

# The Legend of Zelda: Twilight Princess Game Guide

by Brokaliv

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T H E L E G E N D O F Z E L D A

T W I L I G H T P R I N C E S S

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Version 1.0A

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Thank you for your support.

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This guide is based off of the GameCube version of the game and may be different from the Wii version in some ways. I do not own the Wii version, therefore if something is different than I can not really help you on it. From what I hear the major difference between the Wii and GameCube versions are that all directions are flip-flopped. So if I tell you to head east on the GameCube version than you have to go west on the Wii version.

Due to the FAQ being really long, it is best to use the CTRL+F feature to search the Table of Contents to get to the section you want faster.

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## 1. Controls

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Analog Stick - Walk  
                  Run  
                  Swim  
                  Jump

Control Pad - View Items Screen  
                  View Map Screen

Start Button - View Collection Screen  
                  Press Twice to skip cut scene

A Button - Talk  
                  Check  
                  Open  
                  Pick Up  
                  Throw





(A Yellow and Blue rupee). Now equip your fishing rod and head over to the cat that Jaggie showed you earlier. With the fishing rod out the cat will be interested and start to meow. Take this time to fish and catch one to get the cat to start a cut scene as it heads back for the shop.

Now chase after it and go inside the shop to get milk in a bottle. Now since you collected the 30 rupees that you were told to, buy the slingshot and leave the store. If you still don't have enough rupees head south from the fishing spot to climb the ladder and crates to get on the mayor's roof. From here climb the ladder to get a yellow rupee as well as blow the hawk grass. Use the hawk to grab the chicken below and jump off the roof to the patch of land with the other yellow rupee. Lift the rocks for a blue and green one as well.

Now go talk to the mayor by the ranch entrance as a goat comes running down the path. Move the to the left or right to get in front of the goat, then hold A until the goat is flipped. Now head back to the fallen beehive and drink the milk you received. Use the empty bottle on the beehive and head back to your house.

\*Note that if you still haven't knocked out the beehive yet you can shoot it with the slingshot, but this method will make the bees chase you.

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Link's House
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When you enter the next area Rusl will tell you that he left a gift in your room for you. Head over to the group of kids and talk to them with the slingshot equipped to show them you bought it. They will set up a course for you to shoot at. Hit all the targets and then they ask what Rusl brought you. Head over to your house and shoot the Walltula off the ladder to climb it. Go inside the house to find a chest in the middle of the floor containing the Wooden Sword. (I think the first and only time this was used was in the original NES version of The Legend of Zelda)

Head back outside and show the group of kids the new sword you have, then teach them how to fight with swords as you can not continue until you say yes. During this opportunity you learn how to attack with the sword.

- (Horizontal) Slice, simply press the B Button.
- (Vertical) Slice, Hold L Trigger and press the B Button.\*
- Stab, Hold L Trigger, tilt the analog stick forward and press the B Button.
- Spin Attack, Hold the B Button and release after a second.
- Jump Attack, Hold L Trigger and press the A Button.

\*You don't actually have to do this one in the tutorial.

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Ordon Woods
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Right when you finish a monkey will appear as Talo runs after it followed by the group of kids. Head over to Colin and talk to him to learn that they ran in to the woods, get on Epona and chase after them. You will find that Beth couldn't keep up with the other two and didn't get to far. Head north to find little Malo as he says they went over the bridge. Head across to the new area.

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Faron Woods
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Head north and jump the low gate then turn to the right to enter a tunnel and shortly after you will come to a fork in the road with a sign in it. Head to the right as the sign says and talk to the man named Coro by the fire to get a Lantern. Now empty your jar and buy lantern oil off of him for 20 rupees, as you will need it soon.

Now head back to the west and go north on foot as the horse can not fit in to the cave. Kill the Deku Baba and then head inside. Just before entering the next area you will find Talo's wooden sword.

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Dark Tunnel
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Light the torch ahead and put away your lantern to save fuel. Head forward and kill the Keese that comes after you. Light the second torch and move on to kill the Deku Baba that pops up. Head along the path and use the lantern on the spiderweb...how did Talo get through? Kill the rat, light the torch and then shoot the pots in the webs with your slingshot to break them. Now head west down the path and kill off the Deku Baba and Keese in the tunnel to reach the treasure chest containing 10 rupees.

Head north and light the spiderweb on fire to continue out of the cave.

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Faron Woods back area
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Head north killing off the Deku Babas, Bokoblins, and Keese that get in your way. You will want to make it to the north east corner with the red circle on it and enter the cave guarded by Keese.

Inside the cave kill the two Keese and the Bokoblin and open the chest for a Small Key. Now light the two torches on both sides of the chest to make a second chest appear which has a Piece of Heart inside. (Instead of 4 pieces like all the other games, you now need 5!) exit the cave and fight your way to the south west corner.

Kill the two Bokoblins guarding the gate and read the sign. Another person is selling oil as well, head through the gate and kill the next Bokoblin to move in to the next area.

Kill the two Bokoblins talking and press on towards the red dot on the map. You will then come up on a bird named Trill who has a shop selling red potion and lantern oil. your lantern should be near empty by now but you should have the bottle filled with oil. You can either fill the lantern and leave the bottle with oil or use the bottle of oil to fill the bottle with potion.

\*Note that if you take something from the shop and don't pay him, or even under pay him altogether he will attack you the next time you come to visit him. He will only attack when you re-enter his fence.

Head north and you will pass a large root on the left, turn left to kill the Deku Babas and open the treasure chest for a Yellow Rupee. Now head north to start a cut scene and race up the path to kill off the Bokoblins. Now attack



Vermin and smash the skull. Back out and drop in the water to kill a third Twilit Vermin, then continue east to open another crawlspace with a Twilit Vermin inside.

Go in and turn on your senses to find two dig spots, they sparkle when your senses are activated. Now head out of this crawlspace and go south to pull on a chain that raises the water level back up. Head north and swim across the spikes. Kill the Twilit Vermin and get on the edge to find another spirit talking about the Twilit Vermin.

Head west and pull the first chain to kill a Twilit Vermin and switch on your senses to see where to dig. Head further west to see a spirit and then pull the chain on the opposite end to lower the water again. Now head north to open another area and dig in the tunnel and smash the crate. Head east down the main path.

Watch the cut scene and Midna will tell you that you will have to help yourself for a second. Drop in to the water and turn to the right to find a hole you can enter and crawl in to a room. Smash the skulls, dig in the two spots, and listen to the spirit before heading around the corner to meet back up with Midna.

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Castle Tower
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You can kill the two Twilit Vermin playing in the water, just wait till they come out so you can properly attack them. Then head up the stairs and perform a running dash off the ledge to try to make it to the other side, but it will collapse. Head back up the way you came and stop on the ledge. Now talk to Midna and she will help you by having you target her and jump quickly across as the rest of the steps collapse.

Continue up the stairs and Midna will help you again to get on a tall piece of stone. Soon you will see a rope that you can carefully cross for a few skulls and kill a Twilit Vermin. Cross back over and head up to the top of the section. Now cross another rope and let Midna help you climb again.

You will now be at the top, as three Twilit Keese come to attack. Kill them off and smash all the crates. Head over to the north west corner and Midna asks if you know where you are yet. Now lock on to her and make a few jumps to get to the door and head outside.

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Castle Walls
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Now head north and check on the spirit up here, he mentions that this place you are at is Hyrule Castle. Push the crate to your right towards the construction and climb on top to get to the other side and fight a Twilit Kargarok.

Continue north to fight another Twilit Kargarok as you reach the end of this path Midna will tell you that it is very close. Use her to quick jump to three spots and you will end up on the roof. Now head down the right side to break some crates and then kill off the three Twilit Kargarok's to safely make it across the spine of the roof to get in to the towers window.

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Castle Tower
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Now move north west and use Midna again to get past a lot of enemies on the branches and roots. Continue to use Midna to jump past three Twilit Baba's and past a swinging log. Then make it across another large series of jumps to safely make it to land.

#13 Chase after the moving dark spots and dig the parasites up out of the ground to attack them.

#14 Same place as #13.

Head through the entrance to the next area heading for the forest temple. You once again are trapped in a pen with three Twilit Messengers so dispose of them all again with the power Midna gave you. Head north past the shop and up to the Forest Temple.

#15 Kill the parasite teasing the monkey spirit.

#16 Same place as #15.

Once you kill off the last one watch the cut scene and then collect the tears to start another cut scene. From this scene it mentions "The green tunic that is your garb once belonged to the ancient hero chosen by the gods...His power is yours. His is the true power that slept within you. Your name is Link." This can be a clue as to where this game takes place in the timeline of all the zelda games...as well as how each Link comes to be. But that is just a theory of course.

Now head north through the tunnel and talk to Coro to get the Small Key for the gate. Buy the bottle of oil from him for 100 rupees but DO NOT REFILL THE LANTERN RIGHT NOW! Head through the dark tunnel and come out the other side to see that the purple fog. Heading over to the edge of the fog a cut scene will start and the female monkey will steal your Lantern.

Follow her through the fog and kill off the enemies as they come. Once you reach the next area the monkey will drop the lantern and it will be empty. Pick it up and head in to the next area. Now make your way to Trill's shop and fill the lantern back up with fuel. Head back to the mist filled area to the south if you want to collect every chest.

Just like the monkey did, wave the lantern around by tapping the button you assigned the lantern to and it will move. Head back to the large tree with the arching branch you went under. Instead of going through it turn around so the trunk is on your left and wrap around it to find a ledge to climb. Jump up to the next ledge and you will find a chest holding a Red Rupee worth 20. Head back to the south west entrance and then look turn back to face the fog. Look to your right for a broken walkway. Head this way and steer in to a small closed area guarded by a Deku Baba. You will find a treasure chest holding a Purple Rupee worth 50. You will also find a chest just outside the opposite cave holding a Yellow Rupee worth 10. Now go back through to the next area.

Make sure you have one jar of oil and the other of red potion in case you need to refill your health in an emergency. Now head north to the glowing wolf and you will learn a hidden skill.

Attack the skeleton warrior and you will get knocked down, it will then teach you a lesson and then explain how to do the Ending Blow.

Now head up the path to the entrance of the Forest Temple. Kill the Bokoblins, burn the spiderweb and enter the Forest Temple.



and enter the next room.

Room 4: Windmill Gate

Head left and hit the Bombling and let it sit there so it blows open the wall revealing a secret room with pots. Lift up the pot with the creature inside and you will obtain Ooccoo, the ability to leave and return to this dungeon whenever you want to.

Head to the right and burn the spiderweb to enter the main part of the room. Jump across the two wooden platforms and shoot the Skulltula down to allow the monkey to pass by safely. Now jump in to the water on the left side of the rope bridge and swim over to the tree where you will find a secret room containing a chest that has a Yellow Rupee.

Now swim around to the south west corner and get out of the water. Since you can not go through a locked door head through the north door back to the Windy Gorge.

Room 3: Windy Gorge

Right when you enter the wind will pick up and turn the bridge so you can run straight across to the other side and enter the next room.

Room 5: Wind Bridge Connection

Immediately turn to your left and open the chest for a Small Key, then turn back around and head through the door you came from.

Room 3: Windy Gorge

Run straight ahead and the bridge will turn so you can easily make it across without having to worry about the Keese. Enter Room 4 again.

Room 4: Windmill Gate

Now you have the key to the door the monkey wants you to head through, so unlock it and move on.

Room 6: Totem Pole Cage

Head over to the bridge and watch the cut scene of it breaking. Drop down or run down the path to the bottom and roll in to the totem pole three times to knock the cage off the pole. Once this is done two Bokoblins will attack, take them out and then look under the left section of board walk.

Under here you will find a chest containing a Yellow Rupee. Now head back up the ramp with the monkeys to have them help you across the gap. Get out to the

previous room.

Room 4: Windmill Gate

Since you can't do anything with the gate yet in the south corner just head back the way you came in the opposite south end.

Room 2: Central Hallway

Now head straight across to the west end of the room and burn the spiderweb down to enter the next room.

Room 7: Staircase Cavern

Head down the ramp to encounter the Baba Serpent. Once you knock it off the stem, the head will give chase. Kill them both and head up the stairs and turn right when you are looking at the Deku Like to head up more stairs. Attack the Bombling and run the bomb over to the top of the platform above the second Deku Like you saw to drop the bomb in its mouth.

Once it is dead head back to the Bombling and make another bomb to jump the gap you safely made and throw it at the pile of rocks to locate a hidden door. Head south for now and kill the Walltula's to jump over and grab the vines to climb to the top.

Now head over to the Bombling here and make it a bomb to toss over the edge ahead and kill the first Deku Like. Make your way back to the bottom and go to where the first Deku Like was to open the chest it was guarding for a Piece of Heart.

Climb back to the top and go back to the area where you have to leap over and grab the vines. Head back up and enter the door to the next area.

Room 8: Big Baba's Lair

Once you enter this room a cut scene will play as Big Baba swipes the key off the floor and drops it in to its large Deku Like sack...why would it wait for someone to enter the room to go for this "food".

Carefully head over to the edge of the circle and wait for the massive plant to swoop down and hit it with your sword. Keep attacking it as it lunges for you and eventually it will drop dead. The Big Deku Like will now open allowing you to go over and get a Bombling and throw it inside to blow it up getting your key back.

Release the monkey from its cage and leave the room.

Room 7: Staircase Cavern

Simply jump forward and climb the platform to the west side and enter the door

to the next room.

Room 9: Tile Worms

Head down the right side of the path and roll in to the totem pole to knock a chest down. Open the chest to get the Small Key and make your way over to the bridge leading to the other side. As you approach it you will see Tile Worms moving around. Cross on the far left side of the bridge and they will not touch you.

Once on the other side watch where you step and stay off the tiles to light the torches and raise the platforms to make a stairway up to the monkey. Climb the vines on the right side to find a chest containing a Red Rupee. Now climb the platforms and kill the Skulltula that drops to get to the door and release the monkey.

Now head back across staying to the right side of the bridge since they don't attack on that side and get out of the room.

Room 7: Staircase Cavern

Head back down the stairs and go through the west door.

Room 2: Central Hallway

Cross the first rope gap and then the monkeys will want you to head north again to the Windy Gorge.

Room 3: Windy Gorge

Having the four monkeys you can safely make it across the large gap and enter the northern door.

Room 10: Ook's Chamber

Quickly kill the advancing Baba Serpents so Ook can't use them for a special attack that he may use.

As Ook throws the boomerang dodge it and then run over to the totem pole he is standing on to roll in to it. This will knock him down and temporarily unconscious. While he is out run over to his rear end and attack it as fast as you can. After doing this two more times you will defeat him.

Watch the cut scene and you will obtain the Gale Boomerang. Now head back to the locked door and use the Gale Boomerang on the fan above to raise the bars back up.

Room 3: Windy Gorge

The monkies have now vanished, so head the only other way you can. The bridges are all timed wrong so you will have to pull out the Gale Boomerang and use it on the second bridge to turn it so you can go across both at the same time. Kill the Bokoblin and free the monkey in the cage. Now head south and fix the bridges as they turn and get back to the Staircase Cavern.

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Room 7: Staircase Cavern
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Drop down and head through the western door to re-enter the Tile Worms room.

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Room 9: Tile Worms
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Now as you cross the bridge you can use your boomerang to uproot all of the tiles on the ground and pull the Tile Worms out and kill them off properly. Head across and then use the Gale Boomerang on the back left torch to blow it out, causing the last platform to drop and reveal an alcove. Inside the alcove is a chest that contains a Piece of Heart. Now leave the room.

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Room 7: Staircase Cavern
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Head out the east doorway.

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\\\
Room 2: Central Hallway
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Use the Gale Boomerang to target the spiderweb holding the chest in the air and open it to find the Compass. Now head through the east door.

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Room 4: Windmill Gate
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Head over to the main area and either cross the rope bridge or climb the vines to get over to the wind mills. Target the front right windmill, followed by the front left, then back right, and back left in a combo to get them all spinning at once and open the gates.

Open the chest inside to get the Big Key and exit out the north door.

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Room 3: Windy Gorge
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Head across the windy gorge and a monkey will meet up with you to help show you the way. Head north and enter the door to the next room.

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Room 5: Wind Bridge Connection
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Take out the Gale Boomerang and use it on the fan above the bridge to turn it. Get on and turn it again to kill the two Bokoblins and enter the western door.



Room 11: Skulltulas

Kill off the two Skulltula's hanging from the ceiling and then go over to the spiderweb in the floor on the right side. Swing the Lantern while standing on it to open a passage to the room below and rescue the monkey trapped in the cage.

Once you drop to the ground below kill the wandering Skulltula and then the Deku Like if you want before climbing back out and leaving if you want to.

Room 5: Wind Bridge Connection

Since you don't have the Small Key for the other room right now use the Gale Boomerang to move the bridge to face north and head through the door.

Room 12: Huge Chasm

As you enter the room the solo monkey will join the others on the right wall. You need two more so head west and use the Gale Boomerang to cross two bridges and kill the Bokoblin on the other side. Kill all of the Walltula's and climb the vines to go up and head through the door.

Room 13: Stepping Stones

Start by killing off all three of the Baba Serpents and then throw the Gale Boomerang at the Bombling and it will return to you as the bomb. Now run and throw the bomb in to the mouth of the Deku Like to kill it off. Jump across the now accessible stepping stone and get to the chest containing a Small Key.

Head back towards the door and now lock on to the Bombling as the first target and aim at the boulder itself as the second target to make the bomb slam in to it activating the explosion early. Climb the vines and kill off the Bokoblin and the two upside down Baba Serpents.

Now stand on the edge of where you climbed up and get another bomb, then throw it at the boulder to destroy it and free the monkey. Now head back through the door.

Room 12: Huge Chasm

Make your way back down the wall and across the bridges to exit back through the south door.

Room 5: Wind Bridge Connection

Now that you have the Small Key head to the eastern room.

Room 14: Monkey Gate

Uproot all of the brown tiles so you can kill the Tile Worms hiding underneath and then move forward to the cave in the corner. Jump in to the pit with the Skulltula and kill it, then kill off the Walltula's to climb the vines. Once at the top target both of the fans and the gate will open. Head west through the tunnel as you kill the Baba Serpent and then head to the right and open the chest for a Red Rupee. Exit the room when finished.

Room 5: Wind Bridge Connection

Activate the bridge and head north in to the next room.

Room 12: Huge Chasm

Watch the cut scene and then time your jump to be right when they start to come back to you. Jump off to the other side and enter the Boss's room.

Room 15: Twilit Parasite Diababa

Target a Bombling and target a Diababa Serpent head as the secondary target to bring the bomb straight to it. Repeat for the second head and watch the next cut scene.

Head back against the wall so the Diababa Serpeant heads don't get you and wait for Ook to come in to the room. He will bring out a Bombling and swing around for you to grab it. Target the Bombling and then if you want a Diababa Serpeant head, otherwise go for the real monster in the middle.

Once you get the bomb to the middle creature it will fall on to the shore where you can unleash your sword on its eye. Do this a second time and it should kill off the Twilit Parasite Diababa.

Once it is defeated it will drop a Heart Container and give you a Fused Shadow as well. Grab the Heart Container and head over to Midna to get transported out saving your game when asked.

At this time you should have the following:

4 Life Containers

Ordon Sword

Ordon Shield

Hero's Clothes (Green Tunic)

3 Heart Pieces

Wallet (300 Rupee Max)

Hidden Skill (1 of 7)

Fish Journal

Fused Shadow (1 of 3)

Bottle (x2)

Fishing Rod  
 Gale Boomerang  
 Lantern  
 Slingshot

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 2.08 - Traveling to the Goron Mines  
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\\  
 Faron Woods  
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Head from the springs to Coro's place to buy any oil if you want to and then  
 take the northern path out of his place that you haven't been able to yet to  
 enter Hyrule Field.

\\  
 Hyrule Field  
 //

Kill the two Bokoblin's that come charging at you and press on. As you reach  
 the middle of the field a man will scream at you and deliver a letter for you  
 to read. This man is known as the Mailman, if you look at the side of his hat  
 he has the rabbit insignia on the side of it. This is from Ocarina of Time when  
 you gave the running man the rabbit mask and he would run really fast with it  
 on.

While using the paths you will be attacked by the flying Kargarok and at night  
 the Stalhounds will come out to "play" with you. The Bomskit's are generally  
 harmless and run away from you when you approach. If you can kill it you can  
 quickly bottle the worm that appears and use it as bait for your fishing pole.

Head over to the middle area with the groups of trees that are out of reach and  
 look a little to the north for a single tree that has something in the  
 branches. Use your Gale Boomerang to grab it out of there and you will receive  
 a Heart Piece.

Now head over to the west group of trees in the middle of the field and look  
 around (preferably at night) for a glowing bug on trees. It can be on the trees  
 in the unaccessible area or on the trunk of the tree just to the east of the  
 group. SLOWLY walk up to it and grab it or use the Gale Boomerang and then  
 slowly walk up to it and grab it to get the Male Beetle.

Now head to the east side of the lake and go to the east wall where the ground  
 is higher than you can climb. Look at all the tree trunks here for another  
 glowing bug and use your Gale Boomerang to bring it over to you so you can grab  
 it. This will give you the Female Beetle.

Since the west exit is locked by a Bulblin gate and the northern exit is  
 blocked by a land slide head to the east exit and enter the Twilight.

\\  
 Kakariko Gorge  
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Head down the path now back in your wolf form and you will come up to the  
 Wooden Sword you let Talo borrow to learn the Youth's Scent. Continue north to  
 get in to a fight with three Twilit Messengers. Once you defeat them all you  
 will unlock your first set of portals where you can teleport out of Twilight

and in to another area that you previously defeated the Twilit Messengers.

Choose to go to the North Faron Woods portal and look on the west wall for the missing bridge piece. Call Midna and tell her to warp back to Kakariko Gorge. Now cross the bridge and pick up the scent of the children again. Don't bother taking the other path as it is blocked.

Head over to the locked gate and dig your way under it to attack the Twilit Bulblins to enter the next area.

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\\\\"/>  
Kakariko Village  
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As you enter the village three Twilit Messengers will once again trap and attack you. Kill them off and then watch the cut scene that follows. Head in to the spring and speak to the spirit of light. The spirit will hand you another Vessel of Light to collect the Tears of Light given to you by the Twilit Parasites roaming the area.

As you head in to town you will see that the children's scent leads in to the first building you come to that also holds a Twilit Parasite.

#1 Head over to the side of the building where there is an overhang and use Midna to do a series of quick jumps to get on the roof. Walk in the middle of the roof on the straw patch and you will fall in to the building. Use your scent and you will spot the children and start a cut scene.

Head over and pick up the stick that Barnes dropped and light the ends. Head up the stairs and jump all the gaps to light all four candles and open the cellar door. If you listen to Renado he will be surprised that the door opened on its own. Head in to the cellar and go down the path to the first room. Use your senses to spot the Twilit Parasite and kill it.

#2 Same place as #1.

#3 Same place as #1.

After taking care of #3 head north and use Midna to jump out of the well and in to the graveyard. Now kill off all the Twilit Keese so they don't bother you in your search.

#4 You will find the next Twilit Parastite underground running around. Dig it out and kill it for the Tear.

Exit the graveyard back to the village and cross the street.

#5 Head in to the side yard of the General Store and crawl through the hole in the side of the building to get inside. Now jump up to the first floor and climb over the counter. With your senses on you will see the bug on the wall up a few shelves, so climb up and attack it.

#6 Head up the steep path to the left of the General Store and make a running leap off the edge to the roof of the inn. Now enter the doorway and drop to the floor below. You will find the Twilit Parasite in the stove in the corner so grab the stick and light it with the torch to start the stove.

#7 From #6 head through the doorway to the next room and kill the two Twilit Bolblins. Go up the stairs and kill a Twilit Bolblin guarding the doorway and go inside to find tghé Twilit Parasite on the wall. Slam in to the wall



guarding the area and continue down the path.

Get on the sloped area and use Midna again to get on to the far ledge when the steam geyser isn't going off. Now head around the corner and you will see another Goron standing here, drop down after listening in and kill all of the Twilit Vermin below.

#16 Check the cliff you just dropped from and slam in to the wall to knock the Twilit Parasite down.

Now that you collected all of the tears you are transported back to the springs where everything will change back to normal.

\\  
Kakariko Village  
//

After the cut scene the children are re-united with Link. Head east behind the first building to locate the Graveyard again.

\\  
Graveyard  
//

Head to the far back and climb on the raised ground to find a Male Ant on the ground to add to your bug collection. Now head back out of the graveyard as there isn't anything else to do here.

\\  
Kakariko Village  
//

Head down the road of Kakariko Village and enter the third building on the right to find the Male Ant. For now that is all you can do here, so head up the path to Death Mountain.

\\  
Death Mountain  
//

Climb the mesh siding of the mountain and then a cut scene will play. After you are knocked off the cliff head back down to Kakariko Village.

\\  
Kakariko Village  
//

Watch another cut scene immediately and then head down the path towards the village. Soon a cut scene will start with Epona going crazy with two Bulblins on her, once you get on hold the analog stick in the direction it tells you to and then hold the A button at the end to calm her back down.

\\  
Kakariko Gorge  
//

Head out of the area to Kakariko Gorge and jump the locked gate. Right when you land the Mailman will come and deliver a second letter to you from Ooccoo. Now head to the east section where you will find a section of tall grass and some flowers. Cut it all down and you will find a Female Pill Bug to add to the

collection.

Now cross the bridge and get off the horse to look to your right and you should find a Male Pill Bug in the short grass here a few feet from the bridge. Now head to the southwest and look at the tallest rock coming out of the abyss. Use your Gale Boomerang to grab the Heart Piece on top of this rock to form a full Heart Container.

Now head on to Hyrule Field.

\\XX\\  
Hyrule Field  
//XX//

Nothing really new to do around here so head south and re-enter the Faron Woods area.

\\XX\\  
Faron Woods  
//XX//

Head past Coro and make your way back in to the Ordon Woods.

\\XX\\  
Ordon Woods  
//XX//

Now head across the bridge and enter the springs to find the white wolf sitting in the corner waiting for you again. Head over to it to start a cut scene and then learn a new skill, the Shield Attack.

First you must show him you can still do the Final Blow to earn the right to learn this second skill. Once you learn it continue south down the path.

\\XX\\  
Link's House  
//XX//

There is nothing here, so continue south in to the village.

\\XX\\  
Ordon Village  
//XX//

Spread the good news that the children are safe and then head south to see the mayor standing in his usual spot. He invites you inside for for the first time and tells you that you must promise to keep his secret move a secret. Tell him yes and then he will teach you the ways of sumo.

You will fight until you successfully have throw him out of the ring twice. Then he will tell you that the real secret is in the chest behind him. Go over and open it to find the Iron Boots.

Now get on Epona and head south to the ranch.

\\XX\\  
Ordon Village  
//XX//

Talk to Fado twice, once to inform about the kids and another to herd the

goats in to the barn. In return for completing the task you will receive a Heart Piece. Now it is time to head back to Kakariko Village to deal with the Gorons.

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\\\\"/>  
Kakariko Village  
////
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Right when you enter the area you will see a cut scene, chase after King Bulblin and his riders. Head north and jump the gate here to watch a cut scene.

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\\\\"/>  
Hyrule Field  
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Here you must chase after King Bulblin and slice off his armor when you get up to him as his riders are chasing you with archers on there backs. When you get low in speed fight off the riders and then focus speed on catching King Bulblin again to get a good hit or two in. Eventually you will knock him out and he will run for the long stone bridge.

You are now jousting so as you head towards him quickly move to the side of him at the very last minute getting close to the middle and swing your sword at him. Continue to do this until he is defeated.

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\\\\"/>  
Kakariko Village  
////
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Watch the cut scene and then head down the street to talk to Talo about Colin and Malo. He says his little brother is getting started in the old General Store. Head across the street to see that all of the old signs now have the face of Malo on them...how old is this kid again??

Enter the shop to find it named Malo Mart and check out his merchandise. You should still have Red Potion left over, unless you had to use it. You already have a Flammable Wooden Shield...so you might as well buy the Hylian Shield since you are about to play with fire on the mountain....He's standing on a crate and STILL can't even see over the counter!!

Now head next door and enter the inn. In the kitchen you will find the Mailman drying off a letter he dropped in to the hot spring. Now head upstairs from the front room and talk to everyone in the bedroom. Now it is time to adventure out in to the wild. Take Epona and jump the spiked gate again to the north to go back to Hyrule Field where you fought King Bulblin.

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\\\\"/>  
Hyrule Field  
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As you head out to the field the Mailman will stop you again for a third letter. Head to the south east exit and then turn to the east to search for a glowing bug on the ground. Once you pick it up you will have found the Male Grasshopper. Now go to the northwest corner and search for another bug jumping around the grass, once caught you will have the Female Grasshopper.

Head over to the northern bridge where you fought King Bulblin in the joust and look on the wall just before getting on the bridge to see a bug. Use your Gale Boomerang and get it down to take. You will receive the Male Phasmid.



Now cross the bridge and go to the east where a large rock sits alone. Look east on the rock wall beyond and up over the ledge to find another bug. Take your Gale Boomerang out and use it to collect the Female Phasmid. Now that you have these out of the way head back to Kakariko Village and make your way back up Death Mountain.

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////////////////////////////////////////////////////////////////////////////////////////////////////////////////
Death Mountain
////////////////////////////////////////////////////////////////////////////////////////////////////////////////
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Climb back up the area and equip the Iron Boots. Now just like you use to deal with the goats grab and throw the Goron off the side of the cliff and start heading up. You can either continue to have the Iron Boots on to slowly walk up the mountain or quickly equip it as the horde of Gorons come at you one at a time.

When you reach the steam geyser area you will find Bulblin Archers in the cliffs with flame arrows. Run forward to the low rise and to the left you will find some Hawk Grass to blow on. Use it to send the hawk over to each of the Bulblins so you can advance a bit.

Run over to the under side of the howling stone and you will find more Hawk Grass to call and take out some more Bulblins. Now with the rest of them killed head north up the path to where the flaming rocks will start to fall. Make sure you equip the Hylian Shield over the Ordon Shield so it doesn't burn away.

As you head around the corner watch the cut scene as more Gorons see you coming and show a clue to how to get up the mountain. Head down to in to the pit and make your way over to one of the two Gorons. Use your Shield Bash technique or wait for the Goron to swing at you to hit them with the blade and it will curl in to a ball. Now climb on its back and face the cliff to be propelled up on to the next level.

You have to decide which way to go now. If you go to the left use get the Goron to hurl you up to the area above to make it to the Hot Springs or go right and the Goron will hurl you up to a steel pipe. Which takes you down a path that eventually dumps you out at the Hot Springs anyways.

Drop down in to the Hot Springs and you will find everyone is peaceful in here, at the opposite end is a shop that has items that you don't need to buy unless you are out of lantern oil. Use the mesh wall to climb back out and then go to the right to have another Goron hurl you up the mountain.

Now equip your Iron Boots and sidestep with the shield out to pass the steam shooting out and head up the path. Now head up the winding path and get ready to throw on your Iron Boots to stop two Gorons from rolling you off the mountain. Then use the next two Gorons to have them hurl you up to the entrance of the Goron Mines.

Once you enter watch the cut scene and tell him you want to participate in the contest of power. The first round he will slap you out of the ring easily because your Iron Boots were off. Now equip them and get back in the ring to talk to Gor Coron to start the next match. This time it is just like battling the mayor but a little longer. The two guards step aside allowing you to enter the Goron Mines.

At this time you should have the following:

5 Life Containers



blocking the doorway. Kill the three Torch Slugs and then head through the door.

Room 2: Forge

Head up the ramp and then turn to the right to go down another ramp to the floor below. You will find a few Bulblin's and a chest holding a Small Key. Head back up the ramp and go to the other side. Head up the ramp and then time your jumps to get on to the rotating platforms. After doing this twice you will make it to the locked door.

Room 3: Dodongo Chamber

In this game the Dodongo has changed from a dinosaur-like creature to more of a fire-breathing lizard. Head down the path and attack the Dodongo by side jumping out of the way when it breathes fire and attack the tail. Now jump across the lava and kill off the second one.

You can't do anything going down the middle path so take the far path northwest to find a third Dodongo and a chain that you can pick up and pull to open the timed door. Quickly run back to where you killed the second Dodongo and leap to the middle section. Get through fast as the side of the door has spikes on it ready to crush you.

Room 4: Magnetic Reservoir

Jump in to the water and equip the Iron Boots to walk under the open fence. Make your way to the switch and press it to have the ceiling/floor activate its magnetic field and pull you out of the water. Walk up to the door and head inside.

Room 5: Gor Amoto's Room

Talk to Gor Amoto and he will hand you a Key Shard. Now go behind him and open the chest to locate the Dungeon Map. Check the other chest for a Red Rupee. Climb the ladder and inspect the moving pot to find Ooccoo again. Now head through the door to the east to continue on.

Room 4: Magnetic Reservoir

Equip your Iron Boots and head up the side of the wall. Head across the room kill the Torch Slugs on your way across. Make it to the other side and go through the door.

Room 3: Dodongo Chamber

Head over to the switch and equip your boots to activate the magnetic ceiling so you can get attached. Now head left so you are going northeast. Kill off

the Torch Slugs and you will find an alcove holding a chest that has a Heart Piece for you.

Now make your way back the way you came and go to the middle of the ceiling to head west. Then when you wrap around the other side take the left path to move in the right direction. Once you pass the torches you can safely remove the Iron Boots. Head through the door to continue on.

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%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
Room 2: Forge
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Head down the path and kill the Bulblins standing around. Then equip your Iron Boots and stand on the switch to turn on the magnetic crane. Head over to where it picks you up and wait for it with the Iron Boots on. Once you are on the crane make sure you wait until it is at the northern drop off point to move on.

As you drop three Fire Keese will come to attack you, kill them off just like any normal Keese. Now head up the ramp and kill the Bulblin's so you can activate the switch. Another magnetic crane will swing over and pick you up to bring you straight to the place you want to go. Drop down and kill more Bulblins. Now head in to the next door.

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%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
Room 6: Diamond Switch
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Start by killing the Tektite's and then jump in the water and swim over to the right side of the diamond you will see on the ledge above to the far right. Equip the Iron Boots and sink to the bottom to open a chest for the Small Key and then unequip the Iron Boots.

Swim to the southwest corner and use the Iron Boots again to sink to the bottom and push the block out of the way. Get in the cage and unequip the Iron Boots to come back up. Then climb up the ledge in the back and activate the switch to turn on the magnetic ceiling.

Head over to the upper ledge and drop down on to it. Now head up and activate the next switch and get on the metal platform. Equip your Iron Boots and drop to get caught by the magnetic current and pulled on to the wall ahead. Head over to the end of the path and unequip the Iron Boots to drop to the platform below. Open the chest to get a Red Rupee and then hit the crystal switch to open the timed gate below. As it opens leap over to the ground and run through the door before it closes.

Now attack the Bulblins as they come running down the ramp and head over to the magnetic surface to your left. Head up and to the left to locate another Heart Piece. Now drop back down and get back up the magnetic surface to go left and drop on the upper platform you come to up here. Head over to the middle of this wall and slice the rope holding the walkway up to drop it and access the door beyond.

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%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
Room 7: Docks
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Smash the wooden planks blocking the boardwalk and continue up the path. Go to where your path can go left or right and go left over to the area with the Beamos. Right when you enter turn to the left to find a small chest that contains a Small Key.



south edge and fire an arrow at the rope to break it and thus lowering the bridge to cross. Now head across it to the next area of the room to see six Beamos sitting inactive around the room.

Now head south through the small hallway and the Beamoses will activate. Jump back a bit so you are out of range and then fire an arrow from your new bow in to its eye. Dispose of all of the Beamos in the room and then pull the west Beamos out to get to the chest containing the Compass.

Pull the east Beamos to enter another room.

Room 12: Gor Ligg's Room

Talk to Gor Ligg to get the final Key Shard completing the Big Key. Head behind him to get a chest that contains a Purple Rupee, then head back the way you came.

Room 11: Treasure Chamber

Now head south and pull the Beamos that triggered the rest of them so you can access the door if you haven't done so already and enter it.

Room 13: Broken Fence

Head forward and kill off the Fire Keese, then roll in to the fence ahead to knock it down. Now jump over to the platform and kill the Torch Slugs that fall to move on. Once you reach the edge of this platform you can use your new Bow to kill everything out there from this location easily.

Make it over to the closed gate and then run around the left side to activate a switch and get sent up to the magnetic ceiling with the Iron Boots on. Head over to the Dodongo on the ceiling and kill it off with the sword or arrows.

Now on the ceiling standing above the closed gate look in to the hole that you will find up here and shoot an arrow at the crystal switch to open the gate. Drop down and run through the gate before it closes and enter the doorway.

Room 2: Forge

Head left and jump the gap to the other side to open a chest containing a Purple Rupee. Now turn the other way and go to the edge by the bridge to shoot the rope with an arrow to continue on your way. Activate the switch and then ride it back over to the north side to enter the north door.

Room 6: Diamond Switch

Now the water has Water Toadpoli in it, kill them just like its fire type by repelling the rock it spits out right back at it. Now go across the rocks to the other side and use the bow to shoot the crystal switch so the gate opens.











Once you enter you will see spirits all over the place, so listen to the group to the north and you will hear about a Zora being found closer than usual. Head west and follow the train to the next area. Listening in on more towns people you learn that they are having a water shortage and it is most likely coming from Lake Hylia.

As you head down the path you will see that Ilia's scent went in and out of the medical building. Now head south to the next area. As you follow the trail you will head down an alley and go inside Telma's Bar, where the Zora is as well.

Head over to the first group of spirits to locate Ilia over looking the Zora child and then head to the back room to over hear the soldiers talking. Now just as the head soldier instructs, study the map and head out of the town the way you came from since all the other exits are blocked.

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\\repeated backslashes//  
Hyrule Field  
//repeated slashes//
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Now head straight to the west to enter the next area.

Now head down the path and go left at the intersection. Now head for the bridge and as you cross it Midna will ask if you smell something funny. You are standing on oil! An Archer Bulblin will fire two flaming arrows at both ends of the bridge igniting the fire.

Quickly run forward and pass the first set of crates to reach the second set. Here you must push the crate against the wall and then quickly climb up and jump off the edge of the bridge to land in the shallow lake bed below.

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\\repeated backslashes//  
Lake Hylia  
//repeated slashes//
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Swim to the southwest to find some spirits that once looked at through Scent View you will see that they are Zoras. Listen in on what they have to say and then head up to the weird looking building.

As you listen to what the man has to say he will spot a monster, as you approach it he grabs a Hawk Grass and blows it to call a large Twilit Carrier Kargarok. Wait for the Kargarok to strike and then pounce with the A Button to begin biting it as you hold on. Do this until it drops the rider. Now head over to the rider and kill him so Midna can take control of the Kargarok.

With Midna in control she tells you that it would be a good idea to use it to find the source of the river. The Kargarok grabs you and flies in to the next area.

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Zora's River  
//repeated slashes//
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You must now control the Twilit Carrier Kargarok in maneuvering the cave tunnel to make it to the other end.

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\\repeated backslashes//  
Upper Zora's River  
//repeated slashes//
```

Listen to Iza at the Boat rental talk about how it is something the Zoras



Head west across the path to deal with the Twilit Messengers that appear.

#3 Go southeast up the ramp path and jump to the next section of ground on the right. Now make your way over each gap to get on to the higher ground and you will spot the Twilit Parasite on the ground.

#4 Head northwest hopping down the cliffs to the lower land and get on the bridge to the weird shaped building. Head around the back side of the shop to find it flying around.

Now go over to the Hawk Grass and call the Twilit Carrier Kargarok to take you up the river. Once in the cave turn on your sense view right away.

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Zora's River
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#5 Stay slow and ram the Twilit Parasite as you come up to it.

#6 Same place as #5.

#7 Same place as #5.

#8 Same place as #5.

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\\
Upper Zora's River
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```

#9 After #8 head over to the Boat Rental to listen to Iza and the Twilit Parasite will scare her.

Now head across the now floating bridge across the front of her shop and wrap around to find another stone with the hole cut out so it is howling. Examine it to activate the two wolves singing together. This will activate the ability to get another skill the next time you are in human form and able to reach just outside Castle Town.

Now head west to see two Zora talking about how to get to Hyrule Castle really fast from this location. Don't follow just yet and head west on the land to the next area.

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\\
Zora's Domain
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#10 Head north staying on the path until you reach an area with a frozen over cave. At this point jump in to the water and go to the middle of the area to where the floating rocks are and you will find the Twilit Parasite flying around here.

#11 Same place as #10.

#12 From #11 head east inbetween the tall and short stones to find a piece of land you can climb on to. Go up the ramp and you will find the Twilit Parasite here.

#13 Head back over to the west side of the area with the iced over cave and use Midna to get on the ledge above. Go north and use Midna again to jump to

another ledge. Now go up the ramp of land to use Midna to get on to this next ledge, as well as call her again for another set of jumps.

Now head up the hill and turn around under the spout to go up another small ramp and use Midna to perform a lot of jumps. Now slide carefully down the slope with the Green Rupees. When you reach the large alcove turn left and you will find a Twilit Parasite flying around.

Now dive back in to the water since you can not get back on to the slop with the Green Rupees from here and climb your way back up to the path just before heading down the slope.

#14 Instead of heading south down the path where the Green Rupees were turn around and use Midna to perform more jumps. Now on the top head north along the path and enter the Zora cavern.

Now either run around through the back halls to the other side or step across the shallow part of the river to get to the other side. Slam in to the wall to knock the Twilit Parasite loose from the wall.

Now leave the cave and dive in to the water, then swim to shore on the west side. Head south to leave the area.

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Upper Zora's River
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Now wrap around to the right to jump in to the water that the Zoras did earlier and you will come out at the Hyrule Fields to the north of the castle.

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Hyrule Field
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Head west and take the southern path just like you did earlier when you were tracking Ilia's scent. Then go east back in to Castle Town, just before entering the gates you will have to face three Twilit Messengers to pass through the gates.

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Castle Town
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#15 Follow the scent of Ilia or just go back to the alley right before the bar where Ilia is. Now head to the southeast corner to smash some crates to find the Twilit Parasite there.

The 16th parasite is missing, but all of a sudden will be revealed on your map. Midna suspects something odd about this but wants you to go check it out any ways.

Teleport out of Castle Town back to Lake Hylia to start a cut scene.

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Lake Hylia
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Head down the path to the spirit spring caves and then jump in the water to swim towards the spot where the last Tear of Light is. Once you reach the spot get on the large platform as the cut scene starts.

Out of the water pops up what seems to be the mother of all Twilit Parasites Twilit Feeder of Darkness: Twilit Bloat. Start by dodging out of the way as the huge Parasite charges its electrical field and heads in to hit you. Once the electrical field stops pounce on it and start biting it with the A Button.

#16 Once you get that round off it will drop in to the water and start to circle around you ramming the sides to try to knock you in to it and shock you. After a while it will try to once again try a charged aerial ramming attack again. Fight back a total of three times and it will lay in the water upside down. Jump on its belly at this time and use your special attack from Midna to attack all of the tendrils in one combo to completely kill off the monster.

Now collect the tear and then you will automatically come back to the spring to give them back to the spirit.

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\\////////////////////////////////////////////////////////////////////////////////////////////////////////////////  
Ianayru Spirit Cave  
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Jump in to the water and equip your Iron Boots to locate two chests containing a Blue Rupee and a Yellow Rupee. Now leave the cave to the north since everything else isn't accessible yet.

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\\////////////////////////////////////////////////////////////////////////////////////////////////////////////////  
Lake Hylia  
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Take a left and go on the board walk and head for the strange floating building to talk to a Zora and then Fyer. Pay him 10 Rupees and you can walk inside the building to get a cannon ride to the top of the area.

Look at the roof of the building you are outside of and use the Gale Boomerang to hit the weather vane on the top to stop a platform on the new floating area from rotating. Now enter the building and climb down the ladder to talk to Falbi to pay 20 Rupees and assign the Iron Boots to one of the equip buttons if it isn't already. Grab a cucco and run off the edge, use the boots to make yourself heavy and descend as you need it. Remember to take them back off to continue to float.

You do not have to make it on to the very top platform, the most important one is the platform just below this small platform. Inside the chest is a Heart Piece that will give you the rest of Heart 8. Now head south of the strange building on the lake and go up the wooden ramp on the right. There you will find a ladder to climb.

Continue south and look at the puddle on the left which has a crate floating in it. If you no longer have the fairy from the last time you died smash this crate and capture another fairy for later use. Now continue south and blow up the wall to enter this second dark cave.

Head north and bomb the west wall for a chest containing Bombs, north for Keese and a Yellow Rupee, and west to move on. Enter the next room to fight a Chu and bomb the west wall for a Red Rupee. Now bomb to the east and kill the Torch Slugs on the ceiling. As you enter the next chamber watch out for the Poe Soul as you can not attack it yet.

Bombing west gets you some Arrows and bomb north to move on. Head across some planks and then fight three Tektites. Head down to the chamber and shoot the





Now head back to the fork in the road that has a nonbombable rock to find a tree right after. On this tree is another bug to catch, Male Stag Beetle. Now go north taking the small path up the rocks, then go right at the fork in the road. When the area opens wider look to the left up on the rocks near the top of them is another bug, Female Stag Beetle. Use your Gale Boomerang to bring it over to you.

Jump in the river and swim to the gates, in the middle of the gates is a cage with a chest in the middle of them. Use your Iron Boots to sink in to it and get an Orange Rupee. Now head north back and take the high northern path to find a bomb rock blocking a cave entrance. Bomb through and head in.

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Zora's Domain
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If you have arrows head straight along the path to take the stairs ahead. Bomb the first rock and then use an arrow bomb to destroy the next as the ramp will make the bomb just roll back at you. If you do not have any arrows to do this just dive in to the water below to take care of it in a few minutes. Talk to the Zora by the large waterfall and he will ask you if you want to head to the throne room, tell him yes and he will swim you up to the top. From here place a bomb on the rock that you couldn't destroy if you didn't have any arrows.

Now go north in to the cave and light both of the unlit torches to make a chest appear in the water for a Purple Rupee. You can look behind the throne to find the Mailman trying to figure out which Zora to give the letter to. Now head out of the cave and dive down the waterfall.

Head over to the east side and climb the slope to see a bug flying around, Male Dragonfly. Now go back to the west side and get on the land to head south to the next area.

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Upper Zora's River
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Head east and reach the boat rental shop, look over the water and you will find another bug flying around here, Female Dragonfly. Now talk to Iza to hear they are temporarily closed, then head back to the north to get trapped in a Twilit Messenger cage and then continue north to make them drop down. Kill one of them off and then get the other two at the same time as always and then Iza will let you inside.

Tell Iza you will help her and she will hand you some bombs and arrows. Shoot the rocks straight ahead twice to get them unlodged and then she wants you to jump in the boat to head down river and take care of the rest of the blocks. Learn to steer the boat properly on the way down to the assisstant and eventually you will make it to the blackade. Once again hit it with two bomb arrows and head through. Now head down the rest of the river following the assisstant and you will receive a Bag with Bombs. You can now carry bombs in this pouch as well.

Now head back out of Lake Hylia and get back to Upper Zora's River this time head in to the Fishing Hole for now to the north.

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Fishing Hole
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cheapest thing on the menu is a bundle of 10 Arrows valued at 2,000 Rupees! The prize you really want is the Magic Armor, but we can't get it right now at 100,000 Rupees.

Now head over to the cafe in the southwest and enter the door. In here you will find the Gorons that opened the little shop in Kakariko Village after you saved them. You can buy Red Potion from the baby at the base of the stairs and Lantern Oil at the top of the stairs. Go upstairs and out the door to talk to the Goron out here to buy Arrows.

Leave the tower and head to the southern area.

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Castle Town South Road
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Talk to everyone at the stalls if you want and then head through the west alley to find a door to the north. Inside you will find a fortune teller that will be able to give you a clue to where you have to head next under Career and an image of where a Heart Piece is that you can reach under Love. At this time you shouldn't have any images pop up for Heart Locations and she will refund your money.

Continue down the alley to the west and enter the next door for Agitha's Castle she is collecting the Golden Bugs you have. Talk to her and hand them over for the Big Wallet and a Purple Rupee for one bug, but you get an additional Orange Rupee if you have the mate. Hand over all your current bugs that you want to at the moment if you want to gain the Rupees from the others that won't fit in the wallet yet. (Use this money for the donations to the church for that Heart Piece, then head back to hand in more bugs for cash and drop those rupees off to get the rest of the 1,000 in)

Now head south to reach the fields just south of the town.

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\\
Hyrule Field
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```

Head down the stairs along the west side and look for a bug flying around the group of three trees that you come up to after the stairs for a Female Ladybug. Now head down the rest of the stairs and look to the left for a tall rock tower that you can climb. Don't bother climbing it, just run around it looking for a bug, Male ladybug. If you look further south you will find a Goron looking at the landslide, he says he can probably move it if he gets some Hot springwater.

Now head back to Castle Town and go east through the lower of the two alleys to reach Telma's Bar.

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\\
Telma's Bar
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```

Watch the cut scene and then you will be taken out to the Hylian Fields all ready to go with Epona as an escort to the wagon. Equip the Hero's Bow and the Gale Boomerang and head down to the Lake Hylia Bridge to start a cut scene.

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\\
Lake Hylia
//
```



```
\\
Zora's Domain
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```

Now with the Zora Armor and Iron Boots equipped head to the bottom of the pool in front of the throne room where the Zora used to be frozen and sink to the very bottom to find the now cooled off molten rock.

Use a Water Bomb to blow it up and a Goron will come out of it. He will reward you a Bomb Bag for freeing him, now head back to Lake Hylia. You can go by foot or head through by taking a straight shot to it with the boat ride.

```
\\
Lake Hylia
//
```

Now head over to the large pit in the lake where the Zora Temple is marked and swim to the very bottom. Go to the north end and blow open the jet stream at the bottom of the entrance door and then hold another bomb for 2 seconds and drop it in the stream to have it raise up to the door and blow it open.

At this time you should have the following:

8 Life Containers

Ordon Sword  
Ordon Shield  
Hyllian Shield  
Hero's Clothes (Green Tunic)  
Zora Armor (Blue Tunic)  
3 Heart Pieces

Big Wallet (600 Rupee Max)  
Quiver (30 Arrows Max)  
Golden Bugs (20 of 24)  
Hidden Skill (3 of 7)  
Scent of Ilia  
Fish Journal  
Letters (6 of 15)  
Fused Shadow (2 of 3)

Bomb Bag (x3)  
Bottle (x3)  
Fishing Rod  
Gale Boomerang  
Hawkeye  
Hero's Bow  
Iron Boots  
Lantern  
Slingshot

Save your game and head in to the Lakebed Temple.

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*****
2.11 - Lakebed Temple
*****
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\\
Room 1: Entry Way
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Room 4: Main Hub

Kill off the Helmasaur and move on to the next room.

Room 6: Cog Wheel Carousel

Shoot the two stalactite to block the geysers and then go to the left to head down the tunnel to the bottom floor. From here cross the pathway to reach the pillar with the grass on it. Climb this and then shimmy across to the left to make it to the opposite side.

Now jump across to the single pillar and wait for the geyser to shoot the next platform that you made up so you can make it to the other side and open the chest for a Small Key. Now head back over to the other side and go through the door you came from.

Room 4: Main Hub

Cross the bridge and enter the door on the other side.

Room 5: Central Hub

Head straight up the stairs and take a right to reach the eastern door that was locked and enter it.

Room 4: Main Hub

Kill off the Helmasaur and move on to the next room.

Room 6: Cog Wheel Carousel

Kill the Tektite and then head right to open the chest for Water Bombs. Shoot the two stalactite on the left side. Climb the fallen stalactite and then climb the vines on the right wall to land on the top of the wall. Now jump out and grab the golden handle here to unlatch the door below for easy passage back and forth.

Head around the passage and blow up the rock to release two Helmasaurs that you need to kill off. Now head in to the door on the inner wall just before the rock was that you blew up.

Jump on to the large cog and then fight the Lizalfos. Jump off the cog to the other side where the Lizalfos was originally and go through the door. Head to the right and kill the Keese to reach the chest holding a Small Key. Now jump back across the cog and take a right to head up the ramp to the next door.



Room 7: Eastern Reservoir

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Watch the cut scene and then kill the Chu Worm by firing Bomb Arrows at it to destroy the bubble, then attack it with the sword. Head over to the locked door on the left and open it.

Now drop down below or leap for the vines on the north side to grab on to them for a quicker climb and get to the top of the other side. Start climbing the water chute as you kill off the Tektite as well.

At the top open the chest for more Water Bombs and then climb one of the two ladders to leap out to the golden handle and release the first bit of water. Now head down the ramp in a large water slide to the bottom and swim to the center island so you can jump out and grab another golden handle that releases the water from the room and through the channels in the floor you have been watching. Now head west and choose the left door to move on.

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Room 6: Cog Wheel Carousel

//

Fight off the Chu's that drop and then head along the now rushing water to find the water wheel now turning. You can head under the wheel to find a pot holding a Fairy in it if you have used your previous one, otherwise head through the door before the wheel and re-enter the cog wheel room. Now jump across the moving cog to the other side and go through this door, take a left and leave to the west.

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Room 4: Main Hub

//

Head across the bridge with the now moving water in the channel and enter the next door.

//

Room 5: Central Hub

//

Now leap off the edge at a sharp angle either way to drop in to the water below and swim to the central pillar, swimming around it to find an alcove you can now access with a chest holding a Red Rupee.

\*Caution there are Skullfish that are like pirahna in these waters that swim after you. You can kill them with the Hero's Bow.

Now jump back in the water and head for some vines to climb back up to the first floor. Head around to the south side and jump off the ledge to pull the lever down and move the stairs. Head up the stairs and go to the west side killing the Tektite.

Now jump at the golden handle and turn the stairs and head down them to go through the door heading east.

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Room 4: Main Hub

//

Head across the bridge and enter the next room.

Room 6: Cog Wheel Carousel

Jump on the hanging platforms and take the northern door.

Room 8: Dark Water

Turn to the right and open the chest for a Small Key and then exit the door you came through.

Room 6: Cog Wheel Carousel

Take another ride to the east door and head through to the other side of the previous room.

Room 8: Dark Water

Kill the Helmasaur and head through the locked door to reach some deep water. Equip the Zora Armor if you have unequipped it and put on your Iron Boots to slowly make your way through this dark underwater walkway.

Enter the first cave to the left and open the chest to get a Red Rupee. Now head through the current and to the north and turn to the left for a chest holding a Water Bomb.

Head along the rest of tunnel and put a Water Bomb on the rock you come to. Fight the Shell Blade and then swim up the tunnel to reach the next room.

Room 9: Deku Toad Chamber

As you take a few steps forward the hole you came out of will seal and then some Toado's will drop down to attack you. Kill a few off and then the Deku Toad on the ceiling will drop down to attack.

First you must defeat the large swarm of Toado's coming after you, start with a spin attack to take a lot of them out.

The Deku Toad will then launch in to the air and try to slam down on top of you so roll off to the side at the last second and then it will slam on the ground unconscious for a minute. Now Jump attack its tongue a few times.

Now it will get up and belch at you, get close and throw a bomb in its mouth to cause some more damage to it. This will stop him from shaking off more of the Toado's off of its back as well as not getting a chance to jump.

The Deku Toad will then fall back down with its tongue out and allow you to jump attack it some more. Repeat the bomb in the mouth and then attack the tongue one more round and you will defeat him.

As the Deku Toad dies off it spits out a black ball of goo that falls apart and







Room 10: Dual Cog Wheel Carousel

Use the Clawshot to attach to the first cog and then rotate over to the first platform you come to and drop on it once your shadow appears over it. Now time your next clawshot to hit the only spot on the second cog wheel to rotate over to where the opened chest is.

Drop down on to this platform and then use the Clawshot to shoot the vines on the wall ahead to get up and over to the east door and leave the room.

Room 4: Main Hub

Head under the moving water wheel and kill the Tektite to get to the other door safely.

Room 5: Central Hub

Watch the cut scene showing that the water level has risen to allow you in to the central door in the middle of the room now, but do not go just yet. Now kill the Tektite that attacks and then equip the Zora Armor and Iron Boots to head up the flooded stairs.

Now kill another Tektite at the top of the stairs and stand on the upper step to shoot the Clawshot at the spots hanging above the chandelier. You will be pulled to the ceiling just above it, so drop down and open the chest for a Heart Piece.

Now to get down line yourself up with the bottom of the stairs and with the Zora Armor on dive in to the deep end of the stairs so you don't have to bother with diving in to the Skullfish infested waters.

Now head back up the flooded stairs and go through the eastern door.

Room 4: Main Hub

Kill the Helmasaur and continue on through the door to the east.

Room 6: Cog Wheel Carousel

Now kill the Tektite and head left through the opening and kill the two Helmasaurs to reach a door at the far east side.

Room 7: Eastern Reservoir

Now go through the door on the right and cross the water channel to the other side. Climb up on the edge of the water slide and equip the Iron Boots to start walking up the wet slope, use the Clawshot at the spots as you come up to them

to move a little faster, watch out for the Tektites as they come down to attack you.

\*Note that you can also climb on the ledge that initially gets you on to the water slide and walk/run up it faster. Just be careful with not falling off the edge in to the water or you will have to climb all the way up again.

Once you make it to the top go under the ladders and use the Clawshot to shoot the spot to reach the higher ledge. Now open the chest and you will get a Purple Rupee. Now jump off the low fence and head over to the edge of the slide to either ride it down or jump off the edge in to the pool below. Head out of this room through the right door.

Room 6: Cog Wheel Carousel

Head along the path and leave through the western door.

Room 4: Main Hub

Cross the bridge and enter the door to the west.

Room 5: Central Hub

Kill the Tektite that approaches and then go down the flooded stairs. Head around to the east side and jump out to the lever to pull it down and make the stairs turn the other way so the water is diverted to the east instead of west. Now head through the first floor east door.

Room 4: Main Hub

Kill the Helmasaur and enter the eastern door.

Room 6: Cog Wheel Carousel

The water being diverted to this chamber will now fill the room up raising the bridge that was on the floor before. Head to the left and go down the tunnel to walk along the path and kill all of the Tektites that attack. Or ride the platform around to the spot with the bridge and run across.

Step on the button located on the floor a ways away from the gate to release the Lizalfos. Kill him and then stand on the button again, this time use your Clawshot to shoot the spot on the other side of the gate. Open the chest to receive another Piece of Heart, which if you got all of the other available pieces up to now will make a full one.

Now shoot the target on the ceiling to get out of this locked area and get out of the room by heading up the tunnel and through the east door.

Room 4: Main Hub

Head across the bridge and enter the door to the west.

Room 5: Central Hub

Now is a good time to use Ooccoo and head out of the dungeon and save your game before you head in for the boss battle. Now find a spot where you can drop in to the central water pool and swim to the center island. This time you will be on the ledge above the alcove you opened a chest on. Unlock the door with the Big Key and head inside. If you don't already have a fairy in at least one bottle or want to have another one go over to the pots and smash them to make another appear. Now equip the Zora Armor and Iron Boots and drop down in to the central hole.

Room 14: Twilit Aquatic Morpheel

As you descend you are heading straight down in to the monsters mouth, so unequip the boots and swim off to the side a bit and continue down. Once you are on the ground make your way over to the large tentacle sticking out of the ground to start the cut scene and fight.

Back up a bit and use your Clawshot to grab the eyeball from the tentacle as it comes up to look around. This will pull the eye out and bring it to you so you can attack it. As you are attacking it however, the Morpheel will send a couple of Bombfish after you. Hit the eye as many times as you can and then deal with the fish. They land in a circle around you so perform a spin attack to activate them all and then swim out of the way.

You must repeat this process roughly 10 or 11 times to get it really angry.

Once you have accomplished this it will come out of the ground and show its true size, one very long eel monster. Now is a good time to unequip the Iron Boots and swim out of the way as it crashes in to a lot of the pillars. Swim over Morpheel and target the eyeball on its back with the Clawshot.

Once you hit your target you will get on the back of the Morpheel and hold on to the eye socket. Start hacking away at the eyeball and eventually you will be throw off of its back. Quickly swim back along with the Morpheel and repeat this two more times to finally kill off the mighty boss.

Once the battle is over you will get the last Fused Shadow and a Heart Container. Once you are finished head over to Midna and tell her you are ready to go. Save your game when it prompts you to.

At this time you should have the following:

10 Life Containers

- Ordon Sword
- Ordon Shield
- Hylian Shield
- Hero's Clothes (Green Tunic)
- Zora Armor (Blue Tunic)
- 0 Heart Pieces





Talk to Jovani again and he will tell you that he needs 20 of them to free his soul from the curse, once it stops raining you can also come and go through a hole in the yard where all the cats gather. Jump in to the treasure chest to reach the waterways below.

\\  
Castle Waterways

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You will fall on to a flooded ramp and slide down in to a room filled with rats and overflowing water. Pull the chain and then it will open a flood gate ahead. Drop in to the water and the current will take you to another room.

Get out of the water and kill the two Skulltulas up the stairs. Go back down the stairs and grab one of the many sticks to light it. Head back up the stairs and catch the web on fire to proceed.

Kill the Keese that attack and then head back for another stick that is lit to light the three torches inside this upper room. Now climb to the east with a lit torch and light hte web on fire.

Drop down the other side and kill the Keese and Bulblin that come after you. Head north through the doorway and kill another Bulblin, then use your sense ability and dig in the hole in the center of the room to go down to the sewers that you started in back when you first transformed in to the wolf.

\\  
Castle Sewers

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Head north and kill the Vermin straight ahead, then turn to the right and go up the stairs to kill the Bulblin. Continue up the tower using the ropes and killing the Bulblins as you ascend since you can not use Midna's help in jumping. Once you reach the top head north out the door.

\\  
Castle Roof

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Head north killing the Bulblins, watch out for the strong winds blowing around. Head east and kill the Kargarok and then head north again.

Once again since you don't have Midna's help you will have to wait for the wind to blow and a broken bridge will temporarily raise allowing you to quickly cross it before the wind dies down again. Now face west and leap down on to the roof.

Head along the spine of the roof and kill the Kargarok waiting around, then jump up the ledges and get inside the window.

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Castle Tower

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Head up the stairs and through the door to start a cut scene.

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Hyrule Field

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Talk to Midna and warp straight to the North Faron Woods so you can head north.

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North Faron Woods
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Just after passing Trill's Shop your monkey friend will come hopping down as four Puppets surround her. Kill them off and she will talk to you. Head up the ramp of the stump and talk to Midna to do some timed jumping with her help.

Once at the entrance kill the Keese and enter the area. Wait for the two bridges to turn in the wind so you can get on the second one and wait for the wind again. Now carefully cross the ropes to the other side of the cliff as two huge logs swing back and forth.

You will then come up to the howling stone to perform a song and unlock the ability to get to learn a skill once you become human again. Now continue forth and enter the Sacred Grove.

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Sacred Grove
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Just as you enter you will find another howling stone to howl at, so do so. This actually calls the Skull Kid from on top of the tree and he will summon more Puppets to attack you.

Now head through the log that he opened and take a quick left through another log as well to move on. The Puppets are continuous and won't stop attacking, so only destroy them when they catch up.

Head up and to the left to climb up the ledge to where the Skull Kid is playing his instrument, attack him and he will run off opening a new hole.

Turn around and go back through the tunnel you came through. Head across the water and enter the now open tunnel here to reach a new section. Climb the area to look around and then drop back down and head through the tunnel the way you came and you will be in a new area...Lost Woods style.

Now head through the waterfall and climb the ledges to find the Skull Kid above to hit. Drop out of the tree and go through the opening he went through and follow the path through another opening.

Now go through the water and enter the only opening around and you will find the Skull Kid on a high ledge in the trees. Now go past this tree he is on and to the left to enter the area you came to and climbed originally and had to turn around at.

This time climb the ledges and go up the branch pathway to sneak up on the Skull Kid and hit him. Now drop down and chase after him through the once stone wall and take a right to drop in to a large ruins area.

Now the Skull Kid jumps to a lower spot and sends his Puppets after you, fight through the Puppets and hit him again. Repeat this three times and then the way forward will be opened.

Now step on the triforme in front of the two statues and howl the song the Skull Kid was playing. This makes parts of the ground disappear and the statues come to life.

If you want to solve this puzzle on your own just draw the beginning pattern like so with pen and make your changes with pencil or copy and paste mine in to notepad a lot of times to see what you can come up with:

L means Links starting position  
 F means the finishing spots for the statues  
 S means the Statues starting positions

\*Note that the Statues are facing you so if you turn left they turn left which means only the Statue on the single piece of land will actually do what you are doing.

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[ ][F][S][F][ ]
[ ][ ][ ][ ][ ]
  [ ][L][ ]
  [ ][ ][ ]
    [S]
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If you come up with a solution less than 13 moves email me the solution and I will put it in the guide.

Here are the steps I took to completing this puzzle:

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=====
|| || || || || ||  SACRED GROVE STATUE SOLUTION DIAGRAM FORM  || || || || || ||
=====
```

STEP ONE	STEP TWO	STEP THREE	STEP FOUR
[ ][ ] [ ][ ]	[ ][ ] [S][ ]	[ ][ ] [S][ ]	[ ][ ] [S][ ]
[ ][F][ ][S][ ]	[ ][F][ ][F][ ]	[ ][F][ ][F][ ]	[ ][F][ ][F][ ]
[ ][ ][ ][ ][ ]	[ ][ ][ ][ ][ ]	[ ][ ][ ][ ][ ]	[ ][ ][ ][ ][ ]
[L][ ][ ]	[ ][ ][ ]	[ ][ ][ ]	[ ][ ][ ]
[ ][ ][ ]	[L][ ][ ]	[ ][L][ ]	[ ][ ][L]
[S]	[S]	[S]	[S]

STEP FIVE	STEP SIX	STEP SEVEN	STEP EIGHT
[ ][ ] [ ][ ]	[ ][ ] [ ][ ]	[ ][ ] [ ][ ]	[ ][ ] [ ][ ]
[ ][F][ ][S][ ]	[ ][F][ ][F][S]	[ ][F][ ][F][ ]	[ ][F][L][F][ ]
[ ][ ][ ][ ][ ]	[ ][ ][ ][ ][ ]	[ ][ ][L][ ][S]	[ ][S][ ][ ][S]
[ ][ ][L]	[ ][L][ ]	[S][ ][ ]	[ ][ ][ ]
[ ][S][ ]	[S][ ][ ]	[ ][ ][ ]	[ ][ ][ ]
[ ]	[ ]	[ ]	[ ]

STEP NINE	STEP TEN	STEP ELEVEN	STEP TWELVE
[ ][ ] [ ][ ]	[ ][ ] [ ][ ]	[ ][ ] [ ][S]	[ ][ ] [S][ ]
[ ][L][ ][F][ ]	[ ][F][ ][F][S]	[ ][F][ ][F][ ]	[ ][F][ ][F][ ]
[S][ ][ ][ ][S]	[S][L][ ][ ][ ]	[S][ ][ ][ ][ ]	[ ][S][ ][ ][ ]
[ ][ ][ ]	[ ][ ][ ]	[L][ ][ ]	[ ][L][ ]
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STEP THIRTEEN

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You can herd the goats to see if you can beat your best time. Now transform in to the wolf and head in to the barn. Use your sense to locate a hole in the ground and dig down in to a secret cavern.

Transform back in to a human and make sure you have an empty bottle. Kill off all the Vermin and then attack the Rare Golden Chu. Bottle up its jelly and you will be able to replenish all of your health as well as get an attack boost when you eat it. You can always come back and get a refill when you run out.

Now warp to the North Faron Woods.

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\\/////////////////////////////////////////////////////////////////
North Faron Woods
/////////////////////////////////////////////////////////////////////
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Head east staying in wolf form to enter the mist covered area. Head down the dock to have Midna help guide you with timed jumps and then go to the other side of the area. Once over on the large land head to the east side of this spot to have Midna help you with more timed jumps.

Now go up the ramp for more timed jumps and attack the Poe that is over here to take its soul. Now go back to the southern piece of land and get to the other side of the dark tunnel to head north past Coro and enter Hyrule Field.

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\\/////////////////////////////////////////////////////////////////
Hyrule Field
/////////////////////////////////////////////////////////////////////
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Now head over to the pond and look underneath the bridge to the north to find a Clawshot spot to get over the wooden braces. Use it to find a chest holding an Orange Rupee.

Now wait for the sun to go down and head over to the middle of the field to find the Poe on a raised ledge with a tree that you can reach, take it down. Now head for Kakariko Gorge to the east, just before reaching the path connecting the two areas you should get stopped by the Mailman.

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\\/////////////////////////////////////////////////////////////////
Kakariko Gorge
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As you head in to the gorge area go left off the path and up the hill, at night head over to the tree at the top of the hill and attack the Poe that is sitting around here.

Now go across the path and in to the dark cave again that you previously explored. Take a right at the first intersection and then south at the next. At the third intersection go left and then left again at the final intersection to locate the Poe you couldn't defeat before. Once it is defeated head back out of the cave.

Now head back in to Kakariko Village.

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\\/////////////////////////////////////////////////////////////////
Kakariko Village
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During the daytime head over to Malo Mart and talk to Gor Liggs outside to find out that Malo Mart is taking donations for repairing the bridge to Castle Town



second stop, then unequip the boots. Head up the ramp and activate the Iron Boots again as you kill off the Bulblins and Fire Keese. Let it take you to the north and then head through the door to the next room.

Room 6: Diamond Switch

Kill the Water Toadpoli by reversing the rock it spits at you with a Shield Bash, then hop over the rocks and hit the crystal on the ledge above with an Arrow or the Clawshot.

Head through the gates as they open and kill the Bulblin and the two Beamos to move north in to the next room.

Room 7: Docks

Now make your way past the Archer Bulblins and get to the north east door area. Head north to the raised platform and then use your Clawshot to hit the net hanging from the platform ahead to climb it and get to the last chest in this area containing a Purple Rupee.

Now leave the dungeon by saving and quitting, then re-loading the game save.

Death Mountain

As you head down the mountain to the south talk to the Goron just after the steam geysers to have him launch you on to the ledge to the west above the normal path. Wait until night and look to the south to find a Poe to take out.

Kakariko Village

Now head back in to Kakariko Village while it is still night and climb the stairs inside the Bomb Shop to make it to the roof. Now head over to the old destroyed bomb shed and kill the Poe here. Head up the path to the look out point to find another Poe.

Now quickly while it is still night head for the Graveyard.

Graveyard

Look around the graves for a Poe sitting around, then head back to the entrance and turn left to see a grave you can push just before you leave. Once pushed this will release a Poe for you to attack.

Now head back out of the Graveyard and in to Kakariko Village.

Kakariko Village

Pay off the rest of the bill for the new bridge and then Gor Ebizo asks for





\\////////////////////////////////////  
Lake Hylia  
/////

You will appear on the dock, transform in to the wolf and then head along the land to find a Poe by the tree. Now go back to the docks and run along the shallow water of the small islands to make it over to the entrance to the spirit cave. Head along the boardwalk to the right of the entrance to make it to the connecting piece of land.

From there head south jumping (best in human form) to the other platforms and make it to the other side to find another Poe flying around. From here head north and jump down to a platform that allows you to jump on to another large platform. Turn left to go across the bridge and then climb the ladder and head west quickly to the tall tower and kill another Poe. Transform in to human form and climb the tall tower to talk to the man at the top, Auru, and you will receive Auru's Memo. We will use this a little later after we gather all the items we can in this part of the world.

Now the sun is most likely rising so head for the Spirit cave and enter it. Go along the left path and jump to the two platforms ahead and then use the Clawshot on the vines. Climb up to the top and then head through the door in to a cave room. Light the two torches and a chest will appear beside the other two containing a Heart Piece. The other two chests have Bombs and a Blue Rupee.

Now leave the spirit cave and turn to the left to cross the boardwalk again. Head over the wood bridge and climb the ladder to hop up a ledge. Now transform back in to a wolf and use the stone to howl the tune coming from it. Once you succeed play the song with the White Wolf and it will allow you to find it for another skill.

Turn around and head to the left to find the Dark Cave you entered previously and enter it again. Follow the path to the right and then the right again to reach the third intersection. Here you will find a Poe to attack. Now go north and take a left at the next intersection.

Make your way to the north eastern intersection to attack another Poe. Now head south and curve to the west. Once at this intersection move to the south and attack the next Poe. Leave the cave by stepping in to the light ahead.

Now head over to the cannon house and get launched up to the top, pay for a ride on the cucco and get on at least the first ledge of the floating game island below. Now attack the Poe on the second to last level of this floating fort for a soul.

Head back up and buy another ticket for the cucco game, jump off to the left and keep turning to the left to find a hidden ledge underneath the building. Land here and transform in to the wolf to take out a Poe at night. You will now have the 20 Poe souls that Jovani wanted you to get.

By now it is daytime so transform in to the wolf and head over to one of the two Eagle Grass spots to call on your large bird friend that you gained while in the Twilight Realm. This time through the river you will get to play a mini game collecting fruits for points. You must score 10,000 points or more to win the prize here. To do this you must chain your fruits together by getting the same ones after each other. Once you start seeing the red Strawberries, only get these and you will easily break way beyond the 10,000 point margin. My High Score was 56,334. Once you beat the 10,000 point mark you will earn a Piece of Heart.



more from a cave in the west part of the Gerudo Desert. He will tell you to get 39 more souls to make the 60 to see if that will complete his soul.

Before heading further in to the story we must collect a few more Poe Souls before moving on. Leave Castle Town to the west and enter Hyrule Field.

```
\\
Hyrule Field
//
```

You will notice that not only are Bulblins attacking you but Helmasaurs and Baba Serpents have been added to the area. Head north to enter the northern Hyrule Fields and you will find Lizalfos attacking you here. Now head left from the path you came from and you will find a patch of grass with a circle in the middle. Go in to wolf form and dig a hole here to land in a cave below.

Stay in wolf form to kill off the Deku Baba's inside and kill off two Poe's down here. Now leave the underground cave and head over to the bridge at night to find another Poe to kill off. Now go southwest to the western side of Hyrule Field.

At night head to the south end to find an amphitheater with a Poe at the bottom of the seats to kill. Now head through Castle Town to the east side and kill the Poe on the bridge. Now have Midna teleport you to Zora's Domain.

```
\\
Zora's Domain
//
```

Head out of the throne room and dive off the waterfall. Now head over to the east piece of land and climb the ramps to find a Poe at night floating around. Now swim over to the west bank and use Midna to climb two timed jumps to get behind the waterfall and you will locate another Poe.

Now go south along the river to the Upper Zora River.

```
\\
Upper Zora River
//
```

As you enter the area wrap around to the right and cross the river to the opposite bank with the torches on it to find another Poe to kill. Now head for the north side of the broken Bridge of Eldin.

```
\\
Hyrule Field
//
```

Look on the east wall for a spot to use the Clawshot and get on the ledge with the bug you collected a while back. Head south along the ledge and enter the cave here.

You will enter a large cave with lava everywhere. Kill off the Fire Keese and then make a decision to either take a short cut or clear out the entire cave. If you want to take the short cut go to the middle of the platform and turn to the west to look all the way down for a magnetic beam going on below, there is a beam below the first beam here. Run off the ledge and equip the Iron Boots in mid-air after passing the first beam to get taken by the current, or go to the edge of the ledge and kill the Bulblins with Bomb Arrows, or standard Arrows. Drop down on to the magnetic beam that is closer to you.



Your letter from Telma told you to come talk to some traveler's that have stopped by her bar, so head there now.

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\\repeated backslash characters\\  
Telma's Bar  
//repeated forward slash characters//
```

Head north and Telma will start a cut scene. Now talk to the three travelers by the table as instructed and learn some of the Hyrulian history; some that was mentioned in a lot of Zelda games, as well as some new information. After you talk to the three look at the map to find the location of Auru, which you should have already met earlier and head back to Lake Hylia.

\*Note that if you look to the left as you walk in to the bar you will find the Mailman looking at letters by the wall.

```
\\repeated backslash characters\\  
Lake Hylia  
//repeated forward slash characters//
```

Head over to the cannon house if you already grabbed the papers, otherwise talk to Auru at the top of the tall stone tower. Place the paper's in an item slot and then use them when standing next to Fyer to get a free ride to the Gerudo Desert.

```
\\repeated backslash characters\\  
Gerudo Desert  
//repeated forward slash characters//
```

Watch the cut scene and then wait for nightfall and go back to where you landed and look south. You will find a Poe to kill off and take its soul. head west to find a bug, Male Dayfly flying around to catch. Now head along the southern wall and go west to find some ruins with a chest on the southeast corner.

Turn to the north and go down in the second trench you come to and head west. Soon you will find another bug, Female Dayfly to catch. Now go to the southwest where the structure is sticking out of the ground. Use your Clawshot on the old tree to get up a level, then use the Clawshot on the flying Peahat; in previous Zelda games the Peahat was an evil creature that tried to hurt you.

Drop on to the higher ledge and then you will be closed in to a small area to fight the Twilit Messengers. Use a sword spin on all three to kill them all off and then climb the small ledges up to the side of the broken bridge piece to kill the Poe at night. Now that you found the missing bridge piece have Midna take it to the Bridge of Eldin, then warp back.

When you reappear you will notice an entrance that was blocked by the bridge. This is the Cave of Ordeals, do not bother entering it yet as you do not have all the items needed to complete it. Now head north and a Bulblin Camp will spot you. Kill the two charging groups of Bulblins and get on one of the Bullbo's that are left behind.

Now that you have the power of a Bullbo head for the camp and start ramming in to the wooden structures with the A button used to put the Bullbo in to a mad rage. Once you destroy the camp head to the east to find a dead tree to use the Clawshot on it. Wait for night if it isn't already and kill the Poe that appears. Once it is killed, dig down in to the hole it was flying around to kill two more Poes.

In the underground cave you can destroy the bomb rocks to light three torches and then open the chest that gives you an Orange Rupee. Leave the cave and head back in to the camp to steal a Bullbo by the fire, head north through the gates that are blocking the way and climb the ledges.

If it is still night transform in to the wolf and run past the White Wolf to come to a dead end with a Poe to kill. Now return to the White Wolf and transform back in to human form to talk to him and learn a new skill, Mortal Draw. Now head down the path to the right to move on to the next area.

Head north and start using the Hero's Bow with the Hawkeye combo to snipe the Bulblin from the tower to the right of the gate. Head past the first wall and look to the left to snipe another Bulblin sitting on the ground. Head to the right where the tower was that you sniped the Bulblin and then climb on the crate to look through the small window.

Snipe the Bulblin walking around on the ground as well as the Bulblin in the tower to the right. Now head down the path the other way, climb the steep ramp and snipe the sitting Bulblin. Turn around the corner and snipe the Bulblin on the tower to the left as well as the one sitting down to the right.

Now go to the northwest corner and look through the window for a Bulblin walking on the ground, snipe him from this position. Stay along the left wall and wrap around slowly to snipe a Bulblin coming up a ramp around the corner. Head down this ramp and carefully look around the corner to snipe another Bulblin on the ground.

Now go through the area you cleared out through the small window earlier and turn to the left to snipe the last Bulblin, take the Small Key he drops. Now attack the roasting Bullbo and it will explode after a couple of hits revealing a Piece of Heart. Now head back to where the last sitting Bulblin was by the torch and unlock the gate to the Bullbo.

As you approach the Bullbo a cut scene will start with King Bulblin attacking you once again. Perform the Back Slice skill or the Helm Splitter to deal some serious damage on him. After three hits he will run away and catch the place on fire. Take this opportunity to run over to the Bullbo that is now getting to its feet and ride it out the way you came smashing your way straight to the north and in to the next area.

Turn back around and get off the Bullbo to climb the ledge and re-enter the Bulblin stronghold. Straight ahead back in the room you were just in is a Poe that appears at night, take care of it. Now head back the way you were going to the north. If it is still night head up the stairs and look to the left for another Poe flying around. Now head to the other side and light the torches to get a chest to appear and open it for a Purple Rupee. Now it is time to head in to the temple.

At this time you should have the following:

11 Life Containers

Ordon Sword

Master Sword

Ordon Shield

Hylia Shield

Hero's Clothes (Green Tunic)

Zora Armor (Blue Tunic)

Magic Armor (Red and Gold Tunic)

1 Heart Piece





Time killing these Poe's will release the flames to re-open the doors again. Smell the fallen Poe to learn the Poe's scent and you will be able to track the remaining three down.

Head to the right of the stairs going north and Clawshot over to open the chest for a Piece of Heart. Now go to the left side of the stairs and roll across the sand to each platform and open the chest for the Dungeon Map. Now go to the east side and dig to the right of the door to find a chain that once pulled will drop the floor to reveal stairs to a door. Head down and enter the door.

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\
Room 4: Rotating Room
/

```

Kill the Bubble and then grab the lever in the center to turn it counter-clockwise revealing a chamber with a Redead inside. Attack from a distance due to its scream makes Links bones shiver until he is attacked. Open the chest inside for a Small Key. Now turn around and look up in to the hole in the ceiling to find a spot to use your Clawshot, do so.

Kill the Rats and transform back in to wolf form to follow the Poe Scent through the door.

```

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Room 5: Poe Lanterns
/

```

Now kill the two Bubbles and search the walls for the Poe to kill him. Now head south back through the door.

```

\
Room 4: Rotating Room
/

```

Drop down the hole and rotate the pillar clockwise to get back through the door you came through.

```

\
Room 3: Grand Hallway
/

```

Watch the cut scene as the fire heads to its place back on the torch. Now head east through the door without going down the stairs.

```

\
Room 4: Rotating Room
/

```

Head straight to the east and enter the next room.

```

\
Room 6: Chandelier and Statue Room
/

```

Roll over to the northwest platform and then roll east to avoid the hidden spikes in the sand. Roll to the platform on the right and then north for safe passage as you kill the Bubble and Moldorm.

Climb up the ledges and facing south pull the cage to the north. Then face east and push the cage in to the hole until it stops moving. Now climb up the stairs







bite him repeatedly. Soon he will become somewhat solid, so transform back in to human form.

Shoot him with the Bow and then take out your sword, he will fly around you and soon land. Once he lands to attack hit him first to make him collapse, take this opportunity to get some good jump attacks in on his head. Once he is defeated head north and open the chest at the end to get the Spinner.

Now go on one of the sides of the room and use the Spinner on the track along the side of the wall to get over the pit you dropped in to to get to the chest. Jump off the track and head back through the door.

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\\XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX\\
Room 16: Gauntlet
//XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX//
```

Now use the Spinner on the right wall as you come through the door to ride the track. Once you reach the sand jump off the track and get to the other side to get on the other track and head up to the ledge with the door.

```
\\XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX\\
Room 18: Spinner Chamber
//XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX//
```

Activate the Spinner and use the rail to your right to gain speed. Now transfer to the ledge on the left and move to the right. De-activate the Spinner and climb this ledge to get to a chest on the other side holding Bombs.

Get back on the ledge and head west to jump to the other ledge on the right and get to the chest for a Red Rupee. Roll off the ledge and head around the corner to the right to get on to a floor here and open the chest for a Yellow Rupee. Now head across the sand with the Spinner to the middle of the room and ride it up the track and over the spike log.

Kill the Stalfos and head up the steep ramp to open the chest for a Piece of Heart. Now head along the track on your left if facing the chest, timing it right so you don't get hit by the swinging log. Once on the upper ledge hit the A Button to jump track and get on the opposite side to move on with the track.

Hop track in mid-air before you run out and get on the other track to have it drop you in to an enclosed area and attach to another track piece to get up and over in to another part of the room.

Get off the Spinner and go to the far wall and look right to shoot the Stalfos with a Bomb Arrow and head over here to kill a second. Open the chest for a Yellow Rupee. Head the opposite way and go up the ramp to find a middle ramp. You must use the Spinner to go across the pit as you jump from side to side and avoid the other spinning spikes on the track.

Once on the other side head through the door.

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\\XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX\\
Room 13: Spinner Lock
//XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX//
```

Head over to the large chest and open it to get the Big Key. Now use the Spinner on the track along the side of the wall to get over the whirlpool of sand and back in to the main room. Stand over the cog shape in the floor and activate the Spinner to lock it in to place. Now tap the A Button and turn the cogs to activate the spinning wall.





Graveyard



Show Prince Ralis the sketch and he explains that the Reekfish can only be found in the Zora Village. He will hand you his Coral Earring so you can catch a Reekfish. Now teleport back to Zora's Domain.



Zora's Domain



Leave the throne room and dive off the waterfall to the area below. Now head east in to Zora's River and enter the Fishing Hole.



Fishing Hole



With your new hook you can now get the Sinking Lure. Head straight up to the water and turn left to go behind the cabin and fish in the water over here. Eventually you will catch something on your hook and pull it out to find the Sinking Lure.

With the Sinking Lure it attracts anything and can not be used when you have a guide in the boat with you or she will throw it out and you will have to catch it again. Now head back to Zora's Domain.



Zora's Domain



Swim to the east area and start fishing for the Reekfish here. Once you catch a Reekfish transform in to Wolf Form and smell the fish for a scent and forget the Poe Scent. Head west following the trail with your sense activated.



Snowpeak



Drop down and hop across the icebergs to reach the other side. Now with your sense view on follow the trail as you attack the White Wolfos that appear. Follow the trail and as you come out from the second rock on your left look to the left to find a Poe flying around here to take its soul.

Follow the path to the wall of ice and go to the left a little bit to find a ramp you can climb get up the mountain. Continue to the left a bit with your sense view on to find a Poe by a lone tree at the edge of the cliff. Now turn around and hug the wall on your left. When you reach the fork in the road head right and kill the Poe by the tree. Now go back to the fork in the road and take the other path carefully up the mountain. Once you reach a snow wall slam in to the center of it to make the snow fall and reveal a ramp to climb up as you kill two Ice Keese.

Now climb up the mountain to find a Howling Rock to summon the White Wolf and activate a spot to learn a new skill. Follow the trail and dig at the hole where a recent landslide occured to enter a cave.

Transform in to human form and go around the ice blocks without touching them to avoid being frozen solid, then climb the ladder and vines to reach a door to the top of the mountain. As you approach the yeti you must fight three Twilit



Messengers and then a portal will open, use this time to teleport to Kakariko Village.

```
\\////////////////////////////////////////////////////////////////////////////////////////////////////////////////
Kakariko Village
////////////////////////////////////////////////////////////////////////////////////////////////////////////////
```

Head east and enter the Graveyard.

```
\\////////////////////////////////////////////////////////////////////////////////////////////////////////////////
Graveyard
////////////////////////////////////////////////////////////////////////////////////////////////////////////////
```

Head up the steps to reach the hole where you will find the White Wolf waiting to teach you a new skill. You will learn the Jump Strike. Now teleport back to Snowpeak and talk to the Yeti, named Yeto.

```
\\////////////////////////////////////////////////////////////////////////////////////////////////////////////////
Snowpeak
////////////////////////////////////////////////////////////////////////////////////////////////////////////////
```

Roll in to the tree and make a leaf fall, then walk over to it and select it with the A Button and start sliding down the mountain like on a snowboard. Take the main path or locate the shortcut, you will need it for later anyway and make your way to the end and locate Yeto's house.

Turn around and transform in to the wolf form and run up to the mound on the left just as you cross the bridge. Get on the top and kill the Poe here to get its soul and then head in to the house.

At this time you should have the following:

#### 13 Life Containers

- Ordon Sword
- Master Sword
- Ordon Shield
- Hylian Shield
- Hero's Clothes (Green Tunic)
- Zora Armor (Blue Tunic)
- Magic Armor (Red and Gold Tunic)
- 0 Heart Pieces
- Mirror Shards (1 of 4)

- Big Wallet (600 Rupee Max)
- Big Quiver (60 Arrows Max)
- Golden Bugs (23 of 24)
- Hidden Skill (6 of 7)
- Reekfish Scent
- Poe Souls (45 of 60)
- Fish Journal
- Letters (9 of 15)

- Bomb Bag (x3)
- Bottle (x4)
- Clawshot
- Fishing Rod + Earring
- Gale Boomerang
- Hawkeye
- Hero's Bow



Room 5: East Courtyard Hall

Head north and kill the two Mini Freezard by repelling them with your shield and striking them with the sword. Head north and unlock the door to enter the next room.

Room 7: Weapon Storage

Kill the three Mini Freezards then enter the east door.

Room 8: Study

Head south towards the door and a gate will fall down as two Chilfos attack. Once they are defeated head through the door and open the chest for an Ordon Pumpkin. Now head south through the door.

Room 4: Freezer

Climb the boxes and hop down the other side, now go through the south door.

Room 3: Kitchen

Talk to Yeto and he takes the Ordon Pumpkin from you, the soup now restores 4 hearts. Head out the door to the west.

Room 2: Yeta's Den

Head over to Yeta and talk to her and then head north out of the room.

Room 6: Courtyard

Head north killing the three White Wolfos and then jump through the open window to the west and go through the door.

Room 9: Armory

Head in and kill the Mini Freezards throughout the whole room. Once they are all killed go back and grab the Iron Ball on the floor. Make your way back to the cannon on the north side and drop it in the hole in the back. Now turn the cannon to the east and drop a bomb in the hole to fire off the Iron Ball.

This will shatter the ice to the east, head over to this area and open the chest you find to get more Bombs. Now repeat the cannon process aiming it to

the south and fire it to reveal a door. Head south through the door to the next room.

Room 10: Beam Crossing

Use your Clawshot and shoot the Mini Freezards as you go. Now cross the beams and slide down a slippery slanted one. You must now face east and leap from beam to beam while fighting Ice Keese and shooting another Mini Freezard to make it over to the chest where you will get the Compass. From here use the Clawshot to shoot the spot on the wall by the door and leave.

Room 9: Armory

Kill the Mini Freezards as you head east through the door.

Room 6: Courtyard

Transform in to a wolf and search the area for a dig spot and dig to find a chest under the snow containing a Small Key. Now head through the door to the west.

Room 11: West Courtyard Hall

Grab an Iron Ball and place it in the holder on the wall next to the east door you came through. Now go through the east door back to the Courtyard.

Room 6: Courtyard

Pull the lever on this side to make the Iron Ball roll to the other side and take it to the cannon to load it. Now aim the cannon at the Freezard and fire the cannon with a Bomb in it. Kill off the Mini Freezards that appear and then head through the door.

Room 12: Darkhammer Cage Match

Head north and a cut scene will start with a fully armored Lizalfos with a Ball and Chain. You must wait until he throws the ball at you, dodge it off to the side and then get to his back side to attack the tail to hurt him. Do this four times with some good jumping attacks and you will defeat him.

Once defeated go to the ball and grab it to obtain the Ball and Chain. Head north in to the next room.

Room 13: Statue Room

Smash through the ice wall straight ahead and open the chest for some Ordon

Goat Cheese. Now go south through the door.

Room 12: Darkhammer Cage Match

Head south through the next door.

Room 6: Courtyard

Head south and enter the door.

Room 2: Yeta's Den

Talk to Yeta and she will mark your map again as well as open the west door to look through the rest of the house. Head east first back to the kitchen.

Room 3: Kitchen

Give Yeto the Ordon Goat Cheese and he will add it to the soup which will allow you to get 8 hearts refilled per serving. Now head back through the west door.

Room 2: Yeta's Den

Head through the west door that she just opened for you.

Room 14: Bottomless Pit

Head through the north door.

Room 11: West Courtyard Hall

Push the crate to the north and grab an Iron Ball to bring it back to the south door and load it in to the holder. Now head through the southern door.

Room 14: Bottomless Pit

Pull the lever to load the Iron Ball in to the room and then forget about it for now. Head over to the west side of the room and smash through the ice with the Ball and Chain. Now wait for the Freezard to spray its cold air away from you and advance to find a spot open in the cage. Swing the Ball and Chain in to the cage and destroy it. You can optionally destroy the Mini Freezards since they can not attack you down there.

Head up the spiral a little more to find another Freezard trapped in a cage. Wait for the Freezard to spray away from you to advance, this time climb up in

to the alcove on the left. Wait for the Freezard to spray to your right now so you can safely get over to the opening and defeat the Freezard.

Smash the ice at the top of the slope and kill the two Ice Keese that appear. Head back down the slope and take the Iron Ball to place it in the cannon and turn it to face it east, but do not fire it yet.

Now head to the south room where you will be able to use the Ball and Chain on the floor just to the right of the red carpet opening a passage to the room below. Drop down and open the chest for a Piece of Heart, then Clawshot back to the room above.

Now go through the door to the north.

Room 10: Beam Crossing

Turn to your left and kill the Chilfos and then hit the hanging platform a few times to get it swinging. Time your jump to make it on to the swinging platform and then jump to the other side. Kill the Ice Keese and open the chest for the Small Key. Now get back on the platform and use the Clawshot on the spot to get back over.

Smash the ice and head through the south door.

Room 14: Bottomless Pit

Head to the side room straight ahead and then go east to unlock the door and enter it.

Room 1: Grand Hallway

Smash the ice on the left to reveal a Clawshot spot and then hit the hanging platform with the Ball and Chain a few times to get it swinging. Time your jump to get over to the other balcony and kill the Chilfos and then get back on the platform.

Now turn to the south and hit the next platform with the Ball and Chain to get on it. Kill the Ice Keese that attacks and then get to the next platform to kill another. Now get to the platform with the chest to open it for a Piece of Heart. Drop down and smash the statues in the entry to reveal a Poe and two chests containing a Red and Yellow Rupee.

Head up the left stairs and Clawshot to the spot you revealed. Now cross the platform to the other side and enter the door.

Room 15: Mini Freezards on Ice

Kill the Mini Freezards by approaching them and then swinging the Ball and Chain around to let them get hit by it to automatically kill them off. Now go near the ice in wolf form to get a Poe to attack and claim its soul. Head north through the door.

Room 4: Freezer

Push the crate on the east wall to have it fall below. Now drop down and use the Ball and Chain on the frozen crate and center button. With one crate on the other button, make sure the other crate near it is just to the right of it. Now push the crate you just unfroze to the south.

Now push the crate that is over the first switch to the north. Now push the crate in the southwest corner to the east, then north. Now push the northern block to the west, south, east, north and you will activate the new switch.

Climb up the crate you pushed down on the north side and get back to the doors you were at earlier. Now head through the door to the west.

Room 6: Courtyard

Run along the broken wall like it is a sloped path and kill the Chilfos as you go. Head north and Clawshot over the wall to enter the door to the east.

Room 8: Study

Now use the Ball and Chain on the hanging platforms to reach the other side and open the chest for a Small Key. Head through the door to the south.

Room 4: Freezer

Drop down and climb back up the side to reach the south door.

Room 15: Mini Freezards on Ice

Head to the locked door to the west and head through.

Room 14: Bottomless Pit

Kill the two Freezards and the Mini Freezards they drop as they die. Now head to the west side and push the crates down in to the pit below. Head west and fire the already loaded cannon to get the Iron Ball on the ledge of the crates you just pushed.

From here load the Iron Ball in the holder by the north door and go through it.

Room 6: Courtyard

Pull the lever and take the Iron Ball to the cannon straight ahead to load it in there. Aim the cannon at the Freezard to the northwest and fire it to kill it off.

Now hop down the west side and go through the west door.

Room 11: West Courtyard Hall

Head north to climb the ladder and kill off the Mini Freezards left over from the Freezard. Head through the west door.

Room 16: Chapel

Start moving around the room smashing the pews with the Ball and Chain while Chilfos appear and attack. Clear out the whole room to make the door to the north open and then go inside to find a chest holding the Big Key. Exit to the east.

Room 6: Courtyard

Yeta will be outside waiting for you and will lead you up to the room, head up the ramp to the north. Now unlock the room and watch the cut scene.

Room 17: Twilit Ice Mass Blizzeta

While the large mass of ice moves towards you use your Ball and Chain to whittle down the size. After the fourth hit it will start to shoot out Mini Freezards in a large circular radius. Avoid by standing out of the ray in which it fires or shoot the Ball and Chain straight through it while attacking the ice mass.

Once you hit it 8 times another cut scene happens and Yeta is encased in a crystal as ten other crystals form around her. Watch the reflection in the floor as the crystals chase you. They will start to spin just before striking the ground so constantly move. Once they are all down, hit them with the Ball and Chain to help make an escape for the next step to the attack.

Whatever crystals are left from your attack will go back to the main crystal forming a circle over you and then they will fall down around you. Quickly get out of the circle by going through an open spot where you destroyed a crystal earlier and then Yeta will crash down in the middle, crushing you if you can't escape. Now turn around and hit her with the Ball and Chain. Repeat this three times and you will win the battle.

Gather all of the hearts that drop and get the Heart Container and Mirror Shard as promised. Now teleport out of there.

2.17 - Heading out to the Sacred Grove

At this time you should have the following:

14 Life Containers





This second one is a little more challenging so I had to start using a diagram to continue.

Original	Step 1	Step 2	Step 3	Step 4
[B][ ][ ]	[B][ ][ ]	[B][ ][ ]	[B][ ][ ]	[ ][ ][ ]
[ ][ ][S][ ]	[ ][ ][S][B]	[ ][ ][S][B]	[ ][ ][S][B]	[ ][ ][S][B]
[ ][S][ ][ ]	[ ][S][ ][ ]	[ ][S][ ][ ]	[ ][S][ ][B]	[ ][S][ ][B]
[B][ ][ ][B]	[B][ ][ ][ ]	[ ][ ][ ][B]	[ ][ ][ ][ ]	[B][ ][ ][ ]
Step 5	Step 6	Step 7	Step 8	Step 9
[ ][ ][ ]	[ ][ ][ ]	[ ][ ][ ]	[ ][ ][ ]	[ ][ ][ ]
[ ][ ][S][B]	[ ][ ][S][B]	[ ][ ][S][B]	[ ][ ][S][B]	[ ][ ][S][B]
[ ][S][ ][B]	[B][S][ ][ ]	[B][S][ ][B]	[B][B][ ][ ]	[B][B][ ][ ]
[ ][ ][ ][B]	[ ][ ][ ][B]	[ ][ ][ ][ ]	[ ][ ][ ][ ]	[ ][ ][ ][ ]
Step 10	Step 11	Step 12	Step 13	Step 14
[B][ ][ ]	[ ][ ][B]	[ ][ ][B]	[B][ ][B]	[ ][B][B]
[ ][ ][S][B]	[ ][ ][S][B]	[B][ ][S][ ]	[ ][ ][S][ ]	[ ][ ][S][ ]
[ ][B][ ][ ]	[ ][B][ ][ ]	[ ][B][ ][ ]	[ ][B][ ][ ]	[ ][B][ ][ ]
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Step 15	Step 16	Step 17	Step 18	Step 19
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Now head north to the third and final block puzzle. Once again this one was pretty tough so I had to make a diagram.

Step 1			
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head through the next tunnel with light in it to move on. In this area shoot the Skull Kid with an Arrow and then follow him through the newly created tunnel.

At the fork in the road take the right path with the light coming from it. Now go through the left path. After that go through the water to the door on the left. Now pass the large tree with the ledges and take the right path and then a sharp left in to the next area. Take the next left, followed by another left. Now climb the steps of the large tree and get on the bridge. Look up in the trees to the right and shoot the Skull Kid with an Arrow.

Head through the tunnel he opens across the bridge. Drop down and head straight ahead through the tunnel to the next area. Now drop down again and move forward to start a cut scene. Hit the Skull Kid three times with an arrow and he will let you in to a secret place.

Head up the path and then push the block to reveal the same place where you found the Master Sword a while back. Now head to where you first got the Master Sword and wait for nightfall and kill the Poe that appears. Head over to where you took the sword and use the A Button to place the sword back in its slot to unlock the entrance to the temple you are looking for.

Now head down the stairs and as you cross the triforme a portal will open dropping five Twilit Messengers and a lot of Keese will fly in as well. First start killing off the Keese and then kill off the messengers so you can claim a portal to this area finally.

Head to the ruins and climb up the block you dropped and then head over to where the statue use to be and enter the time portal.

\*\*\*\*\*  
2.18 - Temple of Time  
\*\*\*\*\*

At this time you should have the following:

14 Life Containers

Ordon Sword  
Master Sword  
Ordon Shield  
Hylia Shield  
Hero's Clothes (Green Tunic)  
Zora Armor (Blue Tunic)  
Magic Armor (Red and Gold Tunic)  
4 Heart Pieces  
Mirror Shards (2 of 4)

Big Wallet (600 Rupee Max)  
Big Quiver (60 Arrows Max)  
Golden Bugs (23 of 24)  
Hidden Skill (6 of 7)  
Reekfish Scent  
Poe Souls (51 of 60)  
Fish Journal  
Letters (11 of 15)

Ball and Chain  
Bomb Bag (x3)  
Bottle (x4)

- Clawshot
- Fishing Rod + Earring
- Gale Boomerang
- Hawkeye
- Hero's Bow
- Iron Boots
- Lantern
- Slingshot
- Spinner

\\
 Entrance to Temple of Time
 //

Head down the stairs and turn to the right and look on the column at the corner of the stairs to find the last missing golden bug for your collection. Catch it and then head back out of the room the way you came. Teleport back to Castle Town.

\\
 Castle Town
 //

Head to Agitha's Castle and hand her the last of the bugs to complete the collection. You will receive the Giant Wallet which holds 1,000 Rupees. Now teleport back to the Sacred Grove.

\\
 Sacred Grove
 //

Now head back through the doorway of time.

\\
 Entrance to Temple of Time
 //

Head north to where you got the Master Sword again. Now place the sword back in the slot to activate a staircase and then you will see Ooccoo and her son head up the stairs, follow them and enter the Temple of Time.

\\
 Room 1: Grand Entryway
 //

Head all the way across the room and Midna mentions that there is only one statue. Transform in to wolf form and use your senses to look on the left side of the door to see the other statue that use to be there. Now back in human form grab the circular object on the square platform to the right of the stairs you came up and place it on the switch of the left platform.

This raises a ledge allowing you to climb on to a higher ledge. Now head up the stairs to find Ooccoo and she tells you that this is the temple she has been searching for. Head down the other staircase and light the two torches to make a chest appear containing a Small Key.

Now head back up the stairs and to the south to unlock and enter the door.

\\
 Room 2: Square Corridor
 //

Kill the Young Gohma and then grab a large pot off one of the raised platforms to place it on the switch in the middle of the room. Now head south to open the chest for Arrows. Go east killing the next Young Gohma and then turn around to use the Ball and Chain on the pot making sure you are on the other side so you get trapped in to the hallway.

Head up the stairs to the next room.

Room 3: Hexagon Corridor

As you head up the stairs start attacking the Lizalfos as they rush you. Enter the room and approach the Armos in the east corner to fight it, you must hit it in the back to hurt it. Once it is defeated open the chest that appears for the Dungeon Map.

Kill the Keese in the windows and open the chest in the south for a Red Rupee. Now take both heavy weights and place them on the switches to the north to open the gates. Head up the stairs and enter the door to the next room.

Room 4: Baby Gohma Lift

Head to the right and shoot the white Beamos in the eye wrapping around to kill the Lizalfos. Now head up the stairs along the outside wall using the Spinner when you reach the large gap. Now head across the bridge and to the central pillar to push the lever.

The lift will take you down in to the pit with the Baby Gohma, kill them all and the electrical field will drop. Now take the weight on the ramp and load it on the lift to take it back up. Run around the ring avoiding the two spinning wheels and take it to the southern side to place it on a switch. Now go to the east bridge to grab another and do the same.

Just as you place the second weight run up to the ledge that raises as a mini lift to reach a door and head in.

Room 5: Armos Chamber

Head around the outside ledge and quickly get behind the Armos to attack the back before it even wakes up. Repeat for the second one and then a chest will appear to the west containing a Small Key.

Head up the stairs to the south and open the chest for a Red Rupee. Now head north and out the door.

Room 4: Baby Gohma Lift

Head around the ring again and go north to unlock and enter the door.

Room 6: Movable Walls



Kill the two Lizalfos and then run with the spiked log to climb on the ledge with the swinging blade. Get behind the blade and open the chest for a Small Key. Head to the northeast corner and take the weight and go around the gate avoiding the log to place it on the switch.

Move north up the stairs.

Room 10: Second Armos Room

Head in to the room and kill the Baby Gohma and two Armos. Open the chest that appears and get a Purple Rupee. Now go west where the gate opened and unlock the door to enter.

Room 11: Darknut Battle

Target Darknut and perform a backflip when he raises his sword above his head to get out of the way of the downswipe motion. Now immediately press the A Button to jump attack him a few times quickly before he blocks with the shield. Repeat this five times and then he will start to attack with a new weapon.

Now perform roll around back attacks and attack him as he recoils. Repeat this about five times and you will defeat him. Now open the chest for the Dominion Rod. Shoot the statue above you with the Dominion Rod and then walk it over to the bell to have it teleported out of the room. Head out of the room.

Room 10: Second Armos Room

Use your Dominion Rod on the statue again and move forward. Now use the rod to have the statue raise its massive hammer and hit the gate to break it open. Head south and place a pot on the switch to load the statue on the lowered ledge. Now remove the pot once the statue is in place and direct it down the stairs.

Room 9: White Beamოს Spikes

Have the statue go through the current and step on the switch, de-activate the statue and step through. Now re-activate the statue and have it block the spike logs for you as you and the statue navigate around the turns. Now head down the stairs and have the statue smash the White Beamოს.

Load the statue on to the ledge in the south and de-activate it for now. Use the Dominion Rod on one of the two weights beside the lift to activate it. Now have it go to the switch and de-activate it to weigh the switch down.

Re-activate the statue and have it go under the bell to have it teleported out of the room. Head north out the door.

Room 7: Weight Scales



Activate the statue and have it go on to the scales. Now take the weight that is on the scale with it and throw it on to the other scale. Climb back up the ledge and Clawshot over to the ledge. Grab the weight and then throw it on to the scale with the others. Now use the Dominion Rod and activate the weight on top of the pillar and get it to come off. Pick it up and go up the stairs to drop it on the scale with the rest of them.

Now activate the statue and have it walk across to the next scale. From here throw all four of the weights on to the empty scale and get off the scales yourself to allow the statue the ability to go down the stairs.

Now get the statue under the bell and head out the door to the west.

\\XX  
 Room 6: Movable Walls  
 //XX

Head down the stairs and activate the statue, move it past the wall that will close. Now de-activate it and hit the Green Switch to move the wall. Now go through the opening and re-activate the statue, have it land on the switch and de-activate it so you can walk through the electrified gate. Open the chest for a Piece of Heart to complete a container.

Now head back on the other side of the electrified fence. Activate the statue and have him follow you around the corner, up the ramp and down the stairs. Instead of shooting the crystal anymore just use the statue to smash the walls apart and get it to the bell. Now leave to the south.

\\XX  
 Room 4: Baby Gohma Lift  
 //XX

Get on the central lift and raise it one more level to reach the statue. Now activate it and get it on the lift with you before you de-activate it. Lower the lift to the bottom and kill all of the Baby Gohma to de-activate the electric field.

Re-activate the statue and get him off the lift and out of the center. Have the statue smash the White Beamos and then slam the ground quickly so it kills all of the hiding Baby Gohma as well. Now head over to the west gate and use the Dominion Rod on the weight above to have it sit on the switch.

Transform in to Wolf form and kill the Poe inside. Now have the statue smash down the gate to the bell and let it teleport it out of the room.

Head back to the lift and place the weight on the lift to go up one level. Now take it to the south door and place it on the switch. Get the other weight on the east bridge and place it on the other switch, quickly move to the lift to let it raise you up and enter the door.

\\XX  
 Room 5: Armos Chamber  
 //XX

The room is now filled with Baby Gohma and Young Gohma, kill them and then grab a weight by the stairs. Now go up the stairs and throw the weight on to the left ledge behind the fence. Activate it with the Dominion Rod and walk it down the steps to have it hop in to the pit and on to the switch. Now go back up the stairs and activate the weight already on the ledge to walk it down and on to the switch.

Open the chest that appears and get another Piece of Heart. Now leave the room.

Room 4: Baby Gohma Lift

Either drop and roll off the edge of the bridge or use the lift to lower down to the level below. Head east through the door.

Room 3: Hexagon Corridor

Head down the stairs and kill the Keese, now use the Clawshot to get over the gate and kill the Lizalfos and Armos. Now take the statue down the stairs and smash the the gate.

Room 2: Square Corridor

Head across the room and load the statue in to the bell. Head north to leave the room.

Room 1: Grand Entryway

Activate the statue and place it to the left of the door so you can proceed to the next room.

Room 12: Gauntlet

Shoot the White Beamos and then jump the gap avoiding the spike trap. Now dodge the second spike trap and use the Dominion Rod on the weight along the left side to stop the spiked log. Go past this spot and shoot the two White Beamos.

Now re-activate the weight and have it move on to the switch inbetween the two swinging blades to open the gate. Go through the gate and move the weight off the switch to open the next gate.

Kill the Young Gohma's and smash the pots to find a Fairy to bottle. Now unlock the boss door and head inside.

Room 13: Twilit Arachnid Armagohma

Out roll two jets of fire and then locate her in whichever corner she stops in. Now stand in the middle of the room and fire an Arrow in to its eye. This will make Armagohma fall to the ground, get over to the statue that it is closest to and activate it with the Dominion Rod, have it smash the spider. Repeat this two more times with the inclusion of killing the Bbay Gohma's she sends at you.

Now shoot the eyeball three times as it is protected by Baby Gohma and you will win the third Mirror Shard and a Heart Container.







1. On top of the stack of crates just after the sign.
2. Just to the left of #1 by the post holding the balcony up.
3. North of the stack of crates from #1.
4. North of the stack of crates from #1, will come running up to you.
5. In the street sitting to the right of the cart.
6. In the southeastern corner.
7. At the door of Impaz's house.
8. Just to the left of Impaz's house near the back.
9. Enter the northeastern house and go up the stairs and around the balcony.
10. Just outside #9's location.
11. In the alley inbetween the eastern buildings.
12. Enter the southeastern building, on top of the stack of crates.
13. On the floor of the southeastern building.
14. In the southeastern building, use the Clawshot to reach the second floor to reach the cat.
15. On outside balcony of southeastern building.
16. Use the Clawshot on the mesh on the northwest building to find the cat on the balcony.
17. On the balcony of the middle western building.
18. Head around to the back of the balconies on the middle western building and jump through the windows to the southwestern building.
19. Drop down to the first floor from #18 and find the cat behind the barrels.
20. Behind the middle western building in the back alley.

Now head to Impaz's house and get the Piece of Heart there and head inside. Show the Dominion Rod to Impaz and she will hand you the Ancient Sky Book. Now go back to the north west building and use the Clawshot on the mesh to get up on to the balcony and go around the corner to the right. Once it hits nightfall a Poe will appear here for you to attack.

Now head out for Kakariko Village.

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Kakariko Village
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Head in to the Sanctuary and drop in to the hole. Head over to Shad and hand him the Ancient Sky Book and he will then mark your map with all of the owl statue positions throughout Hyrule. The Dominion Rod will also power back up as well.











Room 8: Wind Room

Head south across the blue falling blocks and enter the door.

Room 10: Updraft Floor Jumping

Head south and then turn to the east to jump a gap to another platform. Now wait for the updraft to die off and jump the gap to the east again. From here walk along the skinny ledge and use the Gale Boomerang to get the Tile Worm out of the ground.

Wait for the updraft to quit and then jump the gap to the other platform. Turn to the north and kill the Tile Worm ahead. Head west along the very edge and jump to the ledge below to open the chest for a Yellow Rupee. Jump the gap back to the edge and head east to kill another Tile Worm and wait for the updraft to die off before jumping.

Now head south and enter the door.

Room 11: Chamber of the Dynalfos

Use some Bomb Arrows to kill them off at a distance and then go to the southern end of the room to use your Clawshot on the vines to get to the ledge above. Use the Clawshot again on the egg hanging in the center and pull it down to activate the updraft machine.

Grab an Oocca and fly out to the updraft just as it turns on to reach the ledge straight ahead and enter the door.

Room 12: Oocca Crossing

Turn to the right and Clawshot the hanging egg to open a caged alcove holding a chest. Now take the Oocca and jump off the ledge in to the updraft as the wind machine turns on and aim to the southern wall to slowly descend in to the alcove. Open the chest for a Red Rupee, now take the Oocca and fly out to the wind and head west. Get to the far side and open the chest for a Purple Rupee.

Now take the Oocca and fly through the hole in the wall and go west to land on the ledge. Use the Clawshot on the egg hanging on the ceiling and activate the updraft to the east. Now fly over with the Oocca on the updraft in the middle of the room and use this new updraft to get through the hole in the wall to the east.

Now head through the door to the north.

Room 9: East Tower

Head over to the edge and turn to the left to shoot the Clawshot at the hanging egg and activate the gate below. Now take the Oocca here and fly to the eastern

side. Now start to slowly and carefully descend ledge by ledge with an Oocca and get to the door to the east.

Room 13: Fan Descending

Fire your Clawshot at the egg in the middle of the fan and equip your Iron Boots to lower the egg which stops the fan. Now descend through the blades and land on the ground of the next room.

Room 14: Aeralfos Chamber

Wait for Aeralfos to block with the shield which happens to be a spot for the Clawshot. Fire the Clawshot at the shield and pull Aeralfos in so you can slash at its stomach. Eventually he will then fly out of the window and surprise attack from one of three openings.

Look at each one to spot him and then quickly fire the Clawshot at him to once again pull him in to attack. After doing this a few times he will then be defeated. Now Clawshot to the alcove on the west and open the chest for another Clawshot. Now that you have two Clawshots you can move about more freely in the air.

Head to the edge and look a little to the left to fire your Clawshot at the spot on the ceiling. Now lower yourself a bit and fire at the next spot on the ceiling. Lower a little bit and look at the fan where you dropped through earlier and shoot your Clawshot at the vines to get out of the room.

Room 13: Fan Descending

Head west through the door.

Room 9: East Tower

Use the Double Clawshot to head around the walls of the tower until you can use a Clawshot to grab on to the hanging egg above. Once you are hanging on it, descend to where the gates have opened and use the other Clawshot on one of the spots on the other side of the gate to get pulled in before it closes on you.

Now go through the door.

Room 15: Double Clawshot Pillars

Go to the edge and Clawshot the spot on the pillar, you must now quickly use the second Clawshot on the next spot which is diagonal to you. Make it across the gap before the pillar pieces fall off the poles and open the chest for the Compass.

Now head west through the door.





Peahat. Once across descend down and enter the door to the east.

Room 18: Roof of Main Fan Room

Kill the two Dynalfos with your Bomb Arrows or the blade. Now head west and Clawshot up to the vines. Climb up to the ledge and drop down so you can kill the Kargarok. Turn in to Wolf Form and cross the rope and go to the right. Turn back in to Human Form and kill the spiders on the vines before you climb up and over.

Go down the other side and open the chest for a Red Rupee. Now transform back in to Wolf Form and cross the ropes to the other side. Kill the Poe and then open the chest for a Purple Rupee.

Now head back around the ropes and cross the vines again. Go around the ledge the other way and cross the ropes and kill the Kargarok on the pillar to move safely. On the other side head through the door.

Room 4: Main Fan Room

Avoid the two Helmasaurus' and get to the other side of the room. Use your Clawshot on the hanging egg and the wind will stop, now you can kill them off. Open the chest for the Big Key and leave the room.

Room 18: Roof of Main Fan Room

Drop down to the ground below and go to the southern end of the area to locate another door to enter.

Room 4: Main Fan Room

Head around the edge of the room and kill the Helmasaurs. Open the chest for a Red Rupee and then shoot the ceiling with the Clawshot. Lower yourself through the gap where the fan use to be turning and then look to the north for a hanging egg to activate. Clawshot over to it and activate the Iron Boots to start the fan to the north.

Now descend with the Clawshot and head through the northern door.

Room 19: Fan Gorge

Now shoot the Kargarok's with your Hero's Bow and then use the Double Clawshot to cross the rotating fans. When you reach the other side Clawshot the grate covering the stationary fan to find a chest holding a Purple Rupee.

Now drop down and go through the door.

Room 20: North Fan Tower

Upon entering you will find two Aeralfos ready to attack. Defeat them both the same way you did the first one. Now Clawshot the fan above the door to the south. Then get on the stationary fan in the middle of the room and look back to Clawshot the crystal to get it moving.

Clawshot the fan to the north and start working your way up the fans. Once you make it to the second set of alcoved fans drop and check the pots for a Fairy you can bottle if you need to. Now make it to the top stationary fan and activate the crystal to get it moving. Use the Clawshot on the spot above the final door.

Unlock and enter the door.

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Room 21: Twilit Dragon Argorok  
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Turn to the left and use the Clawshot on the grate, then on the vines. Now shimmy around and climb up to the floor above.

Quickly climb the tall pillars by Double Clawshotting up them to reach the top. Now when Argorok comes back equip your Iron Boots and Clawshot his tail to weigh him down smashing some of the armor off its body.

As Argorok comes back to scrape the ground equip the Iron Boots again as the wind will pick up from his wings. Now climb the pillars again and wait for him to get close so you can weigh him down again, this time it will get really angry and shake the rest of its armor off as the storm picks up. Peahats have also come out of the ground and started flying above the pillars.

Now climb the pillars again and start going from Peahat to Peahat so you can reach the back of Argorok. Target his weak spot on the back and shoot it with the Clawshot to attach to his back. Now start slashing at him until he crashes to the ground. Repeat this again.

Now on the third try Argorok will start changing the direction of his fire breathing making it a little more difficult to reach his back. Once Argorok is defeated you will obtain the final Mirror Shard as well as a Heart Container.

Now Clawshot in to the back of the cannon and head back down below.

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2.21 - Fixing the Mirror of Twilight  
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At this time you should have the following:

18 Life Containers

- Ordon Sword
- Master Sword
- Ordon Shield
- Hylia Shield
- Hero's Clothes (Green Tunic)
- Zora Armor (Blue Tunic)
- Magic Armor (Red and Gold Tunic)
- 2 Heart Pieces
- Mirror Shards (4 of 4)





18 Life Containers

- Ordon Sword
- Master Sword
- Ordon Shield
- Hylia Shield
- Hero's Clothes (Green Tunic)
- Zora Armor (Blue Tunic)
- Magic Armor (Red and Gold Tunic)
- 3 Heart Pieces
- Mirror Shards (4 of 4)

- Giant Wallet (1,000 Rupee Max)
- Giant Quiver (100 Arrows Max)
- Golden Bugs (24 of 24)
- Hidden Skill (7 of 7)
- Medicine Scent
- Poe Souls (57 of 60)
- Fish Journal
- Letters (15 of 15)

- Ball and Chain
- Bomb Bag (x3)
- Bottle (x4)
- Dominion Rod
- Double Clawshots
- Fishing Rod + Earring
- Gale Boomerang
- Hawkeye
- Hero's Bow
- Horse Call
- Iron Boots
- Lantern
- Slingshot
- Spinner

This cave is not hard in any way, it just takes a little bit of nonstop time to complete since you can not leave it and come back later without restarting the entire thing. I only had to refill once at room 46 with the Great Fairy's Tears the second time through being on one Heart.

Room 1: Bokoblin

Drop down in to the room below and kill the Bokoblin here to open the next door forward.

Room 2: Keese and Rats

Once again drop in to a lower room and kill off the Keese and Rats that attack.

Room 3: Baba Serpents

Use the Clawshot on the three hanging Baba Serpents to drop them to the ground before you jump and dispose of them immediately. Now kill the fourth one in the

center to open the next door.

Room 4: Skulltula

Drop in to the room and kill the three Skulltula roaming around to head through the door.

Room 5: Bulblin Archers

Drop down and kill three Bulblin Archers to advance.

Room 6: Torch Slugs

Drop down in to the room and kill off the Torch Slugs, watch out for the ones that will drop down from overhead as you run around.

Room 7: Dodongos and Fire Keese

Drop in to the next room and fight off the Fire Keese and Dodongos as they lunge at you.

Room 8: Tektites

Drop down and fight off the red and blue Tektites to open the next room.

Room 9: Bulblin Archers and Lizalfos

Drop down and immediately turn around to kill the two Bulblin Archers under the ledge. Now focus your attacks on the two Lizalfos.

Room 10: Great Fairy

Drop down and check the sparkles in the middle of the pool to find the Great Fairy. She will release fairies in to Ordon Spring for you to go to and collect at anytime when you need them. You need the Spinner to move on through the rest of this point, this is used as a check to see if you have Arbiter's Grounds.

Room 11: Helmasaurs and Rat Horde

Drop down and use a Spin Attack on the horde of rats attacking you. Once they are disposed of take out the three Helmasaurs and use your Spinner to ride the rails over to the door. Drop down in to the enclosed area and head through the door.

Room 12: Purple Chu

Drop down and fight off a large sized Purple Chu that breaks in to a lot of pieces. You can make quick work of it if you tap the B Button.

Room 13: Chu Worms

Drop down and use your Clawshot on the bubbles to pull the Chu Worms out and kill them before they crawl back in to the protective bubbles.

Room 14: Bubbles

Drop down and fight off the Keese inside the skulls known as Bubbles.

Room 15: Bulblins

Drop down and start swinging your sword in to the masses of Bulblins as they come in to attack you.

Room 16: Keese and Rats

Drop down in to a darkened room and fight off the Keese and Rats.

Room 17: Stalhounds and Poe

Drop down and kill off the Stalhounds and then transform in to Wolf Form to kill the Poe.

Room 18: Leever

Stay in Wolf Form and drop down to find the room filled with Leever. Let them circle you and then use Midna's attack to get them all. There is a dig spot in this room along the side that contains a Heart.

Room 19: Chu

Drop down and a lot of Chu's will drop from the ceiling. Bottle the Blue Chu if you want to and kill everything.

Room 20: Great Fairy

Drop down and inspect the sparkles in the pool again to have the Great Fairy

release more fairies at Faron Spring. You will now need the Ball and Chain from the Snowpeak Ruins as a check to see where you are in the game.

Room 21: Bokoblins and Ice Keese

Drop down and kill the Ice Keese followed by the Bokoblins. Now take out your Ball and Chain to smash through the ice barrier and move on.

Room 22: Keese, Ghoul Rats, and Rats

Drop down and take out the Keese and Rats. Now transform in to Wolf Form and use your senses to bring some Ghoul Rats in to view. Use Midna's attack to shake them off and kill any stragglers. There is a dig spot near the middle with three Hearts in it.

Room 23: Stalkins

Drop down and fight off an army of Stalkins as they rise from the ground.

Room 24: Redead

Drop off to one of the sides to only awaken one of them and use the Ball and Chain to take it down. Slowly advance over the others and do the same.

Room 25: Bulblin Archers and Bulblin Warriors

As you enter fire an Arrow at the Bulblin Archer on the outpost. Now drop down in to the room and dispose of the rest of the warriors.

Room 26: Stalfos

Fire three Bomb Arrows at the Stalfos to kill them immediately before you drop down for an easy battle.

Room 27: Bubbles and Skulltula

Drop down and fight the three Skulltulas and the Bubbles. There is a dig hole in this room with a Heart.

Room 28: Lizalfos and Red Bokoblins

Shoot a couple of Bomb Arrows or lob some Bombs over the edge at the crowd to kill some of them before dropping down, you may want to throw the Magic Armor on.

Room 29: Fire Bubbles, Stalfos and Stalkins

Shoot the two Stalfos with Bomb Arrows and then drop down to take out the Fire Bubbles and Stalkins.

Room 30: Great Fairy

She will now release more fairies in to Eldin Springs. You must now have the Dominion Rod fully functioning to continue on. This is a check to see if you completed the Temple of Time and re-activated the Dominion Rod afterwards.

Room 31: Beamos and Keese

From the top of the ledge shoot the back three Beamos to create an area where you can safely stand and kill the Keese flying around. Now destroy the last two Beamos. Use the Dominion Rod on the two statues to move them off the switches to get the gate to open and proceed.

Room 32: Dodongos, Fire Bubbles, Fire Keese, and Torch Slugs

Use the Clawshot on the Torch Slugs hanging from the ceiling before dropping down and then head down to kill the Fire Bubbles and Fire Keese. Now focus on the Dodongos that are wandering around.

Room 33: Poe and Redead

Once again use the Ball and Chain, be careful of the Redead that is underneath the ledge. You will want to drop and quickly start swinging that Ball and Chain right in to it to make a safe spot. Start going around the room in a wide circle taking out two more of them and the Poe will start to come towards you soon. Kill the Poe in Wolf Form and then take out the last Redead.

Room 34: Chu and Ghoul Rats

Transform in to Wolf Form and turn on your senses before you drop in. Take out the Ghoul Rats and then focus on the Chu's that drop. You can also just get close to a group and start tapping the B Button and you will fight most of them off. There is a dig spot here with a Heart in it.

Room 35: Freezard and Ice Keese

Leap off to the side of the room and continuously move around as you kill off all of the Ice Keese. Now get to a safe side of the Freezard and hit it with the Ball and Chain. Once it is smashed you will have to fight off the Mini Freezards that appear.

Room 36: Chilfos

Drop down and deal a massive attack on them with the Ball and Chain. If you come through a second time there will be twice as many Chilfos as there were the first time.

Room 37: Ice Bubbles and Leever

Either use your Magic Armor or transform in to Wolf Form to use Midna's attack on them and make quick work.

Room 38: Chilfos, Freezards, Ice Bubbles, Ice Keese

Shoot Bomb Arrows at the Chilfos below, it takes two Bomb Arrows a piece. Watch out as the Ice Bubbles will fly up here to attack. Now drop down and run from back to front avoiding the Freezards breathe on both sides as you kill the Ice Bubbles and Ice Keese. Once they are disposed of work on one Freezard at a time to finish the room.

Room 39: Darknuts

In this room you must fight two Darknuts at once. Drop off to the side and head towards one, then back off so the other doesn't get your attention yet. Once you defeat one, go after the other. If you come through a second time there will be a third Darknut underneath the ledge waiting for you immediately so just hang and drop to start fighting him without getting near the others.

If you don't remember how to attack Darknut simply L-Target him and jump to the side when he swings at you. Use this opportunity to attack him making the armor fall off. Eventually all of his armor will fall off, now jump to the side as he throws the weapon away at you and draws his sword.

You will need to roll around behind him and back attack to get him to lose his footing. Use this time to attack him, after a few attacks he will be defeated.

Room 40: Great Fairy

The Great Fairy will release fairies to Lanayru Spring. You will now need the Double Clawshot to move on. This is to check and make sure you completed the City in the Sky.

Room 41: Armos

Drop off to the side and hit one of them with your Ball and Chain to get its attention. When it gets close hit it again to stun it and run around the other side to attack the life source. Repeat for the other eight and then use the Clawshot on the spot to get up and use it again on the next spot behind the

raised wall to reach the door.

Room 42: Baba Serpents and Red Bokoblins

Drop down and spin attack all of the Red Bokoblins, then deal with each of the Baba Serpents.

Room 43: Bulblin Archers and Lizalfos

Equip your Magic Armor and drop in to the room. Quickly take out the Bulbin Archers that are along the outter wall and then focus on the Lizalfos.

Room 44: Dynalfos and Poe

Kill one of the Dynalfos with a Bomb Arrow from the distance and the other three will usually run in a group to investigate what happened. Quickly fire another Bomb Arrow in the middle of all of them and you can kill three of them with one arrow. Drop down and transform in to Wolf Form to kill the final Poe. You now have all 60 Poe's and can visit Jovani whenever.

Room 45: Bulblin Archers, Chu, and Redead

As you enter hold the L Button to shield yourself. Kill the two Bulblin Archers with your Arrows. Now have the Ball and Chain in your quick inventory and jump to one side. Quickly turn to the Redead and throw the Ball and Chain at it to knock it down. Destroy the lookout towers with the Ball and Chain as well, and finish off the other Redead. Now kill the Chu that drops and head through the door. There is a dig spot containing three Hearts.

Room 46: Chilfos, Freezards, and Ghoul Rats

Fire Bomb Arrows at the Chilfos and then transform in to Wolf Form to drop down and dispose of the Ghoul Rats. You will need to run from side to side as there is another Freezard underneath the ledge below. Once the Ghoul Rats are taken care of kill the two Freezards.

Room 47: Bokoblin, Rat Pack, and Stalkins

Drop in to the room as a horde of rats comes from behind and Stalkins raise from the ground. Tap the B Button and just melee through the mess to move on.

Room 48: Aeralfos and Darknut

Drop in and all three of the enemies will see you right away no matter where you land. L-Target one of the Aeralfos and continously walk around to wait for it to get ready to attack you. Shoot it with the Double Clawshot and bring it









Drop off the ledge and grab the orb, then either wait for Zant's Hand to come and de-activate it again or throw it on the upper ledge to climb back out. Grab the Sol Orb and avoid all of the monsters in the room, go through the door.

Room 1: Plateau

Head back up the ramp and place the Sol Orb in one of the slots in the middle. Now a piece of the ground will glow, stand on it to head over to the east wing. Enter the door once you get to the other side.

Room 5: East Wing

Kill the two Twilit Keese and then use the Clawshot on the ceiling to drop on to the floating platform. From here jump the gap ahead to the north and wait for Zant's Mask to appear. Start jumping to each platform attacking when it is in range and block with the shield whenever he fires an orb at you.

Once he is defeated a chest will appear straight ahead, get across the gaps and open it for a Small Key. Now open the other chest for a Purple Rupee. Now head through the locked door.

Room 6: East Fog Room

Transform in to Wolf Form and head in to the fog to fight three Twilit Messengers. Once they are taken care of head north and kill Zant's Mask. Turn around and look back in the fog to fight three Zant's Masks at the same time and then a chest will appear.

Go to the northeast corner and transform back to Human Form and use the Clawshot on the spot here. Turn towards the center of the room and Clawshot the ceiling, make your way down the line going in to each side pocket for the chests that you can reach for a Purple Rupee, Purple Rupee, Dungeon Map, and a Small Key.

Now use the Clawshot spots to move to the northern door and unlock it.

Room 7: Eastern Sol Light Room

Head through the room to the other side to fight another Phantom Zant the same way you did before but starting with Twilit Baba. Now go attack the hand to release the Sol Orb and let it drop to de-activate it as you place it in the holder at the center of the room again. Kill the Twilit Messenger and Twilit Vermin before continuing as well.

Now head up the stairs and Clawshot the orb to get it through the door.

Room 6: East Fog Room

Head in to the fog and kill the Twilit Keese, then place the orb in the spot to get a Twilit Messenger to drop and kill. Pick up and place the orb back on





Messengers. Once all are destroyed the arena will destroy itself and the fog will roll back.

Now head through the final door.

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Room 12: Usurper King Zant
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You must first battle Zant at the Forest Temple. Use your Gale Boomerang on him and it will pull him in towards you. Dodge the orbs he shoots out and then attack him. Repeat one or two more times and he will transport you to the Goron Mines.

Here you must where the Iron Boots when Zant pounds on the floor. Unequip the Iron Boots and start attacking him to injure him more. Repeat this one or two more times and then he will teleport you to the Lakebed Temple.

Equip your Zora Armor immediately and equip the Iron Boots. A large Zant's Mask will emerge out of the hole in the middle and open as Zant dances around inside firing orbs at you. Dodge the orbs and then use the Clawshot to pull him out and attack. Now four masks will pop up and randomly Zant will open up one of them. Pull him out again and then attack. He will now transport you to the Forest Temple again with the totem poles.

When Zant stops to shoot his orbs at you roll in to the totem pole twice to get him to fall and then slice him up. Repeat again to go to the Snowpeak Ruins.

Zant makes his body grow massively. Watch the ice to see when he drops and then hit him with the Ball and Chain, he will then shrink really small so start attacking him. Repeat again and then he will transport you right outside Hyrule Castle.

Attack Zant as he tries to slash at you with some forward jabs. Eventually he will start a spin attack, so equip the Iron Boots. Once he slows down and stops spinning attack him. Repeat three times and he will be defeated.

Grab the final Heart Container by the chair and head over to Midna to teleport out of the dungeon. Now head over to the portal and get back to the Light Realm to plan an attack on Ganon.

At this time you should have the following:

20 Life Containers

- Ordon Sword
- Master Sword
- Ordon Shield
- Hylvian Shield
- Hero's Clothes (Green Tunic)
- Zora Armor (Blue Tunic)
- Magic Armor (Red and Gold Tunic)
- Fused Shadows

- Giant Wallet (1,000 Rupee Max)
- Giant Quiver (100 Arrows Max)
- Golden Bugs (24 of 24)
- Hidden Skill (7 of 7)
- Medicine Scent
- Poe Souls (60 of 60)





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You must now go through some Bulblin Archers and Red Bokoblins in this area.
Now head north on the western side to use the Ball and Chain on the wooden
tower to knock it down and mount a Bullbo.

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Use its mighty power in dash mode to smash through the barricades to the east and work your way to the north taking down the wooden towers with Bulblin Archers on them.

Once you reach the northern section you will find pillars forming the triforme with little fans on top of them. Take out your Gale Boomerang and target the front, middle right, middle left, and back middle pillars in that order to open the gate.

Open the chest to get the Dungeon Map and then climb the ladder to your left. Run around the ledge and open the chest at the end for a Yellow Rupee. Now head back to where the pillars with the fans on them were. Transform in to Wolf Form and search near the north wall where a pile of leaves are in Sense Mode to find a Dig Spot to dig through.

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Room 4: Graveyard
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Still in Wolf Form if you turn your senses back on you will see three ghost guards just to the west and they will start to point east at something. Watch out as Stalkins start to unearth and attack you. As you wander around the graveyard you will find four Stalfos to dispose of as well.

You can also read two gravestones as well for clues:

In the land...where the rain stops...the statue of time...moves.

The cursed swordsman...sleeps before...the sacred tree.

Transform back in to Wolf Form and turn on your senses mode, now walk to the lone tree to find a circle of spirit guards standing around a rock in the ground. Place a bomb on the rock and blow it up to reveal a switch which opens the gate to the east.

In here you will find three chests containing a Green Rupee, Red Rupee and an Orange Rupee as well as a pot full of Lantern Oil. Refill a jar and your Lantern if you need it and light the torch in here.

This will make the rain temporarily stop, so haul it to the west side and light the two torches here. Inside the newly opened room you will find a plaque reading:

Door...opens...where...spectres...gaze...

This is referring to the first group of ghost guards you found. Use the Dominion Rod on one statue at a time and take it back to the hole where you came up from. Place the statues in the two pits just to the right of the hole and climb up to the right of the statues on the large block.

Hop across the statues tops and then pull the chain to open the gate to get to the chest containing a Small Key. Midna will tell you that you have found everything you need out here and it is time to go inside the castle. Climb back through the hole.

Room 3: Eastern Courtyard

Head in to the room you opened and climb the ladder to get on top of the wall. Take this shortcut and drop down by the door to head out safely.

Room 1: Central Courtyard

Head up the stairs to the north and unlock the door to continue on.

Room 5: Grand Entrance

Head forward in to the main part of the room to get ambushed by Red Bokoblins and Lizalfos. Once they are all defeated a chest will appear. Now head over to the steps and use the Clawshot on the chandelier to get up to the balcony and open the chest for the Compass.

Now use the chandeliers to go west and drop on the next balcony over to enter the door.

Room 6: Northern Corridor

Fight Darknut to make a chest appear and then target the already lit torch with the Gale Boomerang. Throw the boomerang and get on the ledge closest to the wall to have it raise you up to the chest. Open the chest for a Purple Rupee.

Room 7: Northwest Corridor

Kill the two Lizalfos at the barred door and then transform in to Wolf Form to use your Senses Mode. You will find a large group of spirit guards looking at a painting on the wall. Transform in to Human Form again and shoot the painting with a Bomb Arrow to open the gate.

Room 8: Southwest Corridor

Now you must fight two Darknuts in this small corridor room. Focus on one at a time while staying out of reach of both of them. Once defeated both gates will open. Now go through the northeast door.

Room 5: Grand Entrance

Step on the switch to the left to make a chest appear on the other balcony just next to yours. Now open the chest on the balcony that you are already on for a Purple Rupee. Now head back through the door you came from.

Room 8: Southwest Corridor

//

Head back through the northern door.

//

Room 7: Northwest Corridor

//

Head through the northern door.

//

Room 6: Northern Corridor

//

Now go past the open chest and head through the eastern door.

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Room 9: Northeast Corridor

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Head in to the room and light one of the torches to get a large group of Keese to drop down and attack. Kill them all and then you must light all four torches at once. Each one has a different timer on it, so light the southwest, northeast, northwest, and then southeast torches to get it going. Now head through the door.

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Room 10: Southeast Corridor

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Now fire some Bomb Arrows at the two Dynalfos guarding the other end of this room to open the gates to the doors. Head through the northwest door.

//

Room 5: Grand Entrance

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Step on the switch to lower a chandelier and then drop to the ground. Head over to the west side and use the Clawshot on the lower chandelier. Lower yourself just a little to get another shot at the next chandelier and drop on to the ledge with the chest you made appear to get a Silver Rupee.

Now drop off this balcony and head back to the east side to use the chandelier you just lowered and get back on the southeast balcony to head through the door and continue on.

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Room 10: Southeast Corridor

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Head through the southeast door.

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Room 11: Castle Walls

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Head down the path to the southeast and an arena will pop up as you have to battle an Aeralfos. Head in to the tower and open the chest for a Small Key. Now head west and go across the bridge to watch a cut scene. Head in and open

the chest for the Big Key.

Now head back up the ramp and go through the locked door to the north.

Room 12: Floor Maze

Immediately transform in to Wolf Form and turn on your senses to kill the Ghoul Rats that pounce on you. Now follow the spirit guards hands and head north, east, south, east, north, east. Head straight against the wall and then turn to the north and head up the stairs.

Fight the Lizalfos at the top and then in Use the Clawshot to head up the stairs by shooting the torches. Now kill two Dynalfos, shoot them with Bomb Arrows for a quick kill.

Now use your Spinner to jump back and forth along the tracks to get to the top of the stairs. Now head around the corner to fight a Darknut in an arena. Head east through the door.

Room 13: Vault

Inside you will find 13 chests ready for you to open. All of which contain an Orange Rupee, Seeds, a Silver Rupee, Bomblings, a Purple Rupee, Arrows, a Green Rupee, Bombs, Arrows, Water Bombs, Red Rupee, Yellow Rupee, and a Blue Rupee. There is also a pot in the corner that has a Fairy in it to bottle if you need one.

Now head back through the door.

Room 12: Floor Maze

Head through the boss door to meet up with the final encounter.

Room 14: Final Battle

Head out to the balcony and up the stairs and enter the darkened room to meet Ganondorf.

Ganon's Puppet Zelda

Whenever she creates a triforce field around you quickly roll or flip out of it to get away from it before it hits you with force. Now wait for her to shoot a ball of lightning at you hit it with the Master Sword. The Ordon Sword will NOT work against it. Keep hitting the orb back and forth. Hit her three times to win the battle.

Dark Beast Ganon



(M)

RMMP-KX6K-NUCPF  
UXWR-Q9Q3-6EBAY

Infinite Health  
GE00-1NYZ-PQUWR  
MFJJ-N512-MRXG5

Infinite Health (Alternate)  
(Activates Magic Armor on all Armor)  
\*Note may bring Rupees to 0 when reloading save  
V4E6-TZ81-3PJYU  
ZGY0-Q6WH-ZUJ2F

Max Health  
OWED-Z9Z5-6VQ76  
D186-CQ6B-QN8XQ

Max Health (Alternate)  
C5HJ-858N-H7DYT  
36F5-ATAM-3QDT8

Can Still Get Hurt With Magic Armor on  
YJG1-DRHP-07Z95  
GMFR-Q4F8-35456

Infinite Rupees  
NE2T-BGBH-TF78X  
HGK0-1Q0C-43WUX

Infinite Rupees (Alternate)  
CKEX-8A3X-B4UTD  
EX0G-ZHNT-3Z941

Wallet Always Full  
GTR4-BPZA-85AN3  
BADR-1QBE-Y8K86

Rupees Never Increase or Decrease  
8AN1-00ZE-VFBQH  
C9XB-QY7G-NNQB3

Infinite Oxygen  
0FXH-3WF4-CZWCQ  
551C-EM4F-0K688

Infinite Oxygen (Alternate)  
Y059-EP75-GM0MJ  
551C-EM4F-0K688

Infinite Slingshot Pellets  
394G-DBNN-MGXXE  
JN7P-0CAB-0DZ7D

Infinite Slingshot Pellets (Alternate)  
M8JD-E4X2-RHBVQ  
2Z58-A7HN-TQGVB

Infinite Bombs  
BX5D-9Q4Z-T1ZJZ

JF4W-ZJC0-PF9P2

Infinite Bombs (Alternate)

B119-8CEH-N006M

52PG-BQ6R-K7FDN

Infinite Arrows

QKU9-NBAQ-BD708

XWVA-W6W5-ZB0VN

Infinite Arrows (Alternate)

54E4-5PB6-JHEDE

V2BY-19T0-H8EDU

Infinite Lantern Oil

A1MV-9MFW-5UB5R

Y3NM-7NFR-686QC

Infinite Lantern Oil (Alternate)

N60R-UA8J-9DZNR

DMER-ETGA-CMN8W

Have All Swords/Shields/Tunics

DJXQ-KE2R-GZJDN

J302-66QX-HHDPB

Have All Swords/Shields/Tunics (Alternative)

56CU-U9WT-BP28V

UK9W-0HR9-X6WMA

Ordon Shield Equipped

Y1W0-5KFR-49XYA

WX0R-WAHD-21GX6

Wooden Shield Equipped

UM3G-DB5T-3J6W5

4KJ7-4EYG-B2Q7N

Hylia Shield Equipped

(Use after you have become wolf)

2RK0-BME4-6T3TP

Q1V7-XDJN-UFKWB

Wooden Sword Equipped

D2C1-N84E-CNGMK

K011-H52U-3G746

Ordon Sword Equipped

8UR9-9EJX-2QJ7T

KCQ6-QMMV-0XET7

Master Sword (Light Restored) Equipped

WPCX-4V9E-2RDXX

VZB7-H738-H1WZX

Master Sword Equipped

FQCN-1QJQ-F9DRB

DKWW-MK6P-ZND5G

All Hidden Skills Learned

(Do not use this code until you have the lantern in your inventory)

VZTN-ZFXK-0NE10

Y7B7-TEPW-ZZWMF

CYPW-ZU4W-1TQGP

Have Dungeon Map/Compass/Boss Key

C9ZR-J9P2-G39NE

11BK-7YCN-K4BY8

9AYG-GYU0-1Y74R

Infinite Small Keys

BRG7-NADT-1TK3W

TNW1-1ZNA-B71KT

Enhanced Clawshot

(Infinite distance and grabs on to everything)

F07E-P2CH-KD0JV

Y59P-F8KR-H2Q63

BR95-WB0U-87JP1

49P6-JMPQ-VV5U6

01WM-GM0Z-Y92MZ

N237-C9P0-7K95C

Have All Letters

C4K6-AHFH-W59G6

52QJ-332B-GJ2RU

PWMN-8QDT-F39HH

3F7D-MAJQ-A4UWK

HC3W-NBJE-06UZX

8XAU-7ZN1-NYYCP

All Fish in Inventory

1NPC-QC3X-ZQTAB

61M2-AXN9-W1YAZ

1BGX-NUVV-08FJ9

Have All Golden Bugs

N84D-RWDE-GDQRT

UVZZ-1GWP-F1JEK

Have Wallet

GAFG-3X4W-7M1PD

HWM2-7ZP2-DDV39

Have Big Wallet

4BPC-9F0C-77MCB

95DG-ZUUA-TAD2C

Have Giant Wallet

JB8Q-2MBK-RHEPG

HG46-NCQ7-BGTG5

Have Giant Wallet (Alternate)

MTNX-RV0Z-4XMCQ

HG46-NCQ7-BGTG5

Have Quiver

30MD-34FN-GJRYM

TXC2-2WYG-FUPTM



Have Big Quiver  
ZJU7-XVKP-5HBV3  
GZFR-EEBY-QZNM

Have Giant Quiver  
HC5D-9YKV-BBRFA  
87X5-6EZ0-AJ2RK

Have 60 Poe Souls  
4H4H-G3W8-BCYPN  
GR07-8DB2-GHKZ4

Have Medicine Scent  
T1E1-A1DX-Z9TN4  
Z60E-4MDX-9Z4H0

Have Poe Scent  
XC0C-NJUG-V8300  
26QC-ADKP-NU0UK

Have Reekfish Scent  
KZC0-VKYN-WU5QY  
CPHN-WFBV-H9YTD

Have Scent of Ilia  
HQPK-07T0-307QZ  
2M4U-0VD0-7WBU6

Have Youths' Scent  
ZHFB-T22E-Q6CMM  
T3FK-5FT1-3JYNP

Activate Dominion Rod  
(May glitch game to where you can't complete it)  
RQ1D-BEQF-QP2PP  
JF9W-9FAC-7UNH5

Use Items Inside where you normally can't  
X752-5BH4-HQRNP  
NP3F-08XU-0C7F1

Use Items Underwater  
2BPK-4A67-Y3GGF  
WBJM-70M5-N7RUH

Unlimited Number of Bombs Out  
BAVA-N7GN-9CA7Y  
RAD6-RZ1F-3NC81

Turn Into Human/Wolf At Any Location  
ZB9W-R089-3YDQT  
1RYE-1FY7-JUZFC  
RX3M-MCEB-UBJWU  
QW50-0HFH-N2BUB

Run/Walk Fast  
7M6Z-GCRV-V6G8B  
RVFJ-GUFR-5RAC5

Climb Faster

PN5M-RRW5-Y8YBB  
1ZGB-Q4KX-5Y0BW  
4123-2Y3F-7HXY7  
5V31-ZWT3-V5ZGH

#### Really Fast on Ladders

JME9-BK9B-BXNVH  
0P1A-0NCP-CYAZU  
7JMT-46TW-JDN0W  
J4UG-XWGH-HHU2G

#### Run Normal Speed With Iron Boots On

B0AR-MDZ6-G68DY  
5FH8-EK3C-E80GF  
3WP8-FBPC-NJUE9

#### Roll Farther And Faster

60UD-4W1G-YRU3B  
A6R1-AFME-ZUAFQ

#### Swim Faster

(Must use A Button)

2750-CHHY-GZMHR  
F34V-7E87-BCD38

#### Swim Faster

(Must Use Analog Stick)

GKG7-9U0D-EDBX8  
ZHE0-5DQZ-JQUYN

#### Walk Under Water

(Press R+Y To Turn On; R+X To Turn Off)

0HDR-XK1W-BMQRD  
YAE6-DP9Z-Y6X1W  
6CGC-QFJ6-6C99T  
URTC-AHUQ-5CT3F  
B95Q-YE7E-Y32R2

#### Can See Distant Places Clearer

WMCW-U2TY-B7TQQ  
H4M1-D9V5-FDY9Y

#### Link's Sword Does 2x Damage

M7D2-PN0R-A5KQF  
FRTZ-FANT-7E3Z8

#### Link's Sword Does 4x Damage

VJ2P-R15Z-UX82T  
FRTZ-FANT-7E3Z8  
A619-HENM-69JAD

#### Link's Sword Does 8x Damage

B3U7-DP2B-YW4MG  
FRTZ-FANT-7E3Z8  
E4RZ-Y1KN-6ZV4J

#### Most Enemies Die With One Hit

93YM-JWG4-F4102  
9GXG-72EN-RVR3R

EASY VESSEL OF LIGHT

(Folder

Do not use these codes until you have explored all of the Twilight and activated the warp portals.)

E1G7-FHED-TQRHT

All Vesseles of Light Are Full

(Collect one tear)

G3KG-QD3R-84KYD

GZ25-1ENC-TCZXR

One Tear Fills 1st Vessel of Light

QFTD-51KR-HR7GQ

0Z2A-B594-JG3U9

TCD4-FDTB-RZ9Q4

One Tear Fills 2nd Vessel of Light

8QPE-QK1W-AFVJ0

JVRN-NGMG-FKBRQ

BAZK-3PBC-ETD41

One Tear Fills 3rd Vessel of Light

YFZU-B39X-9FMGR

22X7-49PM-6X8MV

Y1CP-9YZB-ZAF5B

R+D-Pad Left/Right Controls Fog

NJQN-7Q9P-2V54J

ZB6G-442D-8GPKD

CRAT-YRED-0NXGG

Y7YF-048T-0UQRW

7TVX-B4W4-81T8X

R+D-Pad Left/Right Controls Fog (Alternate)

HB4T-KB5K-JZ8XM

ZB6G-442D-8GPKD

M5MV-N87M-MRWKB

Y7YF-048T-0UQRW

H398-RFHN-P3J0W

Light Fog

NZRA-86VQ-VY16R

XT57-YB3X-YY844

Heavy Fog

2XT9-4G2T-7C40Q

NEX0-AXXC-BKE9Z

R+D-Pad Left/Right Controls Time

Y661-9ZME-AEGGV

ZB6G-442D-8GPKD

FGD6-2B9C-JAUUQ

Y7YF-048T-0UQRW

D27X-6YFD-KYRJK

R+D-Pad Left/Right Controls Time (Alternate)

AZ62-RK6X-PHPZY

ZB6G-442D-8GPKD

KUQ1-PF86-C2GPX

Y7YF-048T-0UQRW

D9MZ-4TV7-RB20P

Always Early Morning

YM4X-0D5G-XV8N7

TMJA-8P0T-2GP7A

Always Mid-day

70RW-ZYFB-WF8M5

TB8R-JXX8-B1RG7

Always Mid-Night

UKEX-3G7E-ZRDVR

6HNN-J4B9-P0WZP

Always Early Night

YHFZ-MYD8-YGX5C

D2XA-YEMH-T62F8

No Background Music

2WVH-XNNW-A0NX3

DKVH-QW7H-EG16Z

No Environment Sounds

KUC7-AJDH-9YUKQ

TW70-QY90-X2K08

Link is Muted

DAV8-KETB-JTONH

HKPP-BKKG-7CUVD

Links Items are Muted

GF2N-2AP8-HG7DB

W731-78EE-NWB9J

Mute Item Menu

9Y3X-T7W7-F5U7M

69E7-ZAFM-98B3U

Mute Start Menu

MRGP-CD65-16TYT

69E7-ZAFM-98B3U

Life Gauge Invisible

8EFF-JPH6-J8W80

0U2K-8KZD-7BYU3

VAMX-00WU-QM3N7

On Screen Buttons And Rupees Are Invisible

CZKA-5R39-FZ4WP

6GJG-686Q-0009N

Have 1 Fused Shadow

ZUJ9-UDH4-D6H11

HAQF-VWZA-74JVX

Have 2 Fused Shadows

EB5X-0TYC-CNTKM

FHU5-42T0-P9D41

Have 3 Fused Shadows

KV7D-Q0JU-PFZ0H  
BR2U-DF1J-UX8DQ

Have All 4 Fused Shadows  
7BM4-V44T-H02W5  
ZRJX-K891-5WC4A

Have 1 Mirror Shard  
TWK7-3MBP-9N6J2  
BMHY-J7XZ-EWGNB

Have 2 Mirror Shards  
Q5VY-3N3A-MBP5T  
EF4C-6QQM-TUMDW

Have 3 Mirror Shards  
2G9A-N958-PHGMC  
09PY-Z5W9-YNECN

Have all 4 Mirror Shards  
RD74-ZVAH-7DZB0  
47VQ-K5MT-30EW5

All Cuccos Are Golden  
N8MB-DGUM-J1J5N  
P9XP-WC1K-JQCKC  
9GYT-XYW2-UEBCP  
9KJP-9EBP-3X1TK  
8216-KB82-6TV1G  
74A3-KART-7NYTD  
2NZN-T9CB-Y0HU8  
PYGA-TEBH-Q0RV4  
B2DV-2BVH-CXGCG  
T8RG-RHHU-08BGE  
MFHE-K7YZ-CAN2F  
5AW2-H0ZR-F8FK1  
W2C5-70N0-BJCQW  
ZYM6-12QD-PFYTA

All Chus Are Green  
CJR2-QUGY-74JVD  
YH8G-TYHC-5YGKK  
0PZV-WRAN-46WHV  
1P7B-47W3-BWA5G  
50ZD-ATFZ-QMVM  
U4QT-KBY5-Q0YM4  
5V2R-ZVJ1-XCJNX  
14XN-44NJ-5P6KF  
1EC1-4Z1C-TRQTQ  
7BRM-249M-5E6R7  
2ETQ-HYDJ-23QXZ  
YDP8-T0FR-VFT9G  
6JEP-0UXE-GH2V3  
CK10-13KD-5RJXK  
PRCB-FXTN-N58YR

All Chus Are Red  
T4W3-BURW-V57MT  
YH8G-TYHC-5YGKK  
Y2GC-HPGU-118QF

1P7B-47W3-BWA5G  
6RBE-15P7-JA874  
U4QT-KBY5-Q0YM4  
BAAH-9KAV-1QK53  
14XN-44NJ-5P6KF  
B951-VD5C-31KFU  
7BRM-249M-5E6R7  
7ZV8-T4NA-UP8JN  
YDP8-T0FR-VFT9G  
DB84-1APK-W1YHN  
CK10-13KD-5RJXX  
VGA1-22WA-3BH11

All Chus Are Blue

QW7M-VGD9-UNGFN  
YH8G-TYHC-5YGKK  
AVP9-9UQ7-PGNAM  
1P7B-47W3-BWA5G  
EH7X-CPT1-3WY0M  
U4QT-KBY5-Q0YM4  
MQT7-HUR7-ZC86C  
14XN-44NJ-5P6KF  
F255-1Z3B-6C82X  
7BRM-249M-5E6R7  
E2C9-20VN-XK94Q  
YDP8-T0FR-VFT9G  
KGC3-2C19-J8DT7  
CK10-13KD-5RJXX  
YHT0-2W7W-R0TGG

All Chus Are Yellow

V9BM-W9Y0-JDNZU  
YH8G-TYHC-5YGKK  
B6MD-EF3P-5KGZU  
1P7B-47W3-BWA5G  
HH20-QU95-4V2A0  
U4QT-KBY5-Q0YM4  
JCVS-HRCT-KJWKY  
14XN-44NJ-5P6KF  
YA29-A0R0-8V34K  
7BRM-249M-5E6R7  
PJDZ-KMWP-6CEWR  
YDP8-T0FR-VFT9G  
2XB7-640H-UYXD3  
CK10-13KD-5RJXX  
4C5R-24YE-TX39U

All Chus Are Purple

RPXJ-TB39-MX1TD  
YH8G-TYHC-5YGKK  
V3W9-V1EP-YG10C  
1P7B-47W3-BWA5G  
12P3-WNBD-2WU5X  
U4QT-KBY5-Q0YM4  
MADN-MT5J-6GKX1  
14XN-44NJ-5P6KF  
BCX5-U4P8-YY0Q8  
7BRM-249M-5E6R7  
7QKW-NOCM-WFTV9  
YDP8-T0FR-VFT9G

0KEH-8VWQ-QMT0D  
CK10-13KD-5RJXX  
1C4X-WZ30-0NP8D

All Chus Are Golden

86FG-J09U-CUV4G  
YH8G-TYHC-5YGKK  
A4TY-H5VM-M2YDJ  
1P7B-47W3-BWA5G  
FADF-5UAE-T16NJ  
U4QT-KBY5-Q0YM4  
ZU25-ETBT-JAQCG  
14XN-44NJ-5P6KF  
UM7P-59E9-YXKKV  
7BRM-249M-5E6R7  
U3PE-KTKD-3H9UA  
YDP8-T0FR-VFT9G  
2FA6-4Q0F-FA5M3  
CK10-13KD-5RJXX  
UQZE-UQB0-RZPHG

All Chus Are Black

UG76-W5JV-N8MY6  
YH8G-TYHC-5YGKK  
RPJ7-3K96-XAM7A  
1P7B-47W3-BWA5G  
EC38-JNPP-FJJUQ  
U4QT-KBY5-Q0YM4  
52ZK-HZG8-32DJH  
14XN-44NJ-5P6KF  
YF73-8EQ8-PXN4U  
7BRM-249M-5E6R7  
PZGX-P7YA-3B6Z7  
YDP8-T0FR-VFT9G  
NFJD-6952-PMQZK  
CK10-13KD-5RJXX  
N9XN-GRCN-AKV0D

Activate All 24 Item Slots

(Must use for item slot mod codes)

FJA9-XGFC-U4RR4  
A48H-H9GW-YTWBU  
D13Q-NDR7-JBBK0

Have All Items And 5 Extra Slots

(For the extra 5 slots use codes for Item Slot 7, 9, 20, 21, 22, 23, or 24)

E3TA-V1JQ-TVM5R  
MYZ3-C7Q1-YZG76  
MAMM-EYZJ-XCFKG  
1BGU-MMZQ-UU47Z  
B1Q0-JXHR-EP5YY  
HV0F-VU62-RN20H  
6VYJ-CPAH-GMH55  
QQ34-X0TP-WKD1D  
D3Q2-EWPG-541BU  
R048-QYD1-DAP78

(The following codes require the use of GCncrypt to encrypt the codes to GC AR format, replace the xx's with the items digits found further down before you encrypt; Use Game ID 3BA)

Item Slot 1  
0040625C 000000xx

Item Slot 2  
0040625D 000000xx

Item Slot 3  
0040625E 000000xx

Item Slot 4  
0040625F 000000xx

Item Slots 1-4  
0440625C xxXXxxXX

Item Slot 5  
00406260 000000xx

Item Slot 6  
00406261 000000xx

Item Slot 7  
00406262 000000xx

Item Slot 8  
00406263 000000xx

Item Slots 5-8  
04406260 xxXXxxXX

Item Slot 9  
00406264 000000xx

Item Slot 10  
00406265 000000xx

Item Slot 11  
00406266 000000xx

Item Slot 12  
00406267 000000xx

Item Slots 9-12  
04406264 xxXXxxXX

Item Slot 13  
00406268 000000xx

Item Slot 14  
00406269 000000xx

Item Slot 15  
0040626A 000000xx

Item Slot 16  
0040626B 000000xx

Item Slots 13-16  
04406268 xxXXxxXX



Item Slot 17  
0040626C 000000xx

Item Slot 18  
0040626D 000000xx

Item Slot 19  
0040626E 000000xx

Item Slot 20  
0040626F 000000xx

Item Slots 17-20  
0440626C xxXXxxXX

Item Slot 21  
00406270 000000xx

Item Slot 22  
00406271 000000xx

Item Slot 23  
00406272 000000xx

Item Slot 24  
00406273 000000xx

Item Slots 21-24  
04406270 xxXXxxXX

#### Item Digits for Item Slot Modifiers

- 00 - (Image of Black Rupee)
- 01 - (Image of Green Rupee)
- 02 - (Image of Blue Rupee)
- 03 - (Image of Yellow Rupee)
- 04 - (Image of Red Rupee)
- 05 - (Image of Purple Rupee)
- 06 - (Image of Orange Rupee)
- 07 - (Image of Silver Rupee)
- 08 - Lent Bomb Bag (Image of Black Rupee)
- 09 - (Image of Black Rupee With Text About A Bomb Bag)
- 0A-0D - (Image of A Bomb)
- 0E-11 - (Image of Arrows)
- 12 - (Image of Ring of Seeds)
- 13-15 - (Image of Black Rupee)
- 16-19 - (Image of Water Bombs)
- 1A-1D - (Image of Walking Bomb)
- 1E - Fairy (Image of Black Rupee)
- 1F - (Image of Black Rupee)
- 20 - Small Key
- 21 - Pieces of Heart
- 22 - Heart Container
- 23 - Dungeon Map
- 24 - Compass
- 25 - Ooccoo (Pull Out For Random[?] Game Text!)
- 26 - Big Key
- 27 - Ooccoo Jr. (Same As Ooccoo[25]!)
- 28 - Ordon Sword

29 - Master Sword  
2A - Ordon Shield  
2B - Wooden Shield  
2C - Hylian Shield  
2D - Ooccoo's Note  
2E - Ranch Clothes  
2F - Hero's Clothes  
30 - Magic Armor  
31 - Zora Armor  
32 - Shadow Crystal  
33 - Ooccoo (Does Nothing)  
34 - Wallet  
35 - Big Wallet  
36 - Giant Wallet  
37-3A - (Image of Hear Piece)  
3B - (Different Image of Ordon Sword)  
3C - (Image of A Black Rupee)  
3D - Coral Earring  
3E - Hawkeye  
3F - Wooden Sword  
40 - Gale Boomerang  
41 - Spinner  
42 - Ball And Chain  
43 - Hero's Bow  
44 - Clawshot  
45 - Iron Boots  
46 - Dominion Rod (Powerless State)  
47 - Double Clawshots  
48 - Lantern  
49 - Master Sword  
4A - Fishing Pole  
4B - Slingshot  
4C - Dominion Rod (Powered Stage, Doesn't Work)  
4D - (Image of Black Rupee, Information == info[46])  
4E - (Image of Black Rupee)  
4F - Giant Bomb Bag  
50 - Bomb Bag (Has Number?)  
51 - Bag And Bombs  
52 - (Image of Giant Bomb Bag)  
53 - Fire Arrow (Has Number, Information Is Blank)  
54 - Quiver  
55 - Big Quiver  
56 - Giant Quiver  
57 - (Image of Black Rupee)  
58 - (Image of A Fishing Rod [With Sinker?])  
59 - Hero's Bow (Image Has Bomb Arrows, No Information)  
5A - (All Same As 59 But Is With Hawkeye)  
5B - Fishing Rod (With Bee Larva)  
5C - Fishing Rod + Earring  
5D - Fishing Rod (With Worm)  
5E - Fishing Rod + Earring (With Bee Larva)  
5F - Fishing Rod + Earring (With Worm)  
60 - Empty Bottle  
61 - Red Potion  
62 - Magic Potion (No Description!)  
63 - Blue Potion (All Hearts)  
64 - Milk  
65 - Milk (1/2)  
66 - Lantern Oil  
67 - Water

68 - Lantern Oil  
69 - RedPotion  
6A - Nasty Soup  
6B - Hot Springwater  
6C - Fairy  
6D - Hot Springwater  
6E - Lantern Oil (Fake, No Information)  
6F - Lantern Oil (Fake, No Information)  
70 - Bombs  
71 - Water Bombs  
72 - Bomblings  
73 - Fairy's Tears  
74 - Worm  
75 - Great Fairy's Tears (Doesn't Work)  
76 - Bee Larva  
77 - Rare Chu Jelly  
78 - Red Chu Jelly  
79 - Blue Chu Jelly  
7A - Green Chu Jelly (No Information)  
7B - Yellow Chu Jelly  
7C - Purple Chu Jelly  
7D - Simple Soup  
7E - Good Soup  
7F - Superb Soup  
80 - Renado's Letter  
81 - Invoice  
82 - Wooden Statue  
83 - Ilia's Charm  
84 - Horse Call  
85-8F - (Picture of Black Rupee)  
90 - Auru's Memo  
91 - Ashei's Sketch  
92-9B - (Picture of Black Rupee)  
9C - (Picture of Lantern)  
9D - Lantern Oil (Fake)  
9E - Bee Larva (No Information, Fake)  
9F - Black Chu Jelly  
A0 - Tear of Light (Picture, Black Rupee)  
A1-A3 - Vessel of Light (Has Information, Does Nothing)  
A4 - Vessel of Light (No Information, Does Nothing)  
A5-A7 - Mirror Shards (Has Information)  
A8-AF - (Picture of Black Rupee)  
B0 - Scent of Ilia  
B1 - (Picture of Black Rupee)  
B2 - Poe Scent  
B3 - Reekfish Scent  
B4 - Youths' Scent  
B5 - Medicine Scent  
B6-BE - (Picture of Black Rupee)  
BF - (Image of An Empty Glass?)  
C0 - Male Beetle  
C1 - Female Beetle  
C2 - Male Butterfly  
C3 - Female Butterfly  
C4 - Male Stag Beetle  
C5 - Female Stag Beetle  
C6 - Male Grasshopper  
C7 - Female Grasshopper  
C8 - Male Phasmid  
C9 - Female Phasmid

CA - Male Pill Bug  
CB - Female Pill Bug  
CC - Male Mantis  
CD - Female Mantis  
CE - Male Ladybug  
CF - Female Ladybug  
D0 - Male Snail  
D1 - Female Snail  
D2 - Male Dragonfly  
D3 - Female Dragonfly  
D4 - Male Ant  
D5 - Female Ant  
D6 - Male Dayfly  
D7 - Female Dayfly  
D8-DF - (Picture of Black Rupee)  
F0-F2 - (Image of Blue Fire In A Bottle)  
F3 - Gate Key  
F4 - Ordon Pumpkin  
F5 - Ordon Cheese  
F6 - Bedroom Key (From Snowpeak)  
F7 - Surf Leaf (Image of Hylian shield)  
F8 - Lantern  
F9 - Key Shard (1)  
FA - Key Shard (2)  
FB - Key Shard (3)  
FC - (Image of Key)  
FD - Big Key (From Key Shards)  
FE - Small Key  
FF - Empty Slot

Use one of the following two codes

Epona is Temple of Time Statue Monster

Press R

1HUE-83V7-6T801

AUKR-HM85-VKQXC

HRAF-7TPU-KWHYQ

Epona is Goron Golem

Press R

ZVKQ-NDF8-2PBQR

AUKR-HM85-VKQXC

NRW5-5BZB-AKH6Y

Replace Sword & Shield with Darknut's

45U1-4FUA-NDWCX

ZW7U-9C3Q-1VQV7

WFW0-2TFA-V641Y

VPX2-6KC4-AWRXD

PNC5-QUG6-5Z9YB

MP1R-EWFR-6UD6C

4X5F-KCP5-DZMW9

ZNXP-4UAQ-K3Y55

RNKU-BQ4D-QFE6G

342U-F8TX-54CD2

P3XM-0GCP-YR7GK

WDU3-Y0F8-JFVKZ

0PGK-DDC3-2EPQA

MNTC-HV0N-ZWEJ6

RBWD-FTHM-5PXGM

KZPQ-4T77-WWHPA  
PBQF-P76X-BR6AT  
YFW4-2U7D-H12U8  
90UM-5B87-J5DPF  
0A9C-4N0K-60R5E  
C8QD-14G2-5FQ7N  
Z7GU-ZT2U-BM881  
JX0T-QMD6-H7XUY  
00FK-1XR6-J23ZQ

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#### 4. Frequently Asked Questions

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Q - How do I input those codes in to my game?

A - It requires an Action Replay for the GameCube. You will have to get them from eBay or an electronics store and make sure it is below version 1.1 so you can input the codes yourself. Any higher and they will be read-only discs that will not allow you to make your own codes.

Q - Can I fight Ganon with the Ordon Sword?

A - No, the Master Sword is the only thing that can hurt him.

Q - What are all of the Rupees worth?

A - Green Rupee - Worth 1  
Blue Rupee - Worth 5  
Yellow Rupee - Worth 10  
Red Rupee - Worth 20  
Purple Rupee - Worth 50  
Orange Rupee - Worth 100  
Silver Rupee - Worth 200

Q - If I leave the cave of Ordeals through the Great Fairy will I have to complete all of the levels I just went through again?

A - Yes, she states that when you are about to leave.

Q - In the Forest Temple what are all the vines that are on the walls that lead to nowhere for?

A - Once you complete the Forest Temple the monkeys are no longer there to help you explore. So if you return you will have to use the Clawshot to grab on to the wall and get over to the area safely.

Q - In every Zelda game there has always been a Fairy Pond where you can get all of your hearts replenished, is there one in this game?

A - Yes, simply stand in the springs of the Spirits that you have saved to get your health restored to full. Eventually you can also fill these with fairies that you can bottle and get a special drink from.

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#### 5. Version History

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Version 1.0A - fixed a few grammatical errors and added the last two parts of the walkthrough to the table of contents that I forgot >\_>.

Should all be fixed now

Version 1.0 - Completed the guide to allow the user the ability to find everything as soon as it becomes available

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