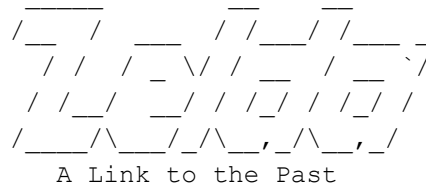


The Legend of Zelda: A Link to the Past Walkthrough Final

by Dzabroski

Updated on Oct 25, 2004



Welcome to Zelda; A Link to the Past for SNES
Complete Walkthrough

Author: David Zabroski
Lockel1978@hotmail.com

Check out my Dragon Warrior/Quest Website at:
[Http://www.Dragonwarrior2000.atfreeweb.com](http://www.Dragonwarrior2000.atfreeweb.com)

- I. Introduction
 - a. My Thoughts
 - b. Story
 - c. Tips
- II. Quest to Save Zelda
 - a. Link's House
 - b. Hyrule Palace
 - c. Sewers
- III. Search for the Sages
 - a. Kakariko Village
 - b. Minigame
- IV. Quest for the Pendants
 - a. Sahasrahla's Hideout
 - b. Eastern Palace
 - d. Kakariko Village II
- V. Extra Stuff
 - a. Bee Cave
 - b. Ice Cavern
 - c. Sanctuary II
 - d. Lake Hylia Cave
- VI. Quest for the Pendants II
 - a. Hyrule Desert
 - b. Wise Men Cave
 - c. Desert Palace
- VII. Extra Stuff II
 - a. Hyrule Desert II
 - b. Graveyard
 - c. Zora's Waterfall
 - d. 1st Fairy Pond
 - e. Reservoir
 - f. Castle Bridge
 - g. Fountain of Happiness.
- VIII. Quest for the Pendants III
 - a. Death Mountain
 - b. Mountain Tower
- IX. The Master Sword
 - a. Lost Woods

- b. Sanctuary III
- X. Extra Stuff III
 - a. Witches Potion Shop
 - b. Death Mountain II
- XI. Quest to Save Zelda II
 - a. Hyrule Palace II
 - b. Hyrule Palace Tower
- XII. Find the Lost Maidens
 - a. Pyramid
 - b. Passage to Level I
 - c. Level I
- XIII. Extra Stuff IV
 - a. Kakariko Village IV
 - b. Village of Outcasts
 - c. Kakariko Village V
 - d. Woodcutter Hut
 - e. Dark World Grave Yard
 - f. Swamp
 - g. Lake
 - h. Death Mountain III
- XIV. Find the Lost Maidens II
 - a. Marsh
 - b. Level II
- XV. Extra Stuff V
 - a. Death Mountain IV
- XVI. Find the Lost Maidens III
 - a. Level III; Skull Woods
 - b. Level IV; Blind's Dungeon
- XVII. Extra VI
 - a. Catfish Maw
 - b. Village of Outcasts
 - c. Village of Outcasts II
 - d. Hyrule Desert III
 - e. Hyrule Desert IV
 - f. Cemetery
 - g. Death Mountain V
- XVIII. Find the Lost Maidens IV
 - a. Lake Hylia
 - b. Level V; Ice Palace
 - c. Hyrule Desert IV
 - d. Level VI; Mire Swamp
- XIX. Extra Stuff VII
 - a. Bomb Shop
 - b. Pyramid II
 - c. Fountain of Happiness II
- XX. Quest to Save Zelda III
 - a. Death Mountain VI
 - b. Level VII; Turtle Rock
- XXI. Stop Agahnim
 - a. Ganon's Palace
- XXII. Defeating Ganon
 - a. Pyramid III
 - b. Triforce
- XXIII. Heart Pieces

=====

- I. Introduction
 - a. My Thoughts
 - i. If you have used my previous walkthroughs you know I recommend this as a guide. A true RPGs player can ask for help, but not be

told how to finish the game. Sometimes to get everything you need a push. Please note that there may be some Heart Pieces missing in the walkthrough. Check the Heart Piece Section to get the missing ones.

b. Story

The world of Hyrule once a calm and peaceful place. The goddess of Hyrule create the land of Hyrule with their immense powers. As a symbol of their work they left the Triforce. It was said that whoever touched it a symbol of true selves will change the world, but what people were attracted to was the gift of wishes when the Triforce was touched. It was held in the Golden Land where it was through to be safe.

One day a group of thieves who practiced black magic accidentally opened the gate to the Golden Land. They sought out the Triforce for it's power.

Ganon, leader of the band of thieves was the one to touch it and make a wish. None know what that wish was, but the Triforce showed what was in his heart, evil. The evil radiated and swallowed the Golden Land. Most suspect that Ganon's wish was to not only control the Golden Land, but the whole world in all it's planes.

The evil that radiated from the Golden Land called all evil men and spirits to arms to take over the regular world as well as the Golden Land. There was a horrible war between the minions of Ganon and the Knights of Hyrule. Until 7 wise men learned of the troubles in the Golden Land, destined to protect the Golden Land they created a seal to block Ganon in his new evil world. The real world was protected from doom.

Ganon swore revenge and he would some way find a way back to the real world. Years went by then famine, drought, and natural disasters appeared in Hyrule. The King assumed that the seal was breaking, sending the descendants of the Wise Men to check. They found nothing. Then Agahnim appeared and with a flick of his wrist stopped the troubles. Claiming black magic has been cast on the land. The King made him his advisor.

Agahnim was the one who caused it, and when the time was right he took over the castle, collected the 7 maidens that were decedents of the Wise Men. His plan was to break the seal of the Wise Men to allow Ganon to overtake the Real World.

c. Tips

i. Take your time to look around, you never

- know what you'll find
- ii. Bottles can carry more than potions and bugs,?
- iii. Take the time to help your fellow man
- iv. Things that are changed in your world, change in the Golden Land.
- v. Bosses are most likely weak to the items you find in their dungeons.

II. Quest to Save Zelda

a. Link's House

- i. You will wake to a voice in your head, a cry for help
- ii. Get up take the Lamp in the chest.
 - 1. Lamp
 - a. This will allow you to see some light in the dark
 - b. It also lights torches.
- iii. Go outside and go behind your house and head to the castle gates.
- iv. Go to the left and pick p the bush at the end. You should see a hole, enter it.

b. Hyrule Palace

- i. Go left and get a sword and a shield from your uncle
- ii. Sword Level I
 - a. You can spin attack if you hold your sword button down.
 - b. You can not block when you swing your sword
- iii. Once you are inside work your way down to the third basement,
- iv. Be sure to pick up the boomerang on the first basement floor.
 - a. Boomerang
 - i. Use this to throw at your enemies, it will stun or kill them
- v. On the third floor, you will encounter a Ball and Chain Trooper. Defeat him to rescue Zelda.
 - a. Just pick up a pot and throw it at him
 - b. Repeat and he will be dead
- vi. Open the Door with the Big Key and take Zelda back to the throne room.
 - a. Big Keys
 - i. They will open any jail doors, large chests, and Big Doors.

c. Sewers

- i. Go to the throne room and push the alter over for the exit to the sewers.
- ii. Follow the sewers through, when you get to a dark spot use your Lamp on the torches.
- iii. Pull the right switch when you reach the room.

d. Sanctuary

- i. Now that you saved Zelda you will get a full

Heart Piece.

III. Search for the Sages

- a. Kakariko Village
 - i. Go west from the Sanctuary and you will find Kakariko Village.
 - ii. Go to the northwestern part of town and over the ledge with the well.
 - iii. Fall down and get the bombs and money.
 1. Bombs
 - a. They can blow up enemies, shells, and cracked walls
 - i. Even unseen cracks.
 - iv. Exit and go to the short green house.
 - v. Go down the basement and blow up the hole in the back to get a heart piece.
 1. 4 make a complete heart container.
 - vi. Then push the blocks to get the chest. If you can't get them all exit and go back in.
 - vii. Go see the man on the carpet and buy a bottle.
 1. Bottle
 - a. You can keep flies and other things in here including potions and fairies.
 - viii. Look for the sick kid's house and get a Net.
 1. Net
 - a. You can catch flies and other things and put it in a bottle.
 - b. If you catch a fairy the fairy will revive you when you die.
 - ix. Exit and go to the back of the pub right in front.
 - x. Hit the chicken, if you feel like it, and take the chest
 1. Another bottle
 - xi. Go to the center of town and talk to the boy, he will mark your map for your next destination.
 - xii. The lower right shack can be bombed open.
- b. Minigame
 - i. Exit from the south entrance and go through the double door house
 - ii. Once inside bomb a hole between rooms.
 - iii. Exit and talk to the woman and you will have a challenge
 1. Run through the maze in 15 seconds and get a Heart Piece.
 2. The best route is to go around via the top and cut the bushes, not too tough.

IV. Quest for the Pendants

- a. Sahasrahla's Hideout
 - i. Follow the mark on the map the boy gave you.
 - ii. You will find it lead through the ruins in the northeast part of Hyrule.
 - iii. Talk to Sahasrahla and he will tell you that you need the Master Sword to beat the Evil Wizard.
 - iv. You need the three Pendants of Virtue to get the sword. Which is no easy task.

- v. The first, Courage is in the Eastern Palace next to here, if you get it he will give you a gift.
 - vi. Bomb the wall and get the Heart Piece.
- b. Eastern Palace
- i. Enter the first room and lift up the middle pot to reveal the switch. Go through the nearby door, take out the three enemy Leever, then step on the raised part of the floor to open the door.
 - ii. In the next room, there are two large arches built into the walls, the one to the north firing cannonballs and the one to the south receiving them.
 1. Usually small balls are fired down one part of a narrow corridor, but big ones require you to take refuge behind the barriers.
 - iii. Go to the door above the cannon and enters the main room. You'll now be in the main room.
 - iv. Turn right and break the pot to open the door. Enter it and go to the next room.
 - v. A key is under one of the five pots. The center pot hides the switch, go through the opened door and you'll be within reach of the chest containing the Map.
 - vi. Go down from the ledge to reach the stairs taking you back to the long room, then exit through the west entrance to return to the main room.
 - vii. Exit the main room using the doorway to the far west. The door leading out of this next room is in the southwest corner.
 - viii. In this next room, lift up one of the pots and grab its contents to make the four Stalfos appear then kill them all to open the door.
 - ix. The next room has the Compass, take it and the exit is on the east side. Reach it by going down the steps first.
 - x. The room you're now in is nothing more than a T-junction; walk straight through it from west to east and you'll come to another part of the main room.
 - xi. Again, walk straight to the east side and through the door. Don't mind the enemies.
 - xii. The next room is also deserted, but the exit is to the south.
 - xiii. The next room is dark and contains two Bubbles; start you walk by turning east until you step on the switch in the floor, then backtrack slightly to enter the adjoining room, which is also dark and guarded by Stalfos.
 - xiv. The north pot against the east wall contains a necessary Key.
 - xv. Return to the previous room, then start walking south and follow the path (taking out the Leever) to the locked door.
 - xvi. Go through the door and across the bridge in

the next room, and then you'll come to a long room guarded by a Cyclops, some Leever and Stalfos.

- xvii. Destroy all of the Leever and Stalfos, then walk near the Cyclops to bring him to life and toss some pots at him. Towards the north of this room (on the blue altar), the Bubbles will fly away from one of the pots; lift it up to reveal a switch that will make the chest containing the BIG KEY appear.
- xviii. Exit this room to the north, push the east block forward to proceed, then exit the room using the north-east door.
- xix. You'll return to the main room and will be able to recover the Bow from the large chest in the center of the room.
 - 1. Bow
 - a. You can shoot a arrow at anything.
- xx. When the Skeleton heads appear just ignore them and make your way to the north door and climb the stairs, then go through the next door.
- xxi. In this dark room are leever and Cyclops. One of the Cyclops has a key. Light a torch and take out all the enemies.
- xxii. When you go through the door you are in the dark again. The east 1 door leads to the second floor.
- xxiii. The first room of the second floor contains pots and is guarded by a Bubble. Lift the south-east pot to reveal the switch to the next room.
- xxiv. Here, defeat the three Cyclops with Arrows and step on the south switch.
- xxv. Dodge the cannon balls in this room and make it to the upper left switch. Exit through the left door.
- xxvi. Kill the Skeletons and Cyclops, but the red ones can only be killed by arrows. Proceed to the next door.
- xxvii. Kill the leever and move close to the two red Cyclops to start them moving and take at least one of them out with Arrows before they stop again.
- xxviii. Before entering the Keeper's lair, ransack the pots for Arrows.
- xxix. Boss
 - 1. Armos Knights
 - a. They are very easy. Just keep firing arrows at them as they jump around.
 - b. They follow a pattern
 - i. Circle, Line up and charge
 - c. When you defeat all ,but one the one left will change into a red Knight, but he will follow you and stomp on your head,.
 - d. Just keep firing arrows.

- xxx. You have a new heart container and the Pendant of Courage.
 - c. Sahasrahla's Hideout II
- xxx. Go back to Sahasrahla and receive the Pegasus Boots.
 - 1. Pegasus Boots
 - a. Hold the A button to run really fast
 - i. Hit trees, walls, and knock stuff down from a high place.
- d. Kakariko Village II
 - i. Go back to Kakariko Village and head to the south exit.
 - ii. Enter the library and knock down the book from the top shelf.
 - 1. Book of Mudora
 - a. This is an ancient book that can translate ancient Hylian.

V. Extra Stuff

- a. Bee Cave
 - i. There's a cave east of Lake Hylia. Go there, bomb the wall in the back, and ram the statue with the Pegasus boots to reveal the Bee. Catch it, but remember: You only get one. If you want, release it near the bottle catcher in Kakariko Village and talk to him and he'll buy it for 100 Rupees. Personally, I'd keep the bee. 100 Rupees is nothing Thanks to the gambling house in the Lost Woods.
- b. Ice Cavern
 - i. If you bomb the wall next to the entrance, you can get the Ice Rod in the chest.
 - ii. Ice Rod
 - 1. The ice rod, in my opinion, is one of the most useless weapons in the game. It freezes an enemy when it hits them, letting you kill them with another weapon.
 - 2. There is one significant use for it though: If you smash a frozen enemy with the Magic Hammer, they usually leave a Magic Potion behind.
- c. Sanctuary II
 - i. Dash into the rock pile just west of the Sanctuary to reveal a stairway. Under it is a Piece of Heart waiting to be taken.
- d. Lake Hylia Cave
 - i. On the way to the Lake Hylia cave, there's a small patch of grass near the bottom edge of the lake that stands out in the relatively parched area.
 - ii. Bomb the wall nearby it and kill the worms inside.
 - iii. When they're all dead, a pathway opens where you can get 3 bombs, 320 Rupees, talk to the thief for the 300-pack, and 10 arrows.

VI. Quest for the Pendants II

- a. Hyrule Desert
 - i. The best way to get here is by way of Link's house
 - ii. Go south of the house into the field.
 - iii. Head west until you see the path. Follow it to the Desert
- b. Wise Men Cave
 - i. Go to the northern part of the desert and enter the cave.
 - ii. Bomb the south wall in the Wise man's room and get a heart piece.
- c. Desert Palace
 - i. Head west and you should see a three headed statues. Go to the tables and is the book. This will activate the statues and let you in.
 - 1. It also blocks you in.
 - ii. Dodge the monsters and watch out for the laser eye.
 - iii. Go to the left side and break the pots. Follow the path.
 - iv. When you reach the top kill the quicksand monster and go left.
 - v. Head up, and into the doorway
 - vi. Go left until you see two Cyclops Knights. Break the pot and step on a switch and get the map.
 - vii. Head left, and through the doorway at the bottom of the screen.
 - viii. Then, head left to the next screen, and up through the top doorway. Dash into the torch pillar to get a key.
 - ix. Now go south, then east two screens.
 - x. Keep going south for one more screen. Open the locked door and enter.
 - xi. Kill all 3 monsters to open the exit.
 - xii. The chest contains the Compass. Head north.
 - xiii. Go to the north end of the room for the Big Key, just dodge the cannons, if you time it right you can get through.
 - xiv. Go back to the main area. Where you place just before you knocked down the key.
 - 1. I call this the main area because you return here often.
 - xv. Go to the western door, once inside look for the switch and go to the next room.
 - xvi. Gram the power glove and go back to the main area again.
 - 1. Power Glove
 - a. This will allow you to pick up stones and other heave objects.
 - i. You can only pick up Light Green stones.
 - xvii. Head south, east, south, and west to a room with 3 torches in it.
 - xviii. If you want to get some faeries, push the third block from the left on the left row upward and walk through the doorway.

- xix. Go south and outside.
- xx. Follow the cliff to the west and grab the Heart Piece.
- xxi. Go back and head behind the entrance you took to get here.
- xxii. Use the glove to pick up the stones.
- xxiii. Go down the stairs and work your way back to the corridor.
 - 1. You have to go under bridge several times.
- xxiv. When you get there head to the next room and dodge the flying tiles.
- xxv. There is a key under one of the blocks take it and head back.
- xxvi. Once you get the key you can open the door to the next area above the bridge.
- xxvii. Go through and dodge the laser eyes. There is a key under one of the pots.
- xxviii. Go to the next room and kill red Cyclops and light the four torches for the boss room
 - 1. Lanmolas
 - a. There are three giant sand worms. Just hit them in the head when they pop out.
 - b. They can fly for a short distance so watch out.
 - c. They pop up random depending on where you are standing.
- xxix. When they are dead you get the Pendent of Power and a Full Heart Piece.

VII. Extra Stuff II

- a. Hyrule Desert II
 - i. East of the Desert of Mystery, south-west of the sleeping man are two large boulders one above the other. Under the lower one is a staircase with a thief guarding 50 Rupees under the pots.
 - 1. This is great place to get free rupees. When you get the hammer you can easily plug away at these guys.
- b. Graveyard
 - i. Go to the Graveyard located east of the Sanctuary and go to the upper right side. Throw the rocks and push the headstone to reveal a hidden passage. Bomb the walls and get chests containing 4 hearts, 300 Rupees, 3 bombs, and 10 arrows.
- c. Zora's Waterfall
 - i. Go to the Witches house, east of the castle.
 - ii. Follow the route all of the way around the river.
 - iii. Stay on the shallows and keep going until you see a fork in the road.
 - iv. Take the lowest path and talk to King Zora.
 - v. He will sell you his Flippers for 500 Rupees!
 - 1. Flippers
 - a. The flippers will allow you to swim in deep water.
 - b. You can also use the warp

points too.

- vi. Go straight back and fall off the waterfall and go left to get a Heart Piece.

d. 1st Fairy Pond

- i. Once you get out of the river go to the first waterfall.
- ii. When you enter approach the pond and you will have a item select screen.
- iii. Throw the following in
 - 1. Shield
 - a. You will get a better shield that blocks fire
 - 2. Boomerang
 - a. You will get a Magic Boomerang that goes even farther
 - 3. Bottle
 - a. You will get a refill of Magic Potion in your bottle.

e. Reservoir

- i. Go South of Link's House and push the blocks out of the way.
- ii. Go in the back and pull the lever to release the water.
- iii. Now go back outside and take the Heart Piece.

f. Castle Bridge

- i. You can get the third bottle now that you can swim.
- ii. Go to the bridge between your house and the rock formations near the castle.
- iii. Follow the river east until you have a chance to go in the water.
- iv. Backtrack in the water and go under the bridge. The man will give you a bottle.

g. Fountain of Happiness.

- i. This Fountain is located in the middle of the lake.
- ii. Throw 100 rupees in and you will get a raise in of your maximum of Arrow or Bombs.
 - 1. Bombs: 15, 20, 25, 30, 35, 40, 50
 - 2. Arrows: 35, 40, 45, 50, 55, 60, 70

VIII. Quest for the Pendants III

a. Death Mountain

- i. The final pendent awaits for you in your quest.
- ii. Head to the Sanctuary and just a few screens over then a few screens north you will find a large wooded area.
 - 1. Not the Lost woods with the mist, just right of it.
- iii. Enter from the side of the mountain and follow the path inside.
 - 1. It isn't hard to find your way through so I won't do a step by step.
- iv. When you reach the end of the sections an old man in at the exit.
 - 1. He was lost and needs you to walk with him because he has no light.
 - 2. He will direct you to the exit.

- v. Once you get outside he will thank you and reward you with a Mirror.
 1. Mirror
 - a. The Mirror is a small portal than can bring you back from another Place of existence.
 - b. If used in a dungeon it will send you to the beginning of the dungeon.
 - vi. Now head into the cave the old man entered and listen to his story and he will refill your hearts for you.
 - vii. You can take the caves to the next ledge, or climb the stairs and dodge the boulders, either one.
 - viii. Go all of the way left on the next level and climb the huge stairs.
 - ix. When you get to the top jump down the left side and get a Heart Piece.
 - x. When you get to the top go to the left side and step on the warp tile.
 1. This will bring you to the Dark World.
 - a. The Dark World amplifies who you are as a character in life into a actual new physical form.
 - xi. Go to the top part and edge of the ledge and use the Mirror to bring you back to the real world.
 - xii. Take the Heart Piece and jump down to enter the final tower of pendants
- b. Mountain Tower
- i. Hit the switch to lower the blue blocks.
 - ii. Now, go left and down the steps to the floor below.
 - iii. Here, simply throw your boomerang through the orange barrier when the Mini-Moldorm isn't in the way and take the Key with the Boomerang.
 - iv. Take the key, go back upstairs to the second floor.
 - v. Stand just north of the lowered blue barriers by the first crystal switch and hit it with your Boomerang to lower the orange barrier that's in a row across the room.
 1. You can also throw a bomb and run back before it explodes.
 - vi. Go up and left through the room and open the chest if you want to get a Map, then unlock the door with your Key and go down the stairs to the first floor again.
 - vii. In this room, the tiles will come out and fling themselves toward you to attack.
 - viii. Go to the lower-left corner of the room and lift up the pots, then hit the crystal switch to lower the blue barriers.
 - ix. Stay in a corner and block all of the tiles with your sword.
 - x. After the tiles stop flying and the door

- opens, go right into the next room.
- xi. Here, hit the crystal switch to lower the orange barriers, then defeat the sand worms and head down into the next room.
 - xii. In this room, defeat the monsters and lift the pots to recover your magic meter if it isn't full yet. Then, light the four unlit lanterns with the Lamp to make a chest appear.
 - xiii. Open it to get the Big Key. Now,
 - xiv. Head back to the entrance.
 - xv. Go to the right staircase, hit the next switch to lower the orange barriers, if needed, then go up the stairs to the third floor.
 - xvi. In this new room, kill or knock the beetles into the holes and go to the next room. Now go left into the next room.
 - xvii. Head to the door, but if you are blocked by a pit then use the tile to change the holes, if you are now blocked by the blocks hit the switch crystal.
 - xviii. Here, go up and right around the wall while defeating the Hardhat Beetles and trying not to step on the star tiles.
 - xix. Go right over the lowered barrier, then go up and right over another one.
 - xx. Get to the right side of the room, then hit the crystal switch to raise the blue barriers again.
 - xxi. Then, go up the steps to the fourth floor.
 - xxii. When you enter this room, go down and lift up the pots and throw them at the 2 sandworms.
 - xxiii. Then, go down and left and lift up the next row of pots so they're not in your way anymore.
 - xxiv. Go left into the middle of the room and open the chest to get the Compass.
 - xxv. Now, continue left and lift up the pots, then go left and up, then take the second left while trying not to get burned by the enemy's fireballs.
 - xxvi. Then, go up the stairs to the fifth floor. As soon as you enter this room, go down and step on the star tile to rearrange the pits in the room.
 - xxvii. Knock the Hardhat Beetles into the pits with your Sword, then get to the middle part of the room.
 - xxviii. You'll see a bouncer in the middle of the room and a square pit just above it.
 - xxix. Get to the north side of that pit and drop down into it.
 - 1. Hold the Up button on your control pad or you will land on the wrong spot and clear the floor from under you.
 - xxx. Open the chest and take the Moon Pearl.
 - 1. Moon Pearl
 - a. This will keep you from changing into the rabbit form

when you enter the dark world.

- xxxii. Now, go down and walk across the star tiles to move the pits so you won't fall in.
- xxxiii. When you get to the large middle area of the room again, go left and up to the stairs and get to the fifth floor.
- xxxiiii. At this point, if you need any health, lift up the pots in the right side of the room since each of them has a single heart in them.
- xxxv. Go up the stairs and prepare for the boss.
 - 1. Boss
 - a. Moldorm
 - i. He is a somewhat easy boss, but at the same time he isn't
 - ii. You must hit him in the tail to hurt him, it only takes 5-6 hits to kill him
 - iii. He also makes you bounce If you get hit by him or hit him other than his tail.
 - 1. With pits all around you and one in the center of the floor it isn't too easy.
- xxxv. When he is dead take the heart piece and receive the Pendent of Wisdom.

IX. The Master Sword

- a. Lost Woods
 - i. The Lost Woods is a dark place. Mist covers the woods.
 - ii. There are tons of swords, but only one true Master Sword.
 - iii. There is a mushroom in the area so be sure to take it.
 - iv. The Master Sword is actual in the upper left side of the forest.
 - v. It is in it's own section.
 - vi. When you reach it just step up to the alter and take it.
 - 1. The Master Sword; Sword Level II
 - a. This has more power than your regular sword.
 - b. When you Hearts are full you can shoot a spinning attack from your sword.
- b. Sanctuary III
 - i. You get a telepathic call from Zelda.
 - ii. The guards have found her and have taken her away to the castle.

X. Extra Stuff III

- a. Witches Potion Shop
 - i. Give the mushroom to the woman in front of the potion shop.
 - ii. Exit the area and return. When you enter the

shop you will get Magic Powder

1. Magic Powder

- a. You can do some cool stuff with the powder.
 - i. Turn creatures into clowns
 - ii. Make bushes disappear.
 - iii. Summon Monsters
 - 1. at certain places

b. Death Mountain II

- i. You can get Ether from the Alter west of the Mountain Tower.
- ii. Just use the book to summon Ether
 - 1. Ether
 - a. A Elemental spell that will freeze enemies to death.

XI. Quest to Save Zelda II

a. Hyrule Palace II

- i. To get to Agahnim and save Zelda you must reach them first. Your goal is to get to the room where you saw the girls disappear in the introduction.
- ii. Go into the Palace and head to the top floors. Go on the outside edges to reach. Once you are on the edges of the building go to the back part where you see a electric field.
- iii. Hit it with your sword and prepare for the fight.

b. Hyrule Palace Tower

- i. The tower is very easy to manage. You just have to go from one room to the next.
- ii. Once you reach the top you will see Agahnim with Zelda on a bed. He will make her disappear before your eyes.
- iii. When he retreats swing at the curtains to see the secret hiding place.
- iv. Boss

1. Agahnim

- a. He is actually one of the easiest bosses in the game
- b. He will use three attacks
 - i. Fire Ball
 - 1. A white ball of evil magic
 - 2. Knock it back with your sword
 - ii. Spinning Flame
 - 1. A blue circle of fire that will spread into all directions when touched.
 - 2. Have it hit your shield, the extra

flames will go
around you.

iii. Thunder

1. Just avoid it.

c. The only way to kill him is to
reflect his magic fireball back
at him.

i. Hit it with your
shield. The best spot
is with a direct
straight line drive.

v. Once he is dead he will suck you into the
Dark World.

XII. Find the Lost Maidens

a. Pyramid

i. You start off here, Let me explain the Dark
World

1. This place is like an opposite reality
of the real world. The houses and
land are similar, but different.

2. Things that happen in the real world
can change things in the Dark World.

3. The Mirror is a portal between the
two worlds, but the mirror only
world as long as there is not
interference between the two worlds.

4. When the mirror is used the spot
remains a portal in the real world
until you re-enter and change the
portal.

5. Some layouts are different in the two
worlds.

6. You can use the portal in the Dark
World and come up into a higher or
unreachable area in the real world.

ii. There is a heart piece located on the side of
the pyramid. You have to jump down the
left side to reach it.

iii. When you make it to the base ram the tree
on your left to get a fairy if you need it.

b. Passage to Level I

i. If you look on your map there is only one
level that is shown. You must complete this
level to be shown where all the other levels
are located.

ii. The level is in the same place as the Eastern
Palace, but the difference is there is a small
maze to get there.

iii. Once you reach the general area go past the
hut and go through the small passage with
the arrow pointing up.

iv. Go up and around.

v. You must enter the big square from the top
to get out.

vi. Once you get out you find a small monkey
following you.

vii. He will ask for 10 rupees, give them to him

viii. When you reach the palace the way will be
blocked, give Kiki 100 rupees to open the
door.

- c. Level I
- i. This can be a tough level if you don't know your way around. I am going to take you through this the easiest way possible.
 - ii. From the opening screen, go left.
 - iii. Step on the switch tile to open the door, then go down the stairs to B1.
 - iv. There's a switch under the lower-left pot that reveals a chest. Inside is a key.
 - v. Head back to the entrance. There is a switch under a pot to open the door.
 - vi. This time, take the right exit.
 - vii. Go down the stairs, and step on the warp tile.
 - viii. Dash into the lower wall to bust it open. Go down, kill the jellyfish, and head left.
 - ix. There's another wall you can dash open.
 - x. Go through and defeat the two monsters.
 1. The green ones will follow you around the room. Shoot them with arrows when you position them next to or in front of you.
 2. The red one will shoot fire if you are in its path. You can not shoot him like that.
 - a. The key is to fire an arrow and move him into the line by following you.
 - xi. Once you kill them go to the next room.
 1. Take the key from the bombable wall on your left
 2. Bomb the right to get a fairy pond.
 - xii. Return to the entrance one more time.
 - xiii. Take the center path.
 - xiv. Go right bridge, and push the lower block on the bridge.
 - xv. Go right, into the pit.
 - xvi. Head left, and lift up the lone skull to reveal a switch.
 - xvii. Step on it to reveal a chest containing a key.
 - xviii. Head right, step on the teleported tile, then backtrack to the Dual Bridge Screen.
 - xix. Now go to the left bridge that you passed. Bomb the crack in the middle to open a pit that will take you to a new section.
 - xx. Go up, right, and through the locked door.
 - xxi. Open the chest for the Big Key, then jump off the ledge to your right.
 - xxii. Go back to the bridges again and go right.
 - xxiii. Now, take the right bridge and go up to the doorway at the end of it.
 - xxiv. Open the chest for a key, then hold UP on the arrow to jump. This will drop you to the next platform.
 - xxv. Head up a bit, then left. Go north through the locked door.
 - xxvi. Here is a bridge with some skulls and head-butting monsters.
 1. No time to waste pick up the skull, and dash over the bridge, you should

knock the monsters over. Gram the skull that's blocking the way and get back onto the platform.

- a. If you are too slow you will fall and lose a heart.
- xxvii. Go up into the top right room.
- xxviii. Follow through and get the chest with the Compass.
- xxix. Take either stairway, and you'll reach a room loaded with Rupees, and two chests.
- xxx. Exit and go to the room locked opposite of the room you went in for the falling bridge.
- xxxi. Follow through the maze and get to the key and then head for the bomable wall on the right.
- xxxii. Open the chest and get the Hammer.
1. Hammer
 - a. This Hammer is as strong as your sword
 - b. It does the following
 - i. Hits enemies
 - ii. Pounds Stakes
 - iii. Knocks things over
 - iv. Secret
 1. When you freeze an enemy and hit them with the hammer they will give a Magic Container
- xxxiii. Go to where you got the compass and head south.
- xxxiv. The easiest way to do this screen is by going along the left edge, then pushing the statue right which blocks the bouncing spike from hitting you.
- xxxv. Head south. Now, go left a bit and jump onto the center platform.
- xxxvi. Hit the toggle switch near the bottom of the screen with your Boomerang or a skull.
- xxxvii. Go east. There are 3 skulls to either side of the sealed door.
- xxxviii. When you get to this room you have to make the switch to open the door hold
1. Pick up the 3 Skulls on the right side
 2. Pull the Statue onto the block to open the door.
- xxxix. Go through the door and kill the mimics, and head north again.
- xl. Hit the crystal switch, then go right.
- xli. Shoot a arrow in the eye of the statue. This will open a secret stairway.
- xlii. Use the Hammer to knock the purple obstacles down (along with the two Turtles) and look along the north for a Crystal Switch.
- xliii. Plant a Bomb near it and head west past the retracted blocks, then wait for the bomb to

go off and trigger the Crystal Switch to reach the door.

- xliv. Head south, and prepare for some hurting while you attempt to kill all of those turtles and go east.
- xlv. Now, push the upper-right tile down or left and step on the teleported tile.
- xlvi. Boss
 - 1. Helmasaur King
 - a. There are two ways to kill this boss
 - i. Place Bombs next to him so they crack his shell
 - ii. Hit him in the head with the hammer.
 - 1. Gee #2!
 - b. Just keep running up and hitting him in the head. He shell covering will break off.
 - c. Once it is totally off he will become more aggressive. Hit the Glowing jewel in his head.
- xlvii. Once you kill him you get a full Heart Piece and a Crystal.
 - 1. The crystal is actually one of the maidens used to break the seal. She will tell you a story and show you where the other girls are hidden.

XIII. Extra Stuff IV

- a. Kakariko Village IV
 - i. Now that you have the hammer almost the whole world is open to you.
 - ii. Magic Up!
 - 1. Go to the Blacksmith's Shop in the village and knock down the pegs in from of the ledge.
 - 2. Jump down into the well and use the Magic Powder on the alter.
 - a. The Grumpy/Nice Moth will make you use λ of your magic.
 - i. This is good, your magic capacity doubled!
 - 1. It is not a curse, but a blessing in disguise.
 - iii. Head to Kakariko Village in the real world first.
 - 1. Many people think you can't use the warp point in the village unless you have the Level 2 Glove, but you only need the hammer.
 - 2. Go to the upper left side of the village and go into the woods. Take the first right and then go south.
 - 3. Knock down the pegs and pick up the stone to open the Warp Point.

- b. Village of Outcasts
 - i. BEWARE
 - 1. There are men here that will knock you down and take your items, watch out for the FOX
 - a. You must pick up as many items as you can before he does.
 - ii. Treasure Game
 - 1. This is in the Northern part of the village. Enter a house and you will see a ton of chests.
 - a. Pay 30 Rupees and you can open 2 chests.
 - b. You can win anything from nothing to money.
 - c. There is also 1 Heart Piece somewhere in the room, good luck.
 - iii. Mo-Money!
 - 1. There is one house that has all of the booty that was taken from people.
 - 2. Steal from the Outcasts to feed yourself!
 - iv. Digging Game
 - 1. You can get another Heart Piece in the Digging Game.
 - v. Lost Boy
 - 1. Head south of the Village to where you would see the boy play the flute in the real world.
 - a. You find the boy is turning into a tree.
 - b. He asks you to get his flute for him.
 - i. He hands you a shovel
 - c. Use the Mirror to go back to the real world.
 - d. Use the Shovel to dig in the flower bed on the northwestern side of the grove.
 - e. Return to the Dark World and talk to the boy. He will ask you to play it one more time for him and take it to his father.
- c. Kakariko Village V
 - i. Take the flute to the Man in the tavern. Play the flute in front of him to get a response. He will ask you to play for the Bird in the village square.
 - ii. When you play this at the village square you can fly to any spot on the world marked by the map.
 - iii. You can get another Heart Piece near the grove you just left.
 - 1. When you are back at the Dark World go southwest of the grove

when you see a circle of flowers.

2. Use the mirror and get the Heart Piece from the cave.

- d. Woodcutter Hut
 - i. If you talked to the woodcutters before they would have said the tree feel weird.
 - ii. Return to it now and dash into it. The top will disappear allowing you to get another Heart Piece.
- e. Dark World Grave Yard
 - i. If you go to where the Graveyard would be in the Dark World and position yourself at the top you could get another Heart Piece.
- f. Swamp
 - i. In the Dark World head to Level II, go far left.
 - ii. When you see a circle of bushes stand in the middle and use the mirror.
 - iii. When you emerge in the Real World you will be on a cliff.
 - iv. Go left and use the book to receive the Bombos Medallion.
 1. Bombos
 - a. Shoots a huge circle of fire and cooks everything near it.
- g. Lake
 - i. Go to the Lake in the Dark World and look for the small shallows.
 - ii. Use the mirror and get a Heart Piece.
- h. Death Mountain III
 - i. Staff of Byrna
 1. Go back to the first Warp point on Death Mountain.
 2. Go directly south and get the Staff of Byrna.
 3. Make sure you have plenty of potions because there are spikes along the path.
 - a. Staff of Byrna
 - i. This will place a magic field around you making you invincible as long as you have MP.

XIV. Find the Lost Maidens II

- a. Marsh
 - i. Go to Level II, the Swamp where you released the Watergate in the Real World.
 - ii. Once you arrive use the Mirror and return to the Real World.
 - iii. Release the water and go back through the portal to the Dark World.
- b. Level II
 - i. Now that you filled the water you can get through Level II.
 - ii. From the entrance, swim west. Kill all three bugs to reveal a chest containing the key.
 1. The water can't be killed, just hit it and run before the next one comes out.

- iii. Go through the door and go to the back of the room, and pick up the bottom pot for the key.
- iv. There's a spot on the western wall which can be bombed to reveal a passage to the Map.
- v. Head through the locked door in the south-west corner of the room.
- vi. Go left, down into the trench, and through the doorway. Under the pot is a key.
- vii. Go back to the previous screen and through the locked door.
- viii. Hit crystal switch, and push the switch left to flood the trench.
- ix. Go back to the previous room, and exit west.
- x. Enter the main room
- xi. Take the southern exit and loop the entire area clockwise for the Compass.
- xii. Go back to the main room.
- xiii. Now, take the south-west exit, go left, into the trench, and through the doorway.
- xiv. Lift up the pot for a key. Go back to the main room, and take the north-west doorway.
- xv. Flood the trench again after hitting the toggle switch, then hit the toggle switch again, red.
- xvi. Go back to the main room, and take the south-west exit again.
- xvii. Dive into the trench, and exit west.
- xviii. Head left into yet another trench.
- xix. Go left, push the lower block left, and then the middle block up.
- xx. Go up the stairs, and then exit south.
- xxi. Push the block in the north-east corner up or down, then jump into the pit.
- xxii. Head east and open the chest for the Big Key.
- xxiii. Head back to the main room and open the big chest for the Hooks hot.
 1. Hookshot
 - a. Allows you to fire a hook and latch onto things.
 - b. This will allow you to pass over trenches, platforms and bridges.
 - c. It kills some enemies and stuns others.
 - d. It can also grab things like the boomerang.
- xxiv. Latch onto the skull in the south-east corner of the room, and break the pot on the right side for a key.
- xxv. Then, latch onto the skull in the top of the room and exit north.
- xxvi. Head west, lift up the upper skull, and push the statue on top of the switch.
- xxvii. Now logic would dictate you go into the open door right?, Wrong! Instead go to the opposite end of the room and go through the left doorway.

- xxviii. Go down the staircase at the top of the screen, hit the switch and go down into the drained area.
- xxix. Go west, then north. The exit to this screen is hidden behind the waterfall second from the right.
- xxx. Work your way into a flooded room. Lift up the pot on the right for the key.
- xxxi. There's a bomable wall near the center where you can refill some stuff.
- xxxii. Exit through the door on the left.
- xxxiii. Boss
 - 1. Arrghus
 - a. Use the Hook shot to grab onto it's fuzz balls that spin around him.
 - b. Once you get one wack away at it with your sword until it dies and repeat.
 - c. Once they are all gone the giant eye will jump up into the ceiling and come crashing down on you.
 - d. If you walk around and it you misses it will bounce around the room for a short time.
 - e. Hit it with your sword when it bounces around the room.
- xxxiv. Once he is dead you get a Heart Piece and another Crystal.

XV. Extra Stuff V

- a. Death Mountain IV
 - i. Now that you have the Hook shot you can go around the bottom of Death Mountain and pickup some lost treasure mostly from the bridge below.

XVI. Find the Lost Maidens III

- a. Level III; Skull Woods
 - i. Level III isn't exactly one place. It is several places mixed together.
 - ii. Head to the Village of Outcasts and go into the woods.
 - 1. Normally the Lost Woods in the Real World.
 - iii. Bombos is your best friend here!
 - 1. Bombos will kill all the enemies on the screen
 - a. Hands will only die if they are on the screen.
 - iv. Once you enter the forest, head north.
 - v. When you see a bunch of bushes next to the skull cut them down and fall down the hole.
 - 1. BEWARE!
 - a. There is a hand that will fall on your for almost every part of this level, it will bring you back to where you started.
 - vi. Step on either of the two star tiles, then bomb the left wall.
 - vii. Go through the opening, and pull the switch

- to bomb the way to the Big Chest.
- viii. Go back east, then south.
 - ix. Pick up the map in the chest, head west, then south to the outside.
 - x. Jump in the hole south-west of where you should now be standing.
 - xi. Work your way to the exit in the south-east corner.
 - xii. In the next room, don't open the chest.
 - xiii. First, head north. Open the chest in the north-west corner for a key.
 - xiv. Now head back south, and open the chest for the Compass.
 - xv. Head east. Open the chest in the center for a key. Exit through the locked door in the upper-right. Go west, then south to the outside.
 - xvi. Now, go north-east a bit, around the bushes, through the ribcages, and in through another skull entrance.
 - xvii. Look for the hand to come down and cast Bombos. This will eradicate all the monsters in the room.
 - xviii. Now quickly pull the statue onto the switch. If you take too long stop and wait for the hand, quickly dodge it and kill it, and then continue.
 - xix. Head north, and open the chest for the Big Key.
 - xx. Head back south, then east twice.
 - xxi. Pick up the left skull for a key, then head south to the outside.
 - xxii. Take the right bone path, and work your way to a hole.
 - xxiii. Jump in, and step on the star tiles.
 - xxiv. Work your way to the south-east exit, then go south to the outside again.
 - xxv. Backtrack to the 9-bush cluster, and jump in the hole again.
 - xxvi. Step on a star tile, then go west, then south to the big chest.
 - xxvii. Open it for the Fire Rod
 - 1. Fire Rod
 - a. This will burn anything it aims at.
 - b. It will also light torches from a distance.
 - c. Mummies are weak to fire.
 - xxviii. Keep heading west through the tunnels until you reach a room with an exit leading south. Get the Key from the north-west pot and exit, then go via the north-east rib cage and follow the path to a pit. Jump down the pit, step on a Star Tile and travel south, then go west and north through the locked door for some goodies. Keep heading south for the exit, then take the north-west rib cage.
 - xxix. Once you see the large skull with the spine sticking out stop.
 - xxx. Use the Fire Rod on the bones to destroy the

block

- xxxi. Once you enter go down the stairs and weave in and out from under the bridge to make it.
- xxxii. Take they key and head back to the entrance of this section
- xxxiii. No over the bridge into the north door.
- xxxiv. The next room you will se a bunch of holes and the tiles that make the holes move.
- xxxv. Work your way around or use the Hook shot to get through.
- xxxvi. Once you make it to the four torches light them to open the pit to the boss.
- xxxvii. Boss
 - 1. Mothula
 - a. The boss isn't the hard part, it is the room
 - b. You have to dodge the spikes as the floor moves and hit him with the Fire Rod.
 - c. Be sure to reserve you magic and use it when you can get him.
 - d. If you are fast you can get 3-4 shots in one turn.

xxxviii. Once he is dead you get a full Heart Piece and a Crystal.

b. Level IV; Blind's Dungeon

- i. This is my favorite dungeon.
- ii. The first floor can seem complicated, but it is actually quite simple.
- iii. From the entrance, go straight up fall off the ledge and keep going straight up.
- iv. Stop when you see a head statue with a fireball rotating around it.
- v. From there, go west and get the map from the chest.
- vi. Go back to the statue, then go right, and north.
- vii. Now, go north a bit, and east to the next screen.
- viii. Head south, up the stairs, left a bit, down, right, and up to the chest for the Compass.
- ix. From the Compass chest, move down about 3 tiles, then jump off the ledge to your left,
- x. Continue west to the next screen for the Big Key.
 - 1. The main key to this is finding the chest that is blocked by 3 walls, and pinpoint where you must go to get through by going under the bridges.
- xi. Go back east to get to the previous screen, and keep going east until you hit a junction.
- xii. Now go north until you reach the next screen. From there, go north and up the stairs.
- xiii. Go right a bit, up, right, and through the big locked door.
- xiv. Go to the top of the room and lift up the right skull for the key.

- xv. Now open the locked door in the south-west corner of the room. Head west twice.
 - 1. The monsters that looks like a orange cloud can get to be a pain
 - a. Kill him by hitting the smaller "heart" of the body, but it must be separated or you can not harm it.
- xvi. Keep going west
- xvii. Take the north exit.
- xviii. Lift up the skull for the key, hit the toggle switch, and head up the stairs.
- xix. The exit switch is under the lower-right skull. Pulling the lever only releases a bunch of snakes.
- xx. Work your way east until you reach a room with light shining on a cracked spot in the floor.
- xxi. Throw a bomb on top of the cracked spot to blow it open. Backtrack to the staircase, and go down it again.
 - 1. If you take Blind up here she will leave because of the light.
- xxii. Head south, then take the north-east exit.
- xxiii. Go to the north door.
- xxiv. Pull up the big block and go south, then east.
- xxv. You find a girl locked in the dungeon. Taker her with you and get the key next to her.
 - 1. No SM here folks! This is a kids game!
- xxvi. Exit through the south-west exit and head west, then west through the locked door.
- xxvii. Open the big chest for the Titan's Mitt.
 - 1. Titan's Mitt
 - a. You can now lift almost everything.
 - b. The main things are the Light & Dark Blocks
- xxviii. Go all the way back to the Big Key door you opened after you get the Big Key, not the main entrance.
- xxix. Head up through the corridor and enter the room at the end.
- xxx. Boss
 - 1. Blind
 - a. The thief who lived in the house in the village is here now. The sun you brought down from the upper room changer the maiden into Blind, a monster.
 - b. There are three parts to the battle, because Blind has three heads.
 - i. Just like the Dragon in Zelda when you hit Blind enough her head will fall, float around the room, and a new one will

appear.

ii. The first two use Fire,
the last one uses
lasers.

iii. Just keep wicking at
her head and she will
die.

xxxii. Take the Full Heart Piece and the Crystal.

XVII. Extra VI

a. Catfish Maw

i. Head to the place where the Witches Shop is
in the Real World, but in the Dark World.

ii. Follow the river all the way north until you
get to the circle of rocks in the water.

iii. Throw something in water and get Quake.

1. Quake

a. This a ground slamming
spell.

b. Things will fall apart all over
the place!

2. Throw something else and see what
you get.

b. Village of Outcasts

i. Blacksmith

1. Go to the Village of Outcasts and
head through the south exit.

2. You should see a red frog blocked in
by some Green Blocks. Free him and
take him to the real world.

3. Take him to the Blacksmith and he
will join his friend.

4. Exit and come back, they will temper
your sword for you.

5. Go to the Dark World and then the
Real World and get your sword.

6. Sword Level III

a. The Master Sword was
tempered and lost all the rust.
The sword is even more
powerful.

i. The shooting sword is
always at Level I.

c. Village of Outcasts II

i. Now open the area of the Blacksmiths, but
in the Dark World.

ii. Hit all the pegs down and a passage will
open for you. Take the Heart Piece and exit
the cave.

iii. Now go into the building and take the chest
that is in the house.

1. You can only do this after you save
the Blacksmith.

2. It will say you can not open it
because the key is inside.

a. Take it with you!

d. Hyrule Desert III

i. Take the Chest with you into the Real
World.

ii. Warp to the swamp area,

1. Not the desert area yet.

- iii. Take the chest to the man sleeping with the sign.
- iv. Pick up the sign and he will open the chest for you.
- v. The Fourth Bottle is inside!
- e. Hyrule Desert IV
 - i. Go to the Warp point in the desert's ledge.
 - ii. When you reach the Dark World Swamp go into the left shaped like a mouth.
 - iii. Take the Heart Piece and exit.
 - iv. Now go to the upper right corner of the marshes. Use the mirror and you should end up on a ledge in the Real World.
 - v. Pick up the stone and enter the cave.
 - 1. Move the blocks diagonally to get the Heart Piece.

- f. Cemetery
 - i. Go to where the Cemetery was in the Real World.
 - ii. Go as far north as you can go and use the Mirror.
 - iii. Enter the cave and get the Heart Piece and leave.
 - iv. Now go to the far right crave and pick up the stones.
 - v. Run and dash into it to open a stairwell.
 - vi. Take the Magic Cape
 - 1. Magic Cape
 - a. Will make you invisible

- g. Death Mountain V
 - i. Go to the Dark world and go to the side entrance of Death Mountain. Read the sign and it says only a person with a Cape can get the Heart Piece. Enter and get the Heart Piece with the cape on.

XVIII. Find the Lost Maidens IV

- a. Lake Hylia
 - i. Go to the middle of the lake and go to the Fountain of Happiness.
 - ii. Open the Warp hole in front and get transported to the inside of the Ice Palace; Level V
- b. Level V; Ice Palace
 - i. This is one of the most difficult levels in the game.
 - ii. You can always go to Level VI first and get the Cane of Somaria.
 - iii. Let me give you this tip if you get lost.
 - 1. The main goal is to hit the crystal switches in a way that when you first go around the level you set all the switches, and then repeat the process and be able to push a block down that is used to keep the door open in a lower floor.
 - a. The Cane of Somaria creates a block for you. If you get this first you only need to do the level once.
 - 2. Bombos is your best friend!.

- a. When you get to the gators or a large amount of enemies just cast Bombos.
 - i. They usually leave at least one full container of MP.
- iv. Make sure you have full MP and have all four bottles filled with blue potions, green as a minimum.
 1. Blue Fills full HP & MP
 2. Green fills Full MP!
- v. Enter the cave upon entering you will be attacked by a ice spider. Your Fire Rod will take care of him..
- vi. Go west, kill the jellyfish, take the key
- vii. Now head north, step on the tile switch, and head east.
- viii. Push the middle block right, and head south.
- ix. Kill the gators with Bombos, and a chest will appear with the Compass inside.
- x. Head north, push the middle block up, and go east.
- xi. Pick up the lower pot, step on the switch, head back west, and go north.
- xii. Place a bomb near the toggle switch, then go to the upper half of the room.
- xiii. Bomb the center and jump in the pit.
- xiv. Walk around the room to fight skeleton knights.
 1. Hit them once with your sword and place a bomb in the bones, that is the only way to kill them.
- xv. Exit south and go through the sliding room. Kill the jellyfish for the key, for the south-west exit.
- xvi. Make sure you hit the red switch before you exit.
- xvii. Just hit the switch under the south-west skull, then grapple on to the skull to go across the room.
- xviii. Exit east and then exit north.
- xix. Kill the gators, Bombos, then exit north.
- xx. Wait for the spike cross to go back up, then exit west.
- xxi. Head to the staircase, go down it, and then jump into the pit.
- xxii. Go east twice, and look for a key under all the skulls.
- xxiii. It should be in the upper-left area.
- xxiv. The switch is under the skull just north-east of the axis of the fire chain.
- xxv. Exit south. Next screen is all timing. Exit west.
- xxvi. Pick up the skull and hit the switch.
- xxvii. A chest will appear containing a key.
- xxviii. Exit north.
- xxix. Exit through the northeast exit.
- xxx. Hit the switch under the left pot on the right side, then leave for the north-east exit.
- xxx. Kill off the jellyfish and grapple onto the

block on the right side to pull yourself over.
Exit south.

- xxxii. Work your way to the north-west exit.
 - xxxiii. Grapple onto the skull to pull yourself over.
 - xxxiv. Exit for the north-east staircase.
 - xxxv. Work your way to the left side of the room,
and lift up the lower-left skull.
 - xxxvi. There is a hidden switch for the map.
 - xxxvii. Pull the tongue on the statue to open the east
exit.
 - xxxviii. Exit east, go up the stairs, and open the chest
for the Big Key.
 - xxxix. Push the lower block left, the upper block
up, and exit west.
 - xl. Lift up the lower skull and hit the switch.
 - xli. Exit west, then north.
 - xl.ii. Using the same strategies as before, work
your way back to the room with the spike
cross in it, then head west.
 - xl.iii. Go down the stairs, and bomb the cracked
floor on the left until a hole appears.
 - xl. iv. Jump in the hole, and open the chest for
Blue Mail.
 - 1. Blue Mail
 - a. This will cause to receive
50% less damage
 - xl. v. Exit east, then north through the heavy-
locked door.
 - xl. vi. Go north, then south, then east. Hit the
crystal switch, then go back to B5.
 - xl. vii. If you jump down either hole, you'll wind up
in a faerie pond. Anyways, head south.
 - xl. viii. Go east, find and hit the switch, go south,
then east, then north, then through the
doorway, hit the crystal switch, go through
the south-west exit, jump in the hole, and go
east.
 - xl. ix. Sheesh, lotta movement just to get to the
other side of the room...
 - 1. Push the lower-left block right into the hole,
then jump in.
 - li. Pick up the skull, then push the block above
it onto the switch. Exit south.
 - li. ii. To get out of this room, pull the right statue
on the left side upward, then push the block
in and you all set for the boss.
 - li. iii. Boss
 - 1. Kholdstare (ColdStare)
 - a. He is so easy it is stupid! Just
keep firing the Fire Rod at
the iceberg. Dodge and
icicles as they fall.
 - b. When you do enough damage
the ice will shatter and 3 snake
cloud things will appear.
 - c. Just hit each one with your
sword and they will die.
 - li. iv. Take the Full Heart Piece and Crystal
- c. Hyrule Desert IV
- i. Warp to the desert in the real world. You

- should arrive on a ledge with a warp point.
Enter it to go to the Mire Swamp
- ii. There are two heart pieces here, but you got
may have found them already in the Extra
Stuff.
 - iii. Go to the middle of the swamp
- d. Level VI; Mire Swamp
- i. To open the entrance to the palace, stand on
the little Ether medallion and use Ether.
 - 1. The swamp will actually clear after
you use this
 - ii. Use the hook shot to get over the pit. Go up
the stairs.
 - iii. Kill all the wizards and take the north exit.
 - 1. To kill the Wizards wait for them to
appear totally solid and hit them.
 - iv. Go down the stairs, and go left, up, right,
and through the north-east exit.
 - v. Head right. Pick up the upper-left skull for a
key.
 - vi. Grab the skull on the bed of spikes, press the
switch, then open the chest and get a key.
 - vii. Head north twice, then west twice.
 - viii. There's a toggle switch and a key on the left
side of the room. Hit the toggle switch, take
the key, then exit south.
 - ix. Walk across the spike and then exit south,
then east
 - x. Take the southwest door, kill the jellyfish
for a key, then exit west.
 - xi. Wait until the tiles stop attacking you,
 - 1. The best bet is to hit them with your
sword as you stand in front of a door,
but watch your sides.
 - xii. In the next room light all 4 torches and take
the north door.
 - xiii. Open the chest for the Compass, then go
south twice.
 - xiv. Work your way to the north-east door.
 - xv. This can seem impossible to a amateur
player, but that's what I am here for.
 - 1. There are two rooms with two
torches. Simple
 - 2. If you go in the "Cage" room you see
a few pits and junk.
 - 3. You have to light all four torches to
continue.
 - 4. 1st Sections
 - a. Push the two side blocks
forward then push the middle
block north. Do the same for
both sides and walk in and
light the torch.
 - b. Just shoot the Fire Rod to
light the bottom two.
 - c. After the rumbling stops go
to the east door of the lower
section.
 - xvi. Jump down the first, and new, pit and get
the Big Key.

- xvii. Go west, step on the teleport tile, then go north, and step on that teleport tile.
- xviii. Head north through the heavy-locked door, and go over the bridge a bit.
- xix. Grapple onto the chest on your right with the Hooks hot, then open it for a key.
- xx. Head south two screens, west, then south again.
- xxi. Pick up the skull to your lower-right to reveal a chest containing another key.
- xxii. Go south to the wall, then left, up, and down the stairs.
- xxiii. Work your way through the maze to the locked door in the upper-right. Open it, and pick up the map from the chest.
- xxiv. Jump off the ledge, and head down.
- xxv. Climb the stairs to the upper level, and go right.
- xxvi. BEFORE YOU ENTER READ BELOW.
 - 1. The floor will start to fall out almost immediately. You need to be fast and precise.
 - 2. Option I
 - a. Dash down the path stop, and do it again,
 - i. If your timing was right the path will start to fall behind you, keep moving.
 - 3. Option II
 - a. Hook shot the skull and then dash to the edge of the path.
 - i. Shortly after the floor will start to fall, so be quick.
- xxvii. Open the chest to get the Cane of Somaria.
 - 1. Cane of Somaria.
 - a. The can has itself has one effect. To create a block.
 - b. The truly unique item is the block it can do the following.
 - i. Hold Switches.
 - ii. Create Platforms on Rope.
 - iii. Shoot fireballs in for different directions once.
 - 1. Hit the item button again, while the cane is equipped, for this to happen.
- xxviii. Head east, then north twice.
- xxix. Jump down into the trench, and go left
- xxx. Go through the northern exit, then cross the bridge and go down the stairs.
- xxxi. Go to the left side of the room, pick up the skull, and create a block on top of the switch.

- xxxii. There's a locked door in the lower-right corner which leads to a load of Rupees, if you want it.
 - xxxiii. Go east from the next screen, and you'll wind up in a room with a few fireball turrets and spike bouncers.
 - xxxiv. Change the crystal switch to the red position, then head the south-east door.
 - xxxv. There's a bomable wall in the upper-left corner of the room with the crystal switch which leads to another Rupee room as well.
 - xxxvi. Anyhow, in the room you get to from the south-west exit, bomb the top wall, go in, and hit the crystal switch to your left.
 - xxxvii. Go back south, and to the west door.
 - xxxviii. The slime constantly fall from this room, just dodge them.
 - xxxix. Hit the toggle switch at the top, and go up the stairs.
 - xl. Once upstairs, head left, and into the boss room where you fight.
 - xli. Boss
 - 1. Vitreous
 - a. First off, the water is poisonous, so back off a bit
 - b. Now as the little eye things come at you just keep swiping your sword, they will back off and die in a short time.
 - c. Watch for the big eye, when he comes out he will shoot lightning.
 - i. It is almost impossible to dodge it so take it like a Hylian!
 - d. When all the little eyes stop coming at you the big eye comes out of the water.
 - e. He will just jump up at you, just treat them like the little eyes and he'll suffer from conjunctivitis.
 - xlii. Take the Full Heart Piece and the Crystal.
 - 1. One more Crystal left, it's Princess Zelda!
- XIX. Extra Stuff VII
- a. Bomb Shop
 - i. Now that you have defeated Levels V and VI you have a new item up for grabs.
 - ii. Go to your house in the Dark World. It is now a Bomb Shop.
 - 1. Super Bomb
 - a. The man will sell you a Super Bomb for 100 rupees.
 - b. WALK it to the Pyramid
 - i. Do not run, jump off ledges, or hit and active button
 - ii. If you do quickly run

back and run over it,
this will make it
follow you again.

b. Pyramid II

- i. Remember that big crack in the pyramid wall that look suspicious. If you tried bombing the wall with a regular bomb it won't work.
- ii. Place the Super Bomb in front of the crack and it will open.
- iii. There is a Fairy in here!
 1. Drop your Arrows
 - a. Silver Arrows
 - i. They are twice as strong as regular arrows
 - ii. The only thing that can kill Ganon.
 - b. Level IV Sword
 - i. This is the final form of the Sword
 - ii. It has been totally re-charged and given even more power!
 - c. Bottle
 - i. You will get Green Potion.

c. Fountain of Happiness II

- i. If you are not already maxed out in the Bombs and arrows do it now!

XX. Quest to Save Zelda III

a. Death Mountain VI

- i. Go to Death Mountain.
 1. Take the time to explore the area. There are several items and heart pieces here.
- ii. Once you get to the Mountain Palace go right.
- iii. Cross the Bridge and hammer the pegs down that block your way.
- iv. When you reach a small plataue go to the top. Hit the pegs in a COUNTER CLOCKWISE order. A Warp point will appear.
- v. Step on it.

b. Level VII; Turtle Rock

- i. Bring plenty of Medicine with you, your going to need it.
- ii. You start on top of the turtle. There is no stairs so the Warp point is the only entrance to this part.
- iii. Go onto the Quake Emblems and, get this, use Quake.
 1. Didn't see that one coming.
 2. Be sure to have 4 Blue Potions
- iv. You see the rope in the middle of the pit.
- v. Use the Cane of Somaria on the Question Mark to make a platform.
 1. The best way is to stand close to the edge and use the cane.

2. The other way is to make a block and toss it onto the ? mark.
- vi. When you reach turns and junctions you will automatically go in the directions you are already going, to turn hold down the D-Pad in the direction to turn.
- vii. Head north, create another platform, and head right.
- viii. When you hit the question mark, hit up, then wait until you stop at the northeast exit.
- ix. Create another platform, then pick up the skulls for a magic recharge: You'll need it.
- x. Head down on the platform, and equip your Fire Rod.
- xi. Wait until you are just to the left of the lower-left torch, aim the fire rod to your right to light the two torches, then ignore the upper-right one when you are between the top two, then light the upper-left one when you are above it.
- xii. Rush to the door before the flames go out and lock the door again.
- xiii. Work your way north (stay along the sides to avoid getting hit by the rollers) and pick up the map and a key.
- xiv. Go back south, then west again.
- xv. Create the platform again, head up, and work your way to the north-west exit.
- xvi. You'll encounter a bouncing monster in the rooms. He will shoot off segments when you hit it.
- xvii. Head north.
- xviii. Avoid the old Balls and Chains and , hit the toggle switch with your boomerang and hooks hot, and push either of the upper blocks on the lower half of the screen closer to the center to reveal a chest with a key inside.
- xix. Exit north. Work your way to the pipe entrance in the south-east corner, and enter it.
- xx. This will take you to a set of pipes. Go through the right pipe.
- xxi. Exit west, and head down. Kill the springy monster for the key.
- xxii. To get through the door, just pointing to the right and walk through the door backwards.
- xxiii. Go through the pipe to get the Big Key, then through the next pipe.
- xxiv. Take the east door, then go through another pipe. Get the magic under the skill and drop down.
- xxv. Go through the south-east pipe and take the west door.
- xxvi. Now head through the left pipe.
- xxvii. Take the south door, south again, and finally west.
- xxviii. Watch out for the eyes.
 1. The top will automatically shoot you, the others will ignore you as long as

you don't face them.

- xxix. Bomb the lower wall and exit south to the outside.
- xxx. Go over to the east cave entrance, but don't go in
- xxxi. Use your Mirror, and walk into the cave.
- xxxii. Kill the mimics (arrows work nice) and head north for a Piece of Heart. Go back to the Dark World and into the cave.
- xxxiii. Create a platform, and move to the chest.
 - 1. Mirror Shield
 - a. The Shield is the most powerful shield in the game.
 - b. It Blocks Lasers, and fire!
- xxxiv. Take the north door and then north again. Go through the pipe, and take the north door.
- xxxv. Now there are two walls. If you want to get rich, bomb the right one, kill the 3 slimes around the room, then push the upper block left, pull the left statue's tongue, and go north into a room full of Rupees.
- xxxvi. Either way, leave via the north door and through the wall you bombed.
- xxxvii. Now for an easy puzzle: Just hit the toggle switch with your Boomerang, head left, and pick up the key. Leave going north.
- xxxviii. This is one of the hardest parts in the game. It took me a lot of energy to get through this.
- xxxix. You have to click a switch to open a door in the south east corner. The trails are overlapping and it can get really confusing.
 - 1. There are a few enemies her, but it may take you long to track the trail.
 - 2. If you do it right you only need to stay in one side of the room.
- xl. In the next screen dash straight down and once you're past the little helmasaur, go around and exit south.
- xli. Block the Laser shots with your shield.
- xl. Bomb the south wall, and go outside if you want to set the mirror exit.
- xl. If you are low on magic or energy head back to the shop. If you do this right you can use the mirror at this exit and return here with the Warp Point that was opened when you left.
- xl. Now take the north door, then west through the locked door.
- xl. You now have some crystal switches to hit, just make it to the north door.
- xl. Boss: Trinexx
 - 1. This is my favorite boss. It is a multi headed Dragon type monster. It has two sets of heads that both have different weaknesses.
 - a. Red=Fire
 - i. Weak against Ice
 - 1. Ice Rod as weapon

- b. Blue=Ice
 - i. Weak against Fire
 - 1. Fire Rod
- 2. Hit the Ice side first. Equip the Fire Rod and hit him once with it. Whip out your sword and attack as fast as you can.
 - a. If you are fast enough you can kill him in one round before he creates a ice slick.
- 3. Now go for the Fire side now. Use the ice Rod and then, just like before, attack him while he is stunned.
- 4. Final Form
 - a. Now that you destroyed both sides the shell will fall off. Attack the single glowing rind on it's back with your sword.

xlvii. Congratulations You have saved Zelda and the other Maidens. Take the Full Heart Piece and Zelda Crystal and exit.

XXI. Stop Agahnim

- a. Ganon's Palace
 - i. This is the final level. You shall meet some new and old enemies, be sure to bring 4 bottles of Blue Potions.
 - ii. There are several different locations you can start at. You must wither go left or right first.
 - iii. Take the left staircase to B1. Dash into the right lamp to knock down the key.
 - iv. Pick it up and exit west knock down all the tiles and push the center block in any direction to open up the west exit.
 - v. Pick up the key from under the lower-right pot and exit west.
 - vi. Grapple on to the platform to your left, then to the one below it (it's attached to the western wall), then the one to your right, then finally to the bottom area.
 - vii. Grapple onto the skulls to go over, then exit right. Use your Cane of Byrna and open the chest for the Map.
 - viii. Exit west. Hit either toggle switch so the blue blocks go down, then fire your boomerang straight up and move so that when it returns, it hits the toggle switch again, pushing the blue blocks up again. Exit south.
 - ix. Pick up the skull in the lower-right for a key, then use the boomerang return trick again to get out. Exit east.
 - x. Next screen's a bit tricky. Hit the toggle switch, then try to get to the teleported tile in the back of the room.
 - xi. You'll wind up in a room full of fireballs.
 - xii. Near the left side of the map is a lone block. Push it in any direction to reveal a chest.
 - xiii. Grapple on to the chest, open it for a key,

- then exit south.
- xiv. You'll reach a room full of teleported tiles.
 - xv. Take the right one, then the left one, and then the one in the lower-left corner.
 - xvi. Work your way to the next teleport tile.
 - xvii. Step on it, then step on the only teleport tile in the room.
 - xviii. Exit east. Now this is an interesting room... Shooting the enemies with your Hooks hot knocks most of them off the edge.
 - xix. Work your way to the northern exit, then exit north again.
 - xx. Go east, use your Cane of Somaria to create a block on the switch under the lower-left pot, then exit east.
 - xxi. Let yourself get hit by the bunnyizer and wear it down.
 - xxii. Don't swing your sword or you'll be in for some pain.
 - xxiii. After the blocks stop flying at you, kill the hand when it comes down. A chest will open up containing a key.
 - xxiv. Take it, sprinkle magic powder on the red bouncer if you need some health, and exit east.
 - xxv. Work your way to the right side of the lower conveyor (you should be right above a torch), and push the lower block left.
 - xxvi. Arm your fire rod, and shoot the torch below you, then go left, up, shoot the torch to the right, go down, and shoot the other two torches. Exit south.
 - xxvii. Use your Ice Rod on the mummies and smash them with your hammer to get rid of them.
 - xxviii. To hit the switch, you must plant a bomb, pick it up, and throw it on to the conveyor QUICKLY.
 - xxix. You have to do this twice to leave, so it would probably be nice if you had the bomb upgrade from the Fountain of Happiness.
 - xxx. Exit west. Open up all four chests, but open the upper-left one last. It contains the Compass. Step on the teleport tile.
 - xxxi. The key you need to exit is in the upper part of the room. Exit east.
 - xxxii. I seriously advise you to use your Cane of Byrna here.
 - xxxiii. Quickly work your way to the east side of the room and then stop the Cane. Exit west.
 - xxxiv. There's a star tile under the statue. Step on it and exit via the teleport tile.
 - xxxv. Work your way back to the room with all the "floating" bumper monsters.
 - xxxvi. Use Ether to see the bridge, light the torch if you can, and exit via the doorway near the torch.
 - xxxvii. Bomb the cracked spot in the lower-right corner of the room and jump down to fight the Armos Knights again, only this time

- with an icy floor.
- xxxviii. Use the same strategy as before to beat them.
 - xxxix. Head north for the Big Key and some supplies. Go south, then west. Dash into the upper wall to reach a Faerie Pond. Go back and take the staircase. Open the chest for the Red Mail.
 - 1. Red Mail
 - a. The strongest armor. Now you receive 7 of the damage as you would if you had no armor.
 - xl. Head north, and then up the staircase in the middle. Exit north.
 - xli. Push the block in the north-west corner of the room down to open the door. Exit south.
 - xl.ii. Kill the mimics and exit east.
 - xl.iii. Now kill the ones that shoot fire! exit south.
 - xl.iiii. Go through the heavy-locked door.
 - xl.v. This is one of my favorite parts of the game.
 - 1. You have to hit the crystal switch which will drop the blocks. There are tons of Spiked Blocks here and some Cyclops near the switch under the pot.
 - 2. After you hit the switch hit the crystal switch to block off as many spikes as you can. Exit east.
 - xl.vi. Work your way to the south-east exit.
 - xl.vii. Kill the monsters and exit west. A moving turret?
 - xl.viii. This looks fun. Kill the skeletons, and head south. Now 2? Fun stuff, huh?
 - xl.ix. Kill all enemies, and exit south. Now 2 moving turrets with ice on the floor and projectiles flying everywhere from the red snakes. Cane of Byrna time! Exit south.
 - 1. Kill the skeleton and exit east. What a pointless room...
 - li. Exit west. Fight the Lanmolos again, this time with a turret in the corner. Kill them and exit north.
 - li.ii. Pick up some supplest and go north again. Kill the wizards with your Fire Rod, then use Ether to see the bridge. Cross it and go to the next room.
 - li.iii. Work your way to the north-east exit. Kill the wizards and head north.
 - li.v. Don't stop just go straight to the north-east door or you'll get stuck on the conveyors fighting spear troops.
 - li.v. Light all 4 torches with your Fire Rod and go east.
 - li.vi. Face upwards and joust to block beams while moving up the stairs.
 - li.vii. Quickly move to the right edge and light the lower-right torch, then light the others going clockwise from the lower-right. Take the North door.

- lviii. If you screw up, head down the stairs and then go back up. Kill the helmasaur for the key. Take the west door.
- lix. Bomb the southern wall and head south.
- lx. Hit the toggle switches
- lxi. The chest in the middle contains a key. Get it, then exit south to fight Moldorm again.
- lxii. When he dies, grapple onto the chest at the bottom of the screen. Inside is 20 Rupees, but that's not what's important. Head west.
- lxiii. Try to stay on the conveyors, since your footing and control is even worse on the ice. Use your Hooks hot to stun the helmasaur and exit north. Go west, and through the door to fight...
- lxiv. Boss
 - 1. Agahnim
 - a. His weak point is the same as before.
 - b. The only difference is there are three of him, one real one, two shadows.
 - i. The Shadows are untouchable, just use your sword to throw their magic and Agahnim's magic ball at the REAL Agahnim.

XXII. Defeating Ganon

- a. Pyramid III
 - i. Once he is dead Ganon's Spirit will rise out of the dead wizard the turn into a bat.
 - 1. The next scene is of Ganon, the bat, crashing into the Pyramid creating a hole.
 - ii. Your flute will go off and the bird will take you to the Pyramid.
 - iii. Before you jump in take some time to recap all the stuff.
 - 1. Do you have all the hearts
 - 2. Do you have 4 bottles filled with Magic?
 - 3. Do you have full life and magic?
 - iv. Boss
 - 1. Ganon
 - a. He is actually a tough boss to beat. Here is a list of the transitions he makes.
 - i. Regular
 - 1. He will throw his Staff at you and it will spin around
 - ii. Fire Bird
 - 1. Same as the Regular, but fire birds come and attack you.

iii. Pits

1. He will jump on the floor creating a hole around the outer layer of the room
2. If you fall down the hole you have to start over again.

iv. Darkness

1. He will turn off the lights so you see nothing.
2. You must relight the torches.
3. When he gets near you hit him then fire your silver arrows.

- b. After several hits by the arrows Ganon will die. You completed the game
- i. If you are crazy or just stupid and fall down the pit after you kill Ganon he will revive

1. I'm Crazy

b. Triforce

- i. Congratulations! You have received the Triforce!

XXIII. Heart Pieces

- a. I did not list the locations of all the Heart Pieces. Here is a listing of all of them and where they can be found
- b. There are a total of 24 heart pieces in the game here is where they are located.
- c. Sanctuary
- d. Kakariko Village
 - i. Jump down into the well and blow the weak spot in the northern wall.
 - ii. There is a small green house that is located on the northeast part of town. It belonged to Blind. Go to the basement and blow the north wall.
 - iii. Go to the south of the town, past the library, and into the two brothers house. Blow the wall in between and play the race game, beat it in under 15 seconds and get a heart piece.
- e. Swamp Ruins
 - i. Go to the swamp and let the water out. There will be a piece of heart left there in the drained water.

- f. Desert
 - i. Northern part of the desert, next to the temple is a cave, Aginah is there, Bomb the south wall. There is a small room with another piece.
 - ii. Go into the Desert Palace, when you get to the exit on the left side of the palace, there is a heart piece in the ledge.
- g. Sanctuary II
 - i. West of Sanctuary, on a plateau, is a pile of five light-colored rocks. Use a Dash Attack to reveal a cave entrance.
- h. Spectacle Rock
 - i. Reach Spectacle Rock, where two platforms can be reached by jumping off the ledge. The western cave allows access is the entrance to a passage leading to a Piece of Heart.
 - ii. Enter the Dark World and travel to the place equal to Spectacle Rock. Use the Magic Mirror here to appear on top of Spectacle Rock, you should be on the island with the piece.
- i. Lost Woods
 - i. Go to the entrance of the Lost Woods just north of Kakariko Village. The one next to the Fortune Teller's House. Travel north, and you'll eventually reach a clump of nine bushes.
 - ii. The middle one hides a cave entrance, inside which is a Piece of Heart
- j. Pyramid
 - i. Go jump down of the left side of the pyramid. There is a piece on the edge.
- k. Zora's River
 - i. Once you get the flippers go directly south of the King. Fall off the waterfall and go to the land on the left. Here is another piece.
- l. Lumber Jack's House
 - i. Once you get to the Dark World return to the Light World and visit the tree the woodcutters were working on. Dash into the tree and fall down the stump.
- m. Ice Lake
 - i. Near the Ice Palace is a circle of stones, stand in the water inside this circle and use the Magic Mirror to warp back to Hyrule, You should find another piece.
- n. Haunted Grove
 - i. South of the Dark World's Haunted Grove is a circle of bushes. Stand in these and return to Hyrule, where a cave can be reached. Enter the cave and push the blocks out of the way to reach the Piece of Heart.
- o. Graveyard
 - i. Go to the where the Graveyard would be in the Dark World. Go to the back center and use the mirror, you will be warped onto the ledge in the Light World, there is a piece in the cave.

- p. Death Mountain
 - i. Go to the entrance to Death Mountain, but in the Dark World. Enter the cave. Go through the cave and use the Magic Cape to get past the Blue Bouncer. The piece is located not too far from there.
- q. Village of Outcasts
 - i. Play the Chest Game in the village. There is one Heart Piece hidden in one of the boxes.
 - ii. There is another one hidden in the Digging game south of the village. Where you go the race piece.
 - iii. Go the Blacksmith's house, except go to the place in the Dark World. Pound the stakes down to open a set of stairs. The piece is down here.
- r. Misery Mire
 - i. There is a piece located in the Northeast part of the swamp stand in the corner. Use the mirror and lift the green block to open the stairs to another piece. Just move the blocks up and down.
 - ii. There is another next to the Misery Mire's entrance. It is on the east side.
- s. Death Mountain
 - i. At the Dark World's Death Mountain, travel west of Turtle Rock. There is a large boulder which conceals a cave entrance. Enter the cave and walk north to reach an invisible bridge which can be crossed using the Staff of Somaria or Ether Medallion to guide you. Bomb the west wall and go south through the exit, then use the Magic Mirror to find the waiting Piece of Heart.
- t. Turtle Rock
 - i. In Turtle Rock is an exit in the same room as the chest containing the Mirror Shield. Exit here and you'll find yourself on a narrow ledge. Return to Hyrule and you'll find yourself on a platform near a cave, which cannot be accessed any other way. Destroy the green Mimics with your Sword and Arrows to enter the next room containing the Piece of Heart.

This walkthrough was made by David Zabroski.
Any attempt to Plagerize my work will be delt with.
If you would like to post this walkthrough, or any other walkthrough made by me, must be appoved by me at Locke1978@hotmail.com

Check out my Dragon Warrior/Quest Website at:
[Http://www.Dragonwarrior2000.atfreeweb.com](http://www.Dragonwarrior2000.atfreeweb.com)