

The Legend of Zelda FAQ/Walkthrough

by sagelighting

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Guide to Hyrule

By Sage of Lightning

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~Chris

INTRO

I have spent a long time playing the wonderful and enchanting Legend of Zelda series. Now that I know tons about the somewhat cheap (yet still wonderful) original, I finally thought I'd make a guide for the game so people can get help with it if they need it (my gosh that makes me proud). Although the game may look cheap today, it was a big deal back then. This game was not only the first in existence to actually save progress, but it was also the only game where the player could make the choices and go where they wanted, rather than just go through a series of levels. This guide is to help you, the gamer, make the choices and give advice on where to go. This is a tough game, especially for someone new to the series, and you're more than likely going to need help. It also provides mostly basic walkthroughs of the nine dungeons in both quests, plus maps containing every last secret (or at least I tried to). In other words, ready to slay that dragon called The Legend of Zelda? This'll help you do just that with both quests. Okay, sorry for going on and on, here's your stupid guide already!

NOTE: Please point out any errors in this guide. The labyrinth walkthroughs were written based on my paper-and-pencil notes. If I send you through a one-way passage the wrong way, or I fail to give 100% accurate instructions, I'm sorry, please eMail me and tell me the error you found. And the world map info isn't 100% accurate, when it comes to direct quotes.

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STORY

Long ago, in the kingdom of Hyrule, a young boy stumbled across an old lady one day being attacked by Moblins. After saving her, she thanked him and told him about a princess named Zelda who was kidnapped by Ganon, the King of Evil. Zelda had the Triforce of Wisdom, a valuable treasure Ganon wanted. Ganon had already stolen the Triforce of Power, and once the Triforce was complete, he would reign over Hyrule. Before Zelda was kidnapped by Ganon's minions, she broke the Triforce of Wisdom into eight units and had them scattered throughout Hyrule. Link agreed to set out to save Zelda from Ganon and restore the Triforce of Wisdom. But it's more easily said than done...

WORLD MAPS

These are some helpful world map schematics for both quests. Each rectangle represents one screen. When the camera scrolls, it's shifting screens. For detailed info on a certain screen, refer to the Extra World Map Info section.

~First Quest Southern Hyrule World Map

```
  _____
8|___|-20|___|-20|PS_|Lv9|___|-20|___|___|S2_|Lv5|S_|PS_|L_|100|
7|G_|___|S_|30_|-20|___|G_|___|___|___|C_|?_|C_|W_|-20|G_|
6|___|S3_|Lv6|W_|PB_|S_|S_|PS_|30_|___|___|___|HC_|30_|___|HC_|
5|___|___|___|PS_|S_|___|___|Lv1|___|F_|___|___|Lv2|30_|___|D_|
4|___|___|Lv7|F_|S_|Lv4|S_|HC_|30_|W_|S_|PS_|___|S_|10_|___|
3|___|10_|___|___|___|D_|10_|___|___|___|___|10_|___|___|S_|HC_|
2|___|?_|100|-20|PS_|___|S_|30_|-20|___|-20|100|___|Lv8|___|S_|
1|C_|30_|___|___|Lv3|C_|G_|S1_|PS_|W_|___|HC_|G_|-20|___|___|
  A   B   C   D   E   F   G   H   I   J   K   L   M   N   O   P
```

^
|
Start

~Second Quest Southern Hyrule World Map

```
  _____
8|Lv9|-20|PS_|-20|PS_|___|HC_|-20|___|S3_|S2_|F_|S_|PS_|S_|S_|
7|G_|L_|S_|30_|-20|S_|G_|___|PS_|Lv8|C_|*_|C_|W_|-20|G_| *="Lv4" AND
"?"
6|HC_|___|30_|W_|PB_|S_|S_|___|30_|PS_|___|10_|___|30_|___|HC_|
5|Lv6|___|___|PS_|Lv2|___|___|Lv1|___|F_|HC_|___|Lv3|30_|___|___|
4|___|___|___|F_|S_|Lv5|S_|___|30_|W_|S_|PS_|___|S_|10_|___|
3|___|10_|___|100|___|___|10_|___|30_|___|___|10_|___|___|S_|HC_|
2|G_|?_|___|___|-20|PS_|___|S_|___|-20|___|-20|___|Lv7|___|10_|S_|
1|C_|___|___|___|___|S_|C_|G_|S1_|PS_|W_|___|___|G_|-20|___|___|
  A   B   C   D   E   F   G   H   I   J   K   L   M   N   O   P
```

^
|
Start

Lost Pathways

This applies for both quests.

B2=You can go from A2 to B2 easily. You can easily pass between B2 and B1, B2 and B3, and B2 and C2. But to get from B2 to A2, you have to go north, west, south, west.

L7=You can't pass between L7 and L6, or L7 and M7. You can easily pass between L7 and K7, as well as go from L8 to L7. But to get from L7 to L8, you have to go north four times.

Key

C=Cave

#=Rupees

-#=Less Rupees

Lv#=Level #
 G=Gambling
 S1=Sword
 S2=White Sword
 S3=Magic Sword
 PS=Potion Shop
 HC=Heart Container
 F=Fairy Fountain
 ?=Lost Pathway
 D=Dock
 PB=Power Bracelet
 L=Letter
 W=Warp Passageway
 *=See the * by the end of the row

EXTRA WORLD MAP INFO

Now, for all those overworld secrets when you tire of going through the underworld labyrinths.

Main World Schematic for Both Quests

This roughly shows where the boundaries are. Don't rely on it, it's not 100% percise, just take a look if you're clueless.

```

  - - - - -
8|      |  _ _  _ _ | | |  | | |
7|_ _ | _ _  _ _  _ _  _ _  _ _ |
6|  | |  _  |  _  _  _  _  _  | |
5|  _ _ | | _ _ | |  | |  | _ |
4|  _ | | | | |  _  |  _  _ | |
3| |      _ _      _  _  | |
2|_      _      _  _  _  _  |
1|_ _ _ _ _ | _ _ _ _ _ _ _ _ _ |
   A B C D E F G H I J K L M N O P

```

~First Quest

(actually, I forget what they say when you lose money)
 (Note: If it's not there, use Bombs to reveal it)
 (Note: In potion shops, it only applies when you give the Letter to the old woman)

A8: N/A

B8: From the eastern path, take a few steps west, then go north to the northern wall and go west until you hit the wall in the middle of the screen. You should be in a corner. Face north and there it is. When you go in, 20 Rupees will be taken away from you. What, you asked me!

GIVE ME YOUR MONEY.

-20 Rupees

C8: N/A

D8: The northern wall two squares left of the stairs (remember, squares are as wide as the steps, squint to see them). Go in to lose 20 Rupees.

GIVE ME YOUR MONEY.

-20 Rupees

E8: On the eastern side of the screen, go north up against the flat wall. The second square from the west from where it begins to zigzag. Give the old woman the letter.

BUY MEDICINE BEFORE YOU GO.

Life Potion: 40

2nd Potion: 68

F8: The southeastern corner of the western rock and go in.

Red Ring

Silver Arrows

G8: N/A

H8: The northern wall six squares east of the stairs.

GIVE ME YOUR MONEY.

-20 Rupees

I8: N/A

J8: N/A

K8: If you have seven or more heart containers, the man will give you the white sword.

WHEN YOU MASTER IT YOU CAN HAVE THIS.

White Sword

L8: It's in plain sight, although there's an alternate entrance under the northeastern Armos statue, but it still takes you to the same place.

Recorder

M8: The wall five squares north and three squares east of the stairs.

BOY, THIS IS EXPENSIVE!

Magical Shield: 160

Key: 100

Blue Candle: 60

N8: The northern wall right where it stops zigzagging from the east. Give the letter to the old woman.

BUY MEDICINE BEFORE YOU GO.

Life Potion: 40

2nd Potion: 68

O8: Go into the cave and get the letter from the old man.

GIVE THIS TO OLD WOMAN.

Letter

P8: To reach it, climb up the northern wall just east of the big tree in the center of P7. It's in plain sight.

IT'S A SECRET TO EVERYONE.

100 Rupees

A7: The wall two squares east of the stairs to reveal it.

LET'S PLAY MONEY-MAKING GAME.

(gambling)

B7: N/A

C7: The northern wall on the eastern side where it stops zigzagging.

BUY SOMETHIN' WILL YA!

Food: 100

Magical Shield: 90

Extra Heart: 10

D7: While the potion shop is on the western side of that flat wall, this is on the eastern side.

IT'S A SECRET TO EVERYONE.

30 Rupees

E7: The northern wall one square west of the Armos statue in the northeast.

GIVE ME YOUR MONEY.

-20 Rupees

F7: N/A

G7: The northern wall on the west side of the small flat part.

LET'S PLAY MONEY-MAKING GAME.

(gambling)

H7: You can cross the river west with the stepladder.

I7: N/A

J7: N/A

K7: Walk into the bottom of the waterfall.

GIVE ME MONEY AND I'LL TALK.

-10 Rupees: THAT'S NOT ENOUGH.

-20 Rupees: THAT'S NOT ENOUGH.

-50 Rupees: GO UP, UP THE MOUNTAIN AHEAD.

L7: You can pass west, but east and south go on forever, and north is your destination. Go north five times to reach L8.

M7: Under the statue west of the northeasternmost one.

N7: With the Power Bracelet, push the rock.

GO WHICH WAY YOU WANT.

West: to D6

Center: to J4

East: to J1

O7: Three squares east of where it becomes flat, the wall, I mean.

GIVE ME YOUR MONEY.

-20 Rupees

P7: It's in plain sight: the tree.

LET'S PLAY MONEY-MAKING GAME.

(gambling)

A6: N/A

B6: Push the gravestone southwest of the northeasternmost one.

WHEN YOU MASTER IT YOU CAN HAVE THIS.

Magic Sword

C6: It's in plain sight, but another entrance to the same place is under the northwestern statue.

Magic Rod

D6: With the Power Bracelet, push the western rock.

TAKE ANY ROAD YOU WANT.

West: to J4

Center: to J1

East: to N7

E6: Under the northeastern Armost statue.
Power Bracelet

F6: Two squares west of the eastern staircase.
BOY, THIS IS EXPENSIVE!
Arrows: 80
Magical Shield: 130
4 Bombs: 20

G6: In the center of the flat part of the northern wall.
BUY SOMETHIN' WILL YA!
Magical Shield: 90
Food: 100
Extra Heart: 10

H6: The second square from the eastern side of the screen. You can cross the river west with the stepladder.
BUY MEDICINE BEFORE YOU GO.
Life Potion: 40
2nd Potion: 68

I6: Burn the southern green tree in the eastern column.
IT'S A SECRET TO EVERYONE.
30 Rupees

J6: N/A

K6: N/A

L6: N/A

M6: Bomb the southeastern corner of the rock and go in. Take the heart container. Much more valuable.
TAKE ANY ONE YOU WANT.
2nd Potion or Heart Container

N6: Bomb the wall two squares east of the stairs.
IT'S A SECRET TO EVERYONE.
30 Rupees

O6: N/A

P6: Take the raft from P5. It's in plain sight. Go in and choose the heart container.
TAKE ANY ROAD YOU WANT.
2nd Potion or Heart Container

A5: N/A

B5: N/A

C5: N/A

D5: Bomb four squares east of the western staircase.
BUY SOME MEDICINE BEFORE YOU GO.
Life Potion: 40
2nd Potion: 68

E5: Under the statue in the center of the northern row.

BOY, THIS IS EXPENSIVE!

Key: 80

Blue Ring: 250

Food: 60

F5: N/A

G5: N/A

H5: It's in plain sight.

Bow

Boomerang

I5: N/A

J5: This fairy will restore all your life.

K5: N/A

L5: N/A

M5: It's in plain sight.

Magical Boomerang

N5: Under the eastern Armos statue.

IT'S A SECRET TO EVERYONE.

30 Rupees

O5: N/A

P5: Walk off the dock to the north to go to P6 for a Heart Container.

A4: N/A

B4: N/A

C4: Play the Recorder to drain the water and reveal it.

Red Candle

D4: This fairy will give you all your life back.

E4: Right there, genius.

BUY SOMETHIN' WILL YA!

Magical Shield: 130

4 Bombs: 20

Arrows: 80

F4: Right there.

Stepladder

G4: Burn the northwesternmost tree to reveal it.

Food: 100

Extra Heart: 10

Magical Shield: 90

H4: Burn the tree 18 trees east of the one in the northwestern corner at G4.

Choose the Heart Container, as always.

TAKE ANY ONE YOU WANT.

2nd Potion or Heart Container

I4: Go to to the northeastern corner of the trees and burn the one south of the one on the inside of the northeastern corner.

IT'S A SECRET TO EVERYONE.

30 Rupees

J4: With the Power Bracelet, push the rock.

TAKE ANY ROAD YOU WANT.

West: to J1

Center: to N7

East: to D6

K4: Plain sight.

BUY SOMETHIN' WILL YA!

Arrows: 80

Magical Shield: 130

4 Bombs: 20

L4: Burn the tree two trees south of the one in the very inner northwestern corner of the path going down the eastern side of the screen to reveal it.

BUY SOME MEDICINE BEFORE YOU GO.

Life Potion: 40

2nd Potion: 68

M4: N/A

N4: Burn the the southern tree in the easternmost column of trees out in the open, not packed together.

BUY SOMETHIN' WILL YA!

Magical Shield: 90

Food: 100

Extra Heart: 10

O4: Under the eastern Armos statue.

IT'S A SECRET TO EVERYONE.

30 Rupees

P4: N/A

A3: N/A

B3: Burn the southeastern of the trees out in the open, not packed together.

IT'S A SECRET TO EVERYONE.

10 Rupees

C3: N/A

D3: N/A

E3: N/A

F3: Walk off the dock to the north to ride the raft to F4.

G3: Burn the southwestern of the trees that're out in the open, not packed together.

IT'S A SECRET TO EVERYONE.

10 Rupees

H3: N/A

I3: N/A

J3: N/A

K3: N/A

L3: Burn the southwestern of the tree in the open, not tightly packed.
IT'S A SECRET TO EVERYONE.
10 Rupees

M3: N/A

N3: N/A

O3: Right there in front of your nose.
BOY, THIS IS EXPENSIVE!
Magical Shield: 160
Key: 100
Blue Candle: 60

P3: Use the Stepladder to reach across to the platforms on the water and get
the Heart Container.
Heart Container

A2: N/A

B2: You can pass east, north and south go on forever, and west is your
destination. To go west, you need to go north, then west, then south, then
west again.

C2: Burn the northernmost tree that's in the THIN wall of trees to reveal it.
IT'S A SECRET TO EVERYONE.
100 Rupees

D2: Burn the southern tree in the second column from the west of OPEN TREES to
reveal it, not the ones that're tightly packed.
GIVE ME YOUR MONEY.
-20 Rupees

E2: Right there, just go in.
BUY SOME MEDICINE BEFORE YOU GO.
Life Potion: 40
2nd Potion: 68

F2: N/A

G2: It's in plain sight.
BUY SOMETHIN' WILL YA!
Magical Shield: 160
Key: 100
Blue Candle: 60

H2: Bomb two squares west of that little bump in the center of the top.
IT'S A SECRET TO EVERYONE.
30 Rupees

I2: Burn the one north of the southern tree in the westernmost row.
GIVE ME YOUR MONEY.
-20 Rupees

J2: N/A

K2: Burn the southern one in the westernmost row of OPEN TREES, not packed ones.
GIVE ME YOUR MONEY.

-20 Rupees

L2: Burn the tree northwest of the one in the southeastern corner of the group
of open trees, not packed tightly ones.

IT'S A SECRET TO EVERYONE.

100 Rupees

M2: N/A

N2: Burn the tree blocking the two paths from connecting.

O2: N/A

P2: Right there, on the right side of the northern wall.

BUY SOMETHIN' WILL YA!

Arrows: 80

Magical Shield: 130

4 Bombs: 20

A1: In plain sight.

GIVE ME MONEY AND I'LL TALK.

-10 Rupees: GIVE ME MORE.

-20 Rupees: TO GET THROUGH THE FOREST OF MAZE, GO NORTH, WEST, SOUTH, WEST.

-50 Rupees: BOY, YOU'RE RICH!

B1: Bomb just east of the opening in the northern wall.

IT'S A SECRET FROM EVERYONE.

30 Rupees.

C1: N/A

D1: N/A

E1: Plain sight.

Raft

F1: Right there, go from the west side of the river from F2.

MEET THE OLD MAN AT THE GRAVE.

G1: Bomb the northern wall one square west of the northernmost rock.

LET'S PLAY MONEY-MAKING GAME.

(gambling)

H1: Plain sight.

IT'S DANGEROUS TO GO ALONE. TAKE THIS.

Sword

I1: In the center of the four trees on the west side of the screen... stand
there. Now, burn the one southwest of you.

BUY MEDICINE BEFORE YOU GO.

Life Potion: 60

2nd Potion: 68

J1: With the Power Bracelet, push the western rock.

TAKE ANY ROAD YOU WANT.

West: to N7

Center: to D6

East: to J4

K1: N/A

L1: Bomb the northern wall, two squares west of the path north. Go in and choose the Heart Container.

TAKE ANY ONE YOU WANT.

2nd Potion or Heart Container

M1: Bomb the northern wall nine squares east of the path north at L1.

N1: Bomb the wall 25 squares east of it.

O1: N/A

P1: N/A

~Second Quest

A8: Bomb the northern wall two squares east of the stairs.

Red Ring

Silver Arrows

B8: That little corner in the center of the top.

GIVE ME YOUR MONEY.

-20 Rupees

C8: The northern wall three squares east of the staircase.

BUY SOME MEDICINE BEFORE YOU GO.

Life Potion: 40

2nd Potion: 68

D8: The northern wall three squares west of the stairs.

GIVE ME YOUR MONEY.

-20 Rupees

E8: The square on the west side of the screen that's east of the one where the wall stops going diagonal, there.

BUY SOME MEDICINE BEFORE YOU GO.

Life Potion: 40

2nd Potion: 68

F8: N/A

G8: Stand in the very center. The Heart Container is right beneath your feet!

H8: It's just east of where the path is diamond-shaped.

GIVE ME YOUR MONEY.

-20 Rupees

I8: N/A

J8: Push the rock so that the group looks like an arrow to reveal the secret passage.

WHEN YOU MASTER IT, YOU CAN HAVE THIS.

Magic Sword

K8: In the cave.

WHEN YOU MASTER IT, YOU CAN HAVE THIS.

White Sword

L8: The fairy will give you back all your life.

M8: Three squares east of the stairs.

BUY SOMETHIN' WILL YA!

Magical Shield: 160

Blue Candle: 60

Key: 100

N8: Four squares west of the steps.

BUY MEDICINE BEFORE YOU GO.

Life Potion: 40

2nd Potion: 68

O8: Once again, in plain sight.

BUY SOMETHIN' WILL YA!

Magical Shield: 160

Key: 100

Blue Candle: 60

P8: To get there, climb up the wall just east of the green tree at P7. It's in plain sight.

BOY, THIS IS EXPENSIVE!

Key: 80

Blue Ring: 250

Food: 60

A7: Two squares east of the steps

LET'S PLAY MONEY-MAKING GAME.

(gambling)

B7: Push the rock so the group of rocks mirrors the shape of the group of rocks to the west at A7 to reveal the passage.

GIVE THIS TO OLD WOMAN.

Letter

C7: Five squares east of the stairs.

BUY SOMETHIN' WILL YA!

Magical Shield: 90

Food: 100

Extra Heart: 10

D7: Eight squares west of the stairs.

IT'S A SECRET TO EVERYONE.

30 Rupees

E7: One square west of the northeasternmost Armos statue.

GIVE ME YOUR MONEY.

-20 Rupees

F7: The west side of the flat part of the wall.

BOY, THIS IS EXPENSIVE!

Magical Shield: 160

Blue Candle: 60

Key: 100

G7: The west side of the northern flat part of the wall.

LET'S PLAY MONEY-MAKING GAME.

(gambling)

H7: You can cross the river west with the stepladder.

I7: Bomb the wall from the river using the Stepladder 24 squares east of the stairs at H7.

BUY SOME MEDICINE BEFORE YOU GO.

Life Potion: 40

2nd Potion: 68

J7: 18 squares east of the waterfall, bomb there.

Magic Rod

Magical Key

K7: Go into the waterfall.

GIVE ME MONEY AND I'LL TALK.

-10: GIVE ME MORE.

-20: THAT'S NOT ENOUGH.

-50: GO UP, UP THE MOUNTAIN AHEAD.

L7: (see first quest)

AND

To open it... push. Power Bracelet.

Book of Magic

Raft

M7: Under the Armos statue west of the one in the northeastern corner.

N7: (see quest 1)

O7: Bomb just east of the northwestern corner.

GIVE ME YOUR MONEY.

-20 Rupees

P7: Go into the tree.

LET'S PLAY MONEY-MAKING GAME.

(gambling)

A6: Alright, from now on, I'm going to stop putting that you need to choose the HC, although it's wise. Push the gravestone southeast of the northwesternmost one.

B6: N/A

C6: Plain sight, but there's an alternate entrance like in the first quest.

IT'S A SECRET FROM EVERYONE.

30 Rupees

D6: (see first quest)

E6: Under the northeasternmost Armos statue.

Power Bracelet

F6: Plain sight.

BUY SOMETHIN' WILL YA!

Arrows: 80

Magical Shield: 130

4 Bombs: 20

G6: Bomb the middle of the flat part of the wall.

BUY SOMETHIN' WILL YA!

Food: 100
Magical Shield: 90
Extra Heart: 10

H6: You can cross the river west with the stepladder.

I6: Burn the southern one in the eastern column of green trees.

J6: Seventh square into the desert, walk there from between those two trees at I6, and it'll be right under your feet.

BUY SOME MEDICINE BEFORE YOU GO.

Life Potion: 40

2nd Potion: 68

K6: N/A

L6: Same position as in J6, and it'll be right under you.

M6: N/A

N6: Bomb the wall two squares east of the stairs.

IT'S A SECRET TO EVERYONE.

30 Rupees

O6: N/A

P6: Plain sight, take the raft from P5.

A5: Huh? Typo. Play the recorder.

Stepladder

B5: N/A

C5: N/A

D5: Bomb three squares west of the eastern steps.

BUY SOME MEDICINE BEFORE YOU GO.

Life Potion: 40

2nd Potion: 68

E5: Under the Armos statue in the center of the northern row.

Recorder

F5: N/A

G5: N/A

H5: In plain sight.

Boomerang

I5: N/A

J5: The fairy, of course, will refill your life gauge.

K5: Same position as J6 and L6.

L5: N/A

M5: Magical Boomerang

N5: Under the eastern Armos statue.

IT'S A SECRET TO EVERYONE.

30 Rupees

O5: N/A

P5: Step off the northern side of the dock to ride the raft to P6.

A4: N/A

B4: N/A

C4: N/A

D4: The fairy will restore your life.

E4: Plain sight.

BUY SOMETHIN' WILL YA!

Magical Shield: 130

4 Bombs: 20

Arrows: 80

F4: Plain sight.

Bow

G4: Burn the northwesternmost tree.

BUY SOMETHIN' WILL YA!

Magical Shield: 90

Food: 100

Extra Heart: 10

H4: N/A

I4: Burn the tree south of the one on the inside of the northeastern corner.

IT'S A SECRET TO EVERYONE.

30 Rupees.

J4: (see first quest)

K4: Plain sight.

BUY SOMETHIN' WILL YA!

Magical Shield: 130

4 Bombs: 20

Arrows: 80

L4: Burn the tree two trees south of the one on the inside of the very northwestern corner of the path going down the east side of the screen.

BUY SOME MEDICINE BEFORE YOU GO.

Life Potion: 40

2nd Potion: 68

M4: N/A

N4: Burn the southern tree in the easternmost row of OPEN trees.

BUY SOMETHIN' WILL YA!

Magical Shield: 90

Food: 100

Extra Heart: 10

O4: Under the eastern Armos statue.

IT'S A SECRET TO EVERYONE.

10 Rupees

P4: N/A

A3: N/A

B3: Burn the southwesternmost OPEN tree.

IT'S A SECRET TO EVERYONE.

10 Rupees

C3: N/A

D3: Two squares south of the northwestern green tree.

IT'S A SECRET TO EVERYONE.

100 Rupees

E3: N/A

F3: Walk north off the dock to ride the raft to F4.

G3: Burn the southwesternmost OPEN tree.

IT'S A SECRET TO EVERYONE.

10 Rupees

H3: N/A

I3: From the northwesternmost open tree, go one tree south and two west. Burn it.

IT'S A SECRET TO EVERYONE.

30 Rupees

J3: N/A

K3: N/A

L3: Southwesternmost open tree, burn it.

IT'S A SECRET TO EVERYONE.

10 Rupees

M3: N/A

N3: N/A

O3: Plain sight.

BUY SOMETHIN' WILL YA!

Magical Shield: 160

Key: 100

Blue Candle: 60

P3: Use the stepladder.

Heart Container

A2: Six squares east and four squares north the southwesternmost tree onscreen.

LET'S PLAY MONEY-MAKING GAME.

(gambling)

B2: (see first quest)

C2: N/A

D2: The second column from the east of open trees, the southern tree. Burn it.
GIVE ME YOUR MONEY.

-20 Rupees

E2: Plain sight. Letter, of course, as always.
BUY SOME MEDICINE BEFORE YOU GO.

Life Potion: 40

2nd Potion: 68

F2: N/A

G2: Plain sight.
BUY SOMETHIN' WILL YA!

Magical Shield: 160

Key: 100

Blue Candle: 60

H2: N/A

I2: Walk there from H2. Don't go forward. Instead, south. The tree closest to you. Burn it.

GIVE ME YOUR MONEY.

-20 Rupees

J2: N/A

K2: Burn the southwesternmost tree.

GIVE ME YOUR MONEY.

-20 Rupees

L2: N/A

M2: Burn the westernmost tree at the north end of the thin wall of trees.

Red Candle

N2: N/A

O2: The row of trees in the very center vertically, burn the fourth tree.

IT'S A SECRET TO EVERYONE.

10 Rupees

P2: Plain sight.

Magical Shield: 130

4 Bombs: 20

Arrows: 80

A1: Plain sight.

GIVE ME MONEY AND I'LL TALK.

-10 Rupees: THAT'S NOT ENOUGH.

-20 Rupees: TO GET THROUGH THE FOREST OF MAZE, GO NORTH, WEST, SOUTH, WEST.

-50 Rupees: BOY, YOU'RE RICH!

B1: N/A

C1: N/A

D1: N/A

E1: Right west of the northern little bump in the wall.

BUY SOMETHIN' WILL YA!

Magical Shield: 160

Key: 100

Blue Candle: 60

F1: Plain sight.

G1: Bomb the northern wall two squares west of the northernmost rock.

LET'S PLAY MONEY-MAKING GAME.

(gambling)

H1: Right there.

IT'S DANGEROUS TO GO ALONE! TAKE THIS.

Sword

I1: Go there from H1. Stand in the middle of the square formed by the first four trees from the west. Burn the tree southeast of you.

BUY SOME MEDICINE BEFORE YOU GO.

Life Potion: 40

2nd Potion: 68

J1: (see first quest)

K1: N/A

L1: N/A

N1: See quest 1 for where to bomb.

LET'S PLAY MONEY-MAKING GAME.

(gambling)

O1: See quest 1 for where to bomb.

GIVE ME YOUR MONEY.

-20 Rupees

P1: N/A

LABYRINTH WALKTHROUGHS—READ THESE TWO PARAGRAPHS, IMPORTANT!

The deep and dark labyrinths of Hyrule in which the units of the Triforce of Wisdom are hidden require much skill and knowledge to get through. I highly suggest that you bring a potion with you. But don't use a potion on the overworld. If you're low on health on the overworld, go to a fairy pond. These walkthroughs, although they won't help you get everything in the labyrinth (refer to the labyrinth maps for that), will help you find the necessary items, defeat the boss, and get the Triforce unit there. If there is a wall, but the map here says there's still a way, you can bomb that wall. If that doesn't work, (quest 2 only) you can walk through that wall after Level 1, most likely. It should be noted that, despite the maps, some secret passages are one-way. Another thing, these are strictly labyrinth walkthroughs, not overworld coverage. If you want a new sword or something you find on the overworld, refer to the Extra World Map Info section, as the only info about the overworlds here is how to reach the labyrinths.

How to bomb a wall:

Stand in the EXACT VERY CENTER of the wall, right between the two little bumps. Facing the wall, touching it, right against it, equip your bombs and press the B button. The bomb should be right between the two little bumps. When it explodes, if the wall is bombable and you did it right, there should be a hole to walk through.

Map Key

V=Entrance

%=Locked Door

/=Sealing Door

@=One-way wall/door, see note at bottom of map

F=Key

E=Map

O=Compass

U=Old Man/Woman

!=5 Rupees

B=Bombs

\$=Room full of Rupees

#=Secret Passage

Z=Boss

*=Special Item, see below map

X=Goal

At end of row=extras

~First Quest

Level 1-First Quest

```
6      |*| - |F|
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5      |F|      |Z|/|X|
        |      %
4  |U|/|_| - |E|%|*| - |F|
        %      |
3      |_|/|F| - |O|
        |
2      |_|
        %
1      |F| - |V| - |F|
        |
      A  B   C   D   E   F
```

Special Items:

B6=Bow (in secret passage)

D4=Boomerang

Old Men/Women:

A4=EASTERN PENINSULA IS THE SECRET.

To reach Level 1:

From H1 (start), go one screen to the east. You might want the Sword first, though, so get it from the cave. Now you can go into the forest. Once there, keep going north, avoiding and fighting Octoroks and Leever, until you reach the southeast corner of the lake. Go north one more screen (you can block rocks automatically with the Shield as long as you don't press A or B). Now, cross the bridge to the west. On the island is an Octorok. Kill it if it gets in your way, but, other than that, ignore it. In the middle of the island is a tree with a face. Walk into the mouth, which is the, ahem, "secret" entrance to Level 1. So much for "secret." ^_^

Basic walkthrough:

Welcome to Level 1-Eagle, the game's first labyrinth. Wait, don't freak out just yet! You've got things to do. It may sound scary, but it's cakewalk compared to what's coming later on in the game. After you're ready, you'll face off against the fearsome Aquamentus. Hey, stop wincing in fear, you're

hurting my ears! ~_^

Now, to get started. North is where you need to go, but obviously you can't open a locked door without a key. But no need to worry, young one! You can find one. Go west into the room with the Keese. Now, kill them all with your sword (A button). If you're on full life, you should be able to shoot magical beams out of your sword. Aren't you glad you didn't hurry at the beginning? When you finally get rid of every last one of those annoying oversized bats, grab the key. Get it. Now, that wasn't so hard, was it? See? Now you get how this game works, right? Head back to the last room.

Now, if you want to, you can go east for another key that you *might in fact need later on* (hint). Stalfos. Not a problem. That's why swords were invented. Stab them all when they come at you, and one is holding a key. Get it and run, unless you want some extra hearts, Rupees, and (if you're lucky) a fairy. Head back and unlock the door.

Now, you're getting the hang of it. There's nothing important about this room, so keep on going. In the next room, if you kill every Stalfos, you'll get a key. In the room to the east is this labyrinth's compass, which tells you where the Triforce unit is. But, Keese will block your way. Kill any that stand in your way, grab it, and run. Now, go west and, avoiding getting hurt by the Keese, unlock the door and go north.

Zols are in this next room. Eliminate these annoying blobs of jelly. Now, a sealed door? What are you going to do? Well, the block is practically screaming, "Push me!" If you go west, gramps will tell you to go east. Do as he says until you reach the map. Well, you might want to get those Zols out of your way. Which way? A decision you've gotta make all the time here, in Hyrule.

North is your best choice. In this water-filled room, get the key from the Stalfos and keep going north. There should be Goriya in this room, tossing boomerangs at you. You can block them with your shield. Once they're all killed, a key will appear. Unlock the western door and run to the west as fast as you can. The traps should nearly get you. If you're fast enough, you'll make it.

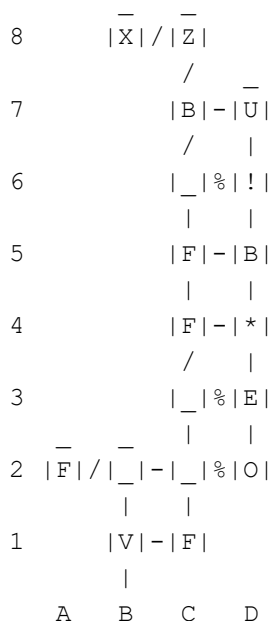
The thing with these traps is, there's a certain method to get by them, rather than risking your own behind. Go toward the center of the north or south wall and touch it. When the traps come zooming at you, step out of the way. As they slowly reset, go around the block. Then, push the western block north or south to access the passage. Go in and retrieve the bow. You can buy arrows in the overworld later. Head back to the map room. Now, unlock the eastern door and go to the next room.

Defeat all the Goriya to make the boomerang appear. Grab it. It is likely the first weapon you can use other than the sword. It's all you have for the B button at the moment. Continue east into the room with the creepy Wallmasters. If they grab you, they'll take your sorry butt all the way back to the beginning, so I wouldn't try anything. There's a key available, but just run to unlock the northern door.

Time to fight the boss. If you're on full hearts, stand near the center of the western wall, and keep shooting sword beams at Aquamentus' horn. The fireballs should miss every time. Now, if you're missing half a heart or more, too bad. You'll have to fight the old-fashioned way. Go right up to the dragon and stab at the head (maybe the neck, too) and dodge the three fireballs that come every second or so. Keep stabbing if you're on low life, and it will die quickly, leaving a heart container behind. Grab it, go east, and, ta-daa! The first

unit. Grab it to end the level. Good. Here's a cookie.

Level 2-First Quest



Special Items:

D4=Magical Boomerang

Old Men/Women:

D7=DODONGO DISLIKES SMOKE.

To reach Level 2:

From H1 (start), Head to the east until you reach the ocean. There will be Tekties when you pass through the rocks, but they're not too much of a problem. Watch out when they jump around, then stab when they're standing still. Once at the sea, immediately go north (unless you want the heart container, refer to the Extra World Map Info section, but DO NOT get the potion under any circumstances, if you're about to die or not). Now, go north two screens into the forest quickly, because monsters will attack at the seashore. However, there are a lot of Moblins in the forest, so go quickly. Now, take the northernmost path to the east two screens. Now, go north once, west to the bottom of the hill with all the Octoroks (yeah, they can be a problem if you don't block against their attacks and stab any that get in your way). Now, go up the stairs to the north. Voi-la! The entrance to the next labyrinth. Well, what're you waitin' for, Christmas? Go on in, already! ~_^

Basic walkthrough:

WARNING! YOU NEED TO HAVE AT LEAST 2 BOMBS, PREFERRABLY 4-8, TO CONTINUE. IF YOU HAVE LESS THAN FOUR, GO BUY SOME OR SOMEHOW GET SOME. DO NOT USE THEM UNTIL YOU FACE DODONGO. This is Level 2-Moon. Alright, you might think that after that piece of cake, this is going to be quite simple. Nope, afraid not. Ropes. They're everywhere, those annoying snake-like things, and they'll charge at you. You're probably thinking, "Little snakes? Come on." Well, just wait until you walk through the door to the east.

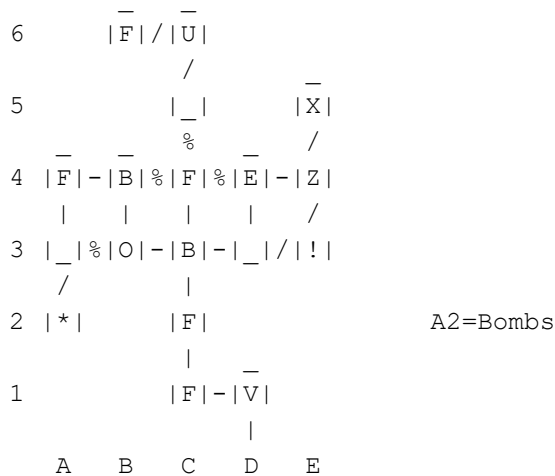
J See, I was right, once again! Dodge those little pests, eliminate them, and grab the key. After you head north, run. Get past the Ropes, and go north. Get past the Goriya in this next room, and go-you guessed it, north. In this room, the door will close behind you. To the east is a room where you can fight blue Goriya for the magical boomerang. If you want the key, get rid of those Ropes, but if I were you, I'd run to the north.

Yay, finally, something more... original. X_X A sand-filled room. Get past those

annoying Moldorms (yes, you can use your sword) and head north. In this next room, well, I'm sorry to say, you'll have to defeat every Rope. These jerks think they have you, right? Let them face your wrath! Stab-stab-stab, mua-ha-ha! x_/x Okay, I'm getting carried away. But, then again, why would I be writing this? Head north. These Goriya shouldn't be much of a problem. Get rid of them to open the door and head north to face the boss—Dodongo.

Dodongo isn't too hard. Follow its head around. When it turns and you're in front of it, facing it, equip your bombs and press B RIGHT before it makes contact with you. If you did it right, it will swallow the bomb and its stomach will inflate a little. Do it again to kill it. Grab the heart container and head west. Now, grab the Triforce unit to finish the level.

Level 3—First Quest



Special Items:

A2=Raft (in secret passage)

Old Men/Women:

C6=DID YOU GET THE SWORD FROM THE OLD MAN ON TOP OF THE WATERFALL?

How to reach Level 3:

Before you enter, you really might want to consider buying arrows (refer to the Extra World Map Info section of this guide), as you won't find arrows laying around. The only way to get them is to buy them. It's also highly recommended that you buy a potion (but NOT instead of a heart container under any circumstances). Also, you should have the white sword by now. Anyway, from H1, go north to where the Octoroks are. Not a big problem. Head west across the river until you reach the forest, not as green as the eastern one. If you want to, you can go to the beautiful fairy two screens to the north to restore your health, otherwise, keep going south, then go east. Yeah, I know the Moblins are a problem. Just block their arrows and stab when they get near. Anyway, here you are. Level 3—Manji.

Basic walkthrough:

When you first enter, you really have no choice to go west or not. Well, do I need to tell you to? Do it already! In this next room are Gels. A little big, slow, don't hurt much, and they are very satisfying to stab. Get rid of them, grab the key, and go north. Do the same in this next room, grabbing the key and going north.

In this next room is probably your first encounter with Darknuts. You think this is ridiculous, wait for what's to come... If you kill them all (stab them in the back or side, although bombs work too), then some extra bombs will appear. Go west into the room with the traps in the corners. Remember these from Level 1? Same idea. The compass is also in this room. Go west into the

next room.

Sadly, you can't open the southern door until you defeat every Darknut. Only use bombs if you're absolutely desperate, because those are a bit rare, although they'll kill a Darknut with one blast. When the southern door opens, go south. More Darknuts. Defeating them all will make some extra bombs appear, if you need some extras. Go into the passage to the east. Inside is the raft.

You're probably thinking, "Yay! I get to cross the water!" Not quite yet. It's time to kick some butt and get that Triforce unit. Head on back to the first Darknut room (C3). You COULD give a key for the map and go one room north, then east, then get the map, go south, defeat the Darknuts, go east, defeat every enemy, then go north. OR, instead, you could just bomb a hole in the eastern wall, go another room north past the Darknuts, and bomb a hole in the eastern wall in that room. Now, you can go east right to the boss, Manhandla.

Simple? Well, the battle half of it isn't exactly simple. If you have bombs, NOW is the time to use them, instead of wasting them. Yep. You hear that? That's the sound of applause. Or is that just the audience snoring? Anyway, give the four heads the business end of your blade, and show this creep what you're made of! Use the potion if you need it. Stay moving, and push A repeatedly when it arrives near you. Finally, it will eventually go down and give you a heart container, and you can go north, and—that's right—grab the Triforce unit. End of level, and I can finally get some sleep! L

Level 4—First Quest

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Special Items:

C5=Stempladder (from secret passage)

Old Men/Women:

A8=WALK INTO THE WATERFALL.

How to reach Level 4:

From H1 (start), go one screen to the north, then go west until you reach the river, but don't cross it. Now, go north to the dock and walk off it to the north. The raft will come out and you'll ride across the water over to the island to the north. On the island is—voilà!—the entrance to Level 4—Demon. Well, just go in already! ~_^

Basic walkthrough:

If you're expecting easy, you're probably not ready. Have at least a few bombs and I'd advise you buy a blue candle. Are you ready? Well, let's go! Let's start out easy. Go west into the room with the Keese. Practice with your sword on them, grab the key, go back to the entrance room, and go north.

Were you expecting Vire? Well, you're not at the beginning, anymore, you know. When you hit them with your sword, they'll split up into red Keese, which can be killed off with your boomerang, so I wouldn't recommend attacking unless you're confident you won't lose any precious life. Not even one little bit. If you want to unlock the eastern door and go get the compass, you can. But let me tell, there's lots of Vire and no free space. Now go north. Practice on these wimpy little Keese, grab the key, and head west.

I know what you're thinking. "Jeez, this is another one of those horror films again." Yeah, the lights are off, so what? Are you afraid of the dark or something? That's what I thought. If you have a candle, now is the time. It doesn't run out, you can use it as many times as you want, but once every screen. Use it whenever it's dark, so I can ignore the fact that I'm walking you through dark rooms. It's a zigzag design EXACTLY what the second room of Level 3 was like. If any Vire get in your way, get rid of them. Now head north. I told ya this wouldn't be a piece of cake. Continue north.

Gels. What's the big deal? Hit 'em with that sword already! It can reach across water. Snag that key and go north. Obviously, you're thinking something like, "How do they expect me to just step across water?" That's what stepladders were made for, so go get one! Unlock the door to the east, walk on the winding path across the water as you kill the Vire and the Keese they split up into to open the eastern door, but don't waste a key on the northern door, because the map will be on the other side of the water that you can't cross even with a stepladder. Now, go east.

Avoid the Like-Likes at absolutely all costs or it'll eat your magical shield if you have one. Then, kill it with your sword (stabbing left and right sides) and you might be able to pick your shield back up. Anyway, kill the Gels and Like-Likes as you avoid the blue Bubbles moving around the room. If a Bubble hits you, it'll curse you so you can't stab for a few seconds. So, once the Gels and Like-Likes are gone, push the western block to reveal the secret passage. Go down and retrieve the amazing... the wonderful... the incredible... stepladder.

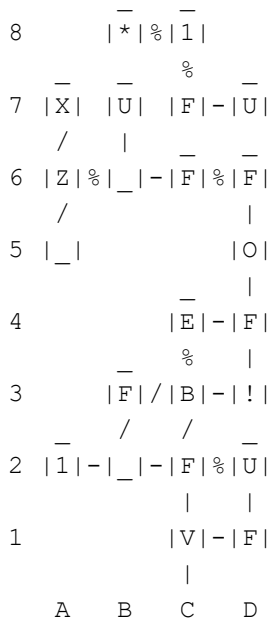
What do you mean, "It's just a stupid ladder."? It'll prove to be a lot more useful than you think. Go two rooms back to the west, cross the water to the door, unlock it, and go into the room. Here, I'd advise you ignore the Vire and go east. Now, although there are annoying Zols (hit them with that sword of yours), go north up the western wall, east along the northern wall, then south down the eastern wall and get the map. Now, go back to the center of the northern wall and bomb a hole.

Go into the room full of Rupees. Jackpot! Grab 'em, unless you have 999 or somewhere around there. No need to waste valuable Rupees. 999 is all you can carry. Dead end, right? Wrong. You can bomb all four walls in this room. Bomb the eastern one and go into the room with the Vire. Get rid of them and push the western block to open the eastern door. Prepare to fight Gleeok, a two-headed dragon, and head east.

Is it a good idea to hide behind the blocks? I haven't tried to see if it works, so just go up, dodge the fireballs, and stab heads. When a head is stabbed off, it will fly around hurling fireballs at you. Avoid it and stab at the others, but stay moving. When it finally dies, grab the heart container

and go north to the room with the Triforce unit. And now guess what? Grab it.

Level 5-First Quest



Special Items:

B8=Recorder (from secret passage)

Old Men/Women:

D2=DIGDOGGER HATES CERTAIN KIND OF SOUND.

D7=I'D BET YOU'D LIKE TO HAVE MORE BOMBS. (Carry 4 more bombs: -100 Rupees)

B7=SECRET POWER IS SAID TO BE IN THE ARROW.

How to reach Level 5:

Good for you, you're actually getting through the game! Have another cookie. ~_^ Be warned, however, even I got a bit scared from this point on. Even writing the walkthrough can be a bit scary. I advise you get arrows, because you'll need them for Level 6. If there was ever a time to buy a potion, it's now. Anyway, as usual, I'll start from H1 (start). I'd recommend stopping at a fairy pond on the way. Now, go one screen east and go north past the bridge to Level 1, and continue until you can go no further to the north. Now go one screen west, then one screen north. Get ready to dodge a lot of falling rocks. But being a pancake is better than facing my wrath, trust me. So, go east already! Finally, you'll come to the bottom of the waterfall that the old man mentioned back in Level 4. You can go under and waste Rupees on the old woman if you want (if you feel the urge, give her the amount on the right, I think), or you can listen to me tell you the same thing in more detail. Go east. You are in the Lost Hills now. Not to worry! Go south. Same thing. Go east. Same thing. North? Same thing. Go west. Not same thing! Okay, there's a secret. Go back east. Here's the secret: just go north five times and you'll finally come to the top. The entrance. You thought that was hard? Go in and see this. (As a side note, there's another entrance to the same place under the most northeastern statue. Don't ask me why.)

Basic walkthrough:

Welcome to Level 5-Lizard. Let's just get this headache over with, okay? First, go north. Eliminate the Gibdo with the key, then bomb the western wall and go through. Here, defeat all the Gibdos. Although you don't need to for what you're doing right now, just do it, because you'll wish you had. Now, bomb a hole in the western wall again and go through after you prepare to fight a room full of blue Darknuts. Don't use any potions at all. If you die, you die. Those guys are tough. Attack the sides and back. Defeating them all is necessary. Stay near the door, and after you kill one, or if you need to, go

back through the hole. Then go back, wait for a Darknut to come your way, and kill it. Don't fight more than one at a time. If you try to show off and fight the whole room at once, you're not going to make it, trust me. After they're all finally dead, push the westernmost block and enter the passage.

After going through the Keese-inhabited secret passage, you'll find yourself on the northern side of the labyrinth. Push the western block out of the way, prepare for a fight, and go west. Another room full of Darknuts. Now you can use the potion if you lose too much life. Use the same tactics as above. Once they're dead, a secret passage will appear. Get the recorder from it, and head back and go back through the passage, unless you want to go south, then east (there's a key along the way), you can carry more bombs. Once back on the other side of the passage, push the western block out of the way and go two rooms back to the east.

Now that you have the recorer, it's time to find the boss. Stab at the Gibdos if they're there, and when the northern door opens, go through it into the room with the Dodongos. I wouldn't say fighting them is worth it. By the way, on the overworld, you can play the recorder to warp to a completed labyrinth. Unlock the door to the north, go in, and grab the map quickly. Now, go back. Go east. Remember what I told you about dark rooms? About the candle? Defeating all the Gels will make a 5 Rupee piece appear. Now go north. Although you can get a key here, I'd just run for it, as you'll want to save your life for later. North.

After fighting all those strong Darknuts back there, this should be no problem. Next, grab the compass and go north. Two Pols Voices, two Gibdos, and two Keese. You can get a key from this dangerous six (Pols Voices require bombs to defeat), but I'd just unlock the western door and continue to the room with the Pols Voices. If they get in your way, knock them away with your sword, but you won't get anything from killing them, so just get to the other side of the room, unlock the western door, and go into the boss room.

The first thing to do is play the recorder with B to make the shell go away. Now you can attack the eye with your sword. Stay moving, and stab when Digdogger gets near. Keep in mind, though, that Digdogger is a lot more dangerous than a the fireballs coming at you. Keep stabbing to open the northern door. Grab the heart container, go north, and grab the Triforce unit. Another victory.

Level 6-First Quest

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      2 |O|_|U|
         | %
      1 |_|%|V|-|F|
           |
         A B C D E F

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Special Items:

B8=Magic Rod (from secret passage)

Old Men/Women:

C2=AIM AT THE EYES OF GOHMA.

D8=THERE ARE SECRETS WHERE FAIRIES DON'T LIVE.

How to reach Level 6:

WARNING! IF YOU DON'T HAVE BOTH THE BOW AND THE ARROWS, GET THEM NOW. IT IS IMPOSSIBLE TO COMPLETE LEVEL 6 WITHOUT THEM. Buy a magical shield to block magic, as well. 'Kay, feeling confident after that? Don't get your hopes up. You still have yet to master The Legend of Zelda. I'd recommend you get a potion and go to a fairy pond to restore all your hearts. Yet again from H1 (start), head east one screen into the forest, then head north and then west en route to Level 5 until you reach the river on the screen where it enters the lake. Cross it to the west with the stepladder and keep going west until you can't go west anymore. Then go south, then a few steps west, then north up the steps. Don't even touch any of the statues with your bare hands or it will come to life and chase you down (their attacks are strong). Go one screen to the west. Now, if you want the power bracelet, get it from the northeastern statue. Keep going west until you can't go any further. Now, go down the stairs. Here, in this shady area, go one more screen west. Plenty of Lynels should be at the bottom of the steps. By the way, you're a screen east of the graveyard. Go up the stairs to the entrance and go on in, ignoring the Lynel. (There's also an alternate entrance to the same place under the northwesternmost statue.)

Basic walkthrough:

Level 6—Snake is very straightforward, but challenging. You're in for one heck of a nasty surprise. Start out by going west. If you have no little or no keys, you don't belong here yet. Unlock the door to the west and go through. Nothing, right? Nope, wrong again. That's right—magic. Just when you thought this game was getting moderately easy. The Wizzrobes will aim their magic at you, so stay out of the way and stab when they appear. After they appear once or twice, they'll go away for good. But that doesn't mean there won't be more who are more persistent. Continue north.

In this room, defeat all the Gels, grab the compass, and continue north. You know about these rooms where fireballs are coming at you—stay moving. Taking out a bunch of simple Keese still shouldn't be much of a problem. Snag the key and keep on going north. The moment you enter the next room, run as fast as you possibly can north straight to the other side and the traps should barely miss you. Continue. In this next room, I'm sorry to say, ya've gotta take out each and every Wizzrobe and Like-Like, even with the red Bubble to avoid. Take out the Like-Likes first to get those annoying little pests out of the way. Now, for the Wizzrobes. Same as before for the orange ones, follow the blue ones and stab when they become solid. Once they're all defeated and the doors open, keep on going north.

In this next room, you have two choices—go north and fight the big, huge Gleeok, then go east... or simply bomb your way through the eastern wall and go north, using a key to get through the door. And if you don't have a key (which shouldn't really happen), then you can kill the Wizzrobes and get the key from inside the rectangle of lava. Either way, you'll end up in a room with a map. Unlock the northern door and go into the room with the Wizzrobes. Defeat them and push the western block to make a secret passage appear. Get the magic rod from the passage.

That's right—now you can show those Wizzrobes what you're made of. The magic

rod can come in very handy as one of the most useful items in the game. Once you have it, go three rooms to the south. You'll be trapped in a room of several Vire. By now, defeating Vire should be simple for you. Then, both doors should open and you can go east. This room is a lot like before. Wizzrobes, Like-Likes, and a Bubble. Take 'em out like before (should be easier now with your new toy, heh-heh) and push the block the make another secret passage appear. Go in.

Once you go through the passage, you'll come out in a room with Gels, Like-Likes, and Bubbles. Go south to the room with the Vire (you can get a quick key for the upcoming locked door), then go west into the room with Wizzrobes and traps. Now, unlock the door to the north, prepare to fight an oversized one-eyed spider (have your bow ready), and go in.

Gohma will scurry back and forth, opening and closing its eye. It should be simple enough (if you time it right) to get a clear shot at the eye with the bow when it's open. Grab the heart container, go in, and grab your well-earned sixth unit of the Triforce of Wisdom. Congratulations! You're more than a quarter through the game.

Level 7-First Quest

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 3 |!|-|_-|/|O| |U|
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   | | |
 1 |F| |V|-|B|
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   A B C D E F

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Special Items:

C7=Red Candle (from secret passage)

Old Men/Women:

D3=THERE'S A SECRET IN THE TIP OF THE NOSE.

A4=I BET YOU'D LIKE TO HAVE MORE BOMBS. (Carry 4 more bombs: -100 Rupees)

A6=GRUMBLE, GRUMBLE... (Goriya, to make him go away, give him Food)

How to reach Level 7:

WARNING! YOU MUST HAVE FOOD TO COMPLETE LEVEL 7. If you don't have the magic sword by now, I'd recommend getting it. From H1 (start), as usual, go one screen north, then continue west until you're one screen west of the bridge. Then, go one screen north and two screens west. The Octoroks, Zolas, and Moblins should be no problemo at this point in the game. Now go one more screen north to the fairy fountain. "There are secrets where fairies don't live." There's truth to that. Just ignore the Moblin unless it's too big a problem, and play the recorder with B to make the water drain, revealing a staircase. Well, where do you think it leads, genius? Please proceed down and keep your hands and feet inside the, um, sanity, at all times, thank you for riding, and have a nice day (this is the part where the annoying, kiddie little

song plays).

Basic walkthrough:

Welcome to Level 7—Dragon, and yadda, yadda, yadda, blah, blah, blah. Let's just keep this simple, okay? Go north. Goriya, big deal. By now, you should be able to take out these suckers easily. It'll get you extra bombs. Otherwise, proceed north, bombing the wall to get it out of your way. Goriya. Try to ignore them and continue north. Here, avoid the blue Bubbles and kill all the Keese and blue Goriya to open the northern door. Go through it into the room with the Digdogger. Level 5 is over. Play the recorder and go west, because you'll get nothing from defeating it.

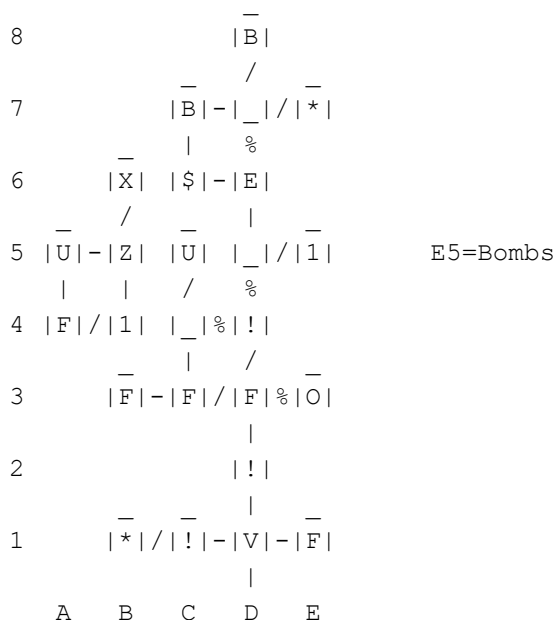
In this next room, unlock the northern door and continue (and if you kill all the stupid Goriya, you'll get 5 Rupees). A Goriya. Don't attack it, because it won't work. You can't get past it yet. Go up to it, and give it the food with B and it'll go away. Continue. Get the map from this room. Now, you can bomb the northern wall to reach a room full of Rupees. Jackpot! Now, go back, use a key on the door, and continue east.

More blue Goriya. Just bomb your way through the eastern wall. Here, kill all the Goriya and push—you guessed it—the western block to reach the secret passage containing the red candle. Retrieve it from the passage and bomb your way east. In this next room, just unlock the eastern door to continue. By now, Level 5 is over, so taking out a Digdogger shouldn't be hard. Once the door opens, proceed north. In this next room, you won't get anything from killing the Dodongos, so just bomb your way east.

Big danger here. WALLMASTERS!!! Avoid at all costs, or you'll be taken back to the entrance. Also avoid the Bubbles, but they're not nearly as annoying. Now, push the block in the center of the easternmost row to make a passage appear in the northeastern corner. Go to it, avoiding the Wallmasters. They can, however, be stabbed to death with your sword, but that's unsafe. Take the passage into a room full of Goriya. Take them out, push the western block, prepare to fight another Aquamentus, and bomb your way through the eastern wall.

Well, that's it. Level 1 is over, and taking out an Aquamentus at this point in the game should be easy. If you're still having problems, refer to the Level 1 walkthrough for info on how to defeat an Aquamentus. Snag the heart container once it's dead and continue east. In this room, grab the seventh Triforce unit for another victory. One more to go! Nice job!

Level 8—First Quest



Special Items:

B1=Book of Magic (from secret passage)

E7=Magical Key (from secret passage)

Old Men/Women:

A5=10TH ENEMY HAS THE BOMB.

C5=SPECTACLE ROCK IS AN ENTRANCE TO DEATH.

How to reach Level 8:

You might've thought Level 7 was kind of easy, especially with an Aquamentus as a boss, but if you thought the quest would finally get easier, you were wrong indeed. Level 8—Lion will surprise you. From H1 (start), go east until you reach the sea. There will be lots of Leever, so hurry two screens north. The Moblins definitely shouldn't be a problem. Now, take the northernmost path one screen east, then south, then one more screen east. Take the horizontal path through the middle and burn the tree blocking your path with your candle to reveal a staircase. Where do ya think it leads?

Basic walkthrough:

Start by going west. Level 3 was toast some time ago, so taking out a Manhandla shouldn't be a problem at all. Kill it to get 5 Rupees and open the western door. In this next room, you should easily be able to take out these Darknuts and Gibdos, even with the Bubbles in your way. After the Darknuts and Gibdos are dead, push the western block and retrieve the book of magic from the secret passage. Go back to the entrance. You can get a key from the room to the east.

Now that you have the book of magic, the magic rod is likely the most useful item in the game. Now, every blast of magic that you fire from the magic rod will create fire, which (like the candles) is good for burning trees, lighting up dark rooms, and attacks. Easy to get, and well worth it. Aren't you glad you got that book?

Now, from the entrance, go north into a sand-filled room with a Manhandla. Try to avoid it, and bomb your way through the northern wall to get to the main part of the labyrinth. In this next room, defeat all the Darknuts to open the door and grab the key that appears. Head north. Here, just unlock the door and go north. In this next room, defeat the Darknuts and go through the eastern door, then defeat the enemies and grab the extra bombs. Now, go back to the previous room and bomb your way through the northern wall. Another Manhandla. Unlock the door and go north (and if you want, kill it and grab the map).

A Gohma. This one is tougher than the one guarding the Triforce unit in Level 6. Same strategy, though. What, since when do I have to tell you and not make you actually think? Fire arrows at its eye when its open! When the doors open, you can go north and defeat all the Darknuts to get extra bombs when you're out. From the room where the Gohma was, go east. Defeat the Darknuts, and bomb the Pols Voices. Then, push the western block and get the magical key from the passage.

Now, guess what? You no longer need to carry keys! You can unlock doors with A. Trust me, you'll be very glad you got it when you're in Level 9. Now, go all the way back to D5 (refer to the map I put here). If you need to defeat the Darknuts again, do it! Hey, stop whining... if you want something to whine about, go to Level 9. When the eastern door opens, go in and take the secret passage to the room full of Pols Voices.

Don't panic! I told you to expect this, this is Level 8! You need one more

bomb, so don't waste your last one. Knock any Pols Voices away with your sword as you walk through the spiral to the northern wall. Bomb through it into the room with the Gleeok. A three-headed dragon. That shouldn't be a problem, since Level 4 was kind of long ago. Take it out, get the heart container, go north, and grab-yep, the final unit of the Triforce! The Triforce of Wisdom is complete! Now, prepare to save Zelda and face off against Ganon. Off to Death Mountain!

Level 9-First Quest

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            _  /  _  %  |  |  %  |
      5 |5|-|_| |X| |_-|_| |O| |_-|B|
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Special Items:

A7=Silver Arrows (from secret passage)

H8=Red Ring (from secret passage)

Old Men/Women:

G2=(deserted)

G8=GO TO THE NEXT ROOM.

C8=EYES OF SKULL HAS A SECRET.

D4=PATRA HAS THE MAP.

How to reach Level 9:

HAVE THE MAGIC SWORD. YOU MAY NEED IT TO DEFEAT GANON. Now that the Triforce of Wisdom is complete, it's time to save the beautiful princess Zelda. Have a 2nd potion ready. Have the highest level equipment and items. Level 9-Death Mountain, the last labyrinth in the quest, is not going to be easy. Play the recorder and the vortex will take you right to Spectacle Rock on Death Mountain. Oh, jeez, it really 'screams' "It's right here, waste all your bombs trying to find it, it's so 'simple!'" Bomb the southeastern corner of the western rock and go into the cave. How obvious. L

Basic walkthrough:

WARNING! YOU SHOULD GET BOTH BOMB CARRYING UPGRADES FROM LEVELS 5 AND 7, AND HAVE THE MAXIMUM NUMBER OF BOMBS YOU CAN CARRY. DON'T WASTE THEM ON ANYTHING BUT WALLS IN LEVEL 9. You are guaranteed to get lost without a guide (like me, ahem ~_^). Since there are tons of secret passages, refer to the map. Now, let's get down to business. The map might be useful to you, so we'll get that, then the red ring for x4 defense against Ganon. To attack Ganon, you need the silver arrows. Then, we're going to go kick Ganon's big, ugly oversized pig butt and save princess Zelda. Well, let's go, try to keep up with me, here! This is the last labyrinth in this quest!

Start by going north into the deserted room. Go west into the room with the

Wizzrobes and Bubbles and bomb your way through the northern wall into the room with the Lanmolos. To take out a Lanmola, stab at its one eye. Take those two out, push the western block, and go through the secret passage into the room with the Like-Likes.

You are now in the main part of the labyrinth. Go around the spiral, unlock the door, and go east. Now, go another room to the east into the room with the Patra. Unless you're getting low on bombs, I wouldn't fight it. Go south to the room with the Zols, then bomb your way east to a room with another Patra. Stab at the small eyes that fly around, then, once they're out of the way (you don't have to get all of them), stab at the big eye until it's dead and grab the map.

Now you can bomb through the northern wall into a room with Wizzrobes, Like-Likes, and a blue Bubble. Bomb through the northern wall into a room with Wizzrobes and blue Bubbles. Take out the Wizzrobes, and by now, I'm sure I don't have to tell you which block to push. Get the red ring from the secret passage. That's x4 defense! Now, one more thing: the silver arrows. Now, go back to G7 (refer to the map). Unlock the northern door and go through.

The old man will tell you to go to the next room—wherever that is. Bomb through the western wall. In this next room, defeat all the Wizzrobes, push the western block, and take the secret passage to a room with Gels everywhere. Get rid of them, unlock the western door, and go in. In this room full of Keese, you can get 5 extra Rupees by killing those annoying things. Go west and defeat the Patra to get a key. Now, since you know how to reach a secret passage by now (or you inhaled too much kitty litter last night), I won't tell you how to. Take that passage to a room with Wizzrobes.

Bomb through the northern wall into a room with Bubbles and Wizzrobes. What, you weren't expecting any easier, were you? Kill them, push the center block of the easternmost column, and get the silver arrows from the secret passage that appears. Now that you have what you need to defeat Ganon, go back to the other room and take the secret passage back to the room where the Patra was. Go north. In this next room, you need to fight a bunch of Like-Likes. Don't even let them get near your magical shield. Wait... you DO have one by now, right? Anyway, once they're all defeated, go through the western door that opens.

Unlock the doors to go two rooms to the north. In the room with the Wizzrobes and traps, defeat the Wizzrobes and push the western block to reveal the secret passage. Take it to another room with Wizzrobes and traps. Bomb your way through the western wall. That was the last time you have to bomb. Kill the Like-Likes and Gels while avoiding the Bubbles, and take the secret passage in this room to a room with a Patra. Take out the Patra quickly, and get ready to face off against the king of evil. Go north.

Time to face off against the king of evil. When he sees you, this wimp will become invisible. Stab everywhere until you get him. He'll be frozen. Now, get out your bow and fire a silver arrow right at him. It may take two or three times, but he will die quickly if you keep it up without losing too much life. If you run out, use a potion. You see, the secret is being well-equipped. Now, kill that beast!

Once Ganon, king of evil, is dead, the northern door will open. Go through it. It's time to claim your prize—a beautiful princess who needs saving. With the magic sword, stab out the fire. She will thank you and officially make you a hero of Hyrule. Can it get any better than this? Well, now that the Triforce of Wisdom and the Triforce of Power are together again, your quest is complete... so the second one begins! Aren't you glad? You get to save princess Zelda all

over again! Hey, put those boxing gloves down!

~Second Quest

Level 1-Second Quest

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3  |O|
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2  |F|-|1|
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1  |V|-|*|
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   A  B
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Special Items: B1=Boomerang

Old Men/Women:
(none)

How to reach Level 1:

Candle. Get it. Now. Do you hear me, sir? Sgt. Chris telling you, GET YOUR BIG BUTT MOVING! ^_^ You might think that since it's Level 1 it's going to be extremely easy like the first quest. Nope, afraid not. Level 1 is in the same location as it was in the first quest.

Basic walkthrough:

Start by going north into a room with Goriya. Kill them all for a key. Go back to the entrance, now, and then east into the room with the Goriya. When you kill all of them, the boomerang will appear. Bomb through the northern wall, get rid of the Keese, and take the secret passage into a room with Bubbles and Wallmasters. If you kill all the Wallmasters (stab quickly and repeatedly), then a key will appear. Unlock the western door and go through. In this next room, bomb through the northern wall. Kill the Aquamentus, snag that heart container, and go east into the room with the Triforce unit. Grab it for a quick victory. Don't expect the rest to be so easy.

Level 2-Second Quest

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   /
4  |F|%|F|-|B|
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3  |_|%|O|-|F|
   /      /
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  |        /
1 |V|      |1|
  |
  A   B   C

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(Note: You can go from B5 to A5, but not A5 to B5)

Special Items:

B5=Recorder (from secret passage)

Old Men/Women:

(none)

To reach Level 2:

Head towards where Level 7 was in the first quest, except when you're three screens away from it (that's one north of the potion shop), go two more north. The entrance is under the Armos statue in the center of the northern row.

Basic walkthrough:

It looks like north is your only choice right now. Defeat all the Gibdos for a key, then head two rooms north (in the room with the Gels, defeat them all and push the western block if you need to go back). Here, defeat all the Keese for a key and continue north two more rooms. If you want, you can bomb through the eastern wall and defeat all the Keese in the room for another key. Now, from A6, defeat all the Keese, go north through the door that opens, and defeat the Manhandla for a key if you want. Go east, then south.

In this room, follow the path between the blocks straight south and walk right into the middle of the wall. Do it. Do it! No, I'm not crazy! See? You went through the wall to the south. I was right! Again! Okay, fine, I'll calm down, just don't call a therapist! No, it's not a glitch, it's a special power you get in the second quest that will come in really handy later. I'm against cheating, anyway. Go through the spiral and get the recorder from the passage. Now, walk through the western wall back to A5.

Defeat all the Gibdos to open the southern door, then go through it. Now, unlock the eastern door and go through it. In this room, avoid the enemies and knock away the Pols Voices with your sword as you go east. Now, go south to the room with the traps, Keese, and more stone statues. Kill all the Keese for a key. Go south. Kill the Gels to open the doors and get a key. Go south, then take the secret passage to the room with the Darknuts. If you defeat them all, you'll get extra bombs. Unlock the door and go north. A two-headed Gleeok shouldn't be too hard when you've gotten this far. Kill it and go north. Grab the Triforce unit for yet another victory.

Level 3-Second Quest

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1      |_ | |1|   D1=Compass
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      A  B  C  D

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Special Items:

C7=Magical Boomerang

Old Men/Women:

C6=GRUMBLE, GRUMBLE... (Goriya, to make him go away, give him Food)

To reach Level 3:

It's where Level 2 was in the first quest. Play the recorder to drain the water and reveal the staircase.

Basic walkthrough:

When you start, you really have no choice but to go north. Go to the north end of the labyrinth if you want the magical boomerang, it's not that hard and it's well worth it. There's only one locked door and the only enemies you have to kill are a group of Goriya at C4. After you get it, from C2, unlock the door and go east. This is the boss. A few Dodongos. Unlock the door and go south. Take out all the Wallmasters without getting pulled into the wall and back to the entrance. Then, grab the compass and push the block in the center of the column on the right to reveal a secret passage. Take the secret passage to a room full of Goriya. Take them out (piece of cake ~_^), grab the key, and go north through the door that opens. Grab the Triforce unit. I never said this would be long, I just said hard.

Level 4-Second Quest

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   /   _   _   |
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3  |_ |%|_ | / |*| |Z|
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   _   |   |
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   |
   A  B  C  D

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(Note: You can go from D7 to C7, but not C7 to D7)

(Note: You can go from C3 to C4, but not C4 to C3)

Special Items:

C3=Book of Magic (from secret passage)

D7=Raft (from secret passage)

Old Men/Women:

C4=I BET YOU'D LIKE TO HAVE MORE BOMBS (Carry 4 more bombs: -100 Rupees)

A8=IF YOU GO IN THE DIRECTION OF THE ARROW.

B8=LEAVE YOUR LIFE OR MONEY. (Choice: -1 heart or -50 Rupees)

How to reach Level 4:

One screen south of where Level 5 was in the first quest is where you'll find it. Push a certain rock once you have the power bracelet, which is in the same spot as it was in the first quest (refer to the Extra World Map Info section).

Basic walkthrough:

Start out by going north. What a nice way to start exploring a labyrinth: fighting a Digdogger. Take it out to open the western door, then go through. You can get the compass from this crazy room, or you can use my more useful map and go north. Unlock the door and go to the east. How long ago was Level 1? Not very. Take out this Aquamentus and go east through the door that opens. Kill the Keese and Gibdos and bomb the Pols Voices. Then, push the block in the center of the westernmost column to reveal a secret passage. Get the book of magic from the secret passage. You don't have the magic rod yet, but once you do... uh, yay!

Walk through the northern wall. Get the bomb upgrade, you'll wish you had later. If you don't have the money, come back later. It's a little much, but well worth it. Now, walk through the western wall, which, unlike the previous one, isn't one-way. Take out the Darknuts to get some extra bombs. Unlock the door and go west. Go two rooms north, now. Now, go east. Push the block in the middle of the room east. Next, go north. Bomb through the northern wall. If you're low on life, give the sick old man 50 Rupees. If you're broke, you can lose 1 heart. When the door opens, go east.

WARNING! WHEN YOU GET TO THE TRIFORCE ROOM, DO NOT TAKE IT OR YOU WILL WISH YOU HADN'T! YOU NEED THE RAFT! In this room with the Bubbles, push the western block that's in the center of the room to reveal yet another secret passage. Well, what were you expecting, it's a labyrinth! Take the secret passage to a room with no more than a few Bubbles. Unlock the door and go north. You should have no problem fighting a Digdogger. Grab the heart container and go north but DO NOT TAKE THE TRIFORCE UNIT! Instead, go through the northern wall.

Defeat the Darknuts, and go through the northern door that opens. Fight a few Dodongos to open the doors, then go north. Here, bomb the Pols Voices and kill the Darknuts, then push the block closest to the western door to reveal a secret passage. Get the raft from it and THEN go back for the Triforce unit (which means going back through the southern wall of room D5. Another victory achieved, move on already. Oh, and here's another cookie. Yay!

Level 5-Second Quest

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  A   B   C
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Special Items:

C7=Bow (from secret passage)

Old Men/Women:

(none)

How to reach Level 5:

Where Level 4 was in the first quest. Buy the arrows, you'll find the bow here. A potion might be useful as usual.

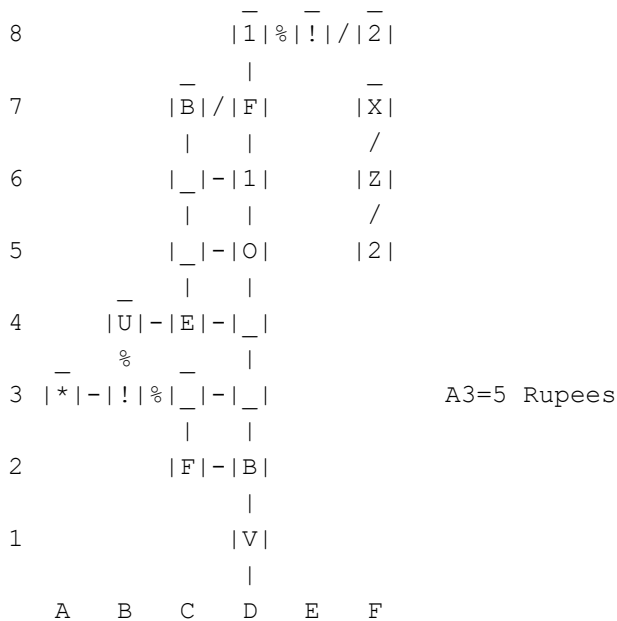
Basic walkthrough:

Start by going north, then west. Beware of traps. Unlock the door to the south and go in. Go through the western wall into the room with the Keese. Kill them and grab the key. Then, go back through to room B1. Take the secret passage to the room with the Wizzrobes. Get rid of them. On the OUTSIDE of the spiral, push the block in the center of the westernmost column to open the eastern door. Go in. A Gohma. You don't have a bow yet. Exactly. That's why this thing called "go south and get it from the passage" was invented.

Now, go back north and kill the Gohma and get the key. Go back west and back through the secret passage. Go back north, then west. In this room, kill the Vire, grab the map, and go north. There's nothing here, so press on already! (that means north). In this room, IMMEDIATELY go east and north, or that trap will hurt. Go east. Kill the Gels that're in your way, grab the compass, and continue north. In this next room, kill the Wizzrobes and Like-Likes, take the key, and go east.

A Manhandla. Show it what that sword can really do! When it's dead, take the 5 Rupees and go north. You won't get anything from killing the Keese here, but if they're in your way, get rid of them. Go through the spiral and take the secret passage to a room with Vire. Get rid of them, unlock the door, and go west. You DID bring a potion, right? Use it if you must, and get rid of that three-headed Gleeok to open the door. Go north and take the fifth Triforce unit. Getting even closer to the end of the game, which means... cookies!

Level 6-Second Quest



Special Items:

A3=Stepladder

Old Men/Women:

B4=SOUTH OF ARROW MARK HIDES A SECRET.

How to reach Level 6:

WARNING! YOU NEED BOTH THE BOW AND THE ARROWS! Go to where Level 7 was in the first quest. Then, go one screen south. Follow the path through the trees west, south, then west. Here you can burn the southwestern tree that's in the middle for an extra 10 Rupees. Now, go south to the Forest of Maze. If you go north, it repeats. South, it repeats. West, it repeats itself on and on, seemingly. The only way out is to go east, other than the secret way to the west. Go a screen north, one west, one south, then another west and-voi-la!-you're out of the Forest of Maze. Here go north. You're now in the graveyard area. Go up the steps. Stay away from the graves. You can get the extra heart container here while your'e at it (refer to the Extra World Map Info section). Go one screen north, and push the gravestone in the center of the second column from the right to the north to reveal a staircase. Well, go down already!

Basic walkthrough:

I guess you can only start by going north. Candle, genius. Go west, kill the Wizzrobes, take the key, and go north. Unlock the door and go two rooms to the west. Push the westernmost block, take the stepladder, and take the 5 Rupees. Now, go back one room to the east. Unlock the door and go north. Bomb through the eastern wall here. Next, RUN immediately to the center of the room but avoid the Like-Likes at all costs! Kill them to get them out of your way (even ones near the wall), take the map, and go through the northern wall to go two rooms north to room C6.

Now, walk through the eastern wall and push the block closest to you to reveal a secret passage. Take it to a room full of Keese. Get rid of them, go through the spiral, unlock the door, and go east. Fight the two-headed Gleeok and grab the 5 Rupees. Next, go through the eastern door that opens, push the block closest to you, and take the secret passage to a room with a Manhandla. You won't get anything from killing it. Go north. In this room, defeat the Gohma, take the heart container, and go north. Another victory achieved, and I'm sure I don't have to tell you what to do next.

Level 7-Second Quest

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6      |*|           |2|   G6=Key
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5      |3|/|U| |!|   |_|
      / / /       |
4      |5|/|_|/|U|   |_|
      % / /       /
3      |B| |2| |4|   |!|
      |
2      |E|
      |
1 |3|-|V|-|_|/|_|-|1|/|5|/|_|   A1=Compass
   |
   A  B  C  D  E  F  G
```

(Note: You can go from C4 to F1, but not F1 to C4)

Special Items:

C6=Red Candle (from secret passage)

Old Men/Women:

D5=LEAVE YOUR LIFE OR MONEY. (Choice: -1 heart or -50 Rupees)

E4=LEAVE YOUR LIFE OR MONEY. (Choice: -1 heart or -50 Rupees)

How to reach Level 7:

From H1 (start), go four screens east and one north (and another east if it's possible, if not, stay). Then, burn the northernmost tree in the thin wall of trees east of you (the one with another tree right next to it). A staircase will be revealed. Almost there.

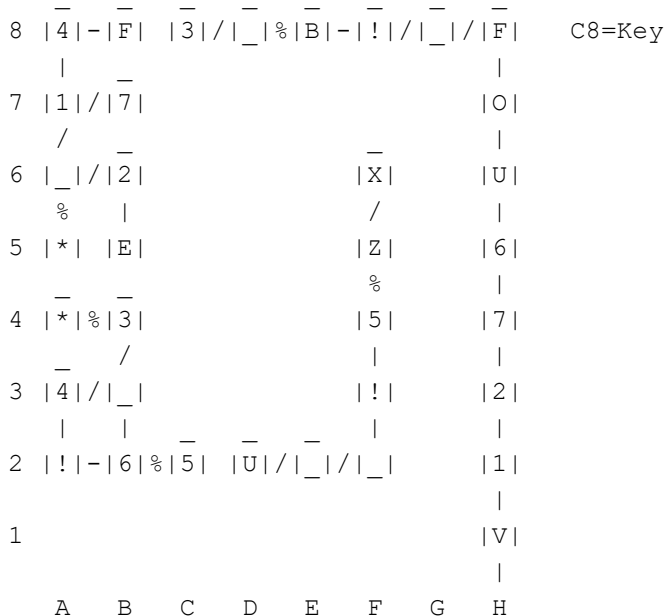
Basic walkthrough:

Go east until you reach room E1. Defeat the Gibdos and Darknuts, then go over to the western door. Walk east from there until you touch a block. Push that block to reveal a secret passage. Go south, defeat all the enemies, and push the western block in the center of the room to make the secret passage containing the red candle to appear. Now, take the secret passage back to E1 and go east. Kill the Manhandla and push the block in front of the western door. Go east, then two rooms north (getting the map at G2).

In this room, kill all the Darknuts, grab the 5 Rupees, and go two more rooms north. Kill the Gohma and go north. Kill the Keese, take the key, push the westernmost block, and take the secret passage to a room full of Darknuts. From here, go north. Push the block in the middle of the room north, then go east. Choose between one heart or 50 Rupees, then go south through the door that opens.

Here, kill all the Darknuts. Then, stand in the middle of the western wall and walk forward until you reach a block. Push that block and go through the secret passage that appears to a dangerous room. Unlock the door and go west. Kill all the Darknuts, grab the extra bombs if you need them, and continue west through the door that opens. A three-headed Gleeok. What else is new? Kill it, grab the heart container, go one more room west, and take the Triforce unit.

Level 8-Second Quest



(Note: You can go from H5 to B2, but not B2 to H5)

(Note: You can go from B7 to H4, but not H4 to B7)

Special Items:

A5=Magic Rod (from secret passage)

A4=Magical Key (from secret passage)

Old Men/Women:

D2=I BET YOU'D LIKE TO HAVE MORE BOMBS. (Carry 4 more bombs: -100 Rupees)

H6=GRUMBLE, GRUMBLE... (Goriya, to make him go away, give him Food)

To reach Level 8:

Get the magic sword if you haven't gotten it already. Have a potion ready. Go to the screen west of the bottom of the waterfall, at the area where you got the white sword, which you... DO... have, right? Ugh, haven't I taught you anything about referring to the Extra World Map Info section? Tell me I'm wrong. Well, if you look EVER SO CLOSELY at the wall (squinting helps), you can see it's divided into squares about as wide as the waterfall. Bomb the square on the wall from the river (use the stepladder) EXACTLY 18 squares west of the waterfall. Go into the cave.

Basic walkthrough:

If you stick with me, this should be short enough. Go one room north, push the western block, and take the secret passage. Walk through the southern wall, unlock the door and go another room south, push the block in the center of the easternmost column, and get the magic rod from the secret passage. Hey, I don't wanna hear your brain hurts, I'm the one doing the thinking! ~_^

Go one room north, then go east. In this room, kill all the Keese and Goriya, then push the block closest to the western door and take the secret passage to a room full of Ropes. Killing them all won't get you much other than a headache, so get the ones out of the way that are in your way, and go north two rooms. In this room, defeat the Digdogger, push the western block, and take the secret passage to a room full of Keese. Get them out of your way.

If you end up north of the path, go through the northern wall, push the block in the middle of the room north, and go west. If you end up between the two rows of blocks that stretch across the room, go west and walk through the northern wall. Defeat the Ropes. If you feel the urge to reveal a secret passage to who-knows-where, push the block, but just hurry east. Push the block east and go north now. Unlock the door and go west here. In this next room, defeat those Stalfos (at least they fight fair).

Now, for the magical key. Go to the center of the western wall, then walk east until you reach a block. Push it. Ta-daa! Now, you can get that magical key from the secret passage so you can unlock any door with A. It's the best thing since sliced bread! Hooray! What do you mean, "you're over-celebrating," I'm just glad you don't have an excuse now to complain that you don't have enough Rupees to buy more keys! Fine, I'll shut up. Once you're done with this game. Almost there.

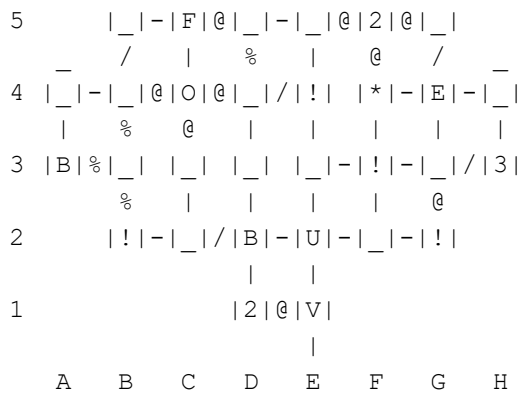
Go back to the room with the block in the center and push it south. Go west, walk through the southern wall, go east, unlock the door, then go another room east. Here, kill all the Goriya for extra bombs, then push the westernmost block and go through the secret passage to a room with Moldorms. If you bomb through the southern wall, you can continue on for a bomb upgrade. If you unlock the door and go north, you can get it over with and face three Dodongos, grab the heart container, go north, and complete the Triforce of Wisdom. Now it's my turn to tell you to shut up and stop celebrating—it's time for the hardest labyrinth in the game.

Level 9—Second Quest

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- (Note: You can go from B8 to F7, but not F7 to B8)
- (Note: You can go from A3 to D2, but not D2 to A3)
- (Note: You can go from D7 to E7, but not E7 to D7)
- (Note: You can go from D6 to E6, but not E6 to D6)
- (Note: You can go from C5 to D5, but not D5 to C5)
- (Note: You can go from E5 to F5, but not F5 to E5)
- (Note: You can go from G5 to F5, but not F5 to G5)
- (Note: You can go from C4 to B4, but not B4 to C4)
- (Note: You can go from C4 to D4, but not D4 to C4)
- (Note: You can go from D1 to E1, but not E1 to D1)
- (Note: You can go from C4 to C3, but not C3 to C4)
- (Note: You can go from D6 to D7, but not D7 to D6)
- (Note: You can go from D6 to D5, but not D5 to D6)
- (Note: You can go from F4 to F5, but not F5 to F4)
- (Note: You can go from G7 to G8, but not G8 to G7)
- (Note: You can go from G3 to G2, but not G2 to G3)

Special Items:

- A8=Red Ring (from secret passage)
- F4=Silver Arrows (from secret passage)

Old Men/Women:

- E2=(deserted)
- D7=GO TO THE NEXT ROOM.

How to reach Level 9:

WARNING! BUY A 2ND POTION! Now that the Triforce of Wisdom is complete, play the recorder to go to the very northwestern corner of Southern Hyrule. Now, bringing up those squares again (about as wide as the stairs), bomb the northern rock wall two squares east of the stairs. Well, go on in! Last challenge.

Basic walkthrough:

Wow. Now, I hope you're glad I was so devoted. ~_^ Now, start by going north. Nothing here, so go west, kill the Lanmolos for some extra bombs, and go another two rooms west, avoiding those Like-Likes at all costs. Unlock the door and go west, then north, then bomb through the eastern wall. Here, push the block in the center east and go north, then east. Bomb through the northern wall, unlock the door and go east, then north, walk through the western wall, go another room west, go north, walk through the western wall, kill the Lanmolos, push the western block, then get the red ring from the secret passage-x4 defense.

Then, go back one room east, kill the Patra, push the western block, and go through the secret passage to a room with Wizzrobes. Bomb through the eastern wall, then walk through the northern wall in this next room. Then, push the block and take the secret passage to another room full of Wizzrobes. Go west, go through the maze and bomb through the northern wall, then walk through the

western wall in the next room. Kill the Wizzrobes, push the block, and then get the silver arrows from the secret passage.

Here, walk through the northern wall, push the western block, then take the secret passage. Before the Bubbles and Wizzrobes can get to you, bomb through the northern wall. Recognize this room? Okay, you wouldn't, maybe, I'm the one working my butt off all day. Allow me to quote myself.

Quote: ...kill the Lanmolos for some extra bombs, and go another two rooms west, avoiding those Like-Likes at all costs. Unlock the door and go west, then north, then bomb through the eastern wall. Here, push the block in the center east and go north, then east. Bomb through the northern wall, unlock the door and go east, then north, walk through the western wall, go another room west, go north,...

...and then kill the Patra if there's one there, push the western block, and take the secret passage. Go east through the hole you bombed earlier. But this time, defeat the Patra, and get ready to face Ganon. Go through the eastern door that opens for the final confrontation.

Remember the last fight with Ganon? It's the same this time around. Now, show that oversized pig who's boss! And then, the beautiful princess Zelda is all yours.

~YE ENDE

ENLARGING YOUR LIFE GAUGE

Sometimes, you'll want a bigger life gauge so you can take more damage. Here's how to find all those blasted Heart Containers.

~First Quest

- Defeat Aquamentus in Level 1.
- Defeat Dodongo in Level 2.
- Defeat Manhandla in Level 3.
- Defeat Gleeok in Level 4.
- Defeat Digdogger in Level 5.
- Defeat Gohma in Level 6.
- Defeat Aquamentus in Level 7.
- Defeat Gleeok in Level 8.
- Burn the nineteenth tree from the northwestern one at G4 at H4.
- Bomb two squares west of the northern path on the northern wall at L1.
- Bomb the southeasteastern corner of the rock at M6.
- Use the Stepladder to reach the platforms on the sea at P3.
- Use the raft at P5 to go across the sea to P6.

~Second Quest

- Defeat Aquamentus in Level 1.
- Defeat Gleeok in Level 2.
- Defeat the Dodongos in Level 3.
- Defeat Digdogger in Level 4.
- Defeat Gleeok in Level 5.
- Defeat Gohma in Level 6.
- Defeat Gleeok in Level 7.
- Defeat the Dodongos in Level 8.
- Push the gravestone southeast of the northwesternmost one north at A6.
- In the very center of the ground at G8.
- Go from the very northeast of K4. It's in the sand 5th square north and 3rd west.

- Use the stepladder to get to the platforms on the sea at P3.
- Ride the raft across the sea from P5 to P6.

ITEMS

Descriptions of every item imaginable in the game.

Basic Items

Most of these are random and found almost anywhere.

Extra Heart: Increases your life by one heart.

Fairy: Flies around, if you can catch her she'll restore life.

Heart Container: Increases your heart capacity by one.

Rupee: Worth one Rupee and flashes. Rupees can buy you things and you can carry 999.

5 Rupees: Worth 5 Rupees and it's blue.

Key: Allows you to unlock one door.

Bombs: 4 extra Bombs.

Inventory Items

You can equip these to the B button.

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1|_|_|_|_|  
  A B C D
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A2-Boomerang: Push B to throw it, and it'll come back to you. It's good for stunning certain enemies, and kills weak enemies.

Magical Boomerang: Works like the regular Boomerang, except it's faster and goes further.

B2-Bombs: Push B to set one down in front of you and it'll blow up after a second or two. Good for bombing through the center of certain underworld labyrinth walls and revealing secret caves in the rocks and ground on the overworld. At first, you can carry only 8.

C2-Bow: You need it to fire Arrows. Push B to let one fly in the direction you're facing.

Arrows: You can buy it almost anywhere, but once you have it, you can fire them at any time, and never run out until you run out of Rupees. You need a Bow to fire them, and for every Arrow you fire, you lose one Rupee.

Silver Arrows: Works like the Arrows, but more powerful. They're Ganon's weakness!

D2-Blue Candle: Push B to let out fire. It can light up rooms in the underworld, and burn trees on the overworld. It's also not too bad a weapon. It's weakness: you can only use it once before the screen shifts again.

Red Candle: Works like the Blue Candle, but you can use it as many times as you want, whenever you want.

A1-Recorder: Push B to play it. It has a magical effect on some things.

Playing it will make a Digdogger's outer shell disappear, if you play it at certain ponds, the water will drain, and playing it on the overworld will cause a magical whirlwind to come and pick you up and drop you off at the nearest labyrinth entrance. If you've completed the Triforce of Wisdom, you'll be dropped off at the screen where Level 9 is.

B1-Letter: Show this to an old woman at a potion shop with B and she'll sell you potions.

Life Potion: This blue drink will restore all of your life when you push B, so use it wisely.

2nd Potion: When you drink this red stuff with B, all your hearts will be restored and it'll turn into a regular old life potion.

C1-Magic Rod: Push B to let loose a blast of magic. If you have the Book of Magic, when the magic blast disappears, it'll disappear into flame and have the same effect as the Blue Candle or Red Candle.

D1-Food: If you give it to a Goriya in your way with B, he'll go away.

Equipment

This is automatically equipped and will have some effect on you.

Raft: If you walk off certain docks in the right direction, you'll ride the Raft across the water to your destination.

Stepladder: You can walk one square across water and lava in the underworld, as well as certain one-square rivers on the overworld, by walking on the Stepladder.

Book of Magic: Magic blasts from the Magic Rod will disappear into flame and have the same effect as one of the candles.

Magical Key: You can unlock any door in the underworld with A.

Blue Ring: Your defense will be increased x2. Everyone wearing green and brown, including you, now wears white and blue.

Red Ring: x4 defense compared to when you start. Everyone mentioned above will now wear red and orange.

Shield: When you don't push A or B, you can block certain projectiles in front of you.

Magical Shield: Works like the Shield, but bigger, blocks fireballs, magic, and other attacks, and can be eaten by Like-Likes (and gotten back if they're defeated).

Sword: Push A to stab it in front of you. It's the most basic way of attacking.

White Sword: The attack power of the Sword x2.

Magic Sword: x4 attack power compared to the regular old Sword. It can also hurt Ganon and put out the magical flames holding princess Zelda prisoner.

ENEMY FILES

Well, this isn't going to be exactly easy. Here it is.

Overworld Enemies

These creatures roam the overworld.

Tektie: They jump around a lot. Get them with your sword. Found in rocky and mountainous regions.

Octorok: They crawl around, spitting rocks. Block them with your shield, and the sword should do the trick. They reside on flat land and in the woods.

Leever: They spin and go into the ground and pop back up randomly. I'd recommend stabbing them. They can be found near water and in large numbers in the desert.

Peahat: Susceptible to bombs when they're not spinning and flying around, found near water.

Moblin: They walk around, these annoying bulldog-like things, firing arrows, and mainly inhabit the woods. The most well-known servants of Ganon. Use your sword and arrows.

Armos: These statue warriors stand still until touched. Then, they attack. Stab them the moment they come to life. They are usually found in closed areas, often in rocky areas.

Ghini: These ghost-like things are found in groups in the graveyard, one group on every screen. The leader will fly around. Stab it. When you touch a grave, another Ghini will come out, etc. But only the leader can be harmed. When the leader dies, all Ghinis not in their graves will die.

Lynel: These centaur warriors attack with swords and can fire magic beams from their swords just like you can! Found mainly on Death Mountain. Use your sword.

Zola: They attack solo, mostly, and from the water, being water creatures. They spit fireballs at you, which the magical shield can defend against. Fire arrows and use the magic rod.

Rock: They fall from the mountains. Just dodge them. They can't be gotten rid of.

Underworld Enemies

These truly scary monsters lurk in the deep and dark labyrinths.

Gel: These tiny, weak things will jiggle and make tiny bounces around. Stab.

Zol: These big, ugly things split into two Gels when stabbed.

Rope: These annoying snake-like pests will slither at you faster than you might expect. Stab them quickly.

Keese: These are annoying and weak bat-like pests that any weapon can get rid of, like most enemies.

Vire: These devil-like things bounce around. When stabbed, they'll split into two Keese.

Stalfos: These are skeletons that will attack with their swords. Simply stab.

Wallmaster: These truly creepy hands can go into and out of walls whenever they want. If they grab you, they'll pull you all the way back to the entrance room. Stab them if you must.

Goriya: What are these cat-like things? Who knows? They walk around and hurl boomerangs. Stab them.

Wizzrobe: These are scary wizard creatures that'll fire magic at you and disappear. Some walk around transparent, others teleport.

Darknut: You can kill these soldiers by stabbing them in the sides or back. They attack with swords and shield their front side.

Pols Voice: These are very creepy rodents that bounce around. Only bombs can get rid of them.

Lanmola: These oversized centipedes crawl around. You have to stab their tails as they get shorter and shorter. Got that?

Like-Like: Eyuch, that's disgusting. If it wraps around you, it'll eat your magical shield if you have one. Stab it multiple times to get it back and kill it.

Gibdo: These are mummy-like things that will attack you (obviously X_X). As usual, stab it.

Moldorm: These ugly worm-like monsters will crawl around in the sand. Stab it to make it get smaller. Who knows which end is its head? Good thing these graphics are cheap?

Patra: Flying eyes. How original is that? >_> Stab the little eyes, then go for the big one.

Bubble: A flying skull. Don't let it touch you.

Trap: It'll zoom at you the moment you get aligned with it. It won't work when it's resetting, however. Can't kill it.

Stone statue: It'll spit fireballs, and can't be defeated.

CONTACT ME

If you have any questions, would like to host this guide on your site, or would like to report any mistakes (I'm sure there's a ton ^_^) email me at ChrisPaulB@comcast.net But please, no flaming.

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CREDITS

I did use the following sources on the internet:
Game FAQs for warping solution

Zeldauniverse.net, enemy list

Zelda.com, getting through quest 1 for the first time.

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