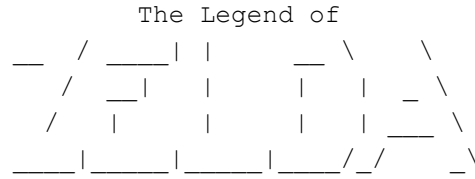


# The Legend of Zelda: A Link to the Past FAQ/Walkthrough

by Banjo2553

Updated to vFinal on Nov 9, 2011

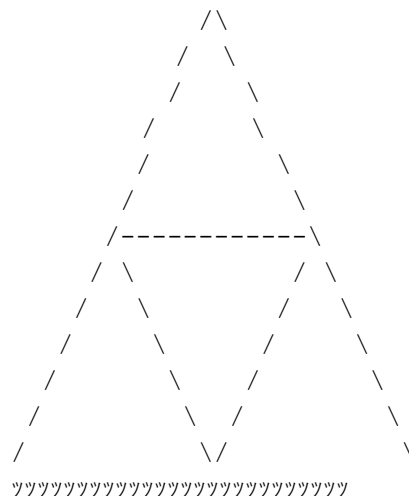


## A L I N K T O T H E P A S T

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| Copyright 2011 Created by Banjo2553 |  
\/  
// Hey! Thanks for choosing my guide for The Legend of Zelda: A Link to the \\  
/ Past! This game is for the Super Nintendo Entertainment System, but is also \  
available on the Wii's Virtual Console. Many people consider this to be one of  
the best 2D Zelda games out there, so I figured, might as well make a guide for  
it! Like many of mine before this, this guide will feature a full walkthrough  
detailing how to get 100% while finishing the game. There will also be a  
Spoiler-Free Walkthrough for those who wish to traverse the temples themselves,  
\  
and item lists and subsections for those who don't want to sift through a /  
\  
bunch of text to find what they want. Anyway, hope you enjoy this! //  
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       LEGAL NOTICES

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 / \                                     / \
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       CONTROLS

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As this is a Super Nintendo game, I'm showing controls for it. The controls are pretty much the same as with the Virtual Console version, so this is easily translatable. The only exceptions are Start and Select. For Classic Controller, Start is the + button, and Select is the - button. For Gamecube, the Select button is Z. With that said...here's the controls!

- Control Pad: Movement/highlight menu item or choice
- Start: Bring up Inventory
- Select: Bring up option to continue or save and quit
- A Button: Action button, used for many things
- B Button: Use sword
- Y Button: Use item/assign item
- X Button: Bring up map
- L & R Button: Alternate overworld map modes

The A button is the most helpful button. You can talk to people, you can pick up things, you can swim or run with it, you can open treasure chests, you can read signs, you can grab something and push or pull it...lots of stuff. The sword is basic. Just press the B button to swing your sword. Hold the button down and you'll hold your sword out and can move around without changing direction. With this, you can attack by running into enemies or objects and poking. This can actually be helpful for finding bombable walls, as those let out a different sound than usual. Holding the button even longer allows you to charge the sword for a powerful spin attack.

The Y button is used for...using items. Any item you get, you can equip in your inventory and use with that button. It's a pre-liminary to being able to use multiple assigned items in later Zelda games. X Button brings up the map, both in the overworld and in dungeons.

As for the HUD, on the top right are your heart containers, which is basically health. They deplete when you take damage, you die when they're all empty, and



and release the button to unleash it. You can also attack | SWORD & SHIELD |  
by poking while holding B. Thanks, Uncle...it's time to | FOUND |  
save Zelda. Exit south. In the next room, you can head up '\ |  
the ladder to just continue, but over to the right are a ヲ〇〇〇〇〇〇〇〇〇〇〇〇〇〇〇〇〇〇〇〇〇〇〇〇〇〇〇〇  
couple of guards and some pots containing small magic refills, and a chest with  
a Blue Rupee.

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Hyrule Castle

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Either way, taking the ladder south gets you to the courtyard of Hyrule Castle!  
Get past the guards and just head up to the front doors to officially enter the  
castle. Finally. At any rate, if you press the X button, you'll now get the  
dungeon map screen instead of the overworld screen. You'll get to see two  
floors on-screen and can scroll through more floors. There's 2 floors and 3  
basement floors, so let's get started. Your destination is to get to the  
basement stuff, and you can take either left or right. You'll get to the same  
place. Only obstacles that are there really are just guards. Nothing big. The  
basement entrance will be marked by four statues and a spiral staircase between  
them.

In this next room, you'll see a chest and a blue guard. Kill the guard and grab  
the Key that drops from him. Open the chest to get the Map! Now you can see the  
entirety of this place! Looking at the map, there doesn't  
| | / | seem to be too much at all in 2F and the lower two  
| DUNGEON MAP | basements, so this'll be pretty short. Head south through  
| FOUND | the locked door. In this next room, there's a big  
'\ | bottomless pit, so don't fall down or you'll take damage  
〇〇〇〇〇〇〇〇〇〇〇〇〇〇〇〇〇〇〇〇〇〇〇〇〇〇〇〇 and re-appear where you last entered the room/screen.

Funny thing though, you can knock the guards into the pits with your sword.  
Thrown pots can also kill them in one hit, so imagine that. Anyway, head south,  
past the guards, eventually heading west to the next screen.

There's nothing much to this, it's a straight path. There's nothing special  
about the ladders to the upper passage, at least not yet. Just take the door to  
the north here. You'll see a locked door past a ladder to the north, and a  
sealed door to the right. Kill the green soldier to open the right door, so  
head through there, open the chest for the Boomerang, and defeat the blue  
soldier for another Key. Head back, open the north locked door, and head  
downstairs, then downstairs again.

You're now at the jail cells, and Zelda is there! Unfortunately a soldier and a  
Ball & Chain Trooper is guarding her cell. Keep away from the Ball & Chain  
Trooper until he does a large swing, then go in and slash  
your sword. Rinse and repeat and he'll go down soon, and | | / |  
will drop the Big Key. Alternatively, you can use the | BIG KEY |  
Boomerang in turn with sword slashes to do more damage in | FOUND |  
a shorter time. Anyway, this Big Key can open Zelda's '\ |  
cell for this place, so unlock her cell door. After she ヲ〇〇〇〇〇〇〇〇〇〇〇〇〇〇〇〇〇〇〇〇〇〇〇〇〇〇〇〇  
talks with you,

you will be escorting her out. She knows a secret passage  
that we can take out of here. Now don't worry, she can't  
take damage, so she's in no real trouble. Open the chest for some Rupees. Now,  
just backtrace your steps until you're back at the first room of the first  
floor. You can take a slight shortcut in floor B1 by taking the higher path  
that'll lead right to the exit door, instead of having to pass those guards  
again.

Once you're there, go up the staircase that's north to get to the throne room.  
Take care of the blue guards, using the Boomerang if need be (you can't take

many hits at this point in the game), then head up past the king and queen throne. Zelda will help you push aside the wall to reveal a secret passage! Head inside. Immediately, darkness will surround you, but thankfully you have your Lamp. You don't need to equip it to see, but it might be useful to go ahead and do that now, since you can light lantern pots with it.

Throughout this room are Rats, which are fast little enemies that love to steal Rupees. Be careful of them. For this room, you'll need to go up and right to head downstairs. There are lanterns around you can light if you wish, but they only stay lit temporarily. Once downstairs, you'll spot a ton of Ropes, snake enemies! Careful, they can get pretty fast if they see you. Light up the room so you can see them and use the Boomerang to help with taking them out. Or, you can just dodge them and enter the next room.

In here, you're looking for a Key in a chest, which is on the right side of this plus-shaped room. Careful of the Rope bombardment at the start. There's also some Keese, bat enemies. Aside from those, just grab the Key and head north through the locked door. At this point, Zelda will tell you that just past these sewers is our destination. Head left, avoiding the Rats in the way. In the next screen, the door is to the north, between two Keese. There's also a bunch of Rats. You can avoid them easily by staying in the water, actually.

Next room up, you actually have an excuse to kill Rats this time, as one of them holds the Key for the locked door up ahead. Kill it, grab the Key, then continue. You'll finally be out of those dark rooms, so you can equip the Boomerang for now. First thing you might notice is the cracked wall to your left. You can't do anything about that yet, so just keep going...where you'll see another cracked wall and some blocks. Just push the middle block up and go upstairs. You're at the Sanctuary, pretty much! Just ignore the Rats and head south.

The last room before you're home free. Zelda tells you to pull the switch to open the door. Problem is...there's two switches. One of them's a trap switch, which unleashes a bunch of Ropes. Pull the one on the right. (Hold A and then hold down.) You're finally at the Sanctuary...! It actually looks like a church, but back then Nintendo didn't want religious references in their games. Anyway, Zelda is now safe, and you're told that Agahnim has to be stopped before he releases the seal on the seven wise men. The only way to stop him is to use the legendary Master Sword, and the village elder may be able to know more. The place where he can be found is now marked on your map, which you can see as a flashing "x" when you bring it up once outside. Open the chest just by you to get a Heart Container! Your health is now increased to four hearts. Not a bad reward. Exit the chu--I mean, Sanctuary.

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|           | /           |
| HEART CONTAINER |
|           FOUND           |
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ITEM SUMMARY

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EQUIPMENT:

- Fighter's Sword
- Fighter's Shield
- Green Jerkin

INVENTORY:

- Boomerang
- Lamp

MAGIC BOTTLES:

HEALTH:

- 4 Heart Containers

----- ( The First Pendant ) -----  
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So, back outside again. Bringing up your map, you'll find a flashing "x" mark over at the village to the west. So that's where we need to head to. Just follow the path west, you'll get there. You'll eventually get just north of it. There's a Fortune Teller's House here, it basically just tells you what you need to do in the story currently, at the cost of some Rupees. Just enter the village.

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 Kakariko Village  
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Reading the sign next to the house here, we apparently find out that we're considered a criminal who kidnapped Zelda. This is Agahnim's doing, but the citizens don't know that, so be careful who you talk to here, they might call out soldiers. However we need to find someone who has information about what to do, as the mark on our map says. The old lady at this large northern house gives you some info, but she doesn't know where the old man, Sahasrahla is. She tells you to search the rest of the village.

Alright...head west from here to the northwest corner of the village to see a well and a cave entrance. Head onto the piece of land above the well and drop down into said well. (Just press a direction against a cliff when on it.) Inside, you'll find a chest with some Bombs! Yay! The three other chests each have a Red Rupee inside, so that's 60 Rupees. Now before dropping, look at the north wall. Part of it is discolored. Place a Bomb there and stand back, as the Bomb's explosion can hurt you. The wall will blow away to reveal an entrance! Head inside and open the chest for your 1st Piece of Heart! This is a segmented Heart Container. Collect four and you'll complete a Heart Container, which will give you another heart to your health meter! Now exit the cave. Just south of here, there's a guy sitting next to a few pots that you can't break. Talk to him and he'll try to sell you a Magic Bottle for 100 Rupees. If you don't have enough, read the next paragraph so you can get some more Rupees. But if you do, go ahead and take the deal! There are four Magic Bottles in the game, and they can store a variety of helpful things, such as medicines.

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 | |/  
 | MAGIC BOTTLE #1 |  
 | FOUND |  
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Now, adjacent to the large house with the old lady is a small hideout. Enter inside and go to the basement. There's a bunch of treasure chests here! But there's a block maze...first though, bomb the discolored north wall and enter for yet another Piece of Heart. Return to the mess of blocks and chests. First, push the block right of the top-right chest down, then the one in front of said chest left. Open the chest for a Red Rupee. Now, of the top two blocks, push the right one down, then



push the left and right blocks up, then the middle one to the side. The chest has three Bombs, so I might suggest leaving it for now, at least until it won't be a waste to collect them. To enter the door behind the chest, push the middle block up, then either the left or right block to the side. In this next room, there's an Anti-Fairy and two handles to pull. Pull the right one and the water flow will be opened! Exit, and you'll see that the water outside has drained, revealing another Piece of Heart! That makes a complete Heart Container now!

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| HEART PIECE #4 |
|           FOUND           |
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Eastern Canyon

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Now, there's another item we can get, but I think that's enough for now. The item's unnecessary right now anyway. So! Head over to Sahasrahla's house. Just head east from Link's house, north up the bridge, east, then north. (Before heading north into the canyons, there's a Great Faerie Fountain where you can restore your health.) If you head east and then south into the secluded area, you can find a Faerie Fountain, which might actually be useful. Head there (southeast corner of the secluded area) and use the Bug Catching Net to capture one for one of your Magic Bottles. Now, what a bottled Faerie does, is if you fall in battle, the Faerie will revive you! It's a one-time use, but it's still helpful. Of course if you use the bottled Faerie, you'll release it and use it to refill health. At any rate, your destination is the house marked by the "x"! Go there! Just head north from this place's entrance from said bridge beforehand. The house is at the bottom of a bunch of circular paths.

Inside is Sahasrahla...and a very tempting cracked wall. Talk to him and he will say that in order to get the Master Sword, you need to win the three Pendants. He tells you to get the Pendant of Courage in the East Palace nearby, and says to return here once you have it for a special artifact. Now bomb the cracked wall. Inside, you'll find three chests. Two of them contain 50 Rupees each, and the middle one contains three Bombs. Again, might save that one for later if you're stocked up. Exit the house.

Now when you bring up your map, you'll see that locations of all three Pendants as well as the Master Sword have been marked on your map. Extremely convenient! And yeah, the Master Sword is hidden in the maze that is the forest in the upper left corner. Anyway, Eastern Palace is practically next door, so head up the stairs and go east, down. You should be next to an Armos, southeast of the old man's house. Continue east. Next to the bird head statue, go down, then head up the longer set of stairs just east. Go up the next set of stairs and you'll be at the foot of the Palace. It should be self-explanatory from there.

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Eastern Palace

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Welcome to your first real dungeon, the Eastern Palace. There are three doorways, and one of them's closed. The two doors lead nowhere right now, so pick up the pot in front of the closed door to find a switch. Step on it and the door will open, so head in. Get past the Popos to the next room. In this room, you have an obstacle of getting past a bunch of lead balls that are rolling toward you. There's an occasional huge one that you can't squeeze past, and will instead have to duck into one of the many notches. But, once you're on the other side, head left and follow the path to a chest and some pots. You'll get 100 Rupees from the chest alone. Once you're done there, backtrack and head north through the doorway.





including the Rocklops by firing Arrows at their open eyes, and you'll get a Key. Before continuing to the next floor, take the right doorway. Inside are a bunch of Blue Rupees with a couple Anti-Fairies to take out. In case you're wondering, no you can't kill Anti-Fairies yet. Grab the Rupees, exit, then use the Key to open the locked door to the left. Head upstairs.

In here, pick up the pots while avoiding the Anti-Fairies to find a floor switch. Step on it and enter the next room. Kill all the Rocklops, and hit the floor switch on the bottom to open the next door. In here, find the correct floor switch while dodging all the lead balls, and continue left. In this last room before the boss, kill the Stalfos, and then kill the red Rocklops with two Arrows to the eye. Head up to the next room. Kill the Popos with a well-placed spin attack, then shoot down the two red Rocklops. Enter the newly-opened doorway...

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BOSS: Armos Knights

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You'll get to fight six Armos Knights, which are larger versions of the Armos you saw surrounding the eastern palace outside. This fight is pretty basic, they all hop around in circles and other various forms, so try to avoid getting hit. They can be downed with five sword strikes or three Arrows each. Once the last one is left, it'll turn red and actively go after Link in an attempt to stomp him. The number of hits needed to kill this one remains the same.

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Once the boss is taken care of, a Heart Container will appear. Pick it up, and then pick up the Pendant of Courage. You cleared your first real dungeon!

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|           | /           |
| HEART CONTAINER |
|           FOUND           |
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ITEM SUMMARY

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EQUIPMENT:

- Fighter's Sword
- Fighter's Shield
- Green Jerkin

INVENTORY:

- Bow
- Boomerang
- Bomb
- Lamp
- Bug Catching Net

MAGIC BOTTLES: 2

HEALTH:

- 6 Heart Containers
  - 4 Heart Pieces (0/4)
- (The #/4 shows how many Heart Pieces you're away from a full Container)

----- ( Playing With Power! ) -----

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Well, now that you've cleared the Eastern Palace and have gotten the Pendant of

Courage, return to Sahasrahla. It should be easy to get to him from here. He  
 \_\_\_\_\_ will tell you of the Knights of Hyrule and will give you  
 | | / | the Pegasus Shoes! Now whenever you hold A, you'll start  
 | PEGASUS SHOES | running fast with the sword out in front. You don't need  
 | FOUND | to equip it with Y. Exit his house, then get out of this  
 ' \ | canyon area. Bringing up your map, you'll notice a big  
 ヽヽヽヽヽヽヽヽヽヽヽヽヽヽヽ lake in the southeast corner. That's Lake Hylia, head  
 there from the swamp area south of Link's house. You'll need to get to the  
 southern side. The north side just has a shop and Fortune Teller's house. Once  
 at the southwest shore of Lake Hylia, look for a cracked wall in the north  
 mountainside. Bomb it, then head inside. Kill the Mini-Moldorms with the help  
 of the Bow, and head in to find a thief with three treasure chests. Talk to  
 him and he will give you a whopping 300 Rupees to keep this place a secret. You  
 can also open the chests he has for Bombs, Arrows, and two Red Rupees. Dang,  
 that's quite a hoard. Exit the cave.

Head east from here, avoiding the Buzz Blob enemies that electrocute you when  
 you try to attack it with your sword. Once at the southeastern corner, start  
 heading north. On the north side, you'll find a cave entrance, which appears to  
 be quite icy and cold. Inside, bomb the north wall and you'll open a Faerie  
 Fountain. Ram into the statue with your Pegasus run (I'll refer to this as  
 "Dash attack" from now on) to release a special bee! If you catch this, it'll  
 go after any enemies on-screen and will then wait around to be caught again  
 after killing them. Kinda nice. Next door...there's a chest that you can't get  
 to from here. So exit. You'll probably notice by now that there's a cracked  
 wall next to the cave. Bomb it. Head through to the chest and open it for the  
 Ice Rod! This item lets you shoot blasts of ice at enemies, but at a big magic  
 cost, so try not to abuse it.

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  _____ | / _____ |
  | ICE ROD |
  | FOUND |
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Exit the cave and backtrack. Head toward the canyons where Sahasrahla and the  
 Eastern Palace are, but instead of entering them after passing the bridge over  
 the river, continue north past all the Octoroks, heading to the north side of  
 the canyons. (Fun fact: There's a Great Faerie Fountain to restore your health  
 on the northeast corner of the swamp area, which is called the Great Swamp.)  
 You'll find a Witch's Hut! The one outside is mixing mushroom brew, so she  
 might need some mushrooms...head west ALL the way to Kakariko Village. You can  
 use the wooden bridge nearby to cut across. Once there, head north into the  
 Lost Woods.

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 Lost Woods  
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This is a pretty brief visit. Once you enter, just head in the general north-  
 west direction. You should come to a mushroom that's dancing a bit. Pick this  
 up, then exit. (For clarification, if you reach a little opening with a small  
 log hut and some bushes, take the lower west passage.)

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 Kakariko Village  
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Head south to Kakariko Village. Remember that guy who ran away from you before  
 you could even talk to him? Well, with the Pegasus Shoes, catch up with him!  
 Unfortunately all he does when you catch up with him is that you can use your  
 Pegasus Shoes to ram into trees and other things to knock items down. Anyway,  
 head south to the suburbs. Remember the library I mentioned before we tackled







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This is a bit of a secluded area. You'll have to traverse the shallow parts of the water. Careful of the countless River Zoras, especially the ones that pop up and walk toward you. Although those ones, when defeated, always give you Bombs. Since this is a tiny bit of a maze, follow these instructions: follow the path until the fork, which is very soon. Take the north passage. You'll see a Piece of Heart on a ledge to the right, but you can't get that from here. Continue. You'll curve to the east, and eventually reach another fork. Go south as far as you can and follow this path. You'll eventually reach a waterfall where King Zora lives. He'll emerge to talk to you, and will egotistically ask what you want from him. Ask him for "the flippers" and he will sell them to you for a whopping 500 Rupees. Thanks to the places I pointed out that give out tons of Rupees, you probably have well more than that, so go ahead and purchase the Zora's Flippers.

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|           | /           |
| ZORA'S FLIPPERS |
|           FOUND           |
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Now that you have these, you can step into deep water without drowning! Swim south (pressing A to go faster) and down the small waterfall. Look for some land, and head west to that Piece of Heart you found before! Go and grab it, then make your way to this place's exit.

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|           | /           |
| HEART PIECE #8 |
|           FOUND           |
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Hyrule

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Back out in the main of Hyrule, there's something right by the entrance to Zora's Lake, and it's hidden in the waterfall. Just swim into it. Welcome to the Waterfall of Wishing. Here, you can throw any item you please into the fountain, with the Great Fairy returning said item to you, but there are three items that are changed/upgraded if you are honest to her. First, toss the Boomerang in there. (Choose it with D-Pad then press Y.) She will give you an upgraded version of the Boomerang if you tell her you dropped it there! This is the Magical Boomerang! This can be thrown farther and faster than normal. Exit and re-enter. This time, throw your shield in there. Tell her you threw that in there and she will give you the Red Shield, an upgraded shield! Now with this, you can block fireballs! One final thing, but it's not as necessary. Tossing an empty Magic Bottle in there will give you a refill of Green Potion. Kinda nice. Anyway, exit.

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|           | /           | |           | /           |
| MAGIC BOOMERANG | | RED SHIELD |
|           FOUND           | |           FOUND           |
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With two items upgraded (for free!), there's a couple things we can do now that the Zora's Flippers are ours. Remember the stone bridge that's between Link's house and the way to the eastern canyons? Well, you can swim under there for something neat. To do that though, you'll have to get into Lake Hylia. There's a place you can do that just south of the bridge though. Once there, you'll find a guy who pitched a tent down here! This definitely does seem to be a nice place to camp out. Head over and talk to him and, out of sheer gratitude (and he seems to know Link), he gives a Magic Bottle! Nice! With our third bottle in

hand, head back to Lake Hylia.

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|           |/  
| MAGIC BOTTLE #3 |  
|           FOUND           |  
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#### Lake Hylia

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You'll notice on the map there are two islands in the lake. The smaller one has a Piece of Heart but that can't be gotten right now. The larger one is what you're interested in. Get on and head inside the cave. This is the Wishing Well! Throw some Rupees in to decide your fate, and to increase your Happiness Points. If your fate is Great Luck, then the next 10 enemies you defeat will always give you drops. If your fate is Big Trouble, the next 10 enemies you defeat will never give you drops. The other two fates don't do anything. However, if you acquire up to 100 Happiness Points (or throw in 100 Rupees, to translate), Venus, the Queen of Faeries appears. She will then ask you which do you want to upgrade your capacity with: Arrows or Bombs.

Letting her do so will increase the capacity to five. Every 100 Rupees you deposit will let Venus appear so she can increase one or the other's capacity again. The maximum count for Bombs and Arrows you can carry are 50 and 70, respectively. And with the last capacity upgrade for each increasing the number by 10 instead of 5, you'll have to spend 1400 Rupees to fully upgrade both your Bombs and Arrows. Depending on the person (and your situation in-game, maybe), this might be totally worth it, or a complete ripoff. Either way, that's what this Wishing Well is for. If you want to use it to upgrade your capacities, it's here. I won't tell you when to go back here (unless it's actually important), so you can do this on your own reason. I just pointed this out here. Oh, the wall to the east can be blown up to reveal a smaller Faerie Fountain. Good to know that's there too.

At any rate, with that covered...I think it's high time to head towards getting the last Pendant. You'll need to head up to the entrance to Death Mountain, west of the Sanctuary. Seems like a long way, but...swim east from this island to the next screen. You'll see a whirlpool there. I didn't mention it here, but the King Zora mentioned that you'll be able to use their special whirlpool transportation. Use that whirlpool and you'll get warped straight to the pool of water right where you need to be. Really cool! From here, head north, as you're going to enter Death Mountain...sounds ominous. Before that though, further north you may notice a couple of weird people sawing down a tree. Their significance is for later, I just wanted to point that out. The entrance to Death Mountain is blocked by a large white boulder, so pick it up, throw it, and enter the cave.

#### Death Mountain

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The famous Death Mountain. You're in it. Anyway, this cave is dark and a bit maze-like, so drop down. Head east, south, north, and east to find an old man. Talk to him and he will ask for you to take him out of here. Enter the passage behind him. He will then ask you if you're looking for the Golden Power. Um... not really, but now we're interested. In any case, he says to take a right, so do so. Just keep heading east, and you'll get to another fork. He says to take a right, but by the player's direction, there is no right. He means that from where Link is facing, go right...so it's south. He says his granddaughter, about Link's age, has been kidnapped by the King. Maybe it's Zelda...or it could just be a random maiden that was kidnapped. At any rate, head south here



past the Keese and you'll be back outside! Dodge the falling boulders and the Deadrocks, and when you get to a cave entrance, the old man thanks you for escorting him and will give you the Magic Mirror!

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      |   MAGIC MIRROR   |
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This item won't do much right now...but it will be helpful a little later on... Head inside the cave the old man just went in to, he can heal you if you talk to him. There's also a passage in his sanctuary, which leads to the same place if you continued outside, though this is FAR safer, so I recommend heading through this cave. There are just Keese in here while outside are falling boulders that are quite hard to dodge, I find. Anyway, once out (it's a south entrance in the dark maze-like room), head west. As a side note, the Deadrocks can be turned into Slimes if sprinkled with Magic Powder, which is actually the only way to defeat them.

At any rate, heading west gets you to a ladder and a cave that'll lead back to Kakariko Village. Head up the ladder, and you'll be done with the falling boulders. Phew. Anyway, at the top, you'll be next to a rock formation called Spectacle Rock. There's an entrance here...and two cave entrances you can drop down to. Drop down to the east cave entrance and enter. Follow the path and you will eventually reach a Piece of Heart! Grab it, talk to Sahasrahla through the tile if you want, and drop down. You'll fall onto the pathway you had to pass under. To the right is a Faerie Fountain, to the left is the exit...and a bunch of Mini-Moldorms. Exit this cave, drop down, head up the ladder again.

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      | HEART PIECE #9   |
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Head past Spectacle Rock now, to the east. (The cave at the center of Spectacle Rock just leads to the same room as the Heart Piece was, but unreachable on this side.) You'll eventually get to an odd, blue, glowing tile. Step on it... and you'll be transported to a weird mirror dimension...and you're a helpless bunny somehow! You can't do anything while as a bunny, unfortunately, except use the Magic Mirror. Head a little west and you'll see an imp-faced person kicking around a happy pink blob. Both of those are actually residents of the Light World, changed to represent their souls. So since Link is pure and innocent...yeah, he's a bunny. Does that mean he also has an awesome sex life?

...Moving on, see the lighter-colored part of the ground? Spectacle Rock is here in the Light World. Step on here and use the Magic Mirror. You should be on top of Spectacle Rock, where a Piece of Heart awaits! Grab it, then jump down to the north. Just up ahead is the Tower of Hera, where the Pendant of Courage is hidden. There's paths to the left & right, but the right one is blocked off, while the left just leads to a tablet that you can't do anything with. You can translate its text with the Book of Mudora, but you need the Master Sword to do anything with it. So, only thing left to do...enter the Tower of Hera...

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      | HEART PIECE #10  |
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Tower of Hera  
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Welcome to the Tower of Hera. This has six floors, and also contains possibly the most annoying boss in the entire game. At any rate, there are also color



Now you're protected from the Golden Power's magic...which is actually the effects of the Dark World. So yeah, no more turning into a bunny just for entering the Dark World. Head back upstairs, then upstairs again from there, to meet...

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BOSS: Moldorm

~~~~~

I really don't like this boss. This is basically a giant version of the Mini-Moldorms you've been facing before, except this one's only vulnerable at the tail. Not only that, but the battle arena is surrounded by a pit, with also a small one off-center. Which means if you fall off you'll have to start the entire battle over again. When either getting hit or hitting Moldorm, you get pushed back as well. Another problem is that, depending on where you're knocked down, you may be dropped more than just one floor down. To make matters worse, Moldorm has to be hit six times to defeat it, and it gets faster every time you damage it. Yeah. There's not much I can say about strategy, you'll just have to be quick with those movements and reflexes so you can avoid getting knocked down.

-----  
After finally taking down this terrible boss, grab your well-deserved Heart Container and the Pendant of Wisdom shall be yours! Phew...with all three Pendants collected, it's time to get the sacred Master Sword, to defeat Agahnim...

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| HEART CONTAINER |
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ITEM SUMMARY

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EQUIPMENT:

- Fighter's Sword
- Red Shield
- Green Jerkin
- Pegasus Shoes
- Power Glove
- Zora's Flippers
- Moon Pearl

INVENTORY:

- Bow
- Magic Boomerang
- Bomb
- Magic Powder
- Ice Rod
- Lamp
- Bug Catching Net
- Book of Mudora
- Magic Mirror

MAGIC BOTTLES: 3

HEALTH:

- 9 Heart Containers





Power, changing it to this hideous mockery of Hyrule. To restore it back to normal, you must regain the Golden Power. To do that, you must find the seven maidens that have been captured as well. Finally, he says that the Palace of Darkness would be a good place to start. Seems like a good idea.

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Dark World

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First though, there's actually quite a few things we can collect now that we have full access to the Dark World. So let's do a few of those. First up, from the top of this Pyramid of Power, head down the east side of it. Once you hop down and are next to a statue, follow this tier of the pyramid to a Piece of Heart! Grab it and hop off the pyramid. Now, at the moment, you're kinda railroaded to head toward your first Dark World dungeon, the Palace of Darkness. It's over in the same location the Eastern Palace was, in actuality. So head over there, but...use the Magic Mirror once you're east of the Pyramid. There's something that we missed since we didn't have Bombs before...remember? If not, read on.

Once in Hyrule, enter the Graveyard. It's by the Sanctuary. Make your way to the top left corner where a grave sits. Push that upward to reveal a hole that you'll fall down! Inside, is the secret passage from Hyrule Castle to the Sanctuary, where the bombable walls are. Bomb them or use the Pegasus Shoes, and inside you'll find some pots hiding hearts, 10 Arrows, 3 Bombs, and 300 Rupees. Hot damn. Exit the way you did before. Return to where you used the Magic Mirror and you should see a shimmering spot. Stepping in here leads you back to the Dark World, so that's pretty convenient.

With a good number of Rupees collected, start heading toward what looks like a hedge maze, or the Dark World's equivalent to the eastern canyons. As with the Light World, the cave beside the entrance to the grounds of the Palace of Darkness is a Great Faerie Fountain. Also, that cave in the secluded area that was a Faerie Fountain in the Light World, it's now home to a guy who tells you info for 20 Rupees.

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Eastern Hedges

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Anyway, as you enter, there's an entrance to a building straight ahead. Inside is a person who will tell you a little more about the Golden Power. He says that it will only obey the first person who touches it. The one who last touched it was able to transform the Golden Land into this Dark World as a reflection of his heart. The only way to gain the Golden Power back is to defeat this evil person...he then mentions that it's the Triforce. That sounds very familiar...

The cracked wall ahead doesn't hold much, just some skull pots that hide hearts, so exit if you don't need them. Now what you're looking for are some stone tiles set up to look like an arrow pointing up toward an entrance to the hedge maze. It's actually just a little to the east from here, so enter the hedge maze through there. You'll notice that part of the inside of these hedges have pixel-width holes. This subtly shows where you can go. Anyway, head around the building here, then to the west. When you see a large section of hedge, head west, north, then east at first opportunity. Enter it here and get through the sorta maze to the east side, where a monkey is suddenly following you. He loves Rupees, and asks for 10 Rupees. Go ahead and give them to him.

He will now follow you for a bit. Don't worry, you'll actually need him. Be careful not to get hit though, he runs away if you do. The path to the Palace







Blue Rupees were. Head north, hammer down the Terrorpins blocking your way, and open the big door...

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BOSS: Helmasaur King

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This is, as its name implies, a giant Helmasaur. It attacks by swinging its deadly tail and by spitting out fireballs that split into three in a triangle pattern, then each of those split into four, flying at diagonal directions. When its not moving and its mouth isn't open for a fireball attack, it'll swing its tail. Avoid that by staying in front of it. To damage the boss, first you must get rid of the helmet. That can be done with either Bombs or the Magic Hammer. However, the Magic Hammer is more reliable since the boss moves around a lot.

Once the mask is gone, its weak spot will be exposed: the green jewel on its forehead. From here, it can finally be damaged by using either the sword or the Arrows. It's easier to use the sword, since it'll be moving faster now and the Arrows just fly a little too slow. All aside, this boss can damage you VERY quickly. Be very careful, because even with 10 Heart Containers for health, three or four hits can kill you.

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If you defeated the boss, congrats! Pick up the Heart Container and touch the crystal that appears. It's one of the seven maidens! Listen to her story, and she will then mark the locations of the other maidens on your map. Finally, you will get whisked away out of here...

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| HEART CONTAINER |
|           FOUND           |
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ITEM SUMMARY

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EQUIPMENT:

- Master Sword
- Red Shield
- Green Jerkin
- Pegasus Shoes
- Power Glove
- Zora's Flippers
- Moon Pearl

INVENTORY:

- Bow
- Magic Boomerang
- Bomb
- Magic Powder
- Ice Rod
- Lamp
- Magic Hammer
- Bug Catching Net
- Book of Mudora
- Magic Mirror

MAGIC BOTTLES: 3

HEALTH:

- 11 Heart Containers
- 12 Heart Pieces (0/4)

----- ( Items & Water ) -----

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Outside the Palace of Darkness, if you look at your map, the locations of all the other dungeons in the Dark World are marked by numbered crystals. The number obviously means the order to do the dungeons in, but you can actually do the dungeons in a number of different orders, which makes this part of the game pretty open-ended. The number is the recommended order to make things a bit easier on you, so that's what I'll be doing.

The second crystal is shown to be at the Dark World's Great Swamp, where that building is. Yep, the building that was just a method for getting a Heart Piece in the Light World is a full-blown dungeon here. But before we tackle that, why not get a few items? First up, see that grove of trees next to the west village? That's the Haunted Grove, and it's where we can get a couple of items. You can head there from here, and you needed the Magic Hammer to access the southern part of Hyrule. On the way, you'll notice that Link's house became a Bomb Shop. At the moment, he only sells regular Bombs. Yeah, there's more than one type of Bomb. So, come back here later. Just keep heading west towards the Haunted Grove.

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 Haunted Grove

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Once at the south end, slash the bushes in the form of an arrow and enter. In here, you'll find someone sitting on a stump. Talk to him, and he will say that he misses playing his flute. He remembers burying it here somewhere, under some flowers. Tell him you'll look for it and he will give you his Shovel! Now you can dig up the ground! You may find some minor treasure with it. But for now, its real purpose. The flute isn't actually here, technically. It's in the Light World version of this place.

So step back a little and use the Magic Mirror. You'll find a little boy playing a flute before disappearing...that must be a vision of who that person was...anyway, in the northwest corner of this place, you should start digging. Like he said, it was under some flowers, so dig in those areas. Once you find it, return to the Dark World and talk to him. He thanks you, but says he can no longer use it. He says to return it to a tired old man in the village. (He's from the Light World, so that means Kakariko Village.) He says that his mind is getting hazy...play the flute for him one last time. Use the Flute and Link will play the song he heard from the vision. With the boy satisfied, he finally transforms into a tree...how sad.

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|    | FLUTE |  |
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 Kakariko

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Well, head out of the Haunted Grove. From the entrance, go south to a little area where a group of bushes seem to form a Rupee shape. Get in the middle of them and use the Magic Mirror to appear on an otherwise unreachable cliff in the Light World. Enter the cave, and throw the pots away to get a Piece of Heart. Exit and return to the Dark World. Head a little bit north so you

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| HEART PIECE #13 |   |  |
| FOUND           |   |  |

'\ | are in the next screen, and use the Magic Mirror. Head to  
 Kakariko Village. You'll soon find out that it's been  
 overrun by the Hyrule soldiers, so be careful here. Anyway, head over to the  
 weathervane and play the Flute. A bird will break out of the weathervane and  
 fly away. What does that mean? Play the Flute again. The bird will fly by and  
 pick you up, and a map will come up. From here, you can choose where you want  
 to fly to.

1. Death Mountain Entrance
2. Witch's Hut
3. Kakariko Village
4. Link's House
5. Eastern Canyons
6. Desert of Mystery
7. Great Swamp
8. Lake Hylia

Yep. Unfortunately, you can't use this in the Dark World. But hey, it's at  
 least a nice warping item for the Light World. At any rate, return to the Dark  
 World, and get to entering the village again. (It's the Village of Outcasts in  
 the Dark World.) First though, in the suburbs, there's a couple points of  
 interest. First, the east house holds an archery minigame. And...you can't  
 reach the Village of Outcasts from here just yet. You can head west to the next  
 screen though. Do so from the bottom. In here, talk to the old guy here for a  
 digging minigame. He'll lend you a Shovel. Basically, for 80 Rupees, he'll let  
 you dig around for 30 seconds. Whatever you find, you get to keep. Now, there's  
 a Piece of Heart hidden here, but it's entirely random. You'll just have to get  
 lucky and dig it up...and there's a heck of a lot of squares for you to dig.  
 All I can say is...good luck, and make sure you have plenty of Rupees.

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  | HEART PIECE #14 |
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Once you have the Heart Piece (or gave up in sheer frustration), head to  
 Kakariko Village. To the east (as you may notice in the map) is a lone house.  
 This is the elven blacksmiths. Unfortunately the guy's brother is missing, so  
 he can't forge your sword at the moment. There is one thing you can do,  
 however. Smash the stake beside the house with your Hammer, and drop down the  
 well. Inside, head north. Sprinkle Magic Powder on the structure there and a  
 creature will awaken, and then curse you for waking him! ...In actuality it's  
 an upgrade. This decreases your magic usage by half, so now your magic meter  
 won't run out as fast! You can exit by heading back and then west.

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  | HALVED MAGIC |
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 Death Mountain

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Once outside, use the Flute and warp to 1. Climb up to the Tower of Hera again.  
 Instead of entering, head west across the bridge to see a  
 monolith. Use the Book of Mudora and it will say to lift  
 the Master Sword to the sky. Link will do that, and will  
 be endowed with the power of Ether! You got the Ether  
 Medallion! Whenever this is used, Link will raise his  
 sword and cast down ice elemental magic down on any enemy

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  | ETHER MEDALLION |
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on-screen. Awesome stuff. It eats your magic though, which is why I suggest getting that magic meter upgrade.

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Lumberjacks' House

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Now, exit Death Mountain. You should be back in the area between the Lost Woods and Death Mountain. Head north to the Lumberjacks' house. You'll notice that they're gone, and the tree they've been trying to cut down has changed a bit in color. Dash attack the tree and its leaves will fly off, revealing that it's hollow inside! Drop down. Inside, you'll find a Faerie Fountain, but what's most important, if you head east, you'll find a Piece of Heart! Grab it and jump down to exit. Now you'll need to get back to the Dark World, but the portal in Death Mountain can't get you to the rest of the world. Fortunately, the entrance to Hyrule Castle has turned into a Dark World portal, so head there. Once at the Dark World, head east, then north. We're heading towards where the Witch's Hut is in the Light World, and further beyond there.

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Lake of Ill Omen

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Once there, you'll find it has been replaced by a plain shop. Head further northeast here by using the Power Glove. Use dash attacks to get rid of the groups of rocks and continue to the Lake of Ill Omen. Once at the little lake, you'll see a circle of stones, and a sign telling you not to throw anything there.

...Hehe...

Pick up a skull and throw it into the circle of stones. A giant catfish will arise from the water, angered. He will give you something if you promise not to do it again. You get the Quake Medallion! This shakes the earth with odd magic and turns enemies into pathetic, less threatening ones! Once again, this eats up magic, so don't be too reliant on it. At any rate, now that you have that, backtrack and this time go to the Icy Lake in the southeast corner. It's pretty much the Dark World's Lake Hylia. Once there, hop into the water. Very nearby is some shallow water surrounded by a circle of stones, and a very annoying Puff Bomber. Stand in the middle of the shallow water and use the Magic Mirror to appear onto an island in Lake Hylia, where a Piece of Heart can be found! Now warp back, and get yourself back on land. (There's a ladder over by the north river.)

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| HEART   PIECE #16 |
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With that all done, it's about time to head to our next dungeon. Head to the Bomb Shop, then go south into the swamplands. Look towards the cliff face on the east. You should see a slight crack on the north wall. Bomb it, then head inside. The guy inside will give you 300 Rupees for keeping this place a secret. Cool stuff! Now exit, and go over to the building where you drained that water before to get a Heart Piece. Now, to make sure, warp to the Light World from here. Is the water drained there still? If not, do it again, then exit. Return to the Dark World, and enter the dungeon...

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## Swamp Palace

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Also known as Watergate Dungeon or Flooded Palace. At any rate, this is the Zelda series' first water themed dungeon! Not to worry though, this isn't nearly as bad as some of the later water dungeons in the series. At any rate, by making the water flow in the Light World, there will be water flowing through here. The panel up here tells you that (objects exist in both dimensions, and if one is affected, so will the same one in the opposite dimension).

At any rate, swim a little left and up. Bypass the Blade Trap and kill the Hovers to make a chest appear. Open it for a Key, and open the door to go downstairs. In here, dodge the Kyamérons and Hovers and the fireballs (oh my!), and bomb the wall to the left that you see. Enter for the Map of this place! Exit, then head south, picking up and throwing the skulls until you find a Key. Continue through the locked door. In here,   
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| | / | the fireballs (oh my!), and bomb the wall to the left  
| DUNGEON MAP | that you see. Enter for the Map of this place! Exit, then  
| FOUND | head south, picking up and throwing the skulls until you  
' \ | find a Key. Continue through the locked door. In here,  
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dodge the obstacles and continue down the stairs. Enter the doorway below. Pick up the skull for a Key, head back, then go open the locked door. In here, kill the Stalfos, Hammer down the things that pop up and down, then push the handle to the left to make the water flow! You can bomb the wall to the left, but it just gives you a couple of skulls with some pickups. Head back.

Once here, swim into the water and grab onto the grip on the other side. Take the door here to arrive in the main chamber. There's a bunch of ways you could go...and tons of hazards. But first, head down onto the shallow water and take the doorway to the south. In here, head east and loop around back. It seems pointless, but once back, push the lower block right and a chest will appear. Open it for the Compass! Now head back to the main chamber. The next way to go is the southwest doorway, so take that. In here   
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| | / |  
| COMPASS |  
| FOUND |  
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get rid of the Stalfos and head west. Go down into the   
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ditch and through the doorway. Pick up the skull for a Key, then head back to the main chamber. Use it to unlock the door in the northwest corner. In here, hit the color switch, then push the handle to make another waterway. Hit the color switch again, and head back, and into the southwest doorway again.

Hey, guess where you're at? Jump into the waterway and use it to continue. The next room, get past the obstacles, and into the wet ditch. Push the bottom block left, then the next one up. Follow the path and head upstairs. Welcome to hazard central! There's Kyamérons, Hovers, a fireball shooter, and a rotating fire bar. Push the block out, then head north. Push the block in front of the northwest pit away, then drop down. Open the chest for...a Red Rupee. Drop down, and go back upstairs. Push the block away in front of the northeast pit and drop down. Head east, get the Blue Rupees under each skull, and open the chest for the Big Key! Now head back to the main chamber, climb up the ladder on the central pillar, and open the big chest for the Hookshot! Now you can hook onto distant objects and pull yourself to there! Quite neat.

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| BIG KEY | | HOOKSHOT |
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Use your Hookshot right now on the skull to the east. Pick up the skull against the wall for a Key, then head back up to the big chest and Hookshot to the north. Open the locked door and head through. Take a left here. Kill the red Bari and throw the skulls to find a floor switch. It won't stay down, so push the statue onto it. Head to the east side of this room now and take the

doorway. (Not the staircase.) Follow the path to downstairs here. Once here, push the handle to drain the water. Head down to where the water used to be and through the doorway.

Head south, enter the doorway, open the chests for two Red Rupees, then head back, going north to continue. In here, you can head north for some supplies, but to go forward, you need to find the waterfall you can walk through. Big hint here: it's the second one from the right. Take it and head upstairs. Head south through the corridor to come to a big water room with the water rushing westward. The skull nearby holds a Key, so swim to it and grab it. Head west a bit to see a cracked wall. You can Bomb it and head inside for supplies, that's about it. The final attraction is the locked door. Use the Key to open it, and you'll be on the corridor to the boss. Prepare yourself, and enter the big door.

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BOSS: Arrghus

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The Arrghus is a floating jellyfish-like monster with a single eye. Surrounding it are orange Arrgi. You'll have to use the Hookshot to reel them in and kill them with the sword. Arrghus attacks pretty much by occasionally moving its Arrgi in several patterns in order to ram them into you. Just keep eliminating the Arrgi until they're all gone.

...And then the Arrghus gets deadly. It tries to smash Link first, and then skids along the shallow water in diagonal directions (though an easy-to-see pattern). Just hit it with the sword or Arrows. Each time you hit it, it tries to stomp Link again and then slides again, just a little bit faster. Shouldn't be too difficult.

-----  
After the battle, the Heart Container will drop, and then the next crystal. Pick them up, listen to the maiden, and after a health/magic refill, Link gets taken out of the dungeon...

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| HEART  CONTAINER |
|         FOUND      |
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ITEM SUMMARY

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EQUIPMENT:

- Master Sword
- Red Shield
- Green Jerkin
- Pegasus Shoes
- Power Glove
- Zora's Flippers
- Moon Pearl

INVENTORY:

- Bow
- Magic Boomerang
- Hookshot
- Bomb
- Magic Powder
- Ice Rod
- Ether Medallion

- Quake Medallion
- Lamp
- Magic Hammer
- Flute
- Bug Catching Net
- Book of Mudora
- Magic Mirror

MAGIC BOTTLES: 3

HEALTH:

- 13 Heart Containers
- 16 Heart Pieces (0/4)

----- ( Forest & Town ) -----  
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As the maiden said, more portals to the Dark World are opening up throughout Hyrule. So you know what this means, more dungeons are available to us! Our next destination is the woods in the Dark World, but first, of course, some items. Use the Magic Mirror, then warp to 3, which is Kakariko Village. From here, enter the Lost Woods from the northwest corner. Once in, head east, back out of it. Head south, hammer down the stakes, and pick up the light rock to find a Dark World portal! Step on...

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 North Hyrule

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Now in the Dark World...you can head north into the Skeleton Forest, but head west a bit then south to enter the Village of Outcasts, the Dark World's version of Kakariko Village. The signs here say that people without Rupees are not welcome here. Well...we're in the right place then. The top left house here holds a treasure chest game. Pay two chests to open 30 Rupees. Uh...I mean, pay 30 Rupees to open two chests. The reason why I'm mentioning this place is that you can randomly find a Piece of Heart here. Since it's so cheap, might as well. Once you got it, yay!

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  | HEART PIECE #17 |
  |         FOUND         |
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Exit the village by heading north. Head east from here. You're mainly heading to the Dark World's graveyard, but if you head south from here, you can find a special Shield Shop. You can buy your shields here in case they get stolen from those plant-like Pikits. At any rate, once at the graveyard, make your way around to the north platform. It looks like a maze, but it's an easily discernable path. Once there, get up the ladder and use the Magic Mirror. Enter the cave. Inside, toss away the pots and bomb the north wall to find another Piece of Heart! Exit, back to the Dark World.

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  | HEART PIECE #18 |
  |         FOUND         |
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See the little enclosure to the right? Get in there and use the Magic Mirror again. Once inside, dash attack the grave. Head inside,  
 \_\_\_\_\_ |/ \_\_\_\_\_  
 | MAGIC CAPE | and open the special-looking chest for the Magic Cape!  
 | With this, you'll turn invincible and can pass through

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|          FOUND          | obstacles! Of course, this gradually uses magic, so it's
'\          | not too terribly broken. With that in hand, exit the Dark
γγγγγγγγγγγγγγγγγγγγγγ World graveyard and head back west. In the valley between
the woods and Death Mountain, enter the cave that would be Death Mountain's
entrance in the Light World. Go through the cave and upstairs. Now here, there
is a pit in the way. Hookshot across. Next, there's a bumper blocking the path.
Put on the Magic Cape and you can walk right through it. Do so and exit, and
you'll be at a high ledge where a Piece of Heart awaits! Grab it.

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| HEART  PIECE #19 |
|          FOUND          |
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As has usually been the case, four Heart Pieces would open up for us with each dungeon we cleared. Not this time. Before heading off to the next dungeon, there's one final item that can be gotten, with the help of the Magic Cape. Head back to the Light World, and warp to 1. (But first, if you don't have a Magic Medicine, warp to 2 and purchase some at the Witch's Hut.) Make your way to Spectacle Rock, and use the Dark World portal there. Look south, there's a place to jump down from. Do so, and enter the cave. Hammer down the...things, and use the Magic Cape to traverse the path of spikes with the help of the Pegasus Shoes. At the end, pick up the block and throw it, then get on land. You probably couldn't have done this without the halved magic meter. At any rate, open the chest to get the Cane of Byrna! With a swing of this cane, a ring of magic will protect you from hits! It can also damage enemies that come into contact with it, but it drains magic pretty quickly. Chug a Magic Medicine and make your way back with the Magic Cape.

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|          |/          |
| CANE OF  BYRNA  |
|          FOUND          |
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Alright! That about does it for side stuff. Now to progress. Warp to 3 from the Light World, then take the new Dark World warp that you used at the beginning of this section. Now enter the Skeleton Woods this time. Now, underneath this whole Skeleton Woods is the next dungeon, and there are multiple entrances. So where to start from? Well, assuming you took the path into the Skeleton Woods directly north from the Dark World portal, head to the east side of the forest, then north a bit, squeezing around the pit. Enter the skull you see. (You can also slash the bushes up ahead and fall down the hole.)

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Skull Woods  
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Welcome to a very unique dungeon. It has multiple entrances and exits...you'll be coming back here and into the Skeleton Forest (the overworld part) a bit before getting the Big Key. I'll mark the spots where you exit the dungeon by a line of # symbols. Anyway, you'll notice that the big chest is right in front of you. No way of getting to it right now though, so head east. In here, avoid the Hardhat Beetle and step on the star panels up above to change around the pits so you can get the Map from the chest there!

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|          |/          |
| DUNGEON MAP |
|          FOUND          |
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The little bit of room to the north is where you would end up if you fell into





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|           |//          |
|           BIG KEY      |
|           FOUND        |
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Return to the first section of the dungeon: get back to the first skull you entered, but don't enter that. Instead, slash the bushes nearby to unveil a hole. Drop down.

#####

Once down here, step on a star panel to switch pits, then bomb the west wall. Head in. Because you stepped on the star panel, there are no pits in your way in this room. Pull the handle and the wall just south of you will EXPLODE. Head down to find that big chest that's been teasing you. Open it for the Fire Rod! You finally have the counterpart to the Ice Rod...with this, you can use magic to shoot fireballs! We can also head towards the boss now, so let's exit the dungeon again. Just backtrack to where you fell from, and walk south as you step on star panels to get back outside.

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|           |//          |
|           FIRE ROD     |
|           FOUND        |
|           '\           |

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#####

Once outside, you may want to make sure you have some healing medicine for both health and magic. You're gonna go on the last stretch to the boss and it can be...quite painful. Once you're prepared, head north through the ribcage tunnels again, into the skull on the other side.

#####

Head west, then west again. Exit.

#####

Back outside, take the western north path to find a giant skull with some kind of obstruction. Burn it down with the Fire Rod to open it up. Head in...

#####

Final stretch to the boss, yo. At any rate, straight ahead is a locked door, and obviously the chest below holds a Key. So we'll need to get there. Unfortunately the path below is maze-like. Head down, then east. Go up, right, around, north, right, around, north, left, around to the next room. In here, take the bottom or top path and head into the other door to get the Key. Backtrack, cross the bridge, and open the locked door.

Wow, what a crowded-looking room. The path is simple though. Head north until you're in the center, then left a bit, then down to the bottom. Left, then up to the top left corner. Head right until at the middle top, down a bit, then right a bit, up a bit, right to the corner, then down to the door. In the next room, use your Fire Rod to get rid of the Gibdo, then to light all the torches quickly. It'll open the door to the north, so take it before one of the torches burns out.

In here, oh boy, you'll have to deal with some enemies and a Rabbit Beam. The Rabbit Beam is almost guaranteed to hit you, so you'll have to do some enemy dodging as a bunny until the effect wears off. Once it does, kill the enemies, then slash the vines on the north wall until you find an entrance. Take it. In the next room, kill all the enemies, as the Gibdo holds the Key to continue. Do so. In the next room, just drop down. You'll meet the boss...

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BOSS: Mothula

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Welcome to a painful boss fight! The boss flies around in a room lined with spikes. Not only that, but the floor moves around AND some of the spikes do as well. That's not good. At any rate, the Mothula is pretty weak to fire, so use the Fire Rod as much as you can. Once your magic is depleted fully, just use your sword. However, if you happen to have a bee captured in a bottle, you can unleash it here, as this is the only time a bee can go after a boss. Kinda neat. As far as attacks go, the Mothula only really has its triple laser attack that it always fires downwards.

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Once the boss is down, you'll likely be singing praises. Grab the Heart Container and the crystal to free yet another maiden. Listen to her story, and you'll be teleported away from the dungeon...but that's not the end of this walkthrough section...

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| HEART  CONTAINER |
|           FOUND           |
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Woods to Village

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Looking at the map again, the next dungeon is actually...just south from here, at the Village of Outcasts. So head on down over there. The entrance to the dungeon is actually where the weathervane's supposed to be, only in the Dark World, there's a statue of a winged demon holding a trident. Well, with enough oomph, you can pull off that trident! Remember how you pulled a statue back in the last dungeon? Do that here. Enter the dungeon.

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Thieves' Town

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Once here, head to the northwest corner of this room to find a chest. Jump down and open it for the Map. Already! Head north at the first opportunity you see to enter the next room. See the chest? Climb the ladder and take the Red Rupee inside it. Head down below, and start heading east on the north side of the room. Climb up the ladder you see, and head south to find a bombable wall. Take it down and enter. To the north in the next room is another bombable wall, but there's not much past it. Just a couple skulls for pickups. Drop down. Head south to the next room. (Be careful of the Rabbit Beams.)

Down here are two ladders. Take the west one up, then head to the south side of the room over to the chest.

Open it for the Compass, man! Now drop back down, and go west from the southern part of the

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|           | /           |
|           COMPASS           |
|           FOUND           |
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|           | /           | |
| BIG KEY  | |           |
| FOUND    | |           |
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room to access another chest. Open it for the Big Key! Man, we already got those? Sheesh. Backtrack to the upper right room, go up the ladder, and open the big door in the northeast corner. In the next room, follow the hall, killing Stalfos. You'll notice a locked door and a closed door. At the end, pick up the skulls for a Key. Enter the door to find...an empty room? Huh. Exit, then use the Key to open the locked door.





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|           | /           |
| HEART  PIECE #20 |
|           | FOUND           |
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### Upgrading Sword

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Guess what? There's only four Heart Pieces left in the game. Sweet stuff. At any rate, you might remember that the blacksmith's partner is missing, which is why he can't work on your sword. Time to find him. He's actually just south of the Village of Outcasts, surrounded by dark skulls you can only lift with the Titan's Mitt. Talk to him, then use the Magic Mirror to take him with you to the Light World where he belongs. Take him to the blacksmith's house and, as thanks for re-uniting them, they'll offer to temper your sword for a mere 10 Rupees the next time you visit. By God, take it with that cheap of a price. You won't be with your sword for a bit though, so wait a bit. In the meantime...

Head back to the Dark World, screen where you got the Heart Piece #20. Within the wrecked house now, since you reunited the elven blacksmiths, there's a blue/purple treasure chest you can't open. You can carry it though. So where to take this? Well, return to the Light World, and take the chest over to the zig-zag path to the Desert of Mystery. (You can't dash with the Pegasus Shoes, you drop the chest and have to pick it up again.) Once there, look for a lone guy. You probably noticed him early in the game. Well, this is his treasure chest. If you promise not to tell anybody that he's a thief, he opens the chest and gives you the Magic Bottle inside. The four Bottles are collected!

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|           | /           |
| MAGIC  BOTTLE #4 |
|           | FOUND           |
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By now, I think the blacksmiths are done with your sword. Return to them and... yay! They are finished! Now your sword is permanently

more powerful. It's also red/orange-ish. At any rate, we are done with upgrades, so it's time to take down two more dungeons. One of them holds a much-needed upgrade as well! At any rate, the next place to go is Icy Lake, in

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|           | /           |
| TEMPERED SWORD |
|           | FOUND           |
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the southeast corner. Though first, there is ONE more thing to get. This will be the last of the side items except for Heart Pieces. Head to where the Swamp Palace is, and head west from there, into the area where the Desert entrance was. This isn't an entrance, but at the west end are some conspicuous stakes. Get in the land they surround and use the Magic Mirror. Head west to find a monolith. Translate it with the Book of Mudora and you will get the Bombos Medallion! Fire will rain down on any enemy on screen when you use this! Granted you could've gotten this much sooner, but this medallion seems appropriate for the Ice Palace.

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|           | /           |
| BOMBOS MEDALLION |
|           | FOUND           |
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Now head to Icy Lake this time. Although, on the Light World side, if you lift up the large boulder next to the Ice Cavern where you got the Ice Rod, you'll find a thief which will give you...advice for grinding Rupees by defeating enemies. Yeah, thanks. The Dark World side of this place holds a guy in a cave who tells you about the former thief who we just got a Magic Bottle from, with







finally. In here, kill the Baris. (The right head statue can be pulled to open the door, if you want to do that.) Get rid of the skulls on the left, then pull out one of the statues, Hammer the things, then lift up the large block and toss it. Drop down...

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BOSS: Kholdstare

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And it's the boss of this dungeon: Kholdstare! It seems like a cloud with an eye...reminds me of Kracko. Anyway, at the moment, it's just staring at you, doing nothing while it's encased in ice. The only threat right now is ice shards that will randomly fall from the ceiling. Both the main shard and the smaller "shrapnel" from their impact can hurt, so you'll have to be clear from them. At the moment, just melt the ice with the Fire Rod or Bombos Medallion. Once the ice is melted, Kholdstare will split into three and each will just float around. Just keep dodging the ice shards and throw Fire Rod spells at it or use the Bombos Medallion. When out of magic, just go for the sword kills. Kholdstare does nothing else...after the last couple boss fights, Kholdstare is disappointingly easy...

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Grab your Heart Container and free the next maiden. Of course, like last section, we're not done yet here. Just listen to her tale and get warped out.

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|           |/           |
| HEART  CONTAINER |
|           FOUND      |
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A Desert...Swamp?

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With the Ice Palace out of the way and finally some better defense against those painful enemies, there's actually not that much to do except to head to the next dungeon, so let's do that. Use the Magic Mirror to exit the Dark World, warp to 6, the Desert of Mystery. Here, pick up the dark rocks to find a Dark World portal! Take it and prepare for a shift in scenery...instead of a desert, we have a Swamp! The Swamp of Evil, ladies and gentlemen.

You're gonna need to head to the north side of this swamp. Northeast, to be precise. Reason why is that there's a seemingly pointless piece of land there. (It's north of a cave which just has someone who will tell you pointless info.) Stand here and use the Magic Mirror. On the Light World, lift up the large boulder and head inside to see a Piece of Heart, but you have to deal with a block-pushing puzzle. It's simpler than it looks. Just push the leftmost block upwards, then the one next to it upwards, then push the right block right, and then the one next to it (above) right. Grab the Piece and exit the cave.

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|           |/           |
| HEART  PIECE #21 |
|           FOUND      |
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The next dungeon is a bit west from here. But before that, there's actually a cave entrance in the swamp water that looks a bit like a head with its mouth open. It's just to the west of the dungeon. Enter it, then get past the Sparks to find two chests with another block puzzle. Again, this one's a bit simple. Of the bottom two blocks, shove the right one east. Shove the other bottom one to the west, then the one above to the north. Open the right chest for a Red Rupee, then push the block to your left to the west or east and open the other

chest for a Piece of Heart. Now exit.

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|      | /    |
| HEART PIECE #22 |
|      | FOUND |
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Now to enter the dungeon. Get on the lily pad south of the entrance and head north. When you get to what seems like a symbol on the ground, you'll probably notice it's familiar. Look in your inventory to spot that the Ether Medallion has this same symbol. Use it while standing on there and the rain will stop while the dungeon opens itself to you...enter...

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### Misery Mire

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Not much I can say about this dungeon, though it does have a few main distinguishing rooms. Which is good, because there's a ton of rooms in Basement 1. At any rate, follow this hall, Hookshot across the pit, and head downstairs. Here, you'll finally find Wizzrobes. These mage-like enemies appear in random spots and then throw shockwave-like magic at Link. Kill all these Wizzrobes and the Popos to open the door ahead. Enter the next room. Next thing to do, go downstairs, and head north. You'll spot three ladders, two of which you can reach. Take the right one and enter the door.

Head east from here. In this room, take down the Stalfos, then pick up the skull in the upper left corner for a Key. Now use the Magic Cape so you can safely pick up the skull within the spikes to see a floor switch. Press it and open the chest that appears for another Key. Head north next, then north again. Follow the pathway until you're past the giant room. Pick up the skulls and head around to the north side. This place, if you look closely, kinda looks like a fish skeleton. At any rate, get to the northwest corner of this room and pick up the skull for a Key, and hit the color switch. Return to the room where you got two Keys. (Heading south from the color switch, you'll find a locked door. You can open it, but don't go through it.) Head south, and open the chest for the Map! Awesome. Use one of your Keys on the locked door for later, but don't go through it.

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|_____|_____|
|      | /    |
|      | DUNGEON MAP |
|      | FOUND      |
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Head back north, then west. Push the block aside and head north. Follow the path to a chest that contains a Key. Backtrack to the large room on the south side. Take the left ladder and go all the way to the south perimeter. Walk north along the grated floor, past the lowered blue blocks. Pick up the skull to reveal a floor switch. Step on it and open the chest that appears for a Key. Now take the locked west doorway. Inside, defeat the Stalfos skulls and the Bari to get a Key. Head west. (If you head south, it leads to nowhere.) In here, dodge Floor Tiles until they're no more, then use the Fire Rod to light all four torches. This will open the door to the north, so take it. Inside, open the chest to get the Compass! Getting there...

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|_____|_____|
|      | /    |
|      | COMPASS |
|      | FOUND   |
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'|_____|\_____|
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Now return south, then go south again. In here, kill or avoid the enemies and

head upstairs. Up here are constantly respawning Wizzrobes. This room and the room to the south encompass a torch puzzle. It's kinda simple to solve, really. First, in both rooms, give yourself easy access to the torches by pushing the north and south blocks toward the torches, then the middle blocks north or south. With all four torches in access, use the Lamp to light them all. Suddenly a very long quake will happen, indicating something is moving around. Once it's done, from the south room head east. In here, drop down. Open the chest to get the Big Key! Yeah! Head west, then take the teleporter.

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|         | /         |
|   BIG KEY   |
|   FOUND    |
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From here, if you look at your map, you're just a few rooms north of where you were. You can explore rooms you haven't been to yet if you want to, but now that the Big Key is acquired, it's time to get the dungeon item and head toward the boss. At any rate, from where you teleported, open the big door to the north and take the next teleporter. From here, head east to the next room. You'll see something familiar...take the south door. Now it's definitely familiar. Head south, then west to return to the big south room. Take the southeast door this time. Head east again. In here, equip your Hookshot, use it on the block there, and head north quickly, dodging past the Laser Eye beams. At the end is the big chest! Open it for the Cane of Somaria! That's the last inventory item! It produces a block whenever you use it!

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|         | /         |
| CANE OF SOMARIA |
|   FOUND    |
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Now return to the room where you last teleported to. Open the big door and follow the path until you're downstairs. Now assuming you have at least one Key, open the southeast door down here for some bonus Rupees. In the room though, there's a floor switch under a skull. It won't stay down, so now use the Cane of Somaria to make a block and push it onto the switch. Take the southwest door. Go west. In here, make your way to the north side, onto the conveyors. Now this is a bit tricky to pull off, but you need to Bomb the left wall. The problem is the conveyor belt. So...what you need to do is place a Bomb and then pick it up. When it's almost ready to explode, throw it at the cracked wall. It's kinda tough since there's something spitting fireballs at you in the same time. At any rate, if you blew it up, you can head inside for another Rupee bonus. Otherwise, just hit the color switch up here, then take the west door in the south side of the room.

In here, kill the enemies (remember the Anti-Fairies can be turned with Magic Powder), and bomb the north wall. Past there is another color switch. Hit it, head back, and continue west. Phew, finally, those dark rooms were getting annoying. Head north here, watching for the constant Yellow Zol drops. Before heading upstairs, get behind the staircase and hit the color switch so it's red. Now head upstairs. Dodge the Winder and Anti-Fairy, go over west, and you will see the big boss door. Open it, and head in...

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BOSS: Vitreous

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This boss is literally just a bunch of eyeballs submerged in a gooey substance. The main eyeball (the larger one, obviously) shoots out lightning, while the smaller ones go after Link. The best normal method is to stand in a corner and spam the spin attack whenever the smaller eyeballs get near. When they're all

gone, the main eyeball will then be vulnerable and will attempt to ram into Link. Sword strikes work, but Arrows are particularly effective. Especially since you can stand in one spot and use them safely.

If you have enough magic, you can do it the cheesy way: use the Magic Cape, head right up to the main eyeball, and begin slashing away. Note that the main eyeball can only be damaged when it's not covered in the gooey substance. On that note, the Magic Cape can be used to dodge the lightning bolts whenever the main eyeball comes out to attack with that.

-----  
 With two dungeons down again, collect your Heart Container and free the sixth maiden. One more to go, Link...one more to go...

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  |                | /          |
  | HEART CONTAINER |          |
  |          FOUND  |          |
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ITEM SUMMARY

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EQUIPMENT:

- Tempered Sword
- Red Shield
- Blue Mail
- Pegasus Shoes
- Titan's Mitt
- Zora's Flippers
- Moon Pearl

INVENTORY:

- Bow
- Magic Boomerang
- Hookshot
- Bomb
- Magic Powder
- Fire Rod
- Ice Rod
- Bombos Medallion
- Ether Medallion
- Quake Medallion
- Lamp
- Magic Hammer
- Flute
- Bug Catching Net
- Book of Mudora
- Cane of Somaria
- Cane of Byrna
- Magic Cape
- Magic Mirror

MAGIC BOTTLES: 4 \*ALL OF THEM\*

HEALTH:

- 18 Heart Containers
- 22 Heart Pieces (2/4)

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Alright. One more left to save, and it's Zelda herself. She's imprisoned at Turtle Rock, up at Dark World's Death Mountain. Let's start heading over there. Just use the Magic Mirror, warp to Link's house, go south, then west. Pound the stakes down and pick up the rock there in the corner for another Dark portal. Once at the Dark World again, stop by at the Bomb Shop. You'll notice that there's a new item up for sale there. It's the Super Bomb, and only becomes available after beating the Ice Palace and Misery Mire, and have saved the blacksmith partner. Go ahead and purchase it for 100 Rupees.

Now, there's one specific place you have to use this, so go over to the Pyramid of Power. Make sure not to get hit or press A prematurely. Once there, climb the stairs and look left to see a cracked wall. Set the Super Bomb next to the wall with A, and when it blows up, head inside. This is home to the cursed Fat Faerie. First, throw your Bow in. Say that you threw it in and she will grant you the power to use Silver Arrows! This is necessary to defeat Ganon (as you have gathered you'll need to defeat from the maidens). Exit and re-enter. This time, throw your Tempered Sword in. Say that you threw it in and she will upgrade the sword the highest it can go: the Golden Sword! It's really cool, about four times as powerful as the basic sword! Awesome upgrades!

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|----|--------|--------|--|--------|-------|--|
|    | /      |        |  | /      |       |  |
|    | SILVER | ARROWS |  | GOLDEN | SWORD |  |
|    | FOUND  |        |  | FOUND  |       |  |
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#### Death Mountain Spelunking

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Now use the Magic Mirror and warp to 1, Death Mountain. If you're wondering about that hole next to the Fat Faerie, don't. I'll mention it later since you can't reach it from here. At any rate, once at Death Mountain, start heading east. East as far as you can go. You'll need to Hookshot across as well. Once here, prepare for a mess of caves. We're gonna be spelunking before heading off into the next dungeon. Anyway, at this area past the Hookshot point, you'll find five accessible cave entrances. That's a lot. Ignore the leftmost cave entrance, and enter the second left one. In here, just follow the path to upstairs. There, fall down the east-most hole. You'll find some Faeries. Head upstairs. The passageway leads outside where there's nothing of importance, so just fall down one of the holes right next to the exit. Get the Blue Rupees from the pots and just leave from where you entered.

Not much point to that, yeah, but I just want to cover as much of the game as possible. The next cave entrance to the right just leads to a Faerie Fountain you'll have to Hookshot over to. Enter the next one to the right. In here, you will see something a bit north, but you can't reach it from here. To the left and through a cracked wall (bomb it), you'll find an item shop. Cool. Exit. The last cave entrance is just a bit south. Take that one. In here, you can jump down the pit here to get to that other side. Bomb the north wall here and get some Bombs and Arrows inside. Now head upstairs. You'll appear on the other side of the pit. Enter the next room. Kill off the Mini-Moldorms, then use a projectile to hit the color switch. Take all the goodies. After that, head back downstairs one way or another, push the block south, and exit.

Re-enter the southern cave entrance again, this time ignoring the pit and going upstairs. In the next room, just dash through the Mini-Moldorms and go outside to appear on top of Death Mountain! That was a quick trip. At any rate, you'll see two cave entrances below you, one which is unreachable. That will be entered in due time. For now, drop down to the leftmost one that you see. Enter it. Follow the spiral path up to the end, which is a pit. Drop down and you'll

find a chest. Open it for 50 Rupees. Drop down, kill or avoid the enemies, then exit. Hey, you're at the leftmost cave I told you to ignore! Yeah, that's why I told you to ignore it, can't reach the chest if you were to enter from down here. At any rate, now it's time to go spelunking on the Dark World version of this place. Go a bit south and you'll see a piece of the mountain jutting out, with a lone rock. Pick up the rock to see a dark portal! Enter it.

This time in the Dark World, there's only two cave entrances. The right one contains an item shop, so it's the left one we go. Once inside, heading east and north, we find the path blocked by two blocks. So just take the upstairs road. From there, follow the path and fall down the pit. Now you're on the other side of those blocks. Up north, push the left block up, and go upstairs again. Fall down the east pit. Go upstairs to the east. In here, fall down any one of the pits. The southern one is preferred. Down here, push the second left block north. Then the one between the two chests north. Now open both chests for a Red Rupee and Bombs. Push the leftmost left, then head upstairs. Follow the path outside.

You're on top of Death Mountain! To the east a screen is Turtle Rock, but we're not quite done with spelunking yet. Lift the large boulder here and toss it to find a cave entrance. Head inside. In here, you could just head straight north, but there's a bunch of platforms to the left with a ton of Rupees, so why not go after those first? You'll need the Hookshot. It's fairly straightforward, just Hookshot across skulls to get 50 Rupees in each of the chests. Four of them to be exact. Otherwise, on the main path, you'll see it seems to be broken off. Well, time to reveal another use of the Ether Medallion. Use it here, and you'll notice that the magic will briefly make an invisible path visible! Walk across it and enter the next cave. (Although, when I tried it on the Virtual Console version, it didn't work. Emulation glitch, maybe?)

Anyway, here, there are three cracked walls in this plus-shaped room. Only one is fake, and it's the one with the skulls in front of it. Bomb the north one for a Great Faerie Fountain, and the west one to continue. Here, if you bomb the north wall, you'll see a regular Faerie Fountain in case you need to bottle some. Take the exit here and you'll appear on a seemingly pointless spire of the mountain. Use the Magic Mirror here and...what do you know? A Piece of Heart! After grabbing it, you can just hop off onto where you need to be back at the Dark World.

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Now it's finally time to enter the next dungeon. Head east and you will find a rock in the shape of a turtle...Turtle Rock. Yeah. On its "back," you'll find a symbol resembling the Quake Medallion. So how to get up there? Use the Magic Mirror to get to the Light World, and pick up/throw the large boulder where Turtle Rock's head should be. Climb up to see three stakes. Pound them down in the order of right, up, left. This will make a dark portal appear. Step in, and then back in the Dark World, use the Quake Medallion on the symbol to make Turtle Rock's head disappear. Now you can enter...but a neat little trick is that you can pull on the "hand" to the right to force some Rupees out. Before entering, make sure you have at least one or two bottles filled with Magic Medicine, as this dungeon requires a lot of usage of that magic...

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Turtle Rock

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The plaque on the wall has Sahasrahla advising you not to go further if you

don't have Magic Medicine. So yeah, second warning there. Up ahead is a pit, but what looks like a rail. Now for a bonus usage of the Cane of Somaria. If you try to form a block on a rail, it turns into a platform that follows the railing! Nice stuff! Ride across into the main junction room. Create a platform on the rail, get on, and face left. Notice the platform will move wherever you do, so with that in mind, you need to go through the southwest passage. In there, head down and open the chest surrounded by spikes to get the Compass!

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Try to head back and...the entryway is closed off and a Laser Eye is there instead. But if you look away, the passage opens again. So how to get through here? Face south, charge your sword, and walk backwards through the door. Back in the main room, take the northeast passage. In this room, in order to unlock the north doorway, you have to ride a platform and light a bunch of torches. To do this, create the platform and start it going south. When on the part where it starts looping around the torches, then start lighting them with the Fire Rod. If fast enough, the door will open, so hurry through. The trick here is that, once you're between the four of them, first light the top left one, then light the bottom two as you're lined up to the left, and then light the last one. Once in the next room, dodge the spiked rolling logs. Careful of them, they hurt. At any rate, at the end of the room are two chests containing the Map, as well as a Key! Head back to the main junction room.

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The next door up north leads to a Faerie, with the room beforehand being a Floor Tile trap you must get through in order to open the door. (You can slash Floor Tiles with your sword to destroy them, make it easier.) The next door to the left continues further into the dungeon, so take that. In here, kill the Geldarm to get a Key. (You can use the sword, but it's safer to use the Fire Rod.) Keep going to find...Chain Chomps!? Well, that's what they look like, but they're called Bow-Wows in this game. Right...at any rate, they're every bit as dangerous as they are in the Mario series. STAY AWAY FROM THEM. They're invulnerable, so there's no use fighting them either.

At any rate, the objective of this room is to get past the Bow-Wows over to the color switches. Do this once they seize up the chain, because they'll stop moving for a second after they do that. Once there, stay on the south side of the red blocks and hit the color switch with a projectile, then quickly dive into the lower left corner. Once it's safe, push the top block on the left side of the room over to the right to make a chest appear. Switch the colored blocks again and pick up the Key inside the chest. Use it to go downstairs.

Down here, welcome to a warp pipe room. Yeah, as if the Mario references didn't stop with the Chain Chomps...I mean, Bow-Wows. At any rate, you need to reach the northwest doorway. To do that, head over to the southeast side of the room. There's a Geldarm there, so take it out while dodging the Anti-Fairy, then go up and enter the pipe there. Voila! Enter into the central lava chamber that has nothing but these warp pipes. Take the right pipe of the two. Enter the next room.

In here, there's four Anti-Fairies. You can dodge them or get rid of them with the Magic Powder. Anything will do. South a bit, you'll see a color switch.





curves down. Take door.

Here, dash south with the Pegasus Shoes. At the other end, you'll see a locked door to the left and a doorway to the south. Take the south doorway. In here, another Laser Eye guarded hall, but this time with chests. Remember, you can block these beams now. To get back, note Link's sprite when charging the sword. You'll notice he will hold the shield to his side. This actually has a purpose. You can charge the sword in such positions to block the beams on the way back. The very last chest on the south end has the Key you're looking for, by the way. As for the exit there, don't take it. It just leads outside, and you can easily fall off and have to re-do the whole dungeon over again. So just grab the Key and backtrack to the locked door and open it.

In here is a mess of blue/red blocks and color switches. The correct path to take to the north side is...hit the color switch so that blue blocks are down, and head through. Stay to the north as much as possible, and you'll find you can't get further. Hit the color switch to your right with a projectile, head left. Hit the color switch again and head north. There you go! Go downstairs. In the next room, pick up the skulls for refills, make sure you have at least one Magic Medicine, then create a platform with the Cane of Somaria and head north to the big boss door...

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BOSS: Trinexx

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Welcome to Trinexx, a boss that actually requires the Ice Rod! It has three heads: a red head, a blue head, and a rock head. The blue head uses ice attacks and must be taken out first as it can make the floor slippery. Use the Fire Rod to stun the blue head then go in and slash it. Keep doing that until it's gone. The red head uses fire attacks, and so you must use the Ice Rod to stun it before going in for the kill. In the meantime of going after the elemental heads, the rock head can attack you by lashing out at you. You'll know when it's about to lunge forward when the tail starts wagging faster.

Once both elemental heads are gone, the most of the body explodes. What's left is a rocky snake-like monster that moves around in an attempt to ram at Link. It has a new weak-spot: the glowing orb at the center of its body. Yeah, as if that wasn't obvious. It needs to be struck three times before it will go down finally. Just be careful.

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With the last boss before the final one taken down, grab your final Heart Container and rescue the final maiden, Princess Zelda herself...

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      | HEART CONTAINER |
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ITEM SUMMARY

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EQUIPMENT:

- Golden Sword
- Mirror Shield
- Blue Mail
- Pegasus Shoes
- Titan's Mitt
- Zora's Flippers
- Moon Pearl

INVENTORY: \*ALL OF THEM\*

- Bow w/ Silver Arrows
- Magic Boomerang
- Hookshot
- Bomb
- Magic Powder
- Fire Rod
- Ice Rod
- Bombos Medallion
- Ether Medallion
- Quake Medallion
- Lamp
- Magic Hammer
- Flute
- Bug Catching Net
- Book of Mudora
- Cane of Somaria
- Cane of Byrna
- Magic Cape
- Magic Mirror

MAGIC BOTTLES: 4 \*ALL OF THEM\*

HEALTH:

- 20 Heart Containers \*ALL OF THEM\*
- 24 Heart Pieces (0/4) \*ALL OF THEM\*

----- ( Fighting Ganon ) -----  
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Here it is, the final bout. With all seven Maidens rescued, the magic force surrounding the Tower of Ganon just to the west of Turtle Rock can be dispelled. Head over there and step in front to watch the magic unfold. The front wall will slide apart and a staircase leading inside will appear. Head up...

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Ganon's Tower

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Ganon awaits here in his abode, so that means this won't be an easy run-through. Right here in the 2nd floor, there's only one room. There are two staircases leading downstairs, and one staircase leading up. Head down the left staircase. In here, a Key is sitting on top of a pillar torch. Dash attack into it to knock the Key down so you can grab it. Head west. Pick up skulls to find another Key, then hammer down the things in the middle. Push the middle block to the side to open the west door. Continue.

In here, you'll require the Hookshot. Hookshot left, pick up the skull so you can get around the block and Hookshot north. Enter the door and plunder the chests for a couple Red Rupees and some Bombs/Arrows. Once that's taken care of, exit. Dash attack northward against the block next to you and you will bounce backward across to where you need to be. Hookshot south, east, around the block, south, and south using the skulls. Head east through the locked door. In here, dodge around the fire bars and open the chest for the Map! Head back. Hit a color switch, then place a Bomb by one. Pass by the blue blocks, wait for the Bomb to explode so the blocks switch back, and head south.

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In here, a skull holds another Key. Now, you'll notice there are two color switches right beside each other. You need to place a Bomb in such a way so that the blast only reaches one of them. If it covers both, it won't do any good. By doing that and getting past the blocks, you'll be able to head east through the locked door. Inside, hit the color switch and find refuge on the north or south walls. Make your way to the teleporter and enter it. (You can use the Magic Cape to get past if you have terrible timing.)

You'll appear in a room at the northeast side of the same floor. You'll have to head west while avoiding Winders. Again the Magic Cape makes this easier. Notice the blocks though. Out of all of them, you'll notice there's one block that isn't connected to any other ones. Push this block left and a chest will appear. Hookshot across using it, open it for a Key, and take the locked door.

Now for a fun little teleporter puzzle. First, step onto the left teleporter. Then the next one to appear back in the room you were in. Before heading forward, bomb the cracked wall here. Inside, you'll find a bunch of popped-up floor tiles. One of them's actually a floor switch. So find it and the north wall will blow up. Head north for Bombs and Arrows. Head back to the teleporter room. Take the one that's active. Next, take the left active one. Finally, take the next one to your left. Head east through this room, go through a couple more teleporters (linear path) and enter the doorway.

In here is a massive room with a bunch of invisible pathways. Again, you'll need the Ether Medallion to see where you're going, but if it doesn't seem to work on the Virtual Console version, then there's still another way. Take the left bridge over to the doorway, but don't enter it. Look off to the right to see a torch. Use the Fire Rod on it and the invisible path will light up for as long as it's lit. So hurry up and cross it. Once on the right side, enter the doorway. Take care of the Anti-Fairies, open the chest for some Arrows, and Bomb the cracked floor right there next to the chest to reveal a hole. Fall down.

...And you'll fight a familiar foe: the Armos Knights! Yep, the first dungeon boss of the game. And you'll have to deal with a slippery floor this time. It is, however, incredibly easy. Since you have the Blue Mail, you take less damage (and they're just as powerful as before), and the Silver Arrows kill each in one shot. Yeah, they're pathetic. Once the boss is taken down, both doorways will open. Head north first. Open the three chests for a Big Key, Arrows, and Bombs. Awesome! Head back, then west. In here, you can head upstairs, but if you bomb/dash attack the cracked wall, you can find some Faeries. Grab some if you need them, then go back and head upstairs.

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You'll appear in a room right where a big chest is! Cool stuff. Push the right block aside and open it for the Red Mail! Now you take LESS damage from attacks! So cool. Of course, this is completely optional, but why miss the opportunity? (Unless you're going for a "hard-mode" run or something.) At any rate, head north to appear at a familiar room. Yep, your first room in this floor! Open the locked door.

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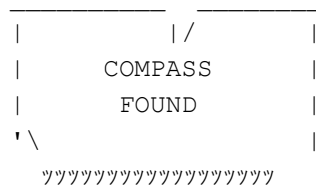
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Open the chests for Arrows and Bombs, and pick up skulls to find a floor switch. It won't stay down, so push it down with a block from the Cane of

Somaria. Inside the next room to the east, you'll have to dodge fireball spitters, an Anti-Fairy, a Floor Tile trap, AND constant Wallmasters. Ouch. Dodge EVERYTHING until the Floor Tiles are done, and a chest will appear. Open it for a Key. Transform the Anti-Fairy if you need health after that ordeal. (Even with the Red Mail, you can still take a lot of damage in this room, which is why I'm waiting until now to cover these rooms.)

Head east through the locked door. In here, just heading north gets you trapped in a room filled with enemies you'll have to kill to escape. Equip your Fire Rod, take down all the enemies in here (except the Wallmasters that are still on your butt), and light ALL the torches before they go out. If successful, the doorway to the south will open, head in. Next room, kill the Gibdo with the Fire Rod, then place a Bomb, pick it up, and throw it at the conveyor belt to the right. Hopefully it will hit the color switch, allowing you to get past the blue blocks. Throw another Bomb so you can get past the red blocks. Head in. Inside, open all the chests except the upper left one, saving that one for last. Reason being, it contains the Compass, and opening it spawns a bunch of pits. So yeah. Grab it and take the teleporter.



Head east until you step onto the star panel, then head east some more to the next star panel. Pick up the skulls on the north to find a Key, continue east. Open the locked door. Head south in this next room, and be quick, as the floor will start to give way from the south...the direction you're going. Once past there, enter the doorway. In here, get rid of the Hardhat Beetle in some way, then dash attack against one of the walls to bounce to the center. Take the teleporter. In this new room, light the torch to see another invisible path. Just cross it to the west, to appear in the large room with the invisible path.

Alright! We explored every room in Floor 1 and took down the boss in the basement, so it's time to climb up this tower. Take the left bridge to the room with the big chest, continue north, then head upstairs. Head upstairs once more to the third floor. In here is a colored block puzzle amidst a spike pit, with Goriyas. Yeah. First, hit the color switch, go across the blue, pick up the skull. Hit the color switch again, go left. Hit it again, go left. Push the block south to open the door. Now just use the switches to your advantage to take down the Goriyas and continue.

Next one, take down the red Goriyas with Silver Arrows while dodging the Blade Traps. Next, take down more red Goriyas while dealing with Beamos. Surprisingly, even the Mirror Shield can't block the beams from the Beamos. So still be careful around them. Head north, open the big door. Go down the ladder and head north until you can't. Hit the color switch and shoot down the Rocklops that are sorta hidden. Pick up the skulls for a floor switch. Step on it to open the door above. Head back south, (might just use the Magic Cape) and continue.

In here, pass by a bunch of cannons firing cannonballs. At the other side, dash attack northward against the blocks to bounce to the south, bomb the wall, and enter. You'll find some Faeries if you need them. Hookshot back across and head upstairs. In here, kill the Dairas and Stalfos to move on. Next room, dodge the Beamos while killing the Stalfos. Basically, the linear path here is to just kill the killable enemies while going through progressively harder obstacles. Not much I can really say. Eventually you will reach a boss where you have to re-fight the Lanmolos, the boss from the second dungeon. Since you're powered up, you don't even need the Ice Rod for that extra damage. Just take them down

like before, you'll just have to deal with a fireball spitter as well. Once done, head north, then go upstairs once more.

Up here, you'll have to traverse another (small) room with an invisible path. This time there are skeletal Wizzrobes. They always appear in the same spots, and they can actually be used as a guide if the Ether Medallion doesn't work. Head south and stop so you're in line with the left and right Wizzrobes. Head west until you're next to the left Wizzrobe and kill it. Go south a little bit until you are even with the south Wizzrobe. Head east, kill the south Wizzrobe, then head east again so you're below the east Wizzrobe. Go up and kill it, then go back and go south from where the south Wizzrobe was to continue.

In here, just dash across with the Pegasus Shoes to blaze past whatever challenge there may have been and continue. In here, kill more skeletal Wizzrobes to continue. Again, in this next room, dash across to destroy any challenge there was there, continuing on. In this room, prepare yourself by first removing all the skulls from the room. Now, head to the place where the fire bar is, and use the Fire Rod to start lighting torches. Once you lit all of them, the door to continue will open, so head through. In the next room, just face north and charge your sword so that the shield can protect you as you go upstairs.

As you enter, start immediately lighting the torches with the Fire Rod, starting with the lower ones. Reason being is the floor will start collapsing. Once all four are lit, hurry outta there. In here, kill the Helmasaurs for a Key, open the chests for Bombs, and continue through the locked door. In here, throw a Bomb onto the conveyor belt near the south wall and hope for it to blow up the cracked wall. Once done, use the Magic Cape to dodge the large Blade Trap and into the next room. In this room, use the color switches to be able to get to the chest and open it for a Key. Use it to open the locked door to continue.

And again, you face the Moldorm, the annoying boss from the third dungeon. Yeah. If you happen to fall off, you'll just have a rather large room with spike pits sporadically placed, a few Anti-Fairies, and constantly respawning skeletal Wizzrobes. Just head upstairs and you'll be back in action. Though, this re-fight isn't NEARLY as annoying as it was. It goes down in two hits. After it goes down, Hookshot onto the chest that appears to the south, open it for a Red Rupee, then follow the path, pushing blocks, over to the doorway. The next room is just an obstacle course with some fairly annoying Helmasaurs. Just dodge them and you should be fine. Head upstairs. Follow the ominous-looking carpeted hallway and open the big door...

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BOSS: Agahnim

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Yep, you get to fight Agahnim once more. I'm guessing he's the last guardian to Ganon. This time, Agahnim splits himself into three, with one being the real Agahnim! Thus, you have more magic spells to avoid. The real one's really easy to spot, since he isn't the one that's transparent, so yeah. Just dodge the same spells you've done before. Once again you have to deflect the spells back at him by slashing your sword. If he does the lightning spell again, just in triplicate, I don't know. He's never tried it on me so far.

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Once Agahnim's down, his clones will revert back to him, and will lay helpless on the floor. Suddenly, the transparent figure of Ganon emerges from Agahnim's body! So Agahnim was just Ganon's alter ego! Ganon then transforms into a bat and flies off, with Link right on his tail. Ganon flies to the Pyramid of Power and crashes through the top of it. Link later gets dropped off at the same

place by that transport bird. (How did it get here when it's only in the Light World?) At any rate, at this point, you can just hop down the hole to begin the final battle with Ganon. You might want to make final preparations just to make sure you have enough healing potions. And save/quit here if you don't want to have to re-do all of what you did just to get back to this point.

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FINAL BOSS: Ganon

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There he is, the blue boar himself. He has the full power of the Triforce at his disposal, along with the Trident of Power. Ganon will attack by throwing his Trident around like a Boomerang and will teleport around, at first. Just dodge the Trident and attack him. (If you have the Tempered Sword only, you'll have to use spin attacks to damage him. As far as I know, the regular non-upgraded Master Sword just won't cut it at all...literally.)

Eventually after he takes some damage, he will use a new attack by summoning fireballs to surround him. They will expand, then he will then teleport as the fireballs turn into invincible flaming bats, then rapidly fly towards your general direction. Just dodge them and continue damaging him. Next, he will summon single flaming bats to surround him in flames as they rapidly spread outward. At this point, the more damage you do to him, the more he collapses the floor around you. If you happen to fall off, you'll appear beside the Fat Faerie's fountain on the Pyramid of Power and will have to start the fight all over again.

Eventually, as more of the floor crumbles away, he will start teleporting constantly and summon flaming bats when you least expect them. Finally when a pit surrounds the arena, he darkens the room, making himself invisible. All the while, he teleports around and summons flaming bats like fireball projectiles. Seems similar to the fight against Ganon in the first game now... in order to get through this though, instead of randomly slashing, you have to light the torches to make him visible. Once he's visible, strike him when you can and he will get stunned, turning blue. NOW, AT THIS POINT, equip your Bow and fire a Silver Arrow at him to damage him! Repeat this process three more times and he will be finished for good!

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After Ganon's defeat, Link will approach the Triforce's location...enjoy the ending! At the end of the staff roll, the game will show a list of "games" you had in each of the dungeons, and finally a total of "games" played. These are actually your death counts. Why they wouldn't just say deaths is beyond me. At any rate, the last time I played, I got eight total deaths. How many do you have?

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ITEM SUMMARY

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EQUIPMENT: \*ALL OF THEM\*

- Golden Sword
- Mirror Shield
- Red Mail
- Pegasus Shoes
- Titan's Mitt
- Zora's Flippers
- Moon Pearl

INVENTORY: \*ALL OF THEM\*

- Bow w/ Silver Arrows
- Magic Boomerang

- Hookshot
- Bomb
- Magic Powder
- Fire Rod
- Ice Rod
- Bombos Medallion
- Ether Medallion
- Quake Medallion
- Lamp
- Magic Hammer
- Flute
- Bug Catching Net
- Book of Mudora
- Cane of Somaria
- Cane of Byrna
- Magic Cape
- Magic Mirror

MAGIC BOTTLES: 4 \*ALL OF THEM\*

HEALTH:

- 20 Heart Containers \*ALL OF THEM\*
- 24 Heart Pieces (0/4) \*ALL OF THEM\*

----- ( Miscellaneous ) -----  
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With the walkthrough finished, there are a couple odds and ends about the game that I'd like to cover. That's what this section is for. Mostly it's about the GBA version of the game, but I digress. Hope you enjoy.

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Chris Houlihan Room  
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Probably the most popular phenomenon of the game, the Chris Houlihan room is a special room that contains a bunch of Blue Rupees and a plaque that says it's the Chris Houlihan room. How to reach it actually varies, but I'm getting ahead of myself. For the backstory...

Chris was a reader of Nintendo Power back in the '90s. There was a contest involving this game (I forget what, exactly) where the winner would have a room dedicated to him. Long story short, he got it. Unfortunately the room is so hidden that not every "A Link to the Past" player will ever see it. Unless you look it up on Youtube, but ANYWAY! The reason why this room is so secret is because it's a debug room of sorts. Whenever the game finds a problem with the programming when entering a new area, you get defaulted to this room. As said before, it's a room with a bunch of Blue Rupees, a plaque that says it's the Chris Houlihan room, and a door that, when taken, leads out of Link's house. Due to the nature of this room, it's actually a quite a bit rare to find it.

The most common method seems to be starting a file from the Sanctuary and running with the Pegasus Shoes all the way to the hole to the basement beside Hyrule Castle. (Either by cutting through the wooded area west of it, or going through the eastern mound fields.) Another method seems to start from Kakariko Village and running north out of it, then through the wooded area to that hole in Hyrule Castle. Regardless of that, there are many ways you can reach this room, and keep in mind that these methods don't work all the time. It's still pretty rare to happen upon it, but the methods I mentioned seem to work most often for people.

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Ghost of Misery Mire

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A glitch that is a bit well-known among Zelda fans. This is, simply, a glitchy, invisible enemy found at the Swamp of Evil in the Dark World. It can't harm Link, but it can be harmed and killed to drop Bombs. The most common method of finding them is using a screen-wide attack...like the Bombos Medallion. It seems to apparently be the Ku, the Zora-like creature from the Dark World, on shallow water where it wasn't fully programmed to be on. This was found out through a ROM editor after messing around with the "ghost's" properties. Oddly enough, this "ghost" appears in all versions of A Link to the Past. Maybe Nintendo saw how popular it got and decided to leave it in.

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GBA Version

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Later on in 2002/2003, the game got released on the Game Boy Advance. It is basically the same game with a few changes and additions, some of them pretty major. Some of the minor ones include the fact that Like Likes were added as an enemy and could eat ANY type of shield (even the Mirror Shield). As such, the Dark World Shield Shop also sells Mirror Shields, but only after you first get the shield. Another is that the Pegasus Shoes were re-named to Pegasus Boots. Yeah, odd little change there. The seven wise men were re-named as the seven sages, I guess to correspond with other Zelda games' usage of sages. Even the Chris Houlihan room is still in the game and acts the same way, but is no longer labeled as such. Each of the bottles have become their own inventory item, and the Shovel is now separate from the Flute, so you can have both at the same time. One of the Ice Palace's rooms was changed to make traversing it a bit easier. There are other various additions and changes made, but those will mostly be talked about below.

As for major changes and additions...for one, an entirely new Zelda game has been packaged with it, called Four Swords. It is an entirely multiplayer Zelda experience, so you need link cables to link together multiple GBAs to play it. I won't cover Four Swords here, so look out for a Four Swords guide I might make one day. However, I will cover two other things...the Palace of the Four Sword and the Riddle Quest.

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Riddle Quest

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Aside from the Palace of the Four Sword dungeon added, a new sidequest has also been added, making a little more usage out of the Bug Catching Net. You'll have to play Four Swords enough so that you win 10 Triforce Medals before this will open up. Once you have 10 Triforce Medals on Four Swords, and the Bug Catching Net in Link to the Past, you can start this. Head over to the Lumberjacks' House between the Lost Woods and Death Mountain, and enter it. You'll see a guy named Q. Bumpkin there. He will say that he has something special to give you now that he's taken up woodcarving. It is a basket, and will be stored in your Equipment. Basically what this deals with is that he tells you a riddle about an object or creature, you have to figure out what it is, and catch it with the Bug Catching Net.

Return the object/creature to Q. Bumpkin and he will give you another hint. You repeat this 10 times until he gives you his family's secret sword technique: the Hurricane Spin! Charge up your sword until it goes up another level, then release. Immediately start pressing the B button to keep your spin going as you can move around! Pretty nifty, but it consumes magic. Here are the riddles and what you need to catch for each.



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Riddle 01: Cock-a-doodle-doo!

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Answer: A Cucco

Cucco can be found all over Kakariko Village, so this is easy enough. After doing this, Q. Bumpkin sends a wooden carving of a Cucco to your house.

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Riddle 02: The scissors by the water...

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Answer: A Crab

Crabs can be found alongside Lake Hylia, so go and grab one.

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Riddle 03: It's shiny and red.

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Answer: A Red Rupee

Dark World enemies usually drop these, so go around smacking some monsters. Remember that you have to collect it by swinging the Net at it. Another method of getting a Red Rupee is to pick up a fish (see below) and throw it into deep water.

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Riddle 04: It's moist and fresh...

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Answer: A fish

Drain the pond water surrounding the building in the Great Swamp to see some fish flopping around. After delivering this, Bumpkin sends a wood carving of Link to your house. (Sprinkle it many times with Magic Powder to see what happens!)

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Riddle 05: BOOOM! Skitter-scatter...

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Answer: An Octoballoon

When the Octoballoon in the lower right corner of Lake Hylia's shore explodes, quickly grab one of the smaller ones that bounce around.

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Riddle 06: Sprinkle and watch it wobble...

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Answer: A Slime

Find an enemy that will turn into a Slime when sprinkled with Magic Powder, do so, and capture it. (See the enemies section for Slime to see a list of enemies that turn into it.)

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Riddle 07: It munches on nuts...

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Answer: A squirrel

Squirrels can be found in the Master Sword's grove. When you enter it, quickly capture one of them. Bumpkin sends a wood carving of Zelda to your house for delivering this one.

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Riddle 08: Pull it out but... too bad!

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Answer: Fake Master Sword

A number of these can be found in the Lost Woods. They are the smaller swords implanted into stones. Just use the Net to get one.

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Riddle 09: It's red and sweet...

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Answer: An apple

These can be found from trees. Just dash attack into some trees and they will fall out. The easiest one to find is in a screen just south of the Lumberjacks' House.

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Riddle 10: A spectacled wanderer...

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Answer: A Cukeman

Find a Buzz Blob, sprinkle it with Magic Powder to turn it into a Cukeman. Just to be safe so you don't get shocked, stun it with the Boomerang first before capturing it.

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Palace of the Four Sword

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This is a bonus dungeon added to the GBA version of the game, and it's incredibly hard compared to the rest of the game. This is found as an extra entrance at the Pyramid of Power. When you enter it, a fox-like Thief blocks the way into the actual dungeon, claiming you can't enter. In order to enter, you have to have defeated Ganon at least one time, and complete the Four Swords side game. So yeah, those who can't play Four Swords here are kinda missing out on this and the Riddle Quest. Regardless, there's nothing really special for beating it. No extra item, no special fanfare, no nothing. The only difference is that when you beat Ganon again, the ending is extended just a tad to show various statistics about your adventure. That's it. Even then, it's a fun little romp for those who desire challenge, so I'm going to provide a little walkthrough...starting now!

Past the first room that has a bunch of Bow-Wows, you'll get to a large room with four doorways as well as a barrier in front of a fifth. The object of this dungeon is to get through each part of it and collect the four sword that represent the Four Sword. Yeah. First enter the southeast door. In here, kill the enemies and the door to the north will open. At this point though, part of the floor might have collapsed, making a pit sort of in front of the door. Just get north of the block, face south, and dash attack into it so you'll bounce toward the door.

In this room, slash the skull to your left (GBA version's Golden Sword can destroy pots and skulls) and move north from it to see a color switch. Hit it with a projectile. Now, stand on the blue block tile, push the south block south, then the one beside you to the east. Push the north block north. Kill the Terrorpin, and place a block with the Cane of Somaria, and throw it on the sand flow. Wait until the block is even with the color switch, and swing the Cane again. It will disperse, and one of the energy beams will hit the switch. Continue.

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BOSS: Helmasaur King II

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This is a tougher re-skin of the first Dark World dungeon boss you fought. This one acts in much the same manner, so go ahead and Hammer down its mask until it completely breaks apart. At this point, the Helmasaur King will spawn smaller Helmasaurs from its mouth. Slash the spot on its head (since Arrows won't work) while dodging the Helmasaurs (you can slash them back in such a way so they get killed when they touch the spikes). Eventually after some damage is taken, the helmet reforms. Repeat the process until the helmet is destroyed once again for a surprise: the glowing orb is now an eye! At this point, a single well-placed Silver Arrow right at the eye will kill the boss.

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After the boss is down, head north to find the Red Sword. Pick it up and take the teleporter. You'll appear back in the central room, upper left corner. Take the southwest doorway next. In here, you'll see a waterway flowing rapidly southward, making it impossible to go forward. If you light the torch, the water flows much more slowly, so hop in and swim north while dodging the cannonballs. An added feature of the Zora's Flippers in this version is the ability to dive. Use this to get past the spiked log in the way. Surface and enter the door.

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BOSS: Arrghus II

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Another boss already! This is a tougher version of the original Arrghus, but the method to defeat it is entirely the same. Only this time, instead of Arrgi surrounding it, there are Baris. Be careful when Hookshotting them away from Arrghus, because they like to try to electrocute you before you can strike them down. After all the Bari are gone, Arrghus II skims along the water like before. This time it's faster, its rebounds are no longer predictable, and it spawns constant Kyamerons. Be careful. I recommend staying in one of the corners, waiting for Arrghus II to drop down (dodge it, of course) and just slash constantly as you sort of corner it. It makes things easier on you, I assure you.

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Once the boss is down, head north and grab the Green Sword. Take the teleporter. Back in the central room, go downstairs from the upper left corner of the room. In this dark room is an icy floor and some Octoroks (in the Dark World?) as well as an Octoballoon. You'll need to kill all of these to progress, although the Octoballoon will help you with that.

This next room has a star panel puzzle as well as some annoying Baris. What you need to do is use the Hookshot to help you through to the skull in the lower left corner. Lift it to find a floor switch. It won't stay down, so place a block on it with the Cane of Somaria. Now it's simply finding a way to progress so that the pits aren't in front of the door. In this next room, look north to see a color switch. Hit it with a projectile. Now place a block south of the switch, head over to the other side, and swing the Cane to "detonate" it and hit the color switch again. Continue.

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BOSS: Mothula II

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It's the Mothula again! This time it's in a much more forgiving arena. It has some new tactics though! Basically, it starts cloning itself into triplicate. If you hit one of the clones, it disperses as a bunch of Bees. If both clones

are destroyed, it spawns two more. Personally, to make things slightly easier on you, I just keep an eye on the real one and only eliminate one clone. That way you only have the beams from two Mothulas to worry about. Careful that it doesn't fly into you though...even with the Red Mail it still hurts tremendously.

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Once the boss is down, head north and grab the Blue Sword. Take the teleporter. Take the upper right staircase down, next. In this dark room, light some torches so you can see, because there are Like Likes here. Don't want them to steal your shield! Get past them (it's a linear, but sorta winding path) to the next room. In here, kill the Hardhat Beetle. Now to demonstrate another new feature: the Silver Arrows can destroy pots and skulls! Use them to destroy all the skulls in this room, you'll reveal a floor switch. Create a block with the Cane of Somaria, pick it up, and throw it at the switch. Now Hookshot across using the block near the door and continue.

Kill the Keese in here (might be good to use one of the Medallions), Hookshot across, then get north of the block and dash attack southward into it. Enter the doorway. Inside you'll find...Link's uncle? Talk to him, and after saying a few familiar words...

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BOSS: Blind the Thief II

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This guy again! He works similarly as before, though the way to defeat him is slightly different. What you need to do is, after slashing him enough times so that his body collapses, leaving only the head, you need to wait for the body to come back. You'll notice he won't sprout another head. You have to hit the floating head in such a way so that it'll fly back to the body and actually damage him. Repeat this three more times with more heads to fling back each time and you'll defeat him.

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Head north after the battle to pick up the final piece of the Four Sword: the Purple Sword. Take the teleporter back to the central room. Approach the middle door now. You'll face a couple of Stalfos Knights, but they're no big deal. Once they're gone, approach the magic barrier and swing to get rid of it, now that you have all the pieces of the Four Sword. Enter...follow the path (part of it's invisible but there's no tricks...it's just straight up) and enter the doorway...

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BOSS: Four Shadow Links

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Time to face Shadow Link...four times! Each one represents a color of the Four Sword, and they get progressively harder over time. First up is Green Shadow Link. He basically just attacks by following you and then slashing when he's up close. He also jumps away when you slash. To do this, I recommend keeping distance and unleashing spin attacks when he gets close. He will also occasionally dash at you. Dodge and he will ram into the wall, leaving him open briefly.

Once the green one is down, the Red Shadow Link comes up next. (Although he looks more orange-ish than red...) He attacks similarly to Green, although this time he can use the Hurricane Spin. You'll see him start to use it when he just holds his sword out a bit. To counter it, just swing at him. The spin attack works well to counter it.

Once Red is gone, the Blue Shadow Link comes up. As seems to be customary, he's





- [ ] - Get Heart Piece #13 just south of Haunted Grove in cave on cliff.
- [ ] - Get Heart Piece #14 from digging minigame south of Dark World Village.
- [ ] - Play Flute by Kakariko weathervane.
- [ ] - Get Magic Meter upgrade from Kakariko blacksmith's well.
- [ ] - Get Ether Medallion west of Tower of Hera.
- [ ] - Get Heart Piece #15 in tree by Lumberjacks' House between Lost Woods and Death Mountain.
- [ ] - Get Quake Medallion at Lake of Ill Omen, northeast corner of Dark World.
- [ ] - Get Heart Piece #16 on small island in Lake Hylia.
- [ ] - Get Bombos Medallion from Desert of Mystery. Take Desert path from Dark World.
- [ ] - Clear Swamp Palace.

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/ Forest & Town \ \_\_\_\_\_ - - - -  
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- [ ] - Get Heart Piece #17 from treasure chest game in Village of Outcasts.
- [ ] - Get Heart Piece #18 and Magic Cape from Graveyard. Heart Piece is on the north ledge, Magic Cape is under a grave you need to dash attack.
- [ ] - Get Heart Piece #19 from Death Mountain entrance, on Dark World.
- [ ] - Get Cane of Byrna from cave to jump down to in Dark World Death Mountain by Spectacle Rock.
- [ ] - Clear Skull Woods.
- [ ] - Clear Thieves' Town.

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/ Icy Lake and Evil Swamp \ \_\_\_\_\_ - - - -  
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- [ ] - Get Heart Piece #20 from pounding stakes at Dark World's blacksmith house.
- [ ] - Reunite the blacksmiths. The missing one is nearby Village of Outcasts.
- [ ] - Temper your Sword.
- [ ] - Return the purple chest in Dark World blacksmith house to silent man for Magic Bottle #4.
- [ ] - Get to and clear Ice Palace.
- [ ] - Get to Swamp of Evil and get Heart Pieces #21 and #22 from caves.

[ ] - Clear Misery Mire.

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_____/ Two Upgrades to Turtle Rock \
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[ ] - Open cracked wall in Pyramid of Power with Super Bomb. Upgrade Bow and Tempered Sword.

[ ] - Get Heart Piece #23 from eastern Death Mountain. Traverse Dark World caves to reach it.

[ ] - Clear Turtle Rock. Get Heart Piece #24 from Light World once outside it briefly.

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_____/ Fighting Ganon \
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[ ] - Clear Ganon's Tower.

[ ] - Defeat Ganon.

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/ \                      P I E C E  O F  H E A R T  L O C A T I O N S  / \
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Pieces of Heart, or more simply put, Heart Pieces, are segmented Heart Containers found throughout the world. This game is their first appearance and they've been a staple of Zelda collectibles ever since then, with the exception of the DS games. Every four Heart Pieces you collect, you build a Heart Container, which means more health! Of course, there's still Heart Containers by themselves in the game, but they're dropped by the bosses of dungeons after you defeat them. (There's also one in the Sanctuary.) Those won't be listed.

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Piece of Heart #1: [ ]

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Location: Kakariko Village

Items Needed: Bombs

Details: For this first Piece of Heart, go to the northwest corner of Kakariko Village. There, you'll find a well and a cave entrance. Drop into the well from above. Inside, Bomb the discolored wall to the north (there's some Bombs in one of the chests) and you'll find this in a chest past the blown up wall.

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Piece of Heart #2: [ ]

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Location: Kakariko Village

Items Needed: Bombs



Details: On the north side of Kakariko Village, there's a house with two entrances, along with a green-roofed house right beside it. Enter that. It's Blind's Hideout. Go downstairs, then blow open the cracked wall. Inside, blocked by some pots, is a chest containing this.

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Piece of Heart #3: [ ]

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Location: Kakariko Village

Items Needed: Bombs

Details: South of the main part of Kakariko, there is a vertically long house that extends to the screen to the west. This is just south of the House of Books. Enter the house, and Bomb the left wall to open the other side of the house. Exit from there to play a maze game. Get to the end in under 15 seconds to get this Piece. For the optimal path, go north from the girl, pass the first junction and take the other. Take the western path that has the bushes from here, make your way just below the sign. Push downward until Link hops over the fence, and you're home free!

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Piece of Heart #4: [ ]

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Location: Great Swamp

Items Needed: None

Details: South of Link's house is a swamp-like area. In one of the screens is a building within a body of water. Enter the building. Inside, push the middle block up, then the left or right block to the side, and enter the next room. There's an Anti-Fairy and two handles to pull. Pull the right one and the floodgates will open. Exit the building and you'll find this in the now-drained water outside!

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Piece of Heart #5: [ ]

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Location: Desert of Mystery

Items Needed: Bombs

Details: In the northeastern part of the Desert of Mystery, there's a cave entrance surrounded by bones and cacti. Enter. At the end is an old man. Bomb the south wall as it's a bit discolored, and head inside to get this Heart Piece from the chest.

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Piece of Heart #6: [ ]

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Location: Desert of Mystery

Items Needed: None

Details: Up on the western cliff of the Desert of Mystery, next to a Vulture. How to get that? Well, enter the Desert Palace, and make your way to the south west exit. Just head south from there and it'll be yours!

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Piece of Heart #7: [ ]

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Location: Graveyard

Items Needed: Pegasus Shoes

Details: The Graveyard is located on the north side of Hyrule at the foot of Death Mountain. This is also where the Sanctuary is. To get this, head west until the Graveyard ends and you see a sign that tells you Kakariko Village is up ahead. Go north a bit, onto the raised land, then head east. Use a dash attack with the Pegasus Shoes on the five rocks group to reveal a cave. Inside is this Piece inside a chest.

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Piece of Heart #8: [ ]

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Location: Zora's Lake

Items Needed: Zora's Flippers (Power Glove to reach Zora's Lake)

Details: Zora's Lake can be accessed by using the Power Glove to lift the large white-ish boulder next to the Witch's Hut, which is just north of the Eastern Palace. Once at Zora's Lake, follow the path to the King Zora's Waterfall. Once you have the Zora's Flippers, swim south from the waterfall, down a smaller one, and swim west when you can to some land. This Heart Piece is there.

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Piece of Heart #9: [ ]

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Location: Death Mountain

Items Needed: None

Details: Climb up Death Mountain until you reach Spectacle Rock. The cave entrance right at the Spectacle teases this Piece, and to get it, look down the cliff just south of it. There are two cave entrances, the right one being lower. Drop down there, and enter. Follow the path and you'll get this Piece! The drop point links to the left cave entrance which also leads to a Faerie Fountain, so double yay.

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Piece of Heart #10: [ ]

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Location: Death Mountain

Items Needed: Magic Mirror

Details: Just east of Spectacle Rock is a warp to the Dark World. Once there, step onto the lighter ground to the west, which forms the outline of Spectacle Rock. Use the Magic Mirror, and you should be on top of Spectacle Rock, where this Piece is waiting.

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Piece of Heart #11: [ ]

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Location: Lost Woods

Items Needed: None

Details: Around the center right of the Lost Woods (head north from Kakariko's Fortune Teller, south from the carpenters' hut), there's a tiny hut with an entrance and nine bushes in a group. Slash the bushes to reveal a hole. Drop down to get this!

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Piece of Heart #12: [ ]

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Location: Pyramid of Power

Items Needed: None

Details: In the Dark World, climb to the top of the Pyramid of Power. From there, descend the levels while going east. Once you're next to a statue, follow the path to this Piece.

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Piece of Heart #13: [ ]

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Location: Desert Cliff Outskirts

Items Needed: Magic Mirror

Details: Just south of the Haunted Grove in the Dark World (the grove surrounded by trees near the village), there's an area where some bushes are aligned in a circle. Get in the middle of them and use the Magic Mirror to appear on a cliff in the Light World. Enter the cave to get this.

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Piece of Heart #14: [ ]

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Location: Village of Outcasts Outskirts

Items Needed: Ton of Rupees and patience

Details: South of the Village of Outcasts, in the same screen where the race was in the Light World, is a digging minigame. For 80 Rupees per try, you can dig for 30 seconds and keep whatever you find. One of those is a Piece of Heart. You're gonna need a good load of patience for this. He lends you a shovel to use each time you play, so you don't have to worry about having the Shovel item in your inventory.

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Piece of Heart #15: [ ]

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Location: Lumberjacks' House

Items Needed: Pegasus Shoes

Details: Once you have gotten the Master Sword and defeated Agahnim, the Lumberjacks found at the area between the Lost Woods and Death Mountain will be gone. The tree they were cutting is a different color now as well. Ram into it with the Pegasus Shoes to reveal a cave entrance. Head inside and take the east doorway from the Faerie Fountain to reach this.

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Piece of Heart #16: [ ]

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Location: Icy Lake

Items Needed: Magic Mirror

Details: In the Dark World, head to the Icy Lake in the southeast. You'll need the Magic Hammer to reach the southern side of the Dark World in general. Once there, hop into the lake, and find the shallow water surrounded by a circle of stones just west of the Ice Palace. There's also a Puff Bomber there. Stand in the shallow water and use the Magic Mirror. You'll appear on an island in Lake Hylia where this Piece simply waits.

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Piece of Heart #17: [ ]

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Location: Village of Outcasts

Items Needed: A decent number of Rupees and patience

Details: In the northwest corner of town, there is a house which holds a treasure chest game. Pay 30 Rupees to open two chests, you get to keep whatever's in them. In a random chest, this Piece of Heart can be found. You'll just need patience for this like with the digging minigame Piece.

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Piece of Heart #18: [ ]

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Location: Dark World Graveyard

Items Needed: Magic Mirror

Details: At the Dark World's counterpart to the Graveyard, there is a ladder that leads up to a seemingly pointless ledge. After making your way on there, use the Magic Mirror. Enter the cave, toss the pots, and bomb the wall. You'll see this Piece!

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Piece of Heart #19: [ ]

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Location: Between Skeleton Woods & Death Mountain

Items Needed: Power Glove, Hookshot, Magic Cape

Details: In the Dark World, go to the area between the Skeleton Woods and Death Mountain. Take the cave entrance that would be the entrance to Death Mountain in the Light World. (Needs the Power Glove.) Once inside, go upstairs. Hookshot across the pit, then use the Magic Cape to go through the bumper. On the other side is the exit to this Piece.

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Piece of Heart #20: [ ]

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Location: East of Village of Outcasts

Items Needed: Magic Hammer, Titan's Mitt

Details: East of the Village of Outcasts, is the Dark World's version of the elven blacksmith's house. You'll need the Titan's Mitt to actually access it. Once you do, hammer down all the stakes, which will make the stump that's here disappear. Head down the newly-revealed cave opening to find this!

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Piece of Heart #21: [ ]

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Location: Desert of Mystery

Items Needed: Magic Mirror, Titan's Mitt

Details: First, you'll need the Titan's Mitt to enter the Swamp of Evil, the Dark World's counterpart to the Desert of Mystery. Next, head to the northeast corner, where you'll find a small piece of land surrounded by the cliffs. Stand there (not in the center) and use the Magic Mirror to appear on a cliff in the Light World's Desert. Pick up and throw the large boulder and head inside the cave. To get the Piece, just push the left-most block north, then the one next to it on the right to the north, then the one to Link's right to the east, and then the next one up to the east.

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Piece of Heart #22: [ ]

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Location: Swamp of Evil

Items Needed: None

Details: As said before, you need the Titan's Mitt to enter the Swamp of Evil. But to actually get this Heart Piece, you don't need anything special. Just west of the Misery Mire dungeon entrance is another entrance in the shape of a head with eyes. Enter the "mouth." Inside, after some Sparks in a hall, you'll come to two chests surrounded by blocks. To get both in one, push the right block of the bottom row to the east, then the left block of the same row to the west. Push the block just above where you are to the north, and the block in front of the left chest to the west. Open both chests to get this Piece and a Red Rupee.

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Piece of Heart #23: [ ]

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Location: Death Mountain

Items Needed: Magic Mirror

Details: You'll need to get to the eastern mountaintops of Dark World's Death Mountain. To do that, you need to get to the lower eastern part of Light World's Death Mountain, find a dark portal, and take a cave path to the top. Once there, pick up the large boulder in the same screen where the spire to the north is, and head down the cave. In here, cross the bridge and invisible path (can unveil it with Ether Medallion), and you'll eventually exit it. Use the Magic Mirror to find this!

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Piece of Heart #24: [ ]

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Location: Death Mountain

Items Needed: Magic Mirror, Magic Hammer, Bow

Details: This is located in the unreachable cave just below the eastern mountaintops of Light World's Death Mountain. To get there, traverse Dark World's Turtle Rock until you have to go outside in order to grab the dungeon item. Once there, stand in front of the right cave and use the Magic Mirror to appear at that unreachable Light World cave. Enter. In here, kill the Goriyas with the two weapons listed above, then enter north and open the chest.

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This details all the items in the game, from items needed in the quest, to usable inventory, to capacity upgrades...it's all here. Even the most unnecessary things.

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-( EQUIPMENT )

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This sub-section details all the things Link can become equipped with, like the different swords, shields, and clothes, along with other items that aren't equippable with Y.

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Fighter's Sword

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Description: This is the basic sword you get from Link's Uncle pretty much at the beginning of the game. Not too powerful, but it gets its job done for at

least three dungeons.

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### Master Sword

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Description: The blade of evil's bane, crafted by the ancient sages during the war. This special blade has the power to cleave through the veil of evil. A plus is that this sword (even when it's upgraded) has the special ability to shoot beams when striking, but only if you have full health. The Master Sword is found in the Lost Woods, and can only be obtained once you have all three Pendants.

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### Tempered Sword

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Description: An upgrade to the Master Sword. You'll notice quite early on in the game that, just east of Kakariko Village is a blacksmith house, but only one elven blacksmith. His partner is missing. Well, once you have the Titan's Mitt, you can finally do something about that! Just south of the Village of Outcasts (Dark World's Kakariko) is a hopping frog surrounded by dark skulls. Pick them up and talk to him. He's the other blacksmith! Warp to the Light World with the Magic Mirror, then return him to where he belongs. The next time you enter, as thanks, they will temper your sword for 10 Rupees. You'll be swordless for a bit, but you don't have to wait very long at all.

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### Golden Sword

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Description: The strongest sword upgrade in the game. It is four times as powerful as the Fighter's Sword. This upgrade is gotten by throwing the Tempered Sword at the Fat Faerie's Pond. To know how to get there, see the Upgrades section.

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### Fighter's Shield

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Description: This is the basic sword you get from Link's Uncle pretty much at the beginning of the game. It blocks small projectiles.

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### Red Shield

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Description: An upgraded version of the normal shield, this lets you block more powerful projectiles like fireballs. Nifty. You can get this either through the Waterfall of Wishing in the northeast corner of Hyrule, or through the Dark World shield shop. I prefer the Waterfall of Wishing since it's free. Info on how to reach the Waterfall of Wishing is at the upgrades section.

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### Mirror Shield

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Description: The golden Mirror Shield, able to block even the most high-level projectiles. This can be found as the dungeon item of Turtle Rock, regardless of your current shield level.

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### Green Jerkin

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Description: The clothes Link wears at the very start of the game. Nothing special about these. Weird name for his tunic, but it's official.

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Blue Mail

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Description: These more durable clothes are found in the Ice Palace dungeon in the Dark World. These reduce damage dealt to you by half.

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Red Mail

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Description: The most durable clothes Link can wear in this game. Found in Ganon's Tower as an optional but incredibly helpful item. This reduces damage by half from the Blue Mail's defenses. (So it's even more!)

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Pegasus Shoes

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Description: The Pegasus Shoes allow Link to run at high speeds, sword in front. You can only run north, west, east, and south, and if you attempt to turn you stop running. These are gotten from Sahasrahla after getting the Pendant of Courage. Once collected, they become a new ability for Link instead of being an equippable Y item. Hold A to use it. Aside from getting places faster, it's also used to run into some things, and possibly break other things.

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Power Glove

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Description: Wear these awesome gloves to be imbued with the power of...power. Link will be able to lift all kinds of white boulders with these. They are gotten in the Desert Palace, and don't have to be equipped with Y to use. Just use A to interact with them. You can even hold A to grab an item and pull it!

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Titan's Mitt

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Description: These even stronger gloves can make even the heaviest darker rocks not a problem at all! This is found as the dungeon item in the Thieves' Town, under Dark World's Village of Outcasts.

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Zora's Flippers

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Description: These neat items allow Link to swim and dive in deep waters! It's used automatically as a permanent ability. To get these, you must go to Zora's Lake and pay 500 Rupees to the Zora King. The Zora's Lake can be found beyond the large white boulder beside the Witch's Hut in the east side of Hyrule.

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Moon Pearl

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Description: Found as the dungeon item in the Tower of Hera, carrying this protects Link from the effects of the Golden Power, a.k.a., the Dark World. So you won't turn into a helpless bunny when there!

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Pendant of Courage

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Description: A green pendant, displaying a great sense of courage. One of three pendants needed to get the Master Sword, this is won by defeating the boss of

Eastern Palace, the Armos Knights.

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Pendant of Power

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Description: A blue pendant, showing off great power. One of three pendants needed to get the Master Sword, this is won by defeating the boss of Desert Palace, the trio Lanmolass.

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Pendant of Wisdom

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Description: A red pendant, emanating incredible wisdom. One of three pendants needed to get the Master Sword, this is won by defeating the boss of the Tower of Hera, the annoying-as-heck Moldorm.

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Crystal

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Description: There are eight of these, and each one contains a maiden of the seven sages, the last being Zelda. You must rescue them from the clutches of evil...defeat the bosses of each of the Dark World dungeons to rescue them.

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-( INVENTORY )

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This is as you'd expect, these are the items you can use with the Y button once equipped. Pretty simple. These are listed in the order they appear in the inventory screen, left to right, starting at the top.

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Bow

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Description: An item used to shoot Arrows at enemies. Very helpful item.

Acquired: Is acquired as a dungeon item in the first real dungeon, the Eastern Palace. This can later be upgraded to shoot more powerful Silver Arrows instead of plain wooden ones. See the upgrades section for more details.

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Boomerang

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Description: The Boomerang is a special item that returns to you from wherever you throw it. It can hit distant objects and stun enemies briefly.

Acquired: In a chest in floor B1 of Hyrule Castle at the beginning of the game.

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Magic Boomerang

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Description: An upgraded version of the Boomerang! This red beauty flies farther AND faster when thrown. It might also do a bit more damage, I'm not really sure.

Acquired: Throw the Boomerang into the Waterfall of Wishing. You'll need the Power Glove and Zora's Flippers to reach the Waterfall of Wishing, but more info can be found in the upgrades section.

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Hookshot



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Description: A chain mechanism that shoots out. When it sticks to something, it retracts, pulling Link to new areas!

Acquired: Found in the Swamp Palace/Watergate Dungeon/Flooded Palace, whatever you call that place. It's the second dungeon in the Dark World.

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Bombs

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Description: Bombs are an explosive item that can be pretty damaging toward enemies and Link himself. They can also blow apart weak or discolored sections of wall. Link can place Bombs by pressing Y, but you can also pick them up with A and carry them around before they explode! Press A again when carrying one to throw it.

Acquired: You can use them as soon as you acquire them, either through certain enemies that drop them, you purchase them, or find them in a chest. The earliest you can get them is from the chest in the cave at the northwestern corner of Kakariko Village. Just drop into the well from the cliff just north of it.

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Mushroom

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Description: A mushroom that smells like sweet, rotten fruit. Give this to someone who wants it!

Acquired: Found in the Lost Woods. Pretty simple, really.

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Magic Powder

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Description: A weird type of powder that has varying effects on whatever you sprinkle it on. The most notable is sprinkling it on Buzz Blobs to turn them into weird Cukeman enemies. Using this requires a bit of magic power.

Acquired: Give the Mushroom to the witch just outside the Witch's Hut. After a while (I don't know the specific time...I usually just get a dungeon done to wait), this will be ready to just be picked up inside the Witch's Hut.

-----  
Fire Rod

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Description: A special rod that uses magic to shoot fireballs at enemies!  
Awesome stuff.

Acquired: This is found as the dungeon item in Skull Woods of the Dark World. Basically the counterpart to the Ice Rod, is very effective against plant, bug, or ice enemies.

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Ice Rod

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Description: A special rod that uses magic to shoot blasts of ice at enemies!  
Pretty cool.

Acquired: From Link's house, head south to the swamp area, then east to the southern shore of Lake Hylia. Follow this shoreline around to the northeast side, where a cave is. Blast open the cracked wall to the left of the cave

with a Bomb, and head inside to get this. Yes, this can be gotten before even entering the Eastern Palace.

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Bombos Medallion

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Description: Only those who wield the Master Sword shall use the power of Bombos...when used, fire rains down and blows up all on-screen enemies.

Acquired: The Book of Mudora and the Master Sword are needed for this. To get it, go to the Dark World's swamplands where the second dungeon is, and head west through the canyons. At the end, there is a piece of land surrounded by a "fence" of stakes. Stand in that field and use the Magic Mirror to appear on a cliff in the Light World. Head a bit west to find a monolith. Read it with the Book of Mudora to get granted the power of Bombos!

-----  
Ether Medallion

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Description: Only those who wield the Master Sword shall use the power of Ether...when used, freezing magic engulfs all enemies on-screen.

Acquired: You must have the Book of Mudora and the Master Sword first. Once you have those, head to the Tower of Hera on Death Mountain, close by Spectacle Rock. Once there, cross the bridge to the west of it to find a monolith. Use the Book of Mudora to translate the text, and Link will gain the power of Ether!

-----  
Quake Medallion

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Description: Only those who wield the Master Sword shall use the power of earth...when used, odd magic disrupts the earth and transforms all on-screen enemies into non-threatening versions of themselves.

Acquired: From the Pyramid of Power in the Dark World, head east, then north, working toward the shop (and further) in the northeast corner of the map. Use the Power Glove to get past the large white boulders, and eventually you will reach what seems to be a dead-end at the Lake of Ill Omen. Throw something into the circle of rocks and the giant catfish will give you this.

-----  
Lamp

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Description: A Lamp used to light your way. When you have it, regardless of if it's equipped or not, you can see a bit in otherwise dark rooms. You can spend magic to light torches as well.

Acquired: In the chest in Link's house. You can get it within your first 20 seconds of playing, it's that quick!

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Magic Hammer

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Description: A hammer that...isn't exactly magical, but whatever. When Link smashes down with this hammer, he can flatten stakes and other odd obstacles, as well as flip over or kill certain enemies that require it.

Acquired: This is found at the Palace of Darkness, the first dungeon in the Dark World. Self explanatory.

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Shovel

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Description: A basic shovel. It does what you'd expect: dig up the ground in front of you and possibly uncover minor treasure like Rupees, Hearts, or other pickups.

Acquired: In the Dark World's Haunted Grove. The place is located just east of the Village of Outcasts. Inside is a lone, transformed person sitting on a stump. Agree to help him find his flute and he will loan this to you.

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Flute

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Description: An ocarina a boy in Kakariko Village loved to play. Unfortunately, he got caught in the Dark World, never to return again...though if you play it by the weathervane in the Village, you can unlock its use as a warp mechanism.

Acquired: Once you have the Shovel, head to the Light World Haunted Grove. Dig around in the northwest corner where the flowers are to find this. It replaces the shovel in your inventory. Afterwards, you can talk to the boy in the Dark World and play the flute for him one last time before he dies...

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Bug Catching Net

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Description: Link needs this if he hopes to catch things such as bees or fairies in one of his Magic Bottles. Just press Y when equipped and he will swing it around.

Acquired: Make sure you have a Magic Bottle first, then enter Kakariko Village. Around the center of the village is a sick boy inside a house. Talk to him and he will lend you this item. Like the Shovel, you get to keep this throughout the game despite you "borrowing" it.

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Book of Mudora

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Description: A bible of Hyrule's history. Includes translations of the ancient Hylian language!

Acquired: Found in Kakariko's House of Books on top of a bookshelf. Use a dash attack with the Pegasus Boots to knock it down.

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Magic Bottles

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Description: These are special items that can store a number of things for later usage, some of which you'll need the Bug Catching Net in order to bottle them. There's only four in the entire game, so they're pretty rare. I'll list how to get each one, but if you want to know what you can store, check the Bottle Items list below.

Bottle #1 Details: Is sold by the guy around the north side of Kakariko Village, next to the compass...bird...wind-catcher...thing. Gah, forgot the name of those. Anyway, he sells it for 100 Rupees. If you don't have enough, the cave in the northwestern corner has 60 Rupees if you drop down the well, and the small hideout adjacent to the large house by the northern entrance to the village has some tricky Rupees in the basement.

Bottle #2 Details: This is found behind the counter in Kakariko's Bar on the south side. To get it, just take the back entrance of the bar! It's the long, vertically shaped house. Once in there, throw the pots away and open the chest for this.

Bottle #3 Details: Once you have the Zora's Flippers (see the equipment section to know how to get that), swim up the river that leads from Lake Hylia up to the southern moat of Hyrule Castle. You can't swim all the way through, but there's a guy underneath the stone bridge that will give this to you when you speak to him.

Bottle #4 Details: Once you reunited the two elven blacksmiths in Kakariko (more info on that in the Tempered Sword details above), the wrecked house in the Dark World's counterpart of the blacksmith house has a purple chest that can't be opened. You can carry it though, so take it to the zig-zag entrance path to the Light World's Desert of Mystery. There's a man there. Approach him to find out he's a former thief. If you promise to keep it a secret to everybody, he gives you this (which was inside the chest).

-----  
Cane of Somaria

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Description: A magical cane that materializes a block for you to use whenever you swing it. Helpful for pressing down switches that just won't stay down.

Acquired: This is acquired as the dungeon item of Misery Mire. That's all I can really say.

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Cane of Byrna

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Description: This magical cane uses magic constantly to protect Link with a ring of magic whenever he swings it. It can damage enemies as well.

Acquired: You must have the Magic Cape, Power Glove, and Magic Hammer. It might be helpful to have the Magic Meter upgrade and a Magic Medicine with you as well. Once you're prepared, head up to Spectacle Rock in Light World's Death Mountain. Take the portal to the Dark World, and jump off straight south from here. Enter the cave. Inside, Hammer down the...things, and use the Magic Cape to cross the path of spikes. Don't be afraid to dash with the Pegasus Shoes. At the end, pick up the block with the Power Glove and open the chest.

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Magic Cape

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Description: A magical cape that, when put on, grants the wearer invisibility! Gradually using magic, Link can pass through obstacles and cannot be harmed! Just press Y to put it on, press it again to take it off.

Acquired: At the Graveyard, you'll notice there's a grave in the top right corner blocked off by dark-colored rocks. You can use the Titan's Mitt to reach this grave, but an earlier way to do this is to head to the Dark World's version of this graveyard. Where the grave was, there's just an empty spot. So stand there and warp with the Magic Mirror to be at the same spot. Now use the Pegasus Shoes to dash into the grave from the south to open it. Inside is this item.

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Magic Mirror

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Description: An odd mirror that seems to link between two dimensions...using it when in the Dark World will warp you to the Light World in the same place. Using it in a dungeon will warp you to the beginning of the dungeon.

Acquired: Enter Death Mountain. It's north of the small pond north of Kakariko Village, and you'll need the Power Glove. Once inside, find the old man and escort him out of the caves to his little home. He'll give you this as thanks.

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-( U P G R A D E S )

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This isn't so much a list of things you can get, as moreso a mini-guide for how to upgrade certain items, including bomb and arrow capacity. So yeah.

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Bombs & Arrows

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There's a way to increase your capacity for Bombs and Arrows beyond the simple 10 and 30. To do this, you must have the Zora's Flippers, and a TON of money to spend. Once you have both (it will take more than one trip, for sure), head to Lake Hylia, and swim to the island in the center. Inside is the Wishing Well. Throw some Rupees in and your fate will be guessed. This has some slight significance, but what you're aiming for is to get the Fairy Queen Venus to appear. Every 100 Rupees that's thrown in will cause Venus to appear, and she will ask whether you want your Bomb capacity or Arrow capacity to be increased.

Every time she does this, she increases your capacity by 5. Not kidding, that low. The last capacity upgrade for each item increases the capacity by 10, and if you throw any more Rupees when your capacity is filled in both, then Venus will just give you back the Rupees. The maximum capacity for your Bombs is 50, and the max for your Arrows is 70. To put this into perspective, that's about 1,400 Rupees. Yeah.

As for your "fate" that's decided, it's one of four outcomes, only two of which actually matter. They are Big Trouble, A Little Luck, Good Luck, and Great Luck. Big Trouble means that the next 10 enemies you defeat will NOT drop anything, even the ones that have guaranteed 100% drops. Great Luck means that the next 10 enemies will always drop something when defeated. The other two don't do anything.

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Boomerang & Shield

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The Waterfall of Wishing is a similar place to the Wishing Well, but certain items thrown in there can wield upgrades! To find this, you must first have the Power Glove and the Zora's Flippers. But you can't get the Zora's Flippers without the Power Glove, so...once you have the Power Glove, head to the Witch's Hut, which is just north of the Eastern Palace. The large boulder nearby can be picked up and thrown. Follow the path there and you'll reach the Waterfall of Wishing and the entrance to Zora's Lake, which you need to get to in order to get the Zora's Flippers. Make sure you have 500 Rupees for the occasion!

Once you have the Zora's Flippers, you can just swim right in to the Waterfall of Wishing. Anything you throw into the water will be returned to you, though as said before, three items yield upgrades. Throwing an empty Magic Bottle gets you a free Medicine of Magic, throwing the Boomerang upgrades it to the Magic Boomerang (flies farther and faster), and throwing the shield upgrades it to the Red Shield. The Red Shield upgrade can actually be bought in shield shops,

but this way you get it for free.

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Halved Magic Usage

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There's a way to upgrade your Magic Meter so that you can decrease the amount of magic used by items by half. To do this, you must first have the Magic Hammer. Next, head to Kakariko Village and head east to the elven blacksmiths. Pound the stake beside the house and drop down into the well. Once inside, head north, and sprinkle Magic Powder on the statue. It will wake some sort of bat. He will put a curse on you for waking him from his sleep...that's the upgrade. So now, your magic won't be running out as quickly anymore!

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Arrows and Sword

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The Sword can be upgraded further from the Tempered, and the Bow can be upgraded to fire Silver Arrows, necessary to defeat the final boss. In order to get these two upgraded, you must first: clear Ice Palace, clear Misery Mire, and reunite the elven blacksmiths by Kakariko Village. Once you've done all that, the Dark World Bomb Shop (which is where Link's house is) will have a new item in stock: the Super Bomb. It's only 100 Rupees and one use only, and you set it down by pressing the A button. This has to be used at the Pyramid of Power (its only use), so head there. Left of the stairs after you climb them is a cracked wall. This is where the Super Bomb has to be used, so do it. Once it's opened, just walk in, drop your Bow and your Tempered Sword, and you'll get both upgraded just like the Waterfall of Wishing! Also like the Waterfall of Wishing, if you throw an empty Magic Bottle in, you'll get a free Magic Medicine refill.

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-( D U N G E O N I T E M S )

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Simply put, these are items found exclusively in dungeons. Yeah.

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Key

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Description: A basic key. It unlocks any locked door in the dungeon. That's all I pretty much have to say about that.

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Map

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Description: The map for the dungeon. It shows the entire basic layout of the dungeon, even if you haven't explored all of it.

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Compass

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Description: This item tells you where the boss of the dungeon can be found. It is marked with a grey flashing skull.

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Big Key

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Description: This special Key unlocks a large door in the dungeon, usually leading to the boss.

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-( B O T T L E I T E M S )

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Once you have a Magic Bottle, you can put various items inside. This lists the items in alphabetical order.

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Bee

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Description: A stinging bug that flies around. Duh. Well, if you bottle this with the Bug Catching Net, you'll be able to unleash it unto enemies and sting them to death! Beware that the Bee will come back to start stinging you...

-----  
Cure-All Medicine

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Description: A blue-colored potion. This restores both health AND magic when drunk. The most expensive medicine, is usually seen in specialized potion shops.

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Faerie

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Description: A magical faerie that grants health! Bottling one gives you a free health restore to use whenever, much like the Medicine of Life. However, if you lose all your health, the faerie will revive you before the Game Over screen kicks in.

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Good Bee

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Description: This is a special, rare bee that can be found in the icy cave where you find the Ice Rod, main entrance. Just ram into the faerie statue with the Pegasus Shoes and it will appear. Bottle this and unleash it, and it will kill all enemies onscreen and will then wait to be bottled up again!

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Medicine of Life

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Description: A red-colored potion, drinking this will refill a good number of hearts for your health. This is bought at shops.

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Medicine of Magic

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Description: A green-colored potion. Drink this to refill a good amount of magic. This is bought at specialty medicine and potion shops.

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Pick-ups are just general items that appear from defeated enemies and broken pots, cut shrubbery, and the like. I detail them here.

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Rupees

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Description: Rupees are your currency. You use them to buy stuff. Obviously. They come in three colors, each color having a different value. Green is valued at 1 Rupee, Blue is 5, and Red is 20. You can carry up to 999 Rupees.

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Recovery Heart

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Description: These are small red hearts. Each one refills one heart on your heart meter, which is your health. Yeah...that simple.

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Magic Jars

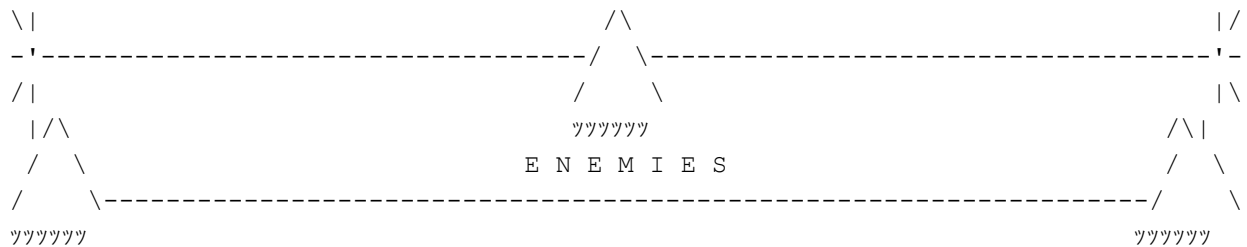
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Description: These are small and green, and refill your magic a little. Rarer magic pots, which are a little larger and seem to have a long neck restore more magic than the smaller ones.

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Faerie

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Description: These pop up in rare times, though are mostly found in Faerie Fountains (certain caves that store only Faeries). If touched, they can restore your health by a fair amount! They have a special use if bottled though...



Thus is the list of enemies you can face in the game. These are the official names given, unless otherwise noted. For some enemies that require more thought than just slashing them, I'll give a few tips on how to kill them. These are listed alphabetically.

Credit to Zelda Wiki (as has been with all my guides) for enemy names.

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Anti-Fairy

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Description: A skull with fire surrounding it, it bounces around in diagonal directions only. Avoid it or it will harm you in both health and magic, but if you sprinkle it with Magic Powder, it'll turn into a helpful Faerie!

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Armos

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Description: A live statue. Appears to be just a regular statue at first, but when you approach, it changes color and starts hopping after you. It's quite durable, but it's slow, so it's best to avoid them.

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Arrgi

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Description: These are simply orange puffy balls that are Arrghus's minions. They protect Arrghus, provide a distraction, and can damage Link. In order to do damage to Arrghus, all the Arrgi must be destroyed first.

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Babasu

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Description: A shadowy creature that resides in moist or cool climates in the



Dark World. It is much like the Pirogusu in that it appears from holes in the walls and scurries across in an attempt to hurt Link. They're pretty weak otherwise, but they seem to appear in rooms where other hazards are present.

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Ball & Chain Trooper

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Description: A knight with hefty armor, he wields a Ball and Chain weapon and swings it around in a circle. Wait until his wide swing happens, and then you will be able to attack him. At first, he's the "boss" guarding Zelda's cell, but he later becomes an annoying enemy type. He can come in black armor or gold armor. Either way, he takes a lot of hits.

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Bari

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Description: What's supposed to be a sort of tentacled jellyfish, looks more like just a floating orb with eyes and stubs at the bottom. Yeah. They occasionally generate electricity, so don't attack them when they do. Otherwise, they're simple to beat. Blue ones are the most common, while red ones split into smaller Biri when struck. Green ones are only found in the GBA version, and are Arrghus II's minions in the Palace of the Four Sword. They behave like blue ones, but are stronger and durable than both the blue and red ones.

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Beamos

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Description: Beamos is a statue with a single eye spinning around. If it happens catch sight of Link, it fires a nasty red laser right at him. Most shields can't block the beam, so it's best to just avoid getting spotted if you can.

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Biri

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Description: The small, almost dot-like "offspring" of the red Bari. They too can produce electricity and shock Link if he's not too careful, but they can quickly overwhelm you.

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Blade Trap

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Description: Moreso an obstacle than an enemy, this bladed contraption moves back and forth constantly in certain areas, making certain points absolutely necessary to rush through so you don't get cut.

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Bow-Wow

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Description: A creature that looks like a lead ball with eyes and a gigantic mouth with large teeth, chained to a post. Yeah, they're the Mario Chain Chomps. Oddly enough, only two are in the game, and they're only in one room of one dungeon: Turtle Rock. Regardless, they are invulnerable and they hurt Link incredibly. Stay away from them. (Spoilers: They're also found in the GBA version's Palace of the Four Sword.)

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Bugs

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Description: They seem to appear from blown-open holes in the walls of caves or dungeons. Kind of an unknown enemy it seems, it's not even in the Zelda Wiki. At any rate, they just crawl from blown-open walls in the dark, and can harm Link if they run into him. They appear in groups and have scurrying-like movements. They don't purposely go after Link though.

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Buzz

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Description: A green, lizard-like enemy that scurries around in the upper parts of the Thieves' Town dungeon. Its behavior is similar to a Rat, but is much more dangerous. Try not to get hit by it.

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Buzz Blob

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Description: A Buzz Blob is a green blob-like enemy that electrifies you when you touch it. Not a good enemy to fight. It kinda does its own thing though and isn't really a threat otherwise. However, you can harm it with projectiles or stun it with the Boomerang so you can safely slash it.

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Chasupa

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Description: An eyeball bat, pretty much. It acts just like a Keese, except it's an eye with bat wings. Creepy.

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Crab

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Description: It's just what the name says, a crab. It seems to appear near large bodies of water, so Lake Hylia is one spot. The Crab is fast, but can be killed pretty easily.

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Crow

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Description: An aggressive bird that likes to perch on high places, such as the tops of trees. Whenever Link gets close, the Crow will attempt to fly at a speedy pace toward him. They can be dodged, but they can also be killed with a couple slashes.

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Cukeman

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Description: A weird form that the Buzz Blob takes when sprinkled with Magic Powder. It still hurts to the touch and still electrocutes you if you strike it, but you can manage to talk to it. It gives random, weird statements, but nothing else. It's no different from a Buzz Blob other than look and the fact you can talk to them.

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Daira

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Description: A buff, biped alligator monster. It mostly acts like any biped enemy, walking around in four directions, slowly going after Link. The blue ones aren't anything special, but the red ones spit fireballs at Link if they see him.

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## Deadrock

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Description: This invulnerable enemy can be found skittering around Death Mountain. They are brown and appear to have wings which they never use. Attacking them turns them into stone briefly, and they are invulnerable in this state. They can't be killed traditionally...you'll have to find a way to transform it somehow.

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## Debirando

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Description: A desert enemy that sort of resembles an ant-lion. It creates a vortex of sand around it in an attempt to suck Link in and start attacking with its pincers. Red Debirandos also spit fireballs as another chance to hit Link, so be careful.

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## Floor Tile

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Description: Moreso a dungeon trap than an enemy, this is a sentient floor tile that rises up from the floor, spins, and then rams into you. It can be stopped with well-timed sword slashes, or blocked with some of your better shields. Overall it's not entirely bad.

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## Freezor

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Description: An ice monster that disguises itself as wall sculptures. If you get too close, it awakens and attacks. It's fast vertically, but really slow horizontally. Their movement is weird. Regardless, BE CAREFUL OF THEM. They hurt. The only way to kill them is with fire...so use the Fire Rod or Bombos Medallion.

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## Geldarm

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Description: A weird creature that looks and acts a bit like a Pokey from Mario fare. It bounces around the room and, when struck, parts of it detach, bouncing wildly around. Only striking the head will kill it. The best way to kill it is with the Fire Rod, as it burns them in one shot.

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## Geldman

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Description: The Geldman is a desert creature that hides in the sands, waiting for Link to get near. It then emerges and starts chasing after Link. They're no problem to kill, in all actuality.

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## Gibdo

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Description: Gibdo is an enemy wrapped in bandage, resembling a mummy. It moves similar to the Stalfos, but are annoyingly resistant, requiring 10 or more strikes with the Master Sword to kill. However, they have a weakness to fire. Using the Fire Rod or the Bombos Medallion can make quicker work of them, but is it worth the cost of magic?

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## Gibo

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Description: A strange creature that resembles a red gas cloud. It is only found in the dungeon below the Village of Outcasts, the Thieves' Town. It consists of two sections: the inner nucleus (which is vulnerable) and the larger body. Both sections can harm Link on contact. They move by first moving the inner nucleus, then the gas body follows. At this point it can be defeated by striking the nucleus before it merges with the body.

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Goriya

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Description: The Goriya is an odd creature. It only moves when Link moves, and it moves in the directions Link moves. As such, the Goriya can be a bit confusing sometimes. It comes in two colors: green and red. The green ones are simple and can just be cornered into a wall and slashed until killed. The red ones, however, move in the mirrored directions Link moves, cannot be killed with the sword, and shoot fireballs at you when they face you. To kill them, get some distance, fire an arrow towards their direction, then move in such a way so that they walk into the arrow's line of fire.

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Hardhat Beetle

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Description: A weird beetle enemy with a hard shell on top. It appears to have multiple legs and crawls around, usually towards Link. Three sword strikes can defeat the blue one, but the red one is faster and much more durable. It's best just to knock those into pits if you can.

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Helmasaur

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Description: A miniature saurian-shaped enemy, this crawls around with a mask on its head. As such, it is invulnerable from the front. It can easily be struck down on its sides, however.

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Hinox

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Description: A powerful cyclops enemy found in some areas of the Dark World. They attack mostly by using bombs, and are incredibly durable against sword strikes. However, they seem to have an odd weakness to Arrows...

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Hover

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Description: A water-skimming insect found in the Swamp Palace. It always moves in diagonal directions, moving toward Link. They're usually accompanied with more Hovers or other types of enemies, but alone, they're a cinch.

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Hyrule Knights

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Description: Hyrule soldiers possessed by Agahnim's magic. They are of a higher rank than normal soldiers, sporting stronger weaponry and armor. They are a bit faster than normal soldiers as well, but for the most part they aren't any different besides being a little more threatening. The red-armored ones sometimes throw bombs down at you though...

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Hyrule Soldiers

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Description: The basic variety of soldiers in Hyrule, under Agahnim's control. The green ones are the weakest and carry either a dagger, sword, or bow as their weapon of choice. Blue ones are a bit more durable and wield swords or bows. The red ones are the strongest and carry a forked spear. Be careful of those. There are the golden variety, but they only appear at the beginning, are friendly (before under Agahnim's control, apparently), and only serve to block your path so you'll be led straight to where you need to go, Hyrule Castle.

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Hyu

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Description: A ghost found in the Dark World, usually around the Village of Outcasts. It behaves the same as a Poe, and generally does not actively go after Link.

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Keese

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Description: Keese are bat enemies. They're usually in dark places and caves, and stay in one spot. When Link gets near, they get agitated and start flying around everywhere until eventually setting back down somewhere else. They're fairly harmless otherwise though.

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Kodondo

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Description: An enemy that appears as a mini-triceratops. It's usually sealed in by low walls, and spits out streams of three fireballs that, upon impact, leave flames for a bit, which may be bad in close-quarters. Kodondos come in red and green variety, but there is no difference between the two.

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Ku

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Description: The Ku is pretty much a Cyclops Fish. It is found in the waters of the Dark World, and act just like River Zoras do: pop their heads out and fire a single fireball at Link. However, these do not fully pop out of the water and come to attack close-up.

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Kyameron

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Description: A water bubble monster that appears from shallow water when Link approaches, then ricochets around until it hits Link or dissipates. You'll know when a Kyameron is around when you suddenly see a shadow in the water. The only way to stop a Kyameron from reforming is to freeze it, then hit it with the Hammer. Kinda time and magic-consuming, so I just avoid them.

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Kyune

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Description: An odd Dark World bird, it looks pretty much like a single-horned mini pterodactyl. Its behavior is quite similar to the Crow, but is more persistent and dangerous. Don't get too careless with them, as they can take away two hearts a hit and keep going after you until you kill them.

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Laser Eye

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Description: A trap found on the walls in the last three Dark World dungeons: Misery Mire, Turtle Rock, and Ganon's Tower. The normal version just sits on a wall and fires rapid lasers whenever Link gets in its eye sight, but the lasers can be blocked with the Mirror Shield. Some Laser Eyes appear half-open, only widening when Link faces them. Some of these Laser Eye types are connected to doors, closing them whenever Link faces them. Link must somehow walk backwards to get past this trap...

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Leever

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Description: A plant-like enemy that hides in the desert sands and attacks in numbers. Yeah, that's pretty much how to describe them. They come in two colors, green and purple. The purple ones are slightly stronger.

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Like Like

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Description: Only appearing in the GBA version of A Link to the Past, these classic creatures do one thing and one thing only: steal shields. They're pretty annoying, especially since a good number of them situate themselves in front of the Shield Shop. It's advised to use projectiles to fight off these things.

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Lynel

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Description: A centaur-ish creature, living on the tops of Dark World's Death Mountain. It is invulnerable to all except the Sword, Silver Arrow, or Magic Hammer. It attacks by keeping some distance and spitting fireballs, but they are a non-threat if you have the Mirror Shield, as it can deflect the fireballs.

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Mini-Moldorm

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Description: A segmented snake-like enemy with googly eyes that likes to move around in circling motions. Yeah, that's pretty much how to describe it. They're fast, and their movements can kinda be disorienting and make it hard to kill them, but they generally don't take that many hits to defeat anyway.

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Moblin

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Description: The signature grunt of Ganon's army, this humanoid pig-like creature is seen patrolling the grounds of the Dark World. They're similar in behavior to the dagger-carrying soldiers seen in normal Hyrule, though they seem to like to carry forked spears instead of daggers.

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Nuranuru

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Description: A slug-like enemy that seems to make its home in the Misery Mire. Unexpectedly, they can drop explosives in their wake, so be careful when approaching to fight them. However, they can be killed by their own bombs, so yeah...

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Octorok

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Description: A squid-like enemy that crawls around on the ground rapidly in any of the four cardinal directions. They are pretty weak and can be killed in one hit, but they occasionally spit out rocks, hence their name.

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Octoballoon

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Description: What seems to be a relative of the Octoroks, this floats in the air somehow, waiting for prey. If it gets struck, it explodes, releasing a bunch of larvae that bounce around and shortly disappear. Quite curiously, there's only one of these in the entire game, and it's in the southeastern shore of Lake Hylia. It does respawn though.

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Pengator

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Description: Found in the Ice Palace, and in large groups, this creature looks like a hybrid of penguin and alligator, hence its name. It waddles forward fast on the ice, then slides on its belly, opening its jaw so it can pierce Link with its teeth.

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Pikit

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Description: An orange, plant-like enemy that hops around, found in the Dark World. It is a dangerous enemy, not because of the damage it does or how much health it has, but for the fact that it can steal and eat Link's items if he is not careful. The Pikit steals by using a short-range tongue, so you just need to keep your distance. It can steal Rupees, Bombs, Arrows, and even worse, Shields. However, it drops whatever it ate last, so if your shield is taken, and you're careful in making sure it doesn't eat any more of your items, you can get your shield back.

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Pirogusu

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Description: An eel-like enemy that crawls from holes before dropping down to the water and swimming along it at high speeds. Its behavior is similar to a Rat, but does not stop. It also does two hearts of damage, so be careful when around it. It is only found in the Swamp Palace.

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Poe

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Description: A ghost that floats about, its only attack being just running into you in its path. They can be seen mostly floating around Hyrule's graveyard, to be expected. They take a few hits to be killed.

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Popo

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Description: The Popo is a mass of blue and brown sentient tentacles. Yeah, pretty much. They move extremely slow and don't actively seek Link out, and they can be killed in one hit, so they're moreso a nuisance than a threat. They're usually found in dungeons.

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Puff Bomber

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Description: A sentient mushroom enemy that flies around with wings, found in

the Dark World. Once it spots Link, it frantically flies toward him and starts dropping seeds that explode upon impact. They HURT, so be careful and don't dawdle when around them. They dodge sword strikes (which is their only vulnerability), but if you're quick enough, they can be defeated to usually yield a Faerie.

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#### Rabbit Beam

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Description: An odd Dark World dungeon trap that likes to hide in places least expected. It looks like a bunch of yellow stars. If it touches you, it temporarily disables the Moon Pearl, turning Link into a helpless bunny due to the Dark World's influence. Pretty dangerous when there's other enemies around!

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#### Rat

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Description: Rats are thieving critters that love to steal Rupees and hide in the darkest, gloomiest places...whether they be sewers or just deep caves. They're fast, and can steal Rupees if they bump into you, so be careful with them.

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#### River Zora

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Description: An aquatic enemy that likes to pop its head out of the water and spit fireballs at you. Don't attempt to block the fireballs with the regular shield...it won't work. If the water is shallow enough, the River Zoras will completely emerge and attempt to walk toward you to damage you. Be careful of that!

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#### Rocklops

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Description: Also known as Eyegore in the Japanese version, this guardian enemy appears as a hulking monster with a single eye, and are surprisingly very fast. Green Rocklops can be defeated with a sword, but are incredibly durable. An arrow or thrown pot to the eye can kill them in one hit. The Red Rocklops are only vulnerable in the eye, so two Arrows should do them in.

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#### Ropa

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Description: An odd plant-like enemy found in the Dark World. It has a green body with orange weeds sticking out of its top, and it hops around, usually toward Link. Despite its appearance, it's actually pretty damaging, so be careful when you see one.

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#### Rope

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Description: A snake enemy. Pretty basic. They only move in left, right, up, down directions much like the Rats, so defeating them can be a bit simple. They speed up if you're in their path for a little more than a second, so be vigilant so they don't hit you at high speed.

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#### Slarok

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Description: The Dark World version of an Octorok. Pretty much. They move around in four cardinal directions and spin around while shooting rocks. These ones look a little bit more like gastropods though, with stalked eyes on top of their bodies.

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Slime

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Description: A weak enemy, yellow-colored and see-through. They can be defeated with one sword strike. This Slime is what some enemies turn into when sprinkled with Magic Powder or when the Quake Medallion is used. The enemies that can turn into Slimes are Normal Soldiers, Green Sword Soldiers, Rat, Rope, Sand Crab, Octorok, Deadrock, Hoarder, Slarok, Stal, Popo, Stalfos, Mini-Moldorm, Helmasaur, Ropa, Snapdragon, Moblin, Buzz, Stalrope, and Nuranuru. Though there are stronger monsters that turn into Slimes when the Quake Medallion is used...such as the Hinox...

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Snapdragon

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Description: A vicious man-eating plant that hops around on legs, this is said to be the work of a mad alchemist's experiments. It can be found in some places of the Dark World.

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Spark

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Description: A fireball that flashes red/blue, and always follows groups of pots or walls, never straying away from those. As such, they're kinda predictable and easy to avoid. As they cannot be killed, they're more so obstacles.

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Spiny Beetle

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Description: An odd enemy that hides in bushes or under rocks, so they appear to be any normal bush or rock. They then reveal part of themselves and scurry away whenever Link gets close. If you pick up their home, they'll scurry around, dropping Rupees, until they disappear.

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Stal

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Description: A greenish skull enemy, basically. It is found in the Dark World and hides itself in tall grass or between other inanimate skulls. If awakened, it flashes and starts hopping toward you. Otherwise they're easily dispatched with the sword. Their behavior seems similar to the Armos.

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Stalfos

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Description: Stalfos are skeletal humanoids that walk around and generally just like to run into you. The red ones actually attack by throwing bones at you. Both are annoying in that when you attempt to slash them, they jump away. The only reliable way to kill them is to use projectiles such as Arrows or the Boomerang. (Or corner them somehow and slash maniacally with your sword.) Yellow ones sometimes appear. If they crumble, they leave their heads, which are indestructible. You'll just have to fend them off until they fly away. Finally, green ones are just the skulls by themselves, and these ones CAN be killed.

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Stalfos Knight

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Description: A giant skeleton that appears sometimes in dungeons. When it does, it wields a long sword and attacks by jumping towards you. When they're struck enough times, they crumble...give them enough time and they'll reassemble, ready to fight again. To prevent this, Bomb their remains.

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Stalrope

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Description: Basically a sprite change of a regular Rope, this is a bright green snake enemy with a skull for a head. It's no different from a regular Rope at all aside from the look, but they do seem to appear through some of the Dark World traps.

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Swamola

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Description: A worm-like enemy that lives in the Swamp of Evil in the Dark World. It leaps from the swamp water at Link, attempting to bite with its two pincers.

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Taurus

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Description: Bull-like soldiers in Ganon's army. They are horned with white eyes, and are clothed in blue or red armor. The blue ones are more common, so as you'd expect, the red ones are stronger. The blue ones wield blunted spears, while red ones wield tridents. They behave similarly to the sword (or spear) wielding soldiers of Hyrule, in that they charge forward when they spot you.

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Tektite

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Description: A spider-like enemy that jumps around. Its body has a giant eye. Its habitat seems to be in mountainous areas, so you'll find them a lot in Death Mountain in the Light World. Whenever you slash, they jump away, so it might be good to stun them with the Boomerang.

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Thief

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Description: Found in caves/houses and in the Lost Woods, these pesky people rush toward Link when they spot him, and if made contact, he bumps a bunch of Link's items out and attempts to steal them. You can get them back, but be known that you can't kill them. The ones found in caves are harmless though and usually hand out Rupees once you find them. They appear again in the Village of Outcasts, but appear as a fox-like being due to the Dark World's influence.

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Terrorpin

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Description: A turtle-like enemy, with what seems to be no visible head. It moves forward and does damage purely by touch. However, if Link swings the Magic Hammer at them or very near them, they flip over, making them vulnerable.

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Toppo

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Description: A blue rabbit-like enemy found in the Great Swamp south of Link's house. It hops up and down from the grass in random areas. It's weak, and defeating it normally will only give out Recovery Hearts or Green Rupees. If you cut the grass from beneath it though, the Toppo will be flailing around on the ground. Approach it and it will say, "All right! Take it, thief!" It will then give you a Recovery Heart, Arrows, Bombs, large Magic Jars, a Fairy, or a Red Rupee before disappearing. The Toppo no longer appears in the game after the gate to the Dark World opens at Hyrule Castle.

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Vulture

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Description: A large bird that lives in the Desert of Mystery. When it spots Link, it circles around him, watching intently for whenever he might collapse from the heat. It also occasionally attacks. Other than that it's an annoying enemy and an Arrow or two might do them in.

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Wallmaster

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Description: A giant, severed hand that drops from the ceilings of some dungeons. If it grabs Link, it sends him back to the entrance. Quite annoying. However, you're given a little sound warning before they show up, so you can get out of the way. They can be killed, but they just keep coming back.

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Winder

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Description: A trap consisting of a mobile line of fireballs. It moves around in the four directions until it hits something, then turns in a random direction and starts moving again. This makes them a bit unpredictable. They hurt, so avoid them as best as you can. They are found in Dark World dungeons after the Palace of Darkness.

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Wizzrobe

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Description: A mage-like enemy that first appears in Misery Mire. It appears in random spots, usually close to Link, and then throws a shockwave-like spell at him before disappearing again. They can be a little annoying to keep up with. They also come in a skeletal form with a purple cloak...

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Zol

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Description: A gelatinous creature with eyes, it comes in three colors: red, green, and yellow. The red ones are the weakest, while the yellow ones are the strongest. However, only the green one doesn't appear from the ground. Unlike the Zol from other Zelda games, these ones don't split into Gels when struck.

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/ \ B O S S E S / \  
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Here are the bosses that you face in the game! They're usually found at the end of dungeons. These will detail how they attack and how you damage them. So... yeah.

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 Armos Knights

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BOSS OF: Eastern Palace

You'll get to fight six Armos Knights, which are larger versions of the Armos you saw surrounding the eastern palace outside. This fight is pretty basic, they all hop around in circles and other various forms, so try to avoid getting hit. They can be downed with five sword strikes or three Arrows each. Once the last one is left, it'll turn red and actively go after Link in an attempt to stomp him. The number of hits needed to kill this one remains the same.

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 Lanmola

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BOSS OF: Desert Palace

This is a trio worm boss that dwells in the sand. The three worms jump from the sand, also spreading bits of rock in four directions. Be careful of that. Just dodge them and use either Arrows or the Ice Rod. The Ice Rod works well, as it's a desert type enemy and is weak to said element. Don't worry about its magic consumption, because you get a complete magic refill after beating a dungeon boss. You can also use the sword, but it's a bit more risky to approach it that way. Once two of the Lanmolos are gone, the third one will become faster and create more rock bits when surfacing, so just be a little more cautious and you should make it.

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 Moldorm

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BOSS OF: Tower of Hera

I really don't like this boss. This is basically a giant version of the Mini-Moldorms you've been facing before, except this one's only vulnerable at the tail. Not only that, but the battle arena is surrounded by a pit, with also a small one off-center. Which means if you fall off you'll have to start the entire battle over again. When either getting hit or hitting Moldorm, you get pushed back as well. Another problem is that, depending on where you're knocked down, you may be dropped more than just one floor down. To make matters worse, Moldorm has to be hit six times to defeat it, and it gets faster every time you damage it. Yeah. There's not much I can say about strategy, you'll just have to be quick with those movements and reflexes so you can avoid getting knocked down.

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 Agahnim: Phase 1

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BOSS OF: Hyrule Castle Upper Floors

Agahnim has three forms of attack. One is the standard magic spell, which you can slash with the sword to repel away. If timed right, you can repel the spell back at him, damaging him. The next attack is a split magic spell, which you'll need to avoid. It looks like a bunch of magic balls circling together, and it splits apart in many directions when it hits the wall or you strike it. Finally, Agahnim has a lightning spell, which can be dodged, but it's much more

reliable to be beside Agahnim when he does that. You'll know when he does the lightning attack when he gets up to the top middle of the balcony and doesn't turn to you when you get beside him. Don't try to attack him directly, you'll just get shocked.

Funny thing too, you can use the Bug Catching Net to reflect the spells as well.

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Helmasaur King

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BOSS OF: Palace of Darkness

This is, as its name implies, a giant Helmasaur. It attacks by swinging its deadly tail and by spitting out fireballs that split into three in a triangle pattern, then each of those split into four, flying at diagonal directions. When its not moving and its mouth isn't open for a fireball attack, it'll swing its tail. Avoid that by staying in front of it. To damage the boss, first you must get rid of the helmet. That can be done with either Bombs or the Magic Hammer. However, the Magic Hammer is more reliable since the boss moves around a lot.

Once the mask is gone, its weak spot will be exposed: the green jewel on its forehead. From here, it can finally be damaged by using either the sword or the Arrows. It's easier to use the sword, since it'll be moving faster now and the Arrows just fly a little too slow. All aside, this boss can damage you VERY quickly. Be very careful, because even with 10 Heart Containers for health, three or four hits can kill you.

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Arrghus

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BOSS OF: Flooded Palace

The Arrghus is a floating jellyfish-like monster with a single eye. Surrounding it are orange Arrgi. You'll have to use the Hookshot to reel them in and kill them with the sword. Arrghus attacks pretty much by occasionally moving its Arrgi in several patterns in order to ram them into you. Just keep eliminating the Arrgi until they're all gone.

...And then the Arrghus gets deadly. It tries to smash Link first, and then skids along the shallow water in diagonal directions (though an easy-to-see pattern). Just hit it with the sword or Arrows. Each time you hit it, it tries to stomp Link again and then slides again, just a little bit faster. Shouldn't be too difficult.

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Mothula

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BOSS OF: Skull Woods

Welcome to a painful boss fight! The boss flies around in a room lined with spikes. Not only that, but the floor moves around AND some of the spikes do as well. That's not good. At any rate, the Mothula is pretty weak to fire, so use the Fire Rod as much as you can. Once your magic is depleted fully, just use your sword. However, if you happen to have a bee captured in a bottle, you can unleash it here, as this is the only time a bee can go after a boss. Kinda neat. As far as attacks go, the Mothula only really has its triple laser attack that it always fires downwards.

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Blind the Thief

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BOSS OF: Thieves' Town

There isn't really any special method to defeat Blind. He can be taken down with just the sword. That said, he's still a tiny bit tough. He floats around the room, occasionally stopping to fire a quick laser at Link. Just keep moving to dodge it. Eventually he will also spin around and shoot fireballs in all directions. That's a bit easier to dodge since they're slower and the Red Shield can block them. Just attack Blind until he collapses.

...But that isn't the end of him! His head detaches from the body and floats around, continuing to attack with fireballs. The head can't be damaged. Eventually the body reforms with a new head and the process repeats, only with the extra head flying around to make even more things to dodge. Damage Blind some more until his body collapses, leaving another head to float around. Sheesh! Once more, Blind reforms his body with a new head. Repeat the process one more time and he's done for good.

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Kholdstare

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BOSS OF: Ice Palace

And it's the boss of this dungeon: Kholdstare! It seems like a cloud with an eye...reminds me of Kracko. Anyway, at the moment, it's just staring at you, doing nothing while it's encased in ice. The only threat right now is ice shards that will randomly fall from the ceiling. Both the main shard and the smaller "shrapnel" from their impact can hurt, so you'll have to be clear from them. At the moment, just melt the ice with the Fire Rod or Bombos Medallion. Once the ice is melted, Kholdstare will split into three and each will just float around. Just keep dodging the ice shards and throw Fire Rod spells at it or use the Bombos Medallion. When out of magic, just go for the sword kills. Kholdstare does nothing else...after the last couple boss fights, Kholdstare is disappointingly easy...

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Vitreous

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BOSS OF: Misery Mire

This boss is literally just a bunch of eyeballs submerged in a gooey substance. The main eyeball (the larger one, obviously) shoots out lightning, while the smaller ones go after Link. The best normal method is to stand in a corner and spam the spin attack whenever the smaller eyeballs get near. When they're all gone, the main eyeball will then be vulnerable and will attempt to ram into Link. Sword strikes work, but Arrows are particularly effective. Especially since you can stand in one spot and use them safely.

If you have enough magic, you can do it the cheesy way: use the Magic Cape, head right up to the main eyeball, and begin slashing away. Note that the main eyeball can only be damaged when it's not covered in the gooey substance. On that note, the Magic Cape can be used to dodge the lightning bolts whenever the main eyeball comes out to attack with that.

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Trinexx

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BOSS OF: Turtle Rock

Welcome to Trinexx, a boss that actually requires the Ice Rod! It has three heads: a red head, a blue head, and a rock head. The blue head uses ice attacks and must be taken out first as it can make the floor slippery. Use the Fire Rod to stun the blue head then go in and slash it. Keep doing that until it's gone. The red head uses fire attacks, and so you must use the Ice Rod to stun it before going in for the kill. In the meantime of going after the elemental heads, the rock head can attack you by lashing out at you. You'll know when it's about to lunge forward when the tail starts wagging faster.

Once both elemental heads are gone, the most of the body explodes. What's left is a rocky snake-like monster that moves around in an attempt to ram at Link. It has a new weak-spot: the glowing orb at the center of its body. Yeah, as if that wasn't obvious. It needs to be struck three times before it will go down finally. Just be careful.

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Agahnim: Phase 2

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BOSS OF: Ganon's Tower

Yep, you get to fight Agahnim once more. I'm guessing he's the last guardian to Ganon. This time, Agahnim splits himself into three, with one being the real Agahnim! Thus, you have more magic spells to avoid. The real one's really easy to spot, since he isn't the one that's transparent, so yeah. Just dodge the same spells you've done before. Once again you have to deflect the spells back at him by slashing your sword. If he does the lightning spell again, just in triplicate, I don't know. He's never tried it on me so far.

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Ganon

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\_~FINAL BOSS~\_

There he is, the blue boar himself. He has the full power of the Triforce at his disposal, along with the Trident of Power. Ganon will attack by throwing his Trident around like a Boomerang and will teleport around, at first. Just dodge the Trident and attack him. (If you have the Tempered Sword only, you'll have to use spin attacks to damage him. As far as I know, the regular non-upgraded Master Sword just won't cut it at all...literally.)

Eventually after he takes some damage, he will use a new attack by summoning fireballs to surround him. They will expand, then he will then teleport as the fireballs turn into invincible flaming bats, then rapidly fly towards your general direction. Just dodge them and continue damaging him. Next, he will summon single flaming bats to surround him in flames as they rapidly spread outward. At this point, the more damage you do to him, the more he collapses the floor around you. If you happen to fall off, you'll appear beside the Fat Faerie's fountain on the Pyramid of Power and will have to start the fight all over again.

Eventually, as more of the floor crumbles away, he will start teleporting constantly and summon flaming bats when you least expect them. Finally when a pit surrounds the arena, he darkens the room, making himself invisible. All the while, he teleports around and summons flaming bats like fireball projectiles. Seems similar to the fight against Ganon in the first game now... in order to get through this though, instead of randomly slashing, you have to light the torches to make him visible. Once he's visible, strike him when you can and he will get stunned, turning blue. NOW, AT THIS POINT, equip your Bow and fire a Silver Arrow at him to damage him! Repeat this process three more

times and he will be finished for good!

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Helmasaur King II

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FOUGHT IN: Palace of the Four Sword

Guardian of the Red Sword, this is a tougher re-skin of the first Dark World dungeon boss you fought. This one acts in much the same manner, so go ahead and Hammer down its mask until it completely breaks apart. At this point, the Helmasaur King will spawn smaller Helmasaurs from its mouth. Slash the spot on its head (since Arrows won't work) while dodging the Helmasaurs (you can slash them back in such a way so they get killed when they touch the spikes). Eventually after some damage is taken, the helmet reforms. Repeat the process until the helmet is destroyed once again for a surprise: the glowing orb is now an eye! At this point, a single well-placed Silver Arrow right at the eye will kill the boss.

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Arrghus II

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FOUGHT IN: Palace of the Four Sword

Guardian of the Green Sword, this is a tougher version of the original Arrghus, but the method to defeat it is entirely the same. Only this time, instead of Arrgi surrounding it, there are Baris. Be careful when Hookshotting them away from Arrghus, because they like to try to electrocute you before you can strike them down. After all the Bari are gone, Arrghus II skims along the water like before. This time it's faster, its rebounds are no longer predictable, and it spawns constant Kyamerons. Be careful. I recommend staying in one of the corners, waiting for Arrghus II to drop down (dodge it, of course) and just slash constantly as you sort of corner it. It makes things easier on you, I assure you.

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Mothula II

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FOUGHT IN: Palace of the Four Sword

Guardian of the Blue Sword, it's the Mothula again! This time it's in a much more forgiving arena. It has some new tactics though! Basically, it starts cloning itself into triplicate. If you hit one of the clones, it disperses as a bunch of Bees. If both clones are destroyed, it spawns two more. Personally, to make things slightly easier on you, I just keep an eye on the real one and only eliminate one clone. That way you only have the beams from two Mothulas to worry about. Careful that it doesn't fly into you though...even with the Red Mail it still hurts tremendously.

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Blind the Thief II

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FOUGHT IN: Palace of the Four Sword

Guardian of the Purple Sword, it's this guy again! He works similarly as before, though the way to defeat him is slightly different. What you need to do is, after slashing him enough times so that his body collapses, leaving only the head, you need to wait for the body to come back. You'll notice he won't sprout another head. You have to hit the floating head in such a way so that it'll fly back to the body and actually damage him. Repeat this three more times with more heads to fling back each time and you'll defeat him.



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Four Shadow Links

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BOSS OF: Palace of the Four Sword

Time to face Shadow Link...four times! Each one represents a color of the Four Sword, and they get progressively harder over time. First up is Green Shadow Link. He basically just attacks by following you and then slashing when he's up close. He also jumps away when you slash. To damage him, I recommend keeping distance and unleashing spin attacks when he gets close. He will also occasionally dash at you. Dodge and he will ram into the wall, leaving him open briefly.

Once the green one is down, the Red Shadow Link comes up next. (Although he looks more orange-ish than red...) He attacks similarly to Green, although this time he can use the Hurricane Spin. You'll see him start to use it when he just holds his sword out a bit. To counter it, just swing at him. The spin attack works well to counter it.

Once Red is gone, the Blue Shadow Link comes up. As seems to be customary, he's the same with an extra attack: he can jump up above Link and use the Skull Crusher maneuver, where he falls down with the sword pointed at the ground. Be prepared to move when you see him jump, and counterattack once he lands. A new thing Blue does sometimes is that if you use the Spin Attack, he can use the Magic Cape to briefly disappear and avoid the hit. Cheeky. He even does this with your Hurricane Spin until you stop. As such, a good strategy is to position yourself in such a manner so that you're diagonally down-right from Blue, slashing as soon as he starts slashing. You'll most likely hit him before he's able to hit you.

Finally, the most dangerous of the four, Purple Shadow Link appears, sporting all the moves of the previous Shadow Links, while also being able to fire Sword Beams at times. He also has very little downtime for his moves, so you'll have to be generally much faster at taking your opportunities. You'll probably be using a lot of your Life Medicines here...assuming you came stocked with them.

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And that's the end of this guide. I hope you enjoy reading it! Just a few credits and that's that! See ya on the next guide I make!

Nintendo - For spawning the excellent Zelda franchise and keeping on making great games.

Zelda Wiki - For providing names of enemies in the game and just being a general encyclopedia.

CPredator - Thanks to him and his guide for helping me remember all the Heart Piece locations.

You - For being loyal readers.

