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| FAQ/Walkthrough || Version 1.22 || June 18, 2004
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Version 1.22 (06/18/2004):

- Changed email address (Gmail!)

Version 1.21 (11/25/2002):

- Formatting changes
- Updated website URL

Version 1.2 (03/08/2001):

- Spellchecked everything, that's all

Version 1.1 (01/27/2000):

- Switched to a new alias, Coffee

Version 1.0 (01/13/2000):

- The walkthrough is complete!
- The mini-boss section is complete!
- The boss section is complete!
- The entire FAQ is complete!

Version 0.8 (01/02/2000):

- Walkthrough is done up to Eagle's Tower
- Secret Seashells section is complete!
- Pictures section added
- "DX changes" section added
- New walkthrough for the color dungeon

Version 0.5 (12/16/1999):

- Walkthrough is done up to the Northern Face Shrine
- Updated the Secret Seashells...20 covered so far
- Mini-boss and boss sections are updated

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| 1) STORY
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[NOTE: This is the same story found in the Nintendo Player's Guide. I only copied it from there for the sole purpose of having a story section. Maybe I'll include a better story section in the future... or maybe not. But anyway, I'm sure you can find a great story at the Zelda Headquarters (<http://www.zhq.com>) made by the Master of Hyrule.]

Link's Awakening tells the tale of the hero of A Link to the Past and how after his first great victory he set out on a mission of training, to hone his skills, sharpen his wits and master techniques of battle from around the world. Link sailed to foreign lands where he disciplined his mind and body. When he felt ready to return to Hyrule, he bought a small sailboat and headed across the Great Hyrulian Sea. The journey ended in a storm that crushed and sank Link's ship. Clinging to a piece of flotsam, our hero floated toward a mysterious tropical shore, unconscious and barely alive.

When Link washed up on the beach of Koholint Island, he had no energy to stand or cry for help. Through half-closed eyes, he gazed out on a tropical forest with a tall volcano rising in the distance, and he thought it was odd that the volcano was topped by a giant, spotted egg. At one point, it seemed to him that Zelda was speaking to him and that he was in a soft bed. At times, he thought he was caught in a bizarre dream.

where west is) until you reach your sword laying in the waves. If you encounter any sea urchins, hold up your shield and push them out of the way. Woo hoo! The sword!

Walk up to the sword and an owl will appear. This owl will appear frequently in the game to tell you more about the Legend of the Wind Fish or give you a hint on where to go next. He'll tell you that the only way to leave the island is to wake the Wind Fish. He also tells you to go to the Mysterious Forest next. Now go pick up your sword. Yes! The sword! The music changes to traditional Zelda overworld theme. What did that owl say? Go to the Mysterious Forest!

Go northwest, back to Mabe Village, and continue following the path up. Go past the library, past the well, until you reach a path being blocked by a bush. Cut down the bush and go into the mysterious forest...

= = = MYSTERIOUS FOREST = = =

As soon as you enter the forest, that idiot owl will come and talk to you again. He doesn't say much, except that you need to get the Tail Key in this forest to enter the Tail Cave in the south. When you're done talking with the owl, go UP two screens, then RIGHT two screens (fighting any Moblins you encounter). There's a log cave here...enter it.

The floor of this cave is filled with cracks...If you stand on a cracked floor for too long, it will break and you'll fall into the abyss below. You can get the chest if you want (it contains 50 rupees). Avoid the bats here and go on to the next room...and continue until you reach the room with many blocks. Simply push the blocks aside to get through to the exit, it shouldn't be any difficult even for the dumbest player. Don't try getting that piece of heart, you can get that some other time. Exit the cave.

There's a mushroom growing behind those bushes. Go over there and pick it up. This is the Sleepy Mushroom. "A mellow aroma flows into your nostrils". Ewww...go back into the cave...and completely through to the other side.

Go north until you reach a place where there are three stones blocking a cave. Go right and follow the path down until you reach the Which's Hut. The Which lady inside wants a toadstool for making her magic potion thingy. Assign the sleepy toadstool to either the "A" or "B" button and give it to her. She'll mix something up in a jiffy...and give you a free sample! It's the magic powder! Sprinkle it on a variety of things to see different effects.

Return to the main area of the forest and look for a raccoon. This raccoon is actually Tarin! He bit into a mushroom and got turned into a raccoon! Not to worry, just sprinkle a bit of magic powder on him and he'll go wild, bounce around the screen for a while, and turn back into Tarin. He thinks it was just a dream ;) Anyway, go up one more screen and open the treasure chest. It's the tail key, you can use it to open the Tail Cave door.

Again, the mysterious owl appears. He tells you to take the Tail Key to the Tail Cave and retrieve the instrument that is hidden there. "Go now, the Wind Fish awaits". Uh huh...so go southwest all the way back to Mabe Village, and go to the screen just under the library. Go right all the way and follow the path until you reach the Tail Cave. But the door is locked! Go to the keyhole on the snake statue and the door will open. Enter the Tail Cave...

= = = THE TAIL CAVE = = =

Welcome to the first dungeon of the game, the Tail Cave. This place is relatively easy and simply compared to the other dungeons you will encounter in the game.

First, go into the room at the left. There are two turtle-like creatures here. Your sword won't really hurt them, but it will push them! Hit them with your sword so that they fall into the holes at the side. When they're both gone, a key will fall from the sky. Pick it up. Continue left to the next room.

When you get close to the chest, blob monsters will appear at the sides. You can kill them easily with the sword. The door will only open when all the monsters in the room are dead. The lights at the corners also shoot fire at you. Open the treasure chest...it's the compass! Go two screens right to return to the entrance, then go up one screen.

Go around the hole and step on the switch (push the enemy into the hole to get rid of him). A treasure chest appears. Open that chest to receive the small key. Go one screen to the right.

Kill all of the enemies in this room (both the bats and the stalfos). You might need to trap the stalfos (the skeletons) in the corner to kill them. After you kill all the enemies, a chest appears. Open this chest to retrieve the map. You can see this map by pressing start. Now go through the door at the top. This is a "one-way door" because you can only go through it one way. Then go one screen left.

Open the treasure chest to get a small key. Yes, I know that there's an enemy going around it, but you can still open the treasure chest. Go one

screen left. There's a snake enemy here, kill it to make a chest appear (there's 20 rupees inside, JOY!). Go up one screen. Go past the switchblade thing and go into the locked door.

Now go around the wall until you reach the closed door. How do you open this door? There's a block right beside the door. Push it in any direction and the door will open! Go into the next room...

There's two enemies in this room. To defeat them, hold up your shield and make them bounce onto it. They will flip over and expose their soft underside. Then slash them with the sword! When you defeat both of them, a staircase will appear...

Goombas! Yes, the Goombas from the Mushroom Kingdom are making a cameo appearance in this game. Go past them and climb up the ladder at the other side. Continue following the path until you reach the treasure chest. Inside the treasure chest is the Roc's Feather! This item allows you to jump! You need to assign it to a button to use it (just like all the other items). It's a very handy thing to have equipped. You can use the Roc's Feather to jump to the flying hearts in the other room (this will refill your entire heart meter!).

Go back through the basement and return to the room with the single switchblade. Go down one screen and right one screen. Now go right into the UPPER path. Follow the path right and up. Push the enemy into the hole and use the Roc's Feather to jump over the hole. See this block with a keyhole in it? Push the block to make it disappear (this will cost you one key). Go up the stairs and left. Open the treasure chest to receive to Nightmare Key! This key opens the door to the Nightmare's Lair.

Go right, down, left, and take the bottom path going right. Go right one more screen and use Roc's Feather to jump over the hole. Go right one more time and you'll have to fight a mini-boss: Rolling Bones. See the mini-boss section for juicy little details about beating him. He's really easy and shouldn't give you any trouble. When you're done with him pick up the fairy to restore your heart meter. A warp will appear in the middle of the screen. This warp always appears after you beat the mini-boss and it will transport you to the entrance of the dungeon. Go up one screen.

Watch out for all the switchblades. That big ol' door up there is the door to the Nightmare's Lair. If you have the Nightmare key, you can go through that door and fight the boss: Moldorm. This guy is a lot harder than Rolling Bones, but not too hard. See the boss section for details.

After the battle, pick up the heart container and go into the room above. It's the Full Moon Cello, the first of the Instruments of the Sirens! One down...seven more to go! You're transported outside of the Tail Cave...

Go one screen to the left and the bastard owl is here again to tell you

the cave...

= = = BOTTLE GROTTO = = =

Go straight up into the next room (ignore the treasure chest for now, you can't get it yet). Hey, this room is really dark! There's two torches in the center of the room. Take out your magic powder and sprinkle it on the two torches. The room will light up and the door will open. Go into the room at the right.

Kill the two stalfos in this room to receive a key. Go to the dark room at the left and enter the locked door at the left side. This room is also dark (you can light up the torches if you want some light). Kill the two bats and go into the room above.

Light the torch so that you can see. There's a hole in the middle of this room. Jump over it with Roc's Feather (avoiding the monster) and open the treasure chest. You get the map. Now backtrack to the room where you defeated the two stalfos, then go one screen right.

Hit the orb in the center with the sword. This will cause some of the blocks to go up and the others to go down. Go to the room below. There is an orb surrounded by blocks. Use a spin attack to hit the orb (hold the sword in front of you until it flashes, then release). Open the treasure chest to get a small key. Hit the orb again and go to the room above. Hit the orb and go left. Enter the locked door at the bottom.

Here there is a monster that mimics your movements. You can't hit him in his front because of his armor...his back is the weak spot. To hit his back, hold your sword in front of you, get in a position so that you're back to back with him, then unleash your spin attack. Open the chest that appears to get the compass. Go back up, right, hit the orb and go down. Hit the other orb and go right.

In this room, use the Roc's Feather to jump to the switch at the bottom right (and also to get the floating magic powder). A chest will appear, open it for a small key. Go to the room above.

Use the spin slash attack to kill these two enemies with one hit (just like you did to the other one). A key will appear...at the other side of the wall! Go around to get the key, then return back to the other side. Go to the room at the right and you'll see two spiked enemies. There's really no need to kill them, just go through the locked door at the top right.

First, kill those two bats (just so they won't bother you later). See the two blocks in this room? Push them both towards the center so that they touch each other and cover the tiled floor. A staircase appears in the top right, go inside...

Here's another side-scrolling thing. Use the Roc's Feather to get over the spikes and go up the ladder at the left side.

You're in another dark room. Use some magic powder to light up one of the torches. You can get the floating hearts in the center if you're low

on energy. Then go into the one-way door at the top and you'll meet the mini-boss of the dungeon: Hinox. Check out the mini-boss section for details. When you're done with him, the warp will appear (and a fairy too). Go to the room at the right. Jump over the holes and continue to the next room.

This room has a magnet thing at the bottom left corner. It constantly sucks you towards it (and the enemies too). Try to maneuver yourself to open the treasure chest and get the owl beak (or stone slab fragment in the original game). Then continue to the room above.

Jump up to get the floating magic powder, and open the chest to get 20 rupees. Then enter the locked door at the left. The two boos are coming to get you (another enemy from the Mushroom Kingdom)! Quickly get around

them and use magic powder to light the two torches. The Boos don't like the light and they'll run away if you light the torches. A chest will appear! Open it to receive the treasure of this dungeon, the Power Bracelets. This item allows you to lift those pots and rocks you see. Return to the room at the right.

Use your newly-acquired Power Bracelets to lift those pots and throw them away. Take the TOP path. Hit the orb to raise all the blocks except one.

Then step on the lower block and hit the orb again. Open the treasure chest at the right for a small key. Hit the orb once again and go one screen right...and go another screen right...then go one screen down.

You need to kill the enemies here in the correct order. You would know if you read the hint given from the owl statue (or stone slab). First, you must push the blocks aside and kill the Pops Voice (the cute rabbit thing) by throwing a pot at him. Second, kill the keese (the bat). Lastly, you must kill the stalfos (the skeleton guy). If you did it all in the correct order, a chest will appear. Open it to get the Nightmare Key! Go one screen up and enter the locked door at the right.

Kill all the enemies in this room and a staircase will appear (kill the rabbits by throwing pots at them). Enter the staircase. Ride down the elevator thing and continue to the left. To ride down the elevator here, you must pick up the pot and ride down while holding the pot. The extra weight is enough to bring you down. Climb up the ladder.

Jump over the holes and enter the Nightmare Door to meet the boss of the Bottle Grotto: The Genie. As usual, see the boss section for details. When you're finished with him, pick up the heart container and enter the room at the left. Woo hoo! It's another instrument, the Conch Horn! Two down...six more to go! You're transported out of the Bottle Grotto...

Let Bow Wow eat the flowers around you. Now that you have the Power

something. Before you come here, you must have done the trading sequence until you got the bananas. So if you don't have the bananas yet, check the "Trading Sequence" section and get the bananas. Then come back here, okay?

Talk to the monkey. As expected, he wants your banana. Give it to him and he will call his army of monkeys to build a bridge across the water (a reward for giving him the banana). Then the monkey business is all done, the monkeys will go away, leaving a stick on the bridge. Pick up the stick and continue up.

When you reach the screen with the Telephone booth, go one screen left and cut down the bush. Stairs are hidden under it! Go down in there and pass through this easy side-scrolling thing. Go up the ladder on the other side. When you come up, you are in the Kanalet Castle.

= = = KANALET CASTLE = = =

Go to the right side at the place with six holes in the ground. Every second, an enemy pops out of one of those holes and throws a bomb at you. He usually comes out of the hole farthest away from you. When he comes out, quickly run to him and hit him with the sword. Continue doing this until he's defeated...and your first golden leaf will pop out! One down, four more to go.

Go around to the left side of the castle. That's odd...there's a bird sitting on the tree. He won't move at all, even if you try hitting him with the sword! But pick up one of the stones and throw it at the bird and he'll fly out of the tree. While he's flying towards you hit him twice with the sword to kill him and a golden leaf will pop out. Three more left. [NOTE: If the bird flies away, just go to the other screen and come back and the bird will still be there]

Go down to the south of the castle and enter the castle. Go one screen to the left. There's a bunch of enemies here. Defeat the two guards and the blob monster and your third golden leaf will drop from the sky (no need to kill the flashy thing). Just two more left.

Go one screen up and one screen left. Step on the switch in the bottom corner. This will open the castle's main gate so you can easily enter and exit the castle without having to go through that secret cave. Go up the stairs, left, and up some more stairs. There's two statues here. Take out your bombs and blow up the one at the left. A soldier will come out! Kill him and receive your fourth golden leaf. Only one more to go.

Go left and follow the path until you're outside of the castle. Then re-enter the castle through door at the center. The door will suddenly close in front of you! Nothing here but pots...so throw a pot at the door to break it open. Enter the room above and you'll face a sort of

mini-mini-boss. He's really easy and you should have no problem with him. Simply hit him, back up, and repeat until he's dead. Then the final golden leaf will pop out of him. You have all the leaves!

Now get out of this castle. Since you pressed the button to open the main gate, you can now exit the castle through the main gate (instead of going through the cave). Now go southwest to Richard's Villa...you should know the way :P

= = = RICHARD'S VILLA = = =

Talk to Richard and give him his Golden Leaves. He'll step aside. Push the box to the right to reveal a secret stairway! Go down there and follow the path. At the left path, there's a treasure chest with a secret seashell in it. Go up the stairs and continue following the path to the outside.

Whoa, there's a lot of bushes here. Under some of the bushes there's a hole, and there's regular floor under the other bushes. You need to cut down the bushes and use trial and error to get through the maze...and reach the owl statue. The statue says "In soil sleeps secrets, beneath your soles...". In other words, something good is under your feet. Use the shovel to dig the space in front of the statue. And out comes the slime key! This key is used to get into the Key Cavern. Now go back through the maze of bushes, through the cave, and return to Richard's Villa.

Get out of Richard's Villa, go one screen up, one screen left, and one screen up. It's the keyhole for the entrance to the Key Cavern! Just slide the key right into the hole and the door will open! But...the door is at the other side :P

Follow these directions: One screen down, right, down, right, up, up, up. Go around the trees and one screen down. Use the Roc's Feather to jump from one island to another to the left until you reach the entrance to the Key Cavern. What are you waiting for? Go in there!

= = = KEY CAVERN = = =

Take one step forward, and the door will slam shut in front of you. So do the only thing you can do, pick up a pot (with the power bracelet) and throw it at the door to open it. Go up into the next room. Kill all the enemies in the room to make a chest appear at the right. Open the chest and get a small key. Go up the path at the *right*.

Kill the four blob enemies to open the doors again. There's a chest here! And inside the chest is...another blob. No need to open that chest. Go up to the next room.

There's two stalfos here. If you kill all the enemies in this room, a chest is supposed to appear at the right. But since you can't defeat the blob at the left yet, just continue up into the next room...and go down the stairs.

Agh! Surrounded by blobs! Kill them all. You are now in a room with four locked doors on each of the four sides. For reference purposes, this room will be called the "central room". You have a key right? Go through the locked door at the *bottom*. Defeat all the monsters here to get a key. But there's one monster that disappears when you get too close to him! You can kill him by sticking out your long sword and poking him...or just use some bombs. Get the key that appears and return to the central room.

Now go into the locked door at the left. Defeat all the enemies here and quickly get the key that drops down. Return to the central room and enter the locked door at the top. Defeat both of the enemies here and get yet another small key that drops down. Again, return to the central room.

This time, go into the locked door at the right. Go don't really have to defeat all the enemies here. Just go around and go up the stairs. Now defeat all the enemies in this room. Go around and make sure that you kill every single one of them. Then get the key that falls down. Go into the room above...and go one screen left.

Defeat all the enemies here to make the doors open, then go to the room above. Here you'll find the mini-boss of the dungeon: The Dodongo Snakes! See the mini-boss section for details. You need bombs to defeat them. But if you run out of bombs, you can escape through the stairs at the bottom and look for more bombs. When you're done with them, get the fairy and go to the room at the right.

Push a few blocks aside so you can open the chest. Inside you'll find the treasure of this dungeon, the Pegasus Boots. This item allows you to dash really really fast. Use this to dash through the crystal-like objects at the bottom.

Go around and take the warp back to the entrance of the dungeon. Go to the room at the right and use the Pegasus Boots to dash to the right (and kill that enemy). Open the treasure chest to get a small key. Go back to the entrance room and into the warp.

Go one screen down, right, up, and right again. Here you find a big arrow of tiles pointing at the wall. Use a bomb to destroy the part of the wall that the arrow is pointing at. Go into the room below. There's a really wide gap in the floor here. Use the Roc's Feather and the Pegasus Boots to get across. Continue up the path, jump over another hole, and open the chest for the Nightmare Key. Now just jump off to the

path north east. When you reach the screen with the sign that reads "Kanalet Castle 50 paces up", go two screens down and one screen right. Cut down the bush here to reveal a secret stairway. Get down there!

Go one screen right and use your new Pegasus Boots to dash through the crystals. Then take the stairs back up to the surface. Go down two more screens and head east at the sign to reach the Animal Village. What a cute name :)

= = = ANIMAL VILLAGE = = =

Welcome to the Animal Village! This village is inhabited only by animals, mostly cute little bunnies, and it's much smaller than Mabe Village (by the way, Mabe Village is Animal Village's sister city). If you already got the stick from the trading sequence, you can trade it with the bear here for the pineapple.

There's a way to get to the Yarna Desert by taking the path at the south, but there's a huge walrus blocking the way (very similar to a Snorelax). If you try talking to him, you'll see that he's dreaming about Marin. The only way to wake up this walrus is with a song from Marin (much like a song from the Pokéflute...if you played Pokémon you'll know what I'm talking about).

The bunnies in the village also want Marin to come to the village. So go to Mabe Village and get her! You know the way...

= = = MABE VILLAGE = = =

Wait-- before you get Marin, go to the little house in the northern part of the village (the little hut with the entrance blocked by stones). Go into the bed and you'll be transported to a weird dream world. There's a bunch of enemies here that can't be beaten by the sword alone. You must use the Pegasus Boots to dash through them all. When you reach the crystal, go up the stairs and open the chest for 100 rupees. Then go down, charge through the crystal, and climb up more stairs. Open the chest at the top to get the ocarina! Now get down and go out of the dream shrine. Now let's go get Marin!

Marin is usually around the rooster statue...but now she's strangely absent. The kid standing there says that Marin "likes to stare at the ocean all by herself". She's obviously at the beach. Go south to the Toronbo Shores. She's at the south eastern screen (check your map with the select button, she's at gridpoint F16). There's Marin, staring at the ocean by herself.

Talk to her. This is the most emotional moment I've ever found in a Nintendo-made game. The mood is set perfectly, you're both staring at the sunset and talking with each other. The music is nice too. Excuse

me...<wipes away a tear>. After you're done listening to her little speech, you'll 'get' Marin! She will follow you to the Walrus.

While she's with you, there's a lot of cool stuff you can do. Try falling down the well, breaking some pots, digging with the shovel, playing the trendy game, hurting the chickens, or playing the ocarina. It's especially funny if you try playing the trendy game :)

Go back to the Animal Village. You can use that warp in the Ukuku Prairie just right of the Village.

= = = YARNA DESERT = = =

From the Animal Village, take the path at the bottom left of the village. Continue until you reach the walrus. "Shall we give him a little surprise?". Answer yes and Marin will start singing. The walrus wakes up, jumps up and down for a while, then falls into the water. Ha! A bunny comes to take Marin to the Animal Village. Go right into the Yarna Desert.

Go north until you reach the screen with a big quicksand whirlpool thing. Now you'll have the fight the Lanmola, a big desert snake that pops out of the sand. See the mini-boss section for details. After you beat him, the Angler key will pop out of him. Fall into the center of the whirlpool to get the key. You'll drop into a cave. Go right and up the stairs to return to the surface. Go southwest a bit and the owl will appear. He says that your next destination is in the waterfall in the north. When you're done chatting with him, continue and go to the Animal Village.

If you don't already have the 'Ballad of the Wind Fish' song for your ocarina, talk to Marin in the Animal Village. Play along with Marin's song and you'll learn it. This is the song used to wake up the Wind Fish, but you can't yet since you only have three instruments.

Your next destination is in Tal Tal Heights. Here's how to get there: Go all the way back to Mabe Village, the north through the Mysterious Forest until you reach the Goponga Swamp area. From Goponga Swamp, go right and you'll be in the Tal Tal Heights.

= = = TAL TAL HEIGHTS = = =

Continue going right until you find a waterfall with a keyhole in front of it (check you map, it's at gridpoint L3). You have the Angler Key, right? Just click the key into the keyhole... and the waterfall will disappear to reveal the entrance to the fourth dungeon, the Angler's Tunnel. But you can't get there from this point, you need to jump down from the top of the mountain.

Now go a few screens left until you reach some stairs going up to the mountain (at grid point H3). Go up those stairs and remove the stones

covering the entrance to the cave. Go in there. Avoid the enemies and go to the screen at the right.

Push the stone blocking your way upward. Go right, cut down the bush, and stay in the place where the bush used to be. Push away the stone at your right, then push down the stone at the left of the staircase. Go down the stairs.

Pass through this hallway, killing the enemies if you want to. Go up the stairs at the right. Go one screen right and go outside. A chest! Open it for 50 rupees, then go back into the cave. There's a treasure chest at the top, but you can't get it until you have the hookshot :(Use the Pegasus Boots to dash through the crystals at the right, then go out the exit.

Go one screen right and into the shallow water. If you got the pineapple from the bear in the Animal Village, you can go through the cave here to reach Papahl and exchange the pineapple for the hibiscus! Continue going right on the shallow water until you reach dry land and a ledge. Fall down here to reach the entrance of the next dungeon: Angler's Tunnel.

= = = ANGLER'S TUNNEL = = =

From the entrance, just go straight up to the next room. Defeat all the enemies in this screen to open the door at the right. Go to the room at the right. Open the chest here to receive the compass. Again, kill all the enemies in the room to open the doors. Go through the door at the bottom.

Go around cutting down bushes to get your first small key. Yet again, kill all the enemies to open up the door. Return to the room above. Now go LEFT and up the stairs at the top. Follow the path a few screens to the right. Go down the stairs and open the chest for the stone beak (or stone slab, for those of you playing the B&W version). Go back up the stairs and follow the path to the north until you reach a chest. Open it to get the map. Go down the steps.

Use the Pegasus Boots and Roc's Feather to jump across this 3-block hole and go to the room at the right. Destroy the cracked block with a bomb and push aside the other block. Open the chest for another small key. Go two screens north.

Bomb the cracked block here and open the chest for a small key. You can get the hearts at the left if you need it. Go back out of this room. Trace your steps all the way back to the room above the entrance.

Defeat all the enemies here and go to the room at the right. Continue

right through the locked door to the next room. Use the Roc's Feather to jump across the deep water and reach the top. Go through this locked door. For now, just ignore the chest at the left and continue to the screen above. Remember this place? It's the cross shaped pit! Use the Roc's Feather and Pegasus Boots to jump across and go up to the next screen.

There's a keyhole block here. Use your final key to make it disappear and push the block upwards to continue. Go to the screen at the left. Defeat all the enemies in this screen to make a key fall from the sky...

right into that hole. Darn. Go south two screens. Go around on the shallow water and head two screens left...and one screen up.

The treasure chest here has an enemy inside it. There's no need to open it (but I know you want to...). Go to the room above. Go to the room at the right and open the chest to receive a small key. Now backtrack to the room with the locked door. Enter it and you will face Cue Ball, the mini-boss of this dungeon. Check out the mini-boss section for details. After you defeat him, go into the room above (and get the fairy if you need it).

Hey, the blocks covered the exits to the room! To open up the blocks, use the power bracelet and pull the switch at the upper right. Then quickly run to the room at the left. Go up the stairs and open the chest to get the flippers, the treasure of the dungeon. This item allows you go swim in the deep water. Go south.

The tiles on the floor here are flashing. If you step on the flashing tiles, you can open the door at the top (but you don't need to do that).

Just take the path to the screen below and swim to the right. Continue right and go down the stairs. Get over the spikes with the moving platform and dive into the water for the key. Go right and back up the ladder. Go left two screens.

Push aside the block and go to the room at the left. You must step on the tiles here in the correct order: (1) Center (2) Upper-right (3) Lower-right (4) Lower-left (5) Upper-left. A staircase appears! Go down there.

Get across the spiked thwomp and to the left screen. Go to the left side of this spiked thwomp. This part is a bit tricky and must be done very quickly: Get close to the thwomp so that it falls down, then climb up the ladder and use Roc's Feather to get on top of the thwomp. As it goes up, jump again to the platform at the upper left. Climb up the ladder.

Go one screen down and open the chest to get the nightmare key! Go back up and just drop off the ledge (don't go back into the stairs). Go right one screen and swim to the switch at the top left. Step on the switch to

open the door, go in there. Jump to get the winged hearts if you need it. Use your final key on the keyhole block to make it disappear. Then go down the stairs.

Swim to the left side while avoiding the fish and climb up the ladder at the left. Follow the path to the left and push aside the block. Go into the Nightmare Door...but where is the nightmare? Go down the stairs and swim into the deep part to face the boss, the Angler Fish. As usual, see the boss section for details. After you beat him, remember to collect the heart piece that sinks to the bottom of the water. Swim back up and climb up the ladder. Go to the room above to get your fourth instrument of the sirens, the Sea Harp. You now have four instruments, only four more to go! You're transported out of the Angler's Tunnel...

[NOTE: There are still some chests in the Angler's Tunnel with a lot rupees in them. You can go back in there if you want to get them.]

www
THE FIFTH INSTRUMENT
m

= = = TAL TAL HEIGHTS = = =

From the entrance to the Angler's Tunnel, swim one screen left and enter the cave with statues of fish above it. Inside you'll meet a big fish. He is Manbo, child of the sun fish. And he wants to teach you a song! If you have the ocarina, he will teach you Manbo's Mambo. This song transports you to Crazy Tracy's house from anywhere on the island! It will also take you to the entrance of a dungeon if you want to leave. How convenient! It's pretty useful if you're running low on hearts.

Go outside and swim right one screen. Go down the stairs in front of the Angler's Tunnel. Follow the path, push the rock into the hole, and use Roc's Feather to get over it. Go up the stairs at the right. Now try out your new song, play the Manbo's Mambo! You will be transported to Crazy Tracy's house.

You have a new friend following you, a homesick ghost. He wants you to take him home. Go through the Mysterious Forest to the Mabe Village.

= = = BRINGING THE GHOST HOME = = =

Before we bring the ghost to his home, stop by at the shop. The Bow here costs 980 rupees-- you should have about that much by now-- so buy it! If you don't have enough rupees, win some in the Trendy Game...or just

steal the bow from the shop (see the Secrets section for details). Once you have the bow, go south to the Toronbo Shores.

When you reach Toronbo Shores, go right until you reach some rocks blocking the path. Throw away the rocks and continue on the path right. When you reach a house, enter it. The ghost says "Here... Enter... my house...". After inspecting his house, he sees that nothing is left. Now he wants you to bring him to his grave.

Here's how to get to the ghosts grave: Go to the Witch's Hut in the Mysterious Forest and go one screen left. Pick up the stone here and go down. Go up the stairs at the left and you've arrived at the grave! Go close to it and the ghost will thank you. He also says something about a jar in his house. Then the owl will fly in. He tells you to dive into the waters of Martha's Bay to enter the Catfish's Maw.

[NOTE: The ghost said something about the jar in his house. If you go to his house, you'll find a secret seashell in the jar!]

Next, you need to go to Martha's Bay. To get there, just go directly south from the entrance to Kanalet Castle.

= = = MARTHA'S BAY = = =

Jump into the water and swim to the center of the bay where you'll find a big statue of a catfish. This is actually the Catfish's Maw, the next dungeon...but there doesn't seem to be any way to get in! But at the lower left rock, you can actually dive *under* it. Go through the little cave and surface at the other side. Then enter the Catfish's Maw...

= = = CATFISH'S MAW = = =

Go to the room at the left... and continue further left while avoiding the enemies. Defeat all the enemies in this room to open the door (you need to kill the guy with the helmet by hitting him with the sword at his back). Go through the door that opens at the left. Open the chest here for the compass. Go down the stairs.

This place is kinda tricky. See those two platforms hanging from chains?

When you step on one, it will sink down while the other one goes up. So you need to jump very quickly across to get to the other side. Do the same thing in the next screen and climb up the ladder.

Defeat all the stalfozes and cut down the crystals. Push the two blocks together so that the four blocks form a square. Get the key that drops down. Go back down the stairs, through the basement, and come up at the other side. Kill both of the enemies here to open the door (remember, you must hit them at their back). Go right. Use your key to enter the

locked door at the north.

Continue upwards. Kill all the stalfofos to open the door at the top, then go through it. Now you'll encounter the Master Stalfos. See the mini-boss section for details. When your done with him, go into the room at the right. There's a chest here...open it to read a message from Master Stalfos. That bastard took the treasure that was supposed to be in there! Anyway, go north.

There's some blocks shaped like an "x" in the center of this room...so I'll call it the "X-Room" :) Push the center block upward and go to the left room. Then just return to the X-Room. Push the center block to the right and go to the north room. Return to the X-Room and step on the switch. Push the center block downward and go into the room at the right. Woohoo! You'll fight Master Stalfos again! He hasn't changed his technique, so you can beat him just like you did before. After beating him, return to the X-Room.

Push the block to the left and go to the northern room. Jump over the hole and continue to the screen above. Don't worry about getting those chests yet, you can get them later. Go to the room at the left. You must defeat the enemies in this room to open the door...but there's one enemy at the other side of the blocks! To get him, throw away the pot at the top left, then go in the place where the pot was. The gel will pop out of the ground and come to you. Defeat him and go to the room above.

sigh Another battle with Master Stalfos. Beat him like you did before and he'll run away. Go to the room at the left. Open up the chest here to get the stone beak/stone slab. Defeat all three stalfofos to open the door, and go right. Follow the path and go back to the X-Room.

Push the center block down and go to the room at the side. Return to the X-Room, push the block to the side, and go to the room below. Follow the path through the rooms until you get to the room with the four keese on the four statues. Defeat all the enemies to open the door and go to the room at the left. Go down through the stairs. Make your way through this basement and climb up the ladder at the left. Then enter the room at the left.

You will now have to face the fourth, and final master Stalfos. He hasn't changed a bit. After defeating him, you'll get the hookshot, the treasure of this dungeon. This item can be used for grappling on to blocks and chests. You can also use it to beat those damn helmet enemies! Return to the room with four keese and four statues...

Go up one screen, and left one screen. Defeat the helmet enemies here with the hookshot to make the doors open. Go to the left room. Defeat the enemies here and open the chest to receive the map. Return to the

= = = SOUTHERN SHRINE = = =

After being transported out of the Catfish's Maw, exit the circle of rocks through the underwater cave at the lower left. Then go one screen to the right. Go onto the land (using those steps) and head northeast. Follow the path to the northeast until that freakin' owl flies in to give you another lecture. He says there are two shrines, one in the north and one in the south. You should go to the south one first. Continue going one screen right. Pick up the stones and cut the bushes to continue right, then go south to enter the southern Face Shrine.

This place is just FILLED with little armos knights. See all the statues around you? Some of them are real statues, but some of them come to life when you touch them! Just to be safe, you should always hold your shield in front of you. The statues will bump off of your sword if they are actually enemies. It's actually safer if you just try not to touch any statues (if possible). If one of them comes to life, you can use the arrows to kill them.

From the entrance screen, follow the path straight down into the screen below. Now go *around* these statues to the bottom and go right. Push the statue at the top left with the shield and continue left. Go up one screen. Push the statues with the shield and continue on the path. Continue following the path and pushing statues until you reach the Southern Face Shrine. (you may need to kill the last statue to get him out of your way). Enter the building...

Go up one screen and you will have to face the Armos Knight. See the mini-boss section for details. After defeating him, pick up the key that pops out. This is the face key, used to open the entrance to the Northern Face Shrine. Go into the room above.

There's something carved on the wall here, but it's too dark to read it. Use some magic powder on the lamps to light up the place. Then read the inscription on the wall. "TO THE FINDER, THE ISLE OF KOHOLINT, IS BUT AN ILLUSION...HUMAN, MONSTER, SEA, SKY...A SCENE ON THE LID OF A SLEEPERS EYE...AWAKE THE DREAMER, AND KOHOLINT WILL VANISH MUCH LIKE A BUBBLE ON A NEEDLE...CAST-AWAY, YOU SHOULD KNOW THE TRUTH!". Whoa, that tells a lot of secrets about the island. Go down and exit the Southern Face Shrine.

As soon as you exit, the owl flies in. He says some stuff about the story of the island, nothing really important. Exit the Armos Statue maze the same way so got in. Go to the area with a lot of bushes and rocks. Lift up the rocks and cut down the bushes to make your way to the top left of this maze. Jump into the water. Swim to the little island with two armos statues on it. Kill the left one with arrows to reveal

stairs. Go down there...

Make your way through the caves. Use the hookshot to get over the big hole. Go up the stairs at the left screen. Now just gently slide your key into the keyhole at the right. The entrance to the Face Shrine will arise at the left. Go inside to enter the 6th dungeon: The Face Shrine!

= = = NORTHERN FACE SHRINE = = =

Go around the statues and into the room at the left. Ignore the enemies and just go into the path at the top left corner. Follow the path until you reach a Mask-Mimic. Defeat him by using a spin slash attack. Make sure that the blocks in this room are lowered, then take out your bombs and place one beside the crystal switch. Run to the space behind the block in the upper right corner. After the bomb explodes and hits the switch, go up to the next screen.

Examine the floor closely. See anything suspicious? The path of tiles on the floor leads straight into the wall! Place a bomb at the right floor so it destroys the wall in between the lights. Go inside. This room is dark! Use magic powder on the lamps to light up the room. Kill the four gels in the room to make the stairs appear. Go down there. Avoid the giant flashing ball thing and go to the left screen. Avoid ANOTHER giant flashing ball thing and go up the ladder at the left.

Kill the mini-Moldorm and the Wizzrobes (those wizard-like enemies). To kill the Wizzrobes, plant bombs beside them just before they disappear so that they'll explode when they appear again! After killing them all, go into the room above.

Pick up the pot at the right to get a refreshing fairy. Open the chest at the left to get the treasure of this dungeon, the Level 2 Power Bracelet. This bracelet is more powerful than your old one...now you can lift those huge elephant statues! So try lifting up the statues in this room, then go up to the room above.

You're back to the room with the crystal switch. Defeat the Mask-Mimic just like you did before, then hit the switch to lower the blocks. Place a bomb beside the switch and run to the space behind the upper LEFT block. After the bomb explodes to hit the switch, go into the room above. There's a switch under the pot at the top-left corner. Step on it to make the door open, then go through the door.

Kill the Wizzrobes in this room. You'll need to use arrows to kill the one at the bottom left. When you kill them all, a chest appears. Open it to receive the map. Go into the upper room and go right. Open this chest to get the stone beak. Return to the room at the left. Pick up one of

the pot and throw it at the door at the top to open it. Go inside...

Go right and open the chest to get the compass. Go up the steps and hit the crystal switch. Get the bombs if you need it. Take this elevated path around and continue until you reach the room with lots of lowered blocks. Kill the two Wizzrobes to make a key drop down...get it. Now return to the room left of where you got the compass.

Pick up one of the huge statues and throw it at the door to break it open. Go north. Open the chest here for 100 rupees. Go up the stairs... Cool! You're outside! Open the chest for a secret seashell, then go back down the stairs.

Return to the entrance of the dungeon by playing Manbo's Mambo. This time, go right. Continue until you reach the room with tiles on the floor. The tiles will come to life and fly at you one by one! Protect yourself with the shield. When all the tiles are gone, go into the north room. Pick up one of the huge elephant statues and throw it at the door at the right to open it. Go in there...

Defeat the four Wizzrobes with bombs or arrows to open the doors. Go into the north room. Go down the steps and follow the path on the shallow water. Continue on the path until you reach a treasure chest. Open it for a small key (strangely, this is your first key of the dungeon). Return to the room where you defeated the four Wizzrobes... then go to the room at the left.

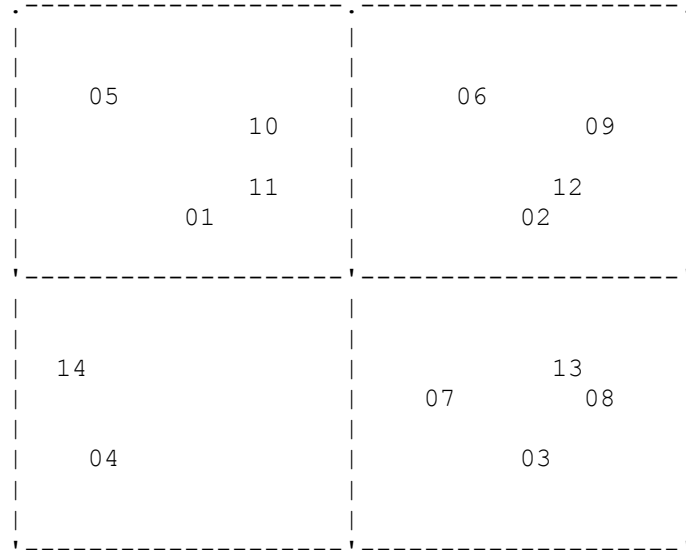
Go through the locked door at the top. Use your only key to open this door and go into the next room. What's this, a dead end? Nope, use a bomb on the middle part of the north wall to destroy it, then continue upwards. Now you'll need to fight Smasher, the mini-boss of this dungeon. Of course, see the mini-boss section for details. When you're done with him, pick up the fairy and continue to the room above.

Pick up the huge elephant statue at the left to reveal stairs. Go through the side-scrolling basement and climb up the ladder at the left. The tiles in this room will come to life and fly at you one by one. Like before, stay at the corner and protect yourself with the shield (it's better to stay at the bottom left corner so you don't get pushed back into the stairs). When all the tiles are gone, get the small key that drops down. Use a key on the keyhole block at the upper right, then go into the room above.

Get the bombs here if you need them. Pick up the elephant statue and throw it at the door at the left to open it. Go into the room at the left. Pick up the pots with the Power Bracelet and throw them away. To open the doors here, you must pick up the horse heads and throw them so that they both land *standing up*. This can take several tries. Be patient. When the doors open go left. Go down the stairs.

Use the Pegasus Boots to dash to the right so you won't get hit by any mini-thwomps. Continue dashing right to the ladder, then climb up. Now

is found here in the Signpost Maze. To get the Song of Soul, you need to read the signs in order starting from the one beside the large pit. There are 14 signs in all, spreading across four screens. Follow the directions on the sign to get to the next sign. Follow this handy ASCII map. First, read sign #01, then sign #02, and continue until you get to sign #14. Go into the stairs that appear.



Inside, you will meet Mamu the frog. Pay him 300 rupees to make him sing. You will learn the Frog's Song of Soul, the third and final song for your ocarina. You can use this song to wake up some unliving things.
Go back outside.

= = = GETTING THE FLYING ROOSTER = = =

Go to the Rooster Statue in the middle of Mabe Village. Since you have the Level 2 Power Bracelet, you can push the Rooster Statue...there are stairs under it! Go down there and follow the path up to the Rooster's bones. Stand in front of the bones and play the Frog's Song of Soul on the ocarina. The Rooster's spirit will fly into the bones, bringing the Rooster to life! This Rooster will follow you everywhere until you beat the Eagle's Tower. You can grab onto him with the Power Bracelet to fly!

= = = GETTING THE BIRD KEY = = =

Head north to the Tal Tal Heights. Go up the stairs and that goddamn owl will come to talk to you again. After he leaves, go into the cave surrounded by rocks. Continue through the caves until you reach the water outside. Go east through the shallow water and the deep water until you reach the long steps. Go up these steps. Follow the path

across the bridge and enter the first cave you reach (in the same screen as the chicken house).

In the second screen of the cave, push away the blocks and go UP to the next screen. Use the Power Bracelet to *grab* the rooster and fly across this huge hole. In the next screen you'll get the Bird Key, the key to the Eagle's Tower! Get out of this cave the same way you came in.

Go back east and go down the long steps. Continue going right through the deep water and enter the next cave. Go through this cave and out the other side. Go right, up the stairs, and into the next cave. Again, go through this cave and out the other side. Go left, into this cave. Go right and down the stairs. Go up the steps and continue through this path, then use the hookshot to reach the other side. Fall off the ledge and go out the cave. If you need heart power you can bomb the wall here to meet a fairy. Go into the upper right cave. Make your way through the long corridor, up the stairs, and go out the cave. Finally, go left to meet the Eagle's Tower.

Touch the keyhole rock to put the key inside (the rock is conveniently colored green for you. The earth shakes...the screen rumbles...and the tower spins around to reveal the entrance to the Eagle's Tower! What are you waiting for? Go in there!

= = = EAGLE'S TOWER = = =

Welcome to the Eagle's Tower. Go right to the next room. Go through this room avoiding the blade traps and jumping over the spikes with the Roc's Feather, continue right. Kill the two Like Likes and take the key that drops down. Go through the locked door at the top-right. Continue forward and go up the stairs to the second floor.

Go north to the next room. Here's a tricky spot. Pick up the orb with the Power Bracelet and put it beside the two blocks at the left. Pull the lever at the top-right as far down as it will go, then quickly head left, pick up the orb, and slip through the blocks before they close. Continue to the left room.

Defeat the gels in the room and throw the orb at the pillar to destroy it. There are actually *four* pillars found on the second floor, and you need to destroy all of them with the orb to progress through the dungeon. [IMPORTANT NOTE: If you lose the orb by accidentally throwing it into a hole, it will reappear in its original spot].

Now go to the north room. Drop your orb for a while. Pick up and throw the two horse head statues until they both land standing up. Tada! A

chest appears! Open the chest to get the map. Pick up your orb again and go one screen down. Go to the right-side wall and throw the orb down to the other side of the wall. Make sure it goes to the other side!!! If it doesn't, do it again until you can't pick it up anymore from the side where you are. Then go around the wall and jump diagonally over the hole. Pick up the orb again and continue south to the next room.

Throw the orb over the hole and jump over the hole. The orb landed into the spikes, right? Make sure you have a lot of hearts (get the winged heart if you need it), this will hurt a bit. Walk into the spikes, quickly pick up the orb, and get out of the spikes. Throw the orb at the second pillar to destroy it. Two more pillars to go...

Pick up the orb again and go south. Throw the orb over the wall and hit the crystal switch. Go up one room, then drop into the hole at the right to drop to the first floor. Go right, then down, and go up through the right door. Continue up on the path and go up the stairs. Yahoo! The blocks are down! Open the chest at the left to receive the treasure of the Eagle's Tower, the Mirror Shield. This shield replaces your old one. Now hit the crystal switch *while* standing on one of the blocks (so that you will be standing on the blocks when they are raised. Go down one screen, then left. Hit the crystal switch with an arrow or boomerang, then pick up the orb and continue left.

Put your orb down for now. Here you need to defeat the three monsters. When you hit one of them, it will freeze with the symbol on the front. The only way to defeat these three enemies is by hitting them with the same symbol showing. Understand? After you beat them, a chest appears at the top right. You can't get that yet. Pick up the orb again and continue left.

Drop your orb again, and be careful not to drop it into a hole! You remember how to defeat the Hinox, right? Well, if you forgot, the mini-boss section is always there to refresh your memory. After defeating him, get the key that appears. Pick up the orb and continue north...and north again through the one-way door.

Drop the orb on the floor...be sure that it's not on a tile! The tiles will rise one by one and attack you. Defeat the red sparkly thing with some magic powder, pick up the orb, and head to the east room. Throw the orb at the pillar to destroy it. Only one pillar left...

At the bottom-right, push the block into the hole. Now get the orb and throw it over the hole. See those two torches at the south wall? Place a bomb between them to destroy the wall and create a passage. Go inside there to the south room. Go through this narrow corridor and bomb the bottom wall to destroy it. Go down again. Use the hookshot on the chest to reach to the other side. Open the chest to get a single bomb :((but

the real purpose of the chest is for hookshooting over the big gap).
Drop
into the hole to go to the first floor.

Go two screens to the right, then go up through the *right* way.
Continue upwards and take the stairs back up to the second floor. Go
one
screen north, then left. Use the Roc's Feather to jump diagonally
across
the hole and go down at the bottom-right. Jump over the hole again and
continue downwards (woohoo, a winged heart...take it if you need it).
Hit this switch (you should see the blocks at the right *raised* now).
Go back up two screens. Push the blocks aside and move go left. If you
followed the walkthrough, the orb is still here. Pick it up and go
right. Push the block aside and go two screens south. Throw the orb
over
the wall. Go to the north screen and drop into the hole at the right.

Go right, around the wall, and up the stairs to the second floor
(again...). Go down one screen, use the key on the keyhole block, and
go
up the stairs. Go left one screen and drop off the ledge. Pick up the
orb and continue left. Throw the orb over the hole here. Go left one
screen and up three screens. Again, the tiles will attack you. When the
tiles are all done, go right. Go down into the crack in the wall.
Continue downward, then use the hookshot to get across to the other
side
of the hole. Pick up the orb and go up. Oh yeah! The final pillar!
Throw
the orb at it. BOOM BOOM BOOM...the fourth floor sinks into the third
floor! Go down and drop into that hole.

You should know the way by now: Go right two screens, up one screen,
and
up the stairs. Hit the crystal switch while you are standing on a
block,
then go down. Go right one screen and up the stairs to the third floor.
Just avoid the enemies here, go up one screen, then right. Now you'll
face the mini-boss of the Eagle's Tower, the Grim Creeper. I don't think
you'll have any trouble at all with him...but in case you REALLY REALLY
SUCK, see the mini-boss section for details. After you defeat him, go
up
to the next room.

Push the two blocks here together to make a chest appear at the right.
Open up that chest to get the Nightmare Key. Now you can go fight the
Nightmare! Go down one screen and left two screens. Whoa, the goombas
are out of their usual side-scrolling habitat! Use the Roc's Feather to
jump on them and get one heart each. Go north into the Nightmare
Door.

Go up the steps here, then hookshot at the block at the right. Now go
down... right... up the stairs... and up the ladder to the top of this
tower. Hey, that Grim Creeper fellow is back. He doesn't just have cute
bats this time, he's got an EAGLE! Now you'll fight the boss of the
Eagle's Tower, the Evil Eagle (the name is just bursting with
originality *sarcasm*). Check out the boss section for details.

After you defeat him, take the heart container and climb down the ladder. Go back inside the tower, then dive down to the *right* and go to the north room. It's the Organ of Evening Calm! You have seven out of eight instruments. Only one more to go! You are transported out of the Eagle's Tower...

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<<<<<<<<<<<<<<<<<<<<<<<<<<< THE EIGHTH INSTRUMENT >>>>>>>>>>>>>>>>>>
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= = = ON THE WAY TO TURTLE ROCK = = =

After you've been transported out of the Eagle's Tower, go straight down and fall over the cliff and into the hole. You'll land in the water in a cave. You can get a piece of heart here if you didn't already. Swim outside of this cave and continue south, then climb onto the land. Go left 5 screens, defeating any enemies along the way, then go up the steps. Continue left one more screen and go up the steps. Go into the cave surrounded by rocks.

Go through the caves until you reach the shallow water. You've been through these caves several times, you should know the way. When you reach the water, go right until you get to the deep water, then climb up the steps. Go left across the bridge, left more, then up the steps. Go one screen left, then use the hookshot to get over the gap in this bridge.

In the next screen, you'll see Marin stranded in the middle of a broken bridge. She says some monsters put her there. Rescue her by hookshotting right through her (what a sick thought). She'll say thanks and get all sweet with you...then Tarin comes to take her away. Then the owl will fly in to tell you something. After you hear his words of wisdom, continue going left.

Cut down the bush here to reveal some stairs. Go down there. These caves are pretty straight-forward. When you reach the really big hole, get over it with the hookshot (that's really obvious). Then go outside. There are rocks falling here down the mountain, be careful not to get hit by them. Follow the path and go up the steps until you reach the very top of the mountain. When you get to the screen with the chest, lift the rock to reveal stairs, go inside and throw magic powder on the statue to meet the Mad Batter. After you're done meeting him, go back up and continue left across the bridge. Then fall off the cliff.

See the cracked wall at the top-center? Blow it up with a bomb to reveal a passage. Go inside and continue until you get to a flame spitting

blowtorch-type thing. To get past this obstacle, hold up your Mirror Shield and push the flames. The shield protects you from the fire! Go left and up the stairs. Go follow the path left, past the phone booth, until you reach a part of the mountain shaped like a turtle. This is actually a mini-boss, turtle rock. Defeat both of the crows sitting on his hands...then play the Frog's Song of Soul in front of the turtle head. It's a song of awakening, remember? The Turtle Rock awakens! He's a mini-boss, but he's **very** easy. Slash away at his head with the sword to kill him. When you're finished with him, enter the eight and final dungeon: Turtle Rock.

= = = TURTLE ROCK = = =

Welcome to Turtle Rock...or shall I say, welcome to HELL! This is by far the most difficult dungeon of the game. It probably has more puzzles than the first 3 dungeons combined. Anyway, let's get the ball rolling...

First, head one screen north and you'll meet with a bat guy. Kill him and go left. Defeat the enemies in this room to make the doors open, then go north again. Now you will have to fight the Hinox yet again. You've done this twice before, he should be no problem. After defeating him, take the fairy and go left.

The flashing block in this room creates floor tiles on areas where there is none. When you push that block, Link will freeze and you must control the movement of the block. In this room, you should fill up the **entire** gap with tiles so there aren't any holes left. That isn't difficult at all (if you have trouble with this puzzle, I'm surprised you managed to reach this point at all). Open the chest that appears to get a mere 20 rupees. Then go south. Jump over the holes and get the winged hearts and the 50 rupees in the chest, then continue left.

Ahh...remember this guy? He's Rolling Bones, the mini-boss from the Tail Cave! Defeat him just like you did before (actually, you can kill him with a single hit from the boomerang). When the doors open, go north. Defeat this flying bat dude to make a key appear. Take the key and go two screens south. Open the chest here to get the compass. Now return to the entrance of the dungeon (take a shortcut by going into this magnet thing at the bottom-right corner).

Go north one screen and kick the bat's ass again...go right this time. Lift the pot at the upper left to uncover a switch. Step on the switch to open the doors, then go south. Kill the two enemies to make the stairs appear...go down there. Make your way through this easy side-scrolling basement and climb up the ladder at the right. In this room, go to the bottom right and lift the pot to reveal a switch. Hit the

switch to open the door and head south.

You'll fight Smasher again now. He seems to be a little faster than before, but I'm not really sure. Defeat him by taking his ball and throwing it back at him (just like before). After defeating him, take the fairy and go south. Jump over the hole and open the chest to get the stone beak. Then make your way to the stairs at the bottom left corner.

In the underground passage, use the Roc's feather to get across the lava. Be careful not to get hit by the lava balls! Go up the ladder at the left. If you look closely at the south wall of this room, you'll see that part of it is cracked. Use a bomb on that part of the wall to destroy it, then go down. There are three blocks separating you from the chest. To get to the chest, push the top and bottom blocks left, then push the middle block up. Open the chest to get the map. Go north and go back into the stairs.

After going through the underground basement, defeat all the snakes in the room to open the door, then go north. Defeat Smasher again...then go left. Here's another puzzle where you have to fill up all the holes using the block. So push the block and cover up the gap. It's not very hard at all (but it'll be hard for me to explain :). Get the key that drops down, and the winged hearts if you need it. Plant a bomb at the middle of the north wall. You can't see a crack there, but the wall will be destroyed! Go north.

Hit the crystal switch once. Bomb the cracked wall at the left, then go left. Go up the steps in this room, go south one room, and drop off the ledge. Open the chest to get...a gel. Darn. Go left two room to get to the room with the bat guy. Now go *north*. Follow the path until you get to one of those floor-making blocks. Push the block and make a path leading to the space in between the two blocks at the north side of the screen. When you're between those two blocks, push the right block and go up. Unlock the keyhole block and go right. Get the winged hearts if you're running low on life. Use your key on the locked door to open it and continue going right.

Watch out for the switchblades and go north through the one-way door (don't worry about the stairs yet). Defeat the two gels in this room to open the door, then continue north. Whoa, this whole room is filled with cracked floor. Defeat the two mummies for a small key (don't stop moving or you'll fall into the floor). Go left two screens (ignore the Dodongo Snakes for now). Jump over the lava and climb up the steps north. Hookshot across the lava to the chest and get what's inside, then drop off to the left. Fill up on these ammo and supplies...especially the bombs, you'll need a lot later. Go north and up the stairs.

Go through this little cavern. You'll need to hookshot to get across the lava in the second room. After you go through the side-scrolling cave place, go north through the one-way door to the room with the cracked blocks. This time, bomb the left wall to open up a passageway. Go left. A dark room! Use magic powder on the torch to light the place up. Jump over the hole, use the key on the keyhole block, and go to the left room. Here, kill the snake to open the doors and continue left.

This room is still dark. Use magic powder on the two torches to light up

the room so you can see the crack on the left wall. Bomb the crack to destroy the part of the wall, then go left one more room. Here, shoot the statue's eye with an arrow to make the key appear. Take it and go left again. Hide behind the blocks to the eye won't shoot lasers at you.

Move the blocks so you can open the treasure chest and get the key inside. Go up the steps and go to the south room but DON'T fall off the ledge. Instead, go back up and right to the room with the eye statue.

Go

south to pick up more winged supplies, then go up two screens...

Kill all the enemies in this room (including that vampire bastard) to open the door. Go left and follow the path around to the ledge in the previous room. Use the hookshot to get to the treasure chest and open it

for some nice rupees. Jump off the ledge and go up the stairs.

Hooray, a piece of heart is lying there in plain view. Any moron can see

that. Get it and go left... across the bridge... until you're back in the Turtle Rock dungeon.

If you're looking for a new challenge, you've got it right here.

Presenting... The Dodongo Snakes! These aren't just the old stuff you faced before, this time you need to *throw* the bombs down to them from this ledge. Press the button to place a bomb on the floor, press the button again to pick it up, and press it again to throw the bomb. It's easier if you just try throwing it directly onto their heads. After you defeat both of them, the chest will appear at the right. Open it to get a small key.

Go left and jump off the ledge. Use a key to go through the locked door at the left. Continue going left until you reach the room with a bat and

two snakes. Then go DOWN, and go LEFT. Go up the steps, follow the path around, and fall off the ledge in the dark room. Go DOWN, move the block and go RIGHT, ignore the Hinox and go DOWN, then go LEFT, jump over the lava and go UP, then follow the path to the floor-making block. Make a path that goes right, then go right two screens to the room with the crystal switch. Hit the switch once.

From the crystal switch room...go one room left, climb the stairs and go

down, then fall off the ledge and go left two screens. Go up and follow the path to the floor-making block. Use the block to make a floor

leading to the space between the two blocks at the north side. Go there, push the block right, and go up. Go right two screens. Go up through the one-way door and go left three screens. Climb up the steps, use a key on the keyhole block, and go right. Use the key on the keyhole block and go down the stairs.

Make your way through the side-scrolling cavern place. That's some very Mario-esque platform jumping action. When you emerge, fall off the ledge and go south to fight the real mini-boss of this dungeon: Blaino. He's hard, you better check out the mini-boss section. After you defeat him, go north, up the stairs, and open the treasure chest. Inside you'll find the Magic Rod, the treasure of this dungeon. This is probably the most powerful weapon in the game, even more powerful than the sword! Go south to the room where you defeated Blaino and go into the warp to return to the entrance of the dungeon.

From the entrance go NORTH, LEFT, and NORTH again. Now you'll need to fight Hinox again, this is a perfect opportunity to test your new Magic Rod: Only two shots and he's dead! After defeating him, go left. Use the block to make the path, then go up. See those two lamp-things at the bottom corners? Lighting them would have been impossible with the Magic Powder...but since you have the Magic Rod, light them to get a small key from the chest that appears. Play the ocarina (second song) to return to the entrance of the dungeon.

Go north two rooms and right until you reach that tile-making block. Push the block and make a path to lead to the stairs at the bottom right. Go up the stairs. The ice here can be melted with the Magic Rod. So melt the bottom row of ice, defeat the goombas, and continue to the next room. In this room, use the Roc's Feather to jump and use the Magic Rod to melt the *top* row of ice. If you screw up, go to the other room and come back to reset the ice. Go down the ladder.

Go down the stairs and use your last key to open the locked door and go left. Now you need to fight the Cue Ball again. Remember him from the Angler Cave? He back, and he's harder this time because of the lava. The Magic Rod won't hurt him, so the sword will have to do. Just like before, attack the big round part when he stops at the corner and repeat until he's dead. After you defeat him, get the fairy and go north.

You need to fill up the whole black space with tiles again. It's pretty tough this time. Push the block upwards and go...3U 5R 2D 2L 1U 1L 1D 2D 1R 1U 1R 1D 1R 1U 1R 1D 1R. When that's all done, a chest appears. Open it to get the Nightmare Key. Play the ocarina (song #2) to return to the entrance of the dungeon.

Go up two screens and go to the tile-making block. Make a path to the

into the hole and you will have to fight the final boss of the game:
The Nightmare Shadows. Actually there are six of them:

- #1: Giant Gel Shadow
- #2: Agahnim Shadow
- #3: Moldorm Shadow
- #4: Ganon Shadow
- #5: Lanmola Shadow
- #6: Dethl Shadow

All of these are covered in the boss section, so get your ass over there for tips on how to beat them. After you defeat all of them...there's nothing left, you beat the game. Well...umm...you beat the game. So I guess my job here is finished. Bye! *disappears in a puff of smoke*

~ The End ~

| 3) THE SPECIAL COLOR DUNGEON
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= = = HOW TO GET THERE = = =

After you've beaten the Key Cavern and got the Pegasus Boots, go to the library in the south Mabe Village. There's a book on the shelf, knock it down by dashing into the shelf with the Pegasus Boots. It mentions about gravestones and gives some directions. You better write that down... now go to the graveyard.

Only one area of the graveyard has gravestones that match the layout you saw in the library: The bottom right screen. Now push the gravestones in the order and direction found in the book... Push the bottom-right gravestone down, push the bottom-left gravestone to the left, push the top-left gravestone up, push the top-center gravestone right, and push top-right gravestone up. Tada! A path is revealed! Go down into the secret dungeon.

= = = INSIDE THE DUNGEON = = =

In the first room, you will meet two 'guards' (they're not enemies). Talk to each one of them and tell them what color they are. Continue up to the next room. Defeat the three enemies that come up from the ground and go to the right room...

In this room, there are four little statues with eyes. Two of them are red and two of them are blue. In puzzles like these, you need to make all of the statues blue. To do this, hit the top-left statue and the bottom-left statue. Open the chest that appears to get the compass. You can bomb the bottom wall of this room to find a room full of rupees! Get the rupees if you want, then go up and right.

The colored tiles on the floor will make you bounce if you touch them. They are green at first, but turn yellow when you touch them, then red, then it disappears. Bounce across this room and go right.

This is a fun color puzzle. Hit one of the enemies to make them curl into a ball. Pick up the ball (with the power bracelet) and throw them into the hole with the same color as them. Do this to both of them and open the chest to get a bird beak. Go to the south room.

Kill the four enemies here to open the doors, then go to the room at the left. Bounce over to the chest at the bottom-left and open it to get a small key. Go through the one-way door to the room above. Hey, Remember this room? Bounce to the right room then go UP. Continue going up until you reach the room with four more eyeball statues. Again, you must make them all turn blue. Hit the bottom-right one, then the top-left one, and the top-left one again. Get the key that appears and go right.

Defeat the enemies here and go up. Now you'll have to fight an incredibly easy mini-boss. He says it himself that your sword is no match for him-- take his word for it and keep in mind what the guards said at the beginning. Magic Powder! Hit him with Magic Powder then slash away with the sword. Repeat until he's finished. Go left.

There's a row of three blocks covering the way to the chest. Damn, this puzzle is basic knowledge for any regular Zelda player. Push the top and bottom blocks to the left, then push the middle block down. Open the chest to get the Nightmare Key. Now you'll need to do a lot of backtracking: Go one screen right, down, left, down, down, and left. Then go up through the locked door.

Now you'll fight another mini-boss. Be careful not to step on the spikes on the ground. Hit him with the sword while avoiding the boulders he throws at you. Sometimes he'll jump into the air and come down to shake the ground. When he does this, jump with Roc's Feather so you don't get stunned. When you're done with him, go left.

Bounce to the upper-left corner and pick up the pot to reveal a switch. Step on the switch to open the doors and go up. Now defeat all the enemies in this room (there's a lot of them!). Open the chest to get the map. Go right. Here's another babyish match-the-colors puzzle, except there's 4 of them this time. Beat it like you beat the other one and get

the key that appears. Now go left and down.

Hit the switch and go left. Here's another red-blue puzzle, and as usual you must make them all turn blue. Hit them in this order: Top, right, left, and bottom. They're all blue! Go up, then left. Hit the crystal at the bottom left, then go up to fight the boss of this dungeon. The secret to beating him is attacking quickly. He starts out as blue. As you attack him more, he'll slowly turn red. But if you leave him alone for too long, he'll recover and turn blue again. After you defeat him, go right and meet the fairy.

She'll ask you what color you want: Red or blue. The red clothes double your offensive power (like a piece of power), the blue clothes double your defensive power (like a guardian acorn). I prefer the red clothes. Pick one and the fairy will transport you back to the graveyard. Finished! Damn, that was way too easy.

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| 4) MINI-BOSS STRATEGIES  
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ROLLING BONES

Mini-boss of the Tail Cave. This guy is so cute he can qualify for a Pokémon. The first thing he does is roll a spiked log to you. Be quick and jump over this log with the Roc's Feather. Then he'll start hopping to the side. Don't even give him a chance to reach the left side! Keep on slashing him with the sword and he'll just keep on hopping to you. If he does reach the side, he'll push the spiked log back to the other side. It only takes 8 hits to defeat him. (also found in Turtle Rock)

KING MOBLIN

This guy is the Moblin that kidnapped Bow Wow. Why did he kidnap Bow Wow? Nobody knows. He goes up and down occasionally shooting arrows at you. Move up and down also so you won't be hit by his arrows. After a few seconds, he'll get pissed and charge at you. Move away so you won't get hit. If he misses you, he'll smash right into the wall and be stunned for a while. This is his weak moment! Give him all you got! Repeat this process until he's dead.

HINOX

Mini-boss of the Bottle Grotto. He's a huge monster with only one eye. Whenever he gets close to you, he'll pick you up and throw you across the room! This alone will cost you one heart... but if he throws you on an unstable floor, you'll fall down and lose another half heart! Beware when he shakes his arms, that's a sign that he's about to charge

at you. He also throws bombs at you. This mini-boss is very simple to defeat, just slash away with the sword. ALWAYS stick out your sword at him so he'll get hurt when he gets close to you. (also found in the Eagle's Tower and Turtle Rock)

DODONGO SNAKES

No Zelda game would be complete without a Dogongo. The Dodongo Snakes are the mini-bosses of the Key Cavern. These hungry monsters would eat just about anything. So why not feed them...some BOMBS! Try to get as close to them as you possibly can and lay a bomb in front of their face. Hopefully they'll eat it and it will damage them from the inside. Make them eat three bombs each to kill them (so you must have 6 bombs when you fight them). If you run out of bombs, you need to escape the battle and look for more. (they are also found in the Face Shrine and Turtle Rock)

LANMOLA

This is a sort of snake creature found in the northwest Yarna Desert. Since the whole ground is made of quicksand, you need to struggle a bit to keep your balance. When he pops out of the sand, attack his head with the sword. You can see where he's about to come out before he does. This guy is no big trouble, just a few hits from the sword and he's dead.

CUE BALL

This is the mini-boss of the Angler's Cave. He's a tricky guy, I always forget how to beat him each time I face him. But he's not really hard (for me at least). He will chase you around the room and pause for a split-second when he reaches a corner. This is your chance to attack him! When the Cue Ball is facing the corner, his big side will be completely exposed! Then he'll spin around and head in the opposite direction. I think it took about five hits from the sword to kill him. Just be sure not to let him trap you in the corner, that could really be deadly. And also don't walk around with the sword sticking out since you will slow down a lot. (he's also found in Turtle Rock)

MASTER STALFOS

This is the mini-boss of the Catfish's Maw...you'll have to fight him four times in one dungeon! But he's not too hard. At the beginning, he'll drop from the sky. Watch the shadow and be sure he doesn't fall on you. Then hit him with the sword to make him crumble to the floor. He'll revive in a few seconds. Quickly place a bomb beside him, he'll get hurt when it blows up. When he's standing, he will try to jump at you and swing his sword at you...but try to hit him quickly so he won't have a chance. It takes 3 hits to defeat him.

GHOMA

This is another mini-boss of the Catfish's Maw. You fight two of them at a time. They move left and right and occasionally stop to open their eye and shoot some kind of energy ball at you. When they open their eye, you should take this opportunity to hit them in the eye with the hookshot or an arrow. You can tell that it's about to open it's eye because it will stop moving. But if it stops moving left and right and it shakes, then it's about to charge at you! It takes three hits from the arrow to kill one of them.

ARMOS KNIGHT

This is the boss of the Southern Face Shrine. Instead of walking, the Armos Knight hops around the room with little jumps. Occasionally, he will jump high in the air and come down, shaking the ground. When he does this, you should jump before he reaches the ground so that you won't be stunned. Shoot arrows at him to hurt him. It takes five shots from the arrow to break his shield. Three more shots and you'll break his helmet. Three more shots and he's gone.

SMASHER

This is the mini-boss of the Face Shrine. He's some kind of weird creature that's armed with a ball. He hops around and throws the ball at you. To defeat him, use the power bracelet to pick up HIS ball and throw it back at him to hurt him. Like dodge ball. Try to pick up the ball again before he does so you can throw it back at him again. Continue doing this until he's finished. (also found in the Turtle Rock)

GRIM CEEPER

This is the mini-boss of the Eagle's Tower. If you really need help with beating him, then you must REALLY REALLY SUCK. Anyway, he doesn't attack you directly, but instead he calls on his bats to fight you. The bats will align themselves for a few seconds, giving you time to get in a good position. When they finally attack you, slash your sword like crazy! If even a single bat gets away, then the Grim Creeper will call on six more bats to fight you. To defeat him, you must kill all six of his bats when they attack you.

TURTLE ROCK

This mini-boss is in the Western Tal Tal Mountains blocking the entrance to the Turtle Rock dungeon. At first it looks like a part of the mountain shaped like a turtle head. To make it wake up, play the Frog's Song of Soul on the ocarina. Tada! He's ALIVE! He's actually a pathetically easy boss. The head just goes from side to side, stopping occasionally to charge at you. Simply slash at the head like crazy to defeat him. You should be able to finish him off without even getting hurt.

BLAINO

The mini-boss of Turtle Rock. This guy is a real son of a bitch. He "dances" around like a real boxer and traps you against the wall, then punches you. It's really painful, a hit from him takes away one heart. If he pulls back for a second and punches you, you'll be sent all the way back to the entrance! So if you see him pull back his arm, get away from him! It's hard to hit him since he's always right in front of you. The only time when he's vulnerable is right after he does that "wind-up punch" or while he's doing rapid punches. After he does it, quickly run around to his side and hit him with the sword. Repeat this process until he's dead.

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| 5) BOSS STRATEGIES
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MOLDORM

Boss of the Tail Cave. It's sort of like a snake composed of 5 segments. The Moldorm was also one of the bosses in Zelda for the SNES. Look at her tail...it's glowing! The tail is her weak spot, hit it with the sword to hurt her. If you fall into the pits at the sides, you'll go down into the basement and you will need to climb back up and start all over again. A good technique is to keep holding the sword out in front of you and trying to hit the tail. When you hit the tail, Moldorm will move around really really fast for a few seconds. When you're only one hit away from defeating her, she'll move around like crazy. It takes about 5 hits to defeat the Moldorm.

GENIE

Boss of the Bottle Grotto. This boss has two stages. In his first stage, he'll be inside his bottle (so you can't hurt him). Occasionally, he'll come out of his bottle and throw fireballs at you. When he does this, you should be constantly moving so he won't hit you. Don't stay in one

place for too long! Then he'll return back to his bottle and bounce around. While he's bouncing, hit him with the sword. Then pick him up (with the Power Bracelet) and throw him against the wall to hurt him. Do

this three times and his bottle will break, bringing him on to stage 2. Now he's mad! He'll just float around the area and occasionally throw fireballs at you. Hit him with the sword to hurt him. Then he'll spin around for a while, then throw another fireball at you. Continue hitting him with the sword until he's dead. [NOTE: If you're having trouble, bring along a bottle of Crazy Tracy's potion.]

SLIME EYES

Boss of the Key Cavern. At first, you can't see him because he's stuck to the ceiling. Dash into the wall with the Pegasus Boots to knock him to the ground. Hit the eye repeatedly with the sword to separate it, then dash into it with the Pegasus Boots...it splits apart to form two eyes! Next, hit one of the eyes with the sword. Then it will jump up high. When it falls down to the ground, use the Roc's Feather to jump so you won't be stunned. You can see the shadow of the eye when it's about to fall, so make sure you're far away from that shadow (so you won't get squished). Keep hitting the eyes with the sword until they're defeated (it takes four hits from the sword to defeat an eye).

ANGLER FISH

Boss of the Angler Tunnel. This is the first and only boss that you will have to fight underwater. See that glowing thing on the top of his head?

You need to hit that with the sword to hurt him. There are also some other fish that swim by and may distract you. If the Angler Fish suddenly stops moving up and down, he's about to charge at you! Use the Roc's Feather to quickly 'jump' out of harms way. After he charges at you, some garbage will drop down from the sky so be careful not to hit it. It's good to stay near the bottom of the screen so you can easily see where the garbage is and you can also jump up to avoid the charges. After hitting him enough, you'll defeat him.

SLIME EEL

Boss of the Catfish's Maw. When the fight begins, a hole will appear at the center of the screen and a tail will pop out. Holes will also appear

at the four corners of the screen. The tail in the center will be constantly spinning around so you will need to hide in the corner when it comes near you (or you can let it chase you around the edges). The head of the eel will pop out of one of the four holes at the corners. You need to use the hookshot to completely pull the head out of the corner, then swing the flashing part with the sword to hurt him. But don't pull him out too far, you might pull him out completely! Hit him in the neck enough times with the sword to kill him.

FACADE

Boss of the Face Shrine. This thing is actually a face that appears on the floor. At the beginning of the battle, the tiles and pots in the room will arise and attack you. You should be constantly avoiding these attacks. When the eyes are open, place a bomb on the face to hurt him. Remember, this is only effective when the eyes are open! After attacking him, he'll disappear for a few seconds. Continue bombing him when he reappears! Don't be afraid to get close to him, he won't hurt you. After about four or five hits from the bomb, he's be gone...

EVIL EAGLE

Boss of the Eagle's Tower. This battle is fought on top of the Eagle's Tower from a side view. The Eagle will fly quickly across the screen. When he flies close to you, use the sword to hit him. If he flies at the same level as you, hold up your shield so he won't hit you. Actually, it's good to always have your shield held up for protection. After a while, he'll stay at the corner and shoot feathers at you. Hold your shield up to protect against the feathers and push in the opposite direction of the wind so you don't fall off at the side. Next, he'll dive at you. Hold up your shield as usual, and slash him with the sword when he's close. Continue hitting him at every chance you get until he's finished.

HOT HEAD

Boss of Turtle Rock. He's a great ball of fire that jumps in and out of the lava...but doesn't attack you. The only thing that hurts you at that point is the lava that splashes out when he splashes in. When he pops out, hit him like crazy with the magic rod. Don't stop, keep hitting him! If he goes back into the lava, he'll recharge himself. After you hit him enough, his flame will go out and expose his crab-like body. Keep hitting him with the magic rod until he's history.

--THE SIX NIGHTMARE SHADOWS --

Part 1: GIANT GEL SHADOW

He's like a normal gel, but a lot bigger. He hops around the place and disappears occasionally. To beat him, sprinkle magic powder on him. He will go crazy for a second. Continue sprinkling Magic Powder on him until he's finished. Then he will transform into the next form...

Part 2: AGAHNIM SHADOW

Fans of the SNES Zelda will remember this guy, it's Agahnim from A Link to the Past! He will stay in a part of the room and make some kind of energy ball, then throw it at you. You can't attack him directly. When

then energy ball comes to you, hit it with the sword to bring it back to him. But watch out when he throws a flashing ball at you, this will hurt you no matter what you do to it! Continue hitting his energy balls back at him until he evolves to the next form...

Part 3: MOLDORM SHADOW

This is just like the Moldorm you fought in the Tail Cave. Hit the flashing part of his tail to hurt him. After you hit him, he will move fast for a few seconds. Keep on hitting the flashing part of his tail to make him evolve into the next form...

Part 4: GANON SHADOW

Anyone who's beaten a Zelda game knows this one, he's Ganon from Zelda 1, 3 and 5! But you defeat him differently this time. He will spin his rod around and call his firebats to attack you. Then he will throw his rod at you and disappear for a while. At every chance you get, ram into him with the Pegasus Boots. You might take in a little damage, but that's unavoidable. After ramming into him 6 times, he'll go into the next form...

Part 5: LANMOLA SHADOW

This bastard will chase you around the room. He's much faster than you, so trying outrun him is useless. It took me a while to figure out how to beat this one. But when you know how, it's a piece of cake. Just hit him once with the magic rod and you're done. He evolves into the next and final form...

Part 6: DETHL SHADOW

This guy was meant to be the hardest boss, the change of music shows that. The tentacles spin around his body and are hard to avoid. Stay in front of the body and use the Roc's Feather to jump over the tentacles when necessary. When his eye opens, hit it with the arrows! It takes 20 arrows to defeat him. BUT...there is an easy way: Instead of using 20 arrows, 1 hit from the boomerang will do. Bah! What a joke!

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| 6) THE TRADING SEQUENCE  
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Hmmm...looks like the barter system thrives on the island of Koholint. Completing the trading sequence is required to beat the game (I think). After trading all 13 items, you will get the magnifying glass, which is used to read the "Secrets of Koholint" book in the library.

GETTING THE YOSHI DOLL: The Yoshi Doll is the first item in the trading sequence. Go to the Trendy Game in Mabe Village and pay the man 10

rupees to play the game. Grab the controls and position the crane over the Yoshi Doll in the center (the shadow should be over the doll). The crane brings the Yoshi Doll to you, and you have the Yoshi Doll!

GETTING THE RIBBON: Also in Mabe Village, go to the Quadruplet's House in the north part of the city (on a little hill). Talk to the mother there. Seems like she wants the Yoshi Doll for her baby! Give it to her and she'll give you the Ribbon in return.

GETTING THE DOG FOOD: This item is still in Mabe Village. Go into the little dog house right beside Madam Meowmeow's house. Talk to the 'baby BowWow' there. Make up! Jewels! Dresses! She wants it all...and she wants your ribbon! Give it to her and she'll give you some nice juicy Dog Food in return. Yummy!

GETTING THE BANANAS: This item is found in Toronbo Shores...so go over to the eastern part of the Toronbo Shores. There's a house there among the banana trees. Enter it and talk to the alligator. He's a canned food nut, crazy for your Dog Food. Give it to him and he'll eat it in one gulp. He'll give you a bunch of bananas in return.

GETTING THE STICK: Outside of Kanalet Castle, there's a cute little monkey. Of course, monkey want banana. Talk to him and give him the bananas. He'll call his army of monkeys to build a bridge across the water. When the monkeys go away, a stick will be left there on the bridge. Pick it up.

GETTING THE HONEYCOMB: After you beat the Key Cavern, Tarin will be in the Ukuku Prairie examining a honeycomb. He says "I see you have a nice stick...". Sick, isn't he? He'll ask you for your stick. Give it to him, and he'll start poking the honeycomb. What a moron! Bees will come out of the honeycomb and chase Tarin away. Pick up the honeycomb when it falls to the ground.

GETTING THE PINEAPPLE: Bring the honeycomb to the Animal Village. Enter the house at the bottom right corner and talk to the bear chef. Well... he's a bear, obviously he would want the honeycomb. Give him the honeycomb and he'll give you the pineapple in return.

GETTING THE HIBISCUS: Go to the Tal Tal Mountains and you'll find your good friend, Papahl. He's lost in the mountains, just like he said, and he's starving to death! You know what to do...give him the Pineapple and save his life. In return, he'll give you a hibiscus (a type of flower).

GETTING THE LETTER: Return to the Animal Village. In a house in the top right of the village, there's a lady goat writing a letter. She insists that it's only proper to give flowers to a lady when you meet her. The hibiscus will do nicely. Give her the hibiscus and she'll give you her letter.

GETTING THE BROOM: The goat lady tells you to deliver the letter to her boyfriend who lives north of the Mysterious Forest. So go to the house above the Mysterious Forest (near Goponga Swamp). Give it to the guy there. The letter came with a picture...of Princess Peach!? What the hell?! You'll get a broom in return.

GETTING THE FISHING HOOK: Go to Mabe Village. There's usually an old lady sweeping in front of Ulrira's house...but now she's sweeping without a broom. Give her a broom and she can continue her happy life of sweeping. [NOTE: Sometimes, she's in the Animal Village instead of Mabe Village].

GETTING THE NECKLACE: After you get the flippers, dive into Martha's Bay. Swim to the southern part of the bay, and swim under the bridge. There's a fisherman fishing under the bridge! Jump onto his boat. He says that he's fishing without a hook, so give him your hook and he promises to give you what he catches. And he catches...a necklace. Lucky!

GETTING THE SCALE: Swim west of the Catfish's Maw and meet the Mermaid. She says she lost he necklace somewhere in the bay. Hmmm...it looks like the necklace that the fisherman caught was actually hers. Give the necklace to her, and she'll give you one of her scales. What can you do with this?

GETTING THE MAGNIFYING GLASS: Go to the wooden bridge south of Martha's Bay. Use the hookshot to get across the water. Now walk up to the Mermaid Statue and press "A" to put the scale on it. The statue will move away, revealing steps going underground. Go down the steps, go to the next room, and pick up the magnifying glass! The final item in the trading sequence.

GETTING THE BOOMERANG: Go down to the Toronbo Shores with the Magnifying Glass. At the eastern part of the shores, bomb the weird-looking wall. Inside there is a guy willing to trade an item for the boomerang. I suggest you give away the shovel (since you no longer need it). You can always come back here if you want the shovel back.

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| 7) HEART PIECE LOCATIONS
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Pieces of Heart are scattered all around the island. There are 12 of them in all, but you don't have to get all of them. In fact, you can beat the game without getting any of them at all! After you get 4 pieces, you gain a whole heart container. "Grid point" refers to the point on the island.

1. MABE VILLAGE (grid point A11). At the western part of Mabe Village, there is a well. Go to the small hill above, cut down the bushes with the sword, and drop into the well from up there. There's a heart piece inside.

2. MABE VILLAGE (grid point B9). In Mabe Village, there is a little

fishing pond behind Madam Meowmeow's house. Catch all the fish, and the last big "lunker" will have a piece of heart inside it. Only a piece? Eww...

3. MYSTERIOUS FOREST (grid point E5). At the northern part of the Mysterious Forest, there's a piece of heart surrounded by holes. Damn, this is way too easy :) After getting the Roc's Feather, you can jump over the holes to the heart piece.

4. MYSTERIOUS FOREST (grid point A6). In the Mysterious Forest, there is a log cave. Enter it and go to the third room (the room with a lot of blocks in it). When you have the Power Bracelet, you can pick up the skulls to reach the piece of heart.

5. UKUKU PRAIRIE (grid point G9). Find the cave in Ukuku Prairie and use a bomb to open the entrance and go in. Use the Pegasus boots to dash through the crystals. At the upper screen of the cave, there's a bombable wall at the right side. Use a bomb on it and go into this SUPER SECRET cave to retrieve your heart piece.

6. YARNA DESERT (grid point O13). After beating the Lanmola, let yourself fall into the quicksand whirlpool. Bomb the wall at the top of this underground cave and go in there for another piece of heart.

7. ANGLER'S CAVE (grid point O3). After getting the flippers from Angler's Cave, swim right a bit until you find a cave. Go in there and dive into the deep water to find a piece of heart.

8. KANALET CASTLE (grid point I8). After getting the flippers from the Angler's Cave, go to the water surrounding Kanalet Castle. Swim around to the screen at the bottom left corner. Dive under the water just above the pits to find the piece of heart.

9. EASTERN TAL TAL MOUNTAINS (grid point H1). Cross the broken bridges in the Eastern Tal Tal Mountains and cut down a lonely bush to reveal some stairs. Go in there and follow the path to the piece of heart.

10. ANIMAL VILLAGE (grid point N13). Go around to the outskirts of Animal Village and take the path up to the bombable wall. Open it with a bomb and go in. Cross the big gap with the hookshot to reach the piece of heart.

11. GRAVEYARD (grid point G8). Go to the bottom left part of the graveyard and push away the bottom right gravemarker to reveal a secret cave. Bomb the cracked rock, then use the hookshot to get across the pit and pick up the heart piece.

12. WESTERN TAL TAL MOUNTAINS (grid point A1). You can only get here by exiting Turtle Rock through the back exit. There's the heart piece on a little hill in plain view. Go up there and pick it up, the final heart piece.

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| 8) SECRET SEASHELL LOCATIONS
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Secret Seashells are scattered all around the island. If you collect 20 of them, go to the Seashell Mansion and trade them all for a level 2 sword! There are 26 of them in all, but you only need 20 to get the sword.

1. MABE VILLAGE (grid point D11). At the eastern part of Mabe Village, there's a whole screen of bushes and grass. Cut down all the bushes to find a secret seashell hidden under one of them.
2. MABE VILLAGE (grid point B11). After you buy the shovel, go to the little dog house beside Madam Meowmeow's house. Dig at the bottom right corner and you'll find a secret seashell.
3. TAIL CAVE (grid point D14). In the Tail Cave, there's a cracked wall in one of the rooms at the west (the room with a mini-Moldorm in it). Blow up the wall with a bomb to reveal a secret room. Open the treasure chest in there to receive a secret seashell.
4. MYSTERIOUS FOREST (grid point B8). In the south part of the Mysterious Forest, there's a chest in an area blocked off by a rock. Use the Power Bracelet to lift the rock and open the chest for a secret seashell.
5. UKUKU PRAIRIE (grid point E8). At the screen south of the ghost's grave, there's a bush surrounded by a circle of weeds. Cut down the bush and dig (with the shovel) in the center of the weeds for a seashell.
6. SEASHELL SHRINE (grid point K9). When you have exactly 5 secret seashells, go into the seashell mansion at the eastern Ukuku Prairie. You'll get another shell wrapped up in a box! (doesn't work if you don't have *exactly* 5 seashells).
7. UKUKU PRAIRIE (grid point F11). Go to the little hill north of the Key Cavern. There, you'll find some grass shaped like a diamond. Dig in the center of that diamond to find a secret seashell.
8. NEAR THE TAIL CAVE (grid point C14). At the screen just left of the Tail Cave, you'll find a lowly tree. After getting the Pegasus Boots, dash into the tree to shake loose a seashell.
9. GHOST'S HOUSE (grid point G16). After bringing the ghost to his grave, return to his house near Martha's Bay. Pick up the pot at the lower right to find the seashell.
10. MARTHA'S BAY (grid point I16). At the south of Martha's Bay, you'll

find a suspicious looking island with a bush on it. Swim to the island and cut down the bush for the seashell.

11. SEASHELL SHRINE (grid point K9). When you have exactly 10 secret seashells, go to the Seashell Shrine to get your 11th! (you get nothing if you don't have *exactly* 10 seashells)

12. UKUKU PRAIRIE (grid point I11). Go into the cave at gridpoint I12. In the second screen, bomb the wall at the left. Continue until you get to the outside. Go up one screen to find an owl statue. Dig at the lower left of the statue to find the seashell.

13. UKUKU PRAIRIE (grid point J12). In the place with all the weird smooth stones that look like donuts, lift the rock in the corner for the seashell.

14. UKUKU PRAIRIE (grid point L9). From the Seashell Shrine, go one screen to the right. Cut down the bushes here. Under one of them, you will find...a seashell.

15. MARTHA'S BAY (grid point J15). Go to the land at the south west of Martha's Bay. Go to the screen where you can see the Mermaid Statue from across the water. Cut down the bush for a seashell.

16. RICHARD'S VILLA (grid point G14). After giving the five golden leaves to Richard, go down the stairs and into his caverns. Take the left path and open the chest for the seashell.

17. UKUKU PRAIRIE (grid point E11). Go south west of Mabe Village to the screen with a telephone booth. Use the Pegasus Boots to charge into the tree beside the telephone booth. Tada! A seashell pops out!

18. MARTHA'S BAY (grid point K14). At the south east of Martha's Bay, go across the bridge to the owl statue. As usual, dig around the owl statue to unearth a secret seashell.

19. YARNA DESERT (grid point P16). From the north east part of the Yarna Desert, take the path at the right and follow it down to the bottom. The seashell is hidden under the stone.

20. NEAR THE KEY CAVERN (grid point G11). At the screen north east of the Key Cavern, there's an island with a bush on it. Cut down the bush from the top and get the seashell that pops out.

21. FACE SHRINE (grid point 9M). When you're in the Face Shrine, take the back exit at the top left screen. Open the treasure chest for the secret seashell.

22. NEAR KANALET CASTLE (grid point I8). At the left of the entrance to

Kanalet Castle, there is a big hole that you can't jump across. When you have the flying rooster, use him to fly to the other side and get the seashell.

23. EAGLE'S TOWER (grid point O1). In the Eagle's Tower, go to the second floor in the room where you fight Hinox. Drop into the hole at the upper left of the room. Follow the path up and open the chest for a seashell.

24. TAL TAL MOUNTAIN (grid point M1). From the Chicken House in the Eastern Tal Tal Mountains, go two screens right and cross the bridge. Lift the rocks to find a seashell.

25. TAL TAL MOUNTAIN (grid point N2). Enter the cave at grid point N2 in the Eastern Tal Tal Mountains. Bomb the upper wall where there is no water. Follow the path until you reach outside. Open the chest for a seashell.

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| 9) PICTURES  
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The Camera Shop is located in Tal Tal Heights, just to the east of the Goponga Swamp. This is a new feature to the DX version of the game. At certain points in the game, a photographer will appear and take your picture. You can view these pictures in the album in the Camera Shop (and you can print them with the GameBoy Printer too). There are 12 pictures in all...

#1 - Go to the Camera Shop east of Goponga Swamp and talk to the photographer to get this picture. You get a different picture depending if you answer yes or no to his questions.

#2 - When you have Marin following you, take her to the cliff at the very bottom left corner of Toronbo Shores. Very nice looking.

#3 - When you have Marin following you, fall into the well at the western Mabe Village. It's a picture of Marin falling on Link's back!

#4 - When you have Marin following you, go to the flying rooster statue in Mabe Village. Tarin will come and you'll have your picture taken.

#5 - Look into the right window outside of Ulrira's house for another picture.

#6 - After returning Bow Bow to Madam Meowmeow, get close to Bow Wow for a picture of Bow Wow attacking you :)

#7 - Steal from the shop by picking up the item, running around the guy, and going out the door.

#8 - When you have the magnifying glass, return to the fisherman under the bridge in Martha's Bay. He'll fish out the photographer, who will take the picture.

#9 - After getting the magnifying glass, go to the house at the top right corner of Animal Village. Go to the water and Zora will come out for a picture.

#10 - Before lowering the drawbridge, go to Kanalet castle for a picture with Richard.

#11 - After returning to the ghost to his grave, go back there and the photographer will take your picture with the ghost.

#12 - From the Chicken House in the Tal Tal Mountains, go two screens right and go to the middle of the bridge. The photographer comes and falls off the bridge and takes your picture while falling :)

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| 10) SECRETS
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This is a special section of the guide. Here you'll find a list of things to do in the game that do not directly affect the outcome of the game, and they are not required to finish the game. It's just here to make you appreciate the game more.

THE SECRET DUNGEON:

- Link's Awakening DX has a new dungeon that can only be accessed with a Game Boy Color system. Go to the Library and use the Pegasus Boots to knock down the book from the shelf. Read the arrow stuff and remember it. Go to the bottom right screen of the graveyard and push the grave stones in the direction and order in the book (first push the bottom-center stone down, then push the bottom-left stone to the right...). Tada! The pathway appears to the new dungeon!

REVENGE OF THE CHICKENS:

- This is a very popular secret: There are chickens in Mabe Village. These seemingly harmless chicken can become deadly if you attack them. Hit them with the sword about 35 times and a whole army of chickens will attack you. They will stop if you go to another screen.

STEALING ITEMS FROM THE SHOP:

- There are some really expensive items in the Mabe Village shop. The shovel for 200 rupees? Bow and Arrow for 980 rupees?! If you don't have

enough money to pay for these items, you can steal them! Just pick up the item from the shelf, go *behind* the guy, and out the door. If he's facing right, you will still have the item. But the next time you go into the shop, the shopkeeper will zap you to death and everyone on the island will call you "THIEF" for the rest of the game. It's good to do this for the Bow and Arrow since you don't have to go into the shop anymore.

SAVE MONEY IN THE SHOP:

- Here's another way to save money when buying an item from the shop. But you must have enough rupees to pay for that item. Grab the item and talk to the shopkeeper. Right when the shopkeeper starts collecting rupees, press A, B, select, and start at the same time. Save and quit the game. You will have the item and most of your rupees!

DIFFERENT MUSIC:

- IF you enter your name as "ZELDA" on the main screen, the music on the main screen will be different. It's kinda useless, but the music does sound pretty cool.

TRENDY GAME TIPS:

- Here's a good tip on how to win the Trendy Game. Position the crane so that it's directly above the upper right corner of the conveyer (you should see the shadow on the conveyer). When the item you want is at the *opposite* corner (the bottom left), just *tap* the A button. If your timing is right, you'll get the item.

KILL THE BUNNIES:

- In dungeons, you'll sometimes find an enemy that looks like a cute bunny rabbit. If you play the Ballad of the Wind Fish on the ocarina, they'll explode!

SHOOT BOMB ARROWS:

- Equip both the Bombs and the Bow and Arrow to the "A" and "B" buttons. Press the A and B buttons at the same time and you will shoot "Bomb arrows"! This neat weapon has the power of a bomb and an arrow...but it's completely useless.

FAIRY SPRINGS:

- In Koholint Island, there are some places where you'll find a fairy who is always willing to heal your wounds and "get rid of all your stress". They will completely fill up your heart meter! They can be found in the Mysterious Forest, Ukuku Prairie, Face Shrine, and Eastern Tal Tal Mountains.

DO SOMETHING WITH MARIN:

- When Marin is following you around, you can do different stuff and she will react. Try falling down the well, breaking some pots, digging with the shovel, playing the trendy game, hurting the chickens, or playing the ocarina. It's especially funny if you try playing the Trendy Game :)

SHIELD:

When Marin found you washed up in the shore, she also found your shield.

Tarin gives it to you at the very beginning of the game. You know it's yours because your name is engraved on it! There's also a stronger shield, the Mirror Shield, that can block stronger attacks than the original shield. The Mirror shield is found in Eagle's Tower.

SLEEPY MUSHROOM:

The sleepy mushroom is found deep in the mysterious forest. When you find it, bring it to the Which's Hut and give it to the which. She will make a bag of magic powder! There's no other use for the sleepy mushroom except for making magic powder...

MAGIC POWDER:

This is magic powder made from the sleepy mushroom. You can also buy it from shops or win it from the Trendy Game. It can do a lot of different things...you can sprinkle it on torches to light them, or sprinkle it on the raccoon to change him back to Tarin. Try sprinkling it on different things to get different effects!

ROC'S FEATHER:

The only way that Link can jump is by using the Roc's Feather, what a wimp! Roc's Feather can be found in the Tail Cave. It's good to always have this item equipped (along with the sword) because you'll use it A LOT. You can also grab floating items by jumping up to them.

POWER BRACELET:

When wearing the power bracelet, Link can lift heavy objects (actually, he can't lift any objects without this bracelet). This is another very useful item. It's primarily used to pick up bottles and rocks. It can be found in the Bottle Grotto. There's also a level 2 power bracelet that's found in the Face Shrine.

PEGASUS BOOTS:

This item can be found in the Key Cavern, it allows you to dash really really fast! You need to hold down the button for a second before you dash. The Pegasus Boots are primarily used to break through diamond shaped objects. You can also use them to charge through some enemies.

HOOKSHOT:

The hookshot is one of my favorite items in all Zelda games. It can be found in Catfish's Maw. There are many uses for the hookshot: You can use it to pull yourself towards objects, attack other enemies, or pull some small objects towards you (heart, rupees...)!

MAGIC ROD:

You don't get this item until near the end of the game. It can be found in Turtle Rock. When you use it, a flame will quickly shoot out of the rod. This is very useful for killing enemies, melting blocks of ice, or lighting far away torches. Too bad you don't get the chance to use it much :(

There are 24 seashells in all. "If you collect a lot of these, something good is bound to happen"...when you have at least 20 seashells, go to the Seashell Mansion to receive the Level 2 sword!

CRAZY TRACY'S POTION:

There's a crazy girl that lives in a little house at the right of the forest. She's Crazy Tracy and she wants to sell you some medicine! For a small fee, of course. When you run out of hearts, this potion will restore you back to full life! It only works once, but you can always come back to buy some more.

FLIPPERS:

Links needs the flippers in order to swim, he'll drown without them! The flippers can be found in Angler's Cave. While swimming, you can tap the "A" to swim faster, and press "B" to dive underwater.

GOLDEN LEAVES:

There are five golden leaves hidden in the Kanalet Castle. A weird guy named Richard really wants these leaves, and asks you to retrieve them for you. Return them to him to get the key to the Key Cavern.

RUPEES:

This is the currency of Hyrule, and the currency of Koholint too! You need it to buy things from stores, play the Trendy Game, and some buy some other stuff. You can get rupees by defeating enemies, looking in grass and pots, finding them in chests, or winning in the Trendy Game.

KEYS:

These are used in dungeons (usually they can be found in chests). They're used to open locked doors (of course). There is a different kind of key called the Nightmare Key. The Nightmare Key is used to open the big door leading up to the room with the boss.

MAP:

Each dungeon has it's own map. After you find it, press the start button to view it. Each block represents a different room of the dungeon. Sometime there are secret rooms aren't displayed! If you have the compass, you will see symbols for chests in rooms that have them and a skull in the room with the Nightmare.

COMPASS:

Each dungeon also has it's own compass. When you have the compass, you can see on the map the locations of the chests and the nightmare. The compass will also make a sound if you enter a room with a hidden key in it.

OWL BEAK & OWL STATUE:

In the original version of the game, this is called a stone slab fragment. In the DX version, it's a stone beak. You can find it in a dungeon and connect it to a stone slab/owl statue to receive an extremely vague hint. The hint is usually quite useless and doesn't give

you much help...so I won't cover it in the walkthrough.

GUARDIAN ACORN:

After defeating a certain number of enemies, you will receive the guardian acorn. This acorn doubles your defensive power (so the damage you receive from enemies is cut in half). The acorn's power will go away if you get hit by too many enemies.

PIECE OF POWER:

A Piece of Power appears after you defeat a number of enemies. It doubles your attacking power and enemies will go flying when you hit them with the sword. The piece of power is much rarer than the Guardian Acorn, and like the Guardian Acorn, the power goes away when you get hit too many times.

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| 12) DX CHANGES
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- The first, and most obvious change is the conversion of the game into color for the Game Boy Color. It looks really good, almost SNES quality graphics. There are some other graphical changes too, like the clouds around the egg in the introduction, and the rocks kinda look different.

- There is a secret dungeon that can only be accessed with the Game Boy Color system (that's what I heard, but I haven't tested the game with the old Game Boy). Check out the 'Color Dungeon' section for details on how to get there.

- In the dungeons, the stone slabs have been changed to owl statues. The stone slab fragments have also been changed to owl beaks. This is probably because there are now more than one owl statue in the dungeons. Yep, Nintendo added quite a few more hints in the dungeons to help with the hard puzzles (thus making the game a bit easier).

- There's a new 'Picture' feature in the game. A camera shop has been added in the Tal Tal Heights. A certain points in the game, a photographer will appear to take your picture. The pictures are stored in an album in the camera shop. You can view the pictures there and even print them with the Game Boy Camera.

- In the sub-screen, you can press the select button to make a little window appear at the bottom right corner. This window displays information like what color clothes you're wearing, how many pictures have been taken, and how many heart pieces you have.

| 13) CREDITS & INFO
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Special thanks to...

- Nintendo for making this game and never letting me down
- GameFaqs.com for posting all my FAQs. This is my 6th so far.
- My parents for buying the game for me
- IGN Pocket for giving me the most reliable Game Boy news on the net

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