

The Legend of Zelda: Oracle of Ages (GBC)  
FAQ/Walkthrough v0.9  
by Michael Gonzalez (Coffee)  
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FAQ/Walkthrough || Version 0.9 || July 11, 2004

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IMPORTANT NOTE:

This FAQ only covers Oracle of Ages as a standalone game. It does not cover Oracle of Seasons, or the linked-game continued from Oracle of Seasons. I'd really like to get all that info done eventually though. All in due time... ;)

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\* = unpolished

Version 0.9 (07/11/2004):

- More fleshed out ending to the walkthrough
- Added ASCII maps for dungeons
- Polished the heart piece section
- More soft soil locations; reworked the section
- New intro to FAQ section
- Changed all references of "future" into "present"
- New enemies section
- New Maple section
- Spellchecked (I can't believe there were THAT many typos!)

Version 0.8 (07/04/2004):

- First released version
- Pretty much everything is complete. But many sections are "unpolished"
- The Items section, for now, is just a placeholder.

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| 1) STORY  
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[NOTE: This is the same story found in the instruction booklet. It doesn't say anything about how this game fits into the whole Zelda continuity. Let's just take it for what it's worth, and try not to lose any sleep over it. :p ]

Link awoke one day to find himself deep in a strange forest. As he started to walk through the woods, he heard cries for help coming from just up ahead of him. Link hurried toward the voice, only to find a group of monsters surrounding the woman who was screaming. When the monsters saw Link, they immediately fled.

The woman who was being attacked was none other than Impa, nurse to Hyrule's Princess Zelda. Impa said she had come to the forest to search for a singer named Nayru.

"Can't you help me look?" Impa asked. Despite the strange look she gave him, Link could not refuse her request. Together they found a large stone with a rune on it. Naturally, Link moved the stone, but Impa wouldn't so much as lay a hand on it.

As they traveled even deeper into the forest, they found a young woman singing. Invited to sit by the group of animals that listened to the girl's song, Link joined in the circle and let the beautiful song fill his ears and penetrate his heart. This was surely Nayru, the singer Impa was searching for. Just then, Impa erupted in a cackling laugh.

"Ah ha ha ha ha ha!"

A darkness surrounded Impa, and a frightening shadow lifted from her body.

"Nayru! Oracle of Ages! I, Veran, Sorceress of Shadows, shall make you my own!"

The shadow that called itself Veran began swooping about the forest before flying straight into the body of the frightened singer. A blinding light shone forth from Nayru's body.

When Link's eyes had grown used to the light, he realized that Nayru looked very strange. Her face seemed veiled in shadow, and her bright smile had vanished. A piercing, evil gaze had replaced it.

"Ha ha ha ha ha!"

"Now the power of the Oracle of Ages is mine! I can travel through time at will! Now a new age shall begin-- an age of shadows!" And with that, Veran and Nayru vanished.

Nayru was actually the Oracle of Ages who controlled time in this land of Labrynnna. When the oracle was kidnapped, the flow of time in Labrynnna was distorted, and strange things began to happen. Before vanishing, Veran said, "When the past changes, so does the present." Her plan was to travel to the past and gather power from the sorrows of the people of Labrynnna so that she could create her age of shadows.

Will Link be able to free Nayru from Veran's evil clutches? Such is the quest that Link must now undertake.

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| 2) WALKTHROUGH  
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[IMPORTANT NOTE: This walkthrough was designed for players who are NOT continuing their quest from the Oracle of Seasons game. If you are continuing the quest from Seasons, some parts of the game will be slightly different, but for the most part the instructions in this walkthrough will still apply.]



From the screen where Nayru used to be singing, take the left path and go three screens south. There's a group of bushes blocking your path. Why not try out your brand new sword? Hack them away and take the path into Lynna City.

-- LYNNA CITY --

Ah, Lynna City. There's lots of stuff to do here, so just spend some time to take a look around.

- For newcomers, learn the game basics by talking to the Know-It-All birds in the west.
- Go to Vasu Jewelers to be introduced to the ring system and get your first ring box and ring.
- Go to Bipin and Blossom's house where they, interestingly enough, allow you, a complete stranger, to name their baby.
- When you have 30 rupees, go to the Lynna Shop and buy a Wooden Shield.
- Get interesting information by talking to the villagers around here.

When you're done exploring the city, go to the north-east corner where there's a cave. The sign in front of it says "Maku Path". Enter... It's a completely straightforward cave. Literally. Don't even bother checking

if there's anything at the sides, because there isn't. Go through the cave and when you surface at the other end...

You meet the charmingly sweet Maku Tree, Guardian of Labryinna! She tells you the basics of the game's story: Veran has kidnapped Nayru, Oracle of Ages, and she's trying to fill the present with sorrow by disrupting the past. And just then -- the Maku Tree goes all technicolor and disappears. "I'm not feeling well, something must be happening to me in the past!". Let's hear it for logic! Go to the right. Follow Ralph into the time portal!

-- LYNNA VILLAGE --

Welcome to the past! Go south, then left into Lynna Village. Notice that it's Lynna Village now, not Lynna City.

Lots of people to talk to here again. They say that they haven't had night for several days. Not to mention that construction of the tower is dumping dirt onto the village and causing problems. And Queen Ambi, who is normally such a sweet girl, has been acting...somewhat evil lately.

Go to the south-west corner of the village, then go south into the construction site of the Black Tower. Talk to the worker blocking the entrance and he'll tell you the history of the tower. Then he'll move

aside allowing you to enter.

The workers don't say much. Just go through the construction site... talk to a worker reviewing his clipboard. He assumes you're here to help, and he gives you the SHOVEL! Now leave the construction site and return to Lynna Village (picking up the easy heart piece just beside the tower entrance. It's practically a giveaway).

Go to the Maku Path, still in the north-east corner of the village. Dig away the dirt with the shovel and enter.

Go straight through the first room. In the next room, push the block forward to open the door, then continue. Then you'll need to push the block to the side to continue, then go right. Defeat all the enemies to open the door, then go north. Push the block forward off the path, then go right and push away these blocks. Hit the switch to make the chest appear. Take the path around and open it to get your first small key. Return all the way to the room with the locked door, then use your key and go through it.

There's a switch here behind some blocks. Push aside a few of the blocks on the left side and hit the switch to open the door. In the next room there's another easy heart piece for you (just push aside the blocks). Defeat all the enemies, then push the lonely block to open the door. In the next room there's your staircase to go outside and meet the Maku Tree again.

Cute baby Maku Tree! Cute baby Maku Tree being attacked by Moblins! Defeat both of them with your sword and rescue the Maku Tree. She's just so damn cute, I can't get over it. The gate opens up clearing the way for your exit. And before you go... "When I grow up, I'm going to be your bride!". Ack! :)

As frightening as the idea of marrying a tree is, go south and enter the time portal. You return to the present...

-- LYNNA CITY --

Enter the Maku Path again and go straight through to the Maku Tree. Talk to the Maku Tree. Aww...she's all grown up. Although you can't marry her, she tells you some important stuff: Veran is using Queen Ambi to build a tower in the past and find a dark power. It's your job to stop her. And for some reason you'll need the eight Essences of Time. The first one is in Yoll Graveyard to the east. Now go! And take this SEED SACHEL too!

Go one screen south. There's a small tree blocking the path to the right. Burn it down with some ember seeds from your new seed satchel. Go right and open the chest for a cool 30 rupees. Now go to the Lynna Shop in the south and get your WOODEN SHIELD with that money (if you didn't

already).

Now go east to the area where you first started the game. Somewhere there you find another small tree blocking the path to the right. The sign beside it says "Yoll Graveyard". You know what to do! Burn down the tree and go right into Yoll Graveyard.

-- YOLL GRAVEYARD --

Burn now this other tree and continue east. Take the path south and you'll come to a groups of kids, talking about a scary grave beneath a tree. And inside there's...a ghost? Go south across the bridge, then two screens east. Remember what those kids said about a grave under a tree? Burn down the lower tree to reveal a stairway. Go inside.

It's really dark inside, but you can just barely see. Use ember seeds on the torch to light up the room, then go over to the other side and light the other torch. Down falls the GRAVEYARD KEY. Pick it up and go back up the stairway.

Now go left, left, north, right, north, and north. You come to a big locked gate. Open it up with the Graveyard Key, then continue on the path. Keep going south...and you'll discover some kind of big cave on a platform. This is the first dungeon of the game...the Spirit's Grave.

-- LEVEL 1: SPIRIT'S GRAVE --

1F:

	1	2	3	4	5	6	7	8	
A				□					S - Start
B			□	□					M - Map
C			□	□	□	[K]			C - Compass
D		□	□	□	□	[K]			B - Boss key
E		[T]		□	[C]	[K]			K - Small key
F		□			□	□			T - Treasure: Power Bracelet
G		□	[B]	[S]	[M]				

From the first room, go right. Defeat all the enemies here to open the door, then push aside the block and go north.

Push the rolling block north onto the black tile. This opens the doors. But first, go up the steps in this room and head south, where there's a chest containing the dungeon map. Get it and fall off the ledge. Then push aside the block again and go north. Push the rolling block back onto to black tile. Then go north. Push the center block forward, then open the chest for the compass. There's a secret room to the left

here...use ember seeds on the vines to the left to uncover a secret passage! Inside that room, you hit the switch to make a chest appear that contains a ring. Get it, then return to the previous room, then return south.

Go up the steps and south, fall off the ledge, push aside the block, then go back north again. Push the rolling block back onto to black tile again, but this time go right. Then go north. Defeat the ghost (it takes five hits with the sword), then collect the key that drops down. Go left.

You're back here. Push the center block, and this time head north through the locked door. Push aside a block at the right, then open the chest for a small key. Then head left. Push away two of the blocks at the lower part of this room, then continue on the path around...then right. Follow the path, then go north.

Push the center block forward, then push aside the blocks at the left so you can access the left side of the room. Go up the steps and hit the switch to make a chest appear. Return to the blocks, then push them aside so you can access the right side of the room. Go up those steps and hit the switch to make a moving platform appear. Use it to reach the chest and get the small key. Now return to the previous room, then go one room left.

This time go north. There's a gasha seed in this room, if you care to get it (see seed #2 in the Gasha seed section of this FAQ). Use the moving platform to get across the gap and continue to the left room. Hack away the bushes and go south through the locked door.

It's mini-boss time! Every dungeon has one...and here we have a simple ghost named Giant Ghini. See the boss section for details, if you really need them. But honestly this guy is a pushover. After defeating him, a warp thingy appears that provides easy access to the dungeon entrance. But don't use it just yet. Instead, go left. Then south through the locked door.

Push the 2nd and 4th blocks down, then push the middle block to the side to get through. Continue south. Go around, past the Stalfos (skeleton warriors), then north on the right path. Use your Ember seeds to light both torches at the northern part of this room, causing a stairway to appear. Go inside...

A nice little side scrolling room. :) The Game Boy Zelda games occasionally have these in dungeons. Go down the ladder, up the ladder at the right side, and...can it be? Yes, anyone who's played Link's Awakening or Oracle of Seasons would recognize it: The POWER BRACELET! This finally allows you to pick up heavy objects like the pots in this dungeon. Now climb the ladder up out of this side-scrolling room...

...and go south. Try out your nifty new Power Bracelet on the pots here.



-- GETTING THE HARP OF TIME --

You heard the Maku Tree, it's time to go to the Western Woods. Return to Lynna City. Then, from the south-west corner of the city, go west, where a rock previously blocked your path. Now that you have the Power Bracelet, just toss the rock away and continue west on the path.

Soon you'll come to a place with amazingly vomit-inducing music. Continue on the path and eventually you will meet three very playful fairies. They propose we play a little game: They'll hide somewhere in this mixed-up forest, and you try to find them. Plus, they've totally messed up the forest so that it leads you around in circles.

So...from the room where they talked to you, go right, then left. Cut away the bush at the lower-left corner of the pool of water to find your first fairy. From there go right, north, south, and north. Pick up the rock to find the second fairy. From there, go left, then south. The final fairy is hidden in the bush.

When you find all three fairies, you're transported to where you first talked to them, and they put the forest back in order. Now go right and you'll find an old cave. Read the sign: "Beware! Crumbles easily!". And what do you know-- as soon as you pick up the rock, the whole cave comes tumbling down.

You get another message from the Maku Tree. Apparently, the stone you picked up held the whole damn cave together. The Maku Tree advises you to check out Nayru's house. Who knows how she figured that out...but go there anyway.

To get to Nayru's house: Return to Lynna City, then exit through the east by the shop. Then go north, north, right, north. Inside this little tree hut you see Impa living there, looking at a fairy statue and talking about the possibility of a hidden room... Push that fairy statue left, then walk through the wall it was previously covering! You come to a room with some shining item... this is the HARP OF AGES. It allows you to travel through time. Nayru gives you some story elements, blah blah blah, and teaches you the ECHO TUNE, which allows you to awaken sleeping time portals.

-- GOING TO THE WING DUNGEON --

Exit the house and you get yet another message from the Maku Tree, master of the obvious, who explains that you can go to the past to get

into that cave that just collapsed. Stand on the funky looking tile just outside Nayru's house and play the Echo Tune. You're teleported to the past...

Go south-west to Lynna Village. At the south-west corner of the village, some stones used to block your path-- but now that you have the Power Bracelet just toss them away and proceed on the path.

Proceed into the Deku Forest and follow the path. If you talk to the people, you'll learn that Queen Ambi desires something...Mystery seeds, in particular. Someone also mentions something about Queen Ambi producing the most wonderful bombs. What a Queen! And if you look around in the forest you'll find that ancient cave, all intact, but the entrance is blocked by a cracked wall. Put all the clues together and: You need to find the Mystery seeds to give to Queen Ambi in exchange for bombs that you'll use to enter the ancient cave. Whew...

Keep going through the forest...until you reach the southwestern most corner. There's a Deku Scrub that sells a shield for 50 rupees, but DON'T BUY IT. That's a terrible deal. In that same screen, there's a tree sapling that blocks your path. Burn it down with Ember seeds and continue on the path.

Another Deku Scrub offers a wooden shield for 30 rupees, but DON'T BUY IT. You can do better. ;) Go north, toss away the rocks, then go down the stairway.

There's a chest here that contains 20 rupees. That's nice. If you still don't have the wooden shield, take the left path, go up the stairs, and buy a shield from the Deku Scrub for 10 rupees. Now THAT'S a deal. :) Now if you already have a shield, take the path south at the right side of the cave. Continue around the edge of the room...then up the stairs at the end. Go south, and here are some Mystery seeds growing on a tree! Get some and try them out by sprinkling them on the blue owl statue. He gives you a hint: "Do not forget to feed me Mystery Seeds". Blah.

Now retrace your steps all the way through the cave, and on the path back to Lynna Village-- when you're stopped by a guard. Since you have Queen Ambi's beloved Mystery Seeds, he'll escort you to the Queen! The Queen accepts your "offering", and gives you some BOMBS in exchange. Sweet. But not all is well, as the story scene reveals...it turns out Link is just a pawn in Veran's master plan.

You find yourself outside Queen Ambi's palace. Now return to the Deku Forest and go to that ancient cave...the one with a cracked wall blocking the entrance. Crumble that wall with your new bombs to open the entrance...the entrance to the second dungeon: The Wing Dungeon.

1F:

	1	2	3	4	5	6	7	8
A								
B	_	[ ]	[ ]			[ ]	[ ]	[ ]
C	[K]	[ ]	[ ]	_	[ ]	[ ]	[B]	
D			[ ]	[M]	[ ]	[K]		
E			[ ]	[ ]	[C]			
F				[S]	[ ]			
G							[K]	

B1F:

	1	2	3	4	5	6	7	8
A								
B	[ ]	[ ]	[ ]	[ ]	[ ]	[K]		
C			[ ]	[T]	[ ]			
D								
E								
F								
G								

S - Start      M - Map      C - Compass      B - Boss key  
 K - Small key      T - Treasure: Roc's Feather

Go straight forward through the first room. And then we have a group of spiked enemies that come charging at you. "Good defense is the best offense", so use your shield to flip them over. Then you can slash away with the sword to kill them. Kill them all to open up the door at the left, then go there.

Ah, here's a tricky puzzle. You need to push the cube onto the black tile such that the red side is facing up. From where the cube initially is: Push it 3 tiles right, 1 tile down, 1 tile left, 1 tile up, then 6 tiles left and onto the black tile. This opens the door! Proceed...

Push these blocks out of your way. At the right of this room there's a cracked wall...blow it up with a bomb, then go inside to get a map from the chest. Return to the previous room. Go down the steps. Continue north to the next room, then follow the path two rooms left. Defeat all the enemies in this room to make a small key drop down. Now trace your steps backward: 2 rooms right, 1 down. When you get to the blue blocks, push the left and right ones downward, then push the middle one to the side to get through. Continue to the room with the 3 spiked enemies.

Now you can go right through the locked door. The south wall of this room has a cracked portion. Blow it open with a bomb, then go inside, and down the staircase to a side-scrolling basement place. Ride the platforms right across the room. In the next screen, pass the thwomp by tricking him to come crashing down on you, then passing under him as he climbs back up (meh...standard operating procedure). Go up the ladder at the right.

Defeat all five snake enemies in this room to make a chest appear... containing a small key. Now trace your steps back through the side-scrolling basement, and up to the room with the snakes and lots of holes. Defeat all the snakes in the room, then you can push the blue block that sticks out. Open the chest to get the dungeon's compass! Then go north, and left through the locked door.

Hop into the mine cart and allow it to carry you through all those rooms. And now if you will step one room to the north...it's mini-boss time! "One with no wings is no match for me". Whatever. I don't know why I put bosses in another section, but go over to the boss section anyway for

details on this boss. His name is Swoop. After defeating him, go through the upper door at the right. Go down the stairs, then go to the south room.

This room can be a bitch. Just walk over the floor to the right side while avoiding the arrows from those skeleton warrior guys. They can really get to me sometimes...if you want you can just throw bombs at them to get rid of them. ;) Proceed to the room at the right, then head up the staircase.

Get past the thwomp, then continue right to the next screen, where you will find ROC'S FEATHER. This nifty item allows you to jump. Try it out:

Return to the left screen, and use Roc's Feather to climb up the steps. Sweet. Climb back down the ladder.

The owl gives you the clue what to do here. Equip your Roc's Feather and use it to jump over the yellow tile. Ta da! It changes color! Jump over it again to make it red, matching the block on its left. Enter the door that opens.

Here's some jumping practice for you. Jump over all the gaps to make your way to the right side, and jump into the mine cart. As you ride along in the next room, hit the gold switch to change the tracks. The mine cart should drop you off in that room.

Bomb the crack in the right wall of this room. Inside that room, defeat all the enemies. Open the chest that appears to collect your small key. Return to the previous room. Now you need to push the cube onto the black tile such that the blue side faces up. So push the cube: 1 tile right, 3 tiles up, 1 tile left, and 1 tile down. Now you can hop onto the mine cart and ride it to the left room.

Here you need to make the four colored tiles look like the four blocks to their left. Jump over the two left tiles once, and jump over the two right tiles twice. Collect the small key that drops down, then continue left. Up the stairs. Go left, then right through the lower path. Go south. Jump over all these little platforms and make your way to another

one of those colored tiles. Jump over it twice to turn it blue, causing the barrier to lift up. Return to the north room, go left, then right through the upper path. Go up the steps (through the keyhole block), then you can now ride the mine cart all the way through... When it drops you off, there's a chest over there that contains a gasha seed. Get it, then go north.

There's a switch here that holds the door open, but you need something to hold it down. See those four pots down in the corner? Yep, you got it. You'll be using the upper-right one, so toss the other three away. Push the pot 5 tiles north, jump over the hole, push 3 tiles right, jump over the hole, push 2 tiles south, jump onto the little platform, then finally push the pot right onto the switch. Go right, then south.



on it, but "I don't think he's done yet".

Go to the east and indeed you will find Cheval's house. And yes, he's working on that special type of rope (as well as the flippers), but alas, he is indeed not done yet. When you leave the house, that guy (Ralph, was it?) tells you that he's seen Cheval Rope on a gravestone in your own time. Isn't that nice of him...

Return to the village. In the screen just to the south of the Maku Tree, there's a special tile that allows you to travel through time. Play your Harp of Ages there to return to your own time (which I will henceforth refer to as the present).

Go to the Yoll Graveyard in the east (yeah, that's where the first dungeon was). There you'll find a group of ghosts terrorizing a defenseless blue bear! Defeat all three of them to liberate Mr. Bear. It turns out his name is Moosh, and like all cute animal friends, he's here to help. Go one screen left, then north.

Use Moosh to cross the big gaps. Jump and hover by rapidly tapping the A button. Get all the way around this screen until you reach the upper-left part. Get off Moosh...and you can push the grave northward, revealing a secret stairway! Get in there!

Watch out for enemies and go north on the path. Continue around on the path...(jump over the water at the end)...till you get to a sign. It's a note from Cheval, and that wise jackass gives you a little riddle for a clue. Not that you need it. Equip the Power Bracelet and Roc's Feather, and go over to the handle-thing sticking out of the wall. Pull it (with the Power Bracelet), then quickly get over to the flippers before the blocks close up on you. They're ZORA'S FLIPPERS! Now you can go for a swim in the deep waters around here. Try it out, jump off the ledge and try going for a swim. Head to the north screen, then take the path at the right through the water. Continue on this path until...you find the CHEVAL ROPE! Isn't that great, two items in one paragraph. This rope is what the raft guy was looking for. Head south and get back out of this cave.

Time to return to the raft dude. Go south and Moosh will bid you farewell. Head back to Lynna Village, then return to the Maku Tree, and go a screen to the right and you will find that warp tile, ready and waiting. Use your Harp of Ages right there to go to the past again.

To get back to the raft guy, go 5 screens down, 2 left, and 1 up. Cross the bridge and follow the path down to Rafton's House. Yeah it's great that you have the Cheval Rope that he asked for...but instead of giving you a ride, he gives you another damn request. You need a chart, can't ride without a chart (...), so go get the chart (!!!).

As you leave Rafton's house, you meet up with the ever-helpful Ralph who gives you the ever-useless tip that "that weird guy" has them. Thanks a lot Ralph. Go north and return to Lynna Village, then use the warp tile

(at the screen where the cave to the Maku Tree is) to teleport once again to the present time.

Go a bit east to the Forest of Time. Go to the screen that leads to the Yoll Graveyard, and you'll meet up with Ricky the Kangaroo friend. He needs gloves (sigh...a side-quest to a side-quest). Starting at the screen with Ricky, go down, left, down, down, and left. Use your shovel and dig up the mounds of dirt at the left. You'll find RICKY'S GLOVES nestled in one of them. Pick them up, and return to Ricky to give them back. Why he needs boxing gloves to help you, only God knows.

Ride Ricky down, then left. He can jump up that cliff in a single leap! Go around, jump over the little hole easily, then jump up another cliff to reach the weird man hanging from a balloon. Get off Ricky. Equip the Roc's Feather and sword, then jump in the air and swing the sword to pop

this guy's balloon. It's Tingle! Players of Zelda: Majora's Mask (N64) or Zelda: The Wind Waker (GCN) would remember him as the 35-year old man

besides Michael Jackson who thinks he's a fairy! Worst. Character. Ever. Anyway, Tingle finally gives you his ISLAND CHART.

Ricky can't stand Tingle, and neither can I. So now you must return, once again, to Rafton's House. Go to Lynna City and use the warp tile beside the Maku Tree to go to the past again.

Go south to Rafton's House, and raft is finally ready and waiting. Exit his house at the right exit, and you can now board your raft. It somehow

reminds me of Super Mario Bros 3... Anyway, don't touch the weird pink stuff, or the whirlpools. Explore around and you'll reach a screen where

the sky turns dark, and a strong storm comes along and destroys your raft! Kaboom! How reminiscent of Zelda: Link's Awakening... ;)

You wake up on an island surrounded by weird lizards-- who stole all your stuff! Welcome to Crescent Island.

#### -- CRESCENT ISLAND --

Hoorah, all your neat stuff is gone in a flash. Just like in Metroid Prime. Sorry if I keep referencing other Nintendo games, I can't help it.

Head one screen down, then follow the path at the right along the beach until you find a lizard with your shovel. By the way, this race of lizards is the Tokay race. Speak to him and he'll readily return your shovel to you (the "Tokay without a tail", apparently). Head one screen north and enter the cave.

Hey, isn't that your sword over there? Push the uppermost green block to the left, then dig up the two mounds of dirt beside it. Then you can talk to this guy, who timidly returns your wooden sword. Maybe the other

Tokay took stuff too. But maybe not. Maybe you should look around.

Exit the cave. At the screen just to the left of the cave, push the green seedling two spaces right so that it's at the foot of this cliff (it will grow into a ladder when you go to the present). From there, go north, up the stairs... right, down, right. Don't buy the shield from the Deku Scrub just yet (you may need the money soon). Go one screen down, continue down, and just follow the path until you find a Tokay house on a small island.

Inside the house is your feather and bracelet! But you can't just get them... The feather will cost you 10 mystery seeds, and the bracelet will cost you 10 scent seeds. Or just your shovel. So for now, trade the shovel for the Power Bracelet.

Exit the house. From there, go 3 screens down, 1 left, go up the stairs, then right. Toss aside the rock with the Power Bracelet, then enter the stairs. Inside, push some green stones out of the way to get to the stairway at the right. Upstairs, you get your bombs back! Return downstairs and use these bombs to destroy the stones with cracks in them, then you can open the chest for a Gasha seed. Go up the stairs at the left.

Now go to the screen just south of the house where you traded the shovel for the Power Bracelet. (Wow, what a sentence). There's a bombable area of the wall! Use a bomb to blow open the entrance to a cave. Inside is an extremely simple, fun, and frustrating mini-game...

Welcome to Wild Tokay, the game room for all fit Tokay! (meaning, you need to have the Power Bracelet to play). Today's prize is a Scent Seed Seedling. If you want it, take the Wild Tokay challenge! It costs 10 rupees. Pass meat to each Tokay that runs by on the left and right. If you give meat to each one, you win! If you skip even one, you fail.

There are about 15 Tokay that pass by at the sides. You should just stay at the area where the meat falls, throwing it to the Tokay without moving vertically. The last Tokay to pass by is a red one. It's a pretty hard game, and sometimes I can swear it's just outright impossible. You need a good combination of skill and luck to win. After winning the seedling, you can play again to win 20 rupees. Then 50 rupees. Then a Gasha seed. Then 100 rupees for every time after that. It gets harder the more you play.

Once you have the seedling, leave the cave. Go one screen up back to the trading place. Exchange your Power Bracelet for the shovel, then the shovel for your Roc's Feather. Exit the hut, go 3 screens down, and 1 left. Climb the stairs and jump left over the holes. Go left, then up. Blow open the bombable section of the wall to reveal a cave, and go inside.

Yep, those are your flippers the Tokay is holding. Jump up to the bombable stone, place a bomb, then jump away unless you enjoy being blown to bits. Then continue jumping around from island to island on the edges of this cave. Blow away another cracked stone with a bomb, then continue around to the Tokay with the flippers. Hmm...he seems to think other Tokay took stuff too. Maybe. :P Swim over to the left (hoorah, you can swim again) and exit the cave.

Sigh...go all the way around, \*again\*, to the trading place. Trade the Roc's Feather for the shovel, then trade the shovel for your Power Bracelet, \*again\*. Exit the hut. Go 3 screens down, 1 left, and 1 up. Toss away the rocks, go left, and go back into that cave we were in a minute ago.

At the upper-right corner a pond is blocked by three rocks. Throw aside one of them, get into the water, and dive at the tile of deep water to discover a whole underwater tunnel. Make your way through here, up the ladders at the right side. When you emerge, toss aside a rock, then go up another set of stairs. Go one screen left to find yet another Tokay holding another one of your prized possessions. Talk to him and get your seed satchel. Maybe other Tokay have your stuff. Maybe.

Go right and drop off the cliff. Oh yeah, push this green seedling 2 spaces up and 4 spaces left so that it lies at the foot of the cliff. You'll be needing it when you go to the present. Now that you have your seed satchel, return to the trading place once again. Now you can actually \*buy\* your Roc's Feather for 10 Mystery Seeds! Finally. But you will need to find some scent seeds if you wish to have both your shovel and Power Bracelet at the same time.

From the trading hut, go 3 screens down, 1 left, 2 up, 1 left, 1 up, and 1 right. Talk to the Tokay here behind the rocks. You won the seedling from the Wild Tokay game, right? You plant it here, and just wait a few hundred years or so. Or you can travel back to the present! Let's find your Harp of Time...

Go left, down, then right. You can buy a shield from the Deku Scrub here for 50 rupees, if you really want it. Though you could just get it from the shop in Lynna City for 30 rupees-- it's your choice. One screen south of the Deku Scrub, toss away the rocks and go left, then down. Enter the cave.

Throw away a pot, then go down the stairs. Swim through this side-scrolling area, on to the left screen. Climb up to the very top of the ladder at the left, then drop right onto the moving platform when the time is right. Jump right over the platforms back to the right screen... up the ladder... and go out the cave.

Here's your man. Speak to the Tokay and get back your Harp of Time.



block left to make room for you to pass through and continue left to the next room.

Bunnies! You'll need to kill them! They're immune to the sword, and the natural thing to do would be to use bombs to defeat them. Alternatively, you could play the Harp of Time and incinerate them with your beautiful music (seriously). A chest appears when they're both defeated, and it contains the dungeon map. Return to the previous room.

Bomb that cracked block again, then push a block to the right to get through. Now go to the room to the north. Defeat both of the Moldorms in this room to open the door at the right, then go through it.

Interesting...a blue crystal. Hit it with the sword to destroy it. There's a loud rumbling sound far off, like something being knocked loose! Eh? Sprinkle some Mystery Seeds on the blue owl statue in this room and he tells you that "The four crystals tie it all together". That sheds some light on things. Sort of. Go up to the north room.

Here we have a huge rotating thingy thing. I'll call it the carousel. :)

Anyway, the lights on the center circle should be indicating counter-clockwise right now. Step onto that circle, and it will rotate 90 degrees counter-clockwise, bringing you to the right path! Then the lights go clockwise. And that's how that thing works. So take the right path to the next room.

Go around to the right side of the room and destroy the cracked block there with a bomb. That clears your access to this green barrier. Now throw a bomb over the green barrier so that it destroys the cracked block over the crystal. Go up to the north side of the room, then push down the block that's north of the crystal. You can reach the other green barrier now, right? Throw a bomb over it so that it destroys the cracked block south-west of the blue crystal. Then go to the south part of the room and push forward the block that was just south of the cracked block that you destroyed. You can finally reach the crystal and destroy it...2 down, 2 to go. Next, push forward the block to the left of the destroyed crystal. Then push the green statue at your right 2 tiles right, 2 tiles up, 1 left, 1 down. So that it forms a square with the other three statues. Collect the key that drops down, then return to the previous room.

Step on the carousel and take the path south to the next room. Then go to the left room, and north through the keyhole door. Drop into the hole in the middle of this room (don't worry, you won't get hurt). Get rid of all these enemies that ambush you, then go to the south room.

Kill the Moldorm here by swinging your sword over the green barrier. The doors open...go through the one at the bottom-right. In the next room,

kill the Pops Voice with your Harp of Time (or you can use bombs, if you prefer the old-fashioned way). Then you can go up the left door at the north side. You'll need to kill the Moldorm again, so throw bombs to him over the green barrier. It takes 2 hit to defeat him. Go south through the door at the left. Then continue on to the next room.

You need to hit the blue orb with a bomb to turn it red. Just get the timing right when you throw it. When it turns red, the Armos statue will come to life. He can't be defeated with the sword, so you can either use bombs to kill him in one hit, or use scent seeds (interestingly) to kill him in two hits. After defeating it, open the chest for the compass. Whatever, the important thing is that you get to the stairs at the upper-left corner.

When you get upstairs, take the path left to the next room. There's an arrangement of blocks here... You need to push the top three blocks outward so that they look like the lower three blocks, and it all together forms a shape somewhat like a rupee. When that's done, collect the key that drops down.

Return back down the stairs, then go on right to the next room, then go north 2 screens. Go up the stairs. There's another blue crystal here. Destroy it, and there's only one crystal left to find.

Push the block at the southern part of the room to get through. Go on to the room at the right. Ride the carousel so that it turns counter-clockwise and brings you to the south path. Then go down, left, up, and right...so that you're back at the carousel, approaching it from the left, and it's indicating clockwise. Step on it to let it bring you to the upper path, then go on up to the next room. Be careful not to let the Like Likes get to your shield (you paid good money for that). You'll need to ignore that blue crystal for the time being. Just go on to the room at the right.

Four Armos statues standing in a square. Hit the switch at the upper-right corner, and they all come to life! The owl statue in the previous room tells you that "Stone soldiers do not fear swords". Indeed, they do not. Kill them with either a bomb or two scent seeds each. Defeat them all, and collect the key that drops to the center of the room. Return to the previous room.

Go north through the locked door. Aside from the three red Gels in the room, you'll also need to face an onslaught of ambushing tiles! Just stand at the side of the room and hit them with the sword when they come at you (or you can keep moving and just make them miss you). When all tiles have attacked, the door opens, allowing you to go to the room at the left...

Go to the south screen, then north at the left side of the screen.

Climb

up the steps and follow the path down to the chest with 30 rupees. That's nice. Return up, and go north through the locked door. Continue to the room at the left.

You'll need to defeat all the enemies here. Just hit the Moldorms with the sword, as usual. The other two enemies mimic your every move, but in reverse. Maneuver around so that you meet up with them, and three hits with the sword will do them in. When they're all defeated, open up the chest that appears. You will get this dungeon's treasure-- the SEED SHOOTER! Now, not only can you sprinkle seeds around with your seed satchel, but you can shoot them around and watch them ricochet. :)

Return to the previous room. The door at the bottom is closed now. So shoot an ember seed at the torch in the middle of the room. When it's lit, the door opens and you can go on through it. Climb the steps, drop off at the right side, and go on to the right room. You'll need to face all these attacking tiles again. After they're all done, go to the south room.

Now that you have the seed shooter, you can go destroy that blue crystal. Go to the left part of the barrier, point up-right on the control pad, then shoot a seed at the crystal to destroy it. That's the fourth crystal! It sounds like something heavy fell down below! Go to the south room and you'll find that the carousel is now gone, replaced by a single chest with a Gasha seed. Get it, go left, and drop into the hole.

Get rid of all the enemies that surround you, then go to the room at the right. You'll find that the carousel on the first floor has dropped down to the basement! The arrows should be indicating counter-clockwise. Get on the circle and let it bring you to the lower path. Go to the south room.

You can skip this paragraph if you don't care for getting the Gasha seed in this room. At the south side of this room, there is a barrier of blocks surrounding a hole with some torches. Push the three blocks composing the right side of this barrier so that they fall into the hole. Now you can light the torches with your seed shooter... To light the right torch, stand on the tile just to the left of the tile at the lower-right corner-- then shoot an ember seed northwest. To light the left torch, stand on the tile just south of the rightmost block in the barrier-- then shoot an ember seed southwest so that it bounces off the green statue and lights the torch. Open the chest that appears for a Gasha seed.

Go 1 room to the left, then north, then right. You're back at the carousel, approaching it from the left-- with the arrows going clockwise! Ride it to get to the upper path, then go two rooms north. It's that time again! Mini-boss time! This guy is named Subterror, and



The Maku Tree contacts you and reminds you that the Black Tower is nearing completion in the past. Just try not to think logically, and the story will almost make some sense. An essence is in the peaks northwest of Lynna City.

Follow the path away from the Moonlit Grotto and-- Hey, what are those Tokay doing to that fellow? "It looks fresh and tasty"?! Talk to the Tokay at the left and give him some Ember seeds in exchange for their so-called fish. Quite spicy, those Ember seeds are. Talk to this "red fish" guy after the Tokay run off.

He's Dimitri, another animal friend like Ricky and Moosh. Hop on, then ride him through the ocean... go northwest to the mainland. And just as suddenly as you met, Dimitri leaves you.

By the way, you can not upgrade your seed satchel to hold up to 50 seeds! All you need to do is see Tingle. Check the side-quests section for more details.

#### -- GETTING YOUR ANIMAL FRIEND --

And now we have the moment of truth. At this point in the game, certain factors determine which animal friend you will meet and keep for the rest of the game...

- 1) You will be getting DIMITRI (the big red lizard) if you buy the Strange Flute from the Lynna City Shop for 150 rupees.
- 2) You will be getting RICKY (the kangaroo) if you win the Strange Flute from the shooting gallery mini-game in Lynna Village in the past.
- 3) You will be getting MOOSH (the blue bear) if you don't do any of the above.

If you've decided which animal friend you'd like to be getting (or even if you haven't), it's time to head northwest to Lynna City. Exit the city through the west exit, then go up the stairs and head north.

There should be a bridge here... Shoot Ember seeds at the tree at the other side of the water. When it's burned down, you can shoot the lever to extend the bridge. Cross the bridge and follow the path through the highlands.

You find there, standing on a half-completed bridge, a disgruntled carpenter. It seems his carpenter workers have abandoned him. Anyway, talk to him and simply make your way back to Lynna City-- but you're interrupted by a fairy. Those fairies are quite in trouble...they were playing around with your animal buddy, when he got lost in the forest! Make your way south to the Fairies' Woods.

Ugh...the sickening music. When you get to the forest go to the screen where the three fairies are gathered. From there, go up 1 screen, down again, and up again. There's Moosh/Ricky/Dimitri! Talk to him and a

fairy will come over to lead both of you out of the forest. You now have your permanent animal buddy, and you get the corresponding flute! Just give it a toot any time you need your animal friend to come running.

-- GETTING THE CARPENTERS --

Riding your animal buddy, return north to the Nuun Highlands and talk to the carpenter boss again. Offer to get those carpenters back for him. Now, the Nuun Highlands will look different depending on which animal you have, so...

1) DIMITRI: The Nuun highlands is filled with water. Go south, then right to the water area. Climb the first waterfall and get the carpenter there. Go down, then go to the northeast to climb another waterfall and get another carpenter. The last carpenter is on an island in the southeast.

\* Note: You can get a ring by going into a cave at the top of the waterfall in the southeast.

2) RICKY: The Nuun highlands is a grassy area. Go south, then right, and jump up the cliff with Ricky. Go north and get the carpenter hiding out among all the bushes and flowers. Go back and go to the screen two screens north of where the head carpenter is. Jump up the cliff. Go right, then down, and get the carpenter there. From there, go north, right, then down three screens (at the right side). Cut down the bushes and hop over the hole, then jump up the cliff. One more screen north, up the ledge, and you have the last carpenter.

\* Note: You can get a ring by going into a cave in the southeast, near the last carpenter.

3) MOOSH: The Nuun highlands is full of holes. Go right, cut down the bush, and float over the big hole (tap A repeatedly) and up onto the steps. Float around this hole, and go up to get the carpenter. Return back down, down the steps, then head right. Make your way floating over all these holes, then go south on the right path. Keep going around on the path, floating over the holes, until you meet the next carpenter. Backtrack to the screen where there are four holes with a bush at the left. Go up the right path there. Go north again, then to the right screen and go down the steps. Go one more screen down, and float over all these holes to get to the last carpenter.

\* Note: You can get a ring by going into a cave in the southeast, near the second carpenter.

When you've gotten all the carpenter's back, they'll finish up the bridge in the blink of an eye. Cross the bridge, and go on north to Symmetry City.

-- SAVING SYMMETRY CITY --

Well, this is what's left of Symmetry City at least. It was destroyed a long time ago by ravaging volcanoes. (Hint: A long time ago.)

Go to the south part of the city where there's a tree with some GALE SEEDS. These amazingly helpful seeds allow you to transport instantly to the other trees in Labryнна (the ember tree in Lynna City, the scent tree on Crescent Island, or this gale tree in Symmetry City).

No need to use them now, though. Cut away the bushes surrounding the gale tree to uncover some warp tiles. Use them to return to the Symmetry City of the past...

The city in the past isn't quite destroyed yet, but it's getting there. Notice why it's called Symmetry City yet? Yes, these freaks are obsessed with having the left side of their city symmetrical to the right side. Every building, person and object on the left side has a corresponding one on the right side. Obsessive to the point of frightening.

Enter the house in the south with a big book on top (the "Middle House"). Talk to the girls inside to learn what's wrong with this place.

Things have been getting weird since the Black Tower has been constructed...the city's Tuni Nut has been broken, throwing the city out of balance and the volcano started erupting. After the long and redundant story, leave the house.

Go to the house at either the northeast or northwest corner of the city.

Talk to the person inside...no matter which corner you went to, the guy will be injured by a rock. So go talk to his brother at the opposite corner of the city. He can't go anywhere himself because his brother is injured and, you know, they need to be symmetrical (the crazy \*\*\*\*s). So he gives you the TUNI NUT to bring to Patch and have fixed.

Leave the house and exit Symmetry City through the southwest corner. [Note: Watch out for the enemies in this area. They may not look like much, but they're very dangerous]. After exiting the city, go left one screen, then up two screens. See that lonely patch of deep water at the upper-right corner? Make your way over there, and dive in to discover an underground tunnel. Swim through it, avoiding the cheep-cheeps, and climb up the ladder at the right side.

Waddya know, you're in a house. The guy here is Tokkey, and he researches time. After many years of research, he's one step away from perfecting a tune that lets you move forward through time. "Echoes produce waves", he says... Play your Harp of Time (the Tune of Echoes)

on the green tile in front of him and he'll go crazy. He can now finish his tune (and apparently the corresponding dance)! He teaches you the TUNE OF CURRENTS, which allows you to travel from the past to the present! Travel back through the underwater tunnel and get back to the outside world.

Go two screens down, then one screen left. Stand at the lower left corner of the screen, then try out your new tune on the Harp of Time (be sure you're playing the Tune of Currents) to go to the present. You can now go south, and just keep following this linear path through the Talus Peaks...until you reach some vines and steps. Go up the steps. Toss aside the rock to reveal a warp tile. Play the Tune of Echoes (not Currents!) on it to go to the past.

Enter the cave. Inside, go up the stairs and take the right path outside. There's this red rock that blocks the flow of water...push it to the left so that it blocks the left side. Thus, all the water flows to the right side now! Return through the cave to the place where you warped to the past. (you can get a bomb bag upgrade now here. see the side-quests section for details)

Go one screen to the south. Push the seed sapling to the right so that it lies at the foot of the \*right\* cliff. Use the Tune of Currents to warp to the present. There are vines there at the right cliff now, so climb up. The place should be filled with water since you changed the flow of the waterfall. Go to the right screen, swim across the water, and go up the steps. Follow the path through the Talus Peaks until you get to a warp tile, then play the Tune of Echoes to return to the past again.

Go one screen up, one screen right, three screens south, then continue until you reach a wall with lots of vines growing on it. This is Restoration Wall. Start climbing up...you'll need to watch out for the falling boulders, and you can only climb on the parts of the wall with vines. On the third screen, take the middle path when climbing up. When you reach the top, climb up to the floor and go ahead into the cave.

This is Patch, the restoration guru. He can fix your Tuni Nut, but only if you play his sadistic little ceremonial game. Follow him downstairs. Speak to him and learn the mechanics of his game:

"Welcome to Patch's Crazy Cart! I'll place your Tuni Nut on the green tile and recite the words of my restoration ceremony. You must knock all the beasts that appear into a hole-- any hole will do. Sounds easy, right? ...However! Restoration is delicate work. Your precious Tuni Nut sits on these tracks... The cart starts moving when the ceremony begins. As long as you stand on the switch, the cart won't hit your Tuni Nut. But if you don't and it gets hit, BANG!"

Get how it works? You need to push the enemies into the holes. Meanwhile, the cart goes around...you need to step on the switch to change the tracks every time the cart comes around to the Tuni Nut, or else it will get it. It's quite fun...I prefer luring them over to the hole at the bottom left, then quickly getting around them and hitting

them in with the sword. If you complete the game-- er-- ceremony properly, the Tuni Nut will be restored.

Leave Patch's house, go to the screen at the side, then fall off and climb the steps to be back at Symmetry City. Return to the Middle House, where the two girls are, then put the Tuni Nut back on the platform behind them. Tada! Balance is restored to the city, and the volcano stops erupting. Leave the house, then play the Tune of Currents to go back to the present time.

Whee! Everything looks so super happy and alive again! Go north to where the volcano should be. But not it's sort of a fountain...with a cave. This cave is actually the entrance to the next dungeon: The Skull Dungeon. The people don't seem to mind having a dungeon in the middle of their city, but whatever...

-- LEVEL 4: THE SKULL DUNGEON --

1F:

	1	2	3	4	5	6	7	8
A			[ ]	[ ]	[K]			
B		[ ]	[ ]	[ ]	[ ]	[ ]		
C	[ ]	[K]		[ ]		[ ]	[ ]	
D	[ ]		[ ]	[ ]	[ ]		[ ]	
E	[ ]	[ ]	[ ]	[T]	[ ]	[ ]	[ ]	
F		[C]	[ ]	[ ]	[ ]	[M]		
G		[ ]		[S]		[K]		

B1F:

	1	2	3	4	5	6	7	8
A								
B		[ ]					[ ]	
C	[ ]	[ ]		[ ]	[ ]			
D			[K]	[ ]	[ ]			
E								
F								
G								

S - Start      M - Map      C - Compass      B - Boss key  
 K - Small key      T - Treasure: Switch Hook

Go north through the first room. Then take the narrow bridge over the lava to the room at the left. Defeat all the enemies in this room to open the door, then go on left through it. Jump over the lava with the nifty Roc's Feather, then go north. Watch out for the electric ball guy, and take the path through this room and go south at the left side. Push away the tip of the triangle of blocks, then open the chest for the dungeon compass. Go to the south room.

Jump over the lava to get to the north side of the block. Push it four spaces down, one space right, one space, up, one space left, one space down, then left onto the black tile (the blue side needs to be facing up to produce the blue fire). Open up the chest that appears for a small key. Go up the steps at the right, then go north. Jump off the ledge, and go two rooms to the right.

You're back at this room. Now take the narrow bridge over the lava to the room at the right. Watch out for the fire keese here. Jump over the

lava...jump, jump, jump...to the right side of the room. Then make two jumps to the left on the northern path. Push one of the blocks here to the left, jump north over the lava, push this block to the right, and go on north through the locked door.

Watch out for all the stalfos and get through this room. In the next room, hit the lever so that the tracks change, then hop into the mine cart (you should take the path at the right). When you get off, hop over the lava and open the chest for the dungeon map. Get back on the mine cart and let it bring you back. Hit the lever again, then hop back into the mine cart (it should take you on the left path this time).

There's a mini-moldorm over there...throw some bombs over the lava and over the barrier to kill him. Then stand on the blue tile. Stand there and aim your seed shooter to the lower-right. You see the moving blue orb? Just when it hits the left, shoot a seed. It will bounce off the walls and hit the orb, making the chest appear. Open it for a small key.

Hop back into the mine cart. While you're riding it, hit the lever so that the tracks change and you get off in that room. Go over to the right side of the room and go north through the locked door. Follow the path past the switchblades, over the stream of lava...until you get to a room that's full of lava.

There seems to be some kind of handle in the upper-right corner. Equip your Power Bracelet and pull it all the way down (seven notches). The lava will almost instantly cool and harden...for a few seconds. Quickly walk over it to the left side of the blocks, then go on to the north room.

Defeat all the stalfos in this room to open the door, then proceed left.

There are three beetle-like enemies in this room, and they may be blocking your way over the lava. If they are, just exit the room and return until they're not bothering you anymore. Go north.

The nine red tiles at the left need to be changed so that they look like the nine colored blocks at the right. Jump over a red tile to make it yellow, jump over a yellow tile to make it blue, and jump over a blue tile to make it red again. Some of the blocks surrounding the tiles can be pushed outward, if that helps. When all nine tiles look like the nine blocks, the door at the left opens, allowing you to proceed...

Carefully get past the switchblades here. You'll need to push the cube at the upper-right onto the black tile so that the blue side of the cube faces up. Do this by luring the switchblade out of the way, then quickly getting around to the north of the cube and push it down two tiles. Then lure the switchblade away again, and push the cube five tiles left (careful with the crumbling floor). Finally, push it two tiles downward.

If the blue side is facing up, the barrier on the tracks will lift, allowing you to ride the mine cart to the next room. When it drops you off, go to the room at the right.

Jump onto the green moving platform here, and stand on the upper tile of it. When the platform reaches the highest point in the room it can go, shoot a seed to the lower right. It will bounce off the wall and hit the orb, making a chest appear. Get the small key inside it. Then go two rooms left. Use that key on the keyhole block, then jump over the red tile two times to make it blue. Whee, the barrier raises. Return to the previous room, and ride the mine cart at the left.

As the mine cart goes through the room with lots of lava, there are three stalfos on the north side. Target practice...defeat them all with the seed shooter. The door opens when they're all defeated, allowing you to go on to the left room.

The jumps in this room are actually quite tricky (and I suggest jumping instead of merely walking from one platform to another). If you're low on life, there's a fairy in the pot near the entrance. Anyway, get over the lava by using the platforms, then go south.

Jump over to the red tiles. You need to jump over them and change their color so that they match the color of the blocks just above them. You aren't given much space, but you can do it. Afterward, collect the key that drops down, and return north to the previous room.

Use the key on the keyhole block, then ride the mine cart...through about four rooms. When it drops you off, go left for the mini-boss. This

mini-boss is the Armos Warrior. He's fun. See the bosses section for details. After defeating him, go south. Go up the steps, then follow the path...when you reach an apparent dead end, blow up the cracked portion of the wall to go on.

In the room with all the blue tiles...when you walk through the blue tiles, the yellow tile will follow, turning the blue tiles red. Your objective here is to make ALL the blue tiles red. There are many ways to

do this, and here's just one way that I found: Standing on the first yellow tile, go 1L, 6U, 1R, 2D, 2R, 2U, 5R, 2D, 2L, 1U, 2L, 1D, 1R, 1D, 2R, 1D, 1R, 2D, 2L, 2U, 2L, 1D, 1R, 1D, 2L, 1U, 2L, 1U, 1R, 1U, 1R.

Open

the chest to get the dungeon treasure: The SWITCH HOOK. This is the game's sorry answer to the hookshot. Nice try, but not nearly as cool. It reaches out, like the hookshot, and when it grabs an object you exchange places with it. Meh. Go left.

Now let's try out that switch hook. Use it to grab the diamond thing and you'll switch places with it (meh...). Go north to the mini-boss room, then right. Go up the steps, then to the north screen. Use the switch hook on the diamond (it can reach over the barrier), then go south, then

go to the right. Use the switch hook on the diamond. The switch here opens the door, but it pops up when you leave it. Oh my. What are you to do. Stand on the switch and use the switch hook on the diamond. The diamond holds down the switch! Go on south. Follow the long path until you reach some stairs, then go down them. Then go to the north room.

In this room, you need to get the diamond to stay on the switch. Stand where the two blocks are, then switch hook on the diamond. Switch hook to the pot on your right it get off that island. Now stand on the tile just at the right of the diamond, then switch hook it to get to it's left. Stand on the switch, then switch hook the diamond. Stand just to the right of the diamond, then switch hook it. Stand on the tile left of the switch, then switch hook the diamond. And finally, stand on the switch and switch hook the diamond. Whew...go south. Then left.

Switch hook on the pots to get over the lava. Keep doing this to get around, then go on south. Wow, this room is red. There's a certain tile in the center of the room that changes color when you jump over it, and all the other tiles change color correspondingly. There are enemies in this room that also change their color to match the floor. What you need

to do is jump over that center tile, and you can see these enemies for a few seconds. So quickly defeat them in those few seconds. When you've defeated them all, the doors open. Go left. Jump over the lava stream, dash past the switchblades, and go on left.

Here's another one of those rooms...you need to make ALL the blue tiles red. I suggest you kill the mini-Moldorms first, then reenter the room to get them out of your way. Again, there are many ways to do this room, and here's just one way that I found: From the first yellow tile, go 4U, 1L, 5D, 1R, 3D, 2L, 5U, 1L, 2U, 1R, 1U, 2L, 4D, 1R, 4D, 2L, 2U, 1R, 1U, 1L, 2U, 1L, 2U, 1R, 1U, 7L, 2D, 3R, 1U, 1R, 1D, 1R, 1D, 4L, 2D, 1L, 3D, 1R, 2U, 1R, 2D, 4R, 2U, 1L, 1D, 1L, 1U, 1L, 1U, 1L, 1U, 2R, 1D, 1L, 1U, 1R. Open the chest that appears for a small key. Go on to the north room.

Use Roc's Feather to jump onto the moving platform, then switch hook to the diamond. Get on the next platform then jump to the left. There's the boss door, but you can't get through it yet. :P Go up the stairs.

Jump on the moving platform, then switch hook to the pot. Switch hook to the next pot, jump to the left, and climb that ladder. Use your key on the keyhole block and continue left. Switch hook the near diamond to get it out of the way, then switch hook to the other diamond. Go to the left screen.

At the bottom right there's a sort of handle sticking out of the wall. Pull it back all the way with the Power Bracelet (7 notches), then the lava will cool and harden. \*Quickly\* get across it, there's not much time! Go on to the north screen.



Gorons! Those wonderful lovable Gorons from the N64 Zelda games. And their original theme music sort of makes an appearance, though it's not nearly as good as it should be. And naturally, the Gorons can not be as cute. :P It seems their elder is buried alive, and they need a bomb flower to blow the rocks out of there.

So, exit the cave, then use the Tune of Currents to warp to the present.

Re-enter the cave. Go around on the path, and in the next screen go up the stairs at the south side. Then go to the left screen, up the steps, then go up the stairs nearby. Exit the cave.

Go three screens right. Lift up the rock in the corner to reveal a warp tile, then use it to warp to the past. Go left three screens, up the steps, then north. Here's another one of those trees! This one contains Pegasus Seeds, the unfortunate excuse for the Pegasus Boots of other Zelda games. They increase your speed for a few seconds. Also, you can now use the warp seeds to teleport to this screen from anywhere on the overworld.

Go to the screen right of that tree, then use the Tune of Currents to warp to the present. Enter this building...

As you walk along the left side of the room, the floor will begin to collapse. You need to use the Pegasus Seeds to be able to make that dash

for the stairs. Go up some more stairs, and then you meet with the Great

Moblin. There are details about him in the boss section of this FAQ, but

basically you just need to throw his bomb flowers back at him, and he'll

be gone in six hits.

Afterwards, the Gorons all come to thank you. Now that the Moblin guy is gone, they can grow bomb flowers in peace...and they give you one as a reward! The Maku Tree, captain of the obvious, contacts you.

Return to the past through the warp that was created when you traveled to the present (if it's not nearby, just use that warp tile at the right). In the past, go to the screen south of where the Moblin Keep was

(in the present). Jump off the ledge here, go left, and enter the cave again. Those Gorons are glad you have a bomb flower, so now they can finally save their elder...by blowing him up. What a plan. Anyway, as thanks, the elder give you a key he never found the keyhole to. Helpful guy...this is the key to the next dungeon!

Go up the stairs behind the elder, then follow the path right. Jump off the ledge and go up the stairs. Naturally, follow the path until you go up the stairs and exit the cave. Go one screen right, up the steps, then

a screen north. Use the Tune of Currents to go to the present, then enter the cave (not the stairs!).

As the owl statue's clue tells you here, you need to use the Pegasus Seeds together with the Roc's Feather to get over the gaps that are two

tiles wide. So...do it. Keep up the jumping to the right screen, then exit the cave. Go left. Use the key on the keyhole, and here you have it, the entrance to the fifth dungeon: The Crown Dungeon.

-- LEVEL 5: THE CROWN DUNGEON --

1F:

```

  1  2  3  4  5  6  7
A
B          [ ]
C        [ ] [ ] [ ]
D [ ] _ [ ] _ [ ] _ [ ]
E [ ] [ ] [ ] [ ] [ ] [ ]
F [ ] _ [ ] _ [ ] _ [ ]
G [ ] [K] [S] [K] [K] [M] [ ]

```

B1F:

```

  1  2  3  4  5  6  7
A
B          [ ] [ ]
C        [B] [ ] [ ]
D [ ] _ [ ] _ [ ] [K]
E [K] _ [ ] [ ] _ [ ]
F        [K] _ [ ] [ ]
G          [T] [ ]

```

S - Start          M - Map          C - Compass          B - Boss key  
 K - Small key      T - Treasure: Cane of Somaria

Just go straight through the first room. Defeat all four moblins in the next room to open the door, then proceed through it.

Notice the orb in the center of this room? You'll find them quite a lot around this dungeon. They control the red and blue pegs. When the orb is blue, the blue pegs are up and the red ones are down. When the orb is red, the red pegs are up and the blue ones are down. Hit the switch to change its color.

So...make sure the orb is blue, then go to the left screen. Just go straight through that room, careful to get past the laser eye guy. Then go to the north room. Defeat all four Moblins here to make a stairway appear, then go down it.

Jump over the gap, then defeat the enemies. Use the switch hook a few times to get the diamond onto the switch, so that the switch is held down and the door is held open. In the next room, there's nothing you can do about the chest for the time being, so just go up the stairs. Then go two rooms south. Hit the orb to make it red, then go to the right screen.

What you need to do here is hit one of these thingies with the seed shooter so that the seed bounces off and hits the other two as well. You can stand at the top-left, then shoot a seed to the lower-right at the left thingy and bounces off. If you hit all three, a chest appears. It contains a small key. :)

Go left, hit the orb (turning it blue). Stand above the red pegs, then use the seed shooter to hit the orb again. Go to the north screen, across the bridge of blue pegs, then again to the north screen. Go down the stairs. Now that the blue pegs are down, open the chest for another small key. Return up the stairs, then go right two screens. Use the seed shooter to hit the orb, walk over the red pegs, then hit the orb again (turning it red).

Take the lower path (over the blue pegs) to go to the right screen. Go up the steps, and right one more screen. Go down two screens, then right one screen. Open the chest here for the dungeon map. Return to the left screen, then go left through the locked door. Just go down the stairs for now (we'll deal with those statues and switches later).

It's pretty obvious what to do here, no? Light the four torches by shooting ember seeds at the rotating walls. There are ember seeds in the pots if you need them. When the torches are lit, go through the door at the left.

When you stand on the switch here, a pattern of colored tiles appears. No need to keep the switch down, just remember the pattern. Then jump over to the right side of the room and arrange the statues like the tiles were at the right. Namely, they should look like this:

```
      [Y]
        [B]
[Y] X [R]
[R]
      [B]
```

With the "X" being the special-looking tile. When they're all in order, open the chest for a special reward...the CANE OF SOMARIA! Yes, that hardly-used item from Link to the Past. Use it to create blocks, mainly for keeping down stubborn switches. Whoopee.

Return to the previous room, then go back up the stairs. There are three statues here and four switches. Push the statues onto switches, then use your new Cane of Somaria to create a block that holds down the fourth switch. Open the chest that appears for a small key.

Now go one screen right, and one screen north. Go up the steps then jump right off the ledge. Go down the stairs here. Careful to avoid the laser beams from the eyes, get rid of the two pots here, then go down another set of stairs. In this side-scrolling place, it seems that you reach a dead end with a ledge that's too high to jump up to...but you use the Cane of Somaria to make a stepping block for you to jump up and go right to the next screen. Do the same thing again there, careful when jumping over the electric thing. Go up the ladder.

Use the seed shooter diagonally to hit the orb and change it blue. Then go over to the right side, then hit the orb with another seed to make it red. Go on up to the next screen.

In this room, you can push the statues. But when you push one of them, the other statue will move accordingly, although it will not fall into the hole if you try pushing it in. What you need to do is put the two statues on the two red tiles. Here's how you do it...push the statues

3 tiles left, then 3 tiles down. Push the higher statue 4 tiles right (the other one is left behind!). Push it 1 tile up, 2 tiles right, then 2 tiles down. Finally, you can push them 3 tiles up and 1 tile left to put them over the red tiles. Open the chest that appears to get a small key.

Return to the south room. Hit the orb with the seed shooter, go around to the bottom of the room, then hit it again to turn it red. Return down the stairs, through the basement again...and emerge at the other side. Get through the room with the laser-eye guys, and go up some more stairs to arrive once again at the 1st floor. From there, go one room north and two rooms left.

Hit the orb, turning it blue. Then go to the right screen. Go down the stairs. Stand on the lowered red pegs and hit the orb. Then stand on the blue pegs and hit the orb. Now you can go on to the left screen, and down the stairs there. Jump over these moving platforms to get across, then climb the ladder at the right.

This room is indeed a bitch. There are some parts of this room where the floor is invisible, and yet other parts of the room just have no floor. You need to use the Cane of Somaria to make a block that will act as a guide, telling you where the floor is. You can use this ASCII map as a guide to the room. I hope it helps...it took me quite a while to make. :P

```

x x x x [o]***[o][o][o][o][o] x      x - no floor
x x x x [o][o][o][o][o][o][o] x      [o] - floor
x x x x x x x x x [o][o] x          *** - stairs
x x x x x x x x x [o][o] x          [!] - chest
x x x x x [!] x x x [o][o] x
x [o][o][o][o][o][o] x x x [o][o] x
x [o] x x x x x [o][o][o] x x
x [o] x x x x x [o][o][o] x x
x [o][o][o][o][o][o][o][o][o] x x x

```

After getting the small key from the chest, use the switch hook to get to the diamond, then return down the stairs. Make your way back through the basement. When you emerge, go to the right screen, use the same method as before to get past the pegs (making sure the orb is blue afterward), then go back up the stairs.

Go right two screens. Use the pegasus seeds together with the Roc's Feather to get past the holes in the floor, then go on to the next room where you are greeted by a mini-boss. He's Smasher, making a return appearance from Link's Awakening. :) See the boss section for details. Go to the north room after defeating him.

Use a block from the Cane of Somaria to keep the switch down and the bridge extended. Cross it, then use the switch hook on one of the diamonds to get it out of your way, so you can open the chest and get the dungeon compass. Now go down the stairs. Jump over the moving

platforms to get through this easy side-scrolling area, then go down the ladder at the right. Get past the enemies and climb the ladder up to the first floor.

Hit the orb to turn it red. Now, stand on the lowered blue pegs, and use the seed shooter to hit the orb so you're standing on the raised blue pegs. Go to the left screen, then down. Get through the keyhole block, then go north, and follow the path left. Go through yet another keyhole block and hit the orb (turning it red). Go up the steps in this room, then to the right screen, and fall off the ledge onto the red pegs. Now you can go up to the north screen. There, go down the stairs.

Hit the orb to turn it blue. Stand on the red pegs, then hit the orb with the seed shooter to turn it red. Finally, stand on the blue pegs and hit the orb again, then go left through the locked door. Open the chest here for a cool 50 rupees. :) Return to the right room and hit the orb again, then go back to the left room. Go down the stairs. Use the Cane of Somaria to create a stepping block here, so you can jump up to the platform. Climb the ladder at the right.

Wahoo...another puzzle. As the owl statue says, you need to put these eight statues on the eight tiles surrounding him. All the statues of the same color move together, like those statues in the other room in this dungeon. Here's how you do it: Move the blue statues 1 tile down, then push the right red statue 5 tiles left. Push the red statues 3 tiles right, 1 tile up, and 1 tile right. Push the yellow statues 1 tile left, then push the right yellow statue 2 tiles left into place. Then push the left blue statue 4 tiles right, completing the formation. Open the chest for the boss key.

Go back down the stairs, through the basement, to the right screen, and up the stairs to the 1st floor. Go to the south screen, up the steps, fall onto the red pegs, and go to the next screen south. Climb the steps at the right, go another screen south, and fall off the ledge. Go one screen right and hit the orb to turn it blue. Now go two screens right, two screens down, one screen left. Here is the boss door...whenever you're ready...

This dungeon's boss is named Smog. How original. :P He's really weird... check the boss section for details. I've gotta give Capcom credit for originality, at least. After defeating him, collect the heart container and go on north to the next room.

It's the fifth Essence of Time: The SACRED SOIL! All that lies sleeping in the bosom of the earth will know the nourishing warmth of the Sacred Soil. Only three essences remain. You are transported out of the Crown Dungeon...



looks like a Goron mask. Or perhaps a shrunken Goron head on a necklace. :/ Go one screen down and talk to the Goron blocking the entrance to the stairs. Now that he recognizes you as a brother Goron, he'll move out of the way. But he's so damn hungry that he asks you for food. We'll get him some food...but don't go up the stairs just yet. Exit the cave, then go one screen to the left. Slash the bush in the corner to uncover a warp tile. Play the Tune of Echoes to go to the past...

Go one screen right, then enter the cave. Yay, it's just like in the present! Talk to the Goron in front of the stairs, and because you have that Goron Emblem, you're a brother and he'll let you pass. Also, he says protecting Rolling Ridge has given his life meaning (sad fellow), and he needs an heirloom to pass on to his descendants. We'll get that for him later, but for now just go up those stairs.

Use the pegasus seeds together with the Roc's Feather to get past the gaps to the left screen, then go up the stairs there. You can switch hook to the bushes at the right to reach the chest with a sweet 100 rupees. :) Exit this cave.

Go to the south screen, and defeat all the enemies there. See the ledge on the upper-right cliff? And see the seedling at the lower-left? Use the switch hook a few times to bring the seedling to the base of that ledge. Then use the Tune of Currents to go to the present.

Climb up the vines that sprouted from your seedling. Don't go into that cave in front of the vines just yet... Go to the right screen, then enter that cave. Here's another mini-game for you. Speak to the Goron at the left to begin.

#### Goron Target Carts:

"Welcome to Target Carts! Fire your seed shooter while riding in a cart. If you hit enough targets, you win a prize! Up to 3 misses wins 20 rupees. Want to try? It costs 10 rupees."

This is pretty much straightforward. You just ride the carts, shooting at the giant blue rupees as you go along. Be sure to aim carefully...it's really annoying when you miss since you'll need to wait for your seed to stop bouncing. There are 12 targets total. If you hit 9-12 targets you'll still get 20 rupees as your prize, but you'll need to get them all to win the big prize!

When you get them all, your reward is the Rock Brisket (also called the Rock Sirloin), a delicious Goron treat. Leave the cave. Go left, climb down the vine, then go right and fall off the ledge. Enter the cave at the right.

Talk to the Goron sitting by the stairs. He's the hungry one! Give him the Rock Brisket, and he'll give you the Goron Vase in return. Exit the cave. Go to the screen at the left, then use the warp tile to go to the past.

Go one screen right and enter the cave. Speak to the Goron by the stairs. He's the one who wants an heirloom! So you give him the Goron

Vase in exchange for the Goronade. I hope you see the time paradox of this situation...you just gave him a vase that he will pass on to his descendant, who will eventually give it to you...(\*bam\*, head explodes).

Exit the cave. Use the Tune of Currents to go to the present. Re-enter the cave. Now go up the stairs that the Goron was guarding. Use the switch hook on the diamond to cross the gap, then exit to the left screen. Go on using the switch hook on diamonds to get across, then go up the stairs...and up some more stairs...then go to the north screen.

The Goron here has worked so many late nights lately and he's feeling too tired to play games. Give him your Goronade! One drink of it charges him up, and he opens up his little game shop. The first game is on the house (though the next games will cost you 10 rupees)...

Goron Big Bang Game:

"When the game begins, try to dodge or throw the Bombs that start falling all around. See how long you can last! You'll get a wonderful prize if you last through it all. But if you get hit even once, you fail!"

So when the game starts, the floor becomes a huge quilt of conveyers, with some rocks thrown in too. Equip your Roc's Feather. Bombs will be thrown into the arena...just a few at first, but then things get crazy! Jump away to get away from bombs quickly (I don't think picking up and throwing the bombs is a good idea). When the bombs really come falling, jump away from them like crazy! This game requires a combination of skill and good luck.

If you manage to survive the barrage, you get your reward: The OLD MERMAID KEY! But you're not done yet...go to the lower screen and down the stairs. Exit the cave. Go south, right, up the vines, then to the right screen. This cave is where you played the target carts game, no? Toss away the rock beside the entrance to the cave to uncover a warp tile. Play the Tune of Echoes there to go to the past.

Now in the past, enter the cave where the target carts game was. It's now a completely different game! Well, it's just like the target mini-game in Lynna Village...Talk to the Goron behind the counter to begin.

Goron Shooting Gallery:

"This is Goron Gallery! Our game was a big hit in Lynna Village! Right now we're offering Lava Juice to the player with the highest score. Want to try? It costs 20 rupees... Hit the balls into the targets with your sword: Fairies 100 pts, Blue 30 pts, Red -10 pts, Imps -50 pts, Strike -50 pts. You'll hit the balls, and your prize depends on your total score."

It's just like the game in Lynna Village, except with a different pattern of targets. Aim for the blue and fairies targets. If it looks as if you won't be able to hit any good targets, just hit it away to

the side rather than missing altogether and losing 50 points. You get 10 tries, and you need a score of at least 100 to win. I was once able to get 660 points. :)

When you win, you get the Lava Juice. If you play again and get more than 400 points, you get a Boomerang. Exit the Goron Shooting Gallery, go one screen left, then drop off the ledge. Then go north and enter the cave.

Talk to the Goron here. He's a friend of the Graceful Goron (the Goron dance instructor of the past). To help you out, he'll give you an Introduction Letter for the Graceful Goron in exchange for your Lava Juice.

Go down the stairs at the upper right of that cave. Get through this room by using the Roc's Feather together with Pegasus Seeds. After going down the stairs at the right side, go to the north screen and talk to the red Goron...the Graceful Goron. He recognizes the letter from a brother, but he won't let go of the Mermaid Key for nothing. You'll need to dance for it! Play the Goron Dance Hall game one more time...it's just the same as before... And when you win, you'll get the MERMAID KEY! Whew...go down and exit the cave.

Go one screen left. Swim right into the waterfall and you'll find a secret cave. Use the Mermaid Key on that keyhole, and finally enter the sixth dungeon...The Mermaid's Cave.

-- LEVEL 6: THE MERMAID'S CAVE --

[NOTE: This is an interesting dungeon. You'll need to go through it in both the past and the present. The Mermaid's Cave in the past is completely different from the one in the present, but they both function as one dungeon. We begin in the past.]

PAST  
----

1F:

	1	2	3	4	5	6	7	8
A								
B	[ ]	[ ]						
C	[ ]	[ ]						
D		[ ]	[ ]	[K]				
E		[ ]	[ ]					
F		[C]	[ ]	[ ]	[M]	[ ]		
G			[S]	[ ]	[ ]			

S - Start

M - Map

B1F:

	1	2	3	4	5	6	7	8
A			[ ]	[K]				
B	[ ]	[ ]	[ ]					
C		[ ]						
D							[K]	
E							[ ]	[ ]
F						[ ]	[ ]	
G								

C - Compass

B - Boss key

K - Small key      T - Treasure: Mermaid Suit

PRESENT

-----

1F:

	1	2	3	4	5	6	7	8	
A			[ ]	[T]					S - Start
B	[K]	[ ]	[ ]						M - Map
C	[ ]	[ ]							C - Compass
D		[ ]	[ ]	[K]			[B]		B - Boss key
E		[M]	[ ]				[ ]	[ ]	K - Small key
F		[S]	[ ]	[ ]	[ ]	[ ]			T - Treasure: Mermaid Suit
G			[S]	[ ]	[ ]				

- Past -

In the first room, there's an obviously cracked portion of the wall at the right side. Use a bomb to blow it open, then enter. In the next room, defeat all the Wizzrobes (the green ones stay in the same place as they appear and disappear, while the red ones appear at random positions in the room). After defeating them, open the chest that appears, and you'll get a Gasha seed. Go on to the right room.

Defeat all the candle enemies here. How to defeat them, you say? Well, the obvious thing to do with a candle...is to light it on fire. After lighting it with an Ember seed, they go crazy bouncing around the room for a few seconds before exploding. After defeating them all, the door opens, so go on north.

First, swim over to the left screen. Keep swimming left till you get to a chest on a small island. Open it for the Dungeon Map (only valid for this dungeon in the past). Then swim two screens to the right.

You need to light the torches here in the right order using the seed shooter. First light the one at the left. Second, light the one in the center by shooting a seed off the wall. Third, light the one in front. And finally, light the one at the right. When they're all lit, the entire right wall moves away, though that doesn't do you much good for now. There's some deep water at the upper right corner...we'll need a whole new brand of flippers before going swimming in there. Go one screen left, down, left, and left.

You're back at the entrance room. This time go north, then to the room at the left. Defeat all the gels in this room just like in that previous dungeon: Change room color by jumping over the center tile, then attack the gels before they can adjust to the new color. After defeating them all, a chest appears. Inside, you get the compass. Return to the right room, then go north...that room has a locked door, but you have no key, so just go north again.

Defeat all the candles here. And beware their rage after you light them.

When all the enemies are defeated, the door opens allowing you to proceed to the right. Defeat the enemies there, however you wish (you could plant scent seeds to lure them towards you, making them fall in the hole). Open the chest that appears afterwards to get a small key. Now go to the left, south, and left using your new key on that locked door.

There are two switches here, and you need them both held down to keep the door open. Use the Cane of Somaria on the right switch to hold it down with a block. Then go around to the left side... There are a bunch of pots in the upper-left corner. Throw away all of the pots that are touching a wall. That leaves you one pot, that you can push onto the switch. With both switches held down, the door stays open, so go on to the north room.

Watch out not to let the hands grab you in this room! Zelda fans should know that these hands bring you back to the dungeon entrance. For your convenience, defeat the blue hands and the Wizzrobe. Bomb your way through this big wall of cracked blocks. Now, if you'll look at your map, you'll notice that it indicates that there's a way for you to go north from this room. Yet, that doesn't seem to be the case... If you use your sword to poke at the wall, you'll notice that there's a section of the north wall that makes a different sound when you poke it. A hollow sound. Bomb the center of the north wall, and you'll blow open an entrance!

After blowing open that entrance in the wall-- and trust me on this-- exit the dungeon. Yes, go down, right, down, down, and exit the dungeon.

Exit the cave, then play the Tune of Currents with the Harp of Ages to go to the present.

- Present -

Enter the cave, and go back into the Mermaid's Cave, but now you're in the present. It's like a whole new dungeon, but things you did in the past affect things here.

From the first room, go north. There are four snakes there, and while the snakes are alive, the four torches will spit fireballs at you. Defeat the snakes. Or not. Whatever. Go to the north room, then to the left. Use the switchhook on the diamond to cross the gap, then open the chest here for the dungeon map. Get back across the gap, then return to the room at the right. Go down the steps, then on to the north room.

Use the seed shooter to shoot a seed diagonally at the orb. The floor shifts around. Go around to the upper-right corner, and hit the orb again from there with a seed. Go to the room at the right.

The blue owl statue gives you the clue to this room. Plant a scent seed using the Seed Satchel (NOT the Seed Shooter), and the snakes will come towards you...and fall into the hole. A chest appears, which you will open to get a small key. Return to the left.

Hit the orb with the seed, then go over to the bottom-left corner. Hit the orb again, and now go to the room at the left. Beware the blue hands and the Wizzrobe. There are two blocks at the bottom of this screen. Place a bomb in between them, and the wall there will be blown open. Go inside. Use the switchhook to get the diamond out of the way, then switchhook again to cross the gap. Bomb the cracked portion of the south wall, then enter.

In this room, you need to roll the cube around so that it lands on a colored tile with that color facing up on the cube. So if the cube is on the blue tile, the blue side of the cube should be facing up. Here's how you do it: Push the cube down 1 tile, then left 2 tiles (RED tile done). Now push it 2 tiles right, 1 tile up, left, down, right, up, left, down, and 3 tiles right (YELLOW tile done). Finally, push it 2 tiles left, 1 tile up, left, down, right, and 3 tiles up (BLUE tile done). Open the chest to get the small key.

Return to the north room, use the switchhook again to get past the gap and the diamonds, and again exit to the north. Jump over the gap in the room, then go north again.

Ah, more of those carousel thingies we encountered in the previous dungeons. There are two of them in this room alone. Tricky. Step on the lower carousel, which should turn clockwise bringing you to the left. Then step on the upper carousel, which should turn counter-clockwise bringing you to its north. Go to the north screen, then the left screen, then south, drop off the ledge, then go to the right screen. Step on the carousel which should bring you once more to the north. Again, go around so that you approach that same carousel from the left, then step on it again so that it brings you south. Follow this south path all the way until you come to a chest, where you'll find a small key.

Drop off the ledge to the right of the chest. Go to the south screen, then right, and step on the carousel which will bring you to its north. Go to the north screen, drop off the ledge, then go to the south screen.

Ride the lower carousel (which brings you to its left), then right the upper carousel (which brings you to its north). Again, go north, drop off the ledge, and go south to the carousel once more. Ride on the lower carousel, which now brings you to its right. Follow the path around until you get to a locked door. Go through it and...

It's mini-boss time. His name is Vire, and amazingly, this mini-boss actually has some introductory dialogue. See the boss section for details. After defeating him, go to the room at the right.

Watch out for the Wizzrobes in this room. See the cracked blocks in the middle of the room? Take out a bomb, but hold it for a second or two, then throw it at a cracked block to blow it up. It just takes good timing (you can see when it's about to explode because it starts flashing). Use the switch hook on the diamond to get to the center... and open the chest here to get this dungeon's treasure: The MERMAID SUIT! It's sort of like upgraded flippers...you can swim in DEEP deep, and dive underwater. [NOTE: To swim in the water now, you must tap on the directional pad rather than tapping the A button]

Now exit to the previous room where you fought the mini-boss, and enter the warp thingy to teleport to the dungeon entrance.

From the entrance room, go right. Defeat all the candle enemies to make the door open, then proceed right. Watch out for the giant switchblade and the keese, and make your way over to the right side, then go north through the locked door. Use the switch hook on the pot to get to the other side, then follow the path right to the chest with the compass. After getting it, drop off the ledge and go down the stairs.

Make your way through the side-scrolling area by jumping over the platforms, then go up the ladder at the right. Use a key on the keyhole block, then go to the left screen, then go on north.

This is a strange room. The blue owl says "Test your luck". What you do here is pull one of the two handles (use the Power Bracelet), and either snakes will drop down or the chest will appear. You'll get snakes a lot of times before you get the chest. Just keep pulling at the handles until you get the chest. It took me 7 tries. :P At first I thought there was something to this room that I just wasn't getting, but none of the other FAQ writers seem to have a clue either. :) Anyway, the chest contains the Boss Key.

Now you'll need to exit the dungeon again. Go south, right, and down the stairs. Through the side-scrolling place again. You'll need to use the Cane of Somaria to place a block so you can jump up at the left. When you emerge from the basement, swim left a few screens. Remember that with the Mermaid Suit, you'll now need to tap on the directional pad in order to swim. Keep going left, and then go south when you reach the room with the snakes. Then you can go south and exit the dungeon.

Warp to the past, using either the warp tile or the vortex you created previously when you went to the present.

- Past -

Enter the waterfall, then enter the Mermaid's Cave in the past AGAIN.

From the entrance room, go right two screens. Defeat all the candle enemies to open the door, then go north. Go to the screen at the right, where you'll find some very deep water at the right side. Press B to dive down into some underwater rooms. Doesn't Link look adorable as a mermaid? :) Make your way around to the stairs, then go down them to

find a side-scrolling area. Emerge at the right side.

In this place, the current of the water continuously pushes you in its direction (though you can swim against the current). Make your way over to the left screen, avoiding the jellyfish, then go north. Defeat the two snakes to make the chest appear, then open it for a small key. Now you'll have to retrace your steps all the way to the entrance of the dungeon. [NOTE: To emerge from the underwater area, press B when you're over the blue tiles]

Once you're back at the dungeon entrance, go north, north, and left. Open the door here using the same method as before: Cane of Somaria on the right switch, pot on the left switch. Go north from that room. Bomb your way through the wall in this room, then go north again.

Ride the carousel clockwise, then go around to the north side and ride it counter-clockwise, and finally go to the north side again and ride it clockwise, so that you arrive at the right. Go around to the deep water at the bottom-left corner of the room, then dive in.

Go north at the left path, then open the chest for a sweet 30 rupees. Go quickly right past the things that shoot arrows at you, then continue to the right screen. Fight the current to go to the north screen. Defeat all the enemies here to make the door open, then go right.

In this room, what you need to do is put all the 6 diamonds on all the 6 gold tiles using the switch hook. You'll need to equip the switch hook on the A button, because you can't use the B button underwater. Once all the diamonds are in place, a chest appears so you can get a small key! Get out of the underwater area (go left, south, left, south, and press B on the blue tiles).

When you emerge, go left through the locked door. Then go through the keyhole block. Step on the switch here, then get off so that the red barriers are vertically aligned. Use the Cane of Somaria to put a block on the switch, to hold it down with the barriers pointing to the upper-right. Now use the Seed Shooter to bounce a seed on the left wall such that it goes between the barriers, hitting the orb. This extends the bridge at the right.

Cross that bridge to find the boss door. The boss is right behind it, so better break open these pots to get some hearts first. When you're ready enter the door...

The boss of this dungeon is named Octogon. He has nothing to do with an actual octagon. Anyhoo, see the boss section for details. After defeating him, emerge from underwater and get the heart piece on the island. Then go on to the right...



the spirit of Veran! Quite a predicament. It can be pretty weird figuring out how to defeat Veran here, so see the boss section for details.

After the battle, Veran hasn't quite been defeated yet, but Nayru is rescued and the Queen comes rushing in. Just as things are looking bright, Veran comes along again and takes control of the Queen. The guards surround you and are just about to arrest you when Nayru transports you all back to the Maku Tree in your own time. Now that Nayru is rescued, things in the present return to normal... But Veran's still in the past wrecking havoc that will affect the present, right? Grr! Damn these time paradoxes and flawed logic!

Anyway, you're taught the Tune of Ages, which now allows you to go between the past and the present anytime you like (thereby making your other tunes obsolete). Suddenly a hooded dude appears telling you that nothing is well. Weird. Ralph goes back to the past to try and sort things out, Nayru goes home, and a very worried looking Maku Tree tells you the next essence is inside a fish.

Now let's get that essence.

#### -- SAVING THE ZORA SEAS --

Before we begin on this mini-quest, let's save you a lot of trouble and get some Magic Potion if you don't have any already. You'll need it later. It's available in the Yoll Graveyard (in the east). There's a hut in a hut at the upper-right corner of the graveyard, and you can buy it from her for 300 rupees. Quite expensive, but quite necessary. Alternatively, you can hope to get lucky from the Gasha Nuts. Or try to get lucky with Maple (\*audible wink\*).

Now you'll have to take the waterways to the Zora Seas. Use a Warp Seed to warp to South Lynna. From that tree, go three screens down. Now go into the water...you can do that now that you have the Mermaid Suit! Swim two screens to the left, two screens south, then go left and you'll come to a house on a tiny island.

The girl in the house says that the island has been slowly drifting west for generations, so long ago it was further east. Keywords: "Long ago". So get out of the house, and play the Tune of Ages to go to the past. And just like that, the house is at your right!

[NOTE: In these areas of deep deep water, you can dive underwater to reveal another whole level of the world for you to explore. So to check every nook and cranny of an area you'd have to see (1) present overworld, (2) present underwater, (3) past overworld, and (4) past underwater.]

Be careful to avoid the poison purple goo that plagues this area. Go two screens left, get on the island, then play the Tune of Ages to go to the

present. Then dive underwater and follow the path north... When you reach a diamond behind some green goo, use the Switch Hook on it (remember to equip it on the A button). Go right a little bit, then press B to resurface. Get on the island then use the Tune of Ages to go to the past.

Swim two screens left, and one screen south. Climb onto the island and use the Tune of Ages to go back to the present. Dive underwater and swim down a screen. Use the Switch Hook on the diamond, then go left into Zora Village.

There's honestly not much to do in this village besides talk to the Zoras. And there's a chest with 200 rupees inside King Zora's Palace! But for the most part it's just talking around here. If you do, you'd learn quite a few things... Although there's a palace of their ruler, King Zora, he fell ill long ago and since then there has been no king. That's right: "Long ago".

Come up to the surface and find some land to stand on, then play the Tune of Ages to go to the past. Go to King Zora's Palace, where the Zoras are in quite a mess over their ill king. Speak to King Zora, and give him the Magic Potion. Hoorah! The king is saved! He promises never to forget you. NEVER.

His illness was caused by those awful poison goo things you see in the water. This is no doubt the work of Veran.

Exit King Zora's Palace. Come up to the surface, find some land, then come back to the present with the Tune of Ages. Get back underwater and talk to King Zora in his palace.

Damn, this guy is still alive... He immediately recognizes you and calls you "Great Healer"! You want to get into the great fish Jabu-Jabu, but apparently extending the life of the Zora King by hundreds of years is not enough to gain his permission. He wants you to clean up the seas of the poison goo. You receive the Library Key. Exit the palace.

From King Zora's Palace, swim right three screens careful to avoid all the poisonous green goo. Press the B button to resurface, get onto the island, and go right one more screen. So this is Eyeglass Island Library! There doesn't seem to be any keyhole though... Play the Tune of Ages to go to the past. There's the keyhole! Use the key on it to open the library.

BEFORE you can do anything in the library, there's something else you need to do. Go one screen left and use the Switch Hook on the diamond. Continue left and enter the cave. Aww, its a cute little monster... that just happens to be a fairy... that just happens to be the Queen of all Fairies! It's the work of Veran that turned her into this horrid form, and you need to find Fairy Power to change her back. Exit the cave.

Go back to the library, but play the Tune of Ages and go to the present first. The library is also open there because you unlocked it in the past. Just go straight to the room at the back where you'll find an old

man guarding a book. Talk to him and he'll give you the Book of Seals (if he won't give it to you, you didn't talk to the Queen Fairy). Exit the library and go back to the past.

Enter the past library, and again go straight to the room at the back. Press A on the podium here to place the Book of Seals on it. It says RIGHT 4, UP 2, RIGHT 2. This means that you can walk 4 tiles right, 2 tiles up, and 2 tiles right. There is an invisible floor in this room that you can walk on. Use the torches on the walls to help count the number of tiles. You can also make a block with the Cane of Somaria to help you out. After following the instructions you'll come to another book, and so on...

- Book 1: RIGHT 4, UP 2, RIGHT 2
- Book 2: UP 2, LEFT 1, UP 2, RIGHT 1, UP 1
- Book 3: LEFT 2, UP 1, LEFT 3
- Book 4: DOWN 1, LEFT 3, UP 1, LEFT 3
- Book 5: DOWN 1, RIGHT 1, DOWN 2, LEFT 2, DOWN 3
- Book 6: RIGHT 1, DOWN 1, RIGHT 2, UP 1, RIGHT 1, UP 1, RIGHT 2

Take note that the invisible floor doesn't appear until you read its corresponding book!

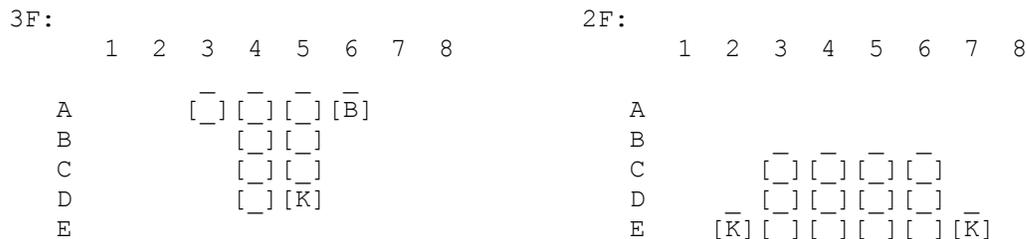
After following the instructions you'll end up in front of the green old man. Talk to him and he'll give you the Fairy Powder to "acknowledge your courage". Woo hoo! You're transported to the previous room. Exit the library.

Go to the left screen, use the Switch Hook on the diamond, then enter the cave again. Speak to the fairy and sprinkle the Fairy Powder on her. She returns to her usual, pretty self. Plus she spreads her magic over the seas to get rid of all that horrible poison goo! A lot of exploration possibilities opened up!

Return to the Zora Village. If you go see the king in the past he'll just tell you that Jabu-Jabu is still too young to enter. So go to the present and talk to the king there, who will give you the royal Jabu-Jabu entering permission.

So go over to the great Jabu-Jabu, who resides at the left part of the village. He'll open his mouth for you, allowing you to enter. And just as the Maku Tree said, the essence is located in here...

-- LEVEL 7: JABU-JABU'S BELLY --



F  
G

F [M] [\_] [\_] [\_]  
G

1F:

	1	2	3	4	5	6	7	8
A								
B								
C								
D			[K]	[_]	[_]	[W]		
E			[_]	[K]	[_]	[_]		
F				[K]	[C]			
G				[K]	[S]			

S - Start  
M - Map  
C - Compass  
B - Boss Key  
K - Small key  
T - Treasure: Long Switch

[NOTE: A lot of this dungeon takes place underwater, so I'll just mention this once: To use an item underwater, equip it on the "A" button. Equipping it on the B button just won't work.]

This dungeon is similar to the Jabu-Jabu dungeon in "Zelda: Ocarina of Time" in the way that it's supposed to feel like you're in the belly of a huge fish. That explains why the walls are moving a bit. But it doesn't explain why Jabu-Jabu has all these monsters and crap in him.

:P

It's also similar to the Water temple from "Zelda: Ocarina of Time" because of the water puzzles.

Ok, let's begin...

You begin the dungeon underwater. From the entrance room, go to the left screen. Here you need to use the Switch Hook to arrange the diamonds so that they're in front of all the statues. Remember that this

place is underwater, so you can swim right over the hole. Here's an ASCII diagram of what you're trying to form...

WWW		XX		
WWW			ooooooooooooWWW	WWW - Wall
WWW		S [B][B][B] S	ooooooooWWW	ooo - Hole
WWW		D [B] D	WWW	[B] - Block
XXXXXXXXXXXXXXXXXXXX	oooo	[B]	WWW	D - Diamond
XXXXXXXXXXXXXXXXXXXX	oooo	[B]		S - Statue
XXXXXXXXXXXXXXXXXXXX	oooo	[B]		
XXXXXXXXXXXXXXXXXXXX	oooo	D [B] [B] D		
XXXXXXXXXXXXXXXXXXXX	oooo	S [B] S		
XXXXXXXXXXXXXXXXXXXX	oooo	[B]		
XXXXXXXXXXXXXXXXXXXX				

When all the diamonds are in place, get the small key that drops down. Next swim around to the north room, then go to the room at the right. Defeat all the enemies there to make a chest appear, and open it to get this dungeon's compass. Return left to the previous room.

See the area with light colored tiles? Press B there to swim up to the second floor of Jabu-Jabu's belly. It's dry here! Go to the room at the left. Open the chest here to get the dungeon map. Now head three rooms north. Push away the blocks and go to the room at the right. Use your key on the keyhole block, then proceed up the stairs.

Whoa, a third floor. Go south and follow the path around till you come to a switch surrounded by red tiles. Step on it and...you hear water going out. The owl here says that the dungeon water "floods with blue and recedes with red". And suddenly a collective groan can be heard from all Zelda players who've played Ocarina of Time...as they surely remember that the Water Temple was one of the most frustrating experiences to ever come from Nintendo.

So, the water in the first floor has been drained. Retrace your steps back to the stairs, then go down them to the second floor.

Go south to a room with a big hole in the middle. Drop into the hole at the right, down to the first floor (which is dry now, by the way). Use the Switch Hook to get onto the golden platform in the middle, then Switch Hook again to the pots at the left so you can collect a ring in the chest. By the way, golden islands like this float on the water, so if the first floor is flooded it will be on the second floor, and so on.

Go to the south room. Now that the place is dry, you can push aside the block and open the chest for a small key. Go to the room at the right.

Use the Switch Hook to get past the diamond. The switch here opens the door, so use the Cane of Somaria to make a block and keep the switch held down. Proceed to the room at the right. Swim onto the land, then climb up the stairs.

Now on the second floor, go to the north room. Take the right path and continue to the north room again. Climb onto the platform, get rid of the pot, then Switch Hook to the other pot. Go to the left room.

Switch hook on the diamonds to get past all these spikes in the room. Go up the stairs to the third floor. Go to the room at the north, then proceed to the room at the left (through the locked door).

Hey, we're at this room again. Step on the switch surrounded by blue tiles and...you hear water coming in. The first floor is now flooded again. Trace your steps back to the stairs, then go return to the second floor.

Switch hook to the diamond at the right, then go to the right room. Go on two screens south. But don't go down those stairs yet! Swim over to the right room. Defeat the two mini-Moldorms here to make the chest appear, and open it for a small key. Return to the room at the left. Go to the north screen, but this time take the left path... and dive down into the deep water. Open that chest for a Gasha seed, then go down the stairs.

It's a side-scrolling area. Get through the first screen and go right, where you'll face this dungeon's mini-boss. Name? Angler Fish. Details? See the boss section. After defeating him, go up the ladder at the right. (note that the warp portal does appear, but it's in the screen where you entered the side-scrolling area)

Use your key on the keyhole block. It IS possible to do this even though you're underwater...just stand beside the block and hold left for a second or two. Open this chest to get the dungeon's item: The LONG SWITCH. I dunno about you, but I'm disappointed. It's just the Switch Hook, except this one goes longer and a little bit faster. Anyway...

Now you'll need to find four small keys in the dungeon before you can get the boss key. They can be found in any order, but I'll lead you in the way that, to my knowledge, requires the least work and backtracking:

Try out your new Long Switch on the diamond at the south. Then go to the south, left (still on the raised path), north, and drop off the ledge. You should be in the room with the teleport warp-thingy. From here, go to the south room. Use the Long Switch on the diamond, go left, then go north. Enter the stairs.

Side-scrolling area! Swim over to the left screen, then take the upper path back to the right screen, go up the ladder, then left. Use the Long Switch on the pot to get over there. Then continue on the path and swim up at the left to exit the side-scrolling area.

Kill all the enemies in this room. They can all be defeated with the Long Switch (and I think that's the only way to defeat the flower). Get the KEY that drops down.

Go to the south room. Press B when you're over the yellow tiles to surface at the second floor. Then go north two screens, right (push away the blocks), and go up the stairs to the third floor. Go south and follow the path all the way around to the room with the switches. Step on the one surrounded by red tiles to drain the water on the first floor. Backtrack to the stairs and go down to the second floor.

Go to the south room and drop into the hole to the first floor. Go two rooms south. See the diamond surrounded by the water? Stand at the left of it, then Long Switch to it. Then face north and Long Switch to the pot. Now use your Long Switch to maneuver the diamond onto one of the switches. Use your Cane of Somaria to make a block that holds down the other switch. A chest appears! Open it for another small KEY.

Go to the right screen, then north. Hold down the switch with a block (or the diamond), then go to the right. Swim over onto the land, then go up the stairs. Go north, take the right path, and go north again. Long Switch to the pot, then go left. You don't need to go to all the diamonds in the room this time...just Long Switch to the diamond south of the stairs. Go up the stairs to the third floor.

Go to the north room, then to the left. It's this room again. Step on the switch here and the first floor is flooded. Return to the previous room. Use the Long Switch on the row of diamonds to get over the wide gap, then proceed to the north room. Use a key on the keyhole block here. Go to the left screen, then south. Step on the switch here



So now you're contacted by the Maku-- waitaminute, that's not the Maku Tree! The strange hooded man appears and brings bad news. The Black Tower is pretty much complete! Even though you rescued Nayru, Veran continues to wreck havoc throughout time! Children orphaned! Rabbits turning to stone!

Ok, NOW you're contacted by the Maku Tree. She says saving Nayru wasn't enough and Veran's still doing the nasty. Your clue for the next essence? It's somewhere in Labryna. (...)

-- GETTING TO THE ANCIENT TOMB --

As you go south from Jabu-Jabu, a Zora stops you and gives to you the ZORA SCALE. It's a symbol of courage, or something.

In Zora Village, find a place to resurface. Then find some land. Play the Tune of Ages to warp to the past. Then dive underwater again to Zora Village.

Go to the southernmost part of the village, then exit to the right.

Keep

swimming right underwater about 4 or 5 screens, then you'll come to a Zora guarding an area. Talk to him. At first he won't allow you to enter...but then he sees the Zora Scale! Enter the little patch of area that he was guarding, then press B to come up to the surface. You can now enter the Sea of Storms, this area completely enclosed by whirlpools! Swim around the place and look for a pirate ship. As you come close to it, you'll enter it...

Arr! Thar be pirates 'ere! Speak to the pirate captain, the one wearing black. He says their ship has been stuck in this damn Sea of Storms for quite a while. But somehow he things that your Zora Scale could calm the

whirlpools! Arr! So give him the scale. He says they're off to Holodrum,

land of seasons (Trivia: That's what the land is called in Zelda: Oracle

of Seasons). In thanks, he give you the Tokay Eyeball and advises you to go to Crescent Island. Arr!

Let's go to Crescent Island then. Get back on the land, warp to the present with the Tune of Ages, then swim a few screens to the right to get to Crescent Island. When you're on the land, warp back to the past with the Tune of Ages.

Explore the western coast of the island...just off the coast you'll find

an island, where there's a big statue with only one eye. The pirates gave you that eyeball...put it into the hollow eye socket, and an entrance in the statue opens up! Enter...

"Show your Courage, Wisdom and Power. The road to the past shall open."

In this cave you'll face some quick tests. The first room, I assume, is the test of power. Defeat all the mummies to open the door. Mummies are pretty tough enemies. It takes 4 hits from the level 1 sword to defeat one, and there are five of them here. Well, that wasn't too hard. Go on to the next room.

Test of wisdom. Toss away the pot. As for this red guy, I suggest you lure him to the left side, then proceed when he's at the bottom-left corner. Use a bomb on the cracked block (careful not to step on the cracked floor too long). Lure the switchblade to move to the right, then get by when it's moving back. Toss aside this pot, squeeze past the blade, and power your way through the enemies. On to the next room.

Test of courage, a la Indiana Jones and the Last Crusade. There are invisible floors all over the place, and you need to use them to get to the stairs. Use your Cane of Somaria to check where the floors are. Here's a handy ASCII map that I painstakingly made:

```

WWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWW
WWWooo[R]ooo[ ]ooo[ ][*][ ]ooo[ ]ooo[R]oooWWW   WWW - Wall
WWWooo[ ]ooo[ ][ ][ ][ ][ ]ooo[ ]ooooo[ ]WWW   [ ] - Invisible
Floor
WWWooo[ ]ooo[ ]oooooooooooooooooooo[ ][ ][ ][ ]WWW   ooo - Hole
WWW  [ ]ooo[ ]oooooooooooooooooooo[ ][ ]ooo[ ]oooWWW   [R] - Rock
      [ ]ooo[ ][ ][ ][ ][ ][ ][ ]ooooooo[ ]oooWWW   [*] - Stairs
WWW  [ ][ ][R]oooooooooooooooooooooooooooo[ ]oooWWW
WWWooooooo[ ]ooo[ ][ ][ ][ ][ ][ ]ooooooo[ ]oooWWW
WWW[ ]ooo[ ]oooooooooooooooooooo[ ][ ][ ][ ]oooWWW
WWW  ooo[ ][ ][ ][ ][ ][ ][ ][ ]ooooooooooooooooWWW
WWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWW

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As you can see, it's actually possible to take a shortcut by going straight from the entrance and jumping over the gap. If you want. Get to the stairs and enter them. Make your way through the side-scrolling area and climb the ladder at the right.

You're back outside. Come up to the surface. Get on the land and push the middle Armos statue to the left, so that they line up. A pathway appears... go to the north...

[NOTE: In the present, this area is the Yoll Graveyard. But you cannot use your Tune of Ages here to warp, because a "strange force" sends you back. o\_0']

The enemies in this area are really tough, and if you touch them they will hurt you a lot. Just be careful.

This place is a bit of a maze, though not a very difficult one. But if you really need instructions... From the first screen of the maze, go north, left, south, north (at the left path), north, right, right, south, left, right (at the lower path), south, north (at the right path), and from there just continue on to the end.

You come to the eighth dungeon, where the final Essence of Time awaits.

-- LEVEL 8: THE ANCIENT TOMB --

1F:

	1	2	3	4	5	6	7	8
A								
B								
C								
D				[K]	[ ]			
E				[ ]	[S]			
F								
G								

B1F:

	1	2	3	4	5	6	7	8
A								
B								
C				[K]	[K]	[ ]	[ ]	
D				[ ]	[ ]	[ ]	[ ]	
E				[ ]	[ ]	[ ]	[ ]	
F				[K]	[C]	[ ]	[T]	
G								

B2F:

	1	2	3	4	5	6	7	8
A								
B		[K]	[ ]			[ ]	[ ]	
C		[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	
D			[M]	[ ]	[ ]			
E			[ ]	[ ]	[ ]			
F		[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	
G		[ ]	[ ]			[ ]	[ ]	

B3F:

	1	2	3	4	5	6	7	8
A								
B								
C								
D					[ ]	[ ]		
E					[B]	[ ]		
F								
G								

S - Start            M - Map            C - Compass            B - Boss key  
 K - Small key        T - Treasure: Power Glove

Go straight north through the first room. In the next room, defeat the ghosts in the place. Use ember seeds to light the torches. The owl statue says "Open your ears to the sound of a sword against the wall". At the left edge of the room, push away the northernmost statue against the wall. If you hit the wall that it was previously covering, it makes a hollow sound. Use a bomb there to blast an opening. Go inside.

Watch out for all the blue hands in this room. Use bombs to blow up the cracked blocks and make your way through the room. Open the chest for a small key, then go south through the locked door.

See the unlit torch at the right? Using the Seed Shooter, bounce an Ember Seed off the north wall so that it lights the torch. Now use the Long Switch to put the diamond over a switch. Use the Cane of Somaria and make a block to hold down another switch. And finally, just step on the last switch. A stairway is uncovered! Get in there...

Go north. Step on the carousel so it brings you to the left, then go to the left room. Defeat all the ghosts here, then push the block in any direction to make a stairway appear. Go inside, get the dungeon map from the chest, and come back up. Go to the north room and open the chest to get a small key. Go south, right, then south (ride the carousel). Use the small key on the keyhole block, then continue right.

Hey, it's another carousel. This is sure to get confusing. Ride it to the south and go to the south room. Then to the left room, then north, then left again. A portion of the south wall here is cracked...blow it open with a bomb, then go inside.

Carefully get past all the blades here (you may want to use Roc's Feather to get past the last two). Go to the right side of the room and get the small key from the chest. Get back past all the blades and return to the previous room. Then go to the right room, then south, then right. Now \*don't\* go down the steps yet, but go north and follow the path to the orb. Hit it (turning it red and casing the red pegs to rise). Return right, south, left, and open the chest here to receive the compass.

Go to the room at the right. Go down the steps, then go north. Ride the carousel to the left, then go on to the left room. Don't go up the stairs! Just go north. Ride the carousel to the left, then go to the left room again. Go north over the lowered blue pegs, then go on to the right.

Ooh, I wonder where the key is in this room? </sarcasm> Defeat the Stalfos with a key in him and get it. Go to the south room. Climb the steps and hit the switch to make some steps appear. Enter the carousel from the north so that it brings you to the left. Then go back around...

Enter it again from the north so that this time it brings you to the right. Go on to the right room.

Go north through the locked door, then go right, then to the south room.

Hit the orb to lower the red pegs. Now stand on top of the lowered red pegs, and hit the orb to raise them (the sword will reach it). Now, on top of the red pegs, go to the north room. Follow the path of red pegs (careful not to fall off!). Jump to the other set of red pegs at the upper-left corner, then drop off onto the lowered blue peg at the corner. Follow this path three rooms to the left, then go down the stairway.

Go two rooms to the right and you'll face a mini-boss. His name is Blue Stalfos. Now where have I faced a boss like him before... Oh yeah, in just about every Zelda game there is. :P Seriously, this "deflecting the energy balls back at the boss" routine is getting cliché. If you must, see the boss section for details. After defeating him, go south.

Watch out for the Wizzrobes and go left, then go south. Ah, this huge thing is the main attraction of the floor. You see those four holes where it looks like something should go inside? Your goal now is to find the four "slates", all found on this floor, so that you can proceed.

Go to the south room. Jump over the gap and go right. You can't jump into this mine cart yet, so go north. Defeat all the candle enemies by lighting them with ember seeds (careful not to get hurt when they go berserk!). The ice makes things even more dangerous. After defeating them all, go right. Then down the stairs. Swim through the quick side-scrolling area and resurface at the right.

The owl statue here tells you basically what I just told you about

finding the slates. Defeat all three mini-jellyfish to open the door, then go on north two screens. This part can be tricky...the current pushes you in its direction, and you need to swim south while avoiding the holes. When you get to the second screen, swim right... careful...then go down the stairs.

Swim down to the bottom of the screen where there's a semi-secret passageway to the right...go in there and resurface. Open the chest to get a SLATE!

Return to the underwater, go to the left screen, and resurface at the left side. Step on the button to make steps appear. Then go two screens to the left. Use your Long Switch on the diamond, then go on to the north...then left, and go on until you reach what's \*seemingly\* the end of the path. But if you stand at the very end, you can just barely see the edge of a diamond at the other side! So Long Switch to it, and continue on to the north room.

This room can be a bit tricky with those red guys going around...but if you understand their AI, it's a piece of cake: When you stand aligned to them either vertically or horizontally, they'll charge at your direction and won't stop until they hit a wall. So getting past them is merely a matter of luring them out of your way and moving at the right times. So get the small key in the chest at the north side of the room, then go on to the room at the right. Open the chest there to get another SLATE!

Go to the south room, then drop off the ledge. Go two screens right, one screen south, one screen left, then south again. You should be at the place where you put in the slates (you can put in the two slates you've collected so far, if you want).

From that room, go to the room at the left, then go south. Use your key on the keyhole block in the lava room and just continue left...then south... And you come to a second room with lava. Pull on the handle here all the way (using the Power Bracelet), and the lava will turn into a solid floor! But only for a few seconds, so quickly cross it and go to the right room. Open the chest there for yet another SLATE!

Go up the steps at the left, go on to the north room where there's lava and drop off the ledge there. Continue north, and go up those steps. Go to the left of the raised area, then use the Long Switch on the diamond. Go up the stairs.

Go to the room at the right. Use the Long Switch to hit the orb to turn it blue (lowering the red pegs). Go south, right, down the steps, then north. Ride the carousel so it brings you to the right, then go on to the right room. Careful for all the enemies there, go south through the locked door.

This room is like one of those rooms in previous dungeons...as you walk

around the room the yellow tile follows you turning the blue tiles red, and you're goal is to turn all of the tiles red. I suggest getting rid of the Muldorms first, then just re-enter the room. There are many ways to accomplish the puzzle in this room. Here's just one of them: 1R, 2D, 2L, 2U, 1L, 3D, 5R, 2U, 1L, 1U, 3R, 2D, 1L, 1D, 1R, 1D, 3L, 1D, 2R, 1D, 1R, 1D, 3L, 1U, 1L, 1U, 1L, 1U, 2L, 2D, 2R, 1D, 5R, 1U, 2R, 1U, 1L, 1U, 1L, 1U, 1R, 1U, 1R, 1U, 2L, 1U. When no tiles are left blue, open the chest to get this dungeon's item: The POWER GLOVE! It's an upgrade to your Power Bracelet, and this one can lift those enormous blue statues you see in this dungeon.

Return to the north room. Defeat all the enemies to open the door, then go left. Ride the carousel to the south, then go on to the south room. Go to the left room, then to the north room. If you stand as far right as possible at the northern part of the room, you could just barely see the edge of a diamond. Long Switch to it, then follow the path around. When you reach another seemingly dead end (in a room with a carousel), use the Long Switch again to reach another barely visible diamond at the left. Go to the left screen, down the steps, then to the right.

Enter the carousel from the \*north\* so that it brings you to the left. Then enter the carousel \*again\* from the north so that it brings you to the right. Go to the right screen, then north. Use your new Power Gloves to move the gigantic statue out of your way (wow, that thing is huge...), then go on right, then south.

Again, stand on the lowered red pegs and hit the orb to raise them. Go north following the path of red pegs (again jumping over the little gap) and finally drop down onto the lowered blue peg in the corner. Follow this path three screens to the left, and again go down the stairs.

Go two rooms right, then one room south, one room left, and two more rooms south. Use the Power Glove to lift the lower-left statue, uncovering a stairway. Go down...

At your left, push the lower block to the left, and the upper block upwards. Use the Longshot to the barely-visible diamond at your north side. Inside this chest you'll get the boss key! Longshot back to the previous platform, then go to the screen at the right. Follow the path and take the stairs up.

Push this cube 3 tiles down and 1 tile left, onto the black tile (the blue side should be facing up). The barrier on the railway lifts! Jump over the hole and into the mine cart... it'll take you to the next room... where the tiles come to life and start attacking! Avoid or shield yourself from all their attacks until they are all done, and the door opens. Get the Gasha seed from the chest in this room, then go south through the door that just opened.

Dangerous room! Lots of those scary red enemies! You need to have thoroughly mastered their pattern to be able to get past this room. Remember that you have the ability to jump over them with Roc's Feather. Same thing with the switchblades. Get past the enemies in this room and







Just as you defeat Veran, she screams out a warning: "My body whither... But you are too late! My role...was to disrupt the currents of time... To flood humanity in sorrow... The despair that fills this land has already passed through this tower and on to Twinrova! I see it... Burning blue... The Flame of Sorrow!!! Hah hah hah...". And then, she dies.

Outside the tower, Nayru and Ralph are waiting anxiously, not knowing what is going on inside. "Link... What's happening inside...?"

You finally break through the door and Nayru says "Link!!! I'm so glad you're safe! Thank goodness!".

Ralph says "You really beat Veran, didn't you? Nice work, Link! You're amazing! ...Huh? Queen Ambi? She saw you get shut in and turned and ran."

"Let's go!", says Nayru.

The three of you return to Lynna Village, where you bump into Queen Ambi and her guards, looking all confrontational. "What? Are you gonna take on Ralph?", Nayru challenges.

The mood suddenly changes, and Queen Ambi says "Link! You are safe! I just called my knights from the palace to help since you were locked inside the tower..."

A very relieved Ralph says "Don't startle me like that! I thought Veran's tricks had gotten to you!"

Queen Ambi continues, "Link, thanks to you, everyone is back to normal. I thank you".

Indeed, all around the world, things are finally returning to normal again. Parents are reunited with their children, bunnies once again roam free... all is well once again!

Ralph finds a newfound respect for you at last. "Link! My respect for you has grown. I thought it was over when you got locked in the tower. I never thought you'd outdo me!"

Queen Ambi says "Ralph is my grandson's ...Grandson! You, too, have great courage. You shall be the pride of my people."

Ralph replies "And you, Queen Ambi! Veran is gone, so now you can be my great, great, great, great, great, great, grandmother! A queen! I'm so proud!"

Queen Ambi doesn't take that 'grandmother' thing very well, saying "How rude! I am still young! Don't call me granny!"

Despite the happiness of the gathering, all good things must come to an end. Nayru butts in, saying "I am reluctant to part, but we must return

to our own age." There is a close-up shot of the whole gang as you part ways. Queen Ambi gives her parting words "All is well in this age! You may return without worry. We shall never forget you."

Return without worry? I don't think so! The Twinrova sisters watch this scene from afar through their magic flame. "Don't think it ends here! Behold, Veran! The troubles you caused have filled the land with cries of sorrow! It has given birth to the Flame of Sorrow, which burns brightly! When this flame brightens the darkness, our wish will be granted!"

A flash of lighting gives you a glimpse of Koeme's face, and the screen cuts to show the words "THE LEGEND OF ZELDA: ORACLE OF AGES".

The credits roll, amidst scenes of a peaceful Labryna. Among those scenes, you will see yourself, Nayru, Ralph, and Impa in front of the Maku Tree, with a nice new statue erected in your honor. Then there's Nayru singing once again to a group of animals, with Maple flying nearby. Then you see Link trying to teach Ralph some sword techniques, ending up with Ralph getting dizzy. You also see Queen Ambi in the past overseeing the construction of your own statue. Finally, the credits will continue with a view of the castle in the background, then with a sunset and birds in the sky.

After the credits, you are given a lengthy password (the Secret to Holodrum), and a reminder that your quest is to be continued in The Legend of Zelda: Oracle of Seasons.

~ The End ~

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#### GIANT GHINI

Location: Spirit's Grave (Mini-boss)

This fellow is a simple ghost. He attacks by constantly unleashing his baby ghosts at you, which, easily enough, can be defeated by a single hit from the sword. He moves around in a random pattern. In between defeating his babies, just slash at him with the sword. Occasionally he'll look somewhat angered and do a weak charge at you, but it's nothing to worry about. About six normal hits from the sword will do him in.

#### PUMPKIN HEAD

Location: Spirit's Grave (Final boss)

This guy seemingly has a bed sheet for a body and a pumpkin for a face. He doesn't do much to attack, besides randomly walk around and occasionally jump at you. So...you hit his body with the sword about 4 times, causing it to disappear. Then you pick up the pumpkin head (with the Power Bracelet), revealing that your big bad boss is a little weakling ghost. Throw the pumpkin head right back at him to hurt him. Lather, rinse, repeat until defeat. It only took me two throws.

#### SWOOP

Location: Wing Dungeon (Mini-boss)

Another easy, uninspired mini-boss. This one looks somewhat like a red bat with the face of a bulldog. He flaps around, hovering above you for a few seconds, then he flaps his wings hard for a second and comes crashing down on you. When he flaps his wings fast, that's your signal to move a little bit out of the way so you won't get hurt. In that moment when he comes crashing down, you can hit him with the sword. I suggest holding the button to always keep the sword sticking out, then move a little bit out of the way so that he crashes right into your sword. Also, where he falls the tile also crumbles, creating a hole. Be careful not to fall into it, cuz if you do you'll need to climb back up and start the battle all over again. You can stay on the blue tiles to make things a bit easier, since he can't break those. After hitting him about 5 times, he crashes down and bounces around a bit. Just watch out and try not to get hit (you can still hit him while he bounces around). He's history after about 9 hits.

#### HEAD THWOMP

Location: Wing Dungeon (Final boss)

This interesting fellow is in a small side-scrolling area. He's a rotating thwomp with four faces: Green, blue, violet, and red. There are three platforms that rotate around him (though you can beat this guy without using them). What you do is this: You equip the bombs and Roc's Feather. Throw bombs into this guy from above. I personally do this by climbing a ladder at the side, then throwing the bomb as I fall off the platform (that way I don't need to get close to him and risk getting hurt). If you throw it into him, he'll spin around fast and finally stop at a certain colored face based on the color that his face was when you dropped the bomb in him. If it's red, he'll get hurt. Otherwise, brace yourself for an attack. The purple face drops to the ground and causes rocks to fall from the ceiling (stand under one of the blocks by the ladders to avoid them). Blue face spits out a spiral of fireballs (stand at the opposite side of the room to avoid getting hurt). Green face spits out fire from above (simply stand at the side so you won't get hurt). He also does the green face attack if you leave him alone for too long. And occasionally this will provide you with more bombs. Very convenient, as usual. Four hits with the red face and he's gone.

## SUBTERROR

Location: Moonlit Grotto (Mini-boss)

This mini-boss isn't much of a challenge, as long as you figure out how to hurt him. He's the one that gives you the clue... "As long as I'm underground, your attacks don't scare me!". So get him out of the ground! When he's underground, you can see the mound of sand moving around. When you are close to this mound, use your shovel and dig him out of there. Then he's vulnerable, so attack him with the sword before he digs himself back under the sand again. If you wait too long to dig him out, he'll attack you by suddenly drilling out of the sand. After he takes a few hits he'll speed up. Just keep on going... it takes 10 regular hits to do him in.

## SHADOW HAG

Location: Moonlit Grotto (Final boss)

The boss here is, I guess, a shadow shaped like a hag. With a cute straw hat. :) It gives you a clue on how to defeat it, but it's very subtle, you'll need to read closely into the words..."You cannot see who I am, for I am your shadow". Shadow Hag starts off by melting into a shadow and splitting into four pieces that chase you around the floor. Just run around to get away from these (or jump over them with Roc's Feather, if that's your thing). When the shadows recombine, it will release some butterflies. You can ignore them, or defeat them for some seeds (which you need...). Here's where that subtle clue comes in: The Shadow Hag will reappear behind you, but DON'T TURN AROUND. If you look at it, it will disappear. Instead, face the opposite direction and shoot seeds into the wall so that they bounce off and hit her. Clever, eh? :) This boss can be quite a challenge, but 6 hits later, Shadow Hag is no more.

## ARMOS WARRIOR

Location: Skull Dungeon (Mini-boss)

I enjoy beating this mini-boss. In his first phase, he releases his sword. The sword spins around, chasing you in a straight line every few seconds. You can't hurt the sword or the warrior directly, so... just try to put the warrior between you and the sword, so that the sword hits him when it comes at you. This can be tough, as the warrior is always moving, but do your best. He moves faster every time he gets hit. He never goes to the borders of the room, so you'll be safe there. After three hits, the shield and sword will be broken. Now in phase two, he charges at you. Get out of the way to avoid the charge, then hit him with the sword after he hits the wall (he'll be temporarily stunned). You might even manage two hits each time he's stunned. Five hits from the sword will defeat him.

## EYESOAR

Location: Skull Dungeon (Final boss)

No introduction speech, no subtle clues of weakness...this boss gets right on with the action. He's a flying eye with wings, guarded by four smaller eyes with wings that revolve around him. You can kill those smaller ones if you want, but you don't really need to. The important thing for you to do is use the switch hook on the big eye. You will exchange places with it, and it'll be disoriented for a few seconds. Meanwhile, the smaller eyes will fly around the room randomly (disoriented too, I suppose). This is the time for you to attack with the sword. When he gets back his senses, it would be best for you to switch hook him again before his henchmen eyes regroup. Ten hits will do him in.

## GREAT MOBLIN

Location: Great Moblin's Keep

The Great Moblin himself will throw his bomb flowers at you, while his cute Moblin henchmen stay at the sides throwing little bombs at you. The little bombs blow up upon contact with the floor, so just keep moving to avoid getting hurt by them. The Great Moblin's bomb flowers, however, are bigger and wait for a while before exploding. So use your Power Bracelet to pick it up and throw it at him. You should wait a few seconds before throwing it back at him, or else he'll just toss it back at you. :P Basically, wait until it's flashing, which mean's it's about to blow up. He's defeated in six hits.

## SMASHER

Location: Crown Dungeon (Mini-boss)

Zelda veterans should vaguely remember this fellow from Link's Awakening. Strange that they would bring back a relatively obscure mini-boss from another game, with almost no changes. Anyway, he throws his big metal ball at you, while hopping around the room. What you need to do is simple...just avoid the ball when he throws it at you, then pick it up yourself with the Power Bracelet, and throw it back at him. Simple enough, eh? Though this time, unlike in Link's Awakening, the ball will disappear if you take too long. It disappears every few seconds, so you'll need to keep up the pace. After five hits he'll be defeated.

## SMOG

Location: Crown Dungeon (Final boss)

Wow, this guy is weird. Luckily, this friendly guy explains it all for you in his welcoming message: "It's time for our little game! I break apart. If you can force me back together and, blow me away, it ends!". So he breaks apart into smaller clouds that revolve around a formation of blocks. As they revolve, they occasionally spit blue clouds at you. To combine them, you need to place a block using the Cane of Somaria. The block should be placed adjacent to the other blocks, and as the cloud crosses it, place another block right beside it so that the cloud can cross all the way to the other block formation. You can hit the cloud with the sword to stall it for a while so that the other cloud can come over and combine. When the two clouds combine, they become a bigger formation. When all the clouds are together, hit it with the sword to hurt it. In this combined phase it spits lightning bolts at you instead of blue clouds. After a few hits, it goes onto another formation of blocks. If ever you find yourself in an awkward position and would like to start the formation all over, step on the switch at the upper-left corner. He is finally defeated after the fourth block formation.

#### VIRE

Location: Mermaid's Cave (Mini-boss)

It's Vire, "Veran's loyal henchmen". He actually has some introductory dialogue...strange for a mini-boss. Battling him can be a bit of a challenge, as it can be difficult to avoid his attacks, but the logic behind defeating him can't get much simpler. All it takes is a sword and a shield. Use the shield to defend against his attacks (or you could just defend yourself by slashing at them with the sword). Wait for him to charge at you or come close to you, and attack him then with the sword. After a few hits, he'll "get serious" with faster attacks. And he won't charge at you as much so you'll need to be more aggressive yourself. A few more hits, then he'll split into two skull keese. Wait for them to charge at you, then attack them. And that's the end of Vire.

#### OCTOGON

Location: Mermaid's Cave (Final boss)

This boss is a sort of octopus with a shell covering his back. Stand on the middle island of this room, and Octogon will swim around the sides. He'll occasionally turn around and spit rocks at you, so don't break the pots as they provide a bit of protection at the sides. When he's swimming around the sides, just wait on the island and dodge his attacks. After a while he'll dive down...so dive into the deep water after him! This is your time to attack. While you're underwater, use the Seed Shooter to attack him (remember to equip it on the A button). You could also use the sword, but I prefer the Seed Shooter so you can keep your distance. He'll be continuously coming at you, so don't stay in one place too long. He'll eventually resurface, and you should resurface too. It's also possible to attack him above the water, but it's

difficult as he's always facing away. One attack he does is to shoot fireballs at you if you're above the water while he's diving. Another very lame attack is a bubble that comes from his mouth when you're both underwater. It takes 20 hits from the Seed Shooter to defeat him.

VERAN (in Nayru)

Location: Ambi's Palace

It can be very difficult to find out what to do in this battle. There are hardly any clues to help you along. But once you've figured it out, it's very easy. Veran will disappear, then appear in another place, then

spit fireballs out in every direction (these can be dodged if you just keep a safe distance). You should hit Nayru with a Mystery Seed (use the

Seed Shooter) to put her to sleep, causing Veran to leave her body.

Then

whip out your Switch Hook and use it on the spirit to get Veran out of there. Now you can hit Veran with the sword. And that's all there is to it really...just repeat the process. After the second hit, Nayru will appear and disappear quite a few times before attacking. Just attack one

more time...and after the third hit, Nayru is saved.

ANGLER FISH

Location: Jabu-Jabu's Belly (Mini-boss)

Strange...he's a fish yet he bounces around all over this room. Must be something to do with you draining the water. Anyway, he's an inflated fish that bounces around the room, occasionally unleashing bubbles upon you. They must be some kind of ultra deadly magical bubbles because they

somehow manage to do you harm. Equip the Roc's Feather and Seed Shooter.

Hit Angler Fish with a Scent Seed to deflate him. While he's lying helpless on the floor, use your sword to attack him like crazy. He inflates again rather quickly though. Just repeat this process until defeated. It's also possible to attack him with the sword without deflating him, but it's not recommended as you're sure to get hurt in the process.

PLASMARINE

Location: Jabu-Jabu's Belly (Final boss)

Like most bosses in this game, the difficulty here is figuring out how to damage it. Once you've gotten that down, the battle is relatively easy. This boss looks kinda like a jellyfish. He charges at your position every few seconds, occasionally an electric charge on around his body, and he throws energy balls at you. Notice that when you try to attack him, he changes color from blue to red and vice versa. Red Plasmarine releases red energy balls, and Blue Plasmarine releases blue

energy balls. Get it yet? Anyway, here's how you defeat him: As soon as Blue Plasmarine releases an energy ball at you, Long Switch at him to exchange positions, then the blue energy ball will hit Red Plasmarine! It also works with the colors the other way around. Quite simple really.

He gradually gets a bit faster with each time you hit him. It takes six hits, then he's gone.

#### BLUE STALFOS

Location: Ancient Tomb (Mini-boss)

Sigh...Nintendo never gets tired of these kind of bosses in Zelda games, do they? It's practically a requirement. Anyway, the Blue Stalfos goes around the room, stops, and hurls an attack at you. There are two types of attacks. There's the energy ball, which you should hit with your sword to deflect back at him. If it hits him, he will turn into a Skull Keese. Attack him with the sword while he's in this form (which only lasts a few seconds). The other type of attack he hurls at you is the "fake" energy ball. This one splits up into six smaller balls that hurt you if you get touched by them, so keep away! By the way, if you are hit by an energy ball, you'll turn into a cute baby for a few seconds, unable to attack and much slower than your normal form. The Blue Stalfos may take this opportunity to slash at you with his weapon thing. Anyway, he'll be dead after nine hits.

#### RAMROCK

Location: Ancient Tomb (Final boss)

This guy has a total of four different forms, each with a different way to attack him. The room before this kinda gives a subtle clue to how you should approach attacking him... you used the sword, then bomb, then seed shooter, then power glove to get past the obstacles. It's just like that with this boss. :p

In his FIRST form his hands will detach from his body and attack you. All you need to do is hit them back at him with the sword. Just need to get the timing right, that's all. After 3 hits he'll move on... In his SECOND form, he'll follow you around the room wherever you go, stopping every few seconds to clasp his hands together. When he stops, you need to throw a bomb in between his hands so that he crushes them. If you need more bombs just cut the bushes at the bottom-left corner. He takes 3 more hits in this form. In his THIRD form, he gains shields so you can't attack him from the front. But you can use your seed shooter to bounce seeds off the back wall and hurt him at his back! If you need more seeds, they're available at the bottom-right corner. This form takes 4 hits. In his FOURTH form, he'll gain two balls that he uses to swing at you. 0\_0 Ahem...when he attacks you with one of his balls,

grab the other one and pull it back three notches. When you release it, he will be damaged. He takes three more of these hits, and he'll be done forever.

#### VERAN - Phase 1 (in Queen Ambi)

Location: Black Tower

Here's the first form of the final boss... This battle is very very similar to the last time you battled Veran in Nayru's body. This time Veran will warp around the room a lot more and use some new attacks. One of these attacks comes in the form of energy balls that radiate from her in a counter-clockwise direction. Another very annoying attack is summoning spiders from the ceiling to attack you. You haven't forgotten how you defeated Veran last time, did you? Hit Ambi/Veran with mystery seeds from your seed shooter. This will make Ambi fall asleep and leave Veran vulnerable... Use the Long Switch to pull Veran apart from Ambi's body, then hit her with the sword. After three hits in this form, it's time to move on...

#### VERAN - Phase 2 (Fairy form)

Location: Black Tower

When this battle begins, there are four "Dark Links" that mirror your movement (meaning they will move left when you move right, etc.). I recommend killing them at the start of the battle so they won't bother you... and besides, they give you one heart each! Veran herself is now in the form of a fairy that flies quickly around the room. Her attacks are in the form of more energy balls... She may throw a few small energy balls at you, or unleash a big one that follows you around the room. Strategy for defeating her is pretty straightforward-- just use the sword. It's a good idea to hold the button down and charge up your sword when you're given the chance, then just unleash your spin attack when Veran is nearby. You can also use the seed shooter on her, if that works out well for you. I prefer to just use the sword.

#### VERAN - Phase 3 (Beetle/Bee/Spider)

Location: Black Tower

The third - and final - phase of the final boss fight actually has three forms of Veran for you to battle with. There's Veran as a Beetle, as a Bee, and as a Spider. She shifts between these forms at her will... changing form does not mean you "defeated" that particular form.

Veran as a beetle is the easiest form to deal with. She jumps high in

the air, then drops down on your location, uncovering some lava in the floor around her. You just need to keep moving so you don't get stomped on! I find that using the pegasus boots helps. Just keep avoiding these stomp attacks and watch closely for when her face emerges. When you can see that face come out, slash at it like crazy! You can get in a lot of hits if you're fast enough.

Veran as a bee is the next form. Most of the time she'll be flying around the room in a sort of figure-eight pattern. Familiarize yourself with the pattern, and stand in an area where you'll be safe. Charge up your sword and unleash spin attacks when you can. Occasionally she will break out of the figure eight, go to the top of the screen, and rain down bee stingers upon you. Be careful not to get hit by those... she will also unleash small bees on you to attack. This can actually be used to your advantage-- killing these bees may give you some hearts!

Veran as a spider is, in my opinion, the most difficult form. Like the beetle form, she will also jump high in the air and stomp down on you... but it's much harder to avoid getting stomped here, so use those Pegasus Seeds! To attack this form, you need to hit her with a bomb and stun her, then slash with the sword. It's quite difficult just to have her bombed in the first place. If you need bombs, you can always get some from the bush in the center of the room. Another attack she does is try to capture you in her web...this is a VERY painful attack, costing you two whole hearts! Be very careful to avoid that.

After about 50 hits with a level-1 sword, Veran will FINALLY be done for good.

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| 4) ENEMIES  
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This section is under construction.

There are 56 enemies in Zelda: Oracle of Ages. That's 3 more than in Zelda: Ocarina of Time.

Arm Mimic

Armos Knight

Ball & Chain Trooper

Beamos

Beetles

Biri

Blade Trap

Boulders

Bubble

Bumper Beetle

Buzz Blob

Cheep-Cheeps

Crow

Cukeman

Darknut

Deku Scrubs

Fish

Face Lamp

Flying Tile

Gel

Ghini

Giant Blade Trap

Gibdo

Goponga Flower

Hiploop

Hoarder

Keese

Leever

Like Like

Lynel

Moblin

Moldorm

Octorok







hitting it with the sword. Tingle uses his super-fairy-magic powers and lets your seed satchel carry up to 50 seeds.

#### BOMB BAG UPGRADE:

In Talus Peaks in the past, there's a place where you can control the flow of water from a waterfall to either go left or right. Push the red rock to the left to make the water flood to the right. Return back through the cave. In the screen just south of the cave entrance, there's

a seedling. Push it so that it's under the foot of the left cliff. Use the Tune of Currents to go to the present, then climb up the vine where the seedling was. At the left screen there's a pond with two armos statues in it, and a sign that says "Do not throw anything into the water". Naturally, you have to throw something in. Throw a bomb in, then stand between the two statues. A fairy appears and asks you if you dropped a golden bomb or a silver bomb. Answer "a regular one". She will

reward your honesty and allow you to carry up to 30 bombs.

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| 6) HEART PIECE LOCATIONS  
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Pieces of Heart are scattered all around the world of Labryna. 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! For every 4 pieces you find, you gain a whole heart container.

Getting all 12 pieces of heart will give you 3 extra heart containers. Add that up to the 3 heart containers you begin the game with, and the heart containers you get from defeating the boss in each of the game's 8 dungeons. That's a grand total of 14 heart containers.

[NOTE: It is possible to get up to 16 heart containers if you take advantage of the connectivity with Zelda: Oracle of Seasons.]

Anyway, here are those pieces of heart...

#1 - Location: MAPLE  
Item needed: None

One of the random things that Maple may drop when you bump into her is a piece of heart. This is a once-only event, so don't expect any more heart pieces after you got one from her. You can use the Maple ring to increase Maple appearances.

#2 - Location: GASHA NUT  
Item needed: Gasha Seed

One of the random prizes that you get from a Gasha Nut is a Piece of Heart. The Gasha ring should allow your trees to grow well and give better rewards. See the Gasha section of this FAQ for soil and seed locations. (The piece of heart only appears once, so don't go looking for more heart pieces from Gasha nuts after getting this one :P)

#3 - Location: THE BLACK TOWER (past)  
Item needed: Shovel

Just outside the entrance to the Black Tower there's a heart piece snuggled in with some dirt. After you get the shovel, simply dig away the dirt to collect this amazingly easy heart piece. It doesn't get any easier than this...

#4 - Location: MAKU PATH (past)  
Item needed: Shovel

On your way through the Maku Path in the past there's a heart piece in plain sight in a cage of blocks. You simply have to push away some blocks to easily get to it (push the leftmost block upwards, then the block next to it you push to the side). No problem.

#5 - Location: YOLL GRAVEYARD (present)  
Item needed: Power Bracelet

In the south-west corner of the graveyard (two screens to the left of the Spirit's Grave dungeon), there yet another piece of heart in plain sight. It's behind a rock, so after you get the Power Bracelet from the Spirit's Grave, you can toss away the rock for the easy heart piece.

#6 - Location: DEKU FOREST (past)  
Item needed: Ember seeds

Inn the southwest part of the Deku Forest there's a small tree in a corner...you burn it down to uncover a stairway. Go into the cave and you follow the path right to a Piece of Heart.

#7 - Location: TALUS PEAKS (past)  
Item needed: Roc's Feather

From Lynna Village, go two screens to the west. Jump over the gap with Roc's Feather, then continue on the path north until you reach a cave. Inside, just jump from platform to platform around the room and lift the pots to reach the piece of heart.

#8 - Location: TALUS PEAKS (present)  
Item needed: Tune of Currents

In the past, go to the screen that's one screen down and one screen right from the upper-left corner of the world. Stand at the lower left

of the screen, then play the Tune of Currents to go to the present. There's a heart piece here, on a place that would otherwise be unreachable.

#9 - Location: LYNNA CITY (present)  
Item needed: Tune of Currents

Just look at Lynna Shop in the present. There are apparently two entrances, but the one at the left is blocked off by a fence! Go to the past. When you're in the same screen that the Lynna Shop would be, stand

at the right position and use the Tune of Currents/Ages to transport to the present such that you end up within that fence. Enter the shop, go down the stairs, and you'll find yourself at special section of the shop! A piece of heart is for sale at the price of 500 rupees.

#10 - Location: GORON CAVE (present)  
Item needed: Switch Hook, Bombs

On the Rolling Ridge, go to the screen southwest of where the Great Moblin's Keep is (or was). Enter the cave. Go up the steps, and around to the Goron in the upper-right corner. If you look reeeally closely, you'll notice a bombable wall nearby him! It's on the right wall. Bomb it open, then enter for a piece of heart.

#11 - Location: ROLLING RIDGE (present)  
Item needed: Switch Hook

In the past, go through some Goron caves to get to the absolute top-right corner of the map. There are some bushes there...cut them down and get to the end, then use the Tune of Currents to go to the present. There's the heart piece for you.

#12 - Location: CRESCENT ISLAND (present)  
Item needed: Mermaid Suit

Go to Crescent Island in the present when you have the mermaid suit. Dive underwater in the ocean north of the island. There you can enter the large system of tunnels that runs underneath the island! Navigate your way through this maze of tunnels until you come to a cave protected by a few whirlpools. Inside this cave is a chest containing your piece of heart.

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| 7) GASHA SEEDS/SOFT SOIL  
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Grave dungeon.

3. CRESCENT ISLAND (present)

- Somewhere around the middle part of the island, there's a high plateau with some rocks and bushes. A soft soil location is hidden underneath one of the rocks.

4. CRESCENT ISLAND (present)

- Swim along the north side of the island and head east. Keep going until you reach a small island with four bushes. Chop them away to discover a patch of soft soil.

5. TALUS PEAKS (past)

- In an area of Talus Peaks to the right of Restoration Wall, there's a diamond of four rocks. Toss one away and use the shovel to dig the tile they surround, and you uncover soft soil.

6. ROLLING RIDGE BASE (past)

- On the screen where the entrance to the Goron Cave is (this is the screen just north of the Maku Tree's location), there's a soft soil spot at the lower-left corner. Just cut away the bushes.

7. SOUTH SHORE (past)

- On the path to Rafton's House, there's a trail that leads off to the east along the south side of the Black Tower. Follow that path until you find a few mounds of dirt that seem to surround a single tile. Dig at that center tile to uncover the soft soil.

8. ROLLING RIDGE (present)

- Go to the screen 2 screens south and 1 screen left of the upper-right corner of the map...there's a group of rocks. The soft soil is right there under one of them.

9. CRESCENT ISLAND (past)

- In the west part of the island there's this structure shaped like a face that's missing an eye (or used to be missing an eye). Go to the screen below that and dig around...for the soft soil location.

10. ROLLING RIDGE (past)

- In the present, go to the screen where the Crown Dungeon is. Use the Tune of Ages to warp to the past, then you can find soft soil if you dig at the tile that's surrounded by bushes.

11. ZORA VILLAGE (past)

- In the past...on dry land... this one is at the lower-left corner of the entire world. Chop up some bushes to find it.

12. NUUN HIGHLANDS (present)

- Use your animal buddy to get around to the northwest-most screen of the Nuun Highlands (at the raised area). Use your shovel and just dig around for it...it's somewhere around there...

13. TALUS PEAKS (past)

- In the present, go to the very upper-left most corner screen of the

world. Then warp to the past so that you're up on a ledge that would otherwise be unreachable. Go one screen to the right, and lift the rock for that patch of soft soil.

14. TALUS PEAKS (present)

- Get all the way over to the lower-left corner of the Talus Peaks. There's a ledge there with apparently no way to get on top of it... but of course, you need to warp forward from the past. :p

15. FAIRIES' WOODS (present)

- In the past, make your way to the bottom-left most corner of the Deku Forest. Stand at the bottom part of the screen, then play the Tune of Currents/Ages to warp to the present. Now in this peaceful little sanctuary, you have your soft soil. :)

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| 8) RINGS  
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The ring system is another neat feature of the oracle games. I'll leave it to Vasu the jeweler to explain this one: "Rings made from Mystical Seeds have very mystical powers. If you wear one, it's mystical power will be passed to you. But you must keep it in your Ring Box. The mystical power will gradually weaken and you won't be able to use it."

Rings are found all over the world. But until you get a ring appraised and it's power revealed by Vasu in Lynna City, you cannot wear it. It costs 20 rupees to appraise a ring. If it turns out to be a ring you already have, Vasu will buy it for 30 rupees.

The level 1 ring box, which can hold 1 ring, is given to you when you first talk to Vasu.

This is a list of all 64 rings found in the Oracle games. Some can only be found in Ages, some can only be found in Seasons. Currently, I don't have the locations of all the rings. Why? Because I simply don't know where I got them. I don't even know what ring I have until they're appraised. Just take what I give you and be happy.

#01	Friendship Ring	Symbol of a meeting
#02	Power Ring L-1	Sword damage +; Damage taken +
#03	Power Ring L-2	Sword damage ++; Damage taken ++
#04	Power Ring L-3	Sword damage +++; Damage taken +++
#05	Armor Ring L-1	Damage taken -; Sword power -
#06	Armor Ring L-2	Damage taken --; Sword power --
#07	Armor Ring L-3	Damage taken ---; Sword power ---
#08	Red Ring	Sword damage x2
#09	Blue Ring	Damage taken 1/2
#10	Green Ring	Sword damage +; Damage taken -
#11	Cursed Ring	1/2 Sword damage; Damage taken x2
#12	Expert's Ring	Punch when not equipped

#13	Blast Ring	Bomb damage +
#14	Rang Ring L-1	Boomerang damage +
#15	GBA Time Ring	Life Advanced!
#16	Maple's Ring	Maple meetings +
#17	Steadfast Ring	Get knocked back less
#18	Pegasus Ring	Lengthen Pegasus Seed effect
#19	Toss Ring	Throwing distance +
#20	Heart Ring L-1	Slowly recover lost Hearts
#21	Heart Ring L-2	Recover lost Hearts
#22	Swimmer's Ring	Swimming speed +
#23	Charge Ring	Spin attack charges quickly
#24	Light Ring L-1	Sword beams at -2 hearts
#25	Light Ring L-2	Sword beams at -3 hearts
#26	Bomber's Ring	Set two Bombs at once
#27	Green Luck Ring	1/2 damage from traps
#28	Blue Luck Ring	1/2 damage from beams
#29	Gold Luck Ring	1/2 damage from falls
#30	Red Luck Ring	1/2 damage from spiked floors
#31	Green Holy Ring	No damage from electricity
#32	Blue Holy Ring	No damage from Zora's fire
#33	Red Holy Ring	No damage from small rocks
#34	Snowshoe Ring	No sliding on ice
#35	Roc's Ring	Cracked floors don't crumble
#36	Quicksand Ring	No sinking in quicksand
#37	Red Joy Ring	Beasts drop double rupees
#38	Blue Joy Ring	Beasts drop double hearts
#39	Gold Joy Ring	Find double items
#40	Green Joy Ring	Find double ore chunks
#41	Discovery Ring	Sense soft earth nearby
#42	Rang Ring L-2	Boomerang damage ++
#43	Octo Ring	Become an Octorok
#44	Moblin Ring	Become a Moblin
#45	Like Like Ring	Become a Like Like
#46	Subrosian Ring	Become a Subrosian
#47	First Gen Ring	Become something
#48	Spin Ring	Double spin attack
#49	Bombproof Ring	No damage from your own bombs
#50	Energy Ring	Beam replaces spin attack
#51	Dbl. Edge Ring	Sword damage up but you get hurt
#52	GBA Nature Ring	Life advanced!
#53	Slayer's Ring	1000 beasts slain
#54	Rupee Ring	10,000 rupees collected
#55	Victory Ring	The Evil King Ganon defeated
#56	Sign Ring	100 signs broken
#57	100th Ring	100 rings appraised
#58	Whisp Ring	No effect from jinxes
#59	Gasha Ring	Grow great Gasha trees
#60	Peace Ring	No explosion if holding Bomb
#61	Zora Ring	Dive without breathing
#62	Fist Ring	Punch when not equipped
#63	Whimsical Ring	Sword damage -. Sometimes deadly
#64	Protection Ring	Damage taken is always one heart

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any use. See the ring section for more details. There are a total of 64 types of rings.

#### GASHA SEEDS:

You get these from particular locations all over Labrynnna, and they can be planted in special soft soil locations. Leave them there for a while and they will grow into big healthy Gasha trees, bearing a Gasha nut, which bears the fruit of your labor (often a magical ring). See the Gasha seed section for details.

#### ESSENCES OF TIME:

These essences are what you are trying to find for much of the game.

You

get one at the end of each dungeon, and there are 8 all in all. With each essence retrieved, the Maku Tree grows bigger and stronger. When they are all collected, they can come together with the Maku Seed to repel the force of evil protecting the Black Tower.

#### KEYS:

Found in dungeons, small keys allow you to open doors and keyhole blocks. Usually they can be found in chests. There is also a special kind of key called the Boss Key which opens the Boss Door, the final door leading to the dungeon's master.

#### MAP:

There is a map found in every dungeon, and once collected, you can press select to see the layout of the dungeon. Each block represents one room of the dungeon. Sometimes super-secret rooms aren't displayed on the map at all.

#### COMPASS:

The compass works together with the map in dungeons. There's one compass found in each dungeon, and once collected, you can see the locations of chests and the boss on the dungeon map.

#### MAGIC POTION:

You can get a Magic Potion either from the Witch's Potion Shop in the Yoll Graveyard, or from Maple when you bump into her. This wonderful potion restores your energy when it decreases to zero. Good for one use.

It's especially useful when it comes to difficult bosses.

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| 10) MAPLE  
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Surely, you are familiar with Maple...she's that which that comes flying

your way every once in a while! So, why dedicate a whole section of this FAQ to her? Well, there is just a lot of information that wouldn't fit anywhere else. :p So here goes...

Who is Maple?  
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Maple is the granddaughter of Witch Syrup, as well as her apprentice. Like I mentioned, she is the witch that comes flying on her broom around the screen at apparently random times. If you crash into her, both your stuff and her stuff will scatter all over the screen-- and so it's a mad dash for both of you to recover these items! Through this routine, you can either lose some of your goods, or end up with more than you had before!

When does Maple appear?  
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Maple's appearances may seem rather random and sporadic at first, but there is an order to be found in the chaos. Her appearances are based on the number of enemies you defeat in your travels: She will appear after you defeat 30 enemies. This explains why you often meet her when you emerge from dungeons (you probably killed a lot of enemies inside there). BUT if you equip the Maple Ring, she will appear for every 15 enemies you defeat.

You'll know she's coming because the music changes suddenly and you'll see her shadow on the floor. Then she'll fly lower and do a few rounds around the screen. Her flying pattern appears to be random here, sometimes going in a circle, other times doing a zigzag pattern. When she makes her way flying around the screen, bump into her to send the goods flying.

Be sure to actually make an effort to bump into her, or else she will fly away and that's an opportunity lost. Alternatively, you might just want to ignore her, so whatever. :p

Where does Maple appear?  
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Maple appears in certain screens of the overworld in Labryna (as well as Holodrum, the world in Oracle of Seasons). She does not appear in dungeons, in caves, indoors, or underwater.

Refer to these handy ASCII maps that show you where on the overworld you can find Maple. Apparently she prefers the northern part of Labryna. Each [ ] represents one screen of the world...

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What items are involved here?

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Maple has quite a selection of items that come flying out of her. A few common ones are the rupees, hearts, bombs, and all kinds of seeds. Once in a while she'll drop gasha seeds, some types of rings, and even a magic potion if you're really lucky. If you're REALLY lucky, she'll drop

a piece of heart (she only has one of those though, so don't expect any more after you've gotten the one).

While Maple does drop rings, she does NOT carry all 64 types of rings. Only a few of the more common types.

The types of items she carries seems to be random. Not affected by where you are, the way you bump her, the types of enemies you defeat, etc.

As for the items that come flying out of your inventory, you can rest assured that you will NOT lose Gasha seeds, rings, magic potions, or pieces of heart (oh noes!). The only types of items you drop are the common ones (seeds, bombs, hearts, rupees).

Maple - just like any of us - has her priorities. She goes for the more valuable items first! She doesn't care at all about which one is closest

to her. She goes for the items in this order:

1. Piece of Heart
2. Gasha seeds
3. Rings
4. Magic Potion
5. Seeds
6. Bombs
7. Hearts
8. Red Rupees
9. Green Rupees

Personally, I'd get the rings and magic potion before the Gasha seeds, but that's just me. You may want to use the pegasus seeds to really dash for the more valuable stuff before Maple gets to them.

Other oddities

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Maples starts the game with a regular old flying broomstick. But as the game progresses, she eventually upgrades to a flying vacuum cleaner! Weird, eh? Apparently she does something with the rupees and stuff she stole from you (though this upgrade occurs even if she doesn't earn that much from you). If you play a "linked game", she'll be sporting a shiny new flying saucer. :) She also gets faster with these upgrades.

Also, how does she appear in both the past and the present? The answer is no, she is not really hundreds of years old. In your early encounters with her she mentions that she was flying through a tunnel-- which means this little brat followed you through the time portal. :p

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| 11) COOL STUFF  
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SHOOTING GALLERY GAME:

In Lynna Village (in the past) there's a little house where you can play a sort of shooting game. It truly amazes me how Capcom came up with such a poorly designed mini-game. Anyway, it costs 10 rupees to play. Swing your sword to hit the balls back at the targets. Each kind of target has a different point value. Fairy 100pts, Blue 30pts, Red -10pts, Imp -50pts, Miss -50pts. The prize is based on your score after 10 pitches.

WILD TOKAY MINI-GAME:

On Crescent Island in the past, there's an area of the wall that can be

bombed to discover the Wild Tokay mini-game! You need to have the Power Bracelet to play). It costs 10 rupees. Pass meat to each Tokay that runs by on the left and right. If you give meat to each one, you win! If you skip even one, you fail. There are about 15 Tokay that pass by at the sides. You should just stay at the area where the meat falls, throwing it to the Tokay without moving vertically. The last Tokay to pass by is a red one. It's a pretty hard game, and sometimes I can swear it's just outright impossible. You need a good combination of skill and luck to win. After winning the seedling, you can play again to win 20 rupees. Then 50 rupees. Then a Gasha seed. Then 100 rupees for every time after that. It gets harder the more you play.

#### DIFFERENT ANIMAL BUDDIES:

- When you first go into the Nuun Highlands, northwest of Lynna City in the present, your animal buddy for the rest of the game is decided. If you won the Strange Flute from the Shooting Gallery in Lynna Village, you will get Ricky the Kangaroo. If you bought the Strange Flute from the Lynna City shop, you will get Dimitri the Dodongo. If you don't have the Strange Flute at all, your animal buddy is Moosh. The Nuun Highlands will be different depending on your animal buddy... It will be full of holes if you have Moosh, flooded if you have Dimitri, and grassy if you have Ricky. Basically it's the same quest irregardless of your animal. Sometimes I think Capcom intentionally made this game hard for FAQers like myself... :P

#### REVENGE OF THE CUCCOS:

- This is a very popular secret of all Zelda games since A Link to the Past. Chickens can be found at select areas around Labryna. These seemingly harmless chicken can become deadly if you attack them. Hit them with the sword about 15 times and a whole army of chickens will attack you. They will stop if you go to another screen.

#### MYSTERY SEEDS & CUCCOS:

- Here's something new... Try sprinkling Mystery Seeds on adult cuccos. They transform into baby cuccos! And for even more fun, do the trick above to make the cuccos attack you, then sprinkle Mystery Seeds on the cucco you originally attacked. It turns into a HUGE cucco!

#### MAPLE UPGRADE:

- For every 30 enemies you defeat, you will run into Maple flying around on her broomstick. But if you bump into her enough times and she takes enough rupees from you, you'll find her riding a vacuum cleaner! Neat!

#### FAIRY SPRINGS:

- All around Labryna, there are some places where you'll find a fairy who is always willing to ease your weariness. They completely fill up your heart meter! They can be found in Crescent Island (present), Maku Tree (present), Nuun Highlands (present), Rolling Ridge (present), Rolling Ridge (past)...

#### MAKU TREE GROWING:

- As you progress further through the game, the Maku Tree gradually

grows bigger with more branches and stuff. For example, after completing the first two dungeons, a cave will appear in him to the Hall of Secrets. With more dungeons completed, the Maku Tree gets bigger and develops branches where you may find Gasha seeds.

#### CRAZY OLD MEN:

- Around Labryinna, there are these weird old guys. You can often find them living underground by burning down saplings. Much like the elderly in real life, they have nothing to do but to give you money or cost you money. Some of these guys are good to you for no particular reason and they give you rupees. But others get pissed and take money from you for burning down their 'door'.

#### BIPIN & BLOSSOM'S BABY:

- In Lynna Village a couple has a baby. When you first meet them they give you, a complete stranger, the liberty of naming their baby. Strange people. Depending on the choices you make throughout the game, the baby will grow up differently.

#### KILL THE BUNNIES:

- In dungeons, you'll sometimes find an enemy that looks like a cute bunny rabbit. This is the Pols Voice. If you play your Harp of Time, they explode! Ah, bliss...

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| 12) FREQUENTLY ASKED QUESTIONS  
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Here are a few questions that I often get email about...or at least I anticipate I would get email concerning them, had they not been in this section. So basically, this section is here to dodge a few emails. :P

Seriously though, please do ask me questions if there's anything burning at the back of your head (figuratively!). Send them to <mpgonzalez@gmail.com>. I can guarantee that I read every single email that I receive.

Q: What is this number beside my save file?

A: This number indicates how many times you died in the game. That number does NOT increase when you use the Magic Potion when running out of life, or if you turn of the Game Boy at the game over screen. As far as I know, it has no effect on the gameplay. It's just there for the bragging rights ;)

Q: What's the difference between Oracle of Ages and Oracle of Seasons?

A: Aside from the general gameplay and similar storylines, they're

completely different games! It's \*not\* like Pokemon where there are versions of essentially the same game. Here we have different worlds, different stories, different challenges...essentially different games. However they are somewhat connected into a big uber-game, if you will see the next question...

Q: How are the two Oracle games connected?

A: This is how it works: When you defeat Oracle of Seasons, you will receive a password at the end. Then you can start a game in Oracle of Ages, selecting SECRETS instead of NEW GAME, and then you will be playing the 'linked-game' or 'continued quest'. Another password will allow you to transfer your rings to the liked game. The game will have several small changes, and after defeating it's boss, you will have to face the ultimate boss of the Oracle games.

Q: How dare you insult Dodongo. Haven't you ever played the original Zelda on the NES?

A: Ok, I must confess. As a deep admirer and fan of the Zelda games, I'm ashamed to admit that I have never played through the original Legend of Zelda (or Zelda II, for that matter). I've played a bit of it, on emulators. But my standards for a Zelda game have risen greatly and I just couldn't muster the interest to finish the game. You'll have to forgive me if I don't recognize homages to the original game, such as the appearance of Dodongo and Aquamentus, or the weird old men that give or take money.

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

- AstroBlue/Shdwrlm3's FAQ for the game story, enemy names, and boss names. Many thanks!
- GameFAQs.com for posting all my FAQs. This is my 14th so far.
- Nintendo and Capcom, makers of this wonderful game.

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REGARDING FEEDBACK:

Before coming to me with questions, please make sure that it's not already answered in this guide. And make sure you're looking at the most recent version of the guide (always available at [www.gamefaqs.com](http://www.gamefaqs.com)). All feedback goes to [mpgonzalez@gmail.com](mailto:mpgonzalez@gmail.com).

For news about the progress of my FAQs, and announcements of future projects, visit my site at <http://www.geocities.com/coffeefaqs>.

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