's Lullaby
- Empty Bottle
- Hylia Shield
- Fish in a Bottle

Saria's Song
Goron's Bracelet
Bomb Bag
Magic Meter
Bombchu
Requiem of Spirit
Adult's Wallet

You should have bought two magic beans and planted them in their rightful places.

You should have collected 10 Golden Skulltula tokens and gotten the Adult's Wallet.

WARNING WARNING WARNING WARNING WARNING WARNING WARNING WARNING WARNING WARNING

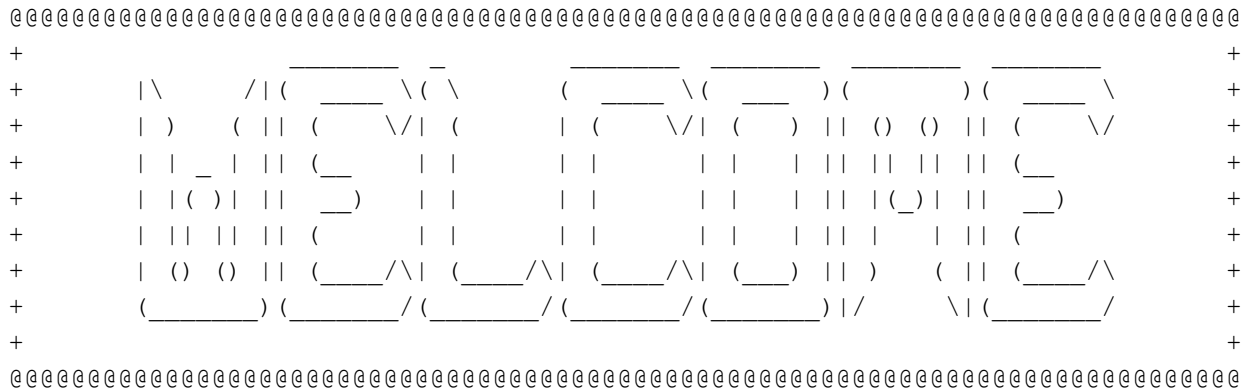
VERY IMPORTANT NOTE: There's one last thing you MUST do. Break each and every Deku Stick in your inventory. Do not collect any more Deku Sticks from now on. I'm serious. No more Deku Sticks, ever. Did all that? Good. Let's go to the Temple of Time.

WARNING WARNING WARNING WARNING WARNING WARNING WARNING WARNING WARNING WARNING

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The Door of Time (0023)

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To the most frustrating glitch in the entire game.

Since this glitch is so tremendous, I decided to make it into an entire section. When you enter the Temple of Time, you'll see the Door of Time at the other end, plain as day. Stand in front of the Door of Time. Sidestep over to the left and look with Up C. See the tiny gap between the wall and the DoT that leads to the Master Sword room? That is our goal.

Walk up to the DoT until you can't anymore. Now go left where the gap is. Turn around and back up into the corner. Align the left side of the guard of the Kokiri Sword on the Icon with the seam on the column. Hold Z and press A. While still holding Z, very slowly pull the controller stick diagonally left and down. Make Link sidestep into the gap. Make sure the Action Icon says 'Attack' and not 'Jump'. If it says 'Attack', press A to do a side roll. Immediately after the side roll, pull the controller stick all the way diagonally left and down to do a sidehop. If done correctly, Link should go through the gap and into an abyss. Quickly press the B button to get back to solid ground. You will now be inside the Door of Time. Your TV screen will be entirely white. Sidehop to the left out of it before it spits you into the abyss.

If you didn't go through the gap:

If you didn't make it through, don't get discouraged. Keep trying and eventually you'll get it right. Make sure you're aligning the sword guard (left side) with the seam on the column.

If you fell into the abyss:

If you fell into the abyss, you jump attacked too early or too late. If you jump attack too early, you'll hit the door and will be thrown downwards or will be spit out into the main room. If you do it too late, you'll miss the door altogether. Try pausing the second you get passed the gap and timing yourself so you make it inside the door. If you keep falling, remember to use the infinite health glitch.

It's all a matter of patience with this glitch. The first time I did it, it took me three hours total. You just have to get the feel for it and time it right. If you need a visual guide, go to www.youtube.com/watch?v=t1wlIAVon-c

If you made it:

If you made it, CELEBRATE!!! Seriously, that is the hardest glitch in Ocarina of Time. Pull out the Master Sword, watch the cutscene, and relax. By the way, how the Hell did Ganondorf glitch past the door?!

When the cutscene ends, you'll be trapped in the Master Sword room. Here are a few fun things you can do.

1. Look at the platform Shiek is on. It has a blue outline.
2. Go to where the Door of Time was. It will appear all of a sudden when you get close enough.
3. Go to where the DoT is and turn around. The Master Sword room will look like it did 7 years ago. Walk forward slowly. It will change back to its "Adult form".

Save, quit, and load your file again to get out of this room.

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The Graveyard (0024)

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Go to the graveyard in Kakariko Village. Pull the headstone with the flowers in front of it and the magic bean plant to the right. It's time to race Dampe. Follow him around the catacombs and he'll give you the Hookshot. Since you don't have the Song of Time, save, quit, and load your file again.

Go back to the graveyard and ride the magic bean plant. Here comes

Glitch 7 - Shadow Temple Early (00G7)

Stand on the crate. Equip the Bombchu to one of the C Buttons. Hold Z and take out a Bombchu. Jump off the crate and in midair, press R and then tap B. This has to be all one swift move. If done correctly, Link should be on the patch of grass on the wall. if you run out of bombchu, you have two options. You can quit the game and load your file again to get your 10 bombchu back. Or, you can play the Requiem of Spirit, go to the Haunted Wasteland, and buy some from the Carpet Merchant for 200 rupees. To reach the merchant, run on the bridge and roll right before it ends. Jump attack in the air and you'll make it. If you're low on cash, go to the Lost Woods and kill a Tar Baby.

Try to get at the tip of the grass without falling off or falling into the abyss. To do this, walk slowly diagonally left and up. Slowly walk along the seam until you're right above the entrance to the cave that has the Shadow Temple. It helps if you use UP C whenever you get close to a corner.

When you're right above the cave that has the entrance to the Shadow Temple, look below you. Align yourself with the staircase so if you were to jump down, you would land on it. Once you align yourself, turn to the left. Sidehop into the staircase. You should now be in an unloaded room with the sky as walls. The Shadow Temple door is gone, so go inside.

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The Shadow Temple (0025)

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Hookshot the target and go through the wall with a face. In the room with the bird/bat statue, go through the third face on the same wall you came out of. In the next room, go through the wall and head left. Go through the wall in between the two pots. Head through the wall at the end of the tunnel and go left again. Watch out for the flying pot and go through the wall with an isolated pot next to it.

In this room, you'll fight a Dead Hand. When you kill it, get the Hover Boots. Party time! Exit the Shadow Temple.

Make your way to the Sacred Forest Meadow. Shiek will teach you the Minuet of Forest (which is pointless, but whatever). Use your hookshot to enter the Forest Temple.

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The Forest Temple (0026)

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When you first walk in, kill the Wolfos and climb the vines. Get on the tree and hop to the other one with the small chest. Get the small key and enter the next room. Kill the Big Skulltula and enter the next room. In this room, you will see the four Poe Sisters appear and go off in different directions. Go in the direction the red Poe Sister went (bottom left). Unlock and open the door. Kill another Big Skulltula and go in the next door.

In this room, avoid the Blue Bubble and climb up the two ladders. Find the green block and push it the way the yellow arrows are pointing. Climb up the ladder and push the red block according to the yellow arrows. Go to where you see an isolated platform with a golden eye above it. Jump to the platform and turn around. Use UP C and look down. See that passageway on the opposite wall? Equip the Hover Boots and roll to the wall. When you fall, push the controller stick forward so you make it in the passageway. Open the door.

In this room, open the first door to your left. Kill the Floormaster and get the small key. Go back to the previous room and jump down. Avoid the Big Deku Baba and kill the Skullwalltulas on the vines. The last one can't be reached, so just avoid it. Enter the door. In this room, kill the Blue Bubble and go through the next door. You will now be on a balcony. Kill the Deku Baba and hookshot the target. Step on the switch. Go into the well and get the small key. Climb up the vines and exit the room. You'll go through the Song of Time block and will be in the main room. Go back to the room with the green and red blocks.

This time, climb the red block and unlock the door where the two Blue Bubbles are. Go down the twisted corridor and into the next room. Avoid or kill the Wallmaster and unlock the door. You will now be in the room with three paintings. One of them has a Poe Sister in it. Go all the way down the staircase and save the game. Make sure you have all three hearts. If not, do the Infinite Health glitch. Then enter the door.

In this room, drop down into the hole and kill the Stalfos. Watch out; these guys drop Deku Nuts. When you defeat them, exit the room. Go back to the main room.

Now go back ALL THE WAY to the Poe Sister Room. Make sure when you get to the bottom of the staircase to save and replenish yourself. Enter the room again. A Stalfos will appear. Kill him and the platform will fall to the ground. Two more Stalfos will come. These guys are tougher because when you defeat one, he'll break up into a bunch of bones, but won't die. You must kill the other

one for them both to die. I recommend waiting for them to jump attack, then stabbing them from behind. After you hit them from behind, do the thrust attack at their front. Make sure to keep your shield up often. When you kill them, open the chest to get the Fairy Bow. Aaallllrrriigghhtt, now you can shoot stuff! Exit the Forest Temple.

In the Lost Woods, go to Goron City using the shortcut.

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The Giant's Knife (0027)

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It's time to get another sword. First, make sure you have 200 rupees. If you don't, go back to the Lost Woods and kill a Tar Baby. If you do have enough cash, go up one floor where a little Goron is rolling around. Here you should see a false wall with two bomb flowers in between. Using the bomb flowers, destroy all the false walls until you reach Medi Goron, a Goron who obviously went to Ye Olde Mac of Donalds too much. Talk to him and buy the Giant's Knife. Head to Kakariko Village.

NOTE: The Giant's Knife won't be used until much later. Don't use your knife right now because it will break after a few hits (like six). Unless you feel like gathering up another 200 rupees and going all the way back to Death Mountain, stick to your Master Sword for now.

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Reverse Bottle Adventure (0028)

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It's almost the end of the game. Surprised, huh? The Reverse Bottle Adventure is a very cool glitch. I won't tell you what it does yet; find out as you read. This is another glitch that's so big, I decided to make it into an entire section. Talk to the chicken lady you helped out 7 years ago. She'll ask you to watch her pocket egg. Accept the egg and wait one day for it to hatch. When it hatches, go in the house under the house with a blue roof. In the house, you'll see two fatas- uh, voluptuous women and Talon. Wake Talon up and talk to him. You'll learn that Ingo has taken over Lon Lon Ranch. Return the chicken to the cucco lady.

She'll give you Cojiro in exchange for the Pocket Cucco. Head to the Lost Woods and find a starving man with no pupils. He's in front of the stump that a Tar Baby used to be on. Wake him up with Cojiro and he'll give you an Odd Mushroom. Go to Goron City via the shortcut, down Death Mountain Trail, and over to the Witch's potion shop in Kakariko Village. You have to do it this way because if you go to the bridge from Kokiri Forest, you'll get the Fairy Ocarina. Getting the Fairy Ocarina is against the rules for the Light Medallion Quest, so just

don't go that way. Anyways, when you give the shroom to the old hag, she'll give you the Odd Potion. Go back to the Lost Woods where the starving man was. He won't be there anymore, so hand over the potion to the Kokiri girl. She'll give you the Poacher's Saw in return.

Play the Requiem of Spirit and return to the desert. Go across the Haunted Wasteland and make it to Gerudo Fortress. Go up to the big, wooden gate and you'll get caught by a guard. Hookshot out of the jail cell and make it to Gerudo Valley. Give the Poacher's Saw to the old carpenter and you'll get the Broken Goron's Sword in return. Dive into the canyon and swim to Lake Hylia.

Get on the magic bean plant and go to the Fishing Pond. Pay him 20 rupees to fish. Holy crap! It's a glitch within a glitch!

Glitch 9 - Steal the Fishing Rod (00G9)

This can be kind of tricky if you don't know what to do. Buy a fishing rod from the pond owner. Walk into the lake slowly until you start to swim. Swim back the way you came and right before you can touch the ground, dive. Tap the B button as soon as you start diving. When Link comes back up from the dive, he'll start to cast the rod. IMMEDIATELY press Start and equip the Hover Boots. If done correctly, Link should cast the rod and will be able to run around. Run to the door and press A to leave. Link will steal the fishing rod!

Now read carefully. Go down to the lake where the water is and swim in it, then get back on land. Now pause the game. Equip your Kokiri Boots for now. Also, put the Broken Goron's Sword on the Right C Button. When you unpauses, you will have a Deku Stick on B. Climb up to where the Lakeside Laboratory is. Empty your Fish in a Bottle and recatch it. Backflip off the ledge and in midair press the button for the fish and then the B button. If done correctly, you should have an Empty Bottle on B. Recatch the fish you drop with B and head to the Temple of Time.

When you enter the Temple of Time, Shiek will turn into Zelda and give you the Light Arrows! Wait, what? See? I told you this is an awesome glitch. Also, if you check your inventory, you will have the Forest, Shadow, and Spirit Medallions. You never really earned them; the medallions can still be collected through normal playthrough. When the cutscene ends, you will probably notice you still don't have your sword on B. Bombs are there instead. To fix this, equip the Giant's knife and unpauses. Now equip the Master Sword. There, all better.

NOTE: If the Master Sword isn't in your inventory to equip, the game ate it. To get it back, save your game. Kill yourself, then select "Dont Save" and "Don't Continue". Select your file again and you should have the Master Sword on B. Alright, time to go to Ganon's Tower. Watch the cutscene when you get there and enter the final dungeon.

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Ganon's Tower (0029)

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Okay, ready to do the six trials? Nah, screw that. Let's do

Glitch 10 - Unloaded Ganon's Castle (0G10)

Enter the Spirit Medallion room. In here should be a bunch of spike traps and Armos statues, along with silver rupees and a Beamos in the center. Take the closest Armos statue (to your right) and pull/push it forward until it's against the wall. Now get on the left side of the statue and push it towards the blue carpet twice. The statue should be on the very tip of the carpet. At an angle, face in between the wall and the statue and perform a jump attack. If done correctly, Link should go through the wall into an unloaded main room.

Pay attention here to avoid getting lost. Get up against the blue door. Walk along the wall towards the green ray of magic. Keep on the wall at all times during this part! Listen carefully at the sounds Link's boots make when he walks. When it sounds like you're walking on carpet, stop. You should now have all the magic beams pointing towards you with the red and purple rays in the top center of the screen. Run forward and don't stop. You will go right to Ganon's Tower.

NOTE: There are going to be many difficult battles from now on. I recommend saving after each one unless you want to come back and do them again some time. I would save after every battle, but it's totally up to you.

Avoid the Fire Keese in this room and head up the stairs. In the next room, fight the Dinalfos to proceed. They shouldn't be too much of a problem. Just keep your shield raised and attack right before they do. In the next room you will face two Stalfos. Watch out with these guys; they're more skilled than their Forest Temple comrades. Beware of their jump attack because it takes away two hearts. Try shooting them with arrows when they're in the air. When you kill them, get the Boss Key and continue.

Next up are two Iron Knuckles. Can you say "pw3ned"? These guys are very tough. Make sure you only get one to come at you at a time. I recommend Z targeting them and throwing bombs. When you run out, untarget them and roll past them. They should bring down their axes and get it stuck in the ground. hit them once and repeat.

Here's an alternative way if you can't beat them for the life of you and just really really suck:

It's time for

Glitch 11 - Power Crouch Stab (0G11)

This is a very easy glitch and can be performed anywhere you can use a sword. Do a jump attack. Now hold R and press B to do a crouch stab. Your crouch stab will have "saved" the power of the last attack you performed. So every stab you do is a jump attack. Kill those Iron Knuckles like they were Deku Scrubs. Make sure the last attack you performed was a jump attack though. If it is anything else, the crouch stab will take on the identity of the new attack.

When both Iron Knuckles are dead, head into the next room by using the Boss Key. Go around the large pillar and enter the large door. Run backwards up the red carpet stairs and get ready for Ganondorf.

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Ganondorf (0030)

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When the cutscene ends, get close to a wall. Ganondorf will make a ball of lightning and hurl it at you. Use your sword (or Empty Bottle if you like) to hit it back at him. Keep doing this until Ganondorf misses hitting it and is electrocuted. Take out your Light Arrows and shoot him. Go over to where he is and slash him until he gets back up.

When you see him forming a huge cloud of black matter, Hold down the B button. When he unleashes the bolts of lightning, let go of the B button. Link will do a spin attack and counter the bolts, sending them directly back to Ganondorf. Shoot him with a Light Arrow and slice him up real nicely.

When you beat Ganondorf, he will cough up blood and make the whole tower start to fall.

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Escaping the Tower (0031)

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This part can be very frustrating if you have to do it more than once. Follow Zelda to the barred passageways out of the tower. Make sure to dodge the

falling rocks along the way. Eventually, you'll come across two Stalfos you must beat. These guys drop Deku Nuts, so approach them with caution. Now if you die, you have two options.

Option 1 - Don't Save and Don't Continue. You'll start from your last saving point and will have to face Ganondorf again.

Option 2 - Don't Save, but do Continue. You'll start at the top of the tower and won't have to fight Ganondorf. Just make sure not to save during any point in the game; if you do you'll get a 1 death count.

When you're almost out of the Tower, a Redead will try to stop you. When you see it, immediately get close enough to perform a jump attack and do so. He'll freeze you in midair; just keep tapping buttons. When you unfreeze, you'll either slice his head open or cancel out his hump attack. Well, that proves it. Jump attacks beat hump attacks. Anyway, kill him and continue your way out of the edifice.

When you make it out of there, head towards the rubble that's left. Ganondorf will pop out and transform.

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Ganon (0032)

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Ganon will knock your Master Sword away for now. Remember that Giant's Knife you purchased? Equip it and enter the fray. Now, there are two ways you can kill Ganon.

Way 1: Roll between Ganon's legs. Z target his tail and hit him.

Way 2: Equip the Light Arrows and shoot Ganon's face. Run around to his tail while he's stunned and attack it. You can also use the hookshot for a less effective stun.

I prefer Way 2 and think it is much better because he has a greater chance of hitting you if you go between his legs, but you do it however you want.

After awhile, your Giant's Knife will break. Consider jump attacking his tail after this happens. When he falls to the ground, go back and get your Master Sword. When you reenter the arena, Ganon will be quicker and smarter than before.

Here's the part most people die on. Ganon turns around much faster and can hit you more often than before. If you die, select "Don't Save" and "Continue" to start from the Tower Escape. Just be careful if going between his legs and never go with your camera at an angle. That just increases his chances of hitting you. Make sure the camera is directly behind Link and you're face to face with Ganon before going between his legs. When Ganon falls again, Zelda will hold him down. Deliver the final blow.

YOU DID IT!!! You beat the Light Medallion Quest! Watch the final cutscenes and enjoy your accomplishments. There are a few treats waiting for you when you

load your file again.

Other Stuff (000T)

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Treats (0033)

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When you load your file again, here are a few things you can do:

1. Beat King Dodongo as an Adult - See which weapons do what. Find out how easy he actually is. Also, the Goron Ruby cutscene is pretty funny.
2. Beat the Temples - Why not see what you can accomplish with three hearts? Think you can take on the bosses without getting a death count? See my Epilogue Quest below for more info.
3. Get the Fairy Ocarina - Go back to Kokiri Forest and exit to Hyrule Field. Since you skipped the cutscene as a child, Saria will give you the Ocarina as an adult.
4. Get Epona - This time, it's much harder. Since you don't have Epona's Song, the only way you can get her is by glitching. Check out Acryte's videos on Youtube to find out how.
<https://www.youtube.com/watch?v=E3988QAN9yw>
<https://www.youtube.com/watch?v=JtH0E3hYnIg>
5. The Bombchu Hover (0G12) - This Glitch will help you out tremendously during the temples. Do the infinite sword glitch and hold Z. Equip the Hover Boots. Back up towards a ledge. Do a backflip, and in midair press the C Button for Bombchu followed by your shield. If done correctly, Link should be hovering in the air. Keep doing this to get across gaps. I recommend putting the Bombchu on the bottom C Button to make it easier.

Well, since we never got the Song of Time, Din's Fire, the Lens of Truth, or the Silver Gauntlets, things are going to be a little trickier in the temples. So dust off your copy of Ocarina of Time, and get ready for more glitching!

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Rules on How to Play (MUST READ!) (000+)

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Alright, the Epilogue Quest is a little more lenient than the LMQ. Here's the rule list on what you can and can't do for this quest.

1. You still may not collect any heart pieces or heart containers. You are to finish every temple with your original three hearts.
2. You may not have a death count over 0. Remember to save often, especially after pulling off a hard glitch or beating a difficult enemy/boss/room.

3. You may do the first three temples in any order (although it's recommended you follow the guide). Once you've beateh the first three temples, you may also do the Shadow and Spirit temples in any order.
4. Once again, no Gamesharks, Action Replays, debug ROMs, or other hacking devices may be used.
5. You may obtain almost every item, along with a few exceptions. I'm not urging you to collect every item you can; if you want to collect it, fine. If you don't want to collect it, fine. There are really only a few items we actually need to collect. Here's a list of the items you may NOT collect:

Biggoron's Sword - C'mon, that would make it WAY too easy.

The 1/2 damage upgrade - You know, the white outline around your hearts? Yeah, you can't get that. It defeats the purpose of having only 3 hearts because it's the same as having six regular hearts.

Deku Sticks - In case you ever want to RBA in the future, avoid getting these. You can't use them anyway, so what's the point of picking them up?

Anything else you may obtain. Nayru's Love, the Stone of Agony, the Ice Arrows, I don't care. I'll never instruct you to get most of these items in the guide though, so you'll have to do so on your own time.

WALKTHROUGH (0WT2)

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The Forest Temple (000A)

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Head to the Sacred Meadow to enter the Forest Temple. You can use the Bomb Hover glitch to climb on the walls of the maze for a quick shortcut. Get passed the Moblins and enter the temple.

We've been here before and have gotten the Fairy Bow, so all that's left to do is kill (if you can call it that) the four Poe sisters and fight Phantom Ganon. Get passed the Wolfos and the Big Skulltula and enter the main room. From here, take a left and you'll eventuall come to a room with the big, green and red blocks you had to push earlier. Climb to the top of the room and shoot the silver eye. Head through the now straight corridor and get the Boss Key. Go back to the previous room and shoot the eye again. Now head through the curvy corridor and enter the door. Shoot the picture of Joelle three times and kill her. Pick up the small key and continue through the door. Collect any hearts in this room and head into the next to face Beth. Finish her off like you did with Joelle and collect the Compass if you want. Go upstairs and unlock the door. Jump across to the platform with the doorway and the corridor containing the Green Bubbles. Unlock the door and shoot the iced golden eye to fix the

corridor. If you don't have a key to open the door, open up your Map Subscreen and check to see if there are any chests you didn't open that would contain a small key. Anyway, go back through the corridor and drop into the hole. You'll now be in a room with a checkered floor. Make it to the other side of the room and do the Amy puzzle. Kill her and enter the now unbarred door. Head into the main room to see a purple bug making noise. I know it's Meg, but doesn't she look like that when she's halfway in the floor? That's what I thought she was the first time I ever saw her. Sneak up on her without activating the fight and you'll see what I mean. Freakin' thing has five red eyes. Anyway, take her out and head down the elevator. You know the deal here. Step on the switches to open the gates and eventually unlock the path to the boss door. Enter it and face Phantom Ganon.

When the battle starts, Phantom Ganon will jump into a painting and ride away. He'll then turn around and come towards you, but there will be two paintings in which this will happen. Face the painting you think he'll come out of; your first guess is usually the right one. If you're wrong, you might want to get away from the center of the room, as that's where he'll launch an electricity attack. Move to the edge of the room to avoid it. Shoot him when he's coming out of the painting. Eventually he'll lose his horse. Fight him the same way as Ganondorf and finish him off. Step into the light and watch the cutscene. You got the Forest Medallion! Again!... Now make your way to Goron City.

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Goron City (000B)

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The neighbors have been calling the police due to a noise complaint. Find the little Goron rolling around and shut him up with an explosive. The little stinkball will retaliate with crying really loud, so ask him some questions to suppress his feelings. You'll earn Citizen of the Month as well as the way to the Fire Temple. Enter Death Mountain Crater and Sheik will teach you another pointless warp song. Enter the Fire Temple.

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The Fire Temple (000C)

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Equipping the Hover Boots for most of this temple isn't a bad idea since a lot of it requires jumping over gaps you could easily just roll over. Anyway, enter the room to your left to meet up with King Darunia. Free the first Goron and get the small key. Go back to the previous room and enter the room opposite from you. Run across the bridge all the way to the locked door. Turn right and follow the perimeter of the room until you come to a patch of brick wall. Bomb it and open the revealed door. Free the Goron and collect the small key. Go back into the bridge room and head to the opposite side of the room. You should

see a door with a Song of Time block above it. Enter the door and free the Goron. Head back and this time open the locked door. Climb up the fence in this room and push the block into the column of fire. Ride it up to the next door. Enter it and push the block onto the face on the floor. Hit the switch and climb up the fence. You will now be in a maze room. Keep running right along the perimeter until you find a door. Free the Goron in this room and get another small key. Head back out and continue running right to find a locked door. Open it up and shoot the silver eye if you want to get a Dungeon Map. Head back out and continue once more along the perimeter until you find a switch to free a Goron. Free him and get the small key. Head back to the room with the silver eye and unlock the door. Run away from the fire and get to the recovery heart. Jump up the steps and enter the door to be on top of the maze. Bomb the false part of the floor, but don't go down yet. Step on the switch near you and get the small key from the freed Goron cage. Now go down the hole and free the other Goron to get another small key. Climb the fence back up and go back to the room with the firewall. This time, enter the locked door on the ledge. You'll need to take off your hover boots and do a regular jump to make it to the ledge. Head through the corridor and into the next room. Here you'll see a lot of fire traps and the column you're supposed to hit for the room where Darunia was. If you want the Compass, head to the right and enter the door. Now equip your Hover Boots and climb on top of the aforementioned column. Run to the ledge with the locked door and the rusty switch.

Now, here's the deal. Normally, you would go to your left, unlock the door, run out to the other side, and step on the switch to enter the Flare Dancer's room. Well, you can't do that here since you don't have the Song of Time and you'll end up screwing yourself over because you'll be one key short from getting the Boss Key. You know where that last key that you'll need is? In the room blocked by the Song of Time block back at the bridge room. Yeah. So follow these directions and you'll make it through the rest of the temple safe and sound.

Get right up against the barred door to activate Navi. Do the infinite sword glitch off of her (it doesn't matter if you stab the barred door while crouch stabbing) and face the right side of the room. Now press Up C and face about where the flames keep coming out of the totem pole thing. Turn 180 degrees around and bombchu hover. Refer to the Bombchu Hover glitch section if you're unsure how. Now, if you don't have any Bombchu, teleport to the Haunted Wasteland and buy some, then teleport back (I guess the Bolero of Fire wasn't so useless after all). If you have a few Bombchu to use, keep doing the glitch until you either run out or use 30 Bombchu (whichever comes first). Hopefully, you'll make it to the fire spewing totem pole thing. Step on the switch to deactivate the firewall and bomb the false door to find the door that leads to the Flare Dancer.

Really, your best friends here are the Hookshot and the jump attack. When you beat the Flare Dancer, ride the block up and enter the next room. Activate the switch and climb up the fence. In the next room there will be a switch. Step on it and race to the top of the spiral staircase to obtain the Megaton Hammer. Yeah, now you can "smash and break junk". Go back down and hit the block with a face on it. Head down into the hole and smash the blocks blocking the door. Enter the next room and smash the little column with the face on it. Pick up a crate and put it on the switch to enter the door. Fall down the hole and you'll be back in the room where you had to bombchu hover. Hit the column with the face on it to make it fall to the room where Darunia is. Fall into that room and head to the first room in the temple. You should see smashable blocks on the right side of the staircase. This is the door that would've screwed you over big time if you hadn't bombchu hovered. Unlock it and kill all the Torch Slugs and Keese inside. Watch out for the spinning floor panels and the Like Like in the next room. There's a door to your left that

leads to another Flare Dancer. Beat him and get the bombs if you want; then go into the next room to get the Boss Key. Go back to the room where Darunia was and get ready for Volvagia. I suggest catching a fairy in this room (the jars to the right of the boss door) before taking on the dragon.

Ah, good ol' Volvagia. This fight wasn't too hard before, right? Yeah, that's because you had about 10+ hearts at the time. With three hearts, this guy will take you out in one hit. Seriously, there's no room for mistakes here (well, unless you took my advice and caught a fairy beforehand). You know the drill with this boss. When he's flying around dodge his fire and falling rocks; when he emerges from a hole hit him with the Megaton Hammer and slash him with your sword. I suggest running in circles when he follows you to avoid the fire attack and run away from his general location when the rocks are falling (they tend to fall where he's flying). I recommend using jump attacks on him since he's pretty strong. After smashing him in the nose, back up a little bit to unsheath your sword without accidentally attacking him. When he falls, jump attack. After doing this about 5 times, he'll finally be taken down. I think Volvagia has one of the coolest death scenes in the game, don't you? Enter the portal of light and watch the cutscene. When it's done, head to Zora's Domain.

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Zora's Domain (000D)

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Zora's Domain. The place we totally skipped in the Light Medallion Quest. Well, here we are now. Run up to King Zora to find out he never moved to let anyone into Zora's Fountain. Well, we can fix that, can't we? Stand on the platform where you normally speak to King Zora and press Up C. Now look to your right until you see a rectangular column (it's the same color as the walls and floor). See that dark corner between the King's "throne" and the column? Get in that corner and run in place while jump attacking. Eventually, you'll go through the wall. Now you should see that the ice continues a little further and then it's an abyss. Jump into the abyss and keep your controller stick forward. You'll land in invisible water and start to float upwards. Aim for the pathway above you and when you emerge, you'll be at the area behind King Zora. Enter Zora's Fountain and make your way to the Ice Cavern.

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The Ice Cavern (000E)

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Once you enter, follow the tunnel until you get to four Freezards. Kill them (one is invisible) to open the gate. Continue through this tunnel to come to a room with a giant ice scythe. Collect the silver rupees and climb up the steps to go through the next tunnel. You'll eventually come to a room with ice pillars. Kill the three Ice Keese here as they will sneak up on you. Collect some Blue Fire and get the Dungeon Map if you want. Make sure you have Blue

Fire and go back to the room with the ice scythe. Back at this room you should see a part of the wall made of red ice to your left. Defrost it to have easier access to Blue Fire, as well as a Compass. Back at the ice scythe room you'll see another red ice wall across from you. Defrost it and head through the tunnel that will take you to a room with silver rupees and an ice block. Solve the ice block puzzle to collect all the rupees to unbar the door. Make sure that before you leave the room you collect some Blue Fire. Go through the newly opened tunnel and use that fire on the red ice. Open the door for a battle with a White Wolfos.

Okay, this guy can get pretty tough, so be prepared. He takes a whopping 2 hits to the tail before he dies. When you finally beat him (hang in there!) you'll get the Iron Boots, and Sheik will teach you the Serenade of Water. Hey, you can use this one! Sink into the hole and exit the room. Get one more bottle of Blue Fire and warp to Death Mountain Crater.

Exit the crater and run down Death Mountain to Kakariko Village. Exit the village and enter Zora's River. Reenter Zora's Domain and unfreeze King Zora. That was a pain, wasn't it? The reason I made you do all that is because there's no (easy) way to get back to the other side of King Bubba. Talk to him to get the Zora Tunic. Now warp to Lake Hylia and enter the Water Temple.

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The Water Temple (000F)

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Sink to the bottom of the main room and go through the tunnel with two beacons. You'll find Princess Ruto, who will tell you to follow her. Do so, and play Zelda's Lullaby to lower the water. Go in the door ahead for a Dungeon Map if you want. Now, here's the tricky part. Walk over to the hole you came out of and stand next to the right corner of it. Press Up C and look down. See that ledge down there with the bombable wall? That's we're we need to sidehop to. Now, stand so that the line between the first two squares from the hole (not the column) on the wall is between Link's legs.

Press Up C and face the Triforce symbol. Make it so that the left side of the first heart of your heart meter is touching the left side of the Triforce plaque (not the Triforce itself, the frame of the rectangular plaque). Press and hold Z and do a sidehop. Before you reach the ledge you're supposed to get to, do a jump attack. If done correctly, Link should now be on the ledge.

If for whatever reason, you didn't make it, play the Serenade of Water and reenter the temple. Equip the Hover Boots and run to the right where the Blue Tektite is and roll to the center of the ledge with the Triforce plaque. Make sure you only roll once and that you aim for the center or a little left of the center, or else you'll repeatedly climb up and fall off. Play Zelda's Lullaby to raise the water and try again.

Once you make it, bomb the wall and get the small key. Jump down and open the door by lighting the torches. Kill all the enemies inside and get another small key. Exit the room and go through the tunnel. Make a right towards the small pool of water and the Spikes when it ends. Jump into the tunnel filled with water. When you're back on land, make sure you have at least 11 Bombchu. If you

don't, you know what to do. If you do, pull the infinite sword glitch off a bomb and back up to the ledge in front of you. Bombchu hover to the other side of the room and open the door. Swim to the other side of the room and enter the next door. Kill all the Stingers here and bomb the walls to reveal the block. Push it onto the switch and head up the stairs. Step on the switch in the next room and run across the water pillars. In the next room, go right and sink into the tunnel. Watch out for the shell blade and float back up to the door. Go through and get the Boss Key. Play the Serenade of Water to get back to the main room of the temple. From the entrance, make a right and go in the tunnel to pull the block. Fall down to the second story and shoot the golden eye to open the gate. Run across with the Hover Boots and push the block to get the small key to the right. Jump down to the bottom floor and look for a red platform. Push the block into the hole and sink down.

When you reach the door, enter it and you'll see a giant dragon statue. Sink down onto the dragon's body and hit the switch with your Hookshot. Hookshot the bullseye and get passed the gate. Get the small key and play the Serenade of Water again to make it back to the entrance. Head left and raise the water level. Once the water is raised, open the locked door that's nearest to you. If you go back onto the third story, it's to your left. In the next room you should see a waterfall with platforms slowly going down that have bullseye targets on them. Use your hookshot to make it to the top. In the next room, use the Hover Boots to run from ledge to ledge until you reach the last dragon (dog?) head. Climb on top of it and hookshot the switch. Kill the Tektites and hookshot the Like Like. Get ready to face Dark Link.

Equip the Empty Bottle and Fish to the C buttons as a precaution. If you have the Giant's Knife, use it now. If you don't have the Giant's Knife, you should have the broken version of it. Use that, since Dark link doesn't really know how to defend against it. You'll have to trick him into lowering his guard; I recommend rolling and thrusting or jump attacks. You may also want to try to use the Megaton Hammer to get a hit or two in. I was able to get him once with the Megaton Hammer and once with a jump attack using the Broken Giant's Knife to kill him. When he's dead, go through the door you didn't come through and get the Longshot. Make it back to the main room and longshot over to the whatever the Hell that thing is. Catch a fairy in one of the bottles by the door and go through. Run up the slope (I recommend backwards running) and open the boss door for Morpha.

After the cutscene, jump onto the ledge that makes the outside of the room. Longshot Morpha's nucleus and keep longshooting it until you get it in the corner. Block his way so he's trapped and keep slashing him with your sword. You'll have him down in absolutely no time. Enter the portal of light and watch the cutscene. Alright, three medallions down, two to go! Head to Kakariko Village.

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Kakariko Village (000G)

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Watch the cutscene and learn the Nocturne of Shadow. You'd think that you now have an easier time getting into the Shadow Temple, but it doesn't do diddly-squat because you still need Din's Fire. I tried lighting all the torches at

the entrance with the Fire Arrows, but it doesn't work. You can get through about half of them before the other half starts to unlight. So, it's back to the Shadow Temple Early glitch. Scroll up to the Light Medallion Quest if you don't remember how to do it.

Actually, before entering the temple, you might want to visit the shooting gallery and win yourself a larger quiver. I was surprised by how long the Bongo Bongo fight is, but since I had my 40 arrows it made it a bit easier. If you prefer scurrying around trying to pick up arrows while Bongo Bongo is smashing his hands all over the place though, go ahead and skip it.

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The Shadow Temple (000H)

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Once you enter the Shadow Temple, save. Go back to the path that's leading to the hover boots, only this time go into another wall for the Dungeon Map. If you are having trouble finding it, press up against a wall and roll. While in the rolling animation, repeatedly tap Up C to go into first person view. You will now be able to see through the wall you pressed up against. Get the dungeon map and head for the weird bat statue. Turn it counterclockwise twice. The gate will be open on the other side of the abyss. Equip your hover boots and run across. Head down the slope and avoid the Beamos. Head to the door on your right and kill the Gibdos. Get the Compass and go back to the room with the Beamos.

This time, head left and collect the silver rupees. Get the small key after the gate opens. Now go back to the Beamos room again and bomb the wall in the center of the two doors to reveal a locked door. Use your small key and enter. Kill the Big Skulltulas as you head down the corridors and watch out for the guillotines. Make your way to the Stalfos and either kill him or avoid him. Head right to the block that keeps rising and falling on the chains. Jump to where the silver rupees are and collect them. The final silver rupee is inside the Beamos; just touch him to receive it. Enter the gate that's now unlocked.

You will now be in the room with the "stone umbrella" and the "rain of blades". Stand on the picture of the smiling ghoul and face the falling spikes. Now turn to your right. Press up against the wall and the Action Icon should say Grab. Pull out a block from the wall and use it to avoid getting crushed by the "rain of blades". Push your "stone umbrella" all the way to the end of the pathway. Climb up, and step on the switch to your right. Open the chest that just appeared for a small key. Head back to the room with the rising and falling block.

Here, you'll see a small path behind the Beamos and a single guillotine. Beyond that guillotine is an abyss with a door at the end. Now, there are invisible blocks located above the abyss. Try to figure out where they are and make your way to the locked door. Use your small key and head inside. This room is a pain in the crapper without the Lens of Truth. Kill the Redeads and collect every silver rupee you can. You should now have two silver rupees left: one in the top left corner and another near it. There is an invisible bullseye target above the locked door. Take out your longshot and enter first person aim. Position your red dot sight right above the center of the locked door. From there, move your red dot sight straight up until you see the ceiling. At the

third brick from the crevice that connects the wall to the ceiling, use your longshot. You should now be on the platform with the locked door. Hover across the gap to collect the final two silver rupees. Enter the now unbarred door.

In this room kill the keese and throw a bomb into the skull urn to earn the small key. Go back to the room with the Redeads and unlock the door. Equip your iron boots and make your way passed the fans. When you reach the long walkway with an abyss on either side, stand parallel to the last fan and equip your hover boots. It will transport you inside an invisible wall and to a door. Kill the Gibdos here and bomb the clump of dirt next to one of the columns. On the side of the wall that the spike trap touches is a hidden chest. Open it up for a small key. Now you can open the locked door.

In this room you need to move the block to the ladder. Climb the ladder, board the ferry, and play Zelda's Lullaby. Fight the Stalfos until the ferry docks and abandon ship. Take out your bow and shoot the bomb flowers to make a bridge. Enter the door on your right to find an invisible maze. This is pretty self-explanatory; just learn where the walls are through trial and error. Find the room containing a Redead, Boss Key, and two wooden, spiked walls closing in on you. Press up against the wall on your right (it will cause damage) and let the Redead freeze you to warp to the Boss Key. Now open it before the walls close completely. When the walls do close, you will "be crushed" and start out in front of the door. Exit the room and refill your health. Back in the maze room, find the door that leads to the room with the bloodied whipping post and the invisible Floor Master. Z target him and slice him up until he turns into three invisible, small Floor Masters. Use your spin attack to finish them off. Collect the small key and return to the room where you shot the bomb flowers to create a makeshift bridge. Go across that makeshift bridge and head through the door. Here is the room with the boss door. The only obstacle in your way is an abyss. There are invisible blocks to help you, but they aren't as linear as you may think. Copy and paste the URL to see where the invisible blocks are. The picture taken is not from my game; it is from Blaise9 off of Youtube.

<http://i49.tinypic.com/35ddmdg.jpg>

Make your way to the door and get ready for Bongo Bongo.

Once the battle starts, equip your bow. While Z targeting, shoot Bongo Bongo's hands. When you see both hands coming toward you and hear a weird swooshing sound, equip your longshot and aim between those hands where you think Bongo Bongo's eye is and shoot. The boss should now be stunned, allowing you to get in a few good stabs. Be aware that Bongo Bongo has two moves that can kill you in one hit. He can pick you up and shake you around or hit you with his eye. Grabbing you and shaking you only deals 2 hearts of damage, but if you land in the acid you probably won't make it back to the bongo alive. This boss battle is pretty fast paced, so be on your toes. I had to keep swapping in the fish and the empty bottle with only fractions of a second to refill my health. Just repeat the fighting pattern and you should bring him down eventually. If you die in this fight, you can always take a shortcut back by entering the room on the left where the Beamos is. There is an invisible hole there that leads to the ferry. Once you beat him, enter the light. You won't get a cutscene of obtaining the Shadow Medallion; I guess the RBA glitch actually made the game think you received it even though you never beat Bongo Bongo. Well, at least it's another temple and boss down. On to the Spirit Temple.

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The Spirit Temple (000I)

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Warp to Desert Colossus and enter the Spirit Temple. This should be a fun run; the Spirit Temple is my favorite temple in the game. Head up the staircase and turn right. Stand on top of the railing next to the cobra statue. What you need to do is jump on top of the cobra's head. You need to stand close enough so Link can jump off the railing and reach the top of the statue, but don't stand too close or else the snake's skin flap will get in the way. To do an effective jump, hold Z while leaping off the ledge. As soon as you see Link in the air, press start and equip your hover boots. Link will make it to the top of the statue, but will quickly slide off. Use your boots to make a firm perch on the cobra. Jump attacking to give you that extra boost may also help you get up. Now, you see the giant silver block? Quickly hover over there and squeeze into the corner where the top right edge of the block meets the wall. If done correctly, Link should latch onto the top of the block and pull himself up. Once you're on top of the block, head over to where the Beamos is.

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Alternative Route

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If you don't like/can't do the above method, you can warp to Kakariko Village and run to Ganon's Castle. There, do the Shadow Trial and you'll receive the Golden Gauntlets. Then warp back to the Spirit Temple and push the block.

Head through the left door if you want to get the Compass. After that, head through the right door and collect all the silver rupees. Go into the next room and obtain a small key. Run back to the Beamos room and unlock the door. In this room, kill the Like Like and scale the wall. Deafeat the invisible Floor Master (just like you did in the Shadow Temple) and turn the mirror until it faces the third sun. Enter the next room.

You will now be in the room with the Cleopatra statue. Hover or jump onto her left hand and play Zelda's Lullaby. Get the treasure chest on her other hand for a small key. Get the dungeon map if you want and head over to the Armos statue. Push it onto the block and enter the room that's now unlocked. Shoot all the torches with your fire arrows and get the small key. Move the sun block to the sunlight and head through the next door.

Use your small key and prepare for an Iron Knuckle fight. Take him down like you did in Ganon's Tower and you should be alright. After the battle go through the door and obtain the Silver Gauntlets! Travel back to the room with the Cleopatra statue and longshot yourself up to where the real Armos enemy is. Climb to the top of the staircase and hover over to where the rusty switch is. It will unbar the door on the bottom floor. Enter it and create a shortcut back to the main room. Head back to the Cleopatra room again and this time unlock the door at the top of the staircase with a small key. Kill all the enemies and go through the next door. Make an Armos step on the switch here so you can go into the next room. Here you'll fight another Iron Knuckle. Good luck. When you defeat it open the door which leads outside for the Mirror Sheild!

Return to the room with the four Armos enemies and shine some light on the sun. Go into the room for a small key which can be used in the Anubis room. Now you should be in a room with rotating walls. Scale them or just use the longshot. Play Zelda's Lullaby in the next room to unbar the door. Grab the Boss Key and head back to the previous room. Go in the other door and hit the diamond switch. Turn the cobra mirrors to reflect on the large one with the chains below it. Light the sun and the platform will lower. Disintegrate Cleopatra's face and open the boss door.

Watch the cutscene and fight Nabooru/Iron Knuckle. I suggest you save if you haven't in awhile. After you beat her, watch the cutscene and move into the next room. Get ready to fight Koume and Kotake.

You remember how to do this, right? Without Z targeting, aim your shield at either Koume or Kotake (depending on which one is about to shoot the beam) and then aim said beam at the other one. After a few rounds of this, they will combine to form Twinrova. Now you need to charge up your shield by either absorbing three ice attacks or three fire attacks in a row. Shoot it back at her and slice her up. After a few rounds of that, Twinrova will be taken down. This is a pretty sexy fight, eh? The whole thing is ridiculously easy; it almost seems like Nintendo just had this for some fan service... Anyway, head into the portal when you're done. Once again, no medallion cutscene, but it don't mattah. Warp to Kakariko Village and go to Ganon's Castle.

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The Six Trials (000J)

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Let's do the Forest Trial first, okay? Enter the room and equip your hover boots. Collect the silver rupees that you can and then step on the switch to make a bullseye column appear. Collect the final silver rupee and enter the next room. Shoot the barrier with a light arrow and go to the Water Trial.

Kill the Freezards and collect blue fire. Unfreeze the red ice and collect more blue fire. Enter the next room and run to the ice block farthest from you. Push it into the hole in the center of the floor. Now move the other ice block so that it moves into the crevice that leads to the red ice. Melt the ice and hit the rusty switch. Move into the next room. Shoot the water barrier to return to the main room.

Enter the Shadow Trial. Longshot the small chest and shoot the torch with a fire arrow. Equip your hover boots and run across the platforms. Kill the Like Like and restock on magic and arrows. Hover over to the icy platform and step on the switch. Longshot back to the large chest to get --- the Golden Gauntlets! Follow the path of hearts to make it to the door across the abyss. You know what to do in this room. After shooting the barrier, head to the Fire Trial.

This trial is really easy. Just collect all the silver rupees. If you wear the hover boots, the large platform won't sink. Once you have them all, head into the next room and shoot the fire barrier.

Lift the column that's blocking the Light Trial and enter. Kill the three invisible enemies in this room and collect the small key from the chest that appears. In the next room, play Zelda's Lullaby for a small key. Unlock the door and run around the cross collecting silver rupees. Longshot the bullseye on the ceiling for last silver rupee and open the next door. Kill the Wall Master here and run through the false wall. Shoot the light barrier to return to the main room.

Last but not least is the Spirit Trial. Collect the silver rupees in the first room. In the next room, kill the torch slugs and spin attack the diamond switch to receive 20 bombchu. Use them to hit the switch on the far side of the room. Run over to the next area through the doorway. Take out a fire arrow and shoot the spider web on the ceiling. Use your mirror shield to shine light on the sun to the right of the doorway. Enter the next room and shoot the spirit barrier.

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Aftermath (000K)

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With the final barrier broken, the seal will disappear. Congratulations! You've beaten the Epilogue Quest! What can you do now? Well, you can take another shot at Ganondorf, or you can work on getting any items or completing any sidequests for Adult Link. Here's an important note: since you've beaten the Epilogue Quest, you may obtain any previously banned items. I wanted to give you a challenge by beating all the adult bosses and temples without them, and you have. So, go claim your rewards!

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Copyright Information (0035)

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