

The Legend of Zelda: A Link to the Past

FAQ/Walkthrough

by TheRewster

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Introduction



Welcome to *The Legend of Zelda: A Link to the Past*! This is the first game in the franchise to get a 16-bit release, and it would set the standard for many games in the series to come. This guide covers the original Super NES version of the game released in North America, so be aware there may be regional differences, as well as differences from the later Game Boy Advance version.

This guide is intended to be as thorough and comprehensive as I can make it. Along the way, I'll be telling you *everything* you can do in this game--not only every item and Piece of Heart you can collect, but also every treasure chest you can open, every secret entrance in the overworld and in the dungeons that you can open with a Bomb, each room you can fill in on your dungeon map, etc. For this reason, there may be a few (seemingly superfluous) detours for those who want to explore everything. Nevertheless, even if you just want the main items and complete each dungeon, this guide should still be of use to you too. But just be aware it's primarily written with the completionist in mind.

Before each dungeon, I'll tell you what all it's possible to have at that point in the game (after walking you through how to get everything of course), then take you room by room through the dungeons. At the end is an **appendix** that serves as a quick reference if you want to look up where certain things (e.g. shops) are located. After that is a **quick version** of the guide for those more experienced with the game who just want to know the best order for completing the adventure and have a brief list of all there is to do in the game.

Continuing and Saving

One final note, about saving and the like. Link's Life Meter is measured in hearts, and if you run out of hearts by taking damage in battle with enemies or from traps, then Link will fall, and you'll receive a game over (unless you have a Fairy in a Bottle--more on that in the main walkthrough). From the game over screen, you'll see the following options:

- Save And Continue
- Save And Quit
- Do Not Save And Continue



If you choose to "Save And Continue," then your progress will be saved and Link will start again, and where he respawns depends on a number of factors.

- If Link falls in the overworld of the Light World, then you can choose to restart from one of the following three locations:
 - Link's House
 - Sanctuary
 - The Mountain Cave
- If Link falls in the overworld of the Dark World, then you will automatically restart from the top of the Pyramid of Power.
- If Link falls in a dungeon, then you will automatically restart from the entrance of that dungeon.

Also, note that if you choose "Do Not Save And Continue," then Link will still restart from one of the above locations--but your progress will not be saved.

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If you choose to "Save And Quit," then your progress will be saved and you'll be taken back to the title screen. From the selection menu, you can choose to start up your file again, but even if you were in a dungeon, you'll still have to choose one of the three Light World respawn points (if you quit in the Light World) or the Pyramid of Power (if you quit in the Dark World). You cannot quit a game and restart from a dungeon entrance.

At any point in the game that you choose, you can press the SELECT button to bring up the following two options:

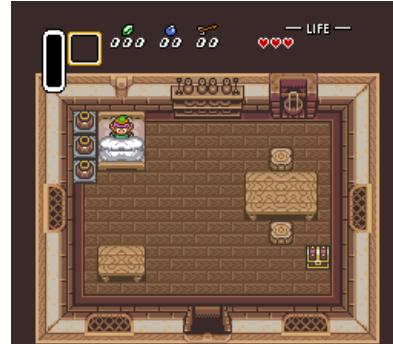
- Continue Game
- Save And Quit

To "Continue Game" merely unpauses the screen and lets you carry on as before. Selecting "Save And Quit" will save your progress and return you to the title screen.

It's important to note that the game keeps track of how many times you get a game over, save, etc. You won't be able to see this counter yourself until after the ending credits, at which point you'll see how many "games played" you have--i.e. each time you saved, whether from pressing SELECT or from the game over screen. It is possible to get a 000 count, but it requires completing the game without saving or dying once.

And now, with all that out of the way, let's **start our adventure!**

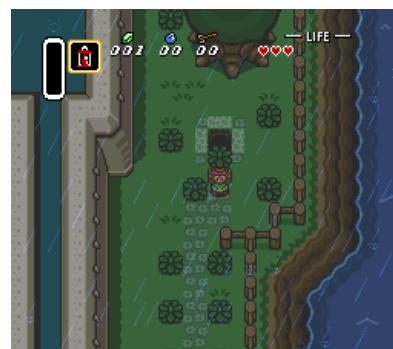
Prologue



A Hidden Path

Upon starting a new save file, the story begins with Princess Zelda calling out for help telepathically in the night. Once Link's uncle leaves the house, you gain control of Link himself. Use the D-pad to move him out of bed and then open the chest in this house to obtain the **Lamp**. You don't have any magic power, so you can't use it just yet. Lifting the pots (press the A button) by Link's bed will give you Hearts, but since Link has max health, it won't do anything for you now. But in general, you should get in the habit of checking what's underneath pots, as it's a good way to pick up consumable items! Now leave the house through the open doorway to the south.

Link will emerge in the pouring rain. You can look around and explore if you'd like, but you can't get far without soldiers telling you to go back home. Work your way north across the bridge to the front gate of Hyrule Castle. Again, guards will prevent you from going inside. If you stay outside long enough, Zelda will speak to you again through telepathy, telling you of a hidden path. Follow the small path that winds its way to the castle's east side until it ends with a conspicuously placed bush. Lift the bush to reveal an opening! A small jingle will play to let you know you've found a secret. Now drop into the hole you've discovered.



You'll land in an underground passage. Move west to find your uncle, slumped against the wall. Go up to him, and he will give you his parting words, as well as the **Fighter's Sword** and **Fighter's Shield**. These are both the most basic form of sword and shield you'll find in the game but still better than nothing! As Link's uncle instructed, holding out the sword by holding down the B button will concentrate power in the sword. Once that power (signified by a sparkling glow) reaches the sword's tip, you can release B to execute a spin attack--which has double the attack power of a regular sword slash!

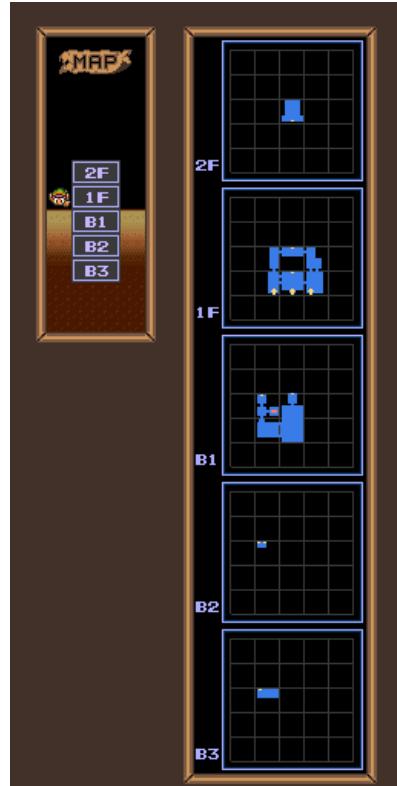


In the next room, you'll face your first enemies in the game: Green Soldiers. Both their swords and shields are small, and they tend to patrol aimlessly. They're unable to block your attacks, so use your sword to cut them down (they take two hits each). To the east you'll find another chest--open it for the **Lamp** (if you didn't get it at Link's house) or a **Blue Rupee** (if you already have the Lamp). A Blue Rupee is worth 5 Rupees. Also in the pots are a couple small Magical Decanters, which give you a little bit of magic for your Magic Meter (which will be useful for your Lamp later). Now take the steps south to leave this place.

Back outside, you're now in Hyrule Castle's garden. Feel free to cut down the bushes and tall grass here--the former will sometimes drop items for you. Two more Green Soldiers patrol this garden, as well as a more dangerous Green Sword Soldier. Unlike regular Soldiers, Sword Soldiers will charge straight toward Link when they spot him, and their large swords can deflect your attacks. Fighting Sword Soldiers is all about positioning. Since, if they're charging you from the east or west, their swords are protecting the "south" part of their bodies, you'll want to position yourself a little bit north of them to strike the soldier and not their sword. You'll get the hang of it with practice! Like the ordinary Green Soldier, a Green Sword Soldier also goes down after two hits. Once you're finished here, proceed north into Hyrule Castle proper.



Hyrule Castle



Inside the castle is a plush, spacious place. But it's patrolled by both Soldiers and Sword Soldiers, so remain on guard. You can go either east or west (but don't go straight up the stairs), and it doesn't matter which route you take because both loop around to the same point. You'll want to work your way around to a room to the north with stairs leading down. Note that all the pots on this floor contain Hearts, so don't use them if you already have maximum health.

Here in the first level of the basement (i.e. B1), you'll meet a Blue Sword Soldier--who fights just like a Green Sword Soldier, but the blue variety takes three hits to subdue instead of two. Defeat this one to earn **Small Key #1**. Then open the chest in this room to obtain the **Map**. Each dungeon in the game will have its own map. Press X in a dungeon to view that dungeon's map (and for future reference, pressing X in the overworld will bring up the overworld map). I've also included the in-game map of the dungeon at the top of this section, something this guide will do for each dungeon in the game.



Use your newfound key to unlock the door leading south. More Blue Sword Soldiers patrol this large room. Not only can you defeat them with the sword, but your sword swing can even push one off the ledge into the bottomless pit below! It's especially fun to throw the two pots in this area at soldiers to knock them into the abyss. Follow the path south and then west, dispatching a pair of Green Sword Soldiers as you go. Take the door north and defeat another Green Sword Soldier to open the east door. Enter it.

The door will close behind you, trapping you in this small room with a Blue Sword Soldier. Defeat the enemy as you have before, and you'll gain **Small Key #2**. Open the chest for the **Boomerang**--a most valuable item! Toss it with the Y button, and it will return to you. You can use it to retrieve items or stun enemies--it can even destroy particularly weak enemies. (Press the START button to bring up your inventory, and you can choose whether to equip the Lamp or Boomerang.) This will make fighting Soldiers easier as you can now stun them from a distance before moving in with the sword. Now return west and go north, then down the stairs to B2. Take another set of stairs down to B3.



Defeat the Green Sword Soldier you find here, then brace yourself for a mid-boss of sorts. The Ball and Chain Trooper guards the cell of none other than Princess Zelda. You can stun him with the Boomerang, but he'll recover almost immediately. And it's difficult to move in close for sword attacks because he swings his ball and chain around so frequently. The trick to taking down the Ball and Chain Trooper are the three pots in the open cell next to Zelda's. Pick one up and throw it at the trooper to deal damage. Even though there are three pots, it only takes two to defeat this foe. (And as a bonus, under each pot is a Heart if you need healing.) In the event you use up the pots, you'll either have to go upstairs and return to reset the pots (though they'll be without Hearts now) or fight with your sword. If you do the latter, wait for the trooper to finish a ball and chain swing, then quickly move in, slash your sword and retreat. Wait for another swing, then move in again and slash. While this is a more challenging way to fight, it's not too hard to get into a rhythm; it takes eight sword strikes to take him down.

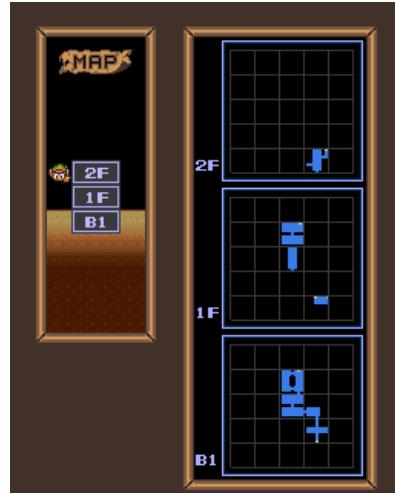


Once gone, the Ball and Chain Trooper will leave behind the **Big Key**, which you can use to unlock Zelda's cell. Go to her, and she will thank you and tell you of a secret path she knows on the first floor (i.e. 1F). So from now on, she will follow you. Open the chest in her cell for either the **Lamp** or a **Blue Rupee** (depending on whether you've obtained the Lamp yet--these are the only three chests where the Lamp can be found).

Retrace your steps back to 1F. Most of the enemies you defeated previously will still be gone, but even if there are still some there, note that they cannot harm Zelda, so you don't have to worry about protecting her. Once you're back on the first floor, you'll need to work your way back around toward the castle entrance. (Note: If you want to fill in your dungeon map, take the path you *didn't* take earlier--it'll fill those rooms in. There is no reward for filling in the map like this of course; I only make note of it for completionists who want to experience everything in the game.) Once back at the entrance, head straight north and up the stairs beyond. You'll wind up at 2F, in the throne room. Get past the pair of Blue Sword Soldiers to an ornamental shelf at the back of the room behind the thrones. Zelda will tell you to push it from the left, so do so. This creates an opening. Go inside to enter a hidden dungeon!



Hyrule Castle Dungeon



It's dark in this part of the castle, so make sure to equip your Lamp. (Also, if you check your map, you'll find that we're technically in a different dungeon since the map is now different.) Anytime you come to a torch—which looks like a black and white square on a small stand—position yourself next to it and press Y with the Lamp equipped to light the torch. Meanwhile, beware of the Rats scurrying around this place. They move quickly but are otherwise very weak. Also, be sure to pick up the pots around here for Hearts and Magical Decanters. Take the stairs in the northeast corner of the room to go down to 1F.

On this next floor, you'll be met by a horde of six snake-like enemies called Ropes. Just keep swinging your sword at them until they're all gone, then go down more stairs to B1. Down here you'll be in another dark room with more Ropes, as well as two bat-like foes named Keese. None of these foes are particularly strong, so light torches so you can see them and then hit them with your sword or Boomerang (Keese are so weak they can be destroyed by the Boomerang!). In the chest to the east is **Small Key #1**.

Unlock the north door to find a relatively wet room beyond. Rats run amok here, but they won't go into the water, so you're safe if you stand in the muck. Defeat the Rats as you head west. In the next room are more Rats but also Keese—these latter have no problem flying toward you even when you're standing in the water. Take out the enemies and pick up pots in order to replenish any life or magic, then head north. One of the Rats in this new room is secretly carrying **Small Key #2** with it, so you must defeat the rodent to pick up the key—it's normally the Rat in the northwest corner of the room. Once you have the key, unlock the door leading north.

At last, a room with light! Now you should have no trouble beating the Rats and Keese you find in here since you can see them clearly. (You'll notice a couple places where the west wall is cracked. You can't do anything about that now, but I'll lead you back here later when you can!). Go north to find some blocks in your way. See the middle block that's more north than south? Walk against that block to push it north. This puzzle teaches you that you can push certain blocks in order to make a way through. Now go north up the stairs.

More Rats infest the next room; take them out if you wish. Head south into a room with two Rats and two levers. Zelda will tell you to pull a lever to open the door ahead, but which lever? The correct answer is the east lever. (If you pull the west lever, it will drop a bunch of Ropes into the room whom you'll need to dodge or defeat.) Pull the lever to the east to open the south door. Enter it to find... Sanctuary!

The Sanctuary is a kind of church, and now Zelda will leave your side, safe with the Loyal Sage. He will tell you the legend of the Master Sword and that you must seek out an elder by the name of Sahasrahla—and marks the elder's house on your map. Before you go, be sure to open the chest next to the sage—it contains **Heart Container #1**. Heart Containers (normally won after defeating a dungeon boss) are highly important items that not only refill your Life but also permanently give you an extra heart in your Life meter!



Now exit south to leave this place and **embark on your adventure** in earnest.

Tip: As long as Zelda and the Loyal Sage remain at the Sanctuary, you can return here at any time and talk to either one for free healing!

Search for Sahasrahla



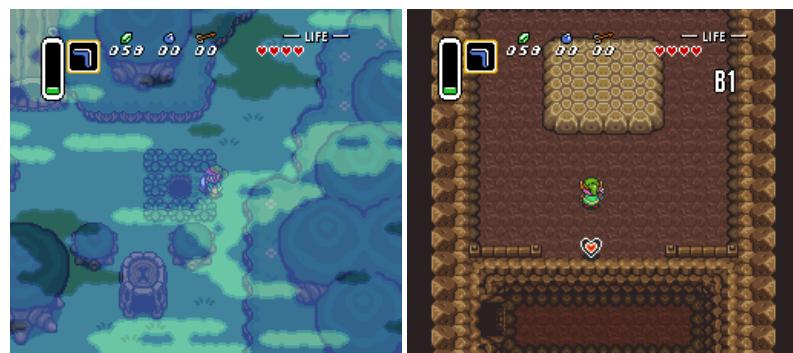
Upon exiting Sanctuary, the game now opens up to you in earnest. The rain is gone, the sun is up, and you have a great big world to explore! If you press X while in the overworld, you'll bring up the world map, and you can see not only your current location (marked by an icon of Link's face) but also your destination (marked with a flashing red X) in a nearby village. We'll head there soon, but not without a slight detour first.

Lost Woods Excursion

Take out any Sword Soldiers who get in your way and take the road west. You'll pass by a small pond (with a whirlpool in it) and eventually come to a house with the shape of a crystal ball on the roof. If you go inside, you'll meet a fortune teller. For a nominal fee, this mage will tell you your future--i.e., give you a tip on what to do next on your quest. He'll also heal your Life. You don't really need the fortune teller if you're using this guide, though I have compiled all of their fortunes in the [appendix](#) if you're interested.

Head north from the fortune teller's dwelling to find the entrance to a forest known as the Lost Woods. These woods are covered in an eerie fog, and the music changes once you enter too. There's not much to do here at the moment. In a few places you'll find a sword that, if you pick it up, Link will momentarily think it's the Master Sword before realizing it's a fake. You can't get the real Master Sword yet, so don't concern yourself with that. Also beware of thieves in these woods will chase you down and try to steal your Rupees and other items! You can't defeat them, but you can knock them back temporarily with your sword.

Go north, dispatching a swooping Crow as you go (they take two hits to defeat), and you'll find an entrance inside a tree stump. Ignore this entrance and instead cut up the cluster of nine bushes just beyond it--the center bush hides a hole in the ground. Drop into this secret grotto to find **Piece of Heart #1**--your first Heart Piece! Collect four of them to gain an extra Heart Container in your Life Meter. There are a total of **24 Pieces of Heart** in the game, so it's very worth your while to obtain as many as you can.



Exit this cave to return to the Lost Woods. If you continue all the way north (passing through a nearby hollow log, i.e. the one on the right), you'll find another log that serves as an entrance to a Treasure Chest Game, but it's basically a scam. You pay 100 Rupees to open one chest, and that chest can contain either 1 Rupee, 20 Rupees, or 300 Rupees. If you're playing this on the Wii U or Nintendo 3DS Virtual Console, you can use the Restore Point function to "cheat" and gain the top prize easily. Other than that, give this mini-game a pass. (This is one of three **Treasure Chest Games** you can find in Hyrule.)

Northwest of where you found that first Heart Piece (go through the west hollow log), you'll find a **Mushroom** growing in this small area. Just walk up to it to add it to your inventory. This will come in handy soon! For now, return south to leave these woods and then continue south until you reach Kakariko Village.



Kakariko Village

This humble village is the main population center of Hyrule. Much like the Lost Woods, you can tell you've arrived by the change in music. At any rate, the first house you come to is the very same one marked on your map: Sahasrahla's house. Go inside to find the elder's wife who will tell you he's not there but will give you more of the legend. So now you need to find someone else in the village who can tell you where Sahasrahla has gone. There's nothing else for you in this particular house, so exit.

From Sahasrahla's house, go all the way west until you see a well next to a cave at the northwest corner of the village. From the upper ledge, drop into the well to find yourself inside another cave next to a chest. Open it to get **Bombs!** This is an important item that will let you blow open certain walls, and it can be used to damage most enemies. Note that each time you get Bombs from a chest, they will always come in a set of three. Go to the north wall to find three more chests--in each of them

is a **Red Rupee**. A Red Rupee equals 20 Rupees, so these three give you a total of 60 Rupees. Furthermore, two Blue Rupees can be found under the pots here, bumping that total to 70.

Now examine the north wall to the left of the three chests. See how it's discolored? Lay one of your three Bombs there to blow up the wall, revealing an opening. (Don't get too close to a Bomb you've set down--you'll take damage if you're in its blast radius!) Go into the opening to find four more pots (containing two Blue Rupees and two Hearts, respectively) and another chest. Open the chest to find **Piece of Heart #2!** Now exit the cave and return to the village outside.



As a side note, be careful of the two women (one in the west and one in the east) walking back and forth in front of their houses. If you've read some of the signs in this village, you'll realize that the wizard who's taken over Hyrule Castle has made Link a wanted man. If you bump into either of these two informant women, she will call for a Green Spear Soldier to chase you throughout town while she retreats into her house. This Soldier is not much tougher than the Green Sword Soldier--he's just more tenacious and his spear will do more damage than the usual sword, but the Soldier can still be defeated with two hits from your sword. Regarding the informant in the eastern part of the village, if you enter her house (you have to do so without her summoning the Soldier, since she'll lock her door otherwise) and pull on the portrait on the wall that looks like Mario, you'll make four Blue Rupees pop out, giving you a nice 20 Rupees.

At any rate, now that you have Bombs, return to Sahasrahla's house--or more specifically the building next to it, with the green thatched roof. The man inside will say it used to belong to a band of thieves led by one named Blind. Go downstairs into the basement to find four chests waiting to be opened, but you must get past a block puzzle to reach them. It's possible to open up all four in one go if you push the blocks just right (note that while each of these blocks is pushable, no block in this game can be pushed more than one space).

Begin by taking note of the two north blocks. Push the one on the east southward, then the one next to you westward. If you look at the northwest chest, you'll see three blocks one space south of it. Push the outer two of the three blocks southward, then you can push the central block (i.e. the one blocking the chest itself) either east or west. Open this one for a **Red Rupee**. Now you should also have easy access to the southwest chest to gain another **Red Rupee**. Go to the other side, to the southeast chest, to pick up a third **Red Rupee**. Now see the block immediately northwest of this third chest you just opened? Push it northward, then the block next to you westward. This opens the way to the final chest, which also contains a **Red Rupee**. If you did it right, that's 80 extra Rupees for you! (If you mess up and can't open all four chests, then simply leave the house and return to reset the puzzle.) Finally, bomb the north wall to find a narrow corridor containing six pots (with a Blue Rupee under each) and a chest holding **Piece of Heart #3**. What a lucrative building! Now exit.



By this point, you should have well over 100 Rupees. Southwest of Sahasrahla's house, next to the town square, a man in a turban sits on a rug--this is the Street Merchant. Talk to him, and he'll sell you a "hold-anything bottle" for 100 Rupees. You definitely want to do this as soon as possible. This will be **Bottle #1**, and it will be invaluable for holding items for later use such as Fairies and potion.



Keep going south. South of the Street Merchant is a lady sweeping in front of her house. Farther south of her, just beyond the wall, is a young boy standing by himself. Go talk to him, and you'll learn that he is in fact Sahasrahla's grandson! Even better, he knows where the elder is, telling you he's at the palace east of Hyrule Castle, and marks his location on your map for you. Great! Before we make the journey east, though, we still have plenty of business here in Kakariko.

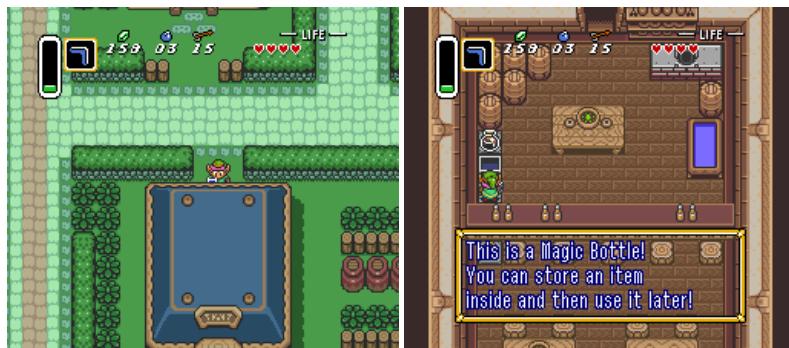
Next to the elder's grandson is an item shop. Because you likely only have one Bomb at this point, you might think you should buy the set of 10 Bombs here, but hold off on that. (Likewise don't buy the Red Potion just yet either.) Going west of Sahasrahla's grandson, you'll find a windowless and doorless hut in the southwest corner of the village. Use your one remaining Bomb to blow open the entrance. (If you're out of Bombs, then you can try to cut up bushes or defeat enemies to find more, but

it'll be easier just to buy them from the nearby shop.) Defeat the two Rats as you step inside, then lift up all the pots. Four Bombs can be found here--remember, unlike bushes, pots always contain the same items, so you can leave and re-enter this hut to fill up on Bombs, as well as Hearts and even Arrows. Now you don't have a Bow with which to shoot those Arrows yet, but it's good to have them for now anyway.

Return to the sweeping lady and go inside her house. There are a bunch of chickens in here called Cuccos. Ignore them (and whatever you do, never attack a Cucco repeatedly!), and use a Bomb to blow open the east wall. On the other side, navigate the small maze of barrels and open the chest you find to obtain **10 Arrows**. Now go to the house next door to find a kid who's sick and confined to bed. If you already have at least one Bottle, go up to him and he'll loan you his **Bug Catching Net** to use! Next door on the end of this row is a house with a yard so overgrown it's nothing but bushes you'll have to cut through to enter. Inside is a man who will tell you a strange story about the aquatic Zora and their treasure. We'll get to that **later** though. (If you talk to him later in the game, he'll tell you a different tale of a boy with a Flute and pet bird, which will also be relevant for us **later**.)



Next to the shop in the southern part of town is a rather large building--this is the tavern. If you go inside, there are a couple people you can talk to and a Heart to be found under a pot, but nothing of interest. That is, unless you go in the back entrance (i.e. from the north). There you'll find a chest containing **Bottle #2**--that's half of this game's four Bottles already! And that's it for Kakariko Village proper. Go south to enter a new area on the outskirts of town.



The first building you find is the house of books, but there's nothing for you to do here yet. The next building is another Treasure Chest Game. It costs 20 Rupees, and the prizes are either 1 Rupee, 20 Rupees, or 50 Rupees--so now you only have a better chance of success than at the Lost Woods location. I still don't advise playing, though--there are much better ways to make money in this game.

Go west to find a long house and enter. The young man you find inside will tell you about his brother's quarrel. Regardless, use a bomb to blow open the way to the other room. You can talk to that other brother on the other side, and when you're done, leave through the new exit.

Talk to the woman outside, who will challenge you to a race! Finish her course in 15 seconds or less to win a prize. The path you take to get to the end is pretty straightforward: Cut through the bushes heading north, then take the second left and eventually cut through three more bushes. Continue west, and at the place where you find a sign, you'll also notice two bumps just south of there, next to the fence. These bumps are a jumping point! Step on them to jump over the fence, at which point it's an easy walk to the finish. If you got to the end within the 15-second time limit, the man at the end will reward you with **Piece of Heart #4**. If you've been following guide, then congratulations--you've earned your first Heart Container from Pieces of Heart! That's also it for the 15-Second Game--there are no more prizes to be won here.



The Journey Eastward

At long last, that's everything there is to do in and around Kakariko Village. At this point, you'll want to make your way to the eastern portion of the overworld. The best way to go is north, cutting through the entirety of Kakariko, back out where you came into the village. Then head east along the road, past the Sanctuary and the Graveyard next to it. (Don't forget to visit the princess and the sage if you need to heal.) Ignore the Graveyard itself as there's nothing there for you to do now and it's guarded by some fairly strong enemies. Instead, just past the Graveyard, cut the bush surrounded by tall grass to reveal a secret grotto. Drop down and then head north inside this cave to find a Great Fairy! This being will restore your Life completely just by visiting her. Great Fairies have fountains spread throughout the world, so I'll be sure to let you know where they are from here on. (You can also check the [appendix](#).)

From the Great Fairy's fountain, head south until you reach a wooden bridge, then cross it heading east. This bridge is guarded by a pair of Blue Bow Soldiers. Once they spot you, they'll stand at a distance and fire arrows at you! Block the arrows with your shield and then move in close to fight them with your sword--unlike Sword Soldiers, they can't block your slashes. Due to their ranged attacks, it's a good idea to use the Boomerang to stun them first. Anyway, from the wooden bridge, go north, cutting through bushes, and once on the next screen go east.

You'll encounter a witch named Syrup stirring her cauldron outside the Magic Shop. Give her the Mushroom you picked up in the Lost Woods, and she'll tell you she's going to make something out of it and to return later. Leave the screen and return, and it'll be ready. Go inside the Magic Shop to pick up your reward from Syrup's apprentice--it's **Magic Powder!** Sprinkling this on certain enemies can have an interesting effect, but it does use up a little bit of magic power. Also, speaking to the apprentice will automatically refill your Life because she gives you a free sample of Red Potion each time. Speaking of which, she sells all three varieties of potion. (Red heals Life, Green heals Magic, and Blue heals both.) You don't really need any of them yet, but it's good to know they're here.



Back outside, you can try some Magic Powder on the green gelatinous enemies called Buzz Blobs. Sprinkle the Magic Powder on one, though, and it becomes a Cukeman, wearing weird glasses. You can actually talk to Cukeman, but they only tend to speak in incomprehensible phrases. In terms of fighting, both Buzz Blobs and Cukemen will electrocute Link if you try to strike with your sword. Instead, stun one with a Boomerang first, then slash with the sword.

Now that we're done with the Magic Shop, return back south, past the wooden bridge and the Bow Soldiers, then down to a rock-filled area patrolled by fast-moving Octoroks, who run around and spit rocks in four different directions. They move quickly, but can be taken out in one hit--and their rocks blocked with your shield. Continue south but stop at the large stone bridge you see and then turn east. You'll find a cave that leads to another Great Fairy inside.

Once you're all healed up, go north through the narrow passageway into an area with marble arches and stairways. We're now on the Eastern Palace grounds! From the two arches, go due east until you reach a dead end, then turn south. Keep going until you find a cave. Inside, at the end of a long corridor is a fountain containing four small Fairies! Touching one will heal eight hearts of Life. But the better use of Fairies is to catch one with the Bug Catching Net. If you manage to snag one, you'll be asked if you want to keep it in a Bottle--answer yes. You can then use a Fairy later to heal up to eight hearts, but the best use is just to keep it in there. If you run out of hearts but have a Fairy in a Bottle, then instead of getting a game over, the Fairy will bring Link back to life (refilling eight hearts)! Since you should have two Bottles on you, go ahead and catch two Fairies. (You also may have uncovered some Fairies by cutting bushes and the like already, but I point out this fountain as a more certain way of catching them.) Also, because it's so early in the game, there's no need to purchase Red Potion since you have fewer than eight hearts of Life right now. (Just like with Great Fairies, I have compiled a list of locations for small Fairies in the [appendix](#) as well.)

Now backtrack to where you found the two marble arches. Go up the stairs north, dispatching Octoroks as you go, then drop down to a lower area where you find a small building. Inside this dwelling is none other than Sahasrahla the elder. Finally! He will tell you that to obtain the Master Sword, you must find the three Pendants of Virtue--and asks you to find the Pendant of Courage in the nearby Eastern Palace. The elder will then mark all three Pendants and the Master Sword on your map.

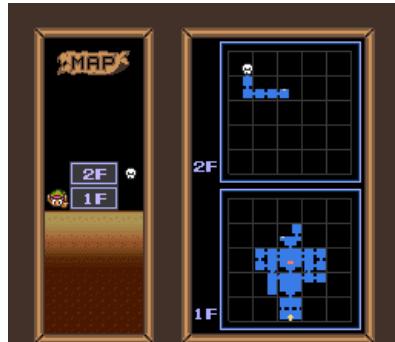


Lift the pots on the wall behind Sahasrahla for some Hearts, then use a Bomb to blow up the wall. On the other side are three chests: The one on the left contains **50 Rupees**, the center one contains **Bombs**, and the one on the right contains another **50 Rupees**. Once you're done, leave this humble dwelling.

It's now time to make our way to the next dungeon. Go up the nearby stairs and work your way around south. Beware of statues called Armos as you go, as they will come to life and pursue you if you get too close--take them out with four sword slashes each. Continue to the southeast, then drop down through a tiny passage down a ledge. Now climb several sets of stairs leading northeast, fighting your way past more Armos and a Blue Sword Soldier. At the end lies the entrance to the **Eastern Palace**.



Eastern Palace



Note that it's possible to have the following before beginning this dungeon:

- 5 hearts in Life Meter (including 4 Pieces of Heart)
- Fighter's Sword (Lv. 1)
- Fighter's Shield (Lv. 1)
- Green Jerkin (Lv. 1)
- Boomerang
- Bombs
- Magic Powder
- Lamp
- Bug Catching Net
- 2 Bottles

(In case you're wondering, the Green Jerkin is Link's starting outfit that he woke up in at the beginning of the game.)



Map and Compass

There are three doors in front of you in the first room. Ignore the east and west doors as they lead nowhere; take the center door—lift the pot and step on the switch to open the door. In the next room are a trio of tentacled enemies called Popo. They're slow moving and go down after a single hit, so slash away. This type of enemy is a good source of Rupees as well. At any rate, see the indentation in the ground? That's a floor switch—step on it to open the door in front of you.

This next room is fairly daunting. You must traverse a narrow corridor going north while dodging an endless number of iron globes that are shot out at you from an opening to the north. As you see a globe coming, make sure to stay out of its path, either left or right. Sometimes, however, a large iron globe will roll down, taking up the whole path. If you see one of these, quickly get into one of the side areas off the main path until it passes. Once you've made it to the end, instead of taking the steps up, go west, then curve back around south to a new set of steps. Take these to an upper level and go east to find four pots and a chest. Open the chest for **100 Rupees**, and then the pots contain more Rupees. Now go back down, then north and climb the steps, going through the north door.



Up next is a hub room of sorts. Go east to find a closed door. Two pots lie next to the floor switch needed to open it--note that the south pot contains a Heart, so don't pick it up if you already have full health. Take the door east and fight your way through some skeleton enemies called Stalfos. This blue variety is the weakest--they'll jump away from you when you slash your sword but have no attacks of their own other than wandering into you. They take two hits each to destroy. There are a couple Popo in here too.

Continue east into the next room where you'll meet another new enemy, the Anti-Fairy. This enemy will float around the room, and if it touches you, not only do you lose a whole heart of Life, but it'll also drain a little bit of your Magic Meter too! Anti-Fairies are also invulnerable to all attacks, but there is one very handy way of dealing with them. If you have some magic, sprinkle an Anti-Fairy with your Magic Powder. This will turn an Anti-Fairy into an actual Fairy! If you have an empty Bottle, catch it with the Bug Catching Net, or otherwise let it refill your Life.

Anyway, lift the center pot to uncover a switch that opens the door to the south. The next room is empty except for a single chest. Open it to obtain the **Map**. Hop down and take the door west once and then west once again to return to the hub room.



Now we're going to take the west door, which you open in exactly the same way as the east door. Four Blue Stalfos greet you on the other side, so introduce them to your sword. Continue into the next room west, and the door will shut behind you. Three more Blue Stalfos will materialize into existence. An easier way of dealing with Stalfos is to throw pots at them, since there are pots in this room (a Stalfos won't leap out of the way of a thrown pot like it does a sword swing!). Defeat all three Stalfos to open the door leading north.

In the next room is nothing but a chest containing the **Compass**. This item (present in every dungeon from here on) shows you where the boss is on the dungeon map, marked by a flashing skull. Go down the steps and head east. Check the tile on the wall in the next room to receive a telepathic message from Sahasrahla telling you that the treasure of this dungeon is useful against armored enemies. Continue east again to reach the hub room again, this time on the lower level. You can see the big chest in the center of the room, but without the Big Key, you can't open it yet.



Big Key and Bow

From the hub room, take the open door leading east. You've been in this next room before, but not here on the lower level. Go south, take the stairs up, then enter the south room. Beware, as this next room is dark. Immediately go east to get away from the advancing Anti-Fairies. Follow the narrow corridor south, defeat the single Popo, step on the floor switch, then quickly go into the east door you've opened. The following room is also dark but only populated by three Blue Stalfos. Take them out with the pots in this room, and under a pot against the east wall is **Small Key #1**. With the key, return to the previous room, and follow the dark and narrow corridor south and west, taking out another Popo as you go, and then unlock the west door.

Back in a lit room again, you'll find yourself on the upper level of the room near the dungeon entrance, safe from the iron globes below. Advance west to the next room. Four Anti-Fairies stay clustered around a single pot, preventing you from picking it up. Defeat the other enemies in this room--two Popo, two Blue Stalfos, and a new enemy: Green Eyegore. The Eyegore will stay in place, its single eye shut and invulnerable, until you come near. Once you get close enough, it'll open its eye and charge toward you--that's your opportunity to attack. It's easiest to take out a Green Eyegore by throwing a pot at it when its eye is open. (It takes eight hits if you use your sword.) At any rate, once all these enemies are vanquished, the Anti-Fairies will disperse into their usual movement patterns, allowing you to lift the pot. Underneath is a switch that will cause a chest to appear. Open it for the **Big Key**! Either sprinkle the Anti-Fairies with Magic Powder or avoid them. Unlock the north door with the Big Key.



Push the northern of the two blocks in front of you to get by. You'll find Sahasrahla's Telepathy Tile at the end of this corridor that you interacted with earlier. Now go east to return to the hub room, and be sure to take out the two Blue Stalfos in here. Finally, you can open that big chest in the center to obtain the **Bow**. This means you can finally shoot those Arrows you've been collecting!



Be careful because as soon as you open the big chest, four Yellow Stalfos will drop the ceiling. Once they land, they'll remove their heads from their bodies, and their skulls will chase you. You can't defeat the skulls, but if you slash at them with your sword enough times, they'll eventually retreat. As for your new weapon, the two Green Eyegores in the northern part of the room will make good practice for it. Awaken one, then quickly back up, turn around and shoot an Arrow at it to destroy it in one hit. The pots in here also contain Arrows if you need them.

Now there is a door leading north with a big lock, but before you go in there, take a look at the two large white jars nearby. Climb up the steps and then jump off the ledge, and you can fall into one! Doing so takes you to a secret room where you'll find two Fairies. Either capture them or use them to heal up now, then take either of the two Warp Tiles down there to return to the hub room. (Also, these Fairies respawn! Go back and use them as many times as you wish.) Now unlock the north door and continue.

Pendant of Courage

This is another dark room, but thankfully there are torches in here if you want to light them. Defeat the horde of Popo gathering in front of the two Green Eyegores, then take out the Eyegores themselves with Arrows. Note that the Eyegore on the right carries **Small Key #2** that it will drop upon defeat. Before unlocking the northwest door, go through the northeast door to find a room with 18 Blue Rupees (i.e. 90 Rupees overall) guarded by a couple Anti-Fairies. After pocketing the money, return to the previous room and unlock the door to take the stairs up to 2F.

There are no dark rooms on this floor, thankfully! Beware of the Anti-Fairies as you lift the pots in this room. Two hide 5 Arrows each, but the main one you're interested in is the southwest pot, under which is a switch that'll open the next door. In the following room are three Green Eyegores, so try to take them out one at a time. Then step on the southernmost floor switch to open the door. The next room is a harrowing ordeal with iron globes being shot from every direction! Quickly step on the northwest floor switch and then duck into the west door.

You'll be met by two Blue Stalfos, a couple pots, and a Red Eyegore. Use the pots to take out the Stalfos, then be careful of the Eyegore. Unlike their green counterparts, Red Eyegores cannot be defeated with the sword or pots--only Arrows. Furthermore, they require two Arrows to defeat instead of one. So lure the Red Eyegore, then take it out with a couple Arrows. Head north into a room with six Popo and two Red Eyegores. Clear out the Popo first, then use Arrows to dispatch both Eyegores. After the enemies are gone, be sure to use the pots in this room to restock on Arrows and Hearts. Be ready because in the next room is our first proper boss battle!

Boss Battle: Armos Knights



There are six Armos Knights in the boss room. As soon as you enter, the door will shut behind you, and the Knights will come to life. They bounce around in a circular pattern, every now and again lining up at the north end of the room and bouncing down toward you. Their circle is pretty large, so stay in one of the southern corners of the room and shoot Arrows at them. Each Armos Knight takes three Arrows to defeat. If you run out of Arrows, you'll have to use your sword, but be warned that it takes twelve sword slashes *each* to take out an Armos Knight.

After you've defeated five of them, the last remaining Armos Knight will turn red with rage. Abandoning the previous pattern completely, it will leap into the air and attempt to land on you, and it will do this repeatedly for the rest of the battle. Keep moving to avoid its relentless attacks, and when you get time between dodges, fire an Arrow at it (or swing your sword). After enough Arrows or sword strikes, the final Armos Knight will go down like the others, leaving you **Heart Container #2**.

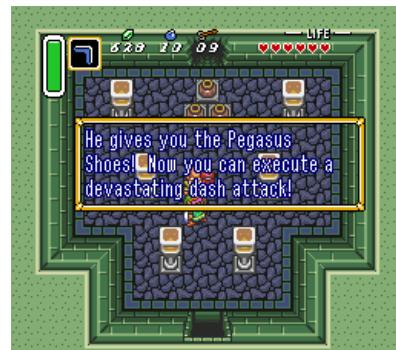
After the Heart Container, the **Pendant of Courage** will drop down. Pick it up to finish this dungeon. Your Life and Magic Meters will be refilled, and you'll be taken back to the overworld in front of the entrance to the Eastern Palace. Only **two more Pendants** to go!



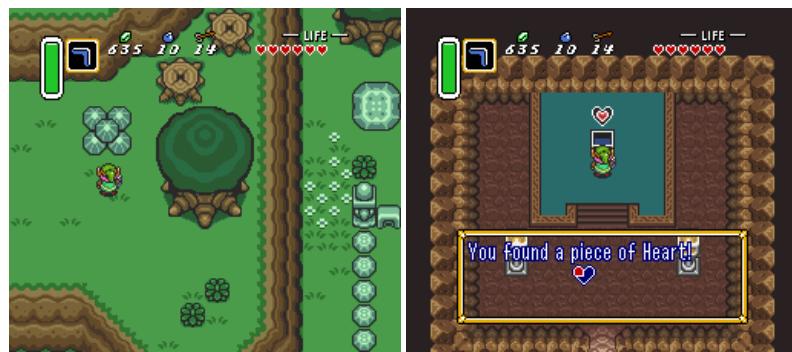
Into the Desert

Running Errands

Your first task after completing the Eastern Palace and obtaining the Pendant of Courage is to return to Sahasrahla's dwelling (which is a much easier journey since all you have to do is keep dropping down to lower levels heading west). Talk to the elder, and he will congratulate you and give you one of the most valuable items in the game: the **Pegasus Boots**. From now on, if you press the A button, Link will start a dash where he stands and then takes off at a rapid pace in whichever direction he's facing--he'll keep going until you either change his direction or until he dashes into something, in which case he'll bounce backward a bit. Because Link always charges forward with his sword drawn, you can damage enemies while running right through them!



Time to put these new boots to good use. Leave Sahasrahla and head south until you're out of the Eastern Palace complex altogether. Up next is a fairly lengthy detour, but it'll be worth it. Make your way all the way back to the Sanctuary--dashing with the Pegasus Boots helps!. Once you're there, curve around west to a pile of five stones on the high bluff overlooking the Sanctuary to the west. Dash into the rock pile to destroy it and reveal a hidden entrance. Go inside to find a chest containing **Piece of Heart #5**! Now exit and return the way you came, going back toward the Eastern Palace grounds.



South of the large stones where the Octoroks roam, you should see a white stone bridge. Cross it, fighting or avoiding the Soldiers here as you go. If you continue south, you'll reach Lake Hylia, but all that's available to you on this particular shore of the lake is an item shop and fortune teller. Instead, head west from the bridge.

Recognize where you are now? You're back at Link's house! Inside are three pots that will always contain Hearts if you need them. Northwest of the house (one screen over) is another rock pile. Dash into these rocks with the Pegasus Boots to break them apart, revealing an entrance. Inside is a Fairy fountain, containing four Fairies. Furthermore, just south of this entrance, if you dash into the lone tree, another Fairy will pop out. That's an important thing to remember: Oftentimes lone trees will contain items that will only be jarred loose by running into them. Be careful, though, because some trees will release Bees or an active bomb instead! (See the [appendix](#) for a list of trees to bash and their contents.)

Great Swamp

From Link's house, go south to reach an area known as the Great Swamp. This place is filled with tall grass and various bodies of water. Blue Bow Soldiers patrol here, and you also meet Green Bow Soldiers, who hide in the grass, then pop up to shoot at you before hiding again. Thankfully they stay in one place so you can easily lie in wait for them. A curious new enemy that resides here is a rabbit-like creature known as a Toppo. The Toppo also hides in the tall grass and then leaps out high into the air for a surprise attack. It can pop out at random points in the grass. Now if you defeat it the regular way (by slashing at it), it'll leave you a Heart or Green Rupee. But if you cut away its patch of grass while it's in midair, it will land helplessly on the ground. Walk up to it, and the Toppo will call you a thief before leaving one of the following items: Heart, Fairy, Arrows, Bombs, large Magic Decanter, or Red Rupee. Other enemies in this swamp are Octoroks and Crows.

Go to the northeast corner of the swamp to find some loose rock in the cliff wall. Blow it open with a Bomb and go inside to find another Great Fairy to heal you. Now go southwest to a small building known as the Swamp Ruins. Go inside to find a chest, but three blocks are in the way. In order to reach the chest, you'll have to push both of the outer blocks north, then shove the middle one aside, either east or west. Open the chest to obtain some **Bombs**. There's a door beyond the chest, but the blocks you've pushed are impeding you, so leave and return in order to reset the puzzle.

This time, do the opposite of what you did before: Push the center block north, up against the chest, then push either of the outer two blocks aside so you can reach the door on the other side. In this next room, an Anti-Fairy patrols (sprinkle it with Magic Powder if you want), and you'll find two levers. The west lever causes bombs to rain down, so ignore that one. Pull the east lever instead, and that will open the water sluice gate, filling the rest of the Swamp Ruins with water. Exit, and you'll find that the water in this part of the overworld has drained--leaving you **Piece of Heart #6!** (Also, if you pick up one of the Fish here and carry it all the way back to Kakariko Village, you can sell it to the Street Merchant in Kakariko Village for 100 Rupees.)



Leave the Swamp Ruins and head east, into the semiarid area with brown grass. Beware the Octoroks and especially the Sand Crabs. The latter move slowly while going north and south but speed up going east and west. They only take one hit to defeat but deal a whopping two hearts of damage if they hit you! Look along the north wall for another place where you can set a Bomb, which will blow open a cave for you to enter. Inside you'll find segmented worm-like enemies called Mini-Moldorms. There are four of them, and only by defeating all four will the door ahead open. The one in front of you is easy enough to take out (they take two sword slashes to subdue), but the other three are on different ledges, cut off from you by bottomless pits. You can use Arrows to take them out (it only takes one to defeat each), but their erratic movements make aiming difficult. Instead, if you hug the south wall, you actually can walk across to the other ledges to take them out with your sword. Take them out and then enter the door in front of you.

In the next room, you'll find a friendly thief along with four chests. Talk to the thief, and he'll give you **300 Rupees!** Now open the chests. Going from left to right, you'll obtain **Bombs**, two **Red Rupees** each, and **10 Arrows**. A very lucrative find! Now leave this cave and continue your journey east.



Ice Cave

You'll now find yourself on the southern shore of Lake Hylia. If you'll remember, after giving you the Pegasus Boots, Sahasrahla told you about a special item near Lake Hylia--that's our next objective. Navigate your way past Sand Crabs and Buzz Blobs, and in the southeast corner of this place, you'll meet a strange new enemy known as an Octoballoon. It'll fly around for a bit, and then explode, releasing a swarm of tiny versions of itself--don't even bother fighting it, as hitting an Octoballoon will also cause it to explode in this way. Instead, turn north and continue along the east wall until you reach a dead end. Take out the Sand Crabs in this area and enter the cave in front of you.

Welcome to the Ice Cave! Head north into the next room to find a couple Fairies up for grabs. If you dash into the statue in this room, it will release not just any Bee but the Good Bee (you can tell because it's shiny unlike regular Bees). In general, if you catch a Bee with the Bug Catching Net and put it into a Bottle, you can later release that Bee and it will fight enemies for you for a short time. The Good Bee does the same thing, but it will fight alongside you for a lot longer. (You can also release the Good Bee to the Street Merchant in Kakariko, who will trade a variety of items for it.) So it's up to you whether you want to use one of your Bottles for the Good Bee or Fairies instead--I personally recommend Fairies.

Now if you go west from this room, you'll find a chest, but you're cut off from it by immovable blocks. Instead, leave the Ice Cave and return to the overworld. Place a Bomb at the nearby weak point in the wall to create an alternate entrance into the Ice Cave. Go inside and then go north again to reach that room. Now you can open the chest and obtain the **Ice Rod**! With this item, you can freeze almost any enemy with a powerful ice attack. Be careful, though, as the Ice Rod uses a fair amount of Magic. (For the time being, it's best just to stick with the Boomerang for immobilizing enemies.)



House of Books

Now with all this side content out of the way, it's time to resume your quest for the Pendants. Unfortunately, that entails a return trip to Kakariko Village, which is all the way on the other side of Hyrule. Good thing you just got the Pegasus Boots! From the Ice Cave, head south and then west, going around Lake Hylia, then into the Great Swamp. Now go north until you reach Link's house, then take the road west from there. Follow this road south, then west, and finally northwest until you're in that southern portion of Kakariko again.

Look for a house with a book insignia on its roof--this is the house of books. Go inside to find some shelves holding a bunch of books. But the only one you're interested in is the green book lying on top of a nearby shelf. But how to get it? Dash into the shelf with the Pegasus Boots of course! The impact will knock the book onto the floor, allowing you to pick it up. This is the **Book of Mudora**, which will allow you to read certain ancient inscriptions you would have otherwise been unable to decipher.



Desert of Mystery

Now time to head into the desert at last. From the house of books, head southeast out of Kakariko Village altogether. Follow the road the way you came until you get to Link's house, then turn south into the Great Swamp. Pass through the swamp heading southwest until you see the Swamp Ruins, then go due west. You'll reach a new area, which is a narrow canyon. There is a silent middle-aged man here, whose sign tells you to pay no attention to him. Heed the sign's instructions as there's nothing he can do for us right now. Fight off the Crow in this area, and ignore the Hoarders scurrying under stones. In the northwest part of this canyon is a Great Fairy who can heal you if you need it. Otherwise go southwest into the Desert of Mystery.

The Desert of Mystery is a wide open place guarded by Vultures and Geldmen. The former will fly circles around you--you'll have to use some clever maneuvering to take them out with your sword (spin attacks work best). The latter are annoying sand creatures that pop out of the ground without warning and charge toward you--slash them with your sword as soon as you see them. It might even be a good idea to move through the desert with your sword charged up just in case. Also, watch out for cacti and landmines as you go.

At any rate, look for a cave in the northeastern portion of the desert and head inside. Make your way past the first room until you see an old man. Talk to him, and he'll commend you for finding the Book of Mudora.

Now if you had spoken to him before obtaining the book, you would've learned more of the lore of this game. To save you some considerable backtracking, I took you back to the house of books in Kakariko right away, but I'll include below what he would've said had you visited him first:

I am Aginah. I sense something is happening in the Golden Land
the seven wise men sealed...

This must be an omen of the Great Cataclysm foretold by the people of Hylian blood...

...
The prophecy says, "The Hero will stand in the desert holding the Book Of Mudora." If you have the Book Of Mudora you can read the language of the Hylia People. It should be in the house of books in the village...
You must get it! If you are the person who will be The Hero...

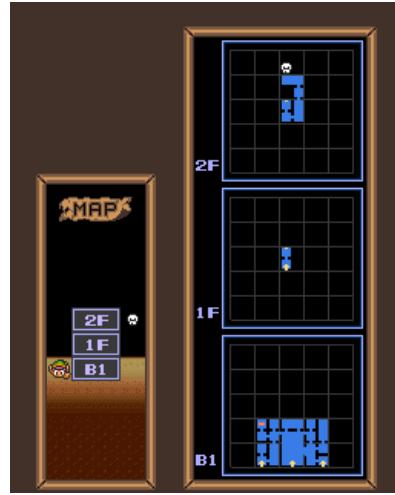
Now bomb the south wall in Aginah's room to find a secret room. Inside is a chest containing **Piece of Heart #7**. We now have all we came for, so go back outside into the desert.



Follow a southwesterly course through the sand, fighting your way past Vultures and Geldmen, then curve around north past the rocky bluff, until you reach a stone courtyard in front of the Desert Palace. In this area are three turtle-like stones, one of which blocks your path forward. If you try to read the stone monument here, it will be in a language you can't understand. Instead, use the Book of Mudora on the inscription, and Link will follow its instructions and make a wish for the way to be opened. The three stones will then shift around, allowing you passage into the **Desert Palace**. (Be aware that once you go inside, it will take some doing to come back out--the stones will reset into their original positions after you go in!)



Desert Palace



Note that it's possible to have the following before beginning this dungeon:

- 6 hearts in Life Meter (including 7 Pieces of Heart)
- Fighter's Sword (Lv. 1)
- Fighter's Shield (Lv. 1)
- Green Jerkin (Lv. 1)
- Pegasus Boots
- Bow & Arrows
- Boomerang
- Bombs
- Magic Powder
- Lamp
- Bug Catching Net
- Book of Mudora
- 2 Bottles
- 1 Pendant



Power Glove

You begin in a vast, sandy hub room, surrounded by four Green Leeviers that periodically burrow up from the sand. They're pretty slow moving and are defeated in two hits. The bigger threat stands in the center of this large room. Called a Beamos, it's a green statue whose single eye rotates around, and if that eye spots you, the Beamos will fire a single laser at you immediately. The laser will do a whole heart's worth of damage, and unfortunately there's no way to defeat or even stun a Beamos; you must avoid it.

Go to the northeastern part of this first screen and lift the pots to the east to get past, then go north. On the next screen, you'll encounter an enemy called a Devalant, which creates a small pool of quicksand around it when it emerges from the sand--be careful not to get sucked in. The particular kinds you find in this room are Red Devalants, which also shoot fireballs at you, three at a time. Just like Leeviers, Devalants take two hits to destroy.

If you go through the door in the far northeast corner of this hub room, you'll end up in a trap room with a Red Devalant and four Red Leeviers you must defeat in order to reopen the door and get out (Red Leeviers move a little faster than Green Leeviers but otherwise are the same)--only go in there if you want to fill in the room on your dungeon map. Speaking of which, take either of the two northern doors next to the northeast door to find yourself in a long rectangular room with two Leeviers and two Green Eyeores. Take out the former with your sword and the latter with pots or the Bow. Under the north central pot is a switch; step on it to cause a chest to appear. (The two unlit torches on either side of it do nothing; don't bother lighting them.) This chest contains your Map.



Leave this room and now take the last of the northern doors, the northwest one. On the way, you'll encounter your first Blue Devalant--unlike the red variety, the blue kind don't shoot fire. Going through the door, you'll enter a room with a Beamos and four lanterns. The lantern in the northwest corner has **Small Key #1** on top of it, so dash into it to jar the key loose, but make sure to do so when the Beamos isn't looking; use the lanterns as cover. Also, you can examine the Telepathy Tile to hear Sahasrahla tell you of the importance of collecting dungeon treasures. Return south.

Now dash back to the northeast corner of the hub room--where the door to the trap room is--then go south. (Side note: If you go all the way south to the end and then east into a room with just a Beamos, you'll also find an exit to this this dungeon. Because of how using the Book of Mudora moved the stones at the main entrance, this is now only one of two alternate ways to exit this dungeon, since the main entrance is now cut off to you. The other we'll cover soon.) After turning south, go through the locked door leading east. In here, you'll be faced with three Popo and a Beamos, but at least there are numerous statues for you to hide behind. Carefully eliminate the Popo, then open the chest in this room to grab the **Compass**.



Quickly run north into the next room to get away from the Beamos. You'll find yourself in a long room with wall turrets on the east and west walls, moving up and down and firing iron globes as they go. Navigate their shots as you continue north--use Pegasus Boots if you find a large enough opening. (Hint: If you leave enough enemies alive in neighboring rooms, the turrets will fire fewer shots.) Once you reach the chest at the end, it'll have the **Big Key** inside. Now return south, evading the cannonfire, into the previous room and dodging the Beamos as you get back to the hub room.



Make your way all the way to the northwest corner of the hub room. Instead of going north there (where you got that Small Key), go west instead. Another Beamos harasses you, surrounded by pots. These pots are no use as cover, so don't bother hiding behind them. Instead, quickly pick up the northwest pot to uncover a switch, then step on it to open both doors--head north. Alone in the next room is a big chest containing the **Power Glove**. Now you can lift certain heavy objects you couldn't before! Return south. You can pick up the pots here to hunt for items if you want, but it probably won't be worth it with the Beamos in here. Instead, step on the switch again and head back east into the hub room.



Only two rooms left to explore in this part of the dungeon, so let's visit both. Head to the southwest part of the hub room, fighting past Blue Devalants and various Leavers as you go. Take the door in the far southwest corner. Again, you'll be faced with a Beamos and have to act fast. There's an exit to the south, but instead go to the western set of blocks--count off the third block from the west wall and push it north. This will open the north door, so go through. On the other side is this dungeon's Fairy fountain, with two Fairies. Grab them, then return south and swiftly go through the south exit.

Overworld Interlude

Welcome back outside! Go down the steps, but be careful not to fall off the ledge you're on--otherwise you'll have to backtrack through the Desert Palace again. Head south all the way until you find **Piece of Heart #8** guarded by a Vulture. Fight off the bird of prey, then claim your prize--and if you've been following this guide, that's another full Heart Container for you. And just in time for this, the last leg of the dungeon! Backtrack north, past the dungeon exit where you emerged, up to the north wall of the desert. Venture east a little bit to find a different dungeon entrance, this one blocked by four stones. Now that you have the Power Glove, you can lift these stones to gain entry. Do so to enter the final phase of this dungeon.



Pendant of Power



Again, another Beamos greets you as enter. Quickly go to the eastern part of the room and push the lower block in that cluster of three to open the door, then hurry north. In the next room, stay in the doorway and don't come out. This is because the tiles on the floor itself will fly up to attack you! But if you stay in the doorway, they can't reach you. (Otherwise you'll have to dodge them or slash away with your sword.) The tiles leave a pattern in the floor in the shape of Ganon's face, so you'll know when they're done. Lift a pot on the east wall for a Heart, and make sure you lift the southwest pot in particular, as it hides **Small Key #2**. Unlock the door and head upstairs to 2F.

Pass through the empty room here going south. In the following room, defeat all four Popo in order to open the door while evading the Beamos laser attack. (Unlike the earlier Beamos in this dungeon who had a single blue eye, the Beamos from now on have a brown eye, which rotates faster.) Go east into a long room populated with five more Popo and a whopping three Beamos. Fight past them as you head north, and you'll find **Small Key #3** under the third pot from the left. Use it to unlock the north door. (As with the room where you found the Map, there's no point in lighting the torches in here.) More flying floor tiles await you on the other side, so wait them out, then lift the pot in the northeast corner to find **Small Key #4**. Unlock yet another north door.

The only enemy in this next room is a Red Eyegore, so lure it toward you and fire a couple Arrows at it to destroy the enemy. Now you finally have torches you need to light! Do so with your Lamp in order to make the wall move back, revealing a door with a big lock. Loot the pots in here for a couple Hearts as well as 5 Arrows and a Magic Decanter. Now unlock the door to the north and brace yourself for a boss battle.

Boss Battle: Lanmolas



Three of these powerful centipede-like monsters guard this palace. They burrow up from the sand, and when they burst through, they send clumps of sand flying in four directions diagonally--being hit by this debris will cost Link half a heart of damage. The Lanmolas themselves fly through the air for a short time before burrowing back under again, and being hit by one directly will inflict a whole heart of damage. Charge up your sword and stand next to a place where a Lanmola is burrowing, then release a spin attack once it emerges (make sure to stand next to the moving sand mound but not diagonally next to it). Also feel free to chase one around and slash at it--a Lanmola's only weak point is its head.

Having three Lanmolas bursting forth and flying around is fairly tough, so try to concentrate on one at a time. The sooner you get rid of one, then things will be easier only having to deal with two. Once you finish off the second one, the last Lanmola is a little bit nastier. Instead of sending out four clumps of sand diagonally, it will send out eight clumps in all directions both straight and diagonal, so be extra careful with your dodging! Slash furiously when it emerges, and it too will go down eventually, leaving you **Heart Container #3**.

After the Heart Container, the **Pendant of Power** will drop down. Pick it up to finish this dungeon. Your Life and Magic Meters will be refilled, and you'll be taken back to the overworld in front of the entrance to the Desert Palace. Only **one more Pendant** to go!



Climbing Death Mountain

Easy Rupee Spots

Now armed with the Power Glove, there are a couple places where you can obtain easily Rupees anytime you need some money. The first one is very close by. Leave the Desert of Mystery, entering that narrow canyon right outside the desert. You've noticed the little enemy that scurries away under a small stone? Lift that stone, and this foe--called a Hoarder--will throw a Green Rupee at you. Collect the Rupee, and it will toss another. Now eventually the Hoarder will disappear, but if you pick up its Rupees fast enough, it will throw out a Red Rupee before disappearing. There are two of these creatures in this area!

You can pick up large stones as well. (The only stones you can't lift at this point are dark-colored stones, as those are still too heavy.) Pick up the southern one of the two you find upon exiting the desert. It will reveal a secret grotto, so go in. You'll find a friendly thief surrounded by ten pots--and under each pot is a Blue Rupee, giving you a total of 50 Rupees. Better, if you leave this cave and return, all the pots and their Blue Rupees respawn! Collect as many Rupees in here as you wish. If you talk to the thief, he'll tell you about a strange and wonderful cave near Lake Hylia. You've already been there (it's the Ice Cave), but now that you have the Power Glove, it wouldn't hurt to revisit it (though it is quite a trek). Outside the Ice Cave is a large stone you can lift, revealing another opening. Inside this cave is another friendly thief, this one with four pots hiding a Blue Rupee each--containing 20 Rupees total. Talk to him, and he'll tell you defeating many enemies is the key to his wealth. Decent advice, but revisiting this cave (or better yet, the cave outside the Desert of Mystery earlier in this paragraph) are the best ways to accumulate a lot of Rupees in a short amount of time.



Learning to Swim

If you've been following this guide, you should have at least 500 Rupees by this point. (If not, use one of the two Rupee spots mentioned above to keep collecting until you do.) It's time to put that money to good use! Make your way past the Magic Shop to the very northeast corner of Hyrule. You'll enter a separate part of the world, known as Zora's Waterfall. These aquatic enemies, known as the Zora (some of whom you may have already encountered in Lake Hylia) will appear in whirlpools, shoot fireballs at you, and then resubmerge. In this region, some will appear on the shallow water, jump up and walk around, chasing you. Dodge the Zora in the deep water, and fight off those that pursue you; Zora take four hits to defeat with the sword (and the first hit always stuns them).

You'll want to follow the shallow watery path. Go north at the first fork, following the path all the way north until the end, then turn east. The path then splits in several directions, and you'll want to take the southernmost fork. Continue all the way east, then follow your road as it turns north. At the end, a giant Zora known as King Zora will emerge and offer to sell you **Zora's Flippers** for a whopping 500 Rupees. Assuming you have the money, definitely buy a pair. These flippers are a most useful item--once you buy them, you can now swim in deep water for the rest of the game!



Once you have Zora's Flippers, swim south, going down the first waterfall you see. Now swim southwest to the western shore, and continue on land west until you reach **Piece of Heart #9**. There's nothing left for you in Zora's Waterfall, so swim all the way south to return to Hyrule proper.



Anyway, now you can swim, but are you finding that Zora are still pretty annoying with their constant barrage of fireballs that your shield can't block? Time to do something about that! As soon as you emerge from Zora's Waterfall, stay in the water and swim around west to a different waterfall. Swim into it to discover you can enter this waterfall! This is the Waterfall of Wishing. Inside is a cave with what looks like a Great Fairy's fountain, but there is no fairy. Instead, walk up to the fountain, and you'll be prompted to throw an item in. With most items, when you toss them, a fairy even greater than the Great Fairies will appear, giving the item back to you as is—with two exceptions. Throw your Boomerang into the fountain, and if you answer honestly, she will upgrade your Boomerang into the **Magical Boomerang**. Now it can fly twice as fast and twice as far! Throw in your Fighter's Shield, and she will then upgrade it to the **Red Shield**. Now you can block fireballs! That will make dealing with the Zora far easier from now on.

Tip: Have an empty Bottle? Toss it in, and the fairy will fill it with Green Potion, free of charge!

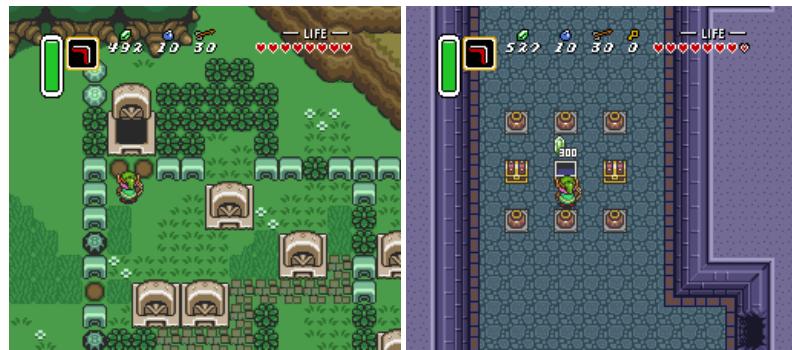


Another interesting note about the waterways of Hyrule is that you sometimes see permanent whirlpools (i.e. that are not Zora spawning points). Swimming into these whirlpools will warp you to a corresponding whirlpool elsewhere in the world. See the [appendix](#) for more details on where all the whirlpools are located and where each takes you.

Treasure Excursion

Much treasure still awaits us. Go to the Graveyard, just east of the Sanctuary. In general, beware of moving graves since most are empty and will only cause a ghost called a Poe to spawn and attack. Also, keep clear of the powerful Red Spear Soldier patrolling this cemetery. Instead, go to the northwest corner of the Graveyard, lift the two small stones blocking the way to the northwest grave, and then push it, revealing an opening.

Drop into this hole to find yourself back in the Hyrule Castle dungeon! Rats and Keese still infest this place, so clear them out if they get in your way. See those cracks on the west wall that I told you to ignore earlier? Now we can do something about them. You can use Bombs, but an important note about cracks with a circular shape around them is that they're weaker than the usual cracked wall--meaning you can use Pegasus Boots to dash into the cracks, breaking the wall open and saving yourself a Bomb! In the west room to which you've just gained access, you'll find six pots and three chests. Inside the center chest is a very nice **300 Rupees!** The chest on the left contains **Bombs** and the one on the right has **10 Arrows**. The pots merely hide Hearts. Once you're done here, break open the other cracked wall to get out and return back east. Take the stairs at the north end of the room back up one floor, then remember to pull the east lever to return to the Sanctuary. From there, talk to Zelda and/or the Loyal Sage if you want, then go back out to the overworld.



Our next stop is Lake Hylia, but there's an easy way to get there from the Sanctuary. Go west until you reach a small pond located between the Lost Woods and Kakariko Village. There is a whirlpool in this pond that will whisk you away to the waters east of Lake Hylia. From there, just swim west to enter Lake Hylia proper. Then swim all the way north until you're following a river away from the lake. Follow this river as it bends westward, then keep swimming until you go under a bridge--which will take you to a new area. Swim onto the dock and talk to the man sleeping outside his tent. He'll then give you **Bottle #3!**



Now hop back into the water and swim back to Lake Hylia. There is a large island in the center of the lake populated by a couple Buzz Blobs. Use the dock to climb onto this island, and enter the cave you see before you. Walk up the long corridor lined by lanterns to find another empty Fairy fountain. Before you investigate that, look at the discolored wall to the east. Bomb it open, and on the other side you'll find a fountain with four small Fairies. (This is a great way to put that new Bottle to use you just obtained!)

Return to the previous room and walk up to the empty fountain. This time, instead of an item, you'll be asked to throw in Rupees. You'll be prompted to throw in either 5 or 20 Rupees. Go ahead and toss in 20. Once you've done that, walk the rest of the way up to the fountain and wait for another prompt. Keep throwing in Rupees in increments of 20. (A note on the luck descriptors: If you're given the message "Great Luck," that means the next ten enemies you defeat will always drop an item, whereas if you're told "Big Trouble," the next ten enemies beaten won't drop anything at all. It doesn't seem as if the other two indicators--"Good Luck" and "A Little Luck"--affect enemy drop rates at all.)

At any rate, after you've thrown in a total of 100 Rupees, Venus the Queen of Fairies will appear and give you your choice of increasing the number of either Bombs or Arrows you can carry. The choice is up to you. At the beginning of the game, you can carry a maximum of 10 Bombs and 30 Arrows. By throwing in 100 Rupees at this place (called the Pond of Happiness), you can increase that capacity by 5 each time. Thankfully, after you've upgraded once, from now on, you'll be prompted to throw in increments of either 25 or 50 Rupees, thus expediting the process. You can continue to upgrade either capacity by 5 with each set of 100 Rupees thrown in. The absolute highest capacity you'll be able to carry in this game is 50 Bombs and 70 Arrows (and the mark of 40 Bombs and 60 Arrows are the only times that the capacity will go up by 10 instead of the usual 5, which is a nice bonus). Now it's too early for you to have enough Rupees to max out your capacities at 50 Bombs and 70 Arrows, especially after buying those Zora's Flippers so recently, so just upgrade as much as you can, then leave. Whenever you find yourself with a surplus of Rupees at any point in this game, make sure to return to the Pond of Happiness and keep upgrading! (Side note: The fairy at the Waterfall of Wishing is a friend of Venus, if you were wondering what the distinction was between the two.)



We're now finished in Lake Hylia, so swim east and enter the whirlpool that took you here from the pond near the Lost Woods in order to return to that same pond. It's time to head to Death Mountain and finish our quest for the Pendants.

Entering Death Mountain

From the pond, climb out and go north. On the other side of the trees arranged in a V-formation (guarded by Crows, a Hoarder, and beyond them a couple Buzz Blobs), you'll find a sign and a large stone blocking the path to a cave. Lift the stone and enter the cave. This is the Mountain Cave, leading directly to Death Mountain. It's dark in here, so navigate the corridors carefully (there are a couple bottomless pits), fighting off Keese as you make your way east.



At the end is the Lost Old Man, who will ask to accompany you. In the next area of the Mountain Cave, the old man will stop you periodically to ramble. He at first tells you to go right, but you actually want to stay straight (i.e. going east) but make sure you step to the right around the bottomless pit in front of you. Continue east, and when he tells you to turn right again, do so, now going south. Defeat the swarm of Keese that gets in your way and go all the way to the cave's exit.

Welcome to Death Mountain! You'll be met by falling rocks and an annoying new enemy type called Deadrock. The Deadrock is a small dragon that runs around sporadically. If you hit it with your sword or any weapon, it will simply turn to stone for a short time, after which it will return to normal and resume its attack. They're impossible to defeat unless you sprinkle one with Magic Powder, in which case it turns into a Slime, which is easily defeated in one hit. In general, just try to avoid both the Deadrocks and the rocks that fall endlessly from above.

After walking a short distance to the southeast, the Lost Old Man will enter the nearby cave and leave you, but not without giving you the **Magic Mirror**--more on this item in a little bit. Follow the Lost Old Man into the cave. Talk to him there, and he'll heal you. (He's a great person to visit after taking a beating on Death Mountain!) Anyway, explore the rest of this cave beyond the old man, and you'll eventually wind up outside and farther along Death Mountain--and having avoided most of the falling rocks and Deadrocks to boot.



Make your way all the way west. You'll see a sign in front of a cave telling you this is the way back to Kakariko Village, should you ever wish to return to the main part of the overworld. For now, climb the very tall ladder in front of you to reach the peak of Death Mountain. (No more falling rocks up here!) Go east to find an oddly shaped rock formation called Spectacle Rock. You'll find a cave at Spectacle Rock, so go inside. Within Spectacle Rock, you'll come to a gap that can't be crossed, so drop into it. You'll land on a cavernous bridge. Go east to find a fountain with three Fairies, in case you need some healing or have an empty Bottle or two. Follow the path west, watching out for a series of Mini-Moldorms as you make your way out of the cave.

Back outside, you'll find yourself on a small ledge. Drop down, then go west and back up the tall ladder again. Return to Spectacle Rock, and this time drop off the ledge due south of the entrance to Spectacle Rock. You should land on a different small ledge this time. Go inside the cave you see before you. You'll find yourself back in the cave but this time under that bridge leading to the Fairy fountain. Go north and up the stairs. Upstairs you'll come across **Piece of Heart #10**, on the other side of the gap you couldn't cross earlier! If you check the Telepathy Tile, Sahasrahla will tell you that you need to reach the tower on the other side of Spectacle Rock. We'll get to that in a moment.



Leave this cave and climb back up to Spectacle Rock again. Now go east from Spectacle Rock to find a shimmering blue square on the ground. This is a Magical Warp Tile, and stepping onto it will transport you to the Dark World. What's more, Link's form will be changed into that of a bunny! As Bunny Link, you can't attack or use any of your weapons or items. Thankfully there are no enemies around here.

There's not much to explore on the Dark World version of Death Mountain. If you drop down due south of where you transported, you'll land in front of a cave, but there's nothing you can do in there at present. The only other cave you can access in this whole area is in the southwest corner of Death Mountain (i.e. where you emerged from the Mountain Cave in the Light World), inside of which is a Great Fairy who can heal you.

Once you're done exploring, go to the place where Spectacle Rock would be located in the Light World. Here in the Dark World, you'll find a couple NPCs transformed by the magic of the Dark World into different forms, one a bully with what looks like a pumpkin for a head and the other in the shape of a ball. Talk to them, and they'll tell you about the Moon Pearl in the Tower of Hera, which allows its user to retain their true form in the Dark World. After you're done with them, stand in the northern

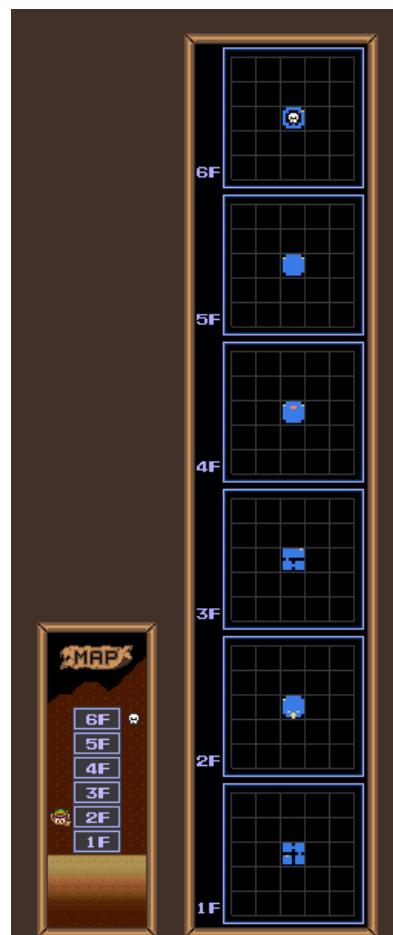
part of this stretch of ground, and now it's time to use the Magic Mirror--you'll be warped back to the Light World. What's more, if you stood in the right place, you'll find yourself on top of Spectacle Rock and next to **Piece of Heart #11**! Whenever you warp from the Dark to the Light World (which you can only do with the Magic Mirror), you'll leave a sparkly residue that you can use to return to the Dark World at any time (until you replace it, that is).



Now drop to the north from Spectacle Rock, and after getting past the Deadrock on patrol here, you can access the tower you see in front of you. Go inside to enter the next dungeon, the **Tower of Hera**.



Tower of Hera



Note that it's possible to have the following before beginning this dungeon:

- 8 hearts in Life Meter (including 11 Pieces of Heart)
- Fighter's Sword (Lv. 1)
- Red Shield (Lv. 2)
- Green Jerkin (Lv. 1)
- Pegasus Boots

- Power Glove
- Zora's Flippers
- Bow & Arrows
- Magical Boomerang
- Bombs
- Magic Powder
- Ice Rod
- Lamp
- Bug Catching Net
- Book of Mudora
- 3 Bottles
- Magic Mirror
- 2 Pendants



Map and Big Key

The first thing you'll notice upon entering this dungeon is that you're surrounded by blue blocks. Next to you is what's called a Crystal Switch. A Crystal Switch can be set to one of two different colors. This one is red, which means blue blocks are raised and orange blocks are lowered into the floor. If you strike a Crystal Switch (you can use any weapon you want: sword, Boomerang, Bomb, etc.), it will change colors. So hit this one with your sword to change its color to blue, lowering the blue blocks, which will also raise the orange blocks you can see elsewhere in this room.

There are two stairwells directly in front of you, one to the west and the other to the east. The east stairs lead up but are blocked by orange blocks. So take the west stairs instead, which will take you down to 1F (you start the dungeon on 2F). In this room, you'll face off against Red Stalfos for the first time (well, they look more pink than red). Red Stalfos take the same number of hits that Blue Stalfos do, but unlike the blue variety, when you swing your sword at a Red Stalfos, it will jump backward to dodge (just like the blue ones) but will then throw a bone at you in retaliation. It's best to take these two out with spin attacks, but be ready to dodge if you miss! There's also a Mini-Moldorm trapped within the orange blocks that you raised on the previous floor. Use a spin attack to take it out from safely outside the block formation. You can either strike the nearby Crystal Switch to lower the blocks and pick up the **Small Key** contained therein, or just retrieve it with your Boomerang.

Make sure the orange blocks are still raised when you return upstairs to the entry room. Once you're back there, hit the nearest Crystal Switch to lower the orange blocks, and now walk north into the rest of this large room. On the Telepathy Tile on the Eyegore statue in the center, Sahasrahla will give you the helpful tip that using the Magic Mirror inside a dungeon will transport you back to the entrance—which is helpful if you ever need to make a hasty retreat (but be aware you'll have to get back to your previous location the hard way!). Take out the Mini-Moldorm up here, and beware of the two small dinosaur-like enemies enclosed in pens breathing fire at you. Called Kodongos, these foes will shoot a stream of three large fireballs in either direction. Thankfully they go down after one hit, so eliminate the two Kodongos here, then open the chest on the raised dais up ahead for the **Map**. Now use your key to unlock the door in the northwest corner to go downstairs.



As you arrive, floor tiles will rise up and fly toward you, as happened in the Desert Palace. Unfortunately, since you entered via the stairs, there's no doorway for you to safely hide out in. So pick a corner of the room and slash away with your sword to keep the tiles at bay. Once they're all gone, the east door will open—make sure the blue blocks are lowered in order to proceed. (Unfortunately the pots in this room are empty.) In the next room, dispatch the Mini-Moldorm out in the open, then for the other two who are trapped by orange blocks, try to use spin attacks when they get close. Once you're ready, hit the Crystal Switch to lower the blocks and head south.

Defeat both of the Red Stalfos that patrol this room, then get out your Lamp and light all four torches to make a chest appear—open it to obtain the **Big Key**. Of the two pots in this room, one contains a small Magic Decanter and the other a large Magic Decanter. While the small one only refills a slim portion of your Magic Meter, the big one refills the entire meter no matter how low on magic you are. Now retrace your steps back to the entry room on 2F, and lower the orange blocks (if they're not already), so you can take the east stairwell up to 3F.



Compass and Moon Pearl

Be careful in this room as you'll be set upon straightaway by three new enemies known as Blue Hardhat Beetles. Slash at one, and not only will the enemy itself be knocked backward but so will you! So be careful how you position yourself while fighting them, especially as there are holes in the floor. (As you can tell by the fact these pits have backgrounds, they aren't bottomless pits--you'll just land on the floor below if you fall into them.) Blue Hardhat Beetles take several hits each to defeat, so it might be easier to try knocking them into the pits instead. Once all three are gone, the door leading west will open.

In the next room, you'll be introduced to a mechanic known as a Star Switch. Stepping on a Star Switch will turn some holes in the floor to solid ground but create new holes instead. There are generally two sets of Star Switches in a dungeon, so when you activate one, the other will deactivate and vice versa. So as you're pursued by three more Hardhat Beetles in this room, use the two Star Switches to try to create holes underneath them! Now, depending on which colored blocks are lowered (from the Crystal Switch in the previous room), activate the appropriate Star Switch and then use your Big Key to unlock the north door. In the next room, use more Star Switches (or just fight with your sword) to ward off the Hardhat Beetles as you make your way east through this long room. Make sure the blue blocks are raised (i.e. the Crystal Switch is red) as you take the stairs up to 4F.

Use pots to take out both Mini-Moldorms in one hit each. Go west, and throw another pot at the Mini-Moldorm farther south. Open up the chest in the center of the room to claim the **Compass**. Naturally, you'll see this dungeon's boss is waiting for you on the tower's top floor. If you interact with the Telepathy Tile on the Eyegore statue here, Sahasrahla will tell you about the necessity of finding the Moon Pearl (which we've heard about from NPCs already). Farther to the west are a couple Kodongos, so take them out as you head up the stairs in the northwest corner.



Now on 5F, beware of the Guruguru Bar (i.e. a Firebar from the *Super Mario* series) that rotates around a block in the western portion of the room. Also watch out for the blue circular contraptions in this room called bumpers--and they're called that for good reason. Merely walking into them will bounce Link backward a considerable distance. Three Blue Hardhat Beetles and even a Red Hardhat Beetle will converge on you in this room. Fight them off as best you can, preferably knocking them into one of the holes in the floor--which is definitely what you want to do with the Red Hardhat Beetle as the red variety take a ton of hits to defeat normally.

Now go ahead and step on the Star Switch right next to the Guruguru Bar if you haven't already. One of the pits this creates is in the north central part of the room. Drop into the pit *from the north*. When you land on the floor below, you should land north of two Star Switches (do not activate them!). Now go north to the big chest, and when the Spark circling the chest is out of the way, open it to claim the long-awaited **Moon Pearl**. From now on, you won't turn into Bunny Link when you enter the Dark World!



Pendant of Wisdom

Return upstairs. Notice the diagonal set of three pits in the northwest part of the room? Drop into the northernmost of these pits, and Link will fall into jar after jar until 2F when you fall into a jar and land in a secret room with two Fairies! Capture them or use them to heal, then step on the nearby Warp Tile to return to 5F. Now if you followed my advice earlier about the Crystal Switch on 3F, when you go to the eastern part of the room on 5F, you should find twelve pots with orange blocks lowered around them. Don't pick them up though! Underneath each pot is a Heart, and you'll want to conserve them for the boss fight to come. Speaking of which, take the stairs to the northeast to meet one of the most infamous bosses in the *Zelda* series.

Boss Battle: Moldorm



Once you arrive on 6F at the top of the Tower of Hera, you'll find the daddy version of the Mini-Moldorms you've been fighting. To do battle with this Moldorm, you must drop from the higher area onto the lower ledge where the Moldorm scurries around. It has no real attacks per se other than just trying to ram into you for damage. But the collision will knock you backward, and since this whole lower ledge is suspended above a pit, it's very easy to fall off and onto the floor below. If that happens, you must climb back up the stairs and restart the battle from scratch—all of the Moldorm's health regenerates when you leave this floor! This is why I told you to forego the pots on 5F. If you get knocked down there, you'll need to use them to heal yourself. (Also, if the Moldorm knocks you into the hole in the middle of the battlefield, you'll fall all the way down to 4F.)

The Moldorm's only weak point is its tail. Hitting any other part of its body will only knock you backward—very bad in this fight. Charge up a spin attack and wait for an opening, dodging the boss as it scurries around. Unleash the spin attack when its tail is in range to double your damage. Or you can just slash regularly. It helps to stay on the southern part of this ledge, as that's the only place where there's a wall to back up against.

At any rate, after you've inflicted enough damage, the Moldorm will start moving *very* fast. This is when the boss becomes the most dangerous, but also when it's down to its final hit. Be extra careful and patient about looking for an opening, then strike its tail one more time to finish off this obnoxious boss, leaving you **Heart Container #4**.

After the Heart Container, the **Pendant of Wisdom** will drop down. Pick it up to finish this dungeon. Your Life and Magic Meters will be refilled, and you'll be taken back to the overworld in front of the entrance to the Tower of Hera. Now only the **Master Sword** remains!



The Master Sword

Sacred Grove

Once you have all three Pendants of Virtue, there's nothing left but to report to the Lost Woods and retrieve the Master Sword. First though, we'll have to get there. From the Tower of Hera, drop down the ledge to where the Warp Tile is located. Go all the way west until you come to that tall ladder. Instead of climbing down the ladder, it's actually quicker just to drop off the ledge all the way down (there is no fall damage in this game). There's a sign outside the cave here telling you this is the path back to Kakariko Village, so let's go inside.

You'll be inside another dark cave containing Keese and the occasional bottomless pit. Navigate carefully going west, then in the next room, just hug the northwestern slant of the wall as you go down to the south exit. Once outside, you'll find yourself on a ledge above the entrance to the Mountain Cave that took you to Death Mountain in the first place. Hop off this ledge and head west into the Lost Woods.

We've been in the Lost Woods before briefly, but now we're going through the expanse of it. The only enemies in here are Crows that perch atop trees and Hoarders that hide under bushes. Be careful also of thieves roaming these woods, who can steal not only Rupees from you, but Bombs and Arrows as well. Your destination is in the very northwest corner of the Lost Woods. Ignore the various fake Master Swords lying about. In the northwestern portion of the woods you'll find a hollow log leading even deeper into the forest.

Go in through this log entrance to find yourself in a new area, the Sacred Grove. Woodland creatures run to and fro here, but they won't hurt you. Go north to approach the true Master Sword. Read the inscription on the pedestal with the Book of Mudora if you like, and whenever you're ready, go around and step up from the north and pick up the **Master Sword**!

The Master Sword is more powerful than the sword you've been carrying around since Link's uncle fell in battle. Enemies will now take one fewer hit to defeat. Furthermore, Link can now shoot sword beams from the Master Sword, but only if you have full Life. Also note that the sword beams only do the same amount of damage as the regular Fighter's Sword, but having a ranged attack like this is still a big help!

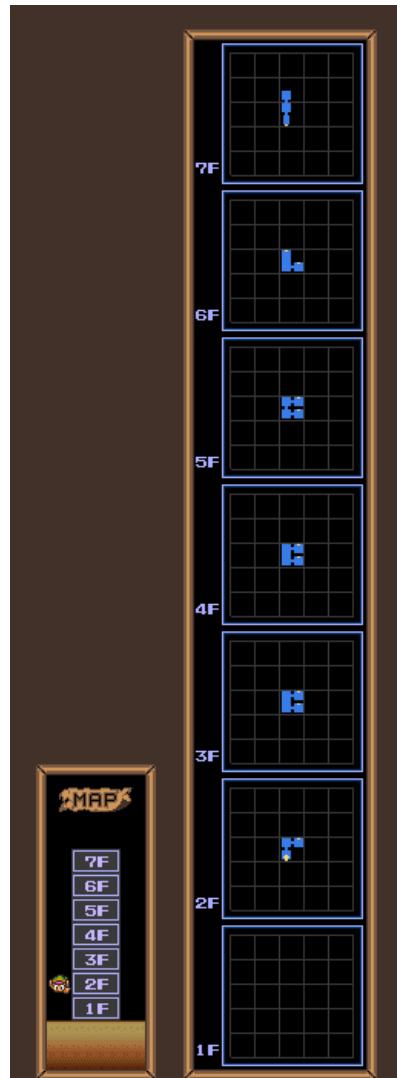


Once you have the blade, the fog will clear from the woods and Sahasrahla will contact you via telepathy to congratulate you. After you emerge from the Sacred Grove, however, Princess Zelda will also reach out to you telepathically, but this will be a cry for help. Agahnim's soldiers have found and captured her again! If you go to the Sanctuary, you will find only the Loyal Sage there, lying on the floor. He'll tell you arrived too late (no matter how quickly you get there) and that Zelda's been taken to the top of the tower at Hyrule Castle. This is in fact our next destination.

Return to Hyrule Castle. You've grown a lot since the last time you were here! From 1F, get on the upper level and take one of the south exits so you're back in the overworld but on the castle roof. Go to the north central part of the roof to find a door that's protected by a powerful barrier of electricity. That barrier has always been there, but now that you have the Master Sword, you can do something about it. Simply strike the barrier with the sword, and it'll be dispelled. Now enter!



Hyrule Castle Tower



Tip: The best advice I can give for the dungeon ahead is to keep your Life full for as long as possible. Every enemy in this tower is susceptible to the sword beam, and long-distance attacks will give you a major advantage. If you do take damage, using the Magical Boomerang to stun foes can help you out a great deal as well.

Past the first room, you'll encounter two Gold Ball and Chain Troopers. These are more powerful than the standard Ball and Chain Trooper who guarded Zelda's cell at the beginning of the game. Just as with the former variety, this latter can also be stunned with the Boomerang but will begin to recover almost immediately. Stay back and use repeated sword beams to take them out—it'll take a lot of hits, but you can hit them from well out of range of their ball and chains. After they're defeated, the door will open. In the next room, you'll be charged by two Blue Sword Soldiers, but this type wear horned helmets and hold their swords at a different position—they're also more aggressive. But still, defeat them as you would regular Sword Soldiers. Once they're down, a chest will materialize, letting you pick up **Small Key #1**. Use it to unlock the door and head upstairs to 3F.

This floor is dark. You'll find a new enemy perched on the statue here, a Chasupa, which is an eyeball with wings that functions the same as a Keese. Destroy it and the helmed Blue Sword Soldier in here, then go through the door. The next room is a large maze, and in the dark at that. Defeat any Chasupas and regular Blue Sword Soldiers you encounter as you navigate this labyrinth. There are torches in here you can light as well, plus pots to plunder. Your main goal is the chest lying against the west wall, which contains **Small Key #2**, enabling you to unlock the southeast door and advance east. Once you're in the next room, fight or avoid a pair of Blue Sword Soldiers with helmets as you climb the stairs to 4F.

Up here, a regular Blue Sword Soldier and a Blue Bow Soldier await you in the dark. Take them out, then go west. Carefully navigate the narrow walkways, and feel free to either defeat more Blue Sword Soldiers with the Master Sword or use the blade to push them into the bottomless pits in this room. Take the northeast door to meet more Soldiers of the blue variety—one Sword Soldier and two Bow Soldiers. One of the Blue Bow Soldiers will give up **Small Key #3** upon defeat, so be sure to pick it up and unlock the north door to go up more stairs, this time to 5F.

At least the lights are back on up here! Destroy a pair of Chasupas in here, and also take care of two Red Spear Soldiers—these two also have horned helmets and act very aggressively. If you activate the Telepathy Tile in here, you'll learn that even the Master Sword can't harm Agahnim directly—more on that later. Go west, defeat two regular Red Spear Soldiers, then south. Take out two more Chasupas, then throw the room's many pots at the two Red Spear Soldiers—one of whom is carrying **Small Key #4**. Feel free to use the pots here to restock on items, then unlock the door leading east. The following room features a helmed Blue Sword Soldier, helmed Red Spear Soldier, and a Gold Ball and Chain Trooper—you can either fight them or dodge them as you head upstairs to 6F.

Push the west statue out of your way and deal with two Blue Bow Soldiers and a Red Spear Soldier on your way west. Two final Blue Sword Soldiers guard the narrow walkway, so shove them aside and continue north up the steps. Keep going north, and soon you will come face to face with Agahnim himself, with Zelda in his clutches. After the cutscene that ensues, the wizard will retreat. Slash away the curtain at the north end of the room to find a hidden doorway; enter to pursue the fiend.



Boss Battle: Agahnim



During this battle, Agahnim will teleport from place to place throughout the room and fire a projectile of magic at you. Even with the Master Sword, though, if you try to attack the wizard directly, Link will take damage, not Agahnim! Instead, wait for him to fire a magic attack, then use your sword hit the projectile right back at Agahnim; this is the only way to damage the wizard. (Curiously enough, you can even use the Bug Catching Net instead of the Master Sword to deflect these projectiles if you want!) Be careful, though, because these are not Agahnim's only attacks. Sometimes he will send forth a smaller magical projectile—striking this will cause the beam to split in six different directions, but none are strong enough to damage Agahnim. Be extra careful when Agahnim teleports to the top of the room and faces south, for at that point, he will produce a powerful lightning attack that cannot be deflected. Simply hide in a corner (or better yet, stay in the northern part of the room) to avoid it. It takes six hits to defeat Agahnim.

After dealing the final blow, another cutscene will take place, after which you will find yourself in the **Dark World**. Now the game's true challenge begins!

Welcome to the Dark World



Setting Out

Standing atop the Pyramid of Power, you now get to explore the Dark World in full. Sahasrahla will contact you via telepathy for a lengthy pep talk. Once he finishes, it's time to begin! Note that you can return to the Light World anytime you want using the Magic Mirror. Also of note is that from now on, the gate at Hyrule Castle will serve as a portal between the two worlds, transporting you to the Dark World whenever you pass through it (to the foot of the very pyramid where you find yourself now).

Climb down the steps of the pyramid, and stay toward the east as you do so, taking the eastern set of stairs when they split in two, and from there drop off the eastern ledge. Then work your way east to the edge of the pyramid, then turn north at the end to find **Piece of Heart #12**. A new Heart Container is a great way to start off your Dark World campaign!



As you'll find once you reach the bottom, the enemies here are considerably more powerful than their Light World counterparts--both in damage they can absorb *and* dish out, so be especially careful while fighting them. The large cyclops enemies are known as Hinoxes, and they take so many hits at this point (even with the Master Sword) that it's best to avoid them--and the bombs they throw. The Moblins who patrol this area throwing spears are much less threatening, going down in just two hits (though watch out for those spears). The Snap Dragon--a plant-like enemy that's all mouth--will do a lot of damage to you but doesn't take too many hits, so take it out whenever you see one. If you pull on the far western statue at the bottom of the pyramid, Rupees will pop out. Also, if you're hurting for health, dash into the west purple tree for a Fairy.

From the Pyramid of Power, go east to an area with lots of large rocks (where Octoroks would roam in the Light World). Turn north, fighting your way past numerous enemies. You'll eventually encounter a tentacled mollusk called a Ropa. Ropas look like Popos, but they're much stronger. They hop toward you, so defeat them as they come to you, just bearing in mind they take several hits each. Turn east to find the place where the Magic Shop would be located in the Light World--which in the Dark World is just a regular item shop. Continue northeast, meeting new enemies Slarok (the Dark World version of the Octorok) and Ku (the Dark World version of the Zora).

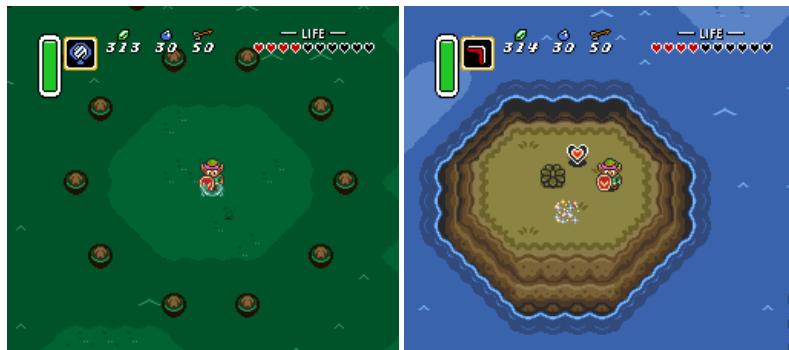
Once you've gone as far northeast as you can go (i.e. where the Waterfall of Wishing and Zora's Waterfall would be in the Light World), you should see a sign warning you not to throw anything into the nearby circle of stones. This is the Lake of Ill Omen, and you should ignore that sign and throw something into that rock circle--you can even pick up and throw in the sign itself! Once you do, the Catfish who lives in this lake will surface from the circle of stones and give you an item in exchange for leaving him in peace: the **Quake Medallion**. This is one of three powerful medallions you can earn in the game. Using this one will cause the entire screen to shake, destroying weak enemies and turning stronger ones into Slimes. As with all medallions, be careful when using it because it consumes a lot of magic!



Backtrack southwest until you're back at the shop again. Jump into the water here, and avoiding Ku, swim into the whirlpool you find farther west. You'll be transported to the place where Lake Hylia would be in the Light World, but here in the Dark World it's the Ice Lake. Use caution as you swim west into the Ice Lake proper, as not only will Ku continue to hound you with fireballs, but so will flying mushroom-like enemies called Zirros. Blue Zirros simply fly around trying to hit you, but will fly out of the way once you attack. Green Zirros do the same thing, except they also drop bombs on you repeatedly!

Ignore the large icy edifice as you swim in these frozen waters, and make your way northwest to a large circle of stones with shallow water in the center. (Along the way you may encounter a hopping enemy known as a Pikit. Be careful of its long tongue that it will use to try to steal items from Link--including shields! If you lose the Red Shield, it costs 500 Rupees to replace it at a shop in the Dark World you can't even access yet! So make sure to give Pikits a particularly wide berth.) Defeat or

evade the Green Zirro, then use the Magic Mirror while standing in the shallow water to be taken onto an otherwise inaccessible island in Lake Hylia in the Light World. Defeat the Buzz Blob here who guards **Piece of Heart #13**. Return to the Dark World, then swim east to a dock in the northeast corner of the Ice Lake. Time to make our way to the first dungeon of the Dark World.



To the Palace of Darkness

Make sure you have at least 110 Rupees before beginning this next segment. (If not, there are some **Rupee spots** in the Light World where you can accumulate as many as you need.) From the dock where you emerged from the Ice Lake, go due north until you reach a diagonal line of trees and a cave beyond them. You'll also meet a couple new enemies here, known as Blue Taros--who charge toward you with their spears similar to Spear Soldiers in the Light World. Enter the cave to meet a Great Fairy if you need some healing. Now continue north to reach the grounds of the Palace of Darkness (this is the same place where the Eastern Palace grounds would be in the Light World).

A Snap Dragon and a Ropa meet you here. Get past the nearby Hinox as well, and follow the path it was guarding to reach a building. Inside is a tiny sentient tree. Feel free to talk to the storytelling tree to learn all about the Dark World and the Golden Power that transformed it, then dash into the north wall to break open an entrance. Inside are four skulls, each hiding a Heart in case you still need to heal. Now leave this building and follow the path south. Once you're past the six statue heads, turn east. You'll come to some gold trees, upon which is a small flying dinosaur called a Dacto. Just like Crows in the Light World, a Dacto will fly quickly toward you, but whereas a Crow will eventually give up, Dactos will keep coming for you, so defeat them as soon as you see them. (They do a lot of damage if they hit you!)

As an optional aside, you can go southeast from the gold trees and then follow that path south, where you'll meet three more Snap Dragons and another Dacto. Farther south is a cave, inside of which is a storytelling bird that will promise you a profitable story for 20 Rupees. Don't bother. Not only do you have this guide, but the only hint the storyteller gives you is to throw an object in the rock circle at the river source to the north--which we've already done to obtain the Quake Medallion. But I thought I would mention the storytelling bird here for world-building purposes. There are a few storytellers of various species in the Dark World who will charge 20 Rupees for a hint. They're never worth it, and besides, I compiled all their stories in the **appendix** anyway if you're curious. Now return to the palace grounds.

Northwest of the gold trees is an arrow on the ground pointing north into a hedge. If you pay attention to the hedge, part of it is more transparent than the rest--this indicates a hidden path, so go through the hedge and out the other side, where another arrow points you north as well. Turn west at the dead end, walking behind the storytelling tree's building and defeating a Ropu on the way. Go west under the hedge and then north, taking out another Ropu. Turn east under a different hedge and then turn south.

You'll find yourself at the northwest entrance to a large hedge maze. Pay attention to the hollow parts as you navigate the maze. Go east to enter the maze, then turn south, taking the inside route as you work your way southeast. Go east and then immediately northeast. Curve around eastward to the hedge maze's exit. Once you emerge, however, you find you're not alone! A monkey who introduces himself as Kiki will accompany you--as long as you pay him 10 Rupees, of course. Agree to pay him.



With Kiki by your side, go north and then go east at the dead end, making sure to continue east under a bit of hedge. Watch out for a Moblin and Hinox in this area, then turn north under another hedge, bracing for a Ropa to pounce. Go east, and dispatch another Ropa as you go. Turn north under a final hedge to reach the dungeon entrance. Kiki will now offer to open the way inside for 100 Rupees. It's a steep price but the only way in. Pay the monkey, and he will hop onto the roof and step on a switch, opening the door to the **Palace of Darkness**.



Level 1: Palace of Darkness



Note that it's possible to have the following before beginning this dungeon:

- 10 hearts in Life Meter (including 13 Pieces of Heart)
- Master Sword (Lv. 2)
- Red Shield (Lv. 2)
- Green Jerkin (Lv. 1)
- Pegasus Boots
- Power Glove
- Zora's Flippers
- Moon Pearl
- Bow & Arrows
- Magical Boomerang
- Bombs
- Magic Powder
- Ice Rod
- Quake Medallion
- Lamp
- Bug Catching Net
- Book of Mudora
- 3 Bottles
- Magic Mirror



Small Keys and a Map

Welcome to your first dungeon in the Dark World! Be warned that the Palace of Darkness marks a major difficulty spike compared to what you've been used to up to now--both the dungeon itself and the boss at its end. If you can persist to the end of this one, I won't say the game becomes easier from then on per se, but the learning curve does become a bit gentler.

To start, just like in the Eastern Palace, you'll have three doors to choose from. Take the west door, and in the next room, you'll encounter a small new enemy known as a Helmasaur. Its mask will deflect sword attacks from the front, so you'll have to get around it to attack. A much easier way is to throw one of the skulls in this room to take it out in one hit. Now take the stairs down to B1. Two stone statues called Medusas will continually shoot fireballs at you, so dodge them (or block them with your shield) as you lift the skull in the southwest corner of the room and activate a switch to make a chest appear. Inside is **Small Key #1**. Now go back upstairs and return to the entry room.

This time, take the east door. Take out another Helmasaur as you venture downstairs. Get past the Anti-Fairy and step on the only active (i.e. yellow) Warp Tile. Two Anti-Fairies patrol the room where you end up, so use Magic Powder to turn them into Fairies instead. Check the Telepathy Tile in this room to receive a message not from Sahasrahla but from Zelda herself--she gives her location as **Turtle Rock** on Death Mountain. We'll get there all in good time.

At any rate, dash into the south wall to bust it open. Watch out for the floating jellyfish-like monsters in the next corridor. Called Blue Bari, they can sometimes turn electrical, shocking you if you hit them with the sword during that time! (Unfortunately they're invulnerable to the Boomerang too.) Otherwise, they go down in one hit. Get past three of them, and at the other end of the corridor, dash into another wall to break it open and go through.

More new enemies greet you on the other side. Goriyas are devilish enemies that mimic your movements. The Green Goriyas are weaker, moving in the same direction as you, and they can be taken out with the sword (though they take quite a few hits) or by throwing either of the two skulls in this room. The Red Goriya, however, goes in the opposite direction as you and can only be damaged by Arrows. But if you line up with a Red Goriya and turn toward it face to face, it will shoot a projectile at you! Stand so that you're not quite facing a Red Goriya, fire an Arrow, then walk so that you lead the Goriya right into the Arrow. It takes two Arrow strikes to take down a Red Goriya. Once all three Goriyas are defeated, the door leading north will open, so go that way. Do your best to dodge Blade Traps, Blue Bari, and a Red Bari as you take conveyor belts all the way through this long room and climb up the stairs at the end to 1F.

Three Red Bari guard a chest as you emerge. Just like Blue Bari, Red Bari will sometimes electrify themselves to repel you. But unlike the blue variety, when a Red Bari is struck, it breaks into two tiny versions of itself called Biri--and yes, Biri can electrify themselves and damage you just the same as Bari! Carefully take out or avoid these foes as you open the chest and claim the **Map**. From here, you'll notice cracks on both the east and west walls. Bomb the east wall to reveal a fountain with three Fairies waiting for you on the other side, and bomb the west wall to open a chest containing **Small Key #2**. (Ignore the three mechanical Moles taunting you north of the chest where you picked up the Map--you're not equipped to deal with them just yet.)



Big Key and Magic Hammer

Now return to the entrance of this dungeon--the easiest way is simply to use the Magic Mirror to warp there immediately. (This also has the nice effect of resetting all items you'd picked up under skulls in this dungeon. This is a helpful strategy to use in the future if you need some quick supplies!) Now we're going through that central door. Do so, then unlock the door leading even farther north.

The path splits again as you arrive at a large room with two Medusas and two Blue Bari. Take the eastern path, shoving aside a block into the pit as you make your way to the northeast part of the room. Enter the door, and on the other side is a chest with **Small Key #3** inside. Go south a room, and just as you pushed a block into the pit to make way a moment ago, now drop down a floor yourself at this point. You'll land in a room with two turtle-like enemies called Terrorpins. You can't fight them as you're currently equipped, so go around them and to the west. Soon four Yellow Stalfos will drop to the floor, flinging their heads at you. Fight off the flying heads, and once they're gone, lift the skull at the end of the line of blocks, step on the switch, and open the chest that appears to obtain **Small Key #4**. Dodge the Terrorpins as you step on the Warp Tile in this room, and from there, return upstairs near the dungeon entrance.

Instead of returning to the entry room, simply push aside the statue to get into the central section of this room, and take the door leading north. Back in the large room again, this time take the western path, and you'll notice cracks in the floor on the narrow walkway. Drop a Bomb on the floor to blow it up, then drop down the hole you've created. You'll land in the same room as before where the Terrorpins and Yellow Stalfos were, but this time you'll be on a high ledge. Follow this upper path and unlock the door to climb up more stairs where you'll find a chest upon returning to 1F. Open it to find the **Big Key** at last!



Now warp back to the entrance and retrace your steps back to where you pushed the block into the pit. Do so again and continue north to the chest where you previously got a Small Key. From here, hop off where the arrow on the floor points north to jump across the gap onto the lower ledge. Go north up the steps and turn west, and unlock the northwest locked door. In the next room, very quickly make your way north across the narrow walkway, as it will soon start collapsing! Pick up a skull and throw it at the Helmasaur who gets in your way so you can keep moving. At the end, you'll have to fight past a second Helmasaur and lift another skull to reach safety. Unlock the west door.

This room is a dark maze with no torches, but thankfully the only enemies are Kodongos. The narrow spaces make dodging their fire tricky, but you can see their fireballs coming in the dark so that makes things easier. Work your way to the northwest corner of the maze to find a chest with **Bombs** inside, which gives you a clue as to what you'll need to do soon. In the southeast corner is a chest containing **Small Key #5**. A little ways north of this chest is a cracked wall that you should bomb. On the other side is the big chest holding this dungeon's treasure: the **Magic Hammer**! It gives you a powerful though very short-ranged attack, but it's useful for other things too.



Compass

Make your way back through the maze and return through the door you entered at the end of the collapsing walkway. From there, go east into a new room. Four Terrorpins guard the chest in here, but with the Magic Hammer, they're no sweat. Use the hammer to flip them onto their backs, then you can either wail on them with sword attacks--or just use one more blow of the hammer to finish them off in one hit. Be careful, though, because if you flip them with the hammer a second time (or take too long to finish them off), they'll return to their feet and come toward you just a little bit faster! Defeat them all, then open the chest for the **Compass**.



In this room, you'll notice two stairwells leading downstairs. Take either one (it doesn't matter which, since they both lead to the same place) to find yourself in a dark corridor patrolled by a couple Anti-Fairies but also filled with Blue Rupees. Use Magic Powder on the Anti-Fairies, then collect all the Rupees down here--it's 54 Blue Rupees, which comes out to a total of 270 Rupees altogether! This is a very lucrative room, so be sure to take advantage. A couple chests await you at the south end of this corridor. One contains a single **Arrow**, and the other has **Small Key #6**. Once you've plundered this place, return upstairs.

Crystal #1

Unlock the door leading south. Carefully sidestep the bottomless pit as you lift the skull and make your way to the western portion of this room. Open the chest here for a **Blue Rupee**, then push the nearby statue into the Blade Trap so you don't have to deal with either of the two traps. Continue south.

The door will shut behind you, and you'll be back in the room with the arrows and the suspended lower floor. Jump onto this lower floor using an arrow icon, and be sure to take out the Hardhat Beetles down here before they surround you. There is a Crystal Switch at the south end of the room, so hit it with your Boomerang to turn it blue and lower the blue blocks to the east. Go east into the next room and hit the Crystal Switch you see in there to turn it red. Lift the three skulls in the northeast corner to uncover a switch. You'll need to push the nearby statue onto the switch to make it stay pressed down and thus keep the door open. Go through the door north.

Two Green Goriyas and a Red Goriya meet you in this room, so take them out just as you did earlier in the dungeon, then the door will open. In the next room, go east across the lowered orange blocks (if they're still raised, you can shoot the Crystal Switch in this room to lower them), being careful to dodge the Blade Trap. Shoot an Arrow into the Eyegore statue to make the wall move east, revealing stairs leading down to B1.

Back in the basement, things will be dark. Use the Magic Hammer to mash the mechanical Moles in your way, then use the hammer on the two approaching Terrorpins as well. Strike the Crystal Switch in this room red to lower the orange blocks, then once you're past them, toss a Boomerang at the Crystal Switch again to turn it blue and lower the blue blocks, allowing you to unlock the west door. A single Terrorpin will meet you in the narrow corridor beyond, so hammer it and then take the door leading south.

Six more Terrorpins are in the following room, as well as a pair of torches, so it probably wouldn't hurt to light those torches with the Lamp to see the enemies. Once all six are defeated, the doors will open, so head east. Push the northeast block to reach a Warp Tile that will transport you to the final corridor of this dungeon. Defeat first one pair and then a second pair of Terrorpins as you make your way north to the boss room.

Boss Battle: Helmasaur King



This boss is a gigantic version of the tiny Helmasaurs you've fought so far in this dungeon. This is also the toughest boss you've had to face yet, so be sure to bring Potions and/or Fairies to this fight. The Helmasaur King will generally move slowly side to side but will sometimes suddenly lunge forward, which can catch you off-guard. He attacks by swinging his massive tail, so try to stay close to the boss's face to avoid the tail. Sometimes he will also shoot a series of fireballs from his mouth that will multiply into other fireballs, firing diagonally throughout the room--it can be a tough attack to dodge, but study its movements and evade it accordingly.

Your task during this first phase is to break the mask that the boss is wearing, for which you'll need the Magic Hammer. Get up close to the beast and just keep hammering on his mask at every opportunity. (You'll have to retreat when he starts spitting fireballs though.) Once you've broken the mask off, you'll see a glowing green gem on his forehead, which is his weak point. You can attack it with either the Master Sword or by shooting Arrows. His attacks become a little more aggressive during this second phase, but it's not too different than before. Keep up the attack and heal if needed, and eventually the Helmasaur King will go down, leaving you **Heart Container #5**.

After the Heart Container, **Crystal #1** will drop down, inside of which is the first maiden descended from the sages. Pick up the crystal and listen to the maiden to learn more of the game's lore and finish this dungeon. Your Life and Magic Meters will be refilled, and you'll be taken back to the overworld in front of the entrance to the Palace of Darkness. Only **six more Crystals** to go!



A Boy and His Flute

A Couple Heart Pieces

Now armed with the Magic Hammer, a large portion of the world has opened up to you! Once you emerge from the Palace of Darkness, make your way out of the palace complex, going through the hedge mazes as you did on the way in. When you reach the line of five trees south of the palace grounds, head west. Defeat a couple Blue Taros, then turn south onto the land bridge, where you'll be blocked by stakes sticking up out of the ground. Not anymore! Use the Magic Hammer to pound these stakes, then continue south and west.

You'll come across the Bomb Shop, which stands where Link's house would be in the Light World. Just northwest of the Bomb Shop is a rock pile you can destroy with a dash, and inside is a Fairy fountain (just like in the Light World). Also, watch out for the live trees here and elsewhere in the Dark World. If you bump into one, it'll shoot a bomb out at you. Afterward, you can talk to it—some trees are hostile, but others give helpful hints. (For more on these talking trees, see the [appendix](#).)

At any rate, continue making your way southwest. Defeat a couple more Blue Taros south of the Haunted Grove, then look for a ring of flower bushes to the southwest, guarded by a Ropa. Stand near that ring and use the Magic Mirror to warp to the Light World on top of a ledge you couldn't otherwise access. Inside the nearby cave is **Piece of Heart #14**.



Now follow the road northwest, in the direction of where Kakariko Village would be in the Light World. You'll arrive at the outskirts of its Dark World counterpart, the Village of Outcasts. The house with an arrow and target on the roof is the Shooting Gallery. This is a challenging mini-game where you spend 20 Rupees to shoot targets with up to five arrows, each target being hit without missing earning you more Rupees. See the [appendix](#) for more details on this mini-game, but for now your Rupees are better spent at the mini-game next door.

Where the 15-Second Game would be in the Light World, the Treasure Field stands in the Dark World, home of the Digging Game. Talk to the Digging Game Keeper, and for 80 Rupees, he'll lend you a shovel and let you dig in the field for 30 seconds and keep whatever you find. The reason you want to do this is because in this field you can dig up **Piece of Heart #15!** However, the Heart Piece's location is completely random, so you'll have to keep playing until you find it. (It's a good thing you got all those Rupees recently from the Palace of Darkness!) Other items you can dig up in the field are Rupees (including Green, Blue, and even Red Rupees) and the occasional Magic Decanter. Due to the general frequency of Rupees, you will usually break even in this game, though not always. There's not much in the way of strategy for this game, but one tip would be to make sure you're always going horizontally, east and west, as it's easier to dig that way. And don't dig over previously dug up holes. Once the game is over, leave this screen and return, which resets the field and allows you to try again.



Haunted Grove

Just east of these southern village outskirts is a place called the Haunted Grove. If you had visited in the Light World, you would have noticed a Flute Boy standing on a tree stump playing for various forest animals. If you got too close, however, the animals would scatter and the Flute Boy would vanish. Visit this same grove in the Dark World to find a creature sitting on that stump. Speak to him to find out that this is in fact the same Flute Boy, now trapped in the Dark World. He'll ask you to retrieve his Flute, which he buried in the Light World. Agree and he will lend you his **Shovel**.



This Shovel has the same functionality as one you borrowed during the Digging Game. Warp to the Light World. The Flute Boy is still there with his animals, but it's pretty clear now that's just an apparition. Go to the northwest corner of the Haunted Grove and dig among the flowers to find the **Flute**. Now return to the Dark World and speak to the Flute Boy. He can no longer play it, so he gives you two requests: to look for his father in the village and to play the Flute for him one last time. The latter you can do right now. Play the Flute for the Flute Boy to finish his part in this story.



Now return to the Light World and make your way to Kakariko Village, specifically to the tavern (the front entrance this time). The man in the tavern sitting on the rug is in fact the Flute Boy's father. Talk to him and he'll mumble in his sleep about his son. Play the Flute for him and he'll recognize it as the one his son used to play. He insists you keep it and that you play it in front of the village square.

So go to the village square--it's marked by a weathercock in the center of the village, with the four cardinal directions etched on the ground. Stand in front of it and play the Flute. A bird will then burst forth from the weathercock and fly off! From now on, whenever you play the Flute, this bird will fly in and whisk Link away, allowing you to warp to eight different points in the Light World:

1. Death Mountain
2. Magic Shop
3. Kakariko Village
4. Link's House
5. Near the Eastern Palace
6. Desert of Mystery
7. Great Swamp
8. Lake Hylia



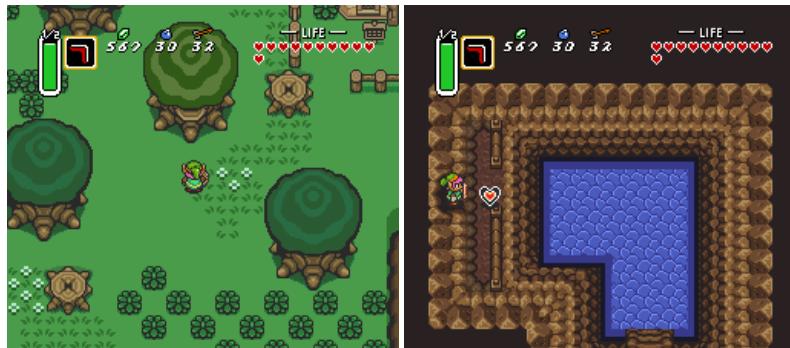
This is a handy way to get around Hyrule! The downside is that it only works in the Light World--you cannot summon the bird in the Dark World.

The Mad Batter and a Strange Tree

Since we're in Kakariko Village, go east to find a Smithery. Inside is a dwarven swordsmith who unfortunately can't do anything for you until his partner returns. More on that later. For now, use the Magic Hammer to pound the wooden post right outside the Smithery and drop into the well below. Inside the cave, go north to find a large green altar. Sprinkle Magic Powder inside the red portion of the bowl to summon a strange bat spirit known as the Mad Batter. He "curses" you and tells you that you only have half the magic power you once had--and from now on, there will be a "1/2" designation above your Magic Meter. However, the Mad Batter is just fooling you. He hasn't cursed you at all--he's helped you! From this point forward, you will only use half as much magic as you used to. The Mad Batter has effectively doubled your Magic Meter!



Go north out of Kakariko Village and go as far north as you can on that small stretch of land between the Lost Woods and Death Mountain. You'll arrive at the lumberjacks' house, and if you had visited here before defeating Agahnim, you would have met the twin lumberjacks, A. Bumpkin and B. Bumpkin, sawing away at a tree just outside. They're now gone, and the tree they were sawing (known as the Strange Tree) is now a curious shade of green. Dash into the Strange Tree to cause all the leaves to fall off, revealing a hollow stump. Drop inside to land in a small underground fountain. Climb the steps north, then down the steps to find four Fairies. Return to the steps and now go east through the doorway to find **Piece of Heart #16** waiting for you! Now hop off the ledge and leave this cave. (If you visit the lumberjacks' house itself, there are a couple pots hiding Hearts if you need them.)

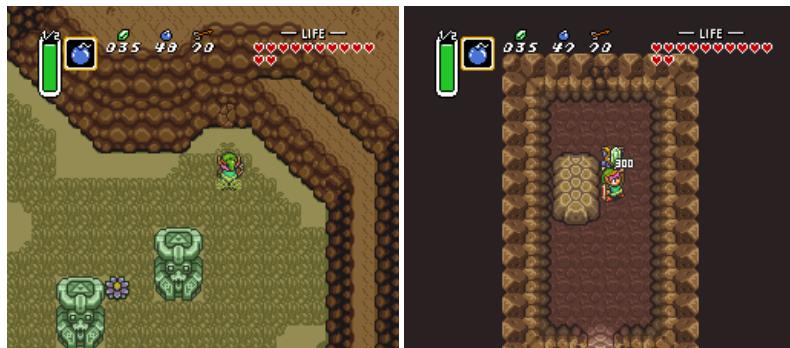


Plains of Ruin

Call the bird with the Flute and fly to point #7: the Great Swamp, which will land you in front of the Swamp Ruins. Go north, and above the pond with the whirlpool are a trio of posts. Fighting or dodging the Octoroks, pound the posts with the Magic Hammer and then lift the lone small stone here to uncover a Magical Warp Tile. Step on the Warp Tile to enter the Dark World's version of the Great Swamp, called the Plains of Ruin. This place is infested with Pikits, Moblins, and Blue and Green Zirros, so be on your guard--and be especially careful of the Pikits and their shield-stealing capabilities.

Hammer the stakes to escape this enclosed area and make your way to the northeast corner of the Plains of Ruin. Bomb the cracked wall you find and enter. Inside you'll find a friendly Pikku who will give you **300 Rupees** if you talk to him! Bomb the north wall for more riches in the next room: four chests each containing a **Red Rupee**, giving you a total of 80 Rupees.

Tip: After receiving these riches, now would be a good time to return to Lake Hylia in the Light World and deposit some Rupees in the Pond of Happiness to upgrade your Bomb and/or Arrow capacity.



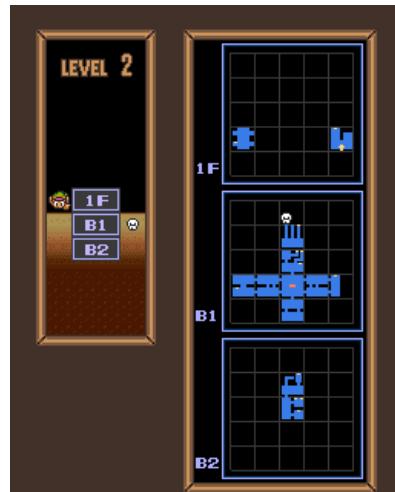
Go to the southwestern portion of these plains, to a narrow canyon guarded by three Ropas and a Hinox. In the Light World, this canyon connected the Great Swamp with the Desert of Mystery, but in the Dark World, this canyon leads to a dead end. Yet this dead end is marked by a formation of stakes in the ground. Get inside this formation and use the Magic Mirror to transport yourself to a high bluff in the Light World. Go west to find a stone tablet above the desert. Ignore the Vulture that will start encircling you, and use the Book of Mudora to read the tablet. Link will gain the **Bombos Medallion**, which sets all enemies on the screen on fire--and in fact, you'll get a demonstration of that fiery power with the poor Vulture during this sequence! But as with the other medallions, Bombos consumes a lot of magic.



Return to the Dark World and make your way back to the Plains of Ruin, specifically the Swamp Palace, which is our next dungeon. However, before you go inside, use the Magic Mirror to get back to the Light World again. There, enter the Swamp Ruins and pull the east lever to drain the water outside, just like you did earlier in the game to get that Piece of Heart. Now with the water drained, return to the Dark World and enter the **Swamp Palace**.



Level 2: Swamp Palace



Note that it's possible to have the following before beginning this dungeon:

- 12 hearts in Life Meter (including 16 Pieces of Heart)
- Master Sword (Lv. 2)
- Red Shield (Lv. 2)
- Green Jerkin (Lv. 1)
- Pegasus Boots
- Power Glove
- Zora's Flippers
- Moon Pearl
- Bow & Arrows
- Magical Boomerang
- Bombs
- Magic Powder
- Ice Rod
- Bombos Medallion
- Quake Medallion
- Lamp
- Magic Hammer
- Flute
- Bug Catching Net
- Book of Mudora
- 3 Bottles
- Magic Mirror

- 1 Crystal



Map and Compass

If you had entered this dungeon before draining the Swamp Ruins in the Light World, then the waterway before you would be empty, allowing you to only reach the northeast ledge where Sahasrahla (via Telepathy Tile) would hint about the interrelationship of objects in both worlds. But if you've drained the Swamp Ruins, then the waterway should be flooded with water, allowing you to swim to the northwest ledge. Move past the Blade Trap into the shallow water, where you'll meet three Water Tektites and a Kyameron. The former hardly look like other Tektites in this game and just slowly move around the water; they're easily dispatched with the sword. The latter are a watery enemy that spawn from a fixed point in a body of water and fly around the room for a bit before dispersing--you can slash one away with one hit of the sword, but they respawn infinitely. Defeat all three Water Tektites to cause a chest to appear, containing **Small Key #1**. Use it to unlock the door and head downstairs to B1.

You'll arrive in a long and annoying room populated by Water Tektites, Kyamerons, and a Medusa that will relentlessly fire upon you. In the northern part of the room, bomb the west wall and go through. You'll see a chest; as you go to open it, notice that two enemies emerge from the shadows you've left on the ground. These two are Red Zols, and they're very weak and easy to defeat; their only advantage is the element of surprise, and even that is negated just as long as you remain aware of your surroundings. Open the chest to get the **Map**, and then return to the previous room. Lift the southernmost skull while dodging Medusa fireballs and Kyamerons to pick up **Small Key #2**, then unlock the west door in the southern portion of the room.



In the next room are a Red Stalfos, Blue and Red Bari, as well as a snakelike string of electrical orbs called a Winder that travels in one direction before hitting a wall and turning. There's also a trap called a Yomo Medusa in here, but it will only shoot fireballs whenever you swing your sword. As such, be careful in taking out the enemies in here (both the Winder and Yomo Medusa are invulnerable). Take the steps down into the empty waterway, then enter the north door. Lift the skull on the other side to find **Small Key #3** and return to the previous room. Climb up the other set of steps in here and unlock the door heading north.

Take out both Stalfos in here, then optionally bomb the west wall containing a couple skulls with a Bomb and a Blue Rupee underneath them, respectively. Use the Magic Hammer to pound the Moles here and then get on the east side of the lever and push it west. This will cause the waterway in this room and the adjoining room to fill with water. Go south, hop in, swim west, and then haul yourself up. Take the west door.



You'll find yourself in a large hub room where a new enemy type resides: the Pirogusu. These fish-like foes drop from holes in the wall into shallow water and shoot straight toward Link at considerable speed. They're easy enough to defeat with the sword, but much like Kyamerons, they never stop coming. Also in this room are Water Tektites, more Kyamerons, and a Medusa. In general, don't spend any more time in here than you must; head immediately through the south door.

In this narrow corridor, go east, defeating a Water Tektite and incoming Pirogusu. Lift the skull here if you need a Heart and proceed south. The next room is similarly narrow, so fight your way through Water Tektites and Pirogusu (the other skull here also contains a Heart) and follow the path as it loops around back north. Back in the previous room, you'll now be on the west side of the corridor and can thus access the chest in the northwest corner, containing the **Compass**. Push aside the nearby block and return north to the hub room.



Big Key and Hookshot

Back in the hub room, take the steps onto the southwest ledge and enter the door there. In the next room, fight your way past a Blue and Red Stalfos and a Blue Bari (throw skulls at them to make it easier), and evade both the Winder and the Yomo Medusa. Head down the steps and into the next room to the north, where you can lift a skull to find **Small Key #4**, just as you did the third Small Key earlier. Backtrack to the hub room, and this time make your way to the northwest part of the room and unlock the door heading west. Defeat the Blue Stalfos and Red Bari, then strike the Crystal Switch with the Boomerang to lower the blue blocks (which also frees the Blade Trap, so watch out for it). Activate the lever beyond the blue blocks just as you did earlier in this dungeon to flood the waterway here.

Note: Before leaving this room, be sure to hit the Crystal Switch again to turn it back to red and raise the blue blocks again.



Return to the hub room and go back through the southwest door. The waterway in this room now has water flowing through it, so jump in. Swim to the steps on the other side and hop out. There is a Heart under the skull up here, but just watch out for the Zol. Go west and get past a Blue Stalfos, Blue Bari, and a Winder as you head down the steps. The blocks in the shallow water here can be moved, so push them aside, starting with the south block. Climb the steps and go upstairs to 1F.

You'll emerge in another perilous room with Water Tektites, Kyamerons, a Medusa, and a Guruguru Bar; push aside the block to progress. Most of the skulls in the southern part of the room contain Hearts if you need healing. At any rate, going north you'll find two pits, one on either side. The one on the west is optional—push the block and then drop down the west hole to land on a ledge with a chest containing a **Red Rupee**. Hop back down off the ledge and retrace your steps to the pits on 1F, and now push the block and drop down the east pit.

You'll land amongst two skulls (containing a Blue Rupee each). Hopefully you followed my suggestion earlier and left the Crystal Switch red in the other room so the orange blocks here will be lowered. Move east if so, then after a string of skulls hiding Blue Rupees in the next room, you'll reach a chest holding the **Big Key**. Now you can open that big chest in the hub room that's been teasing you!



From the chest with the Big Key, go west, drop into the waterway, go south up the steps, and then east two rooms in order to return to the hub room. Climb the steps onto the central ledge and open the big chest to obtain one of the most useful items in the entire game: the **Hookshot**! When fired, this item will latch onto certain objects (such as pots, skulls, chests, blocks, etc.) and pull Link toward them. Just like the Boomerang, it can also be used to retrieve consumable items (though the Hookshot cannot be shot diagonally) and damage or stun enemies—in fact, the Hookshot is more powerful than the Boomerang in this regard. In just this dungeon, the Hookshot by itself can be used to defeat Water Tektites, Pirogusu, and Zols. Also, hookshooting Bari even while electrified won't hurt you!



Test out your new toy on the skull due east of you to reach a platform you wouldn't have otherwise been able to reach. Under the skull against the east wall is **Small Key #5**. Return to the ledge with the big chest and now hookshot north to the two skulls across from you, and unlock the door heading north.

Crystal #2

Next comes a somewhat confusing series of rooms on both B1 and B2, so pay careful attention. Use the Hookshot to defeat both the Red and Blue Bari in here. (The Hookshot will still turn the Red Bari into two Biri, but both Biri are susceptible to the Hookshot.) Underneath the northwest skull is a switch. Push the nearby statue onto the switch to keep it pressed. You can go into the north door in front of you, but it doesn't lead anywhere (though it does fill in the room on your dungeon map, which you wouldn't otherwise need to enter). Instead, with the statue pressed on the switch, go east--watching out for a Kyameron--and enter the next open door you see leading north. Get past the Red Bari in the narrow corridor beyond and take the stairs down to B2.

You'll reach an empty room where the lower part is flooded. Lift the skull in here for a Heart if you need it, then push the lever to drain the water from this floor. (You need to have come from the stairwell to the east to be able to do this.) With the water drained, you can now walk across the lower areas. Go down the steps and then west. In the shallow water of the next room, turn south and take out the Water Tektites, Kyamerons, and Pirogusu that get in your way, then turn east. You'll find a room with two skulls (each containing a Heart) and two chests--which both contain a **Red Rupee**, giving you 40 Rupees total. Return to the previous room and go all the way north into the next room.



You'll be in another room filled with the usual suspects: Water Tektites, Kyamerons, and Pirogusu. Count off three blocks from the west and push the third one to make a chest appear, which also has another **Red Rupee** for you. If you go in the only visible door here, you'll end up in a small room that has some skulls with items for you (plus a hole that spawns Pirogusu) but is otherwise a dead end. You can go in there to fill in your map, but otherwise go to the eastern portion of this long room. The second dragon statue from the east hides a doorway you can enter, so go through there to wind up in the next room. Dispatch a couple Blue Bari and pick up the skulls here for items before heading upstairs back to B1.

Another Blue Bari greets you in this narrow passageway, along with a couple Red Zols. Head south and then dive into the flowing water, but do so quickly--Water Tektites inhabit this body of water, but because it's deep water, you can't draw your sword to fight them! Avoid the Water Tektites and swim east against the flow, hopping out to lift a skull for **Small Key #6**. Jump back into the water, and you can emerge near the center and bomb the north wall if you want to find some more skulls hiding items (guarded by a single Zol). Your true destination is the locked door in the northwest part of the room, so swim there, and unlock the door. Now it's just a quick walk through the empty room beyond to meet the boss.

Boss Battle: Arrghus



Arrghus is a large squid-like creature with a single eye, which you probably can't see at first because it's surrounded by polyps that it uses to protect itself. Arghus and its polyps will slowly drift around the room, and the boss will stop every so often to fling its polyps outward in a large circle--try to take refuge in a corner to evade this attack. Your task is to use the Hookshot to pull away a polyp and slash at it with your sword; two strikes from the Master Sword will destroy one. Keep doing this until you've whittled down all of Arghus's polyps, which takes you to the next phase of the battle.

Once all of its polyps are gone, Arghus will go into a rage. It'll leap high into the air, then crash back down onto the floor (watch for its shadow and then get out of the way), at which point it will zoom diagonally around the room at high speed. Charge up the Master Sword and then unleash a spin attack whenever Arghus comes near (you don't necessarily have to hit its eye). Every time you hit Arghus, it will leap back toward the ceiling and try to fall on you again, so be ready to avoid it. After enough hits, Arghus will go down, leaving you **Heart Container #6**.

After the Heart Container, **Crystal #2** will drop down, inside of which is the second maiden descended from the sages. Pick up the crystal and listen to the maiden to learn more of the game's lore and finish this dungeon. Your Life and Magic Meters will be refilled, and you'll be taken back to the overworld in front of the entrance to the Swamp Palace. Only **five more Crystals** to go!



Secrets in the Graveyard

Caves Along the Ice Lake

Note: This section is a completely optional aside and doesn't count toward anything for completion except creating a couple permanent openings. Feel free to skip to the next **heading** if you wish.

There are several caves we can visit near the Ice Lake. From the Swamp Palace, head east all the way until the southeast corner of the overworld map, then turn north. From there, go north until you can't go any farther. You'll recognize this place as the location of the Ice Cave in the Light World.

If you enter the already open cave here, you'll find a strange sentient hand inside. Talk to the storytelling hand, and he'll tell you a supposedly profitable story for 20 Rupees. As usual, save your money. He basically gives you a tip about the middle-aged man near the Desert of Mystery in the Light World; we'll get to him **later in this guide**. Go back outside, and you should notice a cracked wall next to the cave where you just emerged. Bomb it open to find a Great Fairy.

Finally, lift the large stone here to find a third cave on this one screen. Go inside to enter a small, strange cave with a pit of spikes in front of you, as well as a Telepathy Tile on the other side. Do not lift the skulls on this side; instead use the Hookshot to get across--yes, you can even use a Telepathy Tile as a Hookshot target! Interact with the tile to receive a valuable hint: If you freeze an enemy with the Ice Rod, then destroy their frozen form with the Magic Hammer, you will almost always get a Magic Decanter (specifically the large variety, to boot!). That's actually a very helpful hint, and it works on even powerful enemies like Hinoxes. It's good to use if you're in need of magic, though I should note that Ice Rod usage requires magic too, so you can't utilize this strategy if you're completely out.



Use the Magic Mirror to warp to the Light World, then call your bird with the Flute and fly to point #1: Death Mountain. Make your way to the top of the mountain, where the Tower of Hera stands. Cross the bridge west of the mountain tower to find a stone tablet that can only be read with the Book of Mudora. Read it, and Link will hold the Master Sword above his head, gaining the power of the **Ether Medallion**. This Medallion functions like a screen-wide Ice Rod, freezing all enemies on the screen. It also has a couple other weather-related functions, as we'll see later. As with the other medallions though, it consumes a lot of magic. But that is now all three medallions!



Now that you have the Magic Hammer and the Hookshot, you can fully explore the rest of Death Mountain in the Light World. Make your way east of the Tower of Hera, crossing a particularly long bridge, and hammer the posts that block the way on the other side. (Note that if you ever come from the lower level of the mountain, you can use the Hookshot to cross the broken bridge down there.) At this point, you'll be introduced to bug-like enemies called Tektites that jump all over the place (no relation to the Water Tektites from the Swamp Palace). Blue Tektites are weaker than Red Tektites, and the latter jump a little more wildly than the former. Continue going east, fighting past Tektites and Deadrocks, until you find a rock pile (inside of which is a Fairy). Drop down the easternmost gap here to land in front of two cave entrances—enter the western of the twin caves.



At first you see what appears to be an impassable gap with shallow water below. You should just be able to see an object at the far north end, however, so use the Hookshot to pull yourself over to the pot that's situated on the far side. Now just descend the steps to a Fairy fountain, with four Fairies on offer for you if you need them. Once you're done here, exit the cave, ignore the east cave entrance, and continue south past more Red Tektites to a lonely cave in the southeast corner.



Go inside to find a pit to the right and a stairwell to the left. Drop into the pit to the floor below. Bomb open the entrance to the north to find a narrow corridor containing two pots and two chests. Inside the pots are Hearts and in the chests are **Bombs** and **10 Arrows**, respectively. Leave this room and go up the next stairwell, then north to find yourself trapped in a room with three Mini-Moldorms. Defeat the beasts, then strike the Crystal Switch so you can access the five chests here, which contain a **Red Rupee** each—for a total of 100 Rupees! Now leave and drop into the pit again. Push the block south to reach the exit. (If you go northwest into the next room instead of exiting, you can find an item shop.)

Back outside, retrace your steps and enter the same southeastern cave again. Instead of dropping into the pit, this time take the stairs up. Dispatch a couple Mini-Moldorms as you climb the steps and exit. Now you'll be back outside at the top of Death Mountain by the rock pile with the Fairy. What you'll want to do is look for the westernmost gap in this area and then drop down to land on a ledge in front of a different cave. Go inside.



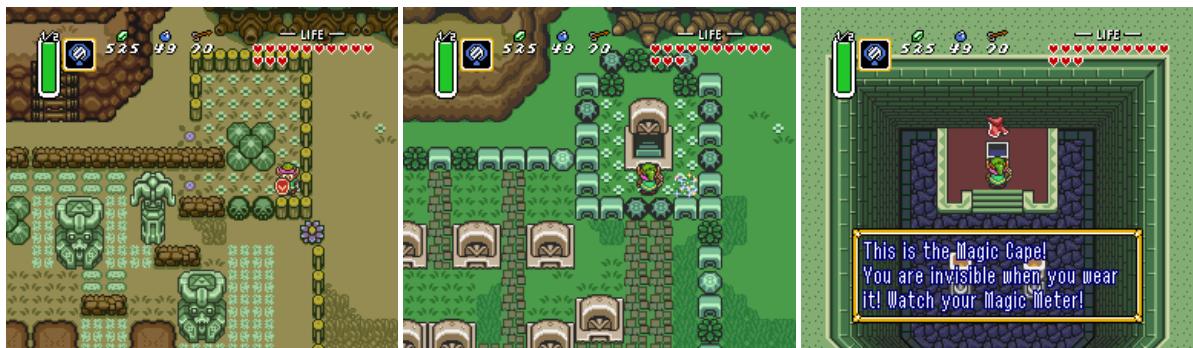
You'll have to travel along a long underground spiral inhabited by Mini-Moldorms and Blue Bari. At the end is a pit that you should drop into. You'll land on a high ledge with a chest containing **50 Rupees**. Not bad! That concludes our business on Death Mountain. (Note that if you drop from the top of the mountain down the second gap from the west, you'll land in front of a low cave entrance where you can find a couple more Fairies and several Blue Rupees hidden under pots.)

Graveyard

Use the Flute to fly to point #4: Link's house. Go north and pass through the gate of Hyrule Castle, which will transport you to the Dark World. Go east a screen and then north a screen. Look for a gap on the west bank of the river--notice the grass here arranged in the pattern of an arrow pointing west? Stand at the edge, and you can see some skulls on the other side. Hookshot across! Now head north and then west to reach the Dark World version of the Graveyard, called the Ghostly Garden.

Take out the Ropas that get in your path, then work your way to the northeast corner of the Graveyard, where you see a fenced-in rock pile (which you can dash into for a Red Rupee by the way). Stand in this corner next to the rock pile and use the Magic Mirror. You'll end up in a corner of the Graveyard in the Light World that's otherwise cut off by stones too heavy for you to carry! (Be careful of ghosts called Poes that fly around here--beat them off with the sword if any get too close.) You'll need to dash into the gravestone here to open, but that's a problem given that you have no room to get a running start. The trick is to stand in front of the gravestone facing either east or west, begin the dashing animation, and then before Link actually takes off, turn north to face the gravestone. Link will ram into it, creating an opening underneath.

Go inside the grave to find a lone treasure chest that will give you a new item: the **Magic Cape**! If you use this cape, Link will turn invisible and will be immune to all enemies, attacks, and traps. However, your Magic Meter will drain continually as long as you have it active, so only use the cape in short bursts when you need it. Still handy to have!



Leave the grave and return to the Dark World. Go around the rock pile and cut through the upper flower bush and then climb the ladder onto a high bluff that seems to have no purpose. But by now you should know better than that--use the Magic Mirror to be transported to a similar bluff in the Light World that has a cave but no ladder. Enter the cave and lift the pots on the east side for Hearts (the west side pots have Bombs), then use a Bomb to blow open the north wall. On the other side awaits **Piece of Heart #17**. Leave the cave and return to the Dark World again.



Approaching the Skeleton Forest

West of the Graveyard, you'll find a cave where the Sanctuary was in the Light World (which, according to a nearby sign, is simply called Cave). Go inside to find a storytelling octopus. Again, save your 20 Rupees. All he says is that there's great beauty inside the Pyramid of Power, but it can't be breached with a regular Bomb. This is actually required to complete the game, so we'll get to it **in due course**.

From this Cave, head northwest, fighting your way past a wide variety of enemies until you reach the place where the Mountain Cave would be in the Light World, leading to Death Mountain. Here you'll find a cave with a Piece of Heart on top. A sign nearby reads, "I'll give a piece of Heart to the person who wears the Cape." Time to put our newly acquired prize to use! Lift the large stone in front of the entrance and then head inside.

Defeat a pair of Blue Hardhat Beetles in the cave, making sure to avoid the bumper in the middle and the bottomless pits on either side. Go upstairs and use the Hookshot to latch onto the skulls on the other side of the pit. Continue south to find that the cave narrows into a corridor with a bumper completely blocking your way. Activate the Magic Cape to turn yourself invisible, and you can simply walk right through the bumper! Now it's simply a matter of walking to the cave's exit and picking

up Piece of Heart #18 outside.



To the north of you is an item shop and a little bit south is a fortune teller, but otherwise there's nothing more of interest around here. Now time to enter the Skeleton Forest (which is where the Lost Woods would be located in the Light World), home of the next dungeon. There are several entrances you can take to the forest, but the best way is to go south of the cave where you just used the Magic Cape to obtain that Piece of Heart. Turn west at the pond--and you may have to fight a couple Taros, including a Red Taros, before entering the forest at its southeast corner.

Note: There is a different kind of item shop south of this pond that carries a Red Shield (for 500 Rupees) in case you had yours stolen from a Pikit earlier.

Whenever you're ready, proceed north into the Skeleton Forest. Unlike all other dungeons in the game, there is a lot of interplay with the overworld involved with the **Skull Woods**, so I will save all such navigation for the next section.

Level 3: Skull Woods



Note that it's possible to have the following before beginning this dungeon:

- 13 hearts in Life Meter (including 18 Pieces of Heart)
- Master Sword (Lv. 2)
- Red Shield (Lv. 2)
- Green Jerkin (Lv. 1)
- Pegasus Boots
- Power Glove
- Zora's Flippers
- Moon Pearl
- Bow & Arrows
- Magical Boomerang
- Hookshot
- Bombs
- Magic Powder
- Ice Rod
- Bombos Medallion
- Ether Medallion
- Quake Medallion
- Lamp
- Magic Hammer
- Flute
- Bug Catching Net
- Book of Mudora
- 3 Bottles
- Magic Cape
- Magic Mirror
- 2 Crystals

Tip: If you have at least 160 Rupees to spare, I would recommend buying a Blue Potion before going to this dungeon.

Note: As far as nomenclature, the Skeleton Woods refers to the actual forest in the overworld, whereas Skull Woods is the technical name of the underground dungeon itself (even though both names seem to be synonymous). The *Nintendo Power* player's guide refers to the dungeon as Skull Dungeon, which makes a bit more sense, but for the purposes of this guide, I'll still use Skull Woods to refer to the dungeon (as that's what it's called in every other source).

Compass and Map

This is a particularly unique dungeon in that it has many entrances, all spread throughout the Skeleton Forest. Enter the forest via the southeast. This place is populated almost entirely by Ropas and Pikits, so fight accordingly. Go either north or northwest upon arriving at the forest to find two holes in the ground. These holes are only two of the eight entrances to the Skull Woods! Between the two, you'll want to fall into the one that's farther west.



Now you'll land in the dungeon proper. You should be in a room flanked by two Blue Bari. Dispatch them with the Hookshot and move south, fighting off some Blue Hardhat Beetles and dodging the bumper that's in the way. Wait for the Guruguru Bar to move out of the way and then head through the door leading east. In the next room, you'll have to deal with a Red and Blue Hardhat Beetle, plus another Guruguru Bar. Go to the northern part of the room to find a chest containing the **Compass**—doing so, however, activates a hidden Star Switch and produces a bunch of holes in the floor! Carefully navigate these holes and go through the north door.



In this room you're going to be introduced to two new enemy types, one far more annoying than the other. The first you can see as soon as you arrive—three mummies called Gibdos. Be careful as you lift the skulls to fight them, as they're very powerful—both in terms of defense and offense. They walk toward you, but they're not particularly fast, so take them out, even though it will take a lot of hits to do them in. But as you're going about your business in this room, keep an ear out for a falling sound and an eye out for a shadow on the floor—because this is the telltale sign of a big hand-like being known as the Wallmaster. It will fall from the ceiling with very little warning, and if it grabs you, it won't do any damage but will do something arguably worse: You'll be automatically transported back to the dungeon entrance! Avoid Wallmasters at all costs. You can defeat them if you like, but they keep spawning infinitely.

At any rate, make your way to the chest in the northwest corner of this room to pick up **Small Key #1**. Unlock the east door and go east two rooms. (There are no Wallmasters in here thankfully.) Defeat the Red Hardhat Beetle in here and step on the Star Switch so you can reach the chest and obtain the **Map**.



At this point, go ahead and use the Magic Mirror to warp back to the room where you first entered this dungeon. (Be aware that this not only resets skulls' contents but also respawns all defeated enemies.) Go south again, and this time go east two doors. The door will shut behind you as you find yourself in a particularly long room—be on your guard because there's a Wallmaster in here too! Defeat the Gibdos that get in your way, then pick up the nearby skulls so you can reach the chest. Inside is **Small Key #2**. Use it to unlock the door in the northeast corner and go through. You'll find yourself in a previously visited room. Go west and then take the exit to return to the Skeleton Forest in the overworld.

Big Key and Fire Rod

You'll emerge from a large skull's open mouth. Go north through the bony tunnel, defeating a Ropa on the way, then loop around back south. You'll find a different skull entrance at the dead end—go inside.



Defeat both pairs of Blue Bari and Gibdos as you arrive, but beware the Wallmaster too. Underneath the central skull is a switch, but you need something on it to keep it pressed down. Move the east statue west toward the switch, then get behind it and pull it north onto the switch itself. You'll have to do this in spurts to keep from being captured by a Wallmaster! Once you have the north door open, go through it to the room beyond.

There's another Wallmaster here too. Moreover, ignore the skull at the top of the room. Underneath is a trap called a Rabbit Beam. It will spin in place for a second, then home in on Link. If it hits you, Link will revert to his bunny form for a few seconds—you'll either have to wait for the effects to wear off, or take damage, which restores Link's original form right away. You can sprinkle Magic Powder on a Rabbit Beam to turn it into a Fairy, but you have to do it during the brief moment when it's immobile. Anyway, defeat the enemies in this room, then avoid the Blade Trap, the skull, and the falling Wallmaster as you open the chest and obtain the **Big Key**. (Optionally you can bomb the east wall to reach a tiny room with both a Wallmaster and a skull hiding a large Magic Decanter.) Now exit the dungeon and return to the overworld.



Retrace your steps through the pair of bony tunnels, and when you emerge, look for a cluster of nine flower bushes, arranged in three rows. Cut away the bushes to reveal an opening in the middle; drop in.



You'll land in a room of the dungeon in the center of a cluster of skulls. Use them to destroy the Helmasaur and Blue Hardhat Beetle in here (there are thankfully no Wallmasters in this room nor in the next couple rooms.) Step on the nearby Star Switch, then use a Bomb to blow open the west cracked wall. Go through, and the way to the lever should be clear. (If not, activate the Star Switch in the previous room until you can reach the lever.) Pull the lever, which will destroy the wall and allow you to advance south. Watch out for a pair of Mini-Moldorms as you go, and possibly a Red Bari too. Open the big chest to claim this dungeon's prize: the **Fire Rod**. It functions like the Ice Rod, except it shoots fire instead of ice—and consumes magic from the Magic Meter. With the Fire Rod in hand, exit the dungeon again.



From the overworld, go through those two bony tunnels again into the skull entrance at the dead end. Go west twice, and in the room with another exit, defeat the Blue Hardhat Beetle (watching out for Wallmasters because they're going to be in all these rooms in this section of the dungeon). Lift the skull in the northwest corner to find **Small Key #3**.

At this point, you have a choice--you can make things easier for yourself, but it involves skipping a room to fill in on your dungeon map. If you want to do that, skip ahead to the next **heading**. Otherwise, if you want to unlock that door to the north and see what's behind it, leave the dungeon by this new exit. Follow the bony tunnels northeast, taking out Ropas as you go. Your path will eventually wind southward to a new opening in the ground. Drop in to land in a room with Blue Hardhat Beetles and Star Switches. Activate one of the Star Switches so you can go all the way south without a bottomless pit in your way. Evade the Winder and turn west, back into the room where you got the last Small Key. Now the pits should be gone, allowing you to unlock the door here.

In the next room, three Helmasaurs will swarm you, as well as the usual Wallmaster attack. Before long, the floor will begin to fall away in a square-like pattern. Make sure not to fall in! Pick up the skulls for items, but make sure to leave enough to hookshot back to safety. Once you've plundered this room, return to the previous room, as it's time to enter the final stretch of the Skull Woods.

Crystal #3

From the newest exit you've discovered, go back out to the overworld. Defeat the two Ropas that pounce on you from the west, and go northwest through the bony tunnel leading north. At the north end of this path (i.e. where the entrance to the Sacred Grove would be in the Light World, leading to the Master Sword), you'll find the largest skull of them all. But a large protrusion from its mouth prevents you from entering. Use the Fire Rod to burn away this protrusion, and enter.



There are no Wallmasters in these first two rooms, so don't worry about them. When you enter, you'll find a pair of Mini-Moldorms on the raised walkway with you, so take them out. At the far north end of this room (past a Winder) is a locked door--if you opted to hold onto the third Small Key instead of using it in the previous section of the dungeon, you can go ahead on through (and skip ahead two paragraphs). Otherwise, if you have no key, you'll have a bit of a trek to make here.

Go down the steps and under the walkway. Unfortunately this walkway hides blocks that you can't see. Do your best to navigate this invisible maze as you make your way north, watching out for a Spark as you go. (You can find a hidden skull containing a Heart in the northern part of the room.) Once you're clear, enter the northeast door you find. In the following room, simply climb the steps and take the walkway south, defeating the lone Gibdo you come across up here. At the south end, drop down to the lower level and evade two more Gibdos plus a Rabbit Beam as you enter the southwest door--this leads to a chest containing **Small Key #4**. Return to the previous room.

Now you must contend with the two Gibdos down here, as well as the two bumpers and two Blade Traps farther to the north. Be careful that you don't fight the mummies while obscured by the upper walkway, as one of the Gibdos can walk up to you unseen down there. Now is also a good time to mention that Gibdos are weak to fire--they go down in one hit to the Fire Rod! So keep that in mind, but also be sure to conserve your magic, as you'll need it for this dungeon's boss. Anyway, make your way back to the dungeon's entrance (just use the Magic Mirror to make it easier), and unlock the door leading north.

Warning: Wallmasters will be in every room for the rest of this dungeon (except the boss room)!

This next room is a mess of Star Switches, bottomless pits, skulls, and Blue and Red Bari. Lift the skulls to be able to move around as you navigate the Star Switches, and be sure to throw the skulls at the Bari (or even the Wallmaster, though it'll always return). Make your way to the open door to the east.

In the following room, take out the four Gibdos. You have four torches to light in here (and both skulls give you small Magic Decanters). You can use the Lamp on the first three since it uses less magic, but you'll have to use the Fire Rod to light the northernmost torch, located across the bottomless pit--and you'll have to do all this while dodging a falling Wallmaster all the while. Once all four torches are lit, the northwest door will open, so hurry inside.

Beware of the Rabbit Beam that will start spinning toward you in here. Defeat the Gibdo and three Mini-Moldorms, then slash the curtain on the north central part of the wall to gain access to the next room. Four enemies will converge on you here: a Mini-Moldorm, Blue Hardhat Beetle, Helmasaur, and a Gibdo (five if you include the Wallmaster). The Gibdo is holding **Small Key #5**, so defeat it to obtain the key, then unlock the east door. Avoid the Wallmaster and the Blade Traps in the next room--and note that the northern skull contains a small Magic Decanter, which you may need. Whenever you're ready, drop into the pit here to reach B2 and the boss chamber.

Boss Battle: Mothula



The good news is, no more Wallmasters! The bad news is, this is one of the most chaotic boss fights in the game. As soon as you land, the floor will start moving, sliding you around in different directions. All four walls are lined with Blade Traps, some of which will slide into the center of the room and then back again. The boss itself will fly into the air and then encircle the room, trying to ram into you. It will also shoot rings of fire that scatter in three directions. It's very difficult not to get hit in this battle, and Mothula dishes out a lot of damage in a hurry too! Make sure you're ready to heal at a moment's notice.

This boss is particularly susceptible to the Fire Rod, so equip the item and begin firing on Mothula (making sure to avoid hitting the Blade Traps, which will occasionally block your shots). Keep shooting fire at Mothula, and if you're good--and got the Magic Meter enhancement from the Mad Batter earlier--you can defeat Mothula before depleting all your magic. But if you run out of magic, you'll have to get in close and rely on the Master Sword to damage this creature. (This is why I recommended Blue Potion for this dungeon--it can come in very handy in this battle in particular!) Regardless of how you end up fighting the boss, Mothula will go down after enough hits, leaving you **Heart Container #7**.

After the Heart Container, **Crystal #3** will drop down, inside of which is the third maiden descended from the sages. Pick up the crystal and listen to the maiden to learn more of the game's lore and finish this dungeon. Your Life and Magic Meters will be refilled, and you'll be taken back to the overworld in front of the entrance to the Skull Woods. Only **four more Crystals** to go!



Village of Outcasts

From the Skeleton Forest, you must make your way out of the forest. Somewhat ironically, you can't do so without going back into the dungeon at least a little bit. From the place where you emerge after defeating Mothula, go south and take the first entrance that you see (i.e. via a small skull's mouth). Inside the dungeon, just go east two rooms and then exit back to the overworld. From here, go through the two bony tunnels to the north and loop around back south. Go southeast until you see a flower bush next to a hole in the ground. Cut the bush and then hug the southern tree line as you go east to avoid the hole. Now just follow this path east and then south to exit the Skeleton Forest.

Emerging from the forest, head south and take out some Taros and Moblins as you go. You'll pass a fortune teller's shop (which works just the same in the Dark World as it did in the Light World). Continue south into the Village of Outcasts.

This place is a soulless husk of what Kakariko Village was in the Light World. Many of the buildings are destroyed, and the town is crawling with Moblins, Hyu (who are the Dark World version of the ghostly Poes), skeletal Cuccos, and fox-like thieves called Pikku, who are invulnerable and will try to steal Rupees, Bombs, and Arrows from you. But this is also a great place to gain some Rupees yourself, so make sure Link has room in his wallet!

Your first stop is the house in the northeastern part of the village. Go inside, and on the other side of the wall is a chest containing **300 Rupees**! And if you're not already at the maximum of 999 Rupees yet, there's another such find in this town for you. Go to the southern end of the village and then turn west. You'll soon find a small hut with a cracked wall. Bomb it open and go inside. Go down the steps and open another chest with **300 Rupees** waiting to be pocketed!





Now it's time to spend some of that money. Go to the house in the northwest corner of the village with a treasure chest on its roof. This is indeed a Treasure Chest Game, but it's rather different than the two that are in the Light World. For one thing, there are a lot more chests in this version: sixteen in total! You also get two chances to open a chest instead of the usual one. But the biggest difference--and the only reason I'm telling you to play it--is that one of the prizes is **Piece of Heart #19**. Unfortunately, just like with the Digging Game, it's completely randomized. It costs 30 Rupees to play, so you just have to keep spending the money and opening chests and hope you get lucky. (This is of course much easier if you're playing on the Virtual Console and can use a Restore Point to cheat the mini-game!)

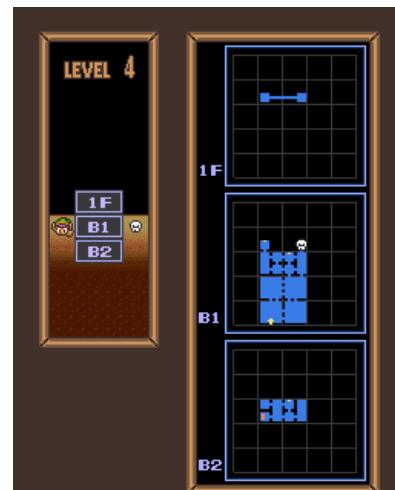


Note: After you win the Heart Piece, unless you had really terrible luck, you should still have plenty of Rupees leftover from the 600 you just found in this village. Now would be an excellent time to max out your Bombs and Arrows at the Pond of Happiness in the Light World. If you've already reached the maximum on both, your next priority should be purchasing Blue Potions for your Bottles. Finally, there is a regular item shop in the eastern part of the village (blocked by a couple posts you'll have to hammer down) if you need anything from there.

To get to the next dungeon, find the stone gargoyle statue in the center of town, located in the same place as the weathercock in the town square of Kakariko Village. This statue marks the entrance to the dungeon, but how to get inside? Go up to it and pull on the statue, and Link will rip it open! Now you are free to enter **Thieves' Town**.



Level 4: Thieves' Town



Note that it's possible to have the following before beginning this dungeon:

- 14 hearts in Life Meter (including 19 Pieces of Heart)
- Master Sword (Lv. 2)
- Red Shield (Lv. 2)
- Green Jerkin (Lv. 1)
- Pegasus Boots
- Power Glove
- Zora's Flippers
- Moon Pearl
- Bow & Arrows
- Magical Boomerang
- Hookshot
- Bombs
- Magic Powder
- Fire Rod
- Ice Rod
- Bombos Medallion
- Ether Medallion
- Quake Medallion
- Lamp
- Magic Hammer
- Flute
- Bug Catching Net
- Book of Mudora
- 3 Bottles
- Magic Cape
- Magic Mirror
- 3 Crystals

Tip: Just for the boss battle alone, you'll want to have at least one Red (or Blue) Potion before going to this dungeon.

Note: This dungeon has the same issue as the previous one with regard to nomenclature. The Village of Outcasts refers to the town itself in the overworld, whereas Thieves' Town is the technical name of the underground dungeon itself (even though again both names seem to be synonymous). The *Nintendo Power* player's guide refers to the dungeon as Thieves' Den, which makes more sense, but again for the purposes of this guide, I'll still use Thieves' Town to refer to the dungeon (as that's what it's called in every other source).



Map, Compass, and Big Key

Once you arrive, hop down (or take the steps) to the lower level. Beware the crocodilian enemy down here called a Blue Zazak. It wanders somewhat aimlessly, but several hits of your sword will take it down. Go north to encounter a second Blue Zazak as well as a Red Zazak. The red variety is not only stronger but will also spit fire at you if you're level with it—and the fireball is too big to be blocked by the Red Shield! Defeat both enemies and beware the Spark encircling the statue, then go west to a chest. Inside is the **Map**. Now take the first pathway leading north into the next room.



Climb up the steps in front of you to the upper level, then circle around to the nearby chest for a **Red Rupee**. (Note that a couple Red Zols will materialize on the way.) If you look at the east wall on this upper level, you'll see cracks within a circle. You can use a Bomb to blow it open, but it's better to dash into it with the Pegasus Boots. On the other side, you can turn north and bomb another cracked wall—on the other side of that wall are a couple skulls hiding a Blue Rupee each but otherwise a dead end. Return to the previous room.

Hop down to the lower level and proceed south to the next room. Watch out for both kinds of Zazaks on the way, as well as Sparks and Winders. There are even Rabbit Beams hidden under upper walkways down here, so be ready to dodge. In the next room, take the steps up to the upper level and open the nearby chest to obtain the **Compass**. Hop back down to the lower level again and go due west to the next room, where you'll see a chest at the dead end. Inside is the all-important **Big Key**.



Go back to the previous room, then (staying on the lower level) go north to the room after that. Now take the steps onto the upper level and look for a door with a big lock in the northeast corner. Use the Big Key to unlock it, which takes you into a large hallway populated by a Blue and a Red Stalfos. Defeat them both, then lift the skull at the northeast end of the corridor to find **Small Key #1**. The room north of here is strangely empty--despite the Compass marking it as the boss room. Time to solve the mystery of this dungeon!

The Mysterious Maiden and the Titan's Mitt

At the southern end of the hallway is a locked door leading west, so use your Small Key to go through it. Dispatch both Zazaks in the room beyond and avoid the Winder as you continue west. The following room introduces you to a new enemy type called a Gibo (not to be confused with a Gibdo). This floating gelatinous foe is invulnerable while its core remains inside its body, but when the core comes out, make sure to attack the core with your sword to destroy the enemy completely; there are two Gibos in here, plus an Anti-Fairy. Also, don't let the conveyors take you into the Blade Traps in here.

The next room is pretty brutal. You'll have to go north on conveyors and get past two Gibos, two Blade Traps, a Winder, and an Anti-Fairy. Go through the door to the north. Defeat the Zol that appears near the lowered orange blocks. **Small Key #2** can be found under the skull by the Crystal Switch--you should hit the latter to raise the orange blocks. Now go upstairs to L1.

A large green bug called a Buzz roams this room, which is basically the Dark World version of a Rat, only stronger. A couple Keese-like Chasupas are in here too. Also, don't pull the lever unless you want a bunch of Skullropes dropped into the room to attack you. (If you're able to interact with the Telepathy Tile, it would be Zelda telling you to beware the magic of Blind the Thief, who runs this place.) Assuming the blue blocks are lowered, lift the skulls in the southern part of the room until you uncover a switch, which will open the door leading east.

More Buzzes infest the lengthy hallway ahead. The sunlight in here should clue you in to the fact that this is a building you can see in the overworld (in the northern part of the village). In the next room, more Buzzes scurry around, so exterminate them. See the cracked part of the floor behind the railing? Place a Bomb, then pick it up with the A button and throw it onto the cracks. You'll create a hole in the floor, and sunlight will filter through to the boss room below! What does this mean? For now, open the chest in here for some **Bombs**, then retrace your steps back to B1.



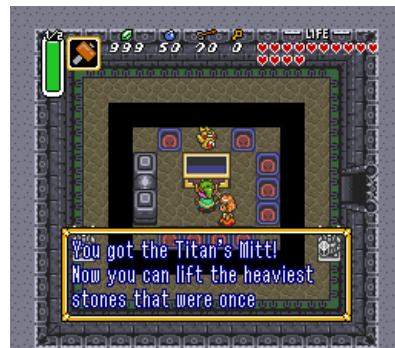
Make sure the Crystal Switch is still blue (and the blue blocks lowered) as you advance south. In the following room, walk over the lowered blue block and head into the east door. Defeat two Red Zazaks and a Gibo, then continue east into the next room. You'll be on a mess of conveyors with two Blue Zazaks, a Red Zazak, a Blue Stalfos, two Blade Traps, and a bottomless pit in the center--just go downstairs to B2.

Defeat all three enemies once you arrive--a Red Stalfos and one of each type of Zazak--and the door leading west will open. Ride the conveyors south, being careful not to fall off either side. Defeat a Red Bari and a Blue Bari (and possibly a Red Zol) along the way, then go through the southeast door. Get past another Red Zazak into the next room.

Defeat one more Red Zazak and a Red Zol. You'll find yourself in a room with prison cells. The Big Key will suffice to open these locks. Go north into the first cell, taking out a Blue Zazak. In the next cell are two Blue Zazaks (and a Rabbit Beam under the western skull). Finally at the end is a maiden who will thank you for coming to her rescue; she will follow you from here on out. Open the chest next to her for **Small Key #3**.



With the maiden following along, go back west two rooms. In the room with the conveyors, there is a locked door on the other side, so use your newly acquired key to unlock it. Quickly use the Magic Hammer on the Moles in this room and get to the center where the big chest is located because part of the floor will soon start falling away! (Don't worry, the maiden won't fall into the pit even if she's standing right over it.) Open the big chest in here to claim the **Titan's Mitt**. This is an upgrade of the Power Glove, which will allow you to lift even heavier objects—including the dark-colored stones in the overworld! Hookshot across to a statue and exit this room.



Crystal #4

Navigate the conveyors again, and you can now test out your new item by lifting the large block situated against the northwest door. (Only go through that door if you want to fill in the dungeon map because it's a trap room—you'll have to defeat three Blue Bari on conveyors with bumpers and bottomless pits in order to reopen the door.) Go east and up the stairs back to B1.

Defeat the enemies in this room while being careful on the conveyors. Lift the skull in the northeast corner to find the switch that will open the door leading east. Go through to find yourself back in that hallway from earlier in this dungeon. Enter the door leading north. Whereas this boss room was previously empty and nondescript, now there is a beam of sunlight shining in thanks to our bombing of the floor above on 1F. Lead the maiden into the light, and... well, I'll let you see what happens next.

Boss Battle: Blind the Thief



This fiery monster will float around the room, every now and again pausing to shoot a laser beam at you—unblockable by your shield, unfortunately. It will sometimes also stop to spit a wild volley of fireballs at you—you can block these with the Red Shield, but there are so many of them that it might be better just to keep moving. Blind's vulnerable spot is his head, so slash it with your sword whenever you get a chance—try to charge up a Spin Attack first if you're able.

After sustaining enough damage, Blind's head will separate from his body and begin flying around the room on its own and spitting fireballs, while Blind grows a new head and renews his attack! The floating head is now invincible, so don't try to slash it. Stick to hitting the head that's on Blind's body and do your best against the new onslaught. After even more damage, there will now be two heads floating around the room shooting fireballs while Blind continues attacking you as before! This is a very chaotic environment and difficult to avoid damage—this was why I recommended Potion at the beginning of this section. Do your best to keep up the attack on Blind himself, and there will not be a third head to get loose. The boss will fall, leaving you **Heart Container #8**.

After the Heart Container, **Crystal #4** will drop down, inside of which is the (true) fourth maiden descended from the sages. Pick up the crystal and listen to the maiden to learn more of the game's lore and finish this dungeon. Your Life and Magic Meters will be refilled, and you'll be taken back to the overworld in front of the entrance to Thieves' Town. Only **three more Crystals** to go!



Swordsmiths Reunited

Smithery

From the gargoyle statue, make your way out of the Village of Outcasts proper into the southern outskirts. Go a little bit to the west to find a frog-like man trapped by dark, heavy skulls. Now that you have the Titan's Mitt, you can lift these skulls, so do so and then talk to him. He'll thank you for rescuing him and ask you to take him back to his partner; he'll also follow you from this point.



Use the Magic Mirror to warp to the Light World—the frog-like man will turn into a dwarven swordsmith, just like the one you may have met at the Smithery earlier in the game. Enter Kakariko Village and then go east, following a short path up to a house, which is the Smithery. Take the man inside, and he will reunite with his partner.

Now leave the Smithery and then go back inside. The two swordsmiths will now be working and will agree to improve your sword. The only catch is that you'll have to leave the Master Sword with them, leaving you without any method of attack (except for your inventory items like Arrows and Bombs). Thankfully all you have to do is leave the Smithery and then go off that screen entirely. Then you can return, and the swordsmiths will be finished. For just 10 Rupees, you will receive the **Tempered Sword!** The Master Sword will now be more powerful—enemies will take one less hit than they did with the Master Sword in its previous state. However, the sword beam will still only do the same amount of damage as it did previously (i.e. the same as the Fighter's Sword).



Locked Chest

Return to the Dark World, and now go to the place where the Smithery would be in the Light World—you'll have to lift a large dark stone or two to get there. First notice all the stakes in this area--this is the Stake Garden. Use the Magic Hammer to pound all 22 stakes in this garden, which will cause a secret passage to appear. Go inside this new opening to find **Piece of Heart #20** and add a new Heart Container to your Life Meter!



Go back outside and look at the remains of the house where the Smithery would be (here in the Dark World known as the gossip shop). You'll find a chest that's unlike any you've seen before--it's purple, for one thing. Go up to it, and you'll be told that the chest is locked and to take it with you. So now the locked chest will "follow" you around like the dwarven swordsmith's partner did.



If you've been talking to NPCs and paying attention to hints, you'll recall that a former thief is hiding in plain sight near the desert pretending to be just an average middle-aged man. Go to the Light World and visit this middle-aged man in that canyon leading to the Desert of Mystery, and he'll agree to open the locked chest for you if you keep his secret. Give him your word, and he'll give you the contents of the chest: **Bottle #4**, the last one in the game! Use it to buy a Blue Potion from the Magic Shop if you have enough Rupees.



Cane of Byrna

Summon your bird with the Flute and fly to Death Mountain. Make your way to the first Magical Warp Tile of the game (i.e. the one next to Spectacle Rock), and use it to enter the Dark World. Hop down the small gap just south of you to land on a ledge in front of a cave. Enter.

Warning: Make sure you have a Blue Potion on you before attempting this next segment! Or even just one Red or one Green Potion.



Welcome to the so-called Treasure Cave. A trio of Moles block the way to a winding path comprised of nothing but spikes! Use the Magic Hammer to pound the Moles, and now activate the Magic Cape and quickly walk over the spikes. (Do *not* use the Pegasus Boots--you'll waste precious time with Link dashing in place at the beginning of a run, and there's too much danger of crashing into a wall. The path is simply not straight enough.)

At the end of the spiked path is a large block, which you can lift with the Titan's Mitt. Do so quickly and then deactivate the Magic Cape (if you have any magic left) once you're safely at the end. In front of you is a chest containing your reward for such an arduous journey: the **Cane of Byrna**. Activating this cane will create a barrier around Link protecting him from all damage (including spikes). It's very similar to the Magic Cape, except for two differences: First, the barrier can damage enemies, and second, it consumes a little less magic than the cape.



Now in addition to the chest, there are eight skulls at the end of this cave. The good news is, they all contain Hearts--the bad news is, none of them has a Magic Decanter. Heal up, then you'll have to trek back across the spikes. Use what little magic you have left, and from then on, you'll take damage for the rest of the return trip. (This is why I recommended Potions.)

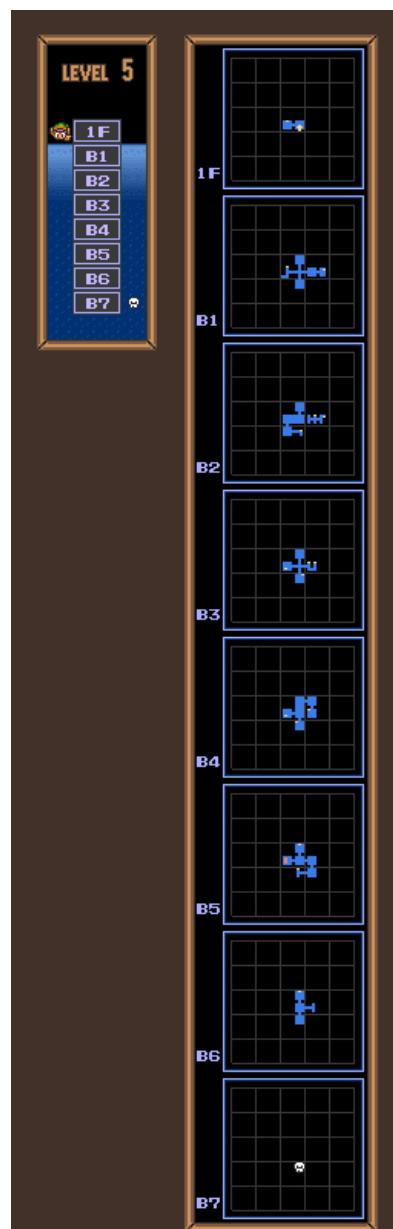
After leaving the Treasure Cave, hop down to the bottom level of Death Mountain and go west to a lone cave (where the Mountain Cave would be in the Light World, leading back to Kakariko Village). Inside is a Great Fairy who will heal you straightaway! If you want to refill your magic, return to the Light World and fly with your bird to Kakariko. Of the two northwestern exits out of the village, take the eastern one, then lift the large dark stone and hammer the posts. There is a tree here that, if you dash into it, will drop a large Magic Decanter--which will completely refill your Magic Meter!

Ice Lake

The journey to the next dungeon is a relatively simple one. From the Light World, make your way to Lake Hylia. (Using the Flute is the most efficient method.) Swim to the island in the center of the lake, where the Pond of Happiness is located. Instead of going inside, lift the small dark stone to uncover a Magical Warp Tile. Step on it to be transported to the Ice Lake in the Dark World--except now you're in a completely enclosed space with a Pikit. Quickly defeat the Pikit before it can steal an item, then take the entrance in front of you to begin your journey deep into the **Ice Palace**.



Level 5: Ice Palace



Note that it's possible to have the following before beginning this dungeon:

- 16 hearts in Life Meter (including 20 Pieces of Heart)
- Tempered Sword (Lv. 3)
- Red Shield (Lv. 2)
- Green Jerkin (Lv. 1)
- Pegasus Boots
- Titan's Mitt
- Zora's Flippers
- Moon Pearl
- Bow & Arrows
- Magical Boomerang
- Hookshot
- Bombs
- Magic Powder
- Fire Rod
- Ice Rod
- Bombos Medallion
- Ether Medallion
- Quake Medallion
- Lamp
- Magic Hammer
- Flute
- Bug Catching Net
- Book of Mudora
- 4 Bottles
- Cane of Byrna
- Magic Cape
- Magic Mirror
- 4 Crystals

Note: You'll want to have at least one Green or Blue Potion, given the importance of magic in this dungeon.



The Journey Down

You'll see the need for magic power as soon as you enter the Ice Palace. From the Telepathy Tile, you'll be told about the usefulness of the power of flames in here-- and as you're on your way to said Telepathy Tile, an ice sculpture will come out of the wall and attack you! This new enemy is called a Freezor, and just as the tile suggests, it is weak only to fire, so use the Fire Rod to take it out in one hit. In the next room, you'll have to battle three Blue Bari on a slick icy floor. Use the Hookshot to take them out (and the Hookshot also has the added bonus of stopping your slide on slippery floors immediately). One of the Blue Bari will drop **Small Key #1**, so use it to unlock the door and go downstairs to B1.

Go down and step on the floor switch to open the next door. Green Zols will emerge, so take them out as they show themselves. In the next room, push the central block and then enter the south room. Penguin-like enemies called Pengators will slide across the ice toward you in here. Thankfully they are easily defeated with the Hookshot, so keep attacking them until they're gone (they're also a good source of both small and large Magic Decanters). Once all the Pengators are defeated, a chest will appear with the **Compass** inside.



Return to the previous room, push the block and step on the floor switch to enter the east door. Defeat all the Pengators in here and watch out for the Anti-Fairy too. The north skull contains a Rabbit Beam, but the south skull hides the switch you need to open the doors. You might think you need to go east, but instead return west. Step on the floor switch again, and now you can push the block and gain access to the north door. In the following room, clear out the Red Bari, then throw a Bomb

onto the cracked portion of the floor (you'll have to throw it from the north). Also note the skull in here contains a single Bomb. Then hit the Crystal Switch so that it's blue, then place a Bomb next to it and quickly make your way to the northern part of the room. The Bomb will turn the Crystal Switch red, lowering the orange blocks and allowing you to drop down to B2.

Ignore the cracks in the floor when you land. Now if you walk around this room enough, a new foe will drop from the ceiling in an attempt to ambush you, leaping around the room. This is a large sword-wielding skeleton known as a Stalfos Knight (a more powerful version of the regular Stalfos). If you consult the Telepathy Tile, you'll learn that the sword alone is not enough to defeat these enemies. For if you hit one with the sword, it will collapse into a pile of bones but then soon revive. Once you've hit the enemy once, place a Bomb next to its collapsed form, and the blast will destroy it for good (and it will oftentimes drop Bombs as a reward). There are two Stalfos Knights in this room, so take them out accordingly, and the door leading south will open.

This door leads to a dangerous room with a moving floor that changes directions intermittently with walls of Blade Traps in various places. (Note that the floor won't move you while you're using the Hookshot if you need a moment to stop yourself.) Several Blue Bari guard the way, and some new shadow-like enemies called Babusu emerge from cracks in the walls to move in a straight line across the room north and south to corresponding cracks in the walls. None of these foes are very threatening, but with the floor and Blade Traps, it can be a daunting combination. Defeat the enemies as you approach them, and make sure you take out the second Bari so you can grab **Small Key #2**, which it's holding. Use it to unlock the southwest door. (Make sure the Crystal Switch here is red.)

In the next room, you must carefully navigate narrow walkways over a bottomless pit while avoiding a Guruguru Bar. Don't be afraid to use the Cane of Byrna or Magic Cape if you need it, or just use the Hookshot trick. Lift the skull in the southwest corner and step on the switch to open the east door. This leads to a small room where three Green Zols will emerge from behind you. Defeat them, and lift the lone skull for a small Magic Decanter, then take the stairs down to B3.

Dispatch the line of Pengators that comes at you on this new floor; this will open the door leading north. Be careful in the next room, as a large Blade Trap will travel the length of the floor toward you. Wait for it to recede back north, then move either east or west. Lure it out again, and this time when it goes, hurry through the north door. In this narrow room, lift skulls for items while avoiding fire from the two Medusa statues. The floor will soon crumble away, so when it does, let yourself fall to B4.

The Journey Back Up

You'll land in a large icy room with a Telepathy Tile, which will warn you about using too much magic if you don't have a Magic Potion. Ignore everything else in this room and go east. Defeat the various Red Bari as you hookshot across the pit and go south. Carefully navigate your way through four large Blade Traps as you go to the stairwell in the northwest corner, leading you back up to B3.

Defeat the trio of Blue Bari that meet you up here. Hookshot onto the skull on the other side of the spikes, then lift it and step on the switch. (Ignore the cracked wall in this room, as it's not bombable.) The switch will cause a chest to appear west of the spikes, so hookshot back across and open the chest for **Small Key #3**. Now you need to go upstairs, but the skull you used to hookshot across previously is gone. So unlock the door leading west and then return to this room, where the skull has respawned. Hookshot across and go up the stairs to B2.

A Stalfos Knight will attempt to drop onto you in the small eastern portion of this room. Defeat it, then hammer the Moles and lift the large block. You'll uncover both a Rabbit Beam and **Small Key #4**. After the Rabbit Beam's effects have worn off, hammer the other two Moles and get ready to fight another Stalfos Knight in the western part of the room. Now pick up the skulls for items, and step on the switch under the southwest skull to make a chest appear on the other side. Before going over there, pull on the tongue of the statue over here to open the east door. Then open the chest to obtain the **Map** and go to the room to the east. From this tiny room, just go up the steps to B1. Lift the skulls to gain access to a chest, giving you the **Big Key**.



A New Journey Down

Now you must retrace your steps back to B3. From the chest where you got the Big Key, push the southern block west and the northern block farther north. Go west into the room with the Pengators and Anti-Fairy. Get past them to the room with the block you must push, and then go north (making sure to step on the floor switch to open the doors). Bomb the cracked floor again and use a second Bomb on the Crystal Switch to return to B2.

Defeat both Stalfos Knights again, go south, navigate the moving floor with Blade Traps, then head south again. Go east past the Guruguru Bar, and then downstairs to B3 in the next room. Take out the line of Pengators again, go north and avoid the large Blade Trap, then head west into a new room.

Here you must navigate an icy floor while avoiding a Guruguru Bar to reach steps leading downstairs on the opposite of the room--you'll have to line yourself up just right in order for Link to go down the steps on the slick floor.

On B4, watch out for the ice sculptures in the wall, as the eastern two are Freezors whom you'll need to defeat with your Fire Rod. This will cause a chest to appear, giving you **Bombs**. Now bomb the western part of the cracked floor, right behind the stairs. This will create a hole you can use to drop down to B5. It's important you drop through the west hole, as this will land you in front of this dungeon's big chest. Open it to claim the **Blue Mail!** Finally replacing that Green Jerkin that Link's been wearing this whole game so far, the Blue Mail doubles your defense, so now you only take half damage from enemies. (But note that it only halves damage from enemies, not from inanimate traps.) Push the blocks east to get out of here.



Defeat a Freezor that comes after you in the next room. Even though you have the Big Key now, don't go through the big locked door just yet. Also note how the raised blue blocks in this room cut you off from some blocks next to a pit. That's a puzzle we're going to solve eventually, but for now continue east. Get some Magic Powder ready in the next room and sprinkle some on the Anti-Fairy that comes upon you almost as soon as you enter. Next you'll have to navigate this icy floor with a Guruguru Bar and four Babusu coming out of the walls (these latter are easily dispatched). Among the skulls in the northwest corner is where you'll find **Small Key #5**. Now lift the northeast lone skull and step on the switch underneath to open the south door.

This next room is particularly treacherous. You'll have to walk across a narrow, icy walkway over a bottomless pit while avoiding a Guruguru Bar. It's best to line yourself up, walk straight as far as you can, and then stop and line yourself up again when you have to turn a new direction--try to avoid walking diagonally or turning on the fly. (You can also use the Hookshot trick or Cane of Byrna/Magic Cape if you're having trouble with the Guruguru Bar.) In the following room, take out a couple Blue Bari, then step on the switch under the skull to make a chest appear. Open it for **Small Key #6** and go upstairs to B4.

You'll emerge in what looks like an empty room, but there's a Rabbit Beam under the southern skull, plus a bunch of Green Zols will emerge when you walk through the room, and finally there's a Freezor waiting for you in the northeast corner. Tread carefully! Unlock the door leading north to reach the southern part of the large ice room. Defeat the nearby Pengator, then pick up one of the southeastern skulls to uncover a switch that will open the door leading west (just watch out for the Guruguru Bar). Go west and drop into the pit in front of you to return to B5.

Head east to find yourself back in the room with the blocks and the pit. Defeat the Freezor as you go to the big locked door and head through it north. Defeat the three Red Bari in here, and watch out as a Stalfos Knight will also join the fray. Unlock the door to go downstairs to B6.

The Block Puzzle

Get past the Anti-Fairy as you head south. Take out the four Blue Bari in here first, then deal with the Freezor that comes out of the wall and the Stalfos Knight that drops from the ceiling. There is a switch under the lone skull in this room that opens the south door, but as soon as you step off of it, the door will close again. You'll need something to keep it pressed down, but there's nothing in this room. This is what we need the block from upstairs for! Unfortunately this is a long convoluted block puzzle with a significant amount of backtracking.

Tip: If you've been doing the dungeons out of order and already obtained the Cane of Somaria from the [next dungeon](#), all you have to do is use the cane to place a block on the switch and head south. You can then skip to the [next heading](#) of this guide! (Also note that while this guide doesn't cover the Game Boy Advance version of the game, I do know enough to say that version has drastically changed this puzzle, so the following directions may have limited use for you if you're playing the GBA version.)

Assuming you haven't been to the next dungeon yet, unlock the door leading east. Strike the Crystal Switch to lower the blue blocks (this will cause a Rabbit Beam to appear, by the way). Plunder the skulls for items and then return west and head north, going up the stairs to B5.

Defeat any enemies that may have respawned here, and you'll notice that with the blue blocks lowered, you can access the two holes in this room. Drop down either one to land in a jar below that will take you to a Fairy fountain! Capture or heal from the three Fairies down here, then step on the Warp Tile to return to B6, and retake the stairs to B5. Now go south.

You should be back in the room with the blocks next to the pit. You can only push one of the two blocks (i.e. the northern one) here on this east side. This might seem like the solution, but that block will land too far away from the switch downstairs, since you can only push a block over one space. In other words, you must push one of the blocks on the west side, but you're cut off from them by the orange blocks you had to raise earlier! That means you have to backtrack in a big circle in order to loop back around to that west side of this room.

I'll make this part as brief as I can: Go east one room. Lift the northeast skull, activate the switch, and then go south one room. Go west to the next room and then upstairs to B4. Go north one room, then west a room and drop down the hole to B5. Finally, go east to return to the room with the block puzzle.

Now that you've arrived from the west, it's just a simple matter of pushing the southern block into the hole. Drop down yourself to land in the next room down. You'll probably have to defeat the enemies again (remember there is a Freezor and Stalfos Knight in here). Now lift the skull to uncover the switch and push the block onto it. The door leading south will open and stay open at last!



Crystal #5

Defeat the two Red Bari as you arrive in this final room. In the southeast corner of the room, there are two skulls with a Bomb and 5 Arrows, respectively, but you'll have to fight through four Blue Bari (hiding under the large block you'd have to lift) for them. Do that if you wish, then pick up the skulls on the west side, both of which contain small Magic Decanters. Pull the eastern statue out of the wall, hammer the Moles, and finally lift the large block to reveal a hole. Drop down to confront this dungeon's boss.

Boss Battle: Kholdstare



For the first phase of the battle, this cloud-like boss with a single eye remains wrapped within a layer of ice to protect itself. The only "attacks" are the ice blocks that fall from the ceiling and split into smaller fragments as they land and scatter--avoid these as you attempt to melt the ice. The only way to remove the ice barrier protecting Kholdstare is using fire from the Fire Rod (or the Bombos Medallion). This is why I recommended either Green or Blue Potion at the beginning of this section because if you run out of magic before you melt the ice, you'll have no way of fighting this boss and have to use the Magic Mirror to leave!

After you've destroyed the ice surrounding Kholdstare, the boss will then split into three, and all three versions will move around the room diagonally, trying to run you over. The ice blocks will still be falling from the ceiling, so there's a lot you'll need to avoid. Use what's left of your magic power to attack Kholdstare with the Fire Rod. Once your magic has run out, use your sword to fight it from then on. As usual, charge up a spin attack, then unleash it when one of the three gets within range. Take out the three versions of the boss one by one, and as they go down, the battle will get a bit easier. Defeat the final version of Kholdstare, and it will leave you **Heart Container #9**.

After the Heart Container, **Crystal #5** will drop down, inside of which is the fifth maiden descended from the sages. Pick up the crystal and listen to the maiden to learn more of the game's lore and finish this dungeon. Your Life and Magic Meters will be refilled, and you'll be taken back to the overworld in front of the entrance to the Ice Palace. Only **two more Crystals** to go!



Swamp of Evil

There's not much to do after finishing the Ice Palace. Use the Magic Mirror to warp to the Light World, then use the Flute to summon your bird and fly to the Desert of Mystery at point #6. You'll land on a grassy bluff, where you can lift a small dark stone to uncover a Magical Warp Tile. Step on it to be transported to a new region of the Dark World.



This is the Swamp of Evil, and in sharp contrast to its counterpart in the Light World, this region is subject to perpetual rainfall and thunderstorms. As you go north through the muck, you'll have to contend with Ku, a Dacto perched on a high bluff, and a new enemy type called Swamolas--who act much like the Lanmolas at the end of the Desert Palace, except these leap out of swampy waters instead of the desert sand (thankfully they don't kick up any debris).

In the eastern part of the swamp, you can find refuge in a cave. Inside is a storytelling insect who will charge 20 Rupees to hear what he has to say. Instead of paying, I'll just summarize for you: If you can control the air, you can overcome the monsters' magic that is making it rain nonstop in this swamp. That will in fact be how you open the entrance to the next dungeon. But we have a few more locales to explore first.

Make your way to the northeast corner of the Swamp of Evil. You'll find a little cul-de-sac that looks like a dead end. Use the Magic Mirror here to be transported to a place in the Light World that you could not have entered any other way. Lift the large stone to uncover an opening and go inside. You'll have to solve a block puzzle to reach **Piece of Heart #21**, but it's nothing too difficult. They're in a checkerboard pattern, so just keep shoving blocks out of your way until you get to the Heart Piece.



Return to the Dark World, and now let's take a look at the three "heads" dominating the northern part of the swampy landscape. The central head is submerged, so let's enter the mouth of the east head first. This takes you into a Great Fairy's fountain if you ever need to heal.

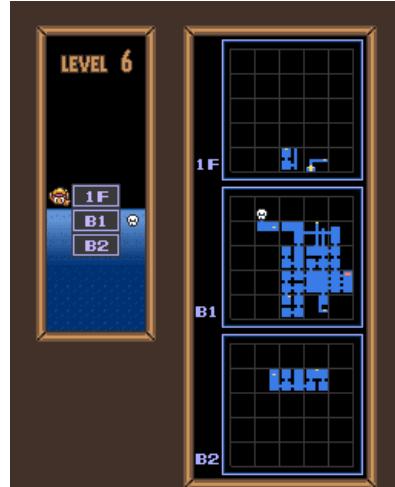
Now go inside the west mouth to find yourself in a long dungeon-like corridor. Go north on either the right or left side to avoid the two Sparks traveling along the railing, and head down the steps. You'll find two chests behind another block puzzle. Look first at the three blocks in the southwest corner: Push the southern block west and then the block just north of it farther north. Now look for the other southern block--push it aside to the east. Finally, push the block that's in the way of the chest itself west, away from the two chests. You should now be able to open both! (If you mess up or end up with a block in front of a chest, you can leave and reenter to reset the puzzle.) The west chest contains **Piece of Heart #22**, and the east chest contains a **Red Rupee**.



Now leave and go south, curving around north to get on the main platform before the submerged central head. Even if you hadn't received the hint from the storytelling insect about manipulating the weather, the icon on the ground in the form of the Ether Medallion would tell you everything you need to know. Stand on this tile and use the Ether Medallion. The rain will stop, and the central head will rise out of the muck. Time to go inside **Misery Mire**!



Level 6: Misery Mire



Note that it's possible to have the following before beginning this dungeon:

- 17 hearts in Life Meter (including 22 Pieces of Heart)
- Tempered Sword (Lv. 3)
- Red Shield (Lv. 2)
- Blue Mail (Lv. 2)
- Pegasus Boots
- Titan's Mitt
- Zora's Flippers
- Moon Pearl
- Bow & Arrows
- Magical Boomerang
- Hookshot
- Bombs
- Magic Powder
- Fire Rod
- Ice Rod
- Bombos Medallion
- Ether Medallion
- Quake Medallion
- Lamp
- Magic Hammer
- Flute
- Bug Catching Net
- Book of Mudora
- 4 Bottles
- Cane of Byrna
- Magic Cape
- Magic Mirror
- 5 Crystals

Note: This dungeon has a similar issue with nomenclature as a couple of the earlier ones. The Swamp of Evil refers to the stormy swamp in the overworld, whereas Misery Mire is the technical name of the underground dungeon itself (even though both names seem to be synonymous). The *Nintendo Power* player's guide refers to the dungeon as Misery Maze, which makes more sense, but again for the purposes of this guide, I'll still use Misery Mire to refer to the dungeon (as that's what it's called in every other source).



This dungeon is a large, convoluted maze. There are a variety of different ways that you can accomplish your objectives here. This guide gives you what I've found to be the most efficient route. While there will be some backtracking, I've tried to keep it to a minimum.

Compass

As you walk along the narrow corridor from the entrance, you'll notice a string of Yellow Zols materialize in your wake. Defeat them if you like, then use the Hookshot to cross the bottomless pit ahead. Go downstairs to B1.

Some Popo greet you as you arrive. (Remember them from way back at the Eastern Palace?) A new enemy appears as well: Wizzrobes. These mages teleport around the room and shoot spells at you before disappearing again. They're only vulnerable while they're fully materialized, but thankfully they go down in one hit to the Tempered Sword. Annoyingly you're going to have to deal with a Beamos as you take out the enemies. (Yes, they're back for this dungeon.) Defeating all the enemies will open the door leading north.

You'll emerge in a large room with a partially mesh floor. Take the steps to the lower level and navigate the labyrinth north as you try to avoid Sparks and Winders. There are three sets of steps leading north to the upper level in this room—you'll want to take the center one. Go through the north door to enter a room with two Popo and two lanterns. Take out the Popo, but watch out as these are not ordinary lanterns. They will start shooting fireballs at you like Medusa statues! Push the block either east or west, which will open the door beyond. Continue north. At this point, keep going all the way north for two rooms until you reach a chest at the end of an incomplete wooden bridge. Inside the chest is **Small Key #1**.

Return south two rooms to the lanterns and the block. Push the block south to get through and then take the east door. Another Beamos will dog your steps in here, so keep moving as you defeat the three Red Stalfos. Lift the skull in the northwest corner for **Small Key #2**, and then activate either the Cane of Byrna or Magic Cape. Pick up the skull on the spikes and step on the switch to make a chest appear (also on the spikes)—open it for **Small Key #3**. Deactivate the item as you step off the spikes and unlock the door leading north.



You'll pass through a few empty rooms next. Go north into the next room, then follow the walkway north and west into another room. Cross the walkway all the way into the west door. Dispatch a Wizzrobe as you enter a room with actual danger in it. Pick up some skulls as you go north, then beware of Sparks as you navigate the narrow passages leading west. At the west end of this room is a Crystal Switch and a skull. Lift the skull to find **Small Key #4**, then strike the Crystal Switch to turn it blue. Make your way to the southeastern part of the room now that the blue blocks are lowered. Watch out for a pair of Medusa statues down here and a couple Red Stalfos. Unlock the door leading south.

Two more Medusas await in the next room. Turn on either the cane or cape to cross the spikes up ahead (complete with Blade Traps) and then once you turn it back off on the other side, be particularly careful of the large Blade Trap farther south. An Anti-Fairy is here in case you need to transform it into a Fairy. Continue through the south door. You'll arrive in a room with another Medusa duo plus a Red Stalfos. There's nothing to do in here, so head east.

You'll find yourself back in that big complicated room near the beginning of the dungeon. Just go straight south and unlock the next door down leading west. Watch out for conveyors on the perimeters of this room. Also be careful of the Yomo Medusa in here that will only fire when you attack. The heads of two Green Stalfos (which we haven't even fought in this game) will slowly home in on you; you can take them both out, but they take a lot of hits. There's an Anti-Fairy and Blue Bari in here too. Defeat the Blue Bari to obtain **Small Key #5**. Make sure the Crystal Switch is still blue as you unlock the west door. (You can enter the south door just to fill in your dungeon map, but there's nothing of interest in there.)

Hide out in the safety of the doorway as floor tiles fly up and attack you in this room, as does a Medusa. Once the coast is clear, light the four torches to open the door. (I recommend using the Lamp to do this so as to conserve magic, but the Fire Rod is quicker since you can stand at a distance.) Go north, take out a Blue Stalfos, and open the chest beyond the blue blocks for the **Compass**.



Big Key

Now go south two rooms. Defeat the Wizzrobe, and also make note of two new enemies on the southern conveyors. Known as Sluggulas, these slugs will drop bombs in their wake. Defeating them therefore tends to be a nice source for Bombs if you need any. Take out a Red Bari as you loop around to the stairs, and make sure you pick up the skull in the northeast corner as it contains a (probably much needed) large Magic Decanter. Now head upstairs to 1F.

The next two rooms are mirror images of each other; Wizzrobes appear in here every so often and spawn infinitely. If you go south and then east, you'll find yourself in a narrow room with nothing but a Telepathy Tile at the north end—from which Sahasrahla will simply tell you to light the four torches. Return to the previous two rooms. Push the blocks in such a way that you have access to all four torches (i.e. two in each room). Use the Lamp to light the two in the north room and then do the same in the south room. The action will pause as a long rumbling sequence takes place. Now go into the east room, where you'll see that the wall has moved, making the room much bigger! Look for a pit near the southeast corner. It might look like a bottomless pit, but it's not. Drop into the pit to land next to a chest in B1. Open it to claim the **Big Key**.



Map and Cane of Somaria

The only way you can go from here is west. The door will shut behind you, leaving you no choice but to step on the Warp Tile in this room. You'll emerge in a room with three Wizzrobes and a Yomo Medusa. Use the Big Key to unlock the north door, which takes you to another Warp Tile. This transports you to the lower level of a long room with more Wizzrobes and a couple Anti-Fairies. (You can see the upper walkway you passed through earlier.) Beware the Rabbit Beams in the southern skulls, and even though the north door can also be opened with the Big Key, go east instead.

Climb the steps in the next room, then loop around and go south a room. Quickly dodge the Beamos and any enemies that may have respawned as you head west. Go west another room past the two fire-spewing lanterns into a room with four Sluggulas and an Anti-Fairy. Defeat or avoid the enemies as you take the south door, returning to the large room near the beginning.

Now that the blue blocks are lowered, you can lift the skull on the mesh that was blocked off, revealing a switch. Step on the switch to cause a chest to appear--inside is **Small Key #6**. Go south along the mesh, then go west and curve along north (hugging the west wall) to reach the steps leading to the lower level. Continue east down here, specifically along the route where the single lowered blue block is. Climb up the steps down here (there is a skull with a small Magic Decanter nearby) and then go through the locked door.

Open the chest that's right in front of you to pick up the **Map**. Hop down to the lower level and take the steps to the south, watching out for an Anti-Fairy and Medusa as you come up. Take the east door.



As you enter this room, get ready to move fast. You need to wind your way around to the narrow walkway leading north. As you might suspect by now, this walkway will soon start collapsing! You'll also have Laser Eyes shooting at you from the walls, but you should be moving at such a pace that they can't hit you. At the north end of this room is the big chest that will give you this dungeon's special treasure: the **Cane of Somaria**! Very different from the Cane of Byrna, the Cane of Somaria will produce a red block when you use it. You can push this block (and a lot farther than just one space too), or you can lift and then throw it. And if you strike a red block with the cane, the block will be destroyed, sending fire in all four cardinal directions. A very unique item!



Crystal #6

Go west after obtaining the Cane of Somaria back into the room where you got the Map. Go north two rooms, drop to the lower level, and then through the west door. Watching out for Wizzrobes, Anti-Fairies, and spikes, take the steps up to the big locked door, and go through. Turn west immediately upon entering the next room to find a skull hiding a large Magic Decanter in the southwest corner. Now cross the large wooden bridge over the bottomless pit to a stairwell leading to B2.

It's dark down here, and unfortunately there are no torches to light. Four Medusas fire on you in here, so dodge their fireballs as you use a key to unlock the southwest door (guarded by a Yellow Zol, by the way). Inside the next room are nine Blue Rupees--for a total of 45 Rupees. Return to the previous room, and look for a skull to pick up in the western part of the room. Underneath is a switch that will open the southwest door, so go through.

Two Blue Stalfos and an Anti-Fairy guard the room down here, and there's also a large block in the center that can be lifted--but there's nothing underneath. Just head west. You must now navigate a series of narrow passages while dodging a Blade Trap to the north. On the west side of the room, go north to find a Yomo Medusa nearby, with a regular Medusa and Crystal Switch on an island surrounded by a bottomless pit, the pit itself surrounded by conveyors with an Anti-Fairy. There's a lot going on here! If you can get to the west wall where the conveyors are, plant a Bomb along the cracked wall to create an opening. You'll reach a bonus room guarded by a Medusa and Anti-Fairy--this one contains twice as many Blue Rupees as the earlier room (eighteen, meaning a total of 90 Rupees)! Return to the previous room, and use either the Hookshot or Magical Boomerang to turn the Crystal Switch red. Now head south and take the southwest door.

With the orange blocks lowered, you can access the majority of this room, but the west side is still blocked off by a wall of raised blue blocks. Bomb the cracked north wall to create an opening. Be careful, though, as tiny black enemies called Zoros will emerge from this opening, but they're easily defeated. At any rate, go north, strike the Crystal Switch, then return south again. Now with the blue blocks lowered again, continue west.

Finally, the lights are back on again! As if Anti-Fairies, Rabbit Beams, a Medusa, and a Blade Trap weren't bad enough, Yellow Zols will continuously drop from the ceiling no matter where you are, and in infinite numbers, so always be on guard. Go all the way north and strike the Crystal Switch, turning it red. (The west skull contains a Heart, and the east skull has a small Magic Decanter.) Now go upstairs to B1. Upon arriving, evade the Winder by going east and looping around westward. Sprinkle the Anti-Fairy that comes your way for some healing, and then dodge incoming fire from a Medusa as you enter the north door leading to the boss.

Boss Battle: Vitreous



Vitreous is a large eyeball resting on a bed of toxic slime, surrounded by smaller eyeballs. As the battle begins, hordes of these small eyes will come bouncing down toward you. From time to time, Vitreous will shoot electricity at Link, so it's best to stay in one of the southern corners. (You can tell it's about to attack when the large eyeball turns from green to white.) As for the small eyeballs, just keep slashing your sword like mad to fend them off. One by one they will fall. You can also use Arrows, but the little eyes are hard to hit, so I prefer just to use the sword. Note that the more eyeballs you destroy, the more frequently Vitreous will do its electricity attack. Also, be careful not to step in the slime as its poison will damage you!

After all its protective eyes are destroyed, Vitreous itself will start bounding down toward you. The battle is actually easier at this point because there are no more electric attacks to dodge. Feel free to either shoot Vitreous with Arrows at this point or just continue using your sword (though Arrows do more damage). After defeating the boss, it will leave you **Heart Container #10**.

After the Heart Container, **Crystal #6** will drop down, inside of which is the sixth maiden descended from the sages. Pick up the crystal and listen to the maiden to learn more of the game's lore and finish this dungeon. Your Life and Magic Meters will be refilled, and you'll be taken back to the overworld in front of the entrance to Misery Mire. Only **one more Crystal** to go: Princess Zelda's!



Return to Death Mountain

The Cursed Fairy

Warp to the Light World and then make your way to the gate at Hyrule Castle. Pass under the gate so as to return to the Dark World. Now head east, south, and west to the place where Link's house would be in the Light World. Here instead you'll find the Bomb Shop. Normally all you can buy in here is a bundle of 30 Bombs for 100 Rupees (generally not worth it, unless you're critically low). But after clearing both the Ice Palace and Misery Mire, the Bomb Shopkeeper will have a new item for sale: the Super Bomb, which also costs 100 Rupees. Go ahead and buy it.



Now the Super Bomb works differently from other items, as it's not an inventory item. Instead, Link will drag it along behind him, much like the locked chest from earlier in the game. Be careful, though! If you press A at any time, Link will set the Super Bomb, and a 3-second countdown will begin. You'll have to go back to the bomb and press A again to defuse it and carry it behind you again before it goes off. If it detonates, you'll have to dish out 100 more Rupees for another one. So don't dash, warp, or drop off ledges!

Carefully carry the Super Bomb back to the Pyramid of Power. Go up the first set of steps, and immediately to the west you should see a cracked wall. A regular Bomb will do nothing, but set the Super Bomb here, and after 3 seconds, it will blow open an entrance for you. Go inside to find a fountain similar to the Waterfall of Wishing in the Light World. As you did there, you can throw in an item for an upgrade. What's different about this scenario is there is one item you *must* upgrade here in order to complete the game.



Throw in your Bow & Arrows. The Cursed Fairy will emerge, and assuming you answer honestly, she will give you the **Silver Arrows**. As she explains, the Silver Arrow is the only weapon capable of destroying Ganon, so you have to have it for the final battle! Afterward throw in the Tempered Sword. The Cursed Fairy will reemerge and upgrade it to the **Golden Sword**. Congratulations, you now have the most powerful sword in the game! Most enemies will now be defeated in one hit, and even powerful regular enemies like Hinoxes will take two hits at most. But as with the Master Sword and Tempered Sword, your sword beams are still very weak, only equal in strength to the lowly Fighter's Sword.

Tip: Have an empty Bottle? Toss it in, and the Cursed Fairy will fill it with Green Potion, just as the other fairy did at the Waterfall of Wishing!

Death Mountain in the Dark World

Leave the pyramid and return to the Light World. Summon your bird and fly to Death Mountain. Stay along the lower part of the mountain and head east, dodging Deadrocks and falling rocks as you go. Eventually you'll come to a broken bridge--use the Hookshot to get across. Now go south and lift a small dark stone to reveal a Magical Warp Tile--use it to warp to the Dark World version of Death Mountain.

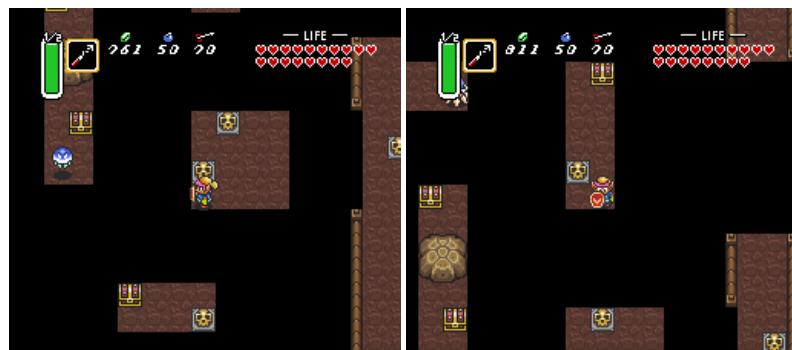


Go northeast to find two caves. Inside the east cave is a mere item shop, so let's go into the west cave instead. Upon entering, go west and up the stairs. Go north, defeat a Blue Hardhat Beetle, and drop down the hole. Push the northwest block out of your way and go up the western stairs. Take out another Blue Hardhat Beetle as you drop into the hole at the east end. Go east and up a different set of stairs. Two more Hardhat Beetles of the blue variety meet you up here, so defeat them both. Pick up the skull for a Heart, and then drop into any of the three holes you see here (they all take you to the same place). Push the blocks out of your way so you can access the two chests. The north chest gives you **Bombs**, and the south chest has a **Red Rupee**. Also under the skull here is a large Magic Decanter. Now go up the nearby stairs and then south to exit the cave.

You'll find yourself on the upper level of Death Mountain. If you venture too far west, you'll encounter powerful centaur-like foes called Lynels that spit fireballs at you. It's best to stay in this area and lift the large stone in front of you. You'll open up the entrance to a different cave, so go inside.



There's a lot to see and do in this place. (Do *not* lift any skulls in this cave! They are much needed Hookshot targets.) Look west to find a Blue Bari on an island above a bottomless pit guarding a couple skulls. Use the Hookshot to take it out and then again to latch onto one of the skulls, pulling you onto the island. South of you is an island with a chest, so hookshot onto the skull there, then open the chest to pocket **50 Rupees**. Hookshot back onto the first island and then hookshot north again to a new island. Here you'll find another chest with **50 Rupees** inside. Southwest of you is an island with two chests, so hookshot onto the skull there. Open the first chest for another **50 Rupees**, but you're blocked off from the second chest. But that's easily remedied--hookshot west, walk south, and then hookshot east. You'll probably have to take out the Blue Bari there first. Now open this last chest to obtain **50 Rupees** once more.



The return trip is going to be a bit tricky. Hookshot back to the westernmost island, then north of there is an island guarded by a Blue Hardhat Beetle. If it's in your way, it might be best to defeat it with a Silver Arrow. Now hookshot north, then east to the island where one of the lone chests is. You'll have to hookshot south onto the first island, but carefully line yourself up along the western edge so your Hookshot hits the southern skull instead of the northern skull (as this one would just drop you into the pit). Finally, hookshot back east to the skull near the entrance.

You might think you're done with this cave now, but you'd be wrong! Follow the walkway north, and it looks like it drops into the bottomless pit. But if you activate the Ether Medallion (or just look at the screenshot below), the lighting will show you an invisible path! Walk across this path to the other side and then bomb the wall to reach a separate section of the cave.



Pick up the skulls in here for Hearts if you need them, then bomb the cracked walls to the north and west. (There's nothing to the east.) North of you is a Great Fairy. If you go west, you'll find another corridor with a cracked wall to your north. Bomb that open, and on the other side are three Fairies. Now go south to leave this cave via an alternate exit.

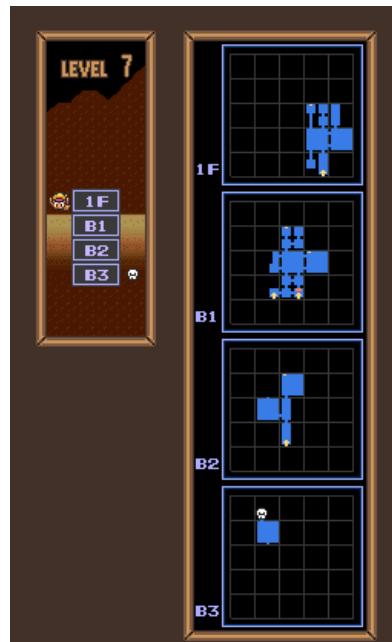
You'll emerge on an island in the clouds. Use the Magic Mirror to transport yourself to the Light World, and you'll find **Piece of Heart #23** waiting for you. Take it and return to the Dark World.



Hop off the island back to the main part of Death Mountain. Go all the way east to find a large turtle-like rock structure. (As a side note, if you pull on the eastern "foot" of the turtle, you'll get some Rupees.) Return to the Light World and lift the large dark stone here and climb on top of the structure via the ladder. You'll find three posts that you need to strike with the Magic Hammer--but you must do so in the correct order. (If you get it wrong, you'll hear a kind of buzzer sound and will have to leave the screen and return to reset the puzzle.) Pound the east post first, the north post second, and the west post last. A Magical Warp Tile will appear, which will transport you to the top of Turtle Rock in the Dark World. Step on the Quake icon just south of you and activate the Quake Medallion. The turtle's head will disappear, revealing the entrance to **Turtle Rock**--the dungeon where Zelda herself is being held!



Level 7: Turtle Rock



Note that it's possible to have the following before beginning this dungeon:

- 18 hearts in Life Meter (including 23 Pieces of Heart)
- Golden Sword (Lv. 4)
- Red Shield (Lv. 2)
- Blue Mail (Lv. 2)
- Pegasus Boots
- Titan's Mitt
- Zora's Flippers
- Moon Pearl
- Bow & Silver Arrows
- Magical Boomerang
- Hookshot
- Bombs
- Magic Powder
- Fire Rod
- Ice Rod
- Bombos Medallion
- Ether Medallion
- Quake Medallion
- Lamp
- Magic Hammer
- Flute
- Bug Catching Net
- Book of Mudora
- 4 Bottles
- Cane of Somaria
- Cane of Byrna
- Magic Cape
- Magic Mirror
- 6 Crystals

Tip: As the Telepathy Tile warns you at the entrance, you shouldn't enter this dungeon unless you have some way of restoring magic (i.e. either Green or preferably Blue Potion).



Compass and Map

Take advantage of the large Magic Decanter under the skull at the beginning and then examine the space over the bottomless pit marked with a ? and dotted lines leading from it. Use the Cane of Somaria on the ?, but instead of the usual block, you'll create a whole new platform! Step on to ride along the track marked by the dotted line to the other side, then enter the door.

In this large room, you'll need to use the platform created by the Cane of Somaria to travel around, all the while fighting off a couple Blue Bari and disembodied Stalfos heads that come toward you. Step on the platform and head west first. At the first stop, go south into the next room, then go down and open the chest for the **Compass**, while guarding against Medusa fire. Be careful as you return north, though—the door through which you came in is guarded by a Laser Eye. As long as you don't face the Laser Eye, it won't shoot lasers at you. But once you do, it will fire a nonstop barrage until you look away again. Face any way except north, then charge up a spin attack and walk through the doorway back into the previous room.



Next, take your platform northeast, stopping at the ledge with a door leading east. In the following room, there are a couple skulls containing a Heart and a large Magic Decanter, respectively. You'll have to create a platform with the Cane of Somaria, then use the Fire Rod to light the four torches over the pit to open the north door—but be warned the door will be on a timer! As soon as even one torch extinguishes, the door will shut again. Therefore, ride south on the platform, then wait until you're curving all the way back around—don't start lighting any torches until you're moving east between the northern and southern torches. Light the southern ones first, then the northern ones as you approach them. Once the ride ends, quickly enter the door before it closes on you!

You'll have to avoid a couple spiked rolls to progress in this next room. For the first one (moving north and south), hide on either the west or east side against the wall, wait for it to pass, then make your way through. For the second one (moving east and west), the strategy is the same. At the end of this room are two chests: The one on the left contains the **Map**, and the one on the right has **Small Key #1**. There's also a skull with a small Magic Decanter. Now dodge past the two spiked rolls and return to the previous room, and from there back west into the hub room for this floor.



If you're in need of a refill on health or magic (or just want to fill in two rooms on your dungeon map that you'd otherwise never visit), ride your platform over to the ledge immediately to the west—defeat the Red Stalfos here and enter the next room. Wait out a storm of flying floor tiles in the doorway, then advance north again to find both a Fairy and (under the skull) a large Magic Decanter. Return to the hub room.

On a ledge in the northwest corner (where there is no door) is a single skull containing a large Magic Decanter, if you wanted pass up the room mentioned in the previous paragraph. Go to the other northwest ledge (i.e. the one with a locked door and guarded by a Red Stalfos), and unlock the door. In the next room, in addition to a couple Light-Green Zols hiding out, you'll also meet a bouncy new enemy called a Hokkubokku. As you attack it, its lower segments will be sent flying. Keep doing this until only the head remains, at which point keep slashing the head with your sword to destroy the enemy as a whole. Doing so in this instance will net you **Small Key #2**. Use it to unlock the door ahead.

This next room introduces you to a couple tough new enemies. Known as Chain Chomps (from the *Super Mario* series), they are utterly invincible. They'll bounce around aimlessly for a bit, but then lunge toward your position as far as their chains will allow them. So don't dally if you're within their range! Go to either side of the room and use a ranged attack on the Crystal Switch to lower the blue blocks. On either side of the door from which you entered is a cluster of five blocks. Push the northernmost in either cluster (it doesn't matter which) to make a chest appear. Lower the orange blocks now, and still avoiding the Chain Chomps, open it to obtain **Small Key #3**, which you'll need to unlock the north door and go downstairs to B1.

Big Key and Mirror Shield

You'll emerge in a large room with pipes overhead. Watch out for Anti-Fairies and Light-Green Zols as you make your way southeast, and finally a Hokkubokku too. Climb up the steps in the southeast corner and enter the pipe you find here, which will whisk you to the northwestern part of the room. Plunder the skulls if you like, then enter the door you find.

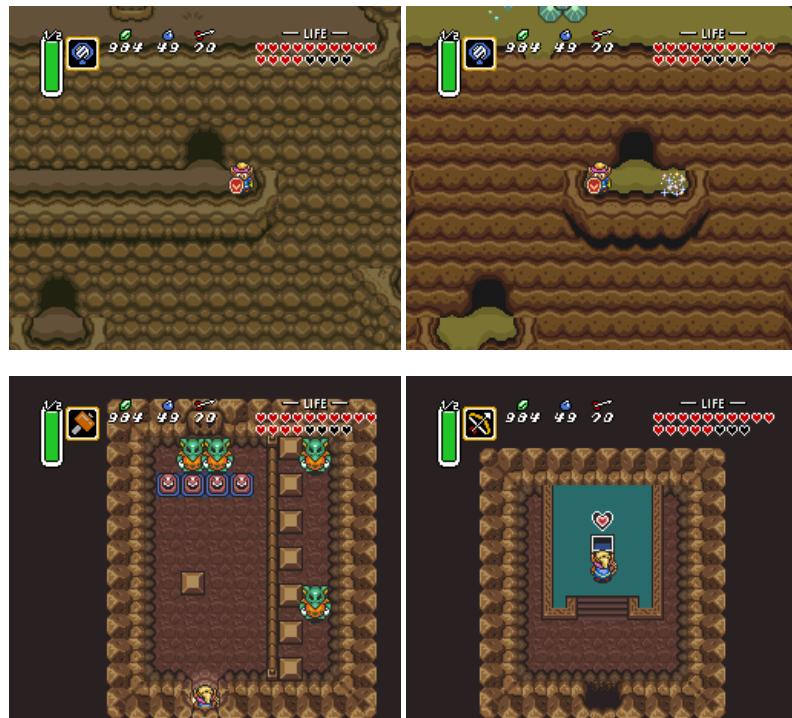
There's molten lava in this room! Thankfully you can't fall in. You have two pipes to choose from here—go with the lower one first. You'll be taken due west, so go through the west door. Four Anti-Fairies will come upon you as you enter, so either avoid them or use Magic Powder. Strike the Crystal Switch to lower the blue blocks ahead, then defeat the incoming Hokkubokku to pick up **Small Key #4**. But beware the two Stalfos heads and the Rabbit Beam as you fight. Unlock the door leading east to reach a new part of the lava room.

Take the pipe in front of you to wind up next to a chest that contains the **Big Key**. Now enter the pipe just south, and you'll be taken east. Go through the door to return to the first room you explored on this floor. Back in this earlier room, enter the pipe to travel to a high central plateau with a skull hiding a large Magic Decanter. Now hop down and return to the southeast corner, go up the steps and into the pipe, and return to the lava room again.



This time take the upper pipe, which will transport you to the southwestern part of the room. Take the door leading south, and quickly take out both Hokkubokku in here while dodging fireballs from a Medusa. Defeating the two enemies will open the doors. Go south to an empty corridor, then go west. Beware the Laser Eyes in here! The three that are half-shut will only fire on you if you face them, but the other two (that are always open) will fire lasers at you whenever you pass no matter which direction you're facing! Quickly and carefully lift a skull to get past, then place a Bomb on the cracked south wall. Doing so will create an exit! Go outside back into the overworld.

You'll emerge on a high ledge on Death Mountain that you couldn't previously access. Walk all the way east to find another entrance. Before you go in, however, use the Magic Mirror here at this east end. You'll be on a much smaller ledge in the Light World in front of a different entrance. Go inside to a cave populated by four Green Goriyas. Hammer the Moles, and you can then use whatever weapon you want on the two Goriyas in front of the door. The ones on the east side of the room, however, must be defeated with Arrows. Once all four are gone, the door will open, leading to a chest containing **Piece of Heart #24**. Congratulations--if you've been following this guide, that is the last Piece of Heart in the game! Now go back outside and return to the Dark World. Then go through the new entrance you found.



You'll be back inside Turtle Rock, but now in front of the big chest. Use the Cane of Somaria to get across, then open it to find this dungeon's main prize: the **Mirror Shield**! Unlike the Red Shield, the Mirror Shield can block large fireballs as well as most kinds of lasers. Now those Laser Eyes just got a lot easier to deal with! Go north, and dodge both a spiked roll and Medusa as you use the Big Key to unlock the north door and return to the lava room.



Take the pipe to the northwest corner of the room and enter the door. Take out the Hokkubokku in here, then bomb both the north and east walls. (Watch out for Zoros that will emerge from the north opening, though.) If you want some money, go east. Walk around this room until you've made three Light-Green Zols appear, then defeat them. This will allow you to push the northern of the two blocks and thus gain access to the two statues. Pull the tongue of the one on the west to open the door (but if you pull the east statue's tongue, you'll summon a rain of bombs on your head), leading to this game's most lucrative Rupee room yet. If you can maneuver around the two spiked rolls in here, you'll gain 54 Blue Rupees--which is the equivalent of a whopping 270 Rupees! Once you're finished here, retrace your steps south a room and then west.

Now go north through the opening you created. If the Crystal Switch is red, hit it with the Boomerang to get past the first set of orange blocks to an area with a spiked roll going east and west. Now strike the Crystal Switch blue so you can access the chest to the west, which has **Small Key #5** for you. When you have an opening, quickly go east and hit the Crystal Switch again with a ranged attack to turn it red, lowering the northern orange blocks and allowing you to escape. Unlock the door leading downstairs to B2.

Crystal #7

Just to warn you now, this room is a pain. It's dark, and you must use a platform created by the Cane of Somaria to navigate a very complicated network of tracks around a large room with three Guruguru Bars whirling around. If you find you're about to be hit by a bar, either use the Hookshot trick or turn on the Cane of Byrna or Magic Cape. Just remember, in order to navigate with your platform, hold down the direction in which you want to go on the D-pad as the platform reaches a turning point (i.e. a point that looks either like a small circle or triangle). But you cannot turn at places where the tracks intersect if there's no circular or triangular point.

I'll try to make my directions here as precise as I can: From the entry ledge, go south (the only way you can go), east, immediately south, and then ride the platform until it curves around east, then turn it south at the first fork to arrive on an island near the center of the room. On this island is a skull hiding a switch--activate it to open a door in the southwest corner. Thankfully this switch is not timed!



Now create another platform from this island. Start west, then turn east (i.e. after it curves north), and take your first east turn again. Take the first turn south and ride it all the way south, then turn west at the end where the Guruguru Bar is, and at the four-way turn coming up (i.e. the point shaped like a circle), turn west again. Now ride the platform all the way to the end, which should put you at the door you just opened. Go through, and be glad you won't have to deal with a room like this again!

Quickly make your way south along the narrow walkway, watching out for Laser Eyes that shoot at you as soon as you pass. Be careful not to dash into the pit at the end, and take out the Helmasaur along the way as well. Go south to the next room.

Take the first walkway east, and you'll find that the Laser Eye here is powerless against your Mirror Shield. Open the chest at the end for a **Green Rupee**. Now going back, you have to be careful as the Laser Eye can shoot you in the back! Instead, face north and charge up a spin attack--Link will hold the Mirror Shield in his right hand, deflecting the Laser Eye's shots. (This is because Link is a lefty and so holds the sword with his left hand!) Release the spin attack when you're out of range and continue south. Go west to another chest guarded by a Laser Eye, this one containing a **Blue Rupee**. This time, face south and charge a spin attack to block this Laser Eye's blasts. Now repeat the process for the third chest, which contains a **Red Rupee**, and finally the fourth chest (this one guarded by a Blue Hardhat Beetle too--use a Hookshot to stun it and hopefully knock it into a pit) to obtain **Small Key #6**.



Note that you can bomb the south wall here to create another exit from this dungeon. From this ledge in the Dark World, if you use the Magic Mirror to return to the Light World, there's another cave entrance for you here. We've explored this one already, but if you walk all the way north and go down the stairs, you'll find a couple Fairies if you need them. Now return to the Dark World and go back inside the dungeon. You're almost to the end!

Now that you have a key, return to the room to the north, then unlock the door leading west. This leads to a large maze-like room where you'll have to keep striking Crystal Switches as you progress in order to raise and lower the respective blue and orange blocks. Anti-Fairies, Helmasaurs, and a Hokkubokku guard the way, but they shouldn't be a problem for you by this point (and in fact the former will probably be a useful source of Fairies for you). There are skulls you can pick up for items, but there's little of value in here. Instead, concentrate on working your way to the north end of the room, where stairs lead you down to B3.

In this gaping chasm of a room, be sure to lift the two skulls down here for a Heart and large Magic Decanter, respectively. Use the Cane of Somaria to create one final platform, and ride it north to the boss room.

Boss Battle: Trinexx



Turtle Rock is guarded by a large three-headed dragon. The red head will spit fire at you while the blue head will spew ice, freezing whatever part of the floor its icy breath hits. Then the central head will occasionally lunge forward on its long neck, doing significant damage if it connects--you can tell this attack is coming when its tail starts moving fast. As you might expect, the red head is vulnerable to the Ice Rod, and the blue head is vulnerable to the Fire Rod. Therefore, you must have magic in your Magic Meter to win this battle!

Definitely prioritize the blue head first because the ice it creates never goes away for the rest of this fight, and you'll need the ability to maneuver freely. One shot from the Fire Rod will stun it, at which point you can either keep firing with the Fire Rod to damage it or conserve magic and run in with your sword--though you will have to re-stun it with the Fire Rod when it recovers. Once you've destroyed the blue head, now use the Ice Rod to stun the red head. Either slash with your sword or keep up the attack with the Ice Rod. After a few rounds of this, the red head will be destroyed as well.

When you've defeated both of the outer heads, Trinexx's shell will be destroyed, and the central head will emerge as a snake-like creature that will relentlessly chase you throughout the room. Due to its speed and slickness of movement, the boss can be hard to avoid at this point. Heal if needed. The creature's weak point is the flashing segment in the middle of its body. Keep slashing at it whenever you get a chance, but if you don't have a lot of healing items in your bottles, then you should focus more on evasion, attacking only when an opportunity presents itself. Also, try not to charge up a spin attack, as this limits your mobility ever so slightly. Keep attacking Trinexx's weak point, and eventually the boss will go down, leaving you **Heart Container #11**.

After the Heart Container, **Crystal #7** will drop down, inside of which is Princess Zelda herself! Pick up the crystal and listen to the princess as she gives you your final objective, and you'll finish this dungeon. Your Life and Magic Meters will be refilled, and you'll be taken back to the overworld in front of the entrance to Turtle Rock. Now only **Ganon's Tower** remains!

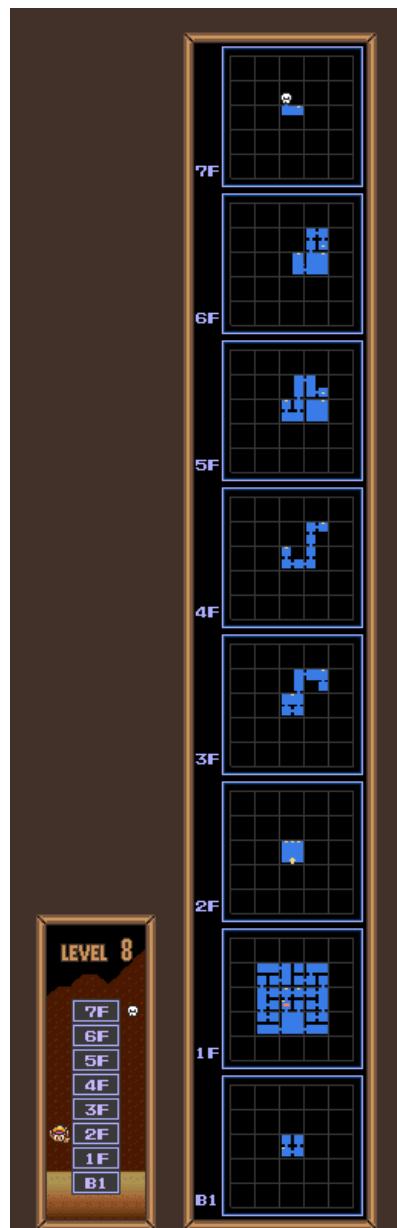


Level 8: Ganon's Tower

If you've been following this guide, then there's nothing left in the game except to proceed to the final dungeon. If there's anything you haven't done yet, then go ahead and do it now. Collect every Piece of Heart, every upgrade and item, as well as every Bottle, then make sure to fill all your Bottles. Ideally three of the four should contain Blue Potions, and the last a Fairy just for emergencies. This is the final dungeon and contains some of the most challenging rooms and toughest traps in the entire game. Make sure to come prepared!



From Turtle Rock, simply proceed due west. You'll encounter three powerful centaur-like monsters on the way known as Lynels, who will spit fireballs at you--these can be blocked with the Mirror Shield. They go down in two hits each with the Golden Sword. Keep going until you reach Ganon's Tower, where Zelda and the other maidens will open the way forward for you to enter.



Note that it's possible to have the following before beginning this dungeon:

- 20 hearts in Life Meter (including 24 Pieces of Heart)
- Golden Sword (Lv. 4)
- Mirror Shield (Lv. 3)
- Blue Mail (Lv. 2)
- Pegasus Boots
- Titan's Mitt
- Zora's Flippers
- Moon Pearl
- Bow & Silver Arrows
- Magical Boomerang
- Hookshot
- Bombs
- Magic Powder
- Fire Rod
- Ice Rod
- Bombos Medallion
- Ether Medallion
- Quake Medallion
- Lamp
- Magic Hammer
- Flute
- Bug Catching Net
- Book of Mudora
- 4 Bottles
- Cane of Somaria
- Cane of Byrna
- Magic Cape
- Magic Mirror

- 7 Crystals



The First Floor and Basement

The large room where you arrive is empty, save for Ganon's menacing statues lining the floor. There are three stairwells you can take here--let's begin by taking the stairs on the west, leading down to 1F.

As soon as you emerge, you can see **Small Key #1** waiting for you on top of a lantern--simply dash into the lantern to jar the key loose (just watch out for the Spark). Defeat the two Red Stalfos here if you want, then proceed west. Take out a Blue Bari, and be sure to pick up the skull in the southeast corner for **Small Key #2**. Now hammer the Moles in the center, then push the block to uncover a hidden Star Switch that will enable you to continue west through the door.

In the next room, carefully hookshot to the block across from you (and not the skull, which will send you into the bottomless pit). Now get the skull out of your way, walking around the block, and then hookshot north and go through the north door. A trio of Red Stalfos await you in here, but so do four Yomo Medusas, so be careful with your sword swings. The two northern chests contain **Bombs** and **10 Arrows**, respectively, while the other two chests hold a **Red Rupee** each. Now return to the previous room and use the Hookshot to make your way across the gaps to the southern part of the room. Take out a Red Stalfos, then unlock the east door. Carefully avoiding the double Guruguru Bar, open the chest to find the **Map**. Now return to the previous room.



Hit the Crystal Switch to turn it blue, then place a Bomb next to it and quickly get across the lowered blue blocks and make sure they're raised again before continuing south to the next room. Lift the skull in the southeast corner of the next room to pocket **Small Key #3**. (The other skull contains a small Magic Decanter.) Now place a Bomb halfway between the Yomo Medusa and the first Crystal Switch, then quickly return east so that you're on the other side of the orange blocks when they rise. (You have to set the Bomb so that its blast radius only hits the first Crystal Switch and not both, which won't do anything for you.) Unlock the door leading east, hit the Crystal Switch, then dash to the Warp Tile before the Blade Traps can get you.

You'll be transported to a long room where you have to dodge Winders in narrow block corridors as you head west. Look for a lone block near the west end and push it to make a chest appear across the gap. Hookshot over to it and open it for **Small Key #4**. Now unlock the south door.

Next is a dizzying series of Warp Tiles. These will generally take you back and forth between two particular rooms, but which tiles you use can make a difference for what items you can get, so I will lay out the best route to take. First, step on the west Warp Tile. Then take the only one available afterward. Before you use the next tile, note the cracked west wall. Bomb it open and go through. Defeat both the Mini-Moldorm and Blue Bari with the Hookshot, then step on the floor switch in the northwest corner to destroy the northern wall. This will lead you to four chests! The northern two contain **10 Arrows** each, and the southern two both have **Bombs**. Finally, return to the room with the Warp Tiles and step on the south tile.

You can use either one of the two Warp Tiles you see next (it doesn't matter which), and from there, make your way to the Warp Tile in the southwest corner and step on that. You'll now be in a new part of the next room where you can go east. Dispatch a couple Blue Hardhat Beetles along the way, making sure not to fall into bottomless pits, and then take the northeast Warp Tile. Pick up the skull for some Arrows if you wish, then take the only other Warp Tile in here. Back in the previous room, you can now access the door leading east. You're finally done with the Warp Tiles!

Beware the Winder in the southern part of this room. You'll also notice Blue Hardhat Beetles (and a single Helmasaur) scattered throughout, but some of them seem to be walking on thin air over the bottomless pit. That's right--this room has an invisible walkway. Defeat the enemies that are on the visible ground as you make your way north, where you'll see a torch. Light it with the Fire Rod, and you'll be able to see the invisible path--but only as long as the torch stays lit. (If the torch goes out while you're on the invisible part of the floor, you can also use the Ether Medallion to see for a moment.) It might be a good idea to keep the Hardhat Beetles alive who are over the pit so you have an idea where the solid ground is.

Starting where the two skulls are, step out east, then immediately turn south. Keep going south until you're almost at the place where the visible pathway juts out, then you'll want to go slightly southeast and then continue south. Turn east near the end, and then you're going to follow a generally northeastern course, then north, and near the end west, and finally looping around until you're walking north back onto the visible ground again. Head north into the next room.

Sprinkle Magic Powder on the two Anti-Fairies in here just to get them out of your way. Unfortunately you can't do anything about the Spark traveling along the walls. Open the chest in the southeast corner for **10 Arrows**. Notice how the cracked floor in this particular corner looks different from the cracked parts of the floor elsewhere in this room? Plant a Bomb here to open a hole. Drop down to B1 for a rematch!

Boss Rematch: Armos Knights



You'll have to fight the Armos Knights over again, but now you're much stronger than before. Unfortunately they do have one new trick up their sleeves: This battle is now on an icy floor, so you'll have to deal with slippery movement mechanics while you fight. With the Silver Arrows, however, these knights are no threat. Each one goes down in a single hit to the Silver Arrow--even the final red one! You can also use the Golden Sword, as each one only takes a few hits with the most powerful sword in the game.

Defeating the Armos Knights will open both doors. Whatever you do, do *not* go west yet! (It's a one-way door, and you'll have to backtrack a long way to return here.) Instead, go north to a room with three chests. The northern two contain **10 Arrows** and some **Bombs**, respectively. The true prize is the south central chest, which holds the **Big Key**. Return to the Armos Knights' room, and now go west. The next room is empty. If you bomb the north wall, you'll discover four Fairies flying over a bottomless pit on the other side, so make sure to heal up in here. Whenever you're ready to return to the rest of the dungeon, go back to the previous room and take the stairs back up to 1F.



You'll emerge, conveniently enough, in a room with the big chest! Push a block to get out, and avoid Winders and Blade Traps as you open the chest. It contains the final item in the game: the **Red Mail**. Link's newest outfit decks him out in red and offers twice the defense against enemy attacks as the Blue Mail! Just as with the Blue Mail, though, it only works against enemies. Non-sentient traps still do the same damage that they always have.



Note: At this point, you have everything you need to finish this dungeon and thus the game. All that remains on 1F is the Compass and some Small Keys (which only unlock doors here on 1F anyway) as well as a plethora of rooms to fill in on your dungeon map. If you want the full completionist tour, then keep reading. But if you're ready to move on to the upper levels, then use the Magic Mirror to return to the entrance and skip to the [next section](#) of this guide.

Go north to return to the first room we visited on this floor (i.e. the one where the key was on the lantern). Now unlock the door leading east. There are a couple chests in here if you want them--the west chest has **10 Arrows**, and the east chest has some **Bombs**. (FYI: Those stairs are where you would've emerged had you gone down the east stairwell instead of the west stairwell from the dungeon entrance.) Don't bother pulling the lever here as it will just unleash a deluge of bombs. Instead, pick up the southwest skull and use the Cane of Somaria to place a block on the switch, which will keep the east door open.

In the next room, there is an Anti-Fairy, a Rabbit Beam, and floor tiles that will rise up and fly toward you. You might think that you can safely wait out the flying tiles by camping out in the doorway (as this does protect against the incoming Rabbit Beam), but unfortunately there is also a Wallmaster in this room that will grab you and return you to the dungeon entrance! Therefore you are forced to run around the room, dodging the floor tiles and Wallmaster. Worse, there are a couple Yomo Medusas in here too, so you'll have to deal with their fireballs if you try slashing at the tiles or Wallmaster. Be as nimble as you can, and once the flying tiles are spent, a chest will appear, inside of which is **Small Key #5**. Use it to unlock the east door.

A Wallmaster will continue to haunt you in the next room too, alas. There is a Gibdo lurking near a skull that contains a large Magic Decanter, if you want to use the Fire Rod to destroy the foe. See the two blocks to the east? Push the lower one south. Beware the Blade Trap, and there's a Red Stalfos farther south to take out, as well as a couple Blue Bari in the corner by a torch and a Medusa. (You can enter the west door if you want to fill it in on your map and find some Hearts under skulls)

guarded by a Guruguru Bar and Wallmaster.) Once you've cleaned out the room as much as you can, get out the Fire Rod and return to the northern part of the room. (Don't bother going through the north door--there's nothing in that room, and you've already been there anyway.) Light all four torches, moving from north to south. This will open the south door, so quickly go through before any of the torches go out.

There are some more Gibdos in here, but thankfully you are now done with Wallmasters for the rest of the game! Take out the first Gibdo that comes toward you. As for the other two, wait until they're up against the raised blue blocks, then use spin attacks to take them out. Now stand with your back against the northern blue block, as far west as you can position Link, then throw a Bomb onto the conveyor to the east. If you stood in the right place, the Bomb's blast will hit the Crystal Switch, lowering the nearby blue blocks. Now repeat the deed, but this time move west of the blue blocks after throwing the Bomb. This will raise them and lower the orange blocks, allowing you to go west.

Take out the Blue and Red Hardhat Beetles as you arrive, then you'll be free to plunder the four chests--but make sure you save the northwest chest for last. Going clockwise, the northeast chest has a **Green Rupee**, the southeast chest has **10 Arrows**, the southwest chest has a **Red Rupee**, and finally the northwest chest has the **Compass**. Once you obtain the Compass, a bunch of bottomless pits will appear in the floor, hence why I told you to save it for last! Now take the Warp Tile in the western part of the room.



You'll find yourself in a long corridor with conveyors, Star Switches, and bottomless pits. There are a couple Blue Bari in here too, so defeat them as you see them. Make sure to pick up the two skulls in the northern nook halfway through the room, as one of them contains **Small Key #6**. Unlock the door ahead and continue east.

What with the narrow walkway, two Guruguru Bars, the moving Blade Trap, and the fact that the walkway will begin collapsing after a while, this segment is too difficult to traverse without using either the Magic Cape or Cane of Byrna. Quickly make your way to the skull in the southeast, and take out the Blue Hardhat Beetle on the other side (and deactivate your magic item if you used one). Go through the southwest door, and defeat another Blue Hardhat Beetle situated on the lone island. Pull away the statue on the west side to uncover a Star Switch. Step on it to create a path to the Warp Tile on the center island.

You can light the torch here to see the invisible floor if you want, but there's no need. If you simply run all the way due west from the Warp Tile to the door, you'll be fine (and you'll also take out a Blue Bari along the way). You'll wind up back in the earlier room with the more complicated invisible pathway. Instead of bothering with that again, take the northwest door, and after that, go north two more rooms to return to the dungeon entrance on 2F--or you can simply use the Magic Mirror.

Congratulations, we've now finished the entirety of the vast first floor!

The Tower

Now would be a good time to go back outside into the overworld to heal and restock on items if needed. After all, this is the final push! Once you're ready, reenter Ganon's Tower and now take the stairwell dead ahead to go up to 3F.

Use Magic Powder on the Anti-Fairy as you arrive. Have your Silver Arrows ready as you manipulate the Crystal Switches and use the blue and orange blocks to get across the bed of spikes. Defeat the Green Goriya with whatever weapons you want and the Red Goriya with a single Silver Arrow. Push the northern block that's lying against the west wall to open the door leading south and then go through.

Pull and then push the nearby statue so that it blocks off the Blade Trap--keep the trap trapped in the far eastern portion of the room. This gives you enough room to shoot at the Red Goriya across the way. Afterward defeat the other Red Goriya to the south. Now move the statue back up again so you can access the now open door. Go east into another room with two Red Goriyas, except this time they're joined by two Beamos--and no place where you can hide from their laser blasts! (And unfortunately not even the Mirror Shield can block a laser beam from a Beamos.) Keep mobile as you shoot down the Goriyas to open the north door. One of the skulls in here has some Arrows for you as well. The next room is empty but requires the Big Key to unlock the next door.

In the following room, go down to the lower level, and then turn the Crystal Switch blue in order to trap the Blade Traps on the outer fringes of the room. (If your timing is good, you can trap them all and give yourself a leisurely walk north!) Go north to another Crystal Switch, which you'll need to turn red so you can get across the orange blocks and fight both a Green and Red Eyegore (remember that the latter can only be defeated with the Bow). Lift the north central skull to find a switch and step on it to open the door on the upper level leading east. Now strike the Crystal Switch again to block off the Blade Traps, return south and up the stairs, then work your way around to the door.

Tread carefully across the walkway while turrets fire iron globes at you from both directions. When you reach the other side, before you go up the stairs, look south to see a cracked wall. But how to get there? For this, you'll need to do a trick with the Pegasus Boots. Stand just south of the two blocks and face either east or west. Start up a dash, but before Link actually takes off, quickly turn north. Link will promptly crash against the blocks and bounce backward across the gap and onto the southern ledge! Now bomb open the cracked wall and go through to find a couple Fairies along with some skulls with replenishing items. Once you're done here, return to the previous room, hookshot onto the two blocks, and take the stairs up to 4F.

Defeat two Red Stalfos, a Blue Zazak, and a Red Zazak while on conveyors leading south in order to open the west door. The next room features conveyors in a rectangular pattern carrying a Beamos while you must defeat three Red Stalfos to open the next door. Then you'll have a larger series of conveyors after that carrying two Beamos while you have to take out three Blue Zazaks. Afterward, ice gets added to the mix as most of the floor that's not covered with either conveyors or Blade Traps is frozen. Two more Beamos are conveyed around the room as you must defeat two Red Zazaks to open the way forward. In the following room, the floor is almost all ice with a stationary Beamos and Medusa relentlessly harassing you as you must fight a Red Stalfos and Red Zazak. The four skulls contain healing items, but with the Spark encircling them and the aforementioned Beamos and Medusa, it's best simply to move on to the next room.

Get your Magic Powder ready and sprinkle the Rabbit Beam in here before it starts moving in order to turn it into a much-needed Fairy. Proceed west past the statues of Ganon for another rematch.

Boss Rematch: Lanmolas



This fight is much like the first one, except this time the Lanmolas have backup from a Medusa statue that will fire on you from the corner throughout the battle. Thankfully the Lanmolas take much fewer hits this time around now that you're armed with the Golden Sword. Just like before, wait for them to burrow up from the ground, dodge the flying clumps of sand, and then slash away with your sword. You can charge up a spin attack, but be advised that it'll be harder to block the Medusa's fireballs if you do. Again just as before, once you defeat the first two, the last surviving Lanmola will fling eight clumps of sand each time it emerges. Destroy all three Lanmolas to open the doors.

After the battle, head north. Restock on items with the four skulls in here and then proceed upstairs to 5F.



Use the Ether Medallion to see the invisible floor in this small room, and defeat all three Wizzrobes in here to open the door leading south. In the following room, dash east across the walkway to avoid lasers from the Laser Eyes and to take out a Blue and Red Taros in the process. Go north, and then defeat four more Wizzrobes on conveyors while avoiding a Blade Trap in order to open the north door. In the next room, once again simply dash north to escape the collapsing floor and force your way past a wall of four Red Taros waiting on the other side. Turn east before slamming into the wall and go through the open door.

The next room contains no enemies save a single Guruguru Bar. Empty the room of skulls and take the Magic Decanters they offer. Now get out your Fire Rod and, dodging the Guruguru Bar, light the north torch, east torch, south torch, and west torch (preferably in that order). All four lit torches will open the door to the southeast. But you'll have to hurry down to the southern part of the room and dash through that door before it closes again! In the following room, dodge the Laser Eyes (the far northern and southern parts of the room are the only places that are safe) and lift the east skull for a large Magic Decanter; the other skull has a Heart. Now go up the steps to 6F.

Have your Lamp or Fire Rod ready as soon as you arrive. Once the two Sparks are out of the way, quickly go to the northeast torch and light it before the floor starts crumbling away! Then light the southeast torch, the southwest torch, and finally the northwest torch. This will open the north door, so enter it fast. Dispatch a pair of approaching Helmasaurs on the other side—one of which will drop **Small Key #7**—then dodge the two Medusas' fireballs and the two beds of spikes as you open the chests to the north. Both chests contain **Bombs**. Now unlock the door leading west.

Dodge both the regular and the large Blade Traps along the conveyors as you place a Bomb against the cracked part of the wall. Go through the opening you create to a room where you must manipulate the Crystal Switches and their respective blue and orange blocks. Ignore the Rabbit Beam and sprinkle Magic Powder on the Anti-Fairy to eliminate its threat, though unfortunately you won't be able to do anything about the Spark in here. Open the chest in the middle for **Small Key #8**. Finally lift the southeast skull to find a large Magic Decanter, then unlock the south door. Time for another rematch!

Boss Rematch: Moldorm



You must once again drop onto a suspended lower platform above a drop to the floor below in order to fight this creature. The battle is the same, but the layout makes it even easier to fall or be pushed off the edge. Note that falling to the room below is the only way to fill it in on your dungeon map, for what that's worth. That room contains many beds of spikes, so that's where you might land if you fall from the Moldorm's room! There are also Wizzrobes and an Anti-Fairy down there, which might make it useful for healing. At any rate, you only have to land two hits with the Golden Sword on the Moldorm's tail to defeat it.

Once the Moldorm is gone, a chest will spawn to the south. Hookshot onto it and then open it to claim a **Red Rupee**. Go west to enter a downright brutal room where the ground is either spikes, ice, or conveyors. You must go north past first a Helmasaur, two bumpers being carried in a circle by conveyors with Blade Traps on either side, and then four more Helmasaurs on ice and conveyors (with spikes on either side) in the northern half of the room. Fight your way to the stairs at the far end to go up to 7F.

Here, in sharp contrast to the previous room, is nothing but quiet as the lanterns line the path to the boss room. It's time for the ultimate rematch!

Boss Rematch: Agahnim



For this battle, Agahnim will create two transparent clones, and together the three of them will teleport around the room and shoot magical projectiles at you. Just like before, you must deflect the magic with your sword (or net) back at Agahnim to damage him. You'll have to hit the real Agahnim of course, and unfortunately his copies shoot first. Having so many projectiles shot at you can be overwhelming, so sometimes you'll have to slash your sword furiously to keep them at bay. But then again, it's also possible to hit Agahnim with two attacks at once (one from him and another from a clone) if you're good! Just as with the battle at Hyrule Castle, it will take six hits of his own magic to do in Agahnim for good.

Pyramid of Power



After defeating Agahnim for the second time, a cutscene will take place, after which you'll find yourself back at the Pyramid of Power again. But this time, there is now a Ganon-shaped hole at the top. Before you go in, make sure to heal yourself and restock on supplies, especially magic power, Arrows, and Potions and/or Fairies for your Bottles. This is the very last battle, so there's nothing left but to give it your all!

Final Battle: Ganon



Tip: If you're fast enough, you can land a free hit on Ganon before he even starts talking!

Once you land, Ganon will speak and then the battle for the fate of Hyrule will begin. He'll start by throwing his powerful Trident across the room and then teleporting to catch it. Avoid the trident as you move in close and deal damage to Ganon with your sword. After inflicting enough damage, the boss will then create a ring of fiery balls around him that will first encircle him and soon spread outward. Then, one by one, they will take the form of fiery bats and fly toward Link--all the while Ganon will teleport away to another part of the room. Sometimes he will also have a single fiery bat create flames around him as the bat flies in an outward spiral, as Ganon again teleports away.

After a certain point in the battle, Ganon will jump up and then slam into the ground, causing the floor tiles at the edge of the room to fall away. He will do this a total of four times--once for each of the four walls. (Be careful, because if you fall into a pit at any point in this battle, then you will land in a different part of the Pyramid of Power and must exit to the overworld, climb back up to the top and restart the fight from the beginning. Along the way you can find a Telepathy Tile urging you to use the Silver Arrows to make a final end of Ganon.)

When he has created pits along all four walls, Ganon will tell you of his "secret technique of darkness," at which point the lights will go out. As long as the room remains dark, Ganon will be both invisible and invincible. (You can see where his position is from the fiery bat that comes toward you, leaving a trail of flames in its wake.) What you must do at this point is light both torches in this room to make Ganon vulnerable again--preferably use the Fire Rod for this. As soon as the two torches are lit, seek out the boss and slash him with your sword. He will be stunned and turn light blue for a brief moment--this is the time you must shoot him with a Silver Arrow! Once you hit him, Ganon will recover and resume his attack. You'll have to periodically relight the torches in order to continue attacking the boss. After you've hit Ganon with four Silver Arrows, he will be defeated at last.

After you triumph over Ganon, the way to the Triforce will open. All that's left is to go forth!



Congratulations on completing *The Legend of Zelda: A Link to the Past*! All that remains now is to watch the ending.

After the credits roll, you'll see the number of "games played" for each of the dungeons and then your grand total. "Games played" is basically a way of referring to the number of playing sessions--i.e. the game counts every instance that you either saved your game or ran out of hearts and received a game over. (This does not count the times that you healed or were revived by a Fairy, of course!) If you play the game in a single session without saving or seeing the game over screen at all, it's possible to complete the game with a 000 counter. This is of course much easier on the Virtual Console when you can use a Restore Point instead of the game's built-in save system.

Unlike the original game, there is no second quest. However, if there is anything you missed during your journey through *A Link to the Past*, be sure to check the **appendix** to see everything this game has to offer!



Appendix

This section is an index of sorts that gives you a quick reference for where to find all Pieces of Heart, items, chests, mini-games, Fairy fountains, Rupee locations, shops, fortune tellers, shortcuts, and all sorts of miscellaneous information.

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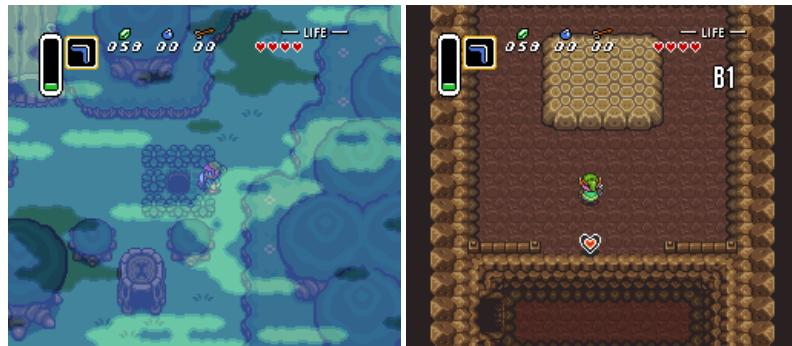
Pieces of Heart

Link's Life Meter is measured in hearts. At the beginning of the game, Link starts with three hearts, but obtaining Heart Containers permanently adds another heart to the Life Meter. In addition to Heart Containers, though, Link can also find Pieces of Heart scattered throughout both the Light World and Dark World. Four Pieces of Heart equal a full Heart Container and add an extra heart to your Life Meter; there are a total of 24 Pieces of Heart in the game. This portion of the appendix will show you where to find them all.



But first, I'll make special note of the first Heart Container in the game. Once you escort Princess Zelda through the Hyrule Castle dungeon to the Sanctuary, don't forget to open the chest next to the Loyal Sage, as it holds a Heart Container! From then on, all remaining Heart Containers can be obtained by defeating the bosses in each of the succeeding dungeons (and as such don't need to be covered here).

- *Piece of Heart #1*



One of the first Heart Pieces you can find is located in the Lost Woods. Look for a cluster of nine bushes, grouped together in three rows each. Underneath the central bush is a secret grotto. Fall into the hole to land inside a cave next to the Piece of Heart.

- *Piece of Heart #2*



In the northwest corner of Kakariko Village, there's a well that you can drop into if you jump from the ledge above. When you land, open the chest inside this cave to obtain some Bombs. Then place a Bomb at the cracked wall just north of the chest, which will create an opening. Go inside, pick up the pots in your way, and open the chest at the end for the Heart Piece.

- *Piece of Heart #3*



Also in Kakariko Village is a house in the northern part of town with a grassy roof. Go inside and then down the stairs to the basement. Place another Bomb by the cracked wall to blow it open. Then go through, and past the pots is another chest containing a Heart Piece.

- *Piece of Heart #4*



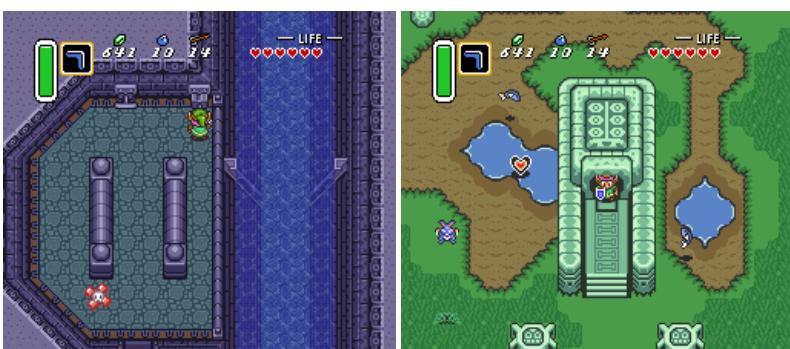
Just south of Kakariko Village proper, if you go through the quarreling brothers' house, you'll reach the 15-Second Game. As the name suggests, you have 15 seconds to navigate this maze to the end—make sure to go south from the sign in order to hop over the fence. If you reach the goal in 15 seconds or less, you'll be rewarded with the Piece of Heart!

- *Piece of Heart #5*



On the high ground just west of the Sanctuary is a rock pile. Dash into this pile of rocks with the Pegasus Boots to break the rocks apart and discover a secret grotto. Go inside and open the chest for another Heart Piece.

- *Piece of Heart #6*



In the southern reaches of the Great Swamp is a building known as the Swamp Ruins. Go inside, then push the blocks aside so you can reach the door leading north. In the following room, avoid the Anti-Fairy and pull the lever on the east to open the sluice gate, allowing the water to flow throughout the rest of the building. Now when you go back outside, the water will be drained from the swamp, allowing you to pick up the Heart Piece you've just uncovered.

- *Piece of Heart #7*



In the northeast corner of the Desert of Mystery is a cave where Sahasrahla's brother Agina dwells. The south wall of Agina's room is cracked, so set a Bomb there to blow open an entrance. On the other side is a chest containing another Piece of Heart.

- *Piece of Heart #8*



As you're making your way through the Desert Palace, you'll eventually need to take the southwest exit back to the overworld. If you continue south from here along the bluff overlooking the rest of the desert, you'll soon come upon a Piece of Heart guarded by a Vulture.

- *Piece of Heart #9*



Go to Zora's Waterfall in the northeastern part of Hyrule, and make your way all the way up to King Zora and purchase the Zora's Flippers for 500 Rupees. With the flippers, swim south down the first waterfall. Then go west until you're back on dry land. Continue all the way west to find a Piece of Heart waiting for you at the end.

- *Piece of Heart #10*



When you reach the top of Death Mountain, you'll soon find Spectacle Rock. Drop off the edge just south of Spectacle Rock to land on a ledge in front of a cave entrance. Go inside and then go all the way north and up the stairs. On the second floor, you'll find a Piece of Heart in front of a Telepathy Tile.

- *Piece of Heart #11*



Just east of Spectacle Rock on Death Mountain is a Magical Warp Tile that will take you to the Dark World. Once there, go back west to where the bully and his friend are running around. Use the Magic Mirror on this indentation to return to the Light World, this time on top of Spectacle Rock. Now you can pick up the Heart Piece up here!

- *Piece of Heart #12*



After defeating Agahnim for the first time, you'll be drawn into the Dark World on top of the Pyramid of Power. Go down the first two set of steps you see, then hop off the ledge to the east. Follow the path around east and then north—at the end, you'll find a Piece of Heart.

- *Piece of Heart #13*



In the northwestern portion of the Ice Lake (where Lake Hylia would be in the Light World) is a large circle of rocks, with a shallow part in the center and guarded by a Green Zirro. Stand in the shallow part and use the Magic Mirror to be transported to an island in the Light World on Lake Hylia, where you'll find the Heart Piece.

- *Piece of Heart #14*



In the Dark World, look for a ring of flower bushes south of the Haunted Grove, in the southwest corner of the screen. Use the Magic Mirror in this area to warp to the Light World on top of a plateau you couldn't otherwise reach. Go inside the nearby cave and lift the pots out of your way in order to reach the Heart Piece.

- *Piece of Heart #15*



This Heart Piece is a matter of luck. Go to the Treasure Field just south of the Village of Outcasts in the Dark World (i.e. where the 15-Second Game would be in the Light World). Pay 80 Rupees to play the Digging Game, and you'll be loaned a shovel and can keep any items you dig up within the 30-second time frame. One of the possible items to obtain is a Piece of Heart, so keep digging until you find it. Rupees are plentiful enough in this mini-game that you should generally at least break even while playing it.

- *Piece of Heart #16*



After you've defeated Agahnim atop Hyrule Castle Tower, return to the Light World with the Magic Mirror, and make your way to the tree that the lumberjacks A. Bumpkin and B. Bumpkin were attempting to cut down (just east of the Lost Woods, north of the Mountain Cave entrance). You'll notice the leaves are now a strange shade of green. Dash into what's known as the Strange Tree with the Pegasus Boots to shake the leaves loose, revealing a hollow stump. Go inside to land in a cave. Climb up the steps to your north, then go east through the door to find a Heart Piece waiting for you on the other side.

- *Piece of Heart #17*



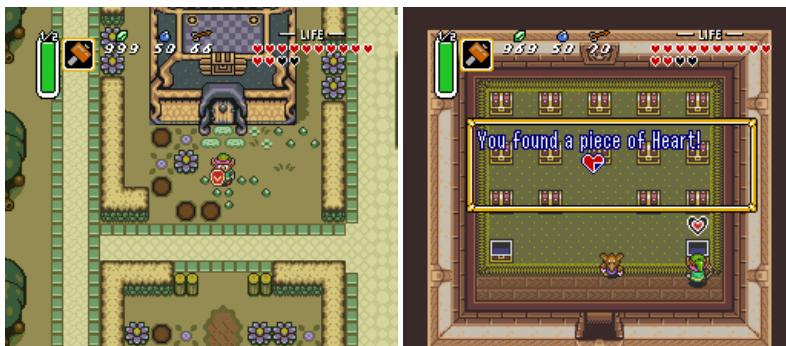
Go to the Ghostly Garden in the Dark World (i.e. where the Graveyard would be in the Light World). Climb the ladder onto a high bluff supposedly leading to nowhere. Use the Magic Mirror here to warp to the Light World to find yourself in front of an otherwise inaccessible cave entrance. Go inside, plunder the pots, and then set a Bomb to blow up the north wall. On the other side is the Piece of Heart.

- *Piece of Heart #18*



To obtain this Heart Piece, you must first have the Hookshot and Magic Cape. In the Dark World, go to where the Mountain Cave would be in the Light World. You'll see a sign promising a Piece of Heart to one who wears the Cape. Lift the large stone out of your way and enter. Fight past a couple Blue Hardhat Beetles on the first floor, then take the stairs to the second floor. From there, use the Hookshot on the skulls to the south to get across the gap, then use the Magic Cape to pass through the bumper in the southern corridor. From there, simply exit the cave to the south to find the Heart Piece waiting on a high ledge.

- *Piece of Heart #19*



In the northwestern part of the Village of Outcasts is a Treasure Chest Game that costs 30 Rupees for the chance to open any two chests and keep their contents. The prizes are generally various denominations of Rupees, but one of the potential prizes is a Heart Piece, so keep playing until you find it! Unfortunately this one is all down to random chance.

- *Piece of Heart #20*



Just east of the Village of Outcasts is what's known as the Stake Garden. Use the Magic Hammer to pound each of the 22 stakes, which will then cause a secret grotto to appear in the ground. Go inside to claim another Piece of Heart.

- *Piece of Heart #21*



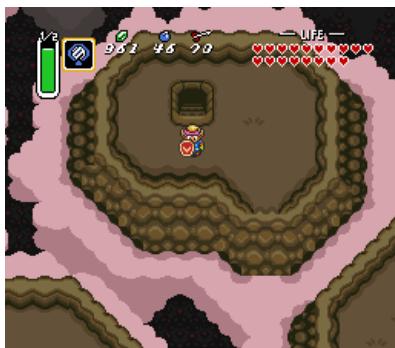
In the northeast corner of the Swamp of Evil in the Dark World is a cul-de-sac that seems to lead nowhere. Use the Magic Mirror here to be whisked to the Light World, on a high area overlooking the Desert of Mystery. Lift the large stone you see here, then go inside the opening below to find a Piece of Heart at the end of a checkerboard pattern of blocks. Push the blocks out of your way to reach the Heart Piece.

- *Piece of Heart #22*



The entrance to Misery Mire in the Swamp of Evil lies between two smaller heads. Go inside the mouth of the west head, avoid the two Sparks you see in there, and go down the steps to find a couple chests behind a block puzzle. Push aside the blocks that cut you off from the chest on the left so you can open it and claim the Piece of Heart inside.

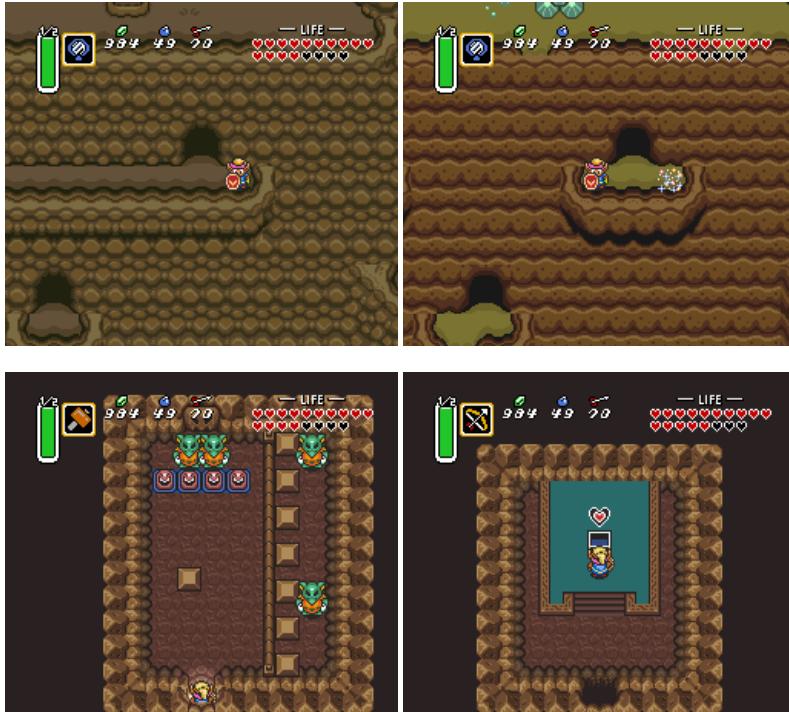
- *Piece of Heart #23*



In the southeastern portion of Death Mountain in the Light World (use the Hookshot to cross the broken bridge), lift the small dark stone with the Titan's Mitt to uncover a Magical Warp Tile that will take you to the Dark World version of Death Mountain. From there, go north to find two cave entrances. Take the west entrance and navigate the series of caverns that will eventually take you back outside, on top of Death Mountain.

Now lift the large stone in front of you to discover a secret grotto. Go inside and then cross the invisible pathway leading north (use the Ether Medallion to see it). In the next room, bomb the west wall, and from there, go south to exit the cave. You'll find yourself on an island in the clouds. Use the Magic Mirror here to transport yourself to a similar island in the Light World, next to a Piece of Heart!

- *Piece of Heart #24*



During your sojourn through Turtle Rock, you'll find a room in the southwest corner of B1 where you can bomb the south wall guarded by Laser Eyes in order to create an exit. Go out back into the overworld here to find yourself on a long ledge high up Death Mountain. Go all the way east, but before going into the next entrance, use the Magic Mirror instead. Once back in the Light World, go through the entrance you find. Defeat all four Green Goriyas you encounter inside to open the door, and then hammer the Moles to go through. Inside a chest at the end is the last Piece of Heart in the game!

Item Index



There are a wide variety of items in *A Link to the Past*, some more useful than others. This portion of the appendix will show you where to find each item in the game as well as explain what each one does.

I've provided the following quick links so you can skip to the section that's of interest to you:

- [Y Button Items](#)
- [A Button Items](#)
- [Equipment Items](#)

Y Button Items

These are your general inventory items. Press the START button to go to the inventory screen, then use the D-pad to choose the item you wish to use. When you unpause your game, your chosen item will be shown in a box in the top corner of the screen, and you press the Y button to use it.

- [Bow & Arrows](#)



You're more likely to find Arrows first, as those can be found under bushes and pots or dropped by enemies. But you can't use them without the Bow, which is the main treasure item you obtain from the big chest in the Eastern Palace, found in the central hub room on 1F.

This combination of items gives you a ranged attack that's more powerful than the Boomerang or Hookshot (both of which tend to stun enemies instead of damaging them). There are also certain enemies (e.g. Red Eyegores, Red Gorillas, etc.) that are only vulnerable to Arrows. The Armos Knights who guard the Pendant of Courage in the Eastern Palace are especially susceptible to Arrows. The only downside to Arrows is that they eventually run out, so you'll have to replenish them by finding new ones. Enemies with ranged attacks of their own (e.g. Bow Soldiers) tend to drop Arrows more regularly than other enemies. You can also sometimes find them in chests.

- *Bow & Silver Arrows*



After you've completed both the Ice Palace and Misery Mire, the Super Bomb will become available at the Bomb Shop in the Dark World, on sale for 100 Rupees. Use the Super Bomb to blow up a cracked wall on the second level of the Pyramid of Power. Go inside and toss in the regular Bow & Arrows, and the Cursed Fairy will come out to upgrade your Arrows to the Silver Arrows.

In addition to being twice as powerful as ordinary Arrows, there's something even more special about Silver Arrows. As the Cursed Fairy and other characters explain, this is the only weapon capable of defeating Ganon once and for all. So it's absolutely necessary to obtain them in order to complete the game! You'll need to stun Ganon first (he'll turn a pale shade of blue when he's stunned) and then shoot Ganon with a Silver Arrow. It will take four shots to take down the final boss.

- *Boomerang*



The Boomerang is found very early in the game. It's the main treasure item of Hyrule Castle during your initial visit to rescue Princess Zelda. Found on B1 as you're on your way to the princess's cell, it's the only main dungeon item that's held in a regular chest instead of a big chest (i.e. you won't need a Big Key to reach it).

This item is useful for stunning enemies, though very weak enemies (e.g. Keese) can be destroyed with it outright. You can also use the Boomerang to retrieve items from a distance, bringing them back to you. You can throw the Boomerang in eight different directions: the four cardinal directions plus diagonally.

- *Magical Boomerang*



After buying the Zora's Flippers for 500 Rupees from King Zora, swim just a little bit west of the entrance to Zora's Waterfall to find the Waterfall of Wishing. Swim inside, and behind the waterfall is a cave. Go up to the fountain at the end and throw in the regular Boomerang. A friend of Venus the Queen of Fairies will emerge to upgrade this Boomerang into the Magical Boomerang.

The Magical Boomerang flies faster and farther than the ordinary Boomerang, traveling almost the full length of the screen before returning to you. Its power level remains the same as its predecessor, though.

- *Hookshot*



The Hookshot is the main treasure item you obtain from the big chest in the Swamp Palace, in the central room on B1.

Much like the Boomerang, the Hookshot can stun enemies and retrieve distant items. It's actually more powerful than the Boomerang and can defeat certain enemies that the Boomerang cannot (e.g. Blue Bari). The only downside is that you cannot shoot the Hookshot diagonally. The most unique feature of the Hookshot is that if you fire it at certain objects (e.g. blocks, chests, pots, skulls, etc.), it will latch on to that object and pull Link over to it. This is an excellent method for crossing certain gaps in the game! You'll also need the Hookshot to make Arrghus the boss of the Swamp Temple vulnerable.

- *Bombs*



Bombs can be found early in the game, and in a variety of ways. They're located under bushes or pots and can be dropped by enemies. Bombs can also be found in certain chests, and if you follow this guide, the first set of Bombs you're likely to find is in a chest at the bottom of a well in Kakariko Village. Note that each time you obtain Bombs from a chest, they always come in a set of three.

Press the Y button once to place a Bomb. You can then press A to pick up a Bomb, but you'll want to throw it quickly—Link can damage himself if caught in a Bomb's blast radius! In general, you use them to blow up cracked walls and thus find secret entrances. You can also use them to detonate Crystal Switches and even to fight enemies. Hinoxes are particularly susceptible to Bombs, able to be defeated with just one blast.

- *Mushroom*



Lying out in the open in the Lost Woods is a single Mushroom. Simply walk up to it to pick it up. The Mushroom has no use whatsoever except to be given to Syrup, the witch stirring her cauldron just outside the Magic Shop north of the Eastern Palace. Give it to her, and the next time you come back, Syrup's apprentice will have Magic Powder waiting for you inside the Magic Shop!

- *Magic Powder*



See the above entry on the Mushroom for how to obtain the Magic Powder. Once you have it, you can sprinkle Magic Powder on various enemies and objects for different effects. Sprinkling one on a Buzz Blob turns it into the strange speaking Cukeman, while sprinkling it on other enemies can turn them into weak Slimes, capable of being defeated in a single hit. Perhaps the Magic Powder's greatest use is for the Anti-Fairies. Sprinkling it on an Anti-Fairy turns the enemy into an actual Fairy! Note that using Magic Powder does consume magic from your Magic Meter, albeit not much. Speaking of which, after obtaining the Magic Hammer, if you pound the post outside the Smithery by Kakariko Village and drop into the well, you'll find an underground altar. Sprinkle Magic Powder on the altar, and the Mad Batter will emerge and enhance your Magic Meter.

- *Fire Rod*



The Fire Rod is the main treasure item that you obtain from the big chest in the Skull Woods, in an eastern room after pulling the nearby lever to destroy the wall blocking off the big chest.

This item gives you the power to shoot balls of fire. They're useful in fighting enemies, and Gibdos in particular will be destroyed after one hit. The boss of Skull Woods, Mothula, is especially susceptible to fire. It's also critical in the Ice Palace, where enemies like Freezors can only be defeated with fire, and it's the only way to melt the ice protecting the boss, Kholdstare. More than just a weapon, the Fire Rod can also be used to light torches, and indeed must be used to light certain torches that are too far away for the Lamp to reach. Be advised, however, that the Fire Rod does use up more magic than the Lamp does.

- *Ice Rod*



The Ice Rod is found in the Ice Cave, located at the northeast shore of Lake Hylia. You won't be able to reach it if you take the standard entrance into the Ice Cave--you must bomb open an alternative entrance into the cave nearby.

With this item, Link can shoot bursts of ice. The Ice Rod will freeze almost any enemy. This is nice if you just need to get around a particularly powerful or annoying enemy. Another cool feature is that if you freeze an enemy and then smash its frozen form with the Magic Hammer, it will almost always drop a large Magic Decanter, which will completely refill your Magic Meter!

- *Bombos Medallion*



In the Dark World, proceed due west from the Swamp Palace until you reach a dead end lined with stakes in the ground. Position Link inside these stakes, then use the Magic Mirror to warp to the Light World. Now on a high bluff, go west to find a monolith, and read it with the Book of Mudora. Link will hold up the Master Sword and gain the power of Bombos!

The Bombos Medallion is a powerful item that causes explosions to occur and basically acts as a screen-wide Fire Rod, instantly setting all enemies in your vicinity on fire (and you get a visual demonstration of that with the nearby Vulture when you first obtain it). Be careful, though, as this medallion consumes a lot of magic.

- *Ether Medallion*



After obtaining the Master Sword, make your way to Death Mountain in the Light World. From the Tower of Hera, go west across the bridge to a separate peak. Use the Book of Mudora to read the monolith here. Link will hold up the Master Sword and gain the power of Ether!

The Ether Medallion is a powerful item that controls the weather and basically acts as a screen-wide Ice Rod, instantly freezing all enemies in your vicinity. It can also be used to see certain invisible pathways in caves and dungeons. Be careful, though, as this medallion consumes a lot of magic. The Ether Medallion is also necessary to open the way into the sixth dungeon of the Dark World, Misery Mire.

- *Quake Medallion*



North of the Palace of Darkness in the Dark World is the Lake of Ill Omen (i.e. where the Waterfall of Wishing would be in the Light World). A nearby sign warns you not to throw anything into the small circle of rocks, but you should ignore that sign and throw something in anyway—it doesn't matter what. If you do, a Catfish will appear in the center of the rock circle and give you this medallion in return for leaving him alone.

The Quake Medallion is a powerful item that moves the earth and basically acts as a screen-wide sprinkling of Magic Powder. You can turn a whole pack of enemies into a mere group of lowly Slimes! Be careful, though, as this medallion consumes a lot of magic. The Quake Medallion is also necessary to open the way into the seventh dungeon of the Dark World, Turtle Rock.

- *Lamp*



The Lamp is unique in that it can be found in three separate chests:

1. The first chest is in Link's house at the very beginning of the game
2. The second chest is in the hidden passageway under Hyrule Castle's garden, where Link's uncle falls
3. The third and final chest is in Princess Zelda's prison cell in B3 of Hyrule Castle

The first of these three chests you open will give you the Lamp, and the other two will give you a Blue Rupee each instead. The Lamp is used to light torches so that you can see better in dark rooms and/or to solve puzzles. You have to be immediately in front of a torch for the Lamp's fire to connect, and unfortunately you can't use it to damage enemies no matter how close you stand.

- *Magic Hammer*



The Magic Hammer is the main treasure item you obtain from the big chest in the Palace of Darkness--you must bomb a cracked wall in the dark northwest room on 1F in order to access the big chest.

This item can be used to pound posts, stakes, and even strange mechanical Moles that block your progress. It can not only be used to smash objects that get in your way, but it is sometimes used for solving puzzles. As a weapon, the Magic Hammer is very powerful but has incredibly short range, even shorter than your starting sword. But it's still very valuable for making enemies such as Helmasaurs and Terrorpins vulnerable to sword slashes. It's also necessary to break the mask worn by the boss of the Palace of Darkness, the Helmasaur King.

- *Shovel*



If you talk to the Flute Boy at the Haunted Grove in the Dark World, he will entreat you to find the Flute that he buried in the Light World. Agree to help him, and he'll loan you his Shovel. Even though you use a Shovel to dig up Rupees and other prizes in the Digging Game (nearby in the Dark World), the Shovel has no real use outside of that game. Instead, what you must do is go to the Haunted Grove in the Light World and dig among the flowers in the northwest corner to find the Flute.

- *Flute*



See the above entry on the Shovel for how to obtain the Flute. After finding the Flute, play it for the Flute Boy in the Dark World to ease his suffering, and then do the same for the boy's father at the tavern in Kakariko Village in the Light World. Finally, play the Flute in front of the weathercock in the central square of Kakariko to free the Flute Boy's bird, who from then on will answer the Flute's call by flying in to warp you to one of eight locations of your choosing in the Light World:

1. Death Mountain
2. Magic Shop
3. Kakariko Village
4. Link's House
5. Near the Eastern Palace
6. Desert of Mystery
7. Great Swamp
8. Lake Hylia



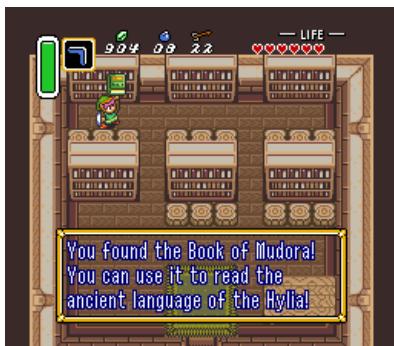
- Bug Catching Net



After obtaining at least one Bottle, go visit the bug-catching kid inside his house in Kakariko Village (he lives next door to the sweeping lady, just north of the tavern). Being confined to bed and too sick to use it, he will loan you his Bug Catching Net.

As its name suggests, the Bug Catching Net can be used to catch Bees. If you catch a Bee and put it in a Bottle, you can release it later, and it will fight enemies for you for a short time. If you manage to capture the Good Bee (found only in the Ice Cave by Lake Hylia), that bee will fight alongside you for a lot longer than a regular bee. But this net's greatest use is for catching not bugs but Fairies! If you catch a Fairy and put it in a Bottle, then the Fairy will revive you if you run out of hearts and fall in battle, restoring up to 8 hearts. By far the most curious use of the Bug Catching Net, however, is in battle against Agahnim--you can use this net instead of the Master Sword to deflect the wizard's attacks back at him if you want!

- Book of Mudora



After you get the Pegasus Boots from Sahasrahla, pay a visit to the house of books just south of Kakariko Village. You'll notice a lone green book stuck on top of a bookcase. Dash into it with the boots to knock the book to the floor. Pick it up to find you've just gotten the Book of Mudora.

The Book of Mudora is used to read ancient inscriptions on various monoliths and tablets in Hyrule. You need it to decipher the writing at the entrance to the Desert Palace that will open the way inside. This book is also needed to read two other monoliths and obtain the Bombos and Ether Medallions, respectively. Finally, you can use the Book of Mudora to read the inscription on the Master Sword's pedestal in the Sacred Grove.

- Bottle





There are four Bottles to be found in this game, and they are among the most helpful items you can obtain. Here's where to find all four:

1. Buy one from the Street Merchant in Kakariko Village for 100 Rupees
2. Enter the backdoor of the tavern in Kakariko Village (i.e. from the north), then open the chest
3. With the Zora's Flippers, swim under the bridge north of Lake Hylia and talk to the man you find there
4. After reuniting the swordsmiths, go to the burned-out shop in the Dark World (where the Smithery would be in the Light World) to find a locked chest, then take that locked chest to the quiet middle-aged man in the narrow canyon by the Desert of Mystery in the Light World, who will open it for you

Bottles can be used to store the following contents:

- Bee (fights enemies alongside you for a short time after being released)
- Good Bee (fights enemies alongside you for a longer time after being released)
- Fairy (revives you after running out of hearts, restores 8 hearts to your Life Meter in the process--can also be released earlier)
- Red Potion (refills all hearts in your Life Meter)
- Green Potion (refills your Magic Meter completely)
- Blue Potion (refills both your Life and Magic Meters completely)



- Cane of Somaria



The Cane of Somaria is the main treasure item you obtain from the big chest in Misery Mire, at the end of a collapsing walkway in the far eastern room of B1.

Wielding this cane will create a red block you can either push or lift and throw. It's useful for solving puzzles and keeping switches pressed down. Moreover, if you strike a block you've created with the Cane of Somaria, it will burst into flames that will shoot in all four cardinal directions. This cane is particularly important in Turtle Rock, where you have to use it to create platforms to cross wide chasms.

- Cane of Byrna



It's highly suggested that you have the Magic Cape before attempting to obtain this item, as it's nearly impossible to get without it. You'll also need the Magic Hammer and Titan's Mitt. Once you have all three of these items (and preferably some Potions too), go to the original Magical Warp Tile on Death Mountain (east of Spectacle Rock), enter the Dark World, drop due south onto a ledge, and enter the cave. Hammer the Moles, then activate the Magic Cape as you cross a long winding corridor filled with spikes. At the end, lift the large block with the Titan's Mitt, and open the chest at the end to find this valuable cane.

Using the Cane of Byrna will create a magical barrier around Link, protecting him from all harm--and the barrier even damages enemies that it touches a little bit. It does use a little less magic than the Magic Cape, but it will still drain your Magic Meter over time, so use it with care.

- Magic Cape



There are two ways to reach the northeast grave in the Graveyard in the Light World. You can either use the Titan's Mitt to lift the dark stones that surround it, or if you don't have the Titan's Mitt, you can reach this same exact point in the Dark World (i.e. at the rock pile in the northeast corner of the Ghostly Garden) and use the Magic Mirror. Either way, dash into the gravestone with the Pegasus Boots, then go inside and open the chest to claim this item.

The Magic Cape turns Link completely invisible, with only his shadow showing his position. This makes Link invulnerable to enemy attacks as well as traps and obstacles. You can even pass through bumpers without being bounced around! The downside is this item will consume magic from your Magic Meter as long as you have it active, so use it with care.

- *Magic Mirror*



After you escort the Lost Old Man through the Mountain Cave to Death Mountain, he will leave you but not without giving you the Magic Mirror first. Using this mirror while in the Dark World will transport you directly to the exact corresponding spot in the Light World (if there's an object there, you'll simply be sent back to the Dark World to try again). Whenever you come to the Light World in this way, a sparkly residue will remain that you can use to return to the Dark World again at any time. You can also use the Magic Mirror inside dungeons in order to be warped immediately back to the entrance—but be advised that this is a one-way trip!

A Button Items

These action-oriented items work differently than the inventory items listed above. These items never need to be equipped. You simply press the A button in the right circumstances to use them.

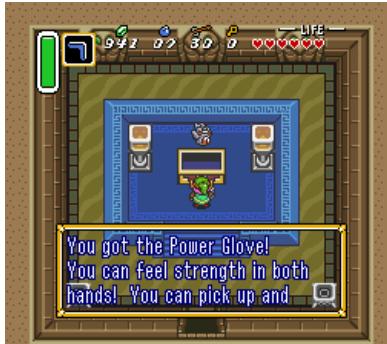
- *Pegasus Boots*



After completing the Eastern Palace and earning the Pendant of Courage, return to Sahasrahla at his dwelling on the palace grounds. He'll reward you with the Pegasus Boots.

With these boots in your arsenal, whenever you press A (and you're not already touching an object), Link will start running in place and then take off with a fast dash across the screen. Link won't stop until he reaches the next screen or bashes into a wall or other object. Because Link holds out his sword during this dash, you can even dash into enemies and damage them! Also, if you dash into certain trees, they'll drop items like Rupees or Apples. Note that if you ever find yourself in a narrow place and need to use Pegasus Boots to dash (but can't because you'd pull instead), face away from the object you want to dash into, start up a dash with the A button, then quickly turn to face that object before Link takes off and you'll ram right into it.

- *Power Glove*



The Power Glove is the main treasure item you obtain from the big chest in the Desert Palace, in the northwest room on B1.

This glove allows you to lift certain stones that you couldn't before by standing next to them with the A button. You can lift both small and large stones (though while holding the latter, Link won't be able to move), but note that he can only do so with the light-colored stones. The dark stones are too heavy even with the Power Glove.

- *Titan's Mitt*



The Titan's Mitt is the main treasure item you obtain from the big chest in Thieves' Town, in the southwest corner on B2.

This glove functions the same way as the Power Glove but now lets you lift the small and large dark stones that were too heavy for you previously. You can also lift certain large blocks inside dungeons and caves as well.

- *Zora's Flippers*



After you have the Power Glove (and a lot of money), make your way to the northeastern part of the world where you'll enter Zora's Waterfall. Follow the path of shallow water north, then east, and finally take the southernmost fork to work your way around to where King Zora dwells. He'll sell you the Zora's Flippers for 500 Rupees, so if you have the cash, then you can buy the flippers.

Once you have the Zora's Flippers, you can now go into the deep water anywhere in the game. Press the A button to swim a little faster, and you can also use the various whirlpools as warp points to different parts of Hyrule.

- *Moon Pearl*



The Moon Pearl is the main treasure item you obtain from the big chest in the Tower of Hera--you must drop from a northern pit on 5F down to 4F to reach the big chest.

Despite being grouped on the menu with the A button items, this is the only such item you don't use a button for at all. As soon as you obtain it, Link will retain his true form whenever he enters the Dark World and not turn into Bunny Link. The only thing that counters the effects of the Moon Pearl is a trap known as the Rabbit Beam, which will make Link revert back into his bunny form for a short time if it hits him.

Equipment Items

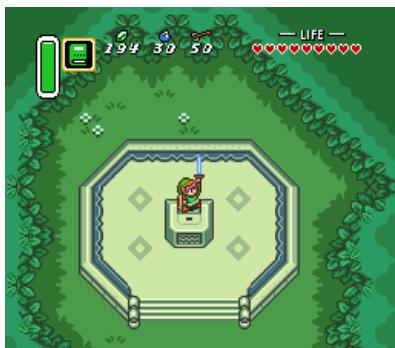
The last class of items covered here are Link's equipment. These are automatically equipped to Link as soon as he obtains them, and there is no need for further action like selecting them from the inventory menu.

- *Fighter's Sword*



This is Link's basic sword that he obtains from his fallen uncle at the beginning of the game. It's your most fundamental form of attack and does base-level damage against enemies. It's also Link's only sword that doesn't shoot sword beams at all.

- *Master Sword*



This is the legendary blade with the power to repel evil. After you obtain all three Pendants of Virtue from the three main dungeons of the Light World, you can go to retrieve this sword from the Sacred Grove deep within the Lost Woods. This sword does more damage than the Fighter's Sword, causing enemies to take one fewer hit to defeat. Also, whenever you're at maximum health, swinging this sword will cause sword beams to fire from the blade, but these do less damage (i.e. on the same level as the Fighter's Sword). The Master Sword can cut the electrical barrier leading into Hyrule Castle Tower, reflect Agahnim's magical projectiles, and holding it up at certain monoliths can enable Link to obtain powerful medallion items (see above).

- *Tempered Sword*



After you obtain the Titan's Mitt, go south of the Village of Outcasts in the Dark World to find a frog-like man trapped by dark skulls. Lift these skulls to free him, and he will follow you. Warp to the Light World to find that he's one of the dwarven swordsmiths. Take him to the Smithery just east of Kakariko Village to reunite him with his partner. The next time you're at the Smithery, they will offer to upgrade the Master Sword for only 10 Rupees. Give them your sword, go outside and leave the screen, then return. The Master Sword will be tempered and thus more powerful! Enemies will now take one hit fewer to defeat than they did with the regular Master Sword. You still have sword beams, but alas, they remain the same power-wise as the Fighter's Sword.

- *Golden Sword*



After completing both the Ice Palace and Misery Mire, the Super Bomb will be available to purchase for 100 Rupees from the Bomb Shop in the Dark World. Buy it, then take it to the Pyramid of Power, and use it to bomb the cracked wall there. Go inside and throw the Tempered Sword into the fountain. The Cursed Fairy will appear and upgrade this sword to the Golden Sword, the most powerful sword in the game! Now most enemies will fall after only one or two hits. The sword beams don't change though—they're still just as weak as your original sword.

- *Fighter's Shield*



This is Link's basic shield that he obtains from his fallen uncle at the beginning of the game. It can block the most basic of projectiles, such as arrows from Bow Soldiers and rocks from Octoroks, but not much else. Note that if it gets stolen by an enemy called a Pikit, you'll have to go to an item shop in the Dark World and buy a replacement for 50 Rupees.

- *Red Shield*



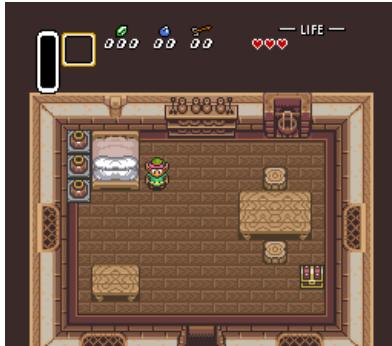
After buying the Zora's Flippers for 500 Rupees, swim west of Zora's Waterfall and enter the Waterfall of Wishing. Once inside, throw your Fighter's Shield into the fountain, and a friend of Venus the Queen of Fairies will appear and upgrade the shield into the Red Shield. This shield can now block small fireballs, such as those spat by Zora or shot by Medusa statues. It still won't help you against larger fireballs (e.g. from Lynels) or lasers. Also, if a Pikit manages to steal it, the only way to replace a Red Shield is to buy it from a specific shop in the Dark World for a whopping 500 Rupees--so make sure you hold onto it at all costs!

- *Mirror Shield*



The Mirror Shield is the main treasure item you obtain from the big chest in Turtle Rock--upon returning through the southeast dungeon entrance on B1. This is the most powerful shield in the game and can block all kinds of fireballs as well as laser blasts from Laser Eyes (it still won't block lasers from Beamos statues though, oddly). And also unlike the previous two shields, Pikits are unable to steal it from you!

- *Green Jerkin*



This is Link's starting outfit and offers only the most basic protection. At least it's iconic looking?

- *Blue Mail*



The Blue Mail is the main treasure item you obtain from the big chest in the Ice Palace--you'll have to bomb the floor at the westernmost point of B4 and then drop down to B5 to the big chest. This outfit turns Link's tunic blue (and his cap yellow) and doubles his defense against enemies. Link will still take the same damage from traps (e.g. spikes) though.

- *Red Mail*



The Red Mail is the main treasure item you obtain from the big chest in Ganon's Tower--you'll have to defeat the Armos Knights on B1, pick up the Big Key, and then take the stairs back up to 1F to the big chest. This outfit turns Link's tunic red (and his cap purple) and doubles his defense from what it was with the Blue Mail! Unfortunately non-living traps still inflict the same amount of damage they always have.

Treasure Chests

Littered throughout both the Light and Dark Worlds, in both dungeons and the overworld, are treasure chests. Open one up by standing in front of it and pressing the A button in order to receive its contents. Chests are one-time only events, so I decided to compile a master list of where to find every chest in the game. This portion of the appendix will show you where to find them all.

The only chests I've left out are the chests in the **Treasure Chest Games**, as those are the only chests that repeat. All remaining chests in this game are static.



Of special note is the locked chest you find in the gossip shop in the Dark World (i.e. the burned-out shop where the Smithery would be in the Light World) that you'll need to carry with you to the middle-aged man near the entrance to the Desert of Mystery in the Light World who used to be a thief and locksmith. Agree to help him, and he'll open it for you, which will get you one of the four Bottles in the game. All other chests stay in one place and can be opened by you.

I've provided the following quick links so you can skip to the section that's of interest to you:

- **Light World Chests - Overworld**

- **Light World Chests - Dungeons**

- Hyrule Castle
- Hyrule Castle Dungeon
- Eastern Palace
- Desert Palace
- Tower of Hera
- Hyrule Castle Tower

- **Dark World Chests - Overworld**

- **Dark World Chests - Dungeons**

- Palace of Darkness
- Swamp Palace
- Skull Woods
- Thieves' Town
- Ice Palace
- Misery Mire
- Turtle Rock
- Ganon's Tower

Light World Chests - Overworld

- *Chest #1: Lamp / Blue Rupee*



At the very beginning of the game, as soon as you get Link out of bed, you can open the chest right there in his house to obtain the Lamp. Note that this is one of three possible locations for the Lamp, so if you find it elsewhere and then return, this chest will contain a Blue Rupee instead.

- *Chest #2: Lamp / Blue Rupee*



In the secret passage under Hyrule Castle, after Link obtains his first sword and shield from his uncle, if you go one room south and then to the east end of the room, you'll find a chest containing the Lamp or (if you've already gotten the Lamp) a Blue Rupee.

- *Chest #3: Bombs*



In the northwest corner of Kakariko Village, hop into the well from the ledge above to land in a cave. The chest right in front of you will contain Bombs. (Note: Each set of Bombs obtained from a chest comes in a set of three.)

- Chest #4: Red Rupee
- Chest #5: Red Rupee
- Chest #6: Red Rupee



In the same cave in Kakariko Village as the previous chest, lying against the north wall are three more chests, each containing a Red Rupee.

- Chest #7: Piece of Heart



In the same cave in Kakariko Village as the previous chests, set one of your newly acquired Bombs against the cracked wall to blow it open. Go through the opening you've created to find another chest at the end of the corridor. This one contains a Piece of Heart!

- Chest #8: Red Rupee
- Chest #9: Red Rupee
- Chest #10: Red Rupee
- Chest #11: Red Rupee



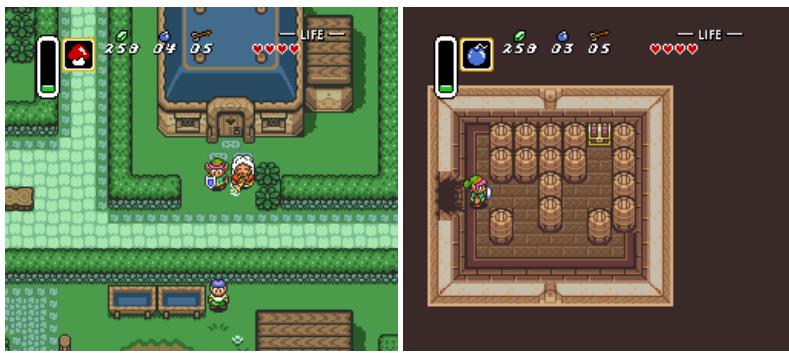
In the northern part of Kakariko Village is a building with a grassy roof. Go inside, then downstairs to find these four chests, but they're blocked by a block puzzle. It's possible to get them all in one go, by following these directions: Of the two northern blocks, push the east one south, then the one next to it west. Go to the block due south of you and push it farther south. Go to the other side of the chest you're next to it and push the block on the other side south as well. Then for the block in front of the chest itself, you can push it either east or west. You should now have access to three of the four chests. The only one remaining is the northeast chest. Push the block that's catty-corner to it north, then shove the block in front of the chest itself west. Note that if you mess up at any time, you can leave the room and return to reset the puzzle.

- Chest #12: Piece of Heart



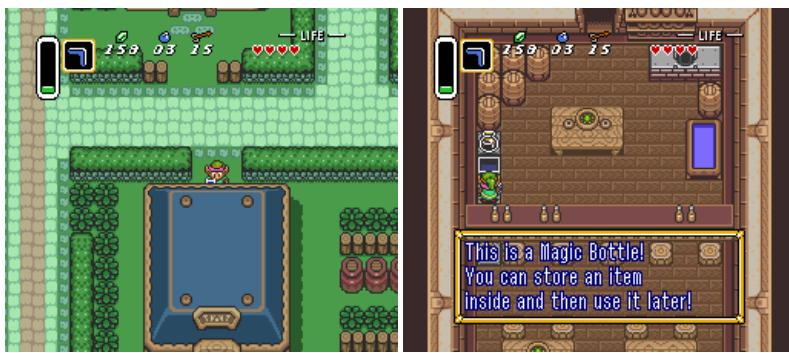
Inside the same grassy building in Kakariko Village and in the basement with the previous four chests, there is a cracked wall to the north. Bomb it open to find another chest, this one containing a Heart Piece.

- Chest #13: 10 Arrows



Near the center of Kakariko Village you'll find a lady sweeping in front of her house. Go inside her house and, being careful of the Cuccos, bomb the east wall and go through the opening to find yourself in a maze of barrels. At the end of the brief maze is a chest with 10 Arrows inside.

- Chest #14: Bottle



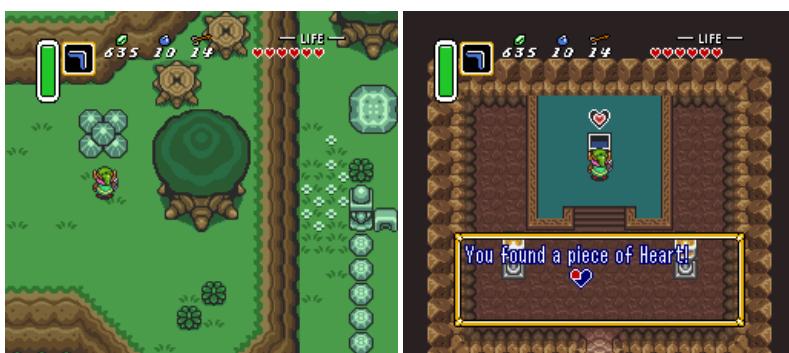
This chest is located in the tavern at Kakariko Village, but you can only access it by going through the back entrance--i.e. entering the building through the north (one of the rare occasions of this in *A Link to the Past*!). It will give you a very valuable prize: one of the four Bottles in the game!

- Chest #15: 50 Rupees
- Chest #16: Bombs
- Chest #17: 50 Rupees



You'll meet the elder Sahasrahla in his dwelling on the Eastern Palace grounds. If you bomb open the cracked wall in his room, you'll uncover these three chests on the other side. You can obtain a total of 100 Rupees and 3 Bombs from them.

- Chest #18: Piece of Heart



On a bluff overlooking the Sanctuary immediately to the west is a rock pile that can be destroyed if you dash into it with the Pegasus Boots. Once you do, you'll uncover a secret grotto, so go inside. Within this cave is a chest holding another Heart Piece for you.

- Chest #19: Bombs



In the southern part of the Great Swamp is an old building called the Swamp Ruins. Go inside to find the chest, but there are blocks in the way. Push either of the outer two blocks north, then shove the block in front of the chest out of the way to open it and claim the Bombs inside.

- Chest #20: Bombs
- Chest #21: Red Rupee
- Chest #22: Red Rupee
- Chest #23: 10 Arrows



In a semiarid area between the Great Swamp to the west and Lake Hylia to the east, look for a weakness in the rock wall you can bomb, then go inside the opening you've created. You must defeat four Mini-Moldorms (some of which are across bottomless gaps) in order to open the door ahead. In the next room, you'll encounter a friendly thief inside (who will give you 300 Rupees to boot), as well as these four chests, from which can be plundered 3 Bombs, 40 more Rupees, and 10 Arrows.

- Chest #24: Ice Rod



The Ice Cave is located at the northeastern shore of Lake Hylia. There are two entrances—one that's already open and one that requires a Bomb to open. Go inside this latter opening, and at the end of the Ice Cave is a chest that gives you, appropriately enough, the Ice Rod.

- Chest #25: Piece of Heart



Sahasrahla's brother Aginah lives in a cave in the northwestern portion of the Desert of Mystery. Go inside to visit with him. Then bomb the cracked wall in the southern part of his room to open the way to a chest containing a Heart Piece.

- Chest #26: Bombs
- Chest #27: 10 Arrows



After you obtain the Magic Hammer, you can access the eastern portion of Death Mountain in the Light World by hammering the posts at the end of the northern bridge. Once on the other side, drop down to the bottom, to the southeastern part of the mountain. Look for a single cave in the far southeast corner and go inside. Drop down the pit you see to land on the floor below, then bomb the north wall to find these two chests, containing Bombs and Arrows, respectively.

- Chest #28: Red Rupee
- Chest #29: Red Rupee
- Chest #30: Red Rupee
- Chest #31: Red Rupee
- Chest #32: Red Rupee



In the same cave on Death Mountain as the previous two chests, leave the room where you found those chests and go upstairs. Enter the door you find and defeat the three Mini-Moldorms in order to reopen the door that shuts behind you. Then strike the Crystal Switch with a ranged weapon so you can access all five chests in this room. Since they each contain a Red Rupee, that's 100 Rupees for you from this single room!

- Chest #33: 50 Rupees



After looting the previous chests, make your way back to the top of Death Mountain (on the eastern side). There are some gaps you can drop from--make sure to do so from the westernmost gap to land on a ledge leading inside a cave. Follow the spiraling path past Mini-Moldorms and Blue Bari until you come to a hole, then drop into it to land next to chest on a high ledge. Inside the chest is another 50 Rupees for your wallet.

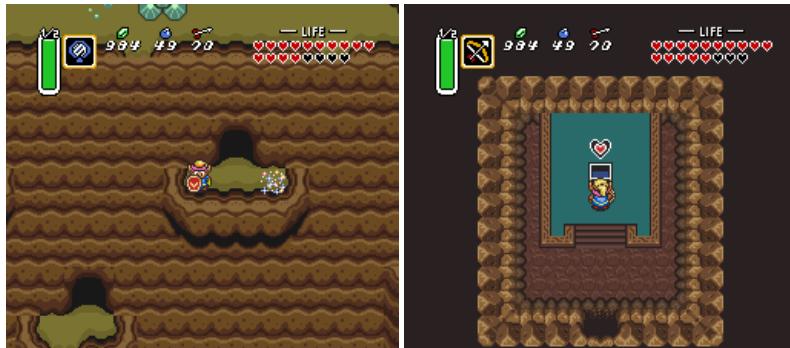
- Chest #34: Magic Cape



Go to the Ghostly Garden in the Dark World and stand next to the rock pile that's set apart in the northeast corner of the garden. Use the Magic Mirror here to wind up in front of the northeast grave of the Graveyard in the Light World (in a place where you'd otherwise need the Titan's Mitt to be able to lift the dark stones). Use the Pegasus Boots trick to dash into the gravestone here and reveal an entrance. Go inside, and at the end of the passage is a chest containing the Magic Cape.

- **Chest #35: Piece of Heart**

You can't reach this chest until you're deep inside Turtle Rock. During your journey through Turtle Rock, you'll have to use a Bomb to create an exit from the dungeon while dodging Laser Eye blasts in the southwest room of B1. Once you're back outside in the overworld, go to the east end of the long ledge upon which you find yourself, and use the Magic Mirror. You'll be on a smaller ledge in the Light World in front of a cave entrance. Go inside, defeat all four Green Goriyas to open the door (and hammer the Moles to reach the door), then open the chest in the next room to find a very elusive Piece of Heart.



Light World Chests - Dungeons

Hyrule Castle

- **Chest #1: Map**



In the first room you enter as you arrive at B1, where you must defeat the lone Blue Sword Soldier for a Small Key, open the chest here to find this dungeon's Map.

- **Chest #2: Boomerang**



In a later room in the western part of B1, where you defeat another Blue Sword Soldier for another Small Key, open the chest in this small room to obtain the very handy Boomerang.

- **Chest #3: Lamp / Blue Rupee**



On floor B3 of the castle, where you defeat the Ball and Chain Trooper and rescue Princess Zelda, you'll find this chest in her cell. If you haven't obtained it already, this chest will hold the Lamp, but if you already have it, you'll receive a Blue Rupee instead.

- *Chest #1: Small Key*



When you first arrive at B1, you'll emerge in a dark, cross-shaped room with Ropes and Keese. In the east wing of the room is a chest holding a Small Key.

- *Chest #2: Heart Container*



After you escort Zelda to the Sanctuary, make sure to open the chest by the Loyal Sage to find your prize for making it through Hyrule Castle: a Heart Container! (The castle sewers link directly to the Sanctuary, and so since the Sanctuary appears as a room on the in-game map for this dungeon, I'm including it here instead of among the overworld chests.)

- *Chest #3: Bombs*
- *Chest #4: 300 Rupees*
- *Chest #5: 10 Arrows*



You can't access these chests until later in the game. After you obtain the Power Glove, go to the Graveyard, and lift the two small stones in front of the northwest grave. Push the gravestone open and drop inside--you'll land back on B1 of the Hyrule Castle dungeon! Get rid of any Rats or Keese in your way, then either bomb or dash into one of the cracked walls to the west. You'll enter a new room containing six pots and these three chests--the center of which contains a whopping 300 Rupees!

Eastern Palace

- *Chest #1: 100 Rupees*



Two rooms north of the entrance, you'll have to traverse a dangerous room with iron globes being shot at you from the north. After passing through this gauntlet, follow the corridor west and then south up some steps to the upper level. At the east end is a chest with 100 Rupees inside.

- *Chest #2: Map*



From the hub room on 1F (just north of the iron globe room), go east, then take the northeast door, and from there go south to reach a room that's empty save a single chest holding this dungeon's Map.

- *Chest #3: Compass*



From the hub room, this time go west a couple rooms and then north to find a chest with the Compass inside.

- *Chest #4: Big Key*



West of the room with iron globes (accessed from the upper walkway), you'll find a room where four Anti-Fairies surround a single pot. Defeat all the other enemies in this room to make the Anti-Fairies disperse. Now lift the pot and step on the switch underneath it to make a chest appear. This chest contains the Big Key for this dungeon.

- *Big Chest: Bow*



Once you have the Big Key, simply go north a room and then east back to the hub room, where the big chest awaits. You'll be rewarded with the Bow for your Arrows, which are great weapons against Eyegores and the Armos Knights—but beware, because four Yellow Stalfos will drop from the ceiling as soon as you open it and dislodge their skulls to chase you!

Desert Palace

- *Chest #1: Map*



Due north of the vast entry room, defeat any enemies in your way, ignore the torches, and lift the north central pot to find a switch. Step on it to make a chest appear with the Map inside.

- **Chest #2: Compass**



In one of the eastern rooms on B1, a Beamos and some Popo guard a chest. Get past the enemies and open it to claim the Compass.

- **Chest #3: Big Key**



Immediately north of the room where you got the Compass, dodge the iron globes shot by dual wall turrets, and reach the chest at the north end to find the Big Key.

- **Big Chest: Power Glove**



With the Big Key in hand, make your way to the northwest room of B1--you'll have to step on a switch under a pot while evading a Beamos to open the way. Once inside, open the big chest to obtain the Power Glove, which lets you lift heavy objects such as stones.

Tower of Hera

- **Chest #1: Map**



In the very first room of the dungeon, manipulate the Crystal Switches until you can reach the chest on a dais at the north end of the room, containing this dungeon's Map.

- **Chest #2: Big Key**



From the first room on 2F, unlock the door in the northwest corner and go downstairs to 1F. Navigate your way through the next couple rooms, and then light the four torches you find to cause a chest to appear. Inside is the Big Key.

- **Chest #3: Compass**



Upon arriving on 4F, fight your way past several Mini-Moldorms to the chest in front of an Eyegore statue and Telepathy Tile in the center of the room, where you'll obtain the Compass.

- **Big Chest: Moon Pearl**



After you've obtained the Big Key, go up to 5F and step on a Star Switch there to rearrange the holes in the floor. Go to the new northern hole that's appeared and drop into the hole *from the north*. You'll land on 4F in position to reach the big chest with the Moon Pearl inside. With this item in your arsenal, Link will retain his true shape and abilities while in the Dark World.

Hyrule Castle Tower

- **Chest #1: Small Key**



You enter the tower on 2F. Fight your way through a couple rooms, defeating two helmed Blue Sword Soldiers to make a chest appear, which has a Small Key for you to collect.

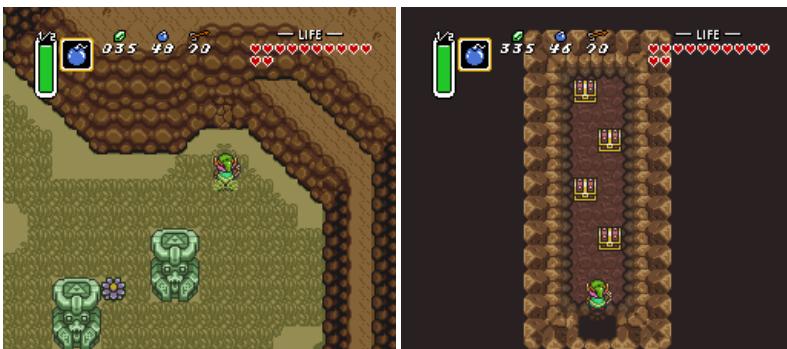
- *Chest #2: Small Key*



After you arrive on 3F, go west one room to enter a dark maze. Navigate this labyrinth, taking out Blue Sword Soldiers and Chasupas along the way, and lying against the west wall is a chest with another Small Key that you'll need.

Dark World Chests - Overworld

- *Chest #1: Red Rupee*
- *Chest #2: Red Rupee*
- *Chest #3: Red Rupee*
- *Chest #4: Red Rupee*



In the northeast corner of the Plains of Ruin (i.e. where the Great Swamp would be in the Light World), you can bomb the rock wall to create an opening to a cave. If you talk to the friendly Pikku inside, he'll give you 300 Rupees. Bomb the wall behind him to find four chests waiting for you. Each one contains a Red Rupee, for a total of 80 Rupees--or 380 Rupees if you count the cash you got from the Pikku!

- *Chest #5: 300 Rupees*



Go to the northeast house in the Village of Outcasts (i.e. where Kakariko Village would be in the Light World) and head inside. On the other side of the wall is a chest containing a very cool 300 Rupees.

- *Chest #6: 300 Rupees*



Also in the Village of Outcasts, go to the southern part of town to find a hut with no opening but a cracked wall. Bomb it open, go inside and down the steps, and open yet another chest for 300 Rupees.

- *Chest #7: Cane of Byrna*



This chest is located inside the Treasure Cave on Death Mountain. To reach it, you must have the Magic Hammer and Titan's Mitt, and it's highly recommended you also have the Magic Cape and at least one Potion of some sort in one of your Bottles. Take the original Magical Warp Tile (i.e. near Spectacle Rock) into the Dark World, and then drop off the edge due south to land on a ledge in front of a cave. Go inside, hammer the Moles, and then activate the Magic Cape as you walk across the long, winding path made of spikes. At the end, lift the large block with the Titan's Mitt, and then open the chest for your hard-won prize: the Cane of Byrna!

- *Chest #8: Piece of Heart*
- *Chest #9: Red Rupee*



In the Swamp of Evil, the head that serves as the entrance to Misery Mire is flanked by two smaller heads. Go inside the mouth of the west head, and avoid two Sparks as you walk north and down the steps. You'll see two chests situated behind a block puzzle. Move the blocks out of the way of the west chest to obtain a Piece of Heart. Assuming the east chest is still unblocked, you can pick up a Red Rupee as well. If you end up stuck and can't access a chest, you can simply leave the room and come back to reset the puzzle.

- *Chest #10: Bombs*
- *Chest #11: Red Rupee*



At Death Mountain in the Light World, use the Titan's Mitt to lift a small dark stone on the southern peninsula of the mountain to unearth a Magical Warp Tile, then use it to travel to the Dark World. Go northeast to find two cave entrances; take the west entrance. Navigate your way between two floors of this cavern until you land in front of two chests. Push the blocks out of the way and open the north chest for some Bombs and the south chest for some Rupees.

- *Chest #12: 50 Rupees*
- *Chest #13: 50 Rupees*

- Chest #14: 50 Rupees
- Chest #15: 50 Rupees



From the cave in Death Mountain where you opened the previous two chests, go upstairs and then outside to emerge on the peak of the mountain. Lift the large stone you see nearby to uncover a secret grotto, and go inside. Do not lift any skulls in this cave! You must use the Hookshot to latch onto skulls and chests in order to be able to open them all (defeating any enemies that get in your way). Start by opening the chest on the southernmost island, then make your way to the northernmost chest (i.e. on the northeastern island). That will then leave the two chests that are on a western island, so make your way there to open them up as well. Each chest contains 50 Rupees, giving you a potential total of 200 Rupees if you reach them all!

Dark World Chests - Dungeons

Palace of Darkness

- Chest #1: Small Key



From the dungeon entrance, take the door to the west and then go north from there one more time to go downstairs to B1. Lift the skull in the southwest corner while dodging fireballs from two Medusas to make the chest appear--inside is the dungeon's first Small Key.

- Chest #2: Map



From the dungeon entrance, take the door to the east this time and continue north down a different stairwell to B1. Step on the Warp Tile, then bomb south, curve around west and bomb north, and then continue north a couple rooms all the way until you reach some stairs that will take you back up to 1F. A chest containing the Map will be right in front of you, guarded by a trio of Red Bari.

- Chest #3: Small Key



In the same room where you got the Map, bomb the west wall and go through. You'll wind up next to a chest that contains another Small Key for you.

- **Chest #4: Small Key**



From the dungeon entrance, take the central door and go north a couple rooms until the path diverges again. Take the east fork, pushing a block off the walkway as you go, then in the next room to the north is another chest holding a Small Key.

- **Chest #5: Small Key**



From the room where you opened the previous chest, return south to the room where the path diverges and you had to push a block aside to stay on the east path. This time, follow the block down into the pit to land on B1. Pick up the skull by the line of blocks and step on the switch to make the chest appear. You'll have to deal with four Yellow Stalfos dropping from the ceiling as you seek to plunder the Small Key from this chest!

- **Chest #6: Big Key**



From the dungeon entrance, go north two rooms to return to the room where the path diverges. This time take the west fork, and set a Bomb on the cracked portion of the walkway. Drop into the hole this creates to land on an upper ledge on B1, then go up the nearby stairs to return to a section of 1F where you can access the chest holding the Big Key.

- **Chest #7: Bombs**



Make your way to the dark maze-like room in the northwest corner of 1F. In the northwest corner of that same room, you'll find a chest that will give you 3 Bombs.

- **Chest #8: Small Key**



In the same dark maze where you found the previous chest, there is another chest in the southeast corner of the room--it holds a Small Key.

- *Big Chest: Magic Hammer*



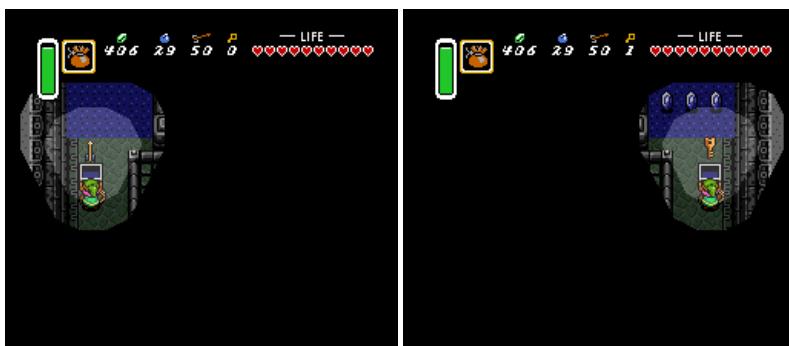
In the same dark maze where you found the previous two chests--and after you've collected the Big Key, of course--bomb the east wall north of the chest with the Small Key. Go through the opening you create to access the big chest. Inside is the Magic Hammer, which will allow you to pound posts, stakes, and Moles, as well as let you defeat certain enemies that you couldn't before.

- *Chest #10: Compass*



In the room northeast of where you found the Magic Hammer, you'll find this chest guarded by four Terrorpins. Inside is this dungeon's Compass.

- *Chest #11: Arrow*
- *Chest #12: Small Key*



From the room where you found the Compass, take either of the two stairwells down to a dark corridor lined with Blue Rupees (and guarded by a couple Anti-Fairies). At the south end are a couple chests. The west chest contains only a single Arrow, but the east chest has a Small Key inside.

- *Chest #13: Blue Rupee*



South of the room where you found the Compass, carefully make your way to the western portion of the room in order to access this chest, though all it gives you is a mere Blue Rupee.

Swamp Palace

- *Chest #1: Small Key*



In the first room of the dungeon, assuming you flooded the waterway here, defeat the three Water Tektites in the northern part of the room to make a chest appear that will give you a Small Key.

- *Chest #2: Map*



When you emerge downstairs on B1 for the first time from the room with the previous chest, bomb the wall you see to the west and go through. Get past a couple Red Zols to a chest, which contains the Map for this dungeon.

- *Chest #3: Compass*



Make your way to the large hub room on B1 where the big chest. South of this hub room, make a big circle around the dual narrow corridors, fighting past Water Tektites and Pirogusu to the chest in the northwest corner, inside of which is the Compass.

- *Chest #4: Red Rupee*



A couple rooms west of the hub room, you'll find a stairwell that will take you a different part of 1F. In the northern part of this upstairs room, there are two holes. If you fall down the west hole, you'll land in front of this chest, which contains a Red Rupee.

- **Chest #5: Big Key**



Before returning upstairs to 1F, make sure the Crystal Switches in this dungeon are red! Back in the room on 1F with the two holes, fall down the east hole. Assuming the orange blocks are lowered, go east to the next room to find a chest at the end of a line of skulls, where you can collect the Big Key.

- **Big Chest: Hookshot**



Once you have the Big Key, return to the hub room, and get on the central platform where the big chest is. Open it up to claim a most valuable item: the Hookshot! With it, you can latch onto distant objects and pull Link toward them, as well as fight/stun enemies and retrieve faraway items.

- **Chest #7: Red Rupee**
- **Chest #8: Red Rupee**



On B2, you'll need push a lever to drain the water from this floor. Once you do, make your way to the southeast room of B2, and on the lower level are a couple chests, containing a Red Rupee each. That's 40 Rupees total!

- **Chest #9: Red Rupee**



Two rooms north of where you found the previous two chests, if you push the third block from the west, you'll cause a chest to appear, inside of which is another Red Rupee.

Skull Woods

- *Chest #1: Compass*



Upon entering the Skeleton Forest from the southeast, you'll soon come upon two holes in the ground. Fall into the western of these two holes, and once you land inside the dungeon proper, go one room to the east to find a chest that will give you the Compass. But beware--as soon as you open the chest, a bunch of pits will appear in the floor!

- *Chest #2: Small Key*



North of the room where you got the Compass, fight past a Gibdo (and watch out for a Wallmaster) as you make your way to the chest in the northwest corner, which holds a Small Key.

- *Chest #3: Map*



Two rooms east of where you opened the previous chest, step on a Star Switch to rearrange the pits in this room, then open the chest in the corner to pick up the Map.

- *Chest #4: Small Key*



East of the room where you got the Compass, there's a chest at the north end of a line of skulls that has another Small Key. Beware the Wallmaster as you try to reach it!

- **Chest #5: Big Key**



Of the three dungeon entrances formed by a small skull, take the central one. Once inside, clear out the enemies, then move the statue onto the switch to keep the north door opened. In the next room, fight past more enemies and a Blade Trap to the chest holding the Big Key. Watch out for Wallmasters in both rooms by the way!

- **Big Chest: Fire Rod**



First, you need the Big Key. Next, in the Skeleton Forest in the overworld, look for a cluster of nine flower bushes, arranged in three rows of three. Cut through to the center bush, then fall down the hole. Once you land, get past the skulls, step on a Star Switch, and bomb the west wall. Then pull the lever to destroy the south wall, opening the way to the big chest (though watch out for the two Mini-Moldorms who guard it). Open the big chest to claim the Fire Rod, whose flames are helpful for lighting torches from afar and which are helpful against Gibdos in particular (and the boss, Mothula).

- **Chest #7: Small Key**



From the final entrance to this dungeon (i.e. the one you have to open with the Fire Rod), you'll have to navigate a labyrinth on the lower level of the first room, go east to the next room, then loop around south and return to the first room to open the chest you see below, which holds another Small Key.

Thieves' Town

- **Chest #1: Map**



In the first room of the dungeon, in the northwest corner on the lower level, there's a chest lying in plain sight that you can open to claim this dungeon's Map.

- **Chest #2: Red Rupee**



From the lower level of the dungeon's first room, go north and up the steps to the upper level. Then make your way around to the chest you see here to obtain a Red Rupee.

- **Chest #3: Compass**



From the room where you got the previous chest, go east one room and then south a room. Climb the steps onto the upper level where you can find a chest. Inside is the Compass.

- **Chest #4: Big Key**



From the chest where you got the Compass, hop down to the lower level and go due west to the next room. You'll find yourself in front of a chest with the Big Key waiting for you.

- **Chest #5: Bombs**



Make your way to 1F, then go to the far eastern room on this floor. In the northwest corner is a chest containing Bombs. This is actually a clue--toss a Bomb onto the cracked floor inside the railing to create a hole with sunlight shining through it to the floor below!

- *Chest #6: Small Key*



Go down to B2, then go to the far eastern room, where you'll find a maiden waiting to be rescued at the end of a series of prison cells. Next to her is a chest holding a Small Key.

- *Big Chest: Titan's Mitt*



Once you've found the Big Key, you can make your way to the southwest room on B2, then hammer the Moles quickly before the floor starts falling away. Open the big chest in the center to obtain the Titan's Mitt--with it, you'll be able to lift the very heavy dark stones in the overworld, as well as large blocks in certain dungeons and caves.

Ice Palace

- *Chest #1: Compass*



Upon arriving on B1 for the first time, go east, push a block aside, then go south. Defeat all six Pengators in this icy room to make a chest appear, which will give you the Compass.

- *Chest #2: Small Key*



In the east room of B3 is a skull that hides a switch, separated by a pit of spikes, guarded by three Blue Bari. Clear out the Bari with the Hookshot, then use the Hookshot to grapple onto the skull. Lift the skull, step on the switch, and hookshot back to the chest and open it for a Small Key.

- **Chest #3: Map**



From the room where you got the previous chest, go upstairs to B2 (you may have to leave the room and return to respawn the skull so you can use the Hookshot). Defeat a Stalfos Knight, pound a couple Moles, lift a large block, pound a couple more Moles, defeat another Stalfos Knight on the other side, then pick up the skull in the southwest corner and step on the switch to make a chest appear. Inside is the Map.

- **Chest #4: Big Key**



From the room where you got the Map, pull the statue's tongue to make the east door open. Go east and up the stairs back to B1, then pick up the skulls in your way as you open the chest and pocket the Big Key.

- **Chest #5: Bombs**



In the western room on B4 (which you reach by taking the steps down on B3), defeat two Freezors that come out of the wall to make a chest appear, which contains a set of Bombs for you. This is a clue—you should bomb the cracked floor in the western part of the room to create a hole you can drop into.

- **Big Chest: Blue Mail**



From the room where you found the previous chest (make sure you have the Big Key first though), bomb the cracked floor in the west, then drop into the hole. You'll land in front of the big chest (which is otherwise inaccessible), allowing you to obtain the Blue Mail. Now all damage you receive from enemies will be halved!

- **Chest #7: Small Key**



From the room where you found the Blue Mail, go east two rooms, then step on the switch under a skull to go south, and finally go west. Lift the skull you see and step on the switch to make a chest appear, which will give you a Small Key.

Misery Mire

- **Chest #1: Small Key**



When you first arrive downstairs on B1, simply go due north four rooms until you see a chest at the end of an incomplete wooden bridge. Open it to obtain a Small Key.

- **Chest #2: Small Key**



From the room where you found the previous chest, go south two rooms and then east. Activate either the Cane or Byrna or Magic Cape, then step onto the spikes, pick up the skull, and step on the switch to make a chest appear, also on the spikes. Open it for a Small Key. (Note that there's another Small Key in this room, under the northwest skull.)

- **Chest #3: Compass**



From the room where you first arrive on B1, go north, then take the southern west door (you'll need a Small Key to unlock this door). Go west twice (make sure the Crystal Switch is blue), wait out the flying floor tiles, then go north. On the other side of the blue blocks is a chest containing the Compass.

- **Chest #4: Big Key**



From the room where you found the Compass, go south two rooms, then go upstairs to 1F. In the next two rooms, push the blocks out of your way, then light all four torches in order to make the wall in the eastern room move, revealing a hole in the mesh floor. Drop into this hole to land on a ledge on B1 where you can open the chest in front of you and obtain the Big Key.

- **Chest #5: Small Key**



With the Crystal Switch blue (i.e. so the blue blocks are lowered), go to the large hub room directly north of the first room on B1. Lift the skull between the two pairs of blue blocks and step on the switch underneath to make a chest appear, inside of which is another Small Key.

- **Chest #6: Map**



From the hub room where you found the previous chest, if you unlock the northeast door, you'll find yourself face to face with another chest. Open it to get this dungeon's Map.

- **Big Chest: Cane of Somaria**



Make sure you've found the Big Key first. Then from the chest where you found the Map, drop down to the lower level and climb up the steps to the south, and then enter the east door. Quickly make your way to the walkway leading north before it starts falling away. At the north end of this room is the big chest containing the Cane of Somaria. This cane can create blocks for you to use, or you can strike the blocks with the cane to make fire travel in four different directions.

Turtle Rock

- **Chest #1: Compass**



From the dungeon entrance, use the Cane of Somaria to ride north to the next room, then ride the platform you can create westward and take the south door to a new room. Beware the Laser Eye and two Medusas as you open this chest and obtain the Compass.

- **Chest #2: Map**
- **Chest #3: Small Key**



In the eastern room on 1F, light all four torches and quickly enter the door that opens before a torch extinguishes and the door closes. Dodge the two spiked rolls in the next room as you make your way to the two chests at the north end. The west chest contains the Map, and the east chest holds a Small Key.

- **Chest #4: Small Key**



In the northwest room on 1F, beware the two Chain Chomps, as you push one of the two northern blocks, which causes a chest to appear. Evade the two enemies as you open it for a Small Key.

- **Chest #5: Big Key**



Upon arriving on B1, go to the southeast corner of the first room, take the pipe to the opposite corner and go west into a room filled with lava. Take the lower pipe, and once you emerge, go west to another room. Defeat the Hokkubokku you meet to obtain a Small Key, then use it to unlock the southern door leading east. Back in the lava room, take the pipe in front of you to land on an island with a chest. Inside is the Big Key.

- **Big Chest: Mirror Shield**



Once you have the Big Key in your possession, head to the southwest room on B1, dodging attacks by the Laser Eyes as you bomb your way to an exit from the dungeon. Back out in the overworld, go to the eastern part of this long ledge and go through the entrance you find to return to the dungeon. Use the Cane of Somaria to create a platform bridging the gap to the big chest, which will give you the Mirror Shield. Now you can block the laser blasts from Laser Eyes!

- **Chest #7: Small Key**



In the northwest room on B1, you'll have to dodge a spiked roll while manipulating the Crystal Switch in here to reach the chest with a Small Key inside.

- **Chest #8: Green Rupee**
- **Chest #9: Blue Rupee**
- **Chest #10: Red Rupee**
- **Chest #11: Small Key**





In the southernmost room on B2, block the lasers from a Laser Eye to the east as you open the first chest for a Green Rupee. Then go south and block the lasers from a Laser Eye to the west as you open the second chest for a Blue Rupee. Repeat the deed to the east for a Red Rupee, and finally repeat it again to the west (while also dealing with a Blue Hardhat Beetle) to reach the final chest in this room, which contains a Small Key.

Ganon's Tower

- *Chest #1: Bombs*
- *Chest #2: 10 Arrows*
- *Chest #3: Red Rupee*
- *Chest #4: Red Rupee*



From the dungeon entrance, take the west stairwell down to 1F. Then go west twice and hookshot your way north. Three Red Stalfos (and four Yomo Medusas) guard these four chests. The northern two contain Bombs and Arrows, respectively, while the southern two hold 40 Rupees between them.

- *Chest #5: Map*



From the room where you found the previous four chests, return south and go make your way to the southern part of the room using the Hookshot. Unlock the door leading east, and evade the double Guruguru Bar as you open the chest and claim the Map.

- *Chest #6: Small Key*



A Warp Tile can take you to the northeast room on 1F, where you must dodge several Winders in narrow pathways as you go west. Push the lone block near the west end to make a chest appear across the gap. Hookshot over to it, and open the chest for a Small Key.

- *Chest #7: 10 Arrows*
- *Chest #8: 10 Arrows*

- Chest #9: **Bombs**
- Chest #10: **Bombs**



In one of the two rooms filled with Warp Tiles, look for a cracked wall to the west. Blow it open and go through, then step on the northwest floor switch to destroy the wall to the north. This leads to a room with four chests for the taking--the northern two contain 20 Arrows between them, and the southern two contain a total of 6 Bombs.

- Chest #11: **10 Arrows**



North of the room with the invisible walkway over a bottomless pit you have to illuminate is a room with cracked sections of floor guarded by a couple Anti-Fairies and a Spark. In the southeast corner is a chest holding 10 Arrows. This is a clue--if you bomb the cracked floor in this corner, you'll open the way to a rematch with the Armos Knights, who are vulnerable to Arrows!

- Chest #12: **10 Arrows**
- Chest #13: **Bombs**
- Chest #14: **Big Key**



North of the room with your rematch of the Armos Knights are three chests. The two northern two contain Arrows and Bombs, respectively, but the important one is the chest just below them, which holds the Big Key.

- Big Chest: **Red Mail**



Be sure you grab the Big Key after defeating the Armos Knights and before leaving the basement. As soon as you emerge from B1, you'll see the big chest guarded by a couple Winders, with Blade Traps scattered around the room. Open it to obtain the Red Mail--which has double the defense of the Blue Mail, and four times the defense of Link's starting outfit! But only against enemies, not traps.

- Chest #16: 10 Arrows
- Chest #17: Bombs



From the dungeon entrance, take the east stairwell down to 1F. These two chests are lying in plain sight, the west chest holding Arrows and the east chest holding Bombs.

- Chest #18: Small Key



East of the room where you found the previous two chests, wait out the flying floor tiles (though watch out for a Wallmaster too). After they're gone, a chest will appear, containing a Small Key.

- Chest #19: Green Rupee
- Chest #20: 10 Arrows
- Chest #21: Red Rupee
- Chest #22: Compass



From the room where you found the previous chest, go east, light all four torches in this long room to open the south door, then manipulate the Crystal Switch with Bombs to go west. This will lead you to a room with four chests and a couple Hardhat Beetles. Going clockwise, the chests contain a Green Rupee, 10 Arrows, Red Rupee, and the Compass. Make sure to save the Compass (i.e. the northwest chest) for last, because once you open that chest, a bunch of holes will open in the floor!

- Chest #23: Bombs
- Chest #24: Bombs



As soon as you arrive on 6F, quickly light the four torches before the floor falls away beneath you, then go north once the door opens. In here, defeat the two Helmasaurs and avoid fireballs from the two Medusas as you open the two chests against the north wall, both of which contain Bombs. (You'll need at least one Bomb to blow open the south wall in the next room.)

- Chest #25: Small Key



From the room where you found the previous two chests, unlock the door leading west, then bomb the south wall while avoiding the Blade Traps. You'll arrive in a room with two Crystal Switches, filled with blue and orange blocks you'll have to raise and lower. You'll need to reach the center to open the chest for a Small Key.

- Chest #26: Red Rupee



South of the room where you found the previous chest is a rematch against Moldorm. Defeat the boss to make a chest appear to the south. This chest also functions as a Hookshot target that you can use to cross the gap and progress in the dungeon. Make sure to open it for a Red Rupee too.

Mini-games

There are several kinds of mini-games to play in Hyrule as a break from the main quest, each with different kinds of prizes. This portion of the appendix will go over each in detail, as well as what you can win.

I've provided the following quick links so you can skip to the section that's of interest to you:

- [15-Second Game](#)
- [Digging Game](#)
- [Shooting Gallery](#)
- [Treasure Chest Games](#)
 - [Lost Woods](#)
 - [Kakariko Village](#)
 - [Village of Outcasts](#)

15-Second Game



To access the 15-Second Game south of Kakariko Village, you must first visit the long house you find in these southern outskirts. Inside you'll find a brother who has sealed off his room from his younger brother. Use a Bomb to blow open the wall (thus forcing the brothers to reconcile) and go out the other side to find the entrance to the maze that makes up this mini-game. It's free to play, so walk right up!

The objective is simple: You must navigate this maze in 15 seconds or less in order to win a Piece of Heart at the end. As soon as you begin, cut through the bushes going north and make your second left (i.e. going west). Go northwest to where the three bushes are arranged north to south and cut through them, then turn west toward a sign. Walk due south from this sign onto two stepping stones on the ground, and Link will hop over the fence! This is a major shortcut, and from there it's a

leisurely journey southwest to the man waiting at the end. He'll reward you with the Heart Piece if you made it in time. (If not, simply go back through the quarreling brothers' house to try again.)

Note that you can play the 15-Second Game again after obtaining the Piece of Heart, but there will no longer be a reward. Also note that if you attempt this mini-game after defeating Agahnim, there will be a Blue Sword Soldier roaming the maze!

Digging Game



South of the Village of Outcasts in the Dark World, where the 15-Second Game would be in the Light World, is a vast open field known as the Treasure Field. The Digging Game Keeper will loan you a shovel for 80 Rupees, and for the next 30 seconds, you can keep any items that you dig up in the Treasure Field. So dig as fast as you can! You can dig up Green Rupees, Blue Rupees, and Red Rupees, as well as small Magic Decanters. The true prize, however, is a Piece of Heart hidden randomly in the Treasure Field. It's down to pure luck whether you'll find it or not, so just keep playing until you do. This mini-game is also a decent source of money, so you should generally break even at least (though sometimes you'll get unlucky and lose money on a round).

Shooting Gallery



One screen east of the Treasure Field in the Dark World is the Shooting Gallery--this building is marked by an arrow and a target on the roof. It costs 20 Rupees to play. After paying the fee, you'll have 5 Arrows with which to shoot the octopus-shaped targets moving near the back wall, but there will also be hand-shaped obstacles moving in the opposite direction closer to the foreground that will get in your way. The more consecutive targets you hit, the more Rupees you earn per hit, as follows:

- 1st target in a row: 4 Rupees
- 2nd target in a row: 8 Rupees
- 3rd target in a row: 16 Rupees
- 4th target in a row: 32 Rupees
- 5th target in a row: 64 Rupees

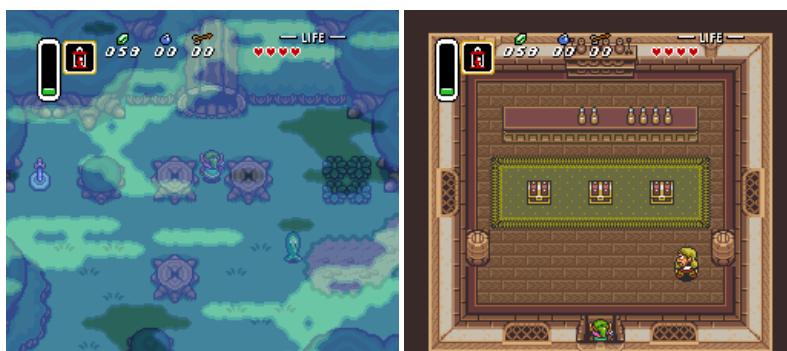
So if you hit all five targets, you could win as many as 124 Rupees! Just hitting three in a row is enough to gain a profit, at least. Of course, the catch to this is that you must hit them all in a row. If you hit, for instance, your first three targets (getting 16 Rupees for the third hit), then miss with your fourth Arrow, but you hit with the fifth, then you'll still only get 4 Rupees for that fifth and final hit.

If you're good with the Bow & Arrow in this game, this is a nice way to earn some extra Rupees. Note that Rupees are the only prize, though. Unlike other mini-games, you can't win a Piece of Heart or anything else here.

Treasure Chest Games

There are three different Treasure Chest Games, two in the Light World and one in the Dark World. They function just differently enough to warrant their own sections here.

Lost Woods

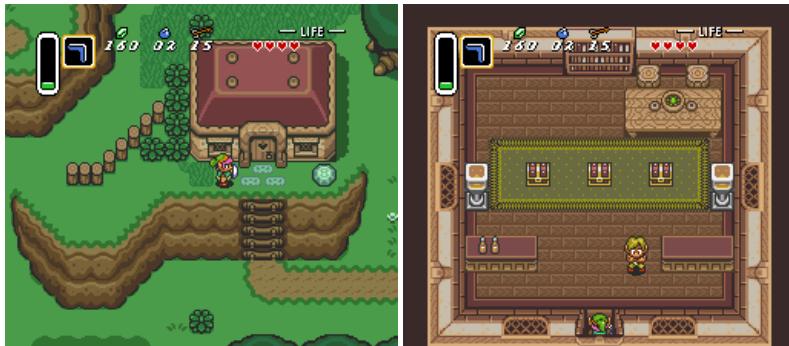


In the far northern reaches of the Lost Woods, you can find a hollow log that serves as the entrance to this Treasure Chest Game. For 100 Rupees, you can open one of three chests and keep the contents hidden inside. The potential prizes are the following:

- 1 Rupee
- 20 Rupees
- 300 Rupees

Great risk, great reward. But due to how great the risk is (and the ease with which you can make money elsewhere in the game), this mini-game isn't worth it. I recommend skipping it entirely.

Kakariko Village

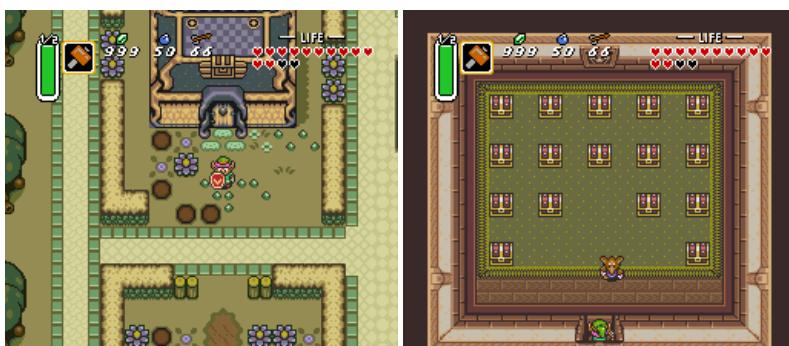


South of Kakariko Village proper, in the same building where the Shooting Gallery would be in the Dark World, is this Treasure Chest Game. For 20 Rupees, you can open one of three chests and keep the contents hidden inside. The potential prizes are the following:

- 1 Rupee
- 20 Rupees
- 50 Rupees

In general, you have a plausible chance of at least breaking even. However, even though the risk isn't as great as the mini-game in the Lost Woods, I still don't recommend it.

Village of Outcasts



In the northwestern part of the Village of Outcasts in the Dark World is a building marked with a treasure chest on its roof--a clear indicator that this is the Dark World version of the Treasure Chest Game. For 30 Rupees, you can open any two out of sixteen chests and keep the contents hidden inside. The potential prizes are the following:

- 1 Rupee
- 50 Rupees
- 100 Rupees
- 1 Bomb
- 1 Arrow
- 10 Arrows
- 1 Heart
- Piece of Heart

Obviously some of these prizes are better than others. In general, you're probably going to do better here than at the two Treasure Chest Games in the Light World. But of course the biggest draw of this particular version is the Piece of Heart that can be won here. Thankfully 30 Rupees is pretty cheap, so just keep playing until you find the Heart Piece.

Fairy Fountains

Scattered through both the Light World and Dark World are beings called Fairies. Small Fairies will heal 8 hearts of Link's Life Meter upon making contact, and you can also catch one with a Bug Catching Net and keep it in a Bottle, and it will revive you if you ever fall in battle. Great Fairies are only found in limited places and heal you completely. Finally, there are special Fairies, such as Venus the Queen of Fairies and the Cursed Fairy, who can upgrade your items and carrying capacity. This portion of the appendix will show you where to find them all, in case you ever need their services.

I've provided the following quick links so you can skip to the section that's of interest to you:

- Small Fairies
 - Overworld
 - Dungeons

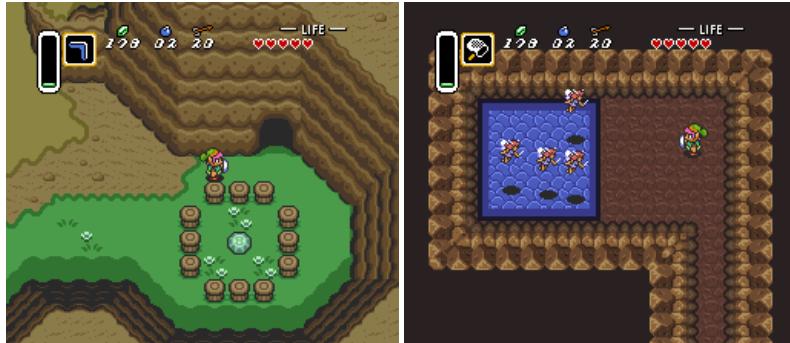
- Great Fairies
- Pond of Happiness
- Waterfall of Wishing
- The Cursed Fairy

Small Fairies

The following are the locations of the small Fairies that you can find in the game, in the overworld of both the Light and Dark Worlds, and even in many of the dungeons as well.

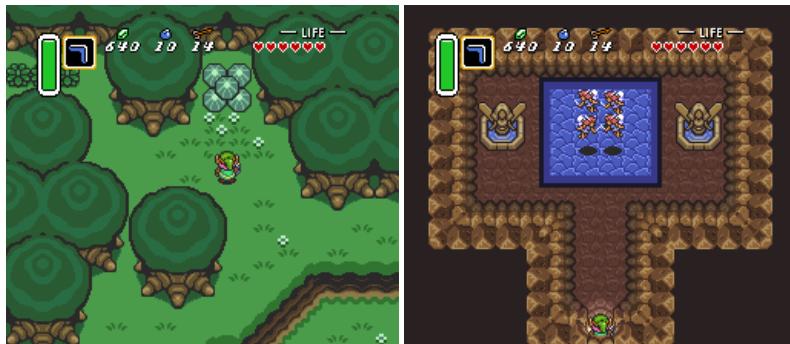
Overworld

- Near Eastern Palace



Due south of the entrance to the Eastern Palace, if you keep going south, you'll eventually come to a dead end with a ring of posts in front of a cave. Go inside this cave, and at the end, you'll find four Fairies to catch or heal from.

- Near Link's House



One screen west of Link's house, you'll find a rock pile. After you obtain the Pegasus Boots, dash into this rock pile to destroy it and reveal a secret grotto. Inside are four Fairies waiting for you.

- Ice Cave



On the northeastern shore of Lake Hylia, there is a cave. Go inside to discover the Ice Cave. In the next room up are a couple Fairies flying around. (Also, if you dash into the statue in here, you'll uncover the only Good Bee in the game.)

- Lake Hylia



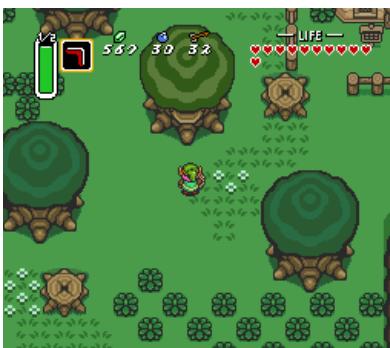
After buying the Zora's Flippers at Zora's Waterfall for 500 Rupees, you can swim in Lake Hylia. In the center of the lake is an island with a cave on it. Inside the cave you'll find not only the Pond of Happiness, but if you bomb the east wall, there are four Fairies on the other side as well.

- *Spectacle Rock*



Go inside the cave at Spectacle Rock on Death Mountain (in the Light World). Drop into the large hole in the ground you see to land on an elevated walkway on the floor below. Directly east of you will be three Fairies.

- *Lumberjacks' House*



After defeating Agahnim for the first time, return to the Light World, and make your way to the tree that the lumberjacks A. Pumpkin and B. Pumpkin were trying to cut down, between the Lost Woods and Death Mountain--you'll recognize the tree by the strange shade of green it is. Dash into the Strange Tree to jar loose all its leaves and then drop into the hollow stump you discover. Upon landing in the cave below, simply go north until you encounter four Fairies at the end.

- *Near Bomb Shop*



This Fairy fountain is in the exact same place in the Dark World as its counterpart was in the Light World. One screen west of the Bomb Shop, dash into the rock pile and then go inside the secret grotto you discover. You'll find four Fairies within.

- *Death Mountain (Light World)*

There are two caves where small Fairies reside in the eastern portion of Death Mountain in the Light World (which isn't even counting the earlier Fairy fountain at Spectacle Rock covered above), and you'll need the Hookshot to reach at least one of them.



On the lower level of eastern Death Mountain, you'll find two cave entrances right next to each other at the end by a cul-de-sac. Enter the western of the twin entrances and then hookshot across the gap with shallow water (there's a barely visible pot on the other side) to find four Fairies waiting for you.



For the next Fairy-dwelling cave, you'll need to be on the top level. (If you're on the bottom, the easiest way to get up there is to take the cave in the very southeast corner and simply go upstairs--you'll come out at the peak.) From the top of the mountain, drop down the second gap from the west to land on a low ledge with a cave entrance. Inside, simply navigate the network of pits and stairs until you reach a couple Fairies at the end.

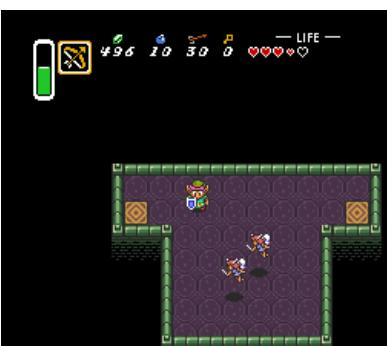
- *Death Mountain (Dark World)*



On top of Death Mountain in the Dark World, in the eastern part of the region, lift a large stone to reveal a secret grotto and go inside. Cross the invisible walkway up ahead (use the Ether Medallion to see it), and bomb the north wall on the other side. In the next room, you can bomb the next north wall to reveal the way to a Great Fairy, and you can also bomb the west wall, then the next north wall, to discover three small Fairies too.

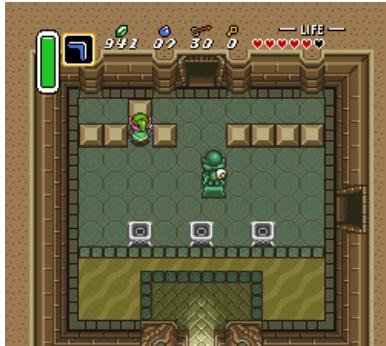
Dungeons

- *Eastern Palace*



In the large hub room on 1F where you obtain the Bow from the big chest, go up the steps in the northern part of the room, and from the high ledge, drop into either of the two jars. You'll fall to a secret room with two Fairies!

- *Desert Palace*



In the southwest room on B1, you can find an exit from the dungeon guarded by a Beamos. Count off three blocks from the west and push it to open the north door. In the following room, two Fairies await.

- *Tower of Hera*



Make your way up to 5F. See the three holes in the floor in the northwestern part of the room arranged diagonally? Drop into the northernmost of these holes, and you'll fall through a long series of jars before landing among two Fairies!

- *Palace of Darkness*



In the room where you obtain the Map, simply set a Bomb against the east wall, and go through the opening you create to find three Fairies.

- *Ice Palace*



Go to the north room on B5 after turning a Crystal Switch blue. The blue blocks will be lowered, allowing you access to the two holes in this room. Drop into either hole to fall into a jar leading to a secret room with three Fairies.

- *Turtle Rock*



In the main hub room on 1F, where you have to use a platform created by the Cane of Somaria to get around, debark at the northeastern ledge guarded by a Red Stalfos, and take the door leading north. Wait for the flying floor tiles to run out in the next room, then continue north to a room with a single Fairy. (Also of note is the lone skull in this room, under which is a large Magic Decanter.)

- *Ganon's Tower*

There are two Fairy fountains in this final dungeon!

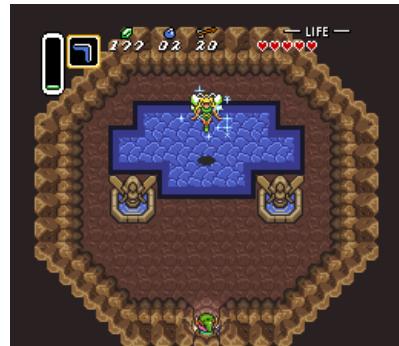


The first Fairy fountain is on B1. After your rematch with the Armos Knights (don't forget to grab the Big Key from the room north of the rematch first), go west and then bomb the north wall. On the other side, you'll find four Fairies above a bottomless pit.



The second Fairy fountain is on 3F. In the northeast room of this floor, where you have to dodge cannonfire from wall turrets as you cross a relatively narrow walkway over a pit, use the Pegasus Boots dash trick to make Link ram into the two blocks at the east end and bounce across the gap to the south ledge. Now bomb the wall here and go through the opening you create to find a couple Fairies waiting for you among skulls you can lift for further items.

Great Fairies



There are not as many Great Fairies in the world as there are small Fairies. But finding one means a chance to rejuvenate Link fully. Here are the locations where you can meet every Great Fairy.

- *Near Graveyard*



One screen east of the Graveyard, you'll find a single bush within a ring of tall grass by the river. Slice open the bush to reveal a hole, then drop inside. Upon landing in the cave below, follow the watery path north to the next room, where you'll meet a Great Fairy.

- *Near Eastern Palace*



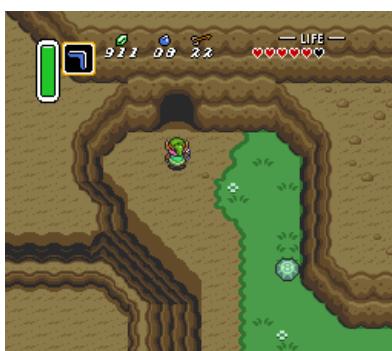
On your way to the Eastern Palace, just south of where you arrive on the palace grounds, there's a cave near a line of five trees that angle downward just slightly. Inside this cave is a Great Fairy's fountain.

- *Great Swamp*



In the northeast corner of the Great Swamp, look for a portion of the wall that's cracked and can be bombed. Set a Bomb there to blow open an entrance to this Great Fairy's fountain.

- *Near Desert of Mystery*



In the narrow canyon leading to the Desert of Mystery, this cave entrance opposite the silent middle-aged man leads to a Great Fairy.

- *Near Palace of Darkness*



In the Dark World, in the exact same location as the Great Fairy on the way to the Eastern Palace would be in the Light World, you'll find this cave near the Palace of Darkness grounds. Inside is another Great Fairy.

- *Near Ice Lake*



In the same place where the Ice Cave would be in the Light World, in the Dark World on the northeastern shore of the Ice Lake, you'll find a cracked wall next to a regular cave entrance. Bomb this wall to create an opening, inside of which is a Great Fairy's fountain.

- *Swamp of Evil*



The submerged head that forms the entrance to Misery Mire sits between two smaller heads. Enter the eastern head's mouth to find a Great Fairy.

- *Death Mountain (West)*



From the Light World, step on the Magical Warp Tile next to Spectacle Rock that will transport you to the Dark World version of Death Mountain. Drop down to the lower level, and go to the southwest corner of the mountain to find a cave entrance, which in the Light World would be the Mountain Cave leading from Kakariko Village, but here in the Dark World is a Great Fairy's fountain.

- *Death Mountain (East)*



On top of Death Mountain in the Dark World, in the eastern part of the region, lift a large stone to reveal a secret grotto and go inside. Cross the invisible walkway up ahead (use the Ether Medallion to see it), and bomb the north wall on the other side. In the next room, you can bomb the next north wall to reveal the way to a Great Fairy, and you can also bomb the west wall, then the next north wall, to discover three small Fairies too.

Pond of Happiness



After purchasing the Zora's Flippers, make your way to the island in the center of Lake Hylia, and enter the cave you find there. At the far end of this cave is another fountain, but this time you'll be prompted to throw in Rupees instead. Every time you toss in a total of 100 Rupees, Venus the Queen of Fairies will appear and offer to increase your carrying capacity for either Bombs or Arrows, usually in increments of five. You start the game with the ability to hold 10 Bombs and 30 Arrows. It's possible to maximize your capacity to 50 Bombs and 70 Arrows at the Pond of Happiness (after which point you can't upgrade them anymore).

A note on the luck indicators you get after dropping in Rupees: It seems to refer to enemy drops for the next ten enemies you defeat. The descriptors of "Good Luck" and "A Little Luck" don't change the drop rate noticeably. "Great Luck" means the next ten enemies you take out will be guaranteed to drop an item of some sort, whereas "Big Trouble" means the next ten foes won't drop anything at all.

Waterfall of Wishing



After purchasing the Zora's Flippers, swim away from Zora's Waterfall west to the next one, the Waterfall of Wishing. Go through the waterfall and into a cave behind it. At the fountain beyond, you'll be asked if you want to throw in an item. If you do, then a friend of Venus the Fairy Queen will appear and return it to you. Toss in the Boomerang or Fighter's Shield, however, and she will upgrade them into the Magical Boomerang and Red Shield, respectively, before she gives them back. Furthermore, if you toss in an empty Bottle, she will fill it with Green Potion for free before returning it to you.

The Cursed Fairy



After completing the Ice Palace and Misery Mire, go to the Bomb Shop in the Dark World, where the Super Bomb will now be available. Buy it for 100 Rupees and carry it with you to the cracked wall at the Pyramid of Power. Set the Super Bomb there to blow open an entrance, then go inside. At the fountain beyond, you'll be asked if you want to throw in an item. If you do, the Cursed Fairy will appear and return it to you. Toss in the Bow & Arrows or Tempered Sword, however, and she will upgrade them into the Bow & Silver Arrows and Golden Sword, respectively, before she gives them back. Regarding the former, she will tell you that the Silver Arrows are the only weapon capable of destroying Ganon and thus remove the curse placed on her. Also, just as at the Waterfall of Wishing, if you throw an empty Bottle into the fountain, the Cursed Fairy will return it to you filled with Green Potion.

High-Denomination Rupees

Normally the Rupees you find lying out and about in Hyrule come in three denominations:

- Green Rupee = 1 Rupee
- Blue Rupee = 5 Rupees
- Red Rupee = 20 Rupees

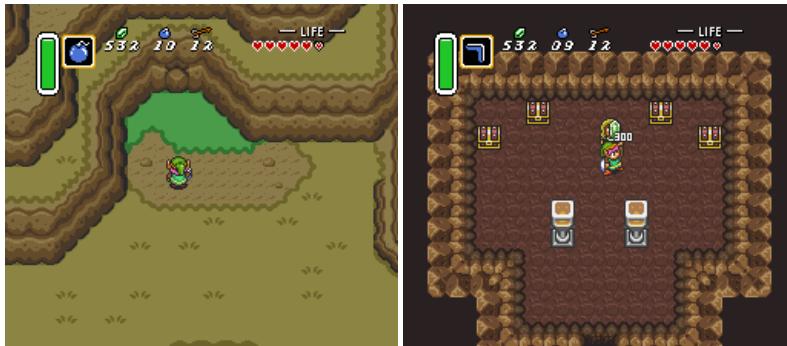
However, on some occasions, you can receive Rupees with higher monetary values: 50 Rupees, 100 Rupees, and even 300 Rupees. With the exception of the Treasure Chest Games, these high-denomination Rupees are one-time only events. This portion of the appendix covers where to find all such occurrences.

I've provided the following quick links so you can skip to the section that's of interest to you:

- [300 Rupees](#)
- [100 Rupees](#)
- [50 Rupees](#)

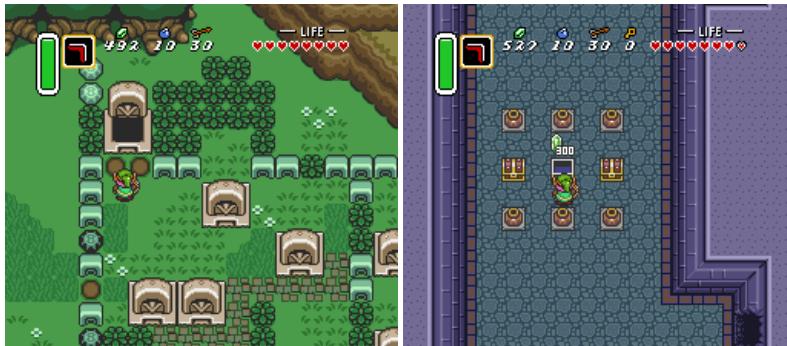
300 Rupees

- [Lake Hylia](#)



On the southwest bank of Lake Hylia, in a semiarid area populated mostly by Octoroks, look for cracks in the rock wall and bomb it open. After dispatching four Mini-Moldorms and opening the next door, talk to the friendly thief in the following room, who will give you 300 Rupees! There are also four chests in this cave to open for more Rupees and other items as well.

- [Hyrule Castle Dungeon](#)



After obtaining the Power Glove from the Desert Palace, go to the Graveyard and lift the stones blocking the way to the northwest grave. Push the gravestone and drop into the opening you create. You'll land on B1 of the Hyrule Castle dungeon. Either dash into or bomb the cracks in the west wall to find a new room containing three chests and six pots. Inside the middle chest is 300 Rupees.

- [Plains of Ruin](#)



In the Dark World, go to the Plains of Ruin (i.e. where the Great Swamp would be in the Light World). Bomb the cracked wall in the northeastern part of this region to open the way into a cave. Inside is a friendly Pikku, who will freely offer you 300 Rupees. Bomb the wall behind him to find chests containing more Rupees!

- *Village of Outcasts*

There are actually two 300-Rupee pieces in this village in the Dark World, both in very close proximity to each other.



Visit the house in the northeastern part of town and go inside. On the other side of the wall is a chest with 300 Rupees in it.



The other is in a windowless hut toward the southwestern part of the village. Bomb it open and go inside to find a chest holding another 300 Rupees.

100 Rupees



There's only one instance of a 100-Rupee piece in the game (outside of the Treasure Chest Game in the Village of Outcasts, that is). It's found near the beginning of the Eastern Palace. A couple rooms north of the entrance, you'll have to pass through a narrow corridor while dodging incoming iron globes. Once you're past them, turn west and follow the path as it curves around and then up some steps to the upper level. Keep going east until you find a chest, which contains 100 Rupees for your trouble.

50 Rupees

- *Near Eastern Palace*



There are two 50-Rupee pieces hidden on the Eastern Palace grounds. Go to Sahasrahla's dwelling and bomb the wall behind the elder. Two of the three chests in the tiny room beyond hold 50 Rupees each (the other holds Bombs).

- *Death Mountain (Light World)*



After you have the Magic Hammer, cross the bridge on the peak of Death Mountain in the Light World, then pound the posts guarded by Red Tektites as you reach the eastern side of the mountain. Drop down the first (i.e. westernmost) gap you see to land on a ledge in front of a cave. Inside, follow the winding path past some Mini-Moldorms and Blue Bari to a hole at the end. Drop down to land on a high ledge on the floor below in front of a chest, which contains 50 Rupees.

- *Death Mountain (Dark World)*



There are a whopping four 50-Rupee pieces waiting for you on Death Mountain in the Dark World. Make your way to the top of the mountain on the eastern side. Lift the only large stone in the vicinity to discover a secret grotto. Inside, you must use the Hookshot to grapple from island to island above a bottomless pit (do not pick up any skulls in this cave!). You should start with the southernmost chest, then go for the northernmost chest, before then focusing your attention on the two chests to the west. Each chest has 50 Rupees inside, making for a grand total of 200 Rupees from this cave alone.

Dashing and Pulling for Treasure

There are a wide variety of ways to pick up items in this game. A few particularly noteworthy ways are by dashing into trees and rock piles, as well as pulling on objects. Lots of trees, statues, and other objects can be interacted with in this way, netting you rewards. This portion of the appendix covers all instances of these phenomena.

I've provided the following quick links so you can skip to the section that's of interest to you:

- **Tree Bashing**
 - **Secret Grotto**
 - **Rupees**
 - **Bombs**
 - **Activated Bomb**
 - **Magic Decanter**

- Apples
- Fairy
- Bees
- Rock Piles
- Pulling on Objects
 - Light World
 - Dark World

Tree Bashing

There are certain trees that, if you dash into them with the Pegasus Boots, will yield either items or traps. In general, these tend to be single trees unconnected to others—and in a couple instances, you can dash into something other than a tree to jar an item loose! The nice thing to note about this mechanic is that these trees always drop the same rewards, meaning you can dash into a tree, pick up your prize, then leave the screen and return, and the tree will still drop the same item(s) all over again.

Also, there's one case where dashing into a tree will reveal a secret grotto!

Other than that isolated instance, here are the potential results of dashing into a tree:

- Rupees (either a Blue Rupee or Red Rupee)
- Bombs (either 4 Bombs or 8 Bombs)
- Activated Bomb (will detonate after a short time)
- Large Magic Decanter
- Apples (the number that will appear varies, but each restores a single heart)
- Fairy
- Bees

Another thing to note is that after you defeat Agahnim at Hyrule Castle Tower, the Light World undergoes a slight transformation once you open the gateway between the two worlds at Hyrule Castle. More enemies patrol the field in the Light World, and (relevant to the topic at hand) trees drop different things than they did previously. Some trees, however, stay the same. Each of these scenarios will be noted below.

Secret Grotto

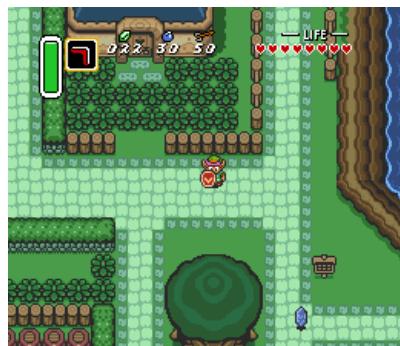


There's a tree known as the Strange Tree that grows right outside the lumberjacks' house east of the Lost Woods. Before defeating Agahnim, if you were to visit this area, you'd find the twin lumberjacks A. Bumpkin and B. Bumpkin sawing away at it. Talk to them, and they'll tell you there's something strange about it. After Agahnim's initial defeat in Hyrule Castle, return and find that the leaves on the Strange Tree are a different shade of green. Dash into the tree to reveal a hollow trunk leading underground, then drop in to find both a Fairy fountain and a Piece of Heart!

Rupees

Rupees that drop out of bashed trees will come in one of two denominations: either blue or red. Naturally, Blue Rupees tend to drop earlier in the game, whereas Red Rupees become easier to find later.

- Kakariko Village (Light World, before defeating Agahnim) - **Blue Rupee**



In the southeast corner of the village, on the way to the Smithery, is a lone tree that will drop a Blue Rupee as long as you run into it before you defeat Agahnim for the first time.

- West of Hyrule Castle (Light World, before defeating Agahnim) - **Blue Rupee**



Coming from Hyrule Castle, go west a screen to come across a grove patrolled by all sorts of Soldiers. Dash into the first tree you see to the south to dislodge a Blue Rupee.

- North of Palace of Darkness Grounds (Dark World) - **Blue Rupee**



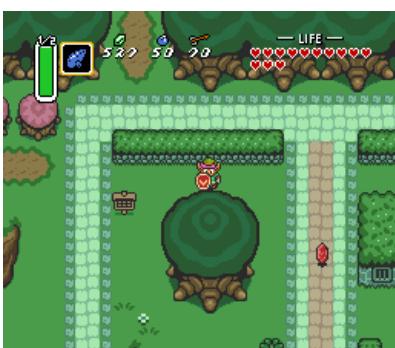
West of where the Magic Shop would be in the Light World is a tree that will drop a Blue Rupee for bashing it.

- South of Palace of Darkness Grounds (Dark World) - **Blue Rupee**



Near the entrance to the palace grounds are a line of five trees that angle slightly downward. The second tree from the west in this formation will drop a Blue Rupee if you dash into it.

- Kakariko Village (Light World, after defeating Agahnim) - **Red Rupee**



In the northwestern part of the village, near the house where Sahasrahla's wife lives, is a tree that you can run into for a Red Rupee.

- Haunted Grove (Light World, after defeating Agahnim) - **Red Rupee**
- Haunted Grove (Light World, after defeating Agahnim) - **Red Rupee**



That's right, there are two trees in the Haunted Grove that will yield a Red Rupee each. Dash into the south tree and then the southeast tree, and you'll gain a total of 40 Rupees per trip!

Bombs

There are only two trees that give you Bombs (of varying quantities), and they're both in the Light World after you defeat Agahnim for the first time.

- *South of Haunted Grove (Light World, after defeating Agahnim) - 4 Bombs*



There are two lone trees in the area south of the Haunted Grove. Dash into the one just south of the road to pick up these 4 Bombs.

- *Sanctuary (Light World, after defeating Agahnim) - 8 Bombs*

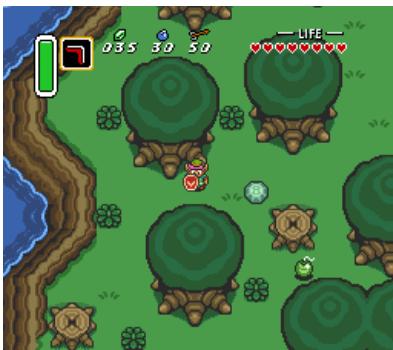


On the western bluff overlooking the Sanctuary, a tree sits at the end. Dash into it, and the 8 Bombs will have just enough room to fall out and land for you to collect them.

Activated Bomb

Unlike the two sets of Bombs above, this is an already active bomb that will detonate after a short time once you've dislodged it. You don't want these kinds of bombs—they're traps! Below I'll lay out which trees have them so you know to avoid dashing into them, unless you want to lure enemies into the blast radius, that is.

- *West of Hyrule Castle (Light World)*



This tree stands in the southwest corner of the grove situated between Hyrule Castle and Kakariko Village. Try not to dash into it, or you'll have to deal with this bomb in addition to the Soldiers on patrol here (though the bomb can damage them too).

- *South of Haunted Grove (Light World)*



Just north of the road that leads south of the Haunted Grove is a tree that will drop a bomb if bashed. There are Sword Soldiers around here, however, if you're feeling bold and want the bomb to get them instead.

Magic Decanter

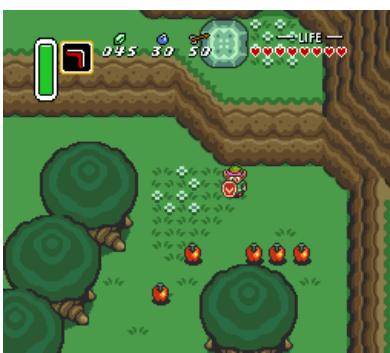


Only one tree in all of Hyrule drops a Magic Decanter, and since it's the large variety that will completely refill your Magic Meter, it's well worth your time knowing how to get to it. It's located south of the Lost Woods in the Light World (and remains there both before and after Agahnim's defeat). Of the two southwestern exits from the Lost Woods that lead to Kakariko Village, take the eastern such exit. The tree is situated just north of the posts blocking the way to a Magical Warp Tile. Because you can come to this tree to refill your magic at any time, it's probably the most useful tree to bash in the game!

Apples

Trees that drop Apples do so in varying amounts--sometimes only a few will fall, while other times a whole bunch will. If you don't get enough to heal yourself fully, simply leave and return to dash for more Apples. These Apples function like Hearts in that they restore one heart of damage each. Strangely, however, Apples cannot be retrieved with the Boomerang or Hookshot, as Hearts can.

- *East of Lost Woods (Light World)*



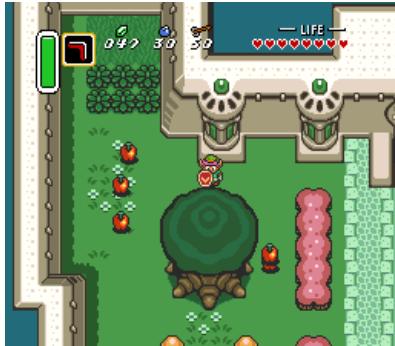
Just south of the cave that leads to Death Mountain is a lone tree next to a cluster of trees in a V-formation. (Watch out for Crows around here.) Dash into it to gain some Apples for Link to eat.

- *South of Lost Woods (Light World)*



If you take the westernmost exit out of the Lost Woods heading south toward Kakariko Village, you'll come across this tree. Dash into it for a tasty Apple treat.

- *Hyrule Castle Garden (Light World)*



Within the garden at Hyrule Castle, dash into the west tree to dislodge a bunch of Apples.

- *Sanctuary (Light World, before defeating Agahnim)*



Outside the Sanctuary's front door are two red trees. Dash into the east tree to cause these Apples to fall.

- *West of Eastern Palace Grounds (Light World, before defeating Agahnim)*



From the Graveyard, follow the road east and then south to find a single tree next to a wooden bridge (watch out for Blue Sword and Bow Soldiers on the way). You can find more Apples from this tree.

- *East of Graveyard (Light World, after defeating Agahnim)*



Very close to the previous tree but in a different time frame, simply go east from the Graveyard to find two trees guarded by a Red Spear Soldier. The west tree contains Apples for the picking.

- *South of Palace of Darkness Grounds (Dark World)*



Near the entrance to the palace grounds are a line of five trees that angle slightly downward. The fourth tree from the west in this formation will drop some Apples if you dash into it.

- *Plains of Ruin (Dark World)*



In a strange twist, this isn't a tree at all but a statue! The statue that's surrounded by shallow water on all sides will drop Apples if you dash into it. Very strange!

Fairy

Some trees will drop a single small Fairy if you dash into them. Catch the Fairy quickly either with a Bug Catching Net to keep it in a Bottle or with Link's own hands for more immediate healing--and do so before it gets away!

- *West of Link's House (Light World)*



One screen west of Link's house (i.e. by the rock pile leading to a Fairy fountain), a single Fairy inhabits the tree here. Dash into it to free the Fairy for your own personal use.

- *West of Hyrule Castle (Light World)*



West of the castle is a tree holding a Fairy. It's pretty much due west of where you arrive coming from Hyrule Castle.

- *West of Magic Shop (Light World)*



On the next screen west from the Magic Shop, at the northern tree guarded by a Blue Sword Soldier, bash the tree to gain a Fairy for you to catch.

- *Kakariko Village (Light World, before defeating Agahnim)*



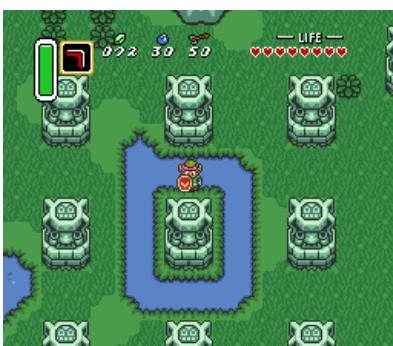
In the northwestern part of the village, near the house where Sahasrahla's wife lives, is a tree that you can run into for a Fairy.

- *South of Haunted Grove (Light World, before defeating Agahnim)*



There are two lone trees in the area south of the Haunted Grove. Dash into the one just south of the road to make a Fairy appear.

- *Great Swamp (Light World, before defeating Agahnim)*



In a strange twist, this isn't a tree at all but a statue! The statue that's surrounded by shallow water on all sides will drop a Fairy if you dash into it. Even more interesting is that, unlike the trees, when this Fairy comes out, many times it will heal Link automatically—the downside of which is that it happens too fast for you to grab with the Bug Catching Net (the Fairy seems to become more catchable if you bash the statue from the south).

- *West of Sanctuary (Light World, after defeating Agahnim)*



One screen west of the Sanctuary and south of the Mountain Cave entrance to Death Mountain, next to the pond containing a whirlpool, are a cluster of two trees. Dash into them to make a Fairy appear. This is the only instance in the game where you can gain an item from dashing into a tree that's touching another tree!

- *South of Eastern Palace Grounds (Light World, after defeating Agahnim)*



Near the entrance to the palace grounds are a line of five trees that angle slightly downward. The second tree from the west in this formation will drop a Fairy if you dash into it.

- *Eastern Palace Grounds (Light World, after defeating Agahnim)*



In the southern portion of the palace grounds proper, you'll see a group of gold trees. Dash into the westernmost gold tree to dislodge a Fairy.

- *Pyramid of Power (Dark World)*



At the foot of the pyramid are a couple purple trees. Dash into the west purple tree to make a Fairy come out. Given the powerful enemies that are in this area and that this is your first real introduction to the Dark World, this could be a very useful Fairy indeed!

- *Palace of Darkness Grounds (Dark World)*



In the southern portion of the palace grounds proper, you'll see a group of gold trees. Dash into the second tree from the east to dislodge a Fairy.

- *East of Skeleton Forest (Dark World)*



Next to the northeastern entrance to the Skeleton Forest is a lone tree ready to give up a Fairy for bashing it.

Bees

Perhaps the most harrowing trap of all to come from tree bashing are the Bees. Certain trees, when struck, will unleash so many Bees that they will practically fill the screen--and then they'll come swarming toward Link! You can flee to another screen to escape them, swing wildly with your sword to destroy some of them, or you can even catch one with the Bug Catching Net to keep in a Bottle. In general, however, you probably want to avoid dashing into the following trees.

- *Lost Woods (Light World)*



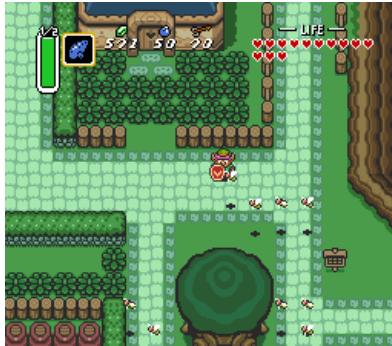
In the middle of the Lost Woods, next to a tree stump entrance and nearby cluster of nine bushes (i.e. where you can find a Piece of Heart) lies a tree that will unleash angry Bees if bashed.

- *East of Lost Woods (Light World)*



Outside the Lost Woods, right next to the entrance to the Mountain Cave leading to Death Mountain, is a tree filled with Bees. Dash into it at your own peril.

- *Kakariko Village (Light World, after defeating Agahnim)*



Even the peaceful village of Kakariko is not safe from the Bees, at least not after Agahnim's fall at Hyrule Castle. Dashing into the tree in the southeast corner of town will bring all those Bees out.

- *Sanctuary (Light World, after defeating Agahnim)*



The Sanctuary may have been a place of refuge, and running into the east red tree right outside the entrance may well turn it into a necessary refuge once again if you need to get away from the swarming Bees.

- *West of Eastern Palace Grounds (Light World, after defeating Agahnim)*



From the Graveyard, follow the road east and then south to find a single tree next to a wooden bridge (watch out for Blue Sword and Bow Soldiers on the way). Don't dash into it though, unless you want to risk the wrath of the Bees!

- *South of Eastern Palace Grounds (Light World, after defeating Agahnim)*



Near the entrance to the palace grounds are a line of five trees that angle slightly downward. The fourth tree from the west in this formation will unleash a swarm of Bees if you dash into it.

- *South of Palace of Darkness Grounds (Dark World)*



Near the entrance to the palace grounds are a line of five trees that angle slightly downward. The central tree in this formation will unleash a swarm of Bees if you dash into it.

- *North of Palace of Darkness Grounds (Dark World)*



Right by the item shop where the Magic Shop would be in the Light World is a tree slightly set apart from the others. Dashing into it will cause Bees to fly out and chase you.

- *East of Ghostly Garden (Dark World)*



Going east one screen from the Ghostly Garden, you'll find two trees guarded by a Hinox. The east tree will add to your troubles by bombarding you with Bees if you hit it.

Rock Piles

It's not just trees (or the occasional statue) that you can dash into for items. Sometimes in Hyrule you'll come across a rock pile—which basically looks like a cluster of five small stones piled on top of each other. You can break apart these rock piles by dashing into them with the Pegasus Boots. Most have nothing for you or even just act as an obstacle. But a few hold rewards or even lead to secret grottos. And just as with tree bashing, you can leave the screen and return, and the rock pile will be back, ready to give you the item(s) all over again. All such rock piles are listed below.

- *West of Link's House (Light World) - Secret Grotto*



One screen west of Link's house is a rock pile that if you dash into it will break apart to reveal a grotto in the ground. Inside is a Fairy fountain, where four small Fairies live.

- *Sanctuary (Light World) - Secret Grotto*



On the bluff overlooking the Sanctuary is another rock pile that can be destroyed to reveal a hidden grotto. This entrance leads to a chest containing a Piece of Heart.

- North of Kakariko Village (Light World) - **1 Bomb**



Next to the fortune teller's shop near the entrance to Kakariko Village is a rock pile. Bash it open to make a single Bomb pop up that you can collect. Keep returning to this area to stock up on Bombs for free!

- Death Mountain (Light World) - **Fairy**



You'll have to wait until you've obtained the Magic Hammer from the Palace of Darkness to reach this rock pile. Cross the bridge east from the Tower of Hera, then pound the posts while fighting off the Tektites in the area. You'll soon find a rock pile in front of a cave. Dash into it to free a Fairy.

- West of Bomb Shop (Dark World) - **Secret Grotto**



In the exact same spot as its counterpart in the Light World, there's a rock pile one screen away from the Bomb Shop that will uncover an opening leading to a Fairy fountain.

- Ghostly Garden (Dark World) - **1 Bomb, Red Rupee, Fairy**



There are a total of six rock piles in the Ghostly Garden, three of which will give you items. (The southern three are basically just in your way, and you'll need to destroy them to create a path.) Bash open the rock pile in the northwest corner of the garden for a lone Bomb. Do the same in the northeast corner to release a Red Rupee that will land on the other side of the fence—retrieve it with the Boomerang. (This is also the spot where you need to use the Magic Mirror in order to obtain the Magic Cape in the Light World.) Finally, the north central rock pile holds a Fairy. Remember that all these respawn once you leave the screen, so feel free to return as many times as you want!

- North of Village of Outcasts (Dark World) - 2 Fairies



Next to the fortune teller's shop (i.e. in the same spot as in the Light World), there's a rock pile. Dashing into it will release not one but two Fairies! Catch at least one with the Bug Catching Net and put it in a Bottle.

Pulling on Objects

There are certain objects in both the Light and Dark Worlds that, if pulled upon, will unleash Rupees for the taking. You'll always obtain four of the same kind of Rupees, but it varies which kind you get. You can receive either four Green Rupees, four Blue Rupees, or four Red Rupees. In general, it appears you get Blue Rupees for your first pull, then the denomination of Rupees after that depends on how many enemies you defeat before returning to the pull spot.

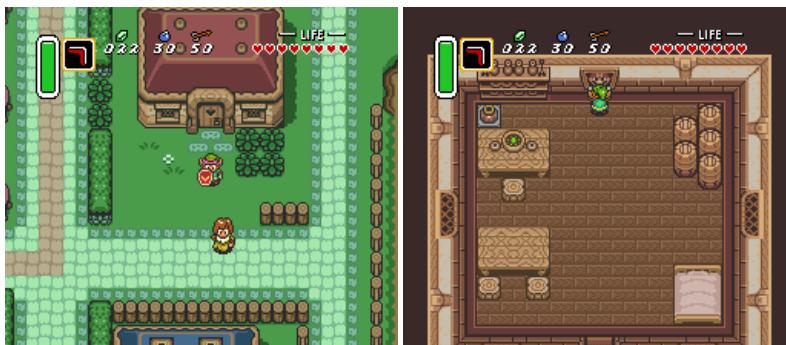
Of special note is the gargoyle statue in the center of the Village of Outcasts in the Dark World, which forms the entrance to the Thieves' Town dungeon. The only way inside this dungeon is to pull on the statue from the south. Link will use incredible strength to rip open an entrance!

The remaining instances of pulling on objects are optional, and the only reward is Rupees.

Light World

Just as with tree bashing and other things, what objects you can pull for rewards will change after you defeat Agahnim and open up the portal between Light and Dark Worlds at Hyrule Castle.

- Kakariko Village



There are two informant women in Kakariko, who will call for a Soldier if Link interacts with them at all. If you enter the house of the informant woman to the east (assuming she hasn't ratted you out yet), you'll find a painting of what appears to be Mario on her north wall. Pull on this painting to obtain Rupees—this is the only instance in the Light World that doesn't change whether you've already defeated Agahnim or not.

- Lost Woods (before defeating Agahnim)



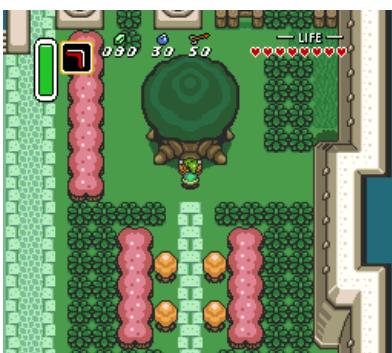
The same tree next to the stump entrance and bush clusters where you find the Heart Piece that will unleash Bees if you dash into it will also yield Rupees if you pull on it instead.

- *East of Lost Woods (before defeating Agahnim)*



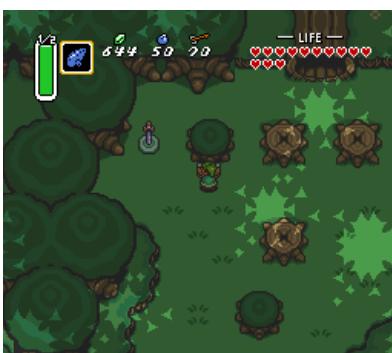
Next to the Mountain Cave and south of the lumberjacks' house is a tree that will also produce Bees if dashed into but Rupees if pulled upon.

- *Hyrule Castle Garden (before defeating Agahnim)*



Within the garden at Hyrule Castle, while you can obtain Apples from dashing into the west tree, you can obtain Rupees if you pull on the east tree instead.

- *Lost Woods (after defeating Agahnim)*



In the northern reaches of the Lost Woods, next to the entrance of the Treasure Chest Game, is a leafy stump that will produce Rupees if you pull on it. Just watch out for the thief and the Blue Sword Soldier nearby.

- *Eastern Palace Grounds (after defeating Agahnim)*



At the very entrance to the Eastern Palace itself, if you pull on the statue just west of the entrance, you'll find some Rupees.

- Great Swamp (after defeating Agahnim)



In the northeastern part of the swamp, near a bombable rock wall, is a statue--it's the northeasternmost statue of the group. Pull on it for some extra money, though beware of the enemies in the vicinity.

Dark World

Unlike the Light World, the Dark World never changes (well, not until after the game's ending anyway). So these pulling locations will always be constant.

- Pyramid of Power



At the foot of the pyramid of are numerous statues of Ganon. Pull on the statue farthest to the west to cause some Rupees to pop out.

- Plains of Ruin

There are two statues you can pull for Rupees in the Plains of Ruin:



In the northern part of the swampy plains, pull on the same northeastern statue that you could in the Light World (i.e. near the cracked rock wall) for the same result: Rupees.



In the southern part of the swampy plains, you can find a cluster of three statues. Pull on the central statue to make Rupees come out.

- *East of Skeleton Forest*



This is the same tree that you could pull for Rupees in the Light World. It's located east of the Skeleton Forest and next to the cave with a Piece of Heart atop its high ledge.

- *Death Mountain*



At the foot of Turtle Rock, you can pull... on the foot of Turtle Rock. That's right, just pull on the turtle's left foot (i.e. the east one) to gain a prize of Rupees.

Shop Index

There are a variety of shops in the Light and Dark Worlds, not only regular item shops, but also specialty places such as the Magic Shop, Bomb Shop, and even a Street Merchant. This portion of the appendix will tell you where every shop is located, what you can buy at each, and for how much.

I've provided the following quick links so you can skip to the section that's of interest to you:

- **Item Shops**
 - [Light World](#)
 - [Dark World](#)
- [Magic Shop](#)
- [Bomb Shop](#)
- [Street Merchant](#)

Item Shops

Light World

There are three ordinary item shops in the Light World, and they all carry the same stock, per the table below:

Item	Price
Red Potion	150
Heart	10
10 Bombs	50



These shops generally are not worth it, though, since you can buy the Red Potion for a cheaper price at the Magic Shop (see [below](#)), and you can obtain Hearts and Bombs from defeated enemies, under pots/skulls, etc. Nevertheless, for completion's sake, here are their locations:

- One item shop is located in Kakariko Village. It's the small hut with a wooden roof in the southern part of town. Sahasrahla's grandson stands right outside the shop
- Another shop is located on the northern shore of Lake Hylia. It's inside a cave with unique shields adorning the entrance
- The last such shop can be found on Death Mountain. In the southeastern portion of the region, you'll find twin cave entrances right next to each other. If you go inside the one on the right and follow the path, it'll take you into the shop



Dark World

One item shop on Death Mountain has the same stock as the three Light World shops (see table [above](#)). This particular shop is found in the exact same place on Death Mountain (i.e. inside the eastern of the two twin cave entrances) as in the Light World.



Four other item shops in the Dark World carry slightly different stock:

Item	Price
Red Potion	150
Fighter's Shield	50
10 Bombs	50



While you should still pass up the Potion and Bombs due to the ease with which you can get those elsewhere, the shield may be necessary if you get one stolen by a Pikit. Here are where the item shops are located in the Dark World:

- Near the Lake of Ill Omen, in the same place where the Magic Shop would be in the Light World, you can find a regular item shop
- Another shop can be found on the northwestern shore of the Ice Lake, where a fortune teller's shop by Lake Hylia would be in the Light World
- Next to the Skeleton Forest, where the Lumberjacks' house would be in the Light World, is another shop
- The Village of Outcasts contains an item shop in the eastern part of town, though you'll have to hammer a stake or two to reach it



Finally, there is a specialty shop in the Dark World, which is the only place you can buy a Red Shield if it gets stolen from a Pikit. If 500 Rupees is too steep a price for you, then you'll have to settle for buying a regular shield for 50 Rupees at one of the other item shops (as listed above).

Item	Price
Red Shield	500
Bee	10
10 Arrows	30



Don't bother with the Bee, of course, as you can find one for free in many places in the overworld. Only buy the Arrows if you really need them and can't find any nearby from fighting enemies.

This shop is located due west of the Pyramid of Power, though you can only access it from the north (i.e. from the area near the Skeleton Forest). Fight through some Moblins and a Hinox to get there, then hop over a couple fences to reach the shop entrance.

Magic Shop

In the Light World, just north of the Eastern Palace grounds, you'll find Syrup the witch working on her cauldron outside the Magic Shop, which she has her apprentice run for her. If you bring Syrup a Mushroom from the Lost Woods, she can make Magic Powder for you. Also, whenever you speak to the apprentice inside the shop, she'll give you a sample of the Red Potion, i.e. a free heal!

Item	Price
Red Potion	120
Green Potion	60
Blue Potion	160



The Red Potion (i.e. Medicine of Life) completely refills Link's hearts. The Green Potion (i.e. Medicine of Magic) completely refills Link's Magic Meter. The Blue Potion (i.e. Cure-All Medicine) completely refills both. Always buy Blue Potion if you can afford it, but if not, the other two are still good options. And as mentioned above, never bother paying 150 Rupees for Red Potion at other shops when you can get it here for 30 Rupees cheaper.

Bomb Shop

In the Dark World, inside the building where Link's house would be in the Light World, you can find the Bomb Shop.

Item	Price
Super Bomb	100
30 Bombs	100



When you first arrive in the Dark World, the only stock you can buy here is the set of 30 Bombs for 100 Rupees—which you can do if you're really low on Bombs and have Rupees to spare, otherwise just get them from enemies, chests, or pots/skulls. But later in the game, after clearing the Ice Palace and Misery Mire, the Super Bomb will become available, also for 100 Rupees. Unlike most other items, the Super Bomb is not added to your inventory. Rather, you carry it with you. You must take it to the cracked wall at the Pyramid of Power, as the Super Bomb is the only weapon capable of breaking through that wall. Inside is the Cursed Fairy who can transform your regular Arrows into the all-important Silver Arrows (and upgrade the Tempered Sword into the Golden Sword as well).

Street Merchant



Of special note here is the Street Merchant in Kakariko Village, who sits on a rug near the weathercock in the center of town. When you first meet him, he will sell you a Bottle for 100 Rupees, which you should definitely buy at the first opportunity.

From then on, the Street Merchant will buy certain creatures from you. After draining the Great Swamp at the Swamp Ruins, if you pick up a fish you see flopping on the ground and carry it to the Street Merchant in Kakariko, he will give you the following assortment of items:

- 21 Rupees (i.e. a Green Rupee and a Red Rupee)
- 8 Bombs
- 10 Arrows
- Large Magic Decanter

If you release the Good Bee around him, he'll buy it from you for 100 Rupees (i.e. five Red Rupees). He won't do anything if you bring him a regular Bee, though.

Fortune Tellers, Storytellers, and Other Lore

Throughout the game, various characters will give you hints as well as insight into the world's lore, and you meet them in all sorts of ways. This portion of the appendix catalogs all the information given. And in the case of hints, I will explain more clearly what the NPCs are referring to.

I've provided the following quick links so you can skip to the section that's of interest to you:

- Fortune Tellers
- Storytellers
- Talking Trees
- Telepathy Tiles

Fortune Tellers



There are three fortune tellers in the game:

- One fortune teller is just north of Kakariko Village in the Light World
- Another fortune teller is by Lake Hylia in the Light World
- The last fortune teller is just north of the Village of Outcasts in the Dark World



When you visit a fortune teller, he will charge a fee to hear what he has to say. The fee varies depending on numerous factors--one of which is your health, since the fortune teller will always restore your Life Meter at the end of the fortune. The following are the fortunes you can receive, as well as what each one means.

Hocus pocus! You will find the elder Sahasrahla...

A fortune given to you at the beginning of the game when you're searching for Sahasrahla after escorting Princess Zelda to the Sanctuary. You of course find the elder at his dwelling on the Eastern Palace grounds.

Abracadabra alakazam! You will open a desert lock with the Book of Mudora.

This refers to the puzzle by which you open the way to the Desert Palace. First obtain the Book of Mudora from the house of books near Kakariko Village (by dashing into the bookcase with the Pegasus Boots). Then go to the entrance of the Desert Palace and use the Book of Mudora to read the inscription.

Hocus pocus! You will find a member of the wise men's line in the desert.

This must refer to Agina, who makes his home inside a cave in the Desert of Mystery. If you speak to him before obtaining the Book of Mudora, he will give you a prophecy about the Book of Mudora, which you must obtain in the house of books.

Abracadabra alakazam! You will find a mushroom lover at the Magic Shop...

This fortune refers to the method by which you gain the very valuable Magic Powder. You must first obtain the Mushroom in the Lost Woods, then take it to Syrup the witch at the Magic Shop just north of the Eastern Palace.

Hocus pocus! You will meet Zora living in a lake at the river's source...

In the far northeastern part of the Light World is Zora's Waterfall. If you go there, you can meet King Zora, who will sell you Zora's Flippers for 500 Rupees.

*Abracadabra alakazam! The true
Hero will find the
Moon Pearl in the
mountain tower.*

This one is very straightforward. The Moon Pearl is the main treasure in the Tower of Hera. I suppose it can be easily missed though.

*Hocus pocus! Even the mighty
Master Sword
cannot harm the wizard's body.*

During the battle with Agahnim (both of them actually), if you try hitting Agahnim with your sword directly, he will not only be immune but Link will take electrocution damage instead. What you must do rather is deflect Agahnim's own magical projectiles back at him using the Master Sword (or Bug Catching Net if you're feeling adventurous).

*Abracadabra alakazam! The true
Hero will jump into the
well near the smithy's shop.*

After you obtain the Magic Hammer from the Palace of Darkness in the Dark World, go to the Smithery just east of Kakariko Village in the Light World. Hammer the single post you find in front of the building, and then drop into the hole beneath you. Go north and then sprinkle Magic Powder on the altar to meet a curious creature known as the Mad Batter, who will enhance your Magic Meter.

*Hocus pocus! You will meet a
strange man
standing in the desert...*

Well, more accurately this man is sitting, and he's just outside the desert. But at any rate, this refers to the so-called average middle-aged man in the narrow canyon on the way to the Desert of Mystery, who used to be a thief and a master locksmith. After obtaining the Titan's Mitt and reuniting the two dwarven swordsmiths, go to the destroyed house in the Dark World just east of the Village of Outcasts (i.e. where the Smithery would be in the Light World) to find a locked chest. Take the locked chest to this middle-aged man, and he will open it for you, enabling you to collect the Bottle within.

*Abracadabra alakazam! The gossip
shop in the Dark
World has treasure for the
asking...*

This fortune is oblique, but the gossip shop seems to be the burned-out shop in the Dark World where the Smithery would be in the Light World (i.e. just east of the village). As indicated under the above hint, after reuniting the swordsmiths, you can find a locked chest there that contains a Bottle if you take it to the middle-aged man near the Desert of Mystery in the Light World, who can open it for you.

*Hocus pocus! You will find the
smith's
partner in the
Village Of Outcasts.*

After you obtain the Titan's Mitt from Thieves' Town, go just south of the Village of Outcasts to find a frog-like man trapped by heavy skulls. Lift them to free him, and he will follow you. Warp to the Light World, and take him to the Smithery just east of Kakariko Village to reunite him with his dwarven swordsmith partner. In gratitude, the pair will upgrade the Master Sword into the Tempered Sword for only 10 Rupees.

*Abracadabra alakazam! You will find
a treasure resting
in peace in the graveyard.*

Go to the Ghostly Garden in the Dark World, and position Link by the rock pile in the northeast corner of the garden. Use the Magic Mirror to warp to the Light World, and dash with the Pegasus Boots to open the grave in front of you. Go inside and open the chest containing the Magic Cape.

*Hocus pocus! You will buy a new
kind of bomb
in the Bomb Shop.*

After clearing both the Ice Palace and Misery Mire, go to the Bomb Shop in the Dark World, where the Super Bomb will be on sale for 100 Rupees. Buy it, then carry it to the Pyramid of Power. Place it in front of the cracked wall on the second level of the pyramid. Go inside, and at the fountain, toss in the Bow & Arrows and the Tempered Sword in order to obtain the Bow & Silver Arrows and the Golden Sword, respectively. (The former are necessary to beat the game!)

*Abracadabra alakazam! You will find
something inside
the pyramid of the Dark World.*

This could refer to the Cursed Fairy, whose fountain you reach via the Super Bomb (as per the fortune above). It could even refer to Ganon himself, as the final battle takes place inside the Pyramid of Power.

Hocus pocus! You will run into a barrier if you try to enter Ganon's tower.

The final dungeon, Ganon's Tower, won't be accessible until you obtain all seven crystals at the end of the first seven dungeons of the Dark World, thereby freeing the six maidens and Princess Zelda, all of whom will lend their power to opening the way to Ganon's Tower.

Abracadabra alakazam! You will need Silver Arrows to give Ganon his last moment.

You obtain the Silver Arrows by buying the Super Bomb and then blowing open the way to the Cursed Fairy inside the Pyramid of Power, who will upgrade your regular Arrows into Silver Arrows. The Silver Arrows are the only weapon that can defeat Ganon.

Storytellers

At various locations in the Dark World, you'll find a shady character who will offer you a "profitable story" if you just pay them 20 Rupees. In general, their stories aren't worth it. You're better off keeping your money and reading their stories (and my explanations for each) below.

- *Storytelling Tree*



Located on the Palace of Darkness grounds close to the dungeon itself (i.e. in the building where Sahasrahla's dwelling would be in the Light World), this tree is the only one of the storytellers that doesn't charge a fee. Of course, the story he tells is less of a hint than it is lore of the Dark World:

You're new here, aren't you? Did you come here looking for the Power Of Gold?

Well, you're too late. It will obey only the first person who touches it.

The man who last claimed the Power Of Gold wished for this world. It reflects his heart.

Yes, I came here because of greed for the Golden Power, and look what happened to me...

To restore the Golden Land, a person worthy of the Golden Power must defeat the man who

created this place...

Until that time, I am stuck in this bizarre shape.

But what a mischievous thing to leave lying around... The Power Of Gold...

Triforce...

- *Storytelling Bird*



Farther south of the Palace of Darkness is a cave where the storytelling bird resides. Here's his story for 20 Rupees:

*Hah! Thank you. They say there is a tiny circle of rocks in the lake at the source of the river. I don't know what will happen, but it might be fun to throw something into it...
Heh heh. See you...*

This might sound ominous, but it's actually a good idea. Go to the rock circle at the Lake of Ill Omen (located north of the Palace of Darkness, where the Waterfall of Wishing would be in the Light World), and toss any object you want into the circle. A Catfish will emerge and give you the Quake Medallion.

- *Storytelling Hand*



By the northeastern shore of the Ice Lake (where the Ice Cave would be in the Light World) can be found the storytelling hand. Here's his story for 20 Rupees:

*Heh heh. Thank you. To tell you the truth, I used to be a thief in the Light World...
some of my fellow thieves went into hiding because they were afraid of being caught.
One of them was a master locksmith, but now he is hiding the fact that he was a thief...
...by pretending to be a strange middle-aged guy! Ha ha ha...*

He is of course talking about the middle-aged man found in the canyon by the Desert of Mystery in the Light World. Later in the game (after obtaining the Tempered Sword), you can find a locked chest in the Dark World, which you can then take to this man in the Light World, who will open it up for you, enabling you to pick up the Bottle locked inside.

- *Storytelling Octopus*



In the place where the Sanctuary would be in the Light World is a place simply designated as the Cave, where the storytelling octopus stays. Here's his story for 20 Rupees:

Hah! Thank you. To tell you the truth, I found incredible beauty inside the pyramid,

*but someone sealed the door.
You can't do anything with a standard bomb, they say...*

This refers to the Cursed Fairy inside the Pyramid of Power. You must buy a Super Bomb (only available after completing Level 5 and Level 6) to access her fountain. There she can upgrade your Bow & Arrows and the Tempered Sword.

- Storytelling Insect



A cave in the northeast corner of the Swamp of Evil is the abode of the storytelling insect. Here's his story for 20 Rupees:

Heh heh. Thank you. As a matter of fact, monster magic is making it rain in the swamp.

If you can move the air with more force than the monsters, the rain may stop.

In front of the entrance to Misery Mire is an Ether icon. Stand on this icon and use the Ether Medallion, which will stop the incessant rain and open the way to the next dungeon.

Talking Trees

Also exclusive to the Dark World are various trees that are sentient. You can tell they're more than the ordinary tree by the fact that they have pupils in their eyes that follow you, and their mouths move somewhat. Bump into a root of one of these trees, and it will initially spit a bomb at you that you'll have to avoid. Afterward, you can then talk to it. Some have nothing more to say to you than the following:

Quit bothering me! And watch where you're going when you dash around!



Other trees, however, are more helpful and will offer you hints. There are a total of nine talking trees in the game, and the following four are the ones that give hints after beginning with this message:

Wow! I haven't seen a normal person in a few hundred years! Let me talk to you for a while.

- The first hint-giving talking tree you can encounter is near the Bomb Shop:



I heard that using Bombs is the best way to defeat the one-eyed giants.

That's all I know!

The one-eyed giants are Hinoxes, the large enemies that throw bombs at you in the Dark World. The best way to defeat them is with their own weapon of choice. A blast from your Bombs can take out a Hinox in one hit. By contrast, it would take two hits from even the Golden Sword (and more from weaker swords) to defeat them.

- The next such tree you can find is just south of the Dark World version of the Haunted Grove:



I once lived in the Lost Woods, until the day I wandered into a magic transporter...

The power of the Dark World quickly turned me into this tree shape...

I guess the two forests are connected with each other...

This hint suggests a connection between the Lost Woods in the Light World and the Skeleton Forest/Skull Woods of the Dark World. There doesn't seem to be any direct connection in-game, though the closest I can figure is that the final entrance to the Skull Woods dungeon is located in the same place as the entrance to the Sacred Grove in the Light World where you pick up the Master Sword.

- Another good tree to talk to is located southeast of the Ghostly Garden (i.e. southeast from where the Graveyard would be in the Light World):



Surprisingly, the Triforce created this world to fulfill Ganon's wish.

What is Ganon's wish, you ask? It is to rule the entire cosmos! Don't you think

it might be possible with the power of the Triforce behind you?

Of course, this isn't really a hint for anything to do in the game itself as it is an insight into the game's backstory. I suppose it does shed a bit of light on things you see Link is able to bring about in the ending after you obtain the Triforce...

- The only other remaining tree that will speak peaceably to you is located in the Village of Outcasts:



Do you know about the Gargoyle statue in the village? People say they can hear a girl

calling for help from under the statue. Isn't that a strange story...

A strange story indeed. The gargoyle statue is the entrance to the fourth dungeon of the Dark World, known as Thieves' Town. The girl is the maiden you encounter in the lowest level of that dungeon--who of course turns out to be none other than Blind the Thief in disguise.

Telepathy Tiles

Inside dungeons and various other locations, Telepathy Tiles can be found. When you go up to one and press the A button, you'll receive a message more often than not from Sahasrahla, but on rare occasions Zelda will speak to you instead. Here is a list of the Telepathy Tiles and what their hints mean.

- *Eastern Palace*



Just west of the hub room on 1F where the big chest holds the Bow, Sahasrahla will reach out to Link for the first time through these tiles:

Link, it is I, Sahasrahla. I can talk to you telepathically when you touch these tiles.

Here is a hint. You can use the treasure hidden in this palace to defeat armored foes.

This is referring specifically to the collective bosses of the Eastern Palace, the Armos Knights, as the Bow is a far more effective weapon against them than the sword. Of course, the Bow is also very effective against other enemies in this dungeon, such as Eyegeores.

- *Desert Palace*



In the northwestern part of 1F, one room east of the big chest and one room west of the Map, there is a room where a Small Key waits atop a lantern, guarded by a Beamos. There's also a Telepathy Tile in here, through which Sahasrahla will say the following:

Link, it is I, Sahasrahla. You must never fail to find all the treasures in each dungeon.

This is just generally good advice about being thorough in collecting everything you can in dungeons. The main thrust of what he's getting at, though, are the big chests located in each dungeon (which can only be opened after obtaining the corresponding Big Key). In this dungeon in particular, the Power Glove can be found, which lets you lift stones and thus progress deeper into the dungeon. Game progress will many times be locked behind these big chests, so it's always worth your while to hunt down the Big Key and open them up!

- *Death Mountain*



You can see a cave entrance at Spectacle Rock. Ignore that entrance, and drop off due south from there. You'll land on a ledge in front of a different entrance. Go inside and then all the way north and up the stairs. You'll not only find one of the very few overworld Telepathy Tiles but also a Piece of Heart!

Link, it is I, Sahasrahla. You must somehow make your way to the top of Spectacle

Rock. From there you can reach the Tower of Hera on top of Death Mountain.

In order to do what Sahasrahla says here, you must proceed east of Spectacle Rock to the Magical Warp Tile that will transport you to the Dark World. From there, go back west to where the bully and his friend are running around on the indentation that looks like Spectacle Rock. Use the Magic Mirror there to return to Light World, but this time on top of Spectacle Rock. Then simply hop off to the south and enter the Tower of Hera straight ahead.

- *Tower of Hera*

There are two Telepathy Tiles in the Tower of Hera.



In the center of the entrance room of the dungeon on 2F, you'll find the first tile on an Eyegore statue:

Link, it is I, Sahasrahla the elder. I have some advice... In the dungeons, you can gaze

into the Magic Mirror to return to the entrance at any time. Do not forget this!

This is very straightforward. If you're running low on health or supplies, a quick trip to the dungeon entrance and out into the overworld may be just what you need. Be advised, however, that you'll have to return to your previous place in the dungeon the hard way. It should also be noted that the Magic Mirror has no effect inside caves or other non-dungeon buildings.

The second tile can likewise be found on an Eyegore statue, this one in the center of the room on 4F:

Link, it is I, Sahasrahla the elder. An orb known as the Moon Pearl is in this tower.

Whoever holds the Moon Pearl is protected so that his form will not change in the Dark World.

You must find it and escape from the tower! Don't forget the Moon Pearl...

As is obvious by now, the Moon Pearl is the main treasure item of the Tower of Hera and is absolutely necessary to progress in the Dark World, as Link can do very little there in this bunny form. The game seems to beat you over the head with it repeatedly because it's actually very easy to forget and to clear the Tower of Hera without it.

- Hyrule Castle Tower



As soon as you arrive on 5F in a room with two Red Spear Soldiers and two Chasupas, you can find this Telepathy Tile as well:

Listen well, Link. Even with the Master Sword, you cannot inflict physical

harm on the wizard. You must find a way to return his own evil magic power to him.

Slashing Agahnim with the sword will actually damage Link, not Agahnim himself! Rather, use the Master Sword (or Bug Catching Net) to slash at Agahnim's magical projectiles, which will knock the magic back at the wizard, damaging him if it hits.

- Palace of Darkness



In one of the southeastern rooms of B1, a Telepathy Tile can be found. But instead of the usual elder, Link will receive a message from the princess instead:

Link, can you hear me? It's me, Zelda. I am locked in Turtle Rock on top of Death Mountain. I know you are doing your best, but please hurry...

From the first dungeon of the Dark World, you learn that Princess Zelda is being kept in the seventh. You'll need many of the items that you obtain from big chests in the other Dark World dungeons before you can complete Turtle Rock and rescue her.

- *Swamp Palace*



At the very beginning of the dungeon, across the waterway from the entrance on 1F, you can find this Telepathy Tile:

Link, it is I, Sahasrahla. Objects exist simultaneously in both worlds with similar shapes.

If the form of a thing changes, it will affect the shape of its twin in the other world.

This is really just a cryptic way of telling you that you need to drain the water from the Swamp Ruins in the Light World, which will flood the waterways of the Swamp Palace in the Dark World, thus allowing you to progress in the dungeon.

- *Thieves' Town*

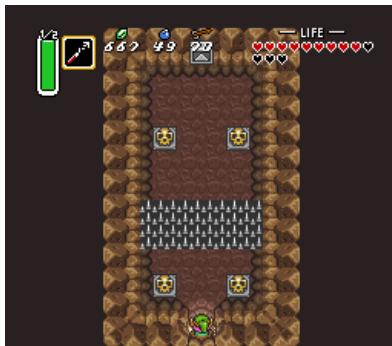


Once you arrive in the first room on 1F, you can see the Telepathy Tile, but you'll have to turn the Crystal Switch on the floor below red in order to cross the orange blocks and access the tile. And once again it's a message from Zelda:

Link... It's me, Zelda... Don't be deceived by the magic of Blind the Thief! Be careful!

This is Zelda's warning about the maiden lurking in the cell on B2 of the dungeon. Because, as you find out when you escort her into the boss room after filling it with sunlight from the floor above, this maiden is in fact Blind the Thief in disguise!

- *Ice Lake*



In one of the rare overworld locations, you can find a Telepathy Tile on the northeast bank of the Icy Lake in the Dark World. Lift the large stone there to uncover a secret grotto, then go inside. Leave the skulls alone and use the Hookshot to get across the spikes (you can even latch onto the Telepathy Tile itself). Interact with the tile on the other side:

Link, did you know that if you destroy frozen enemies with the Hammer, you will often get a Magic Decanter?

This is actually really good advice. First freeze an enemy with the Ice Rod, then use the Magic Hammer to defeat them while they're still frozen, and they'll oftentimes drop a Magic Decanter--including sometimes a large one that will completely refill your Magic Meter! This is the most reliable way of looking for a large Magic Decanter, though be advised you still have to have enough magic to wield the Ice Rod, of course.

- *Ice Palace*



There are no fewer than three Telepathy Tiles in this dungeon! (None of them identify their respective speakers as being Sahasrahla or Zelda either, so these along with a few other Telepathy Tiles in this game have anonymous messages--though they probably are from Sahasrahla.)

As soon as you enter the Ice Palace on 1F, you can reach this tile after being attacked by a Freezor coming out of the wall. You're given the following suggestion:

Link, the magic flames will protect you inside this icy dungeon.

You obtain the Fire Rod from the big chest in the Skull Woods, and this item will be completely necessary to make it through the Ice Palace--starting with the Freezor in the very first room. The Bombos Medallion can be useful too, though it uses up more magic.

The next tile is found in the northern room on B2, as soon as you land and are ambushed by a Stalfos Knight:

You cannot destroy the Skeleton Knight with the sword alone. When he collapses, he is vulnerable to another weapon.

This means after attacking the Stalfos Knight once to make it crumple into a pile of bones, then you must detonate a Bomb by the foe to destroy it for good.

Found at the northern end of the long icy room in B4 is the third and final tile:

Link, do not use all your magic power if you do not possess the Medicine Of Magic.

Now, get ready to go into the depths of this dungeon.

This message recommends having Green (or Blue) Potion on hand, as advancing through the dungeon requires a lot of magic power.

- *Misery Mire*



In the long narrow room on 1F with the mesh floor, you'll find a Telepathy Tile at the north end:

Link, it is I, Sahasrahla the elder! You must set fire to four torches to open the way forward.

In the previous two rooms are two torches each, along with periodically teleporting Wizzrobes. After lighting all four torches, the wall in the room with the Telepathy Tile will move eastward, opening the way to a pit leading to this dungeon's Big Key.

- *Turtle Rock*



At the beginning of this dungeon, you receive the following anonymous warning:

Link, do you possess the Medicine of Magic? If not, I recommend against going any further.

This is a similar message to one you received in the Ice Palace. Given that magic usage is even more integral in Turtle Rock, that makes it all the more important that you enter this dungeon with some way to replenish your Magic Meter.

- *Pyramid of Power*



This is the very last Telepathy Tile in the game, as you can only access it if you fall off the edge during the final battle against Ganon. Upon landing, go west to the next room and then all the way north until you reach the tile:

When Ganon is stunned, give him his last moment with a Silver Arrow!

Do you understand, Link?

In the latter phase of the Ganon battle (i.e. when you need to light the two torches to make visible again), he will turn light blue and be stunned whenever you attack him with the sword. This is your chance to hit him with a Silver Arrow. Note that it takes four Silver Arrows to defeat Ganon altogether.

Warp Tiles and Whirlpools

There are a variety of ways of getting around Hyrule. This portion of the appendix will cover the Magical Warp Tiles that serve as gateways to the Dark World, as well as the whirlpools that will whisk you around to different regions of both worlds.

I've provided the following quick links so you can skip to the section that's of interest to you:

- [Magical Warp Tiles](#)
- [Whirlpool Networks](#)

Magical Warp Tiles

There are eight Magical Warp Tiles that will transport you from the Light World to the Dark World--though be advised that these are one-way trips. If you ever want to return to the Light World from the Dark World, you'll need to use the Magic Mirror.



A special note on an extra portal to the Dark World is the gate at Hyrule Castle. After defeating Agahnim for the first time, whenever you enter the gate that leads to the castle gardens, you'll be transported to the Dark World, right in front of the Pyramid of Power.

- [Death Mountain \(West\)](#)



This is the first such Warp Tile you encounter in the game, on your first trip to Death Mountain. Just east of Spectacle Rock on the mountain's peak, you'll find the glowing blue tile. Step on it to be taken to the corresponding region of the Dark World, though you'll be transformed into Bunny Link (until you obtain the Moon Pearl from the nearby Tower of Hera).

- [Death Mountain \(South\)](#)



After you obtain the Magic Hammer (and can thus access the eastern portion of Death Mountain) as well as the Titan's Mitt, make your way to the southern peninsula on the lower level of the mountain. There's a small dark stone you can lift, so pick it up to reveal a Warp Tile.

- Death Mountain (East)



This one also requires the Magic Hammer and Titan's Mitt. On the upper level of Death Mountain, make your way all the way east until you see a plateau whose ladder is blocked by a large dark stone. Lift it with the Titan's Mitt and climb up to the top. You'll have to pound the posts on this plateau in the correct order: the southeast post first, the north central post second, and the southwest post last. Doing so will cause the Warp Tile to appear, which will transport you to the top of Turtle Rock.

- Near Eastern Palace



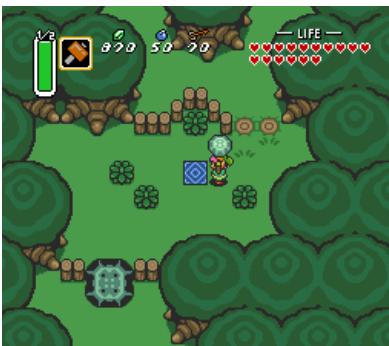
From the Eastern Palace grounds, leave via the southeast and go south until you find a ring of posts. Pound some of these posts with the Magic Hammer so you can reach the small stone within, and lift it to reveal a Warp Tile, which will take you near the grounds of the Palace of Darkness.

- Great Swamp



In the northern reaches of the Great Swamp, use the Magic Hammer to pound the posts in the area where you see a single small stone blocked off by a line of statues. Once inside, lift this stone to discover a Warp Tile, which will take you to the Plains of Ruin.

- Near Lost Woods



You can easily access this Warp Tile if you use the Titan's Mitt to lift the large dark stone just north of Kakariko Village. If you don't have the Titan's Mitt yet though, you can still reach it if you have the Magic Hammer. From Kakariko Village, take the northwest exit from the village into the Lost Woods. Curve around east and then south to leave the woods. Pound the posts in your way, then lift the small stone to find another Warp Tile, which will transport you between the Skeleton Forest and the Village of Outcasts.

- Lake Hylia



Once you have the Titan's Mitt, swim to the middle of Lake Hylia and climb out onto the island where the Pond of Happiness is. Lift the small dark stone here to uncover a Warp Tile, which will take you to the Ice Lake--and more specifically, this is the only way to reach the entrance to the Ice Palace.

- *Desert of Mystery*



This Warp Tile requires both the Flute and Titan's Mitt to reach. After unleashing the bird from the weathercock in Kakariko Village, you can summon it with the Flute. After calling it, select option #6 to be taken to this raised bluff in the corner of the Desert of Mystery that you normally can't reach. Lift the small dark stone to the east to reveal a Warp Tile, which serves as the only entrance to the Swamp of Evil.

Whirlpool Networks

After buying the Zora's Flippers, you gain access to various whirlpools that can swiftly take you from one region of Hyrule to another. Each whirlpool is linked to another in a different part of the world. There are four whirlpool networks (i.e. eight individual whirlpools) in all, with three networks (i.e. six whirlpools) in the Light World and one network (i.e. two whirlpools) in the Dark World.

- *Waterfall of Wishing to Lake Hylia*



After you get the flippers, most likely the first whirlpool you'll come across after leaving Zora's Waterfall is the one right outside the Waterfall of Wishing. Swim into this whirlpool, and you'll be transported to the eastern portion of Lake Hylia, due south of the Ice Cave. Likewise, entering the whirlpool at this part of Lake Hylia will take you back to the Waterfall of Wishing.

- *Lost Woods to Lake Hylia*



Outside the Lost Woods west of the Sanctuary is a lone pond, with nothing but a whirlpool inside it. If you swim into the whirlpool, you'll be taken to Lake Hylia proper, right in the middle of the lake near the island where the Pond of Happiness is located. You can also take the whirlpool here in Lake Hylia to be whisked to the pond outside the Lost Woods.

- [Graveyard to the Great Swamp](#)



In the river by the Magic Shop (near the Graveyard), there's a whirlpool that will take you to the small pond in the northern part of the Great Swamp. You can likewise enter the whirlpool in the swamp to be taken to the river where the Magic Shop sits.

- [Ghostly Garden to the Ice Lake](#)



There's only one watery network in the Dark World. In the river east of the Ghostly Garden where an item shop sits (this is the same whirlpool which in the Light World would take you to the Great Swamp), you'll find a whirlpool that will take you to the eastern portion of the Ice Lake. As with the whirlpools in the Light World, this is a two-way path. You can enter the whirlpool in the Ice Lake to be taken to the river near the Ghostly Garden.

Quick Guide

If you're already familiar with the game and just need a quick reference for where to find something or the sequence you should use for the most optimal path in the game, this is the place for you. It is just as thorough as the rest of the guide in terms of obtaining items, finding chests, opening secret passages, and visiting every room. It's just in list form, without the excess verbiage.

For more details on any segment of the game, please use the Table of Contents to be linked to the appropriate section.

For the purpose of the quick guide itself, here are quick links to each of the sections below:

- [Opening](#)
- [Hyrule Castle](#)
- [Hyrule Castle Dungeon](#)
- [Overworld Interlude 1](#)
- [Eastern Palace](#)
- [Overworld Interlude 2](#)
- [Desert Palace](#)
- [Overworld Interlude 3](#)
- [Tower of Hera](#)
- [Overworld Interlude 4](#)
- [Hyrule Castle Tower](#)
- [Overworld Interlude 5](#)
- [Level 1: Palace of Darkness](#)
- [Overworld Interlude 6](#)
- [Level 2: Swamp Palace](#)
- [Overworld Interlude 7](#)
- [Level 3: Skull Woods](#)
- [Overworld Interlude 8](#)
- [Level 4: Thieves' Town](#)
- [Overworld Interlude 9](#)
- [Level 5: Ice Palace](#)
- [Overworld Interlude 10](#)
- [Level 6: Misery Mire](#)
- [Overworld Interlude 11](#)
- [Level 7: Turtle Rock](#)
- [Level 8: Ganon's Tower](#)
- [Finale](#)

Opening

- Open chest in Link's house for Lamp, then exit
- Go north, curve around castle east and north, then cut bush to reveal opening and drop in
 - Obtain Fighter's Sword and Fighter's Shield from Link's uncle, then go south
 - Open chest for Blue Rupee, then exit
- Enter Hyrule Castle

Hyrule Castle

- Go west, north, and east, then downstairs to B1
- Defeat Blue Sword Soldier for Small Key #1, then open chest for Map
- Go south, west, and north, defeat Green Sword Soldier to open doors and go east, defeat Blue Sword Soldier for Small Key #2, then open chest for Boomerang
- Go west and north, then downstairs to B2 and again to B3
- Defeat Ball and Chain Trooper for Big Key, then rescue Princess Zelda and open chest for Blue Rupee
- Go upstairs to B2 and again to B1
- Go south twice, east once, north twice, then upstairs to 1F
- Go east, south, and west, then upstairs to 2F
- Push aside ornamental shelf to enter Hyrule Castle dungeon

Hyrule Castle Dungeon

- Go downstairs to 1F and again to B1
- Open chest for Small Key #1
- Go north, west, and north, defeat Rat for Small Key #2
- Go north, push aside block to go upstairs to 1F
- Go south, pull east lever to open door, then go south to leave Zelda with Loyal Sage at Sanctuary
- Open chest for Heart Container #1, then exit

Overworld Interlude 1

- Go west twice and north once to enter Lost Woods, then cut group of nine bushes to reveal secret grotto and drop in
- Obtain Piece of Heart #1, then go west and exit
- Obtain Mushroom to the northwest
- Go south once to leave Lost Woods and south once more to enter Kakariko Village, then enter long northeast house and talk to Sahasrahla's wife
- Drop into well in northwestern part of village
 - Open chest for Bombs, then open three more chests for three Red Rupees
 - Bomb north, open chest for Piece of Heart #2, then return south and exit
- Enter northern house with grassy roof, then go downstairs to B1
 - Push aside blocks to open four chests for four Red Rupees
 - Bomb north, open chest for Piece of Heart #3, then return south, go upstairs to 1F, and exit
- Buy Bottle #1 for 100 Rupees from Street Merchant
- Talk to Sahasrahla's grandson in southwestern part of village
- Bomb open hut west of Sahasrahla's grandson
- Enter sweeping lady's house, bomb east, open chest for 10 Arrows, then return west and exit
- Enter house next door and talk to Bug-Catching Kid for Bug Catching Net, then exit
- Enter backdoor of tavern from the north, open chest for Bottle #2, then exit
- Go south to village outskirts, enter long house to the southwest, bomb west, then exit
- Clear 15-Second Game in 15 seconds or less to win Piece of Heart #4
- Go east once and north twice out of Kakariko Village, then east four times, south once, cross bridge, go north once and east once, give Mushroom to Syrup outside Magic Shop
- Go west and return east, enter Magic Shop to obtain Magic Powder, then exit
- Go west once, south three times, east once, and north once to enter Eastern Palace grounds, then enter small dwelling to the northwest
 - Talk to Sahasrahla
 - Bomb north, open three chests for two sets of 50 Rupees and Bombs, then return south and exit
- Enter Eastern Palace to the northeast

Eastern Palace

- Activate switch under jar to open door and go north, step on floor switch to open doors and continue north, then curve around north, west, and south to upper level, then open chest for 100 Rupees
- Go north, step on floor switch to open doors and go east twice, activate switch under pot to open door and go south, then open chest for Map
- Go west twice, step on floor switch to open doors and continue west twice more, defeat all enemies to open doors and go north, then open chest for Compass
- Go east three times, south once, step on floor switch to open doors and go east, then lift pot for Small Key #1
- Go west three times, defeat all enemies, activate switch under pot for chest, open for for Big Key
- Go north and east, then open big chest for Bow
- Go north, then defeat Green Eyegore for Small Key #2
- Go north for 18 Blue Rupees, then return south and go upstairs to 2F
- Activate switch to open door and go west, step on floor switch to open doors and continue west, repeat once more, defeat all enemies to open doors and go north, then repeat once more to reach boss room
- Defeat Armos Knights for Heart Container #2, obtain Pendant of Courage

Overworld Interlude 2

- Return to Sahasrahla's dwelling and talk to Sahasrahla for Pegasus Boots
- Take western exit south to leave Eastern Palace grounds, then go west once, north twice, cross bridge and continue north once more, then go west three times and curve around back east, dash into rock pile to reveal secret grotto and enter
- Open chest for Piece of Heart #5, then exit

- Go east twice, south once, cross bridge and continue south twice more, cross next bridge and go west twice, then dash into rock pile to reveal opening to Fairy fountain
- Go east and south, bomb open entrance to Great Fairy's fountain
- Go south and west, then enter Swamp Ruins
 - Push aside blocks, open chest for Bombs, then exit
 - Reenter Swamp Ruins, push aside blocks and go north, pull east lever, then go south and exit
- Obtain Piece of Heart #6 in drained swamp
- Go east twice, bomb open cave entrance and enter
 - Defeat all enemies to open door and go north, talk to friendly thief for 300 Rupees
 - Open four chests for Bombs, two Red Rupees, and 10 Arrows, then return south and exit
- Go east twice and north once, then bomb open alternative entrance to Ice Cave and enter
- Go north, open chest for Ice Rod, then return south and exit
- Go south once, west three times, north twice, west once, south once, west once, north once (via northwest), west once, and enter house of books in Kakariko outskirts
- Dash into bookcase for Book of Mudora, then exit
- Go east once, south once, east once, north once, east once, south twice, and west three times to enter Desert of Mystery, then enter northeastern cave
- Go east to Aginah, bomb south, open chest for Piece of Heart #7, then return north, west, and exit
- Go to northwestern part of desert and use Book of Mudora to open entrance to Desert Palace

Desert Palace

- Go north twice, activate switch under pot for chest, open for Map
- Go south, west, and north, then dash into lantern for Small Key #1
- Go south once, east twice, and north to fill in room on map
- Defeat all enemies to open doors and go south twice, take southern door east to fill in room on map (and discover alternate exit to overworld), then return west
- Take northern door east, open chest for Compass
- Defeat all enemies to open doors and go north, open chest for Big Key
- Go south once, west once, north once, west three times, activate switch under pot to open doors and go north, then open big chest for Power Glove
- Go south, activate switch under pot to open doors again and go east, south, and west, push block to open door and go north to Fairy fountain
- Go south and exit to overworld
 - Obtain Piece of Heart #8 to the south
 - Take northern entrance behind small stones to reenter dungeon
- Push block to open door and go north, lift pot for Small Key #2, then go upstairs to 2F
- Go south, defeat all enemies to open doors and go east, lift pot for Small Key #3
- Go north, lift pot for Small Key #4
- Go north, light all torches to move wall westward, then go north to reach boss room
- Defeat Lanmolas for Heart Container #3, obtain Pendant of Power

Overworld Interlude 3

- Go east to leave Desert of Mystery, lift large stone to reveal secret grotto
- Go east four times and north once, lift large stone to reveal secret grotto
- Go south once, west twice, north twice, east once, north three times, east twice, and north twice to enter Zora's Waterfall
 - Follow path of shallow water to King Zora to the northeast, buy Zora's Flippers for 500 Rupees
 - Swim down first waterfall, then go west onto dry ground and obtain Piece of Heart #9, then exit
- Enter western waterfall for Waterfall of Wishing
 - Throw in Boomerang to obtain Magical Boomerang
 - Throw in Fighter's Shield to obtain Red Shield, then exit
- Go south once and west three times to Graveyard, then push northeast gravestone and drop in to B1 of Hyrule Castle dungeon
 - Bash open west wall and go west, open three chests for Bombs, 300 Rupees, and 10 Arrows
 - Go east, then upstairs to 1F, go south, pull east lever, and go south twice to exit
- Go west twice, take whirlpool to Lake Hylia outskirts, then swim west, north, and west under bridge, talk to man for Bottle #3, then exit
- Swim south, enter Pond of Happiness in cave on island in middle of Lake Hylia
 - Bomb east for Fairy fountain
 - Throw in 100 Rupees at a time to upgrade carrying capacity for Bombs and Arrows (up to 50 and 70, respectively), then exit
- Swim east, take whirlpool back to pond near Lost Woods, then go north and enter Mountain Cave
- Find Lost Old Man in eastern part of room, then go east and exit, obtain Magic Mirror
- Climb ladder to peak, drop due south of Spectacle Rock, enter cave on ledge
- Go upstairs to 2F, obtain Piece of Heart #10, then exit
- Take Magical Warp Tile next to Spectacle Rock to the Dark World, use Magic Mirror where Spectacle Rock would be, obtain Piece of Heart #11 on top of Spectacle Rock in the Light World
- Enter Tower of Hera to the northeast

Tower of Hera

- Open chest for Map, then go downstairs to 1F
- Obtain Small Key #1, return upstairs to 2F, then take northwestern stairwell to 1F
- Outlast flying tiles to open door and go east and south, light all torches for chest, open for Big Key
- Go north and west, then upstairs to 2F and again to 3F
- Defeat all enemies to open door and go west and north, then upstairs to 4F
- Open chest for Compass, then go upstairs to 5F
- Activate Star Switch, drop into northern hole (from the north) to 4F, then open big chest for Moon Pearl
- Go upstairs to 5F and again to boss room on 6F
- Defeat Moldorm for Heart Container #4, obtain Pendant of Wisdom

Overworld Interlude 4

- Enter cave at foot of tall ladder in the west, then go west and exit
- Go west to enter Lost Woods, then take entrance to Sacred Grove in northwestern part of the woods
- Obtain Master Sword, then exit
- Take southeastern exit from Lost Woods, then go east twice, enter Sanctuary and talk to Loyal Sage, and exit
- Go west, south, east, then enter Hyrule Castle
 - Go either east or west, take steps to upper level, then exit
 - Destroy barrier with Master Sword, then enter Hyrule Castle Tower

Hyrule Castle Tower

- Go north, defeat both enemies to open doors and go east, defeat all enemies for chest, open for Small Key #1, then go upstairs to 3F
- Go west, open chest for Small Key #2
- Take southern door east, then go upstairs to 4F
- Go west, take northern door east, defeat Blue Bow Soldier for Small Key #3, then go upstairs to 5F
- Defeat all enemies to open door and go west, defeat all enemies to open doors and go south, then defeat Red Spear Soldier for Small Key #4
- Go east, then upstairs to 6F
- Go west, then upstairs to 7F
- Go north, then cut curtains to go north again to reach boss room
- Defeat Agahnim

Overworld Interlude 5

- From top of Pyramid of Power in the Dark World, obtain Piece of Heart #12 on eastern part of pyramid
- Go east once, north twice, east twice, and north once, then throw an object into rock circle at Lake of Ill Omen for Quake Medallion
- Go south once, west twice, take whirlpool to Ice Lake outskirts, swim west and use Magic Mirror in large circle of rocks in northwestern part of lake, obtain Piece of Heart #13 in the Light World, then return to the Dark World
- Exit water via dock to the northeast, then go north twice to enter Palace of Darkness grounds, and enter storytelling tree's dwelling near the middle
- Bomb north, then return south and exit
- Navigate hedge maze and pay Kiki 10 Rupees to follow you, then 100 Rupees to open entrance to Palace of Darkness

Level 1: Palace of Darkness

- Step on western floor switch to open doors and go north, then downstairs to B1
- Activate switch under skull for chest, open for Small Key #1, then return to dungeon entrance
- Step on eastern floor switch to open doors and go north, then downstairs to B1
- Take Warp Tile, bomb south, curve around and bomb north, defeat all enemies to open door and go north, then upstairs to 1F
- Open chest for Map, bomb east for Fairy fountain, then return west
- Bomb west, open chest for Small Key #2, then return to dungeon entrance
- Take central doors north twice, push aside block to take eastern door north, then open chest for Small Key #3
- Go south and drop down to B1
- Activate switch under skull for chest, open for Small Key #4, then return to dungeon entrance
- Take central doors north twice, then bomb cracked floor in western part of the room, and drop down to B1
- Return upstairs to 1F from upper level, open chest for Big Key, then return to dungeon entrance
- Take central doors north twice, push aside block to take eastern door north, take western door north, go west, open chest in northwestern part of room for Bombs, then open chest in southeastern part of room for Small Key #5
- Bomb east, then open big chest for Magic Hammer
- Go west, take northern door east, continue east once more, open chest for Compass
- Go downstairs to B1, obtain 54 Blue Rupees, open 2 chests for an Arrow and Small Key #6, then return upstairs to 1F
- Go south, open chest for Blue Rupee
- Go south and east, move statue onto switch under skull to keep door open and go north, defeat all enemies to open doors and continue north, shoot Eyegore statue to move wall eastward, then go down to B1
- Go west and south, defeat all enemies to open doors and go east, push aside block and take Warp Tile, then go north to reach boss room
- Defeat Helmasaur King for Heart Container #5, obtain Crystal #1

Overworld Interlude 6

- Take western exit south to leave Palace of Darkness grounds, then go west three times, and dash into rock pile to reveal opening to Fairy fountain
- Go south and west, use Magic Mirror at ring of flower bushes to the southwest, enter cave in the Light World, obtain Piece of Heart #14, then exit and return to the Dark World
- Go north once (via northwest) and west twice, play Digging Game for 80 Rupees for chance to win Piece of Heart #15
- Go east twice, south once, then curve around through flower bushes back north to enter Haunted Grove, talk to Flute Boy for Shovel
- Use Magic Mirror, dig in northwestern part of Haunted Grove in the Light World (on flowers) for Flute, then return to the Dark World
- Talk to Flute Boy and play Flute for him
- Use Magic Mirror, and in the Light World go south and curve around north, then go west and north into Kakariko Village, enter tavern, and play Flute for old man in tavern
- Go to weathercock in center of village and play Flute to release bird
- Go east and drop into well by Smithery, go north, sprinkle Magic Powder on altar to enhance Magic Meter, then go south and west, and exit
- Go west once, north once, east once, and north twice, then dash into Strange Tree and drop into opening
- Go east, obtain Piece of Heart #16, then exit
- Use Flute to warp to Great Swamp, then go north and take Magical Warp Tile to the Dark World, then go east, bomb open cave entrance, and enter
 - Talk to friendly Pikkku for 300 Rupees
 - Bomb north, open four chests for four Red Rupees, then return south and exit
- Go south and west twice, use Magic Mirror in pen of stakes to the west, then in the Light World, go west and use Book of Mudora to obtain Bombos Medallion
- Go east, return to the Dark World, then continue east, use Magic Mirror

- Enter Swamp Ruins in the Light World, go north, pull east lever, then return south and exit
- Return to the Dark World with the swamp drained, then enter Swamp Palace

Level 2: Swamp Palace

- Defeat all Water Tektites for chest, open for Small Key #1, then go downstairs to B1
- Bomb west, open chest for Map
- Go east, lift skull for Small Key #2
- Take southern door west, then go north, lift skull for Small Key #3
- Go south, take steps to upper level and go north, then push lever to release water (also bomb west wall)
- Go south, west, south twice, then curve around north, open chest for Compass
- Go north, take southern door west, then go north, lift skull for Small Key #4
- Go south, east, take northern door west, then push lever to release water (make sure Crystal Switch is red)
- Go east, take southern door west, then go west again, push aside blocks and go upstairs to 1F
- Drop into western hole down to B1, open chest for Red Rupee
- Return upstairs to 1F, then drop into eastern hole down to B1, go east, open chest for Big Key
- Go west, take southern door east, then continue east, and open big chest for Hookshot
- Hookshot onto eastern ledge, then lift skull for Small Key #5
- Go north, move statue onto switch under skull to keep door open and go north, then downstairs to B2, and push lever to drain water
- Go west, take southern door east, open two chests for two Red Rupees
- Go west and north, push block for chest, open for Red Rupee
- Take western door north to fill in room on map and return south, then take hidden eastern door north, and go upstairs to B1
- Go south, lift skull for Small Key #6
- Go south, bomb north to fill in room on map and return south, then take western door north and continue north to reach boss room
- Defeat Arrghus for Heart Container #6, obtain Crystal #2

Overworld Interlude 7

- Go east three times and north once, then bomb open entrance to Great Fairy's fountain, and lift large stone to reveal secret grotto
- Use Magic Mirror, then in the Light World use Flute to warp to Death Mountain, and use Book of Mudora to obtain Ether Medallion across bridge west of Tower of Hera
- Go east, drop to lower level, and enter southeast cave
 - Drop down to B1, bomb north, open two chests for Bombs and 10 Arrows
 - Go south and upstairs to 1F, then north, open five chests for five Red Rupees
 - Defeat all enemies to open door and go south, drop down to B1, push aside block, then exit
- Reenter cave by same entrance, then go upstairs to 2F, and exit
- Drop down westernmost gap to ledge, then enter cave
- Drop down to 1F at the end, open chest for 50 Rupees, then exit
- Use Flute to warp to Link's house, go north and enter the Dark World via Hyrule Castle gate, then go east once, north once, hookshot across river, then continue north and go west, and use Magic Mirror in northeast corner of Ghostly Garden
- Dash into gravestone in the Light World, then enter grave, open chest for Magic Cape, and exit, then return to the Dark World
- Climb ladder onto bluff, use Magic Mirror, then in the Light World enter cave, bomb north, obtain Piece of Heart #17, go south and exit, then return to the Dark World
- Go west twice and north once, then enter cave
- Go upstairs to 2F, hookshot across gap, use Magic Cape to pass through bumper, and exit, then obtain Piece of Heart #18
- Go south, west, and north to enter Skeleton Forest

Level 3: Skull Woods

- From Skeleton Forest in overworld, drop into western hole to enter dungeon
- Go east, open chest for Compass
- Go north, open chest for Small Key #1
- Go east twice, open chest for Map, then return to dungeon entrance
- Go east twice, open chest for Small Key #2
- Go north and west, then exit to overworld
- Take western skull mouth to reenter dungeon
- Move statue onto switch under skull to keep door open and go north, open chest for Big Key
- Bomb east to fill in room on map, then return west, go south, and exit to overworld
- Cut group of nine flower bushes to reveal opening and drop in to reenter dungeon
- Activate Star Switch, bomb west, pull lever to destroy south wall, open big chest for Fire Rod, then exit to overworld
- Return to western skull mouth to reenter dungeon, then go west twice, and exit to overworld
- Drop into hole to the northeast to reenter dungeon
- Activate Star Switch, go west, lift skull for Small Key #3
- Go north to fill in room on map, then return south and exit to overworld
- Use Fire Rod to open final dungeon entrance in the northwestern part of Skeleton Forest
- Take steps to lower level, then northern door east, and southern door west, open chest for Small Key #4
- Go east, take northern door west, take steps back to upper level, then go north
- Go east, light all torches to open northern door and go west, cut curtains to go north, defeat Gibdo for Small Key #5
- Go east, drop down to B2 to reach boss room
- Defeat Mothula for Heart Container #7, obtain Crystal #3

Overworld Interlude 8

- Go south once to leave Skeleton Forest and south once more to enter Village of Outcasts, then enter northwestern house, open chest for 300 Rupees, and exit
- Bomb open hut in southwestern part of village, then enter and open chest for 300 Rupees, and exit

- Go to Treasure Chest Game in northwestern part of village, and pay 30 Rupees for chance to win Piece of Heart #19
- Pull on gargoyle statue in center of village to open entrance to Thieves' Town

Level 4: Thieves' Town

- Go to lower level, open chest for Map
- Go north, take steps to upper level, open chest for Red Rupee
- Bash open east wall, then go east and bomb north wall
- Go to lower level, then go south, take steps to upper level, open chest for Compass
- Drop to lower level, go west, open chest for Big Key
- Go east and north, take steps to upper level, then take eastern door north, lift skull for Small Key #1
- Take southern door west, then continue west twice more, north once, lift skull for Small Key #2, and go upstairs to 1F (make sure Crystal Switch is blue)
- Step on switch under skull to open door and go east, then continue east twice more, open chest for Bombs
- Bomb cracked floor for sunlight to enter hole, then go west three times and downstairs to B1
- Go south, take northern door east, then continue east and downstairs to B2
- Defeat all enemies to open door and go west, take southern door east, then continue east, rescue maiden and open chest for Small Key #3
- Go west three times, then open big chest for Titan's Mitt
- Go east, lift large block to take northern door west to fill in room on map
- Defeat all enemies to open door and go east twice, then upstairs to B1
- Defeat all enemies to open door and go east and north, then lead maiden into sunlight in boss room
- Defeat Blind the Thief for Heart Container #8, then obtain Crystal #4

Overworld Interlude 9

- Go south to village outskirts, lift small dark skulls to reach frog-like man, then take him north and east, use Magic Mirror and enter Smithery in the Light World to reunite dwarven swordsmiths
 - Leave Smithery and return, pay 10 Rupees to give Master Sword to swordsmiths
 - Leave Smithery, go west and return, then reenter Smithery, obtain Tempered Sword
- Return to the Dark World, pound all stakes in Stake Garden to reveal opening, enter and obtain Piece of Heart #20, then exit
- Take locked chest at gossip shop and use Magic Mirror, then in the Light World go west, south, east, south, east, south, and west to middle-aged man, obtain Bottle #4
- Use Flute to warp to Death Mountain, take Magical Warp Tile next to Spectacle Rock to the Dark World, then drop off gap due south to land on ledge, and enter Treasure Cave
- Use Magic Cape to navigate spikes, lift large block at end, open chest for Cane of Byrna, then exit
- Use Magic Mirror, then in the Light World use Flute to warp to Lake Hylia, go west, go to island where Pond of Happiness is and lift small dark stone to reveal Magical Warp Tile, take it to the Dark World, then enter Ice Palace

Level 5: Ice Palace

- Defeat enemy to open door and go west, defeat Blue Bari for Small Key #1, then go downstairs to B1
- Go east, push aside block and go south, defeat all enemies for chest, open for Compass
- Go north, push aside block and go east, activate switch under skull to open doors and return west, push aside block and go north, bomb cracked floor, then drop down to B2
- Defeat both enemies to open door and go south, defeat Blue Bari for Small Key #2
- Go south, activate switch under skull to open door and go east, then downstairs to B3
- Defeat all enemies to open door and go north twice, then drop through collapsing floor down to B4
- Go east and south, then upstairs to B3
- Activate switch under skull for chest, open for Small Key #3
- Go west and return east (to reset skull), then go upstairs to B2
- Lift large block for Small Key #4, then activate switch under skull for chest, open for Map
- Pull statue's tongue to open door and go east, then up to B1
- Open chest for Big Key, then go back down to B2
- Pull statue's tongue to open door and go west, then downstairs to B3
- Go west twice, then down to B4
- Defeat both enemies for chest, open for Bombs, then bomb floor in western part of room, and drop down western hole to B5
- Open big chest for Blue Mail
- Push aside blocks and go east twice, lift skull for Small Key #5
- Activate switch under skull to open door and go south and west, then activate switch under skull for chest, open for Small Key #6, and go upstairs to B4
- Go north, activate switch under skull to open door and go west, drop down to B5, then go east and north, and downstairs to B6
- Go south and east, strike Crystal Switch blue, then return west and north, go upstairs to B5, then south and east, activate switch under skull to open doors and go south, west, and upstairs to B4, then north and west, drop down to B5, then go east, push block down hole and drop down to B6, then push block onto switch under skull to keep door open and go south
- Lift large block in southwestern part of room to drop down to B7 and reach boss room
- Defeat Kholdstare for Heart Container #9, obtain Crystal #6

Overworld Interlude 10

- Use Magic Mirror, then in the Light World use Flute to warp to Desert of Mystery, lift small dark stone, and take Magical Warp Tile to the Dark World to enter Swamp of Evil
- Enter cave in northeastern part of swamp, bomb north, then return south and exit
- Use Magic Mirror in northeastern cul-de-sac in swamp, then in the Light World, lift large stone to reveal opening, enter and push blocks aside to obtain Piece of Heart #21, then exit and return to the Dark World
- Enter western mouth, push aside blocks and open two chests for Piece of Heart #22 and Red Rupee, then exit
- Use Ether Medallion on Ether icon to open entrance to Misery Mire

Level 6: Misery Mire

- Go downstairs to B1, defeat all enemies to open door and go north, take eastern door north, push aside block and continue north twice more, then open chest for Small Key #1
- Go south twice, push aside block and go east, lift skull for Small Key #2, then activate switch under skull on spikes for chest on spikes, open for Small Key #3
- Go north twice and west twice, lift skull at west end for Small Key #4
- Strike Crystal Switch blue, go south twice, east once, then take southern door west, defeat Blue Bari for Small Key #5
- Go south to fill in room on map, then return north
- Go west, light all torches to open door and go north, then open chest for Compass
- Go south twice, then upstairs to 1F
- Light all four torches in this room and the room to the south to move wall eastward in the room to the east, then drop down to B1 from east room
- Open chest for Big Key, go west and take Warp Tile, then go north and take next Warp Tile
- Go east once, south once, west twice, and south once, then activate switch under skull for chest, open for Small Key #6
- Take northern door east, open chest for Map
- Take southern door east, open big chest at end of collapsing walkway for Cane of Somaria
- Go west once, north twice, west once, take central door north, then downstairs to B2
- Take eastern door south for 9 Blue Rupees, then return north
- Use Cane of Somaria on switch under skull to keep door open and take western door south, go west, bomb west in northern part of room for 18 Blue Rupees, then return east
- Strike Crystal Switch red, then take southern door west, bomb north, strike Crystal Switch blue, return south, go west, strike Crystal Switch red, then go upstairs to B1
- Go north to reach boss room
- Defeat Vitreous for Heart Container #10, obtain Crystal #6

Overworld Interlude 11

- Use Magic Mirror, then in the Light World use Flute to warp to Link's house, then go north and enter the Dark World via Hyrule Castle gate, then go east, south, and west, enter Bomb Shop, and buy Super Bomb for 100 Rupees
- Take Super Bomb east, north, and west to Pyramid of Power, use it to bomb cracked wall, then enter Cursed Fairy's fountain
 - Throw in Bow & Arrows for Bow & Silver Arrows
 - Throw in Tempered Sword for Golden Sword, then exit
- Use Magic Mirror, then in the Light World use Flute to warp to Death Mountain, go east and drop to lower level, lift small dark stone and take Magical Warp Tile to the Dark World, then enter western of twin caves
- Go upstairs to 2F, drop down hole to 1F, push aside block and take northwestern stairwell to 2F, drop down eastern hole to 1F, take northeastern stairwell to 2F, drop down any hole to 1F, open two chests for Bombs and Red Rupee, then go upstairs to 2F and exit
- Lift large stone to reveal secret grotto, then enter
 - Use Hookshot across gaps to open four chests for four sets of 50 Rupees
 - Cross invisible walkway north from entrance, bomb north twice for Great Fairy's fountain, then return south, bomb west and north for Fairy fountain, then go south and exit
- Use Magic Mirror, obtain Piece of Heart #23 in the Light World, then return to the Dark World
- Go east, use Magic Mirror, then in the Light World, lift large dark stone and climb ladder, then use Magic Hammer to pound posts in this order:
 1. Southeast post
 2. North central post
 3. Southwest post
- Take Magical Warp Tile to the Dark World, then use Quake Medallion on Quake icon to open entrance to Turtle Rock

Level 7: Turtle Rock

- Go north, take western door south, open chest for Compass
- Go north, take northern door east, light all torches to keep door open and go north, open two chests for Map and Small Key #1
- Go south, west, take eastern door north, then outlast flying tiles to open door and go north for Fairy (plus large Magic Decanter under skull)
- Go south twice, take western door north, defeat Hokkubokku for Small Key #2
- Go north, push block for chest, open for Small Key #3, then go downstairs to B1
- Enter pipe to the southwest, go west, take southern pipe, continue west, defeat Hokkubokku for Small Key #4
- Take southern door east, enter pipe, open chest for Big Key
- Enter southern pipe, then go west, enter next pipe, enter pipe to the southwest, go west, take northern pipe, go south, defeat both enemies to open door and go south, west, then bomb south to exit to overworld
 - Go to eastern part of ledge, use Magic Mirror, then enter cave in the Light World
 - Defeat all enemies to open door and go north, open chest for Piece of Heart #24, then return south and exit, return to the Dark World and use eastern entrance to reenter dungeon
- Open big chest for Mirror Shield
- Go north twice, enter pipe, go north, bomb east, push aside block and pull west statue's tongue to open door and go north for 54 Blue Rupees
- Go south, push aside block and go west, bomb north, open chest for Small Key #5, then go downstairs to B2
- Activate switch under skull in center of room to open door and go south twice, open four chests for Green Rupee, Blue Rupee, Red Rupee, and Small Key #6 (bomb south for alternate exit to overworld)
- Go north and west, then downstairs to B3, and north to reach boss room
- Defeat Trinexx for Heart Container #11, obtain Crystal #7

Make final preparations, then go west twice from Turtle Rock, use seven Crystals to open entrance to Ganon's Tower

Level 8: Ganon's Tower

- Take west stairwell down to 1F, dash into lantern for Small Key #1
- Go west, lift skull for Small Key #2
- Hammer Moles, push aside block, activate Star Switch, defeat enemy to open door and go west and north, then open four chests for Bombs, 10 Arrows, and two Red Rupees

- Defeat all enemies to open door and go south, take southern door east, open chest for Map
- Go west and south, lift skull for Small Key #3
- Go east, take Warp Tile, push block for chest, open for Small Key #4
- Go south, take western Warp Tile, then next Warp Tile, bomb west, step on northwestern floor tile to destroy north wall, then open four chests for two sets of 10 Arrows and two sets of Bombs
- Go east, take Warp Tile, then western Warp Tile, then southwestern Warp Tile, take Warp Tile to the northeast, then next Warp Tile, go east, cross invisible walkway to take eastern door north, open chest for 10 Arrows
- Bomb southwestern cracked floor, drop down to B1, defeat Armors Knights to open doors
- Go north, open three chests for 10 Arrows, Bombs, and Big Key
- Go south, west, and bomb north for Fairies, then return south and go upstairs to 1F
- Push aside block, then open big chest for Red Mail
- Go north and east, then open two chests for 10 Arrows and Bombs
- Activate switch under skull to open door and go east, outlast flying tiles for chest, open for Small Key #5
- Go east, take southern door west to fill in room on map, then return east
- Light all torches to keep door open, go south and west, open four chests for Green Rupee, 10 Arrows, Red Rupee, and Compass, then take Warp Tile
- Lift skull for Small Key #6, go east, take southern door west, move statue and activate Star Switch, then take Warp Tile
- Go west once, north twice, then upstairs to 2F and again to 3F
- Push block to open door and go south, defeat both enemies to open doors and go east, defeat both enemies to open doors again and go north twice, activate switch under skull on lower level to open door on upper level and go east, bomb south for Fairies, then return north and go upstairs to 4F
- Defeat all enemies to open door and go west, defeat all enemies to open doors again and go south, repeat two more times, defeat all enemies to open doors and go west twice, defeat Lanmolas to open doors and go north, then upstairs to 5F
- Defeat all enemies to open door and go south, take eastern door north, defeat all enemies to open door and continue north, then go east, light all torches to keep door open and continue east, then go up to 6F
- Light all torches to keep door open and go north, defeat Helmasaur for Small Key #7, then open two chests for two sets of Bombs
- Go west, bomb south, open chest for Small Key #8
- Go south, defeat Moldorm for chest, open for Red Rupee (drop to 6F to fill in room on map, then return upstairs)
- Go west, then upstairs to 7F, and north to boss room
- Defeat Agahnim

Finale

- Make final preparations, then drop into hole at top of Pyramid of Power
- Defeat Ganon, then go north to Triforce

Outro

Version History

- Version 1.0 - April 12, 2019 The guide is finished! Though there may be minor revisions in the future (in addition to the to-do list), for now this guide is ready to be posted.

To-do List

- Add links to the quick guide section
- Add a full screenshot map for each of the following rooms:
 - Level 7: Turtle Rock - the dark room with three Guruguru Bars and overly complicated Cane of Somaria platform tracks (B2)
 - Level 8: Ganon's Tower - the room with the lengthy invisible pathway over the bottomless pit, visible only by lighting a torch or using the Ether Medallion (1F)

Special Thanks

The maps compiled by one Ian Albert have proven to be an indispensable help to me from start to finish in making this guide. Not only did he map out the entire overworld--Light World, Dark World, and multiple versions of the Light World, to boot--as well as all the dungeons, but he also included maps of every single cave and house in the entire game. And they're all labeled with enemies, items, and everything! You can check out his work at the following link (as of April 12, 2019): http://ian-albert.com/games/legend_of_zelda_a_link_to_the_past_maps/

Of course, I'm thankful to the people at Nintendo for making such a wonderful, classic game--one of my all-time favorites. And thank you for choosing to use this guide to help you through the game!

Contact Me

If you found this guide helpful, please be sure to click "Yes" at the top of the screen to recommend it! I also have a PayPal if you feel like donating. Every little bit helps!

Constructive criticism is also welcome. Please, though, before leaving any negative feedback or clicking "No" on this guide, drop me a line first to let me know what your criticism is. I'll do my best to accommodate you or at least let you know what my reasoning was for the thing you're criticizing. I want to take everyone's feedback seriously.

For any questions, or if there are any errors, omissions, inaccuracies, grammatical/spelling mistakes, or other issues, please email me at [therewster1106\[at\]gmail\[dot\]com](mailto:therewster1106[at]gmail[dot]com); be sure to include "Zelda" or something similar in the subject line so I know it's not spam. You can also send me a private message on GameFAQs as well (my user name is TheRewster and my inbox should be open). Also, if I have made even the tiniest of errors--misspelled the name of an enemy or item, missed a dungeon room or shop, etc., etc.--I want to know so I can fix them all.

Thank you for reading my guide! I hope it was helpful to you.