

T H E L E G E N D O F
-- O C A R I N A O F T I M E --

FAQ/Walkthrough || Version 2.53 || June 18, 2004

by Michael Gonzalez (Coffee) <mpgonzalez@gmail.com>

<http://www.geocities.com/coffeefaq>

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Version 2.53 (06/18/2004):
- Changed email address (Gmail!)
- Added small note about defeating Dark Link

Version 2.52 (03/13/2003):
- Revised introduction

Version 2.51 (11/25/2002):
- Formatting changes
- Updated website URL

Version 2.5 (03/03/2001):
- Spellchecked everything, that's all

Version 2.4 (11/03/2000):
- Reformatted the heart piece section and gold Skulltula section
- Moved revision history to the bottom of the FAQ

Version 2.3 (01/29/2000):
- Switched to a new alias, Coffee

Version 2.2 (11/30/1999):
- New introduction (more like a mini-review) to the game
- Revised the copyright disclaimer thing
- Expanded the special thanks section

Version 2.1 (09/12/1999):
- A new and utterly useless shops section
- Tiny corrections, typo fixes

Version 2.0 (08/23/1999):
- New strategy for beating Dark Link using Din's Fire
- An assload of nice info in the heart piece section
- Added the prizes for killing gold Skulltulas
- New "Frequently Asked Questions" section

Version 1.1 (02/28/1999):
- Changed e-mail address to rgonzalez@speed.com.ph

Version 1.0 (02/26/1999):
- Walkthrough is complete, and everything is new

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| 1) INTRODUCTION  
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Nintendo is probably the best game developer there is, and the Zelda series stands at the pinnacle of their masterpiece collection. I have too much praise for this game to fit into a single paragraph. The graphics and sound are beautiful and immersive. Everything - from the incredible level design to the well-balanced story advancement - is perfect. This is a game that comes along once in a gaming generation. Not only is it the crowning achievement of the N64's lifespan, but it is one of the finest video game experiences ever, a testament to first-rate game design.

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| 2) STORY
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[NOTE: This is the exact same story found in the instruction booklet. I only copied it from there for the sole purpose of having a story section. Maybe I'll include a better story section in the future... or maybe not. But anyway, I'm sure you can find a great story at the Zelda Headquarters (<http://www.zhq.com>) made by the Master of Hyrule.]

A long time ago, before the world had form, three golden goddesses descended upon the chaotic land of Hyrule. They were Din, the goddess of fire, Nayru, the goddess of wisdom, and Farore, the goddess of courage.

Din, with her strong flaming arms, cultivated the land to create the earth. Nayru poured her wisdom onto the earth to give the spirit of law to the world. Farore's rich soul created all life forms that would uphold the law.

These three great goddesses returned to the heavens, leaving behind the golden sacred Triforce. Since then, the Triforce has become the basis of Hyrule's providence. Where the triforce stood became sacred land.

In the vast, deep forest of Hyrule, the Great Deku Tree served as the guardian spirit. The children of the forest, the Kokiri, lived with the Great Deku Tree. Each Kokiri had his or her own guardian fairy, except one. His name was Link.

Early one morning, Link was having a nightmare. It was the same nightmare he had every night. During a storm, Link would find himself standing in front of a mysterious castle. A rider on horseback, carrying a girl would race by. The girl would look at Link as if to say something. Then, another rider would appear. This big man clad in black would look down menacingly at Link. Link would then awaken.

"Link! Hey, get up, Link! The Great Deku Tree wants to talk to you!"

As Link opened his eyes, he saw a fairy floating in front of him. The fairy's name was Navi. Navi was sent to summon Link to the Great Deku Tree.

"Oh Navi, Thou hast returned!" said the Great Deku Tree. "Thank you, Link, for coming." Thy slumber these past nights must have been restless, and full of nightmares. A vile climate pervades this world. Verily, ye have felt it. The time has come to test thy courage. I have been cursed. I need you to dispel this curse with your wisdom and courage. Art thou prepared?"

Link entered the Great Deku Tree and broke the curse.

"Well done, Link! I knew that ye were worthy of carrying out my wishes. A wicked man of the desert cast this dreadful curse on me. Employing his vile, sorcerous energies, the evil one is searching for the sacred realm connected to Hyrule. For it is there that one will find the divine relic, the triforce, that contains the essence of the gods. Whoever holds the triforce can make their wishes come true. Thou must never allow the desert man to lay his hands on the sacred triforce. Thou must never suffer that man to enter the sacred realm of legend. Link, go now to Hyrule Castle. There, ye shall surely meet the princess of destiny. Present this stone to the princess. I have foreseen that she will understand everything."

The Great Deku Tree gave Link the spiritual stone of the forest. Before dying, the Deku Tree's last words were, "The future depends on thee, Link. Thou art courageous."

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| 3) CONTROLS
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[NOTE: The controls in Zelda 64 may take about an hour or more for you to get used to. Don't just play for 5 minutes and give up because you don't understand the controls. Just give it a chance and the control scheme will just become your second nature and work seamlessly.]

Analog Control Stick - As you might have guessed, this is what you use to move. Move the control stick in the direction you want Link to go. Link walks or runs depending on how far you push the control stick. Pressing Z while moving will cause Link to walk in any direction while still facing forward, like strafing sideways or walking backwards.

A button - This is the "action button" just like in Tomb Raider. It has several uses depending on your environment and location. The blue circle

at the top will always say what the A button will do. For example, if Link is standing next to a box, the blue circle will say "grab" and you can press the A button to make Link grab the box. If nothing is displayed in the blue circle, pressing the A button causes Navi to hide or appear.

B button - Pressing the B button causes you to swing the sword that you equipped. The equipped sword is always shown in the green circle at the top of the screen. Although it is usually effective to just press the B button, there are several ways to swing the sword:

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|------------------|----|-------------------------------|
| Z + B | -> | Vertical swing |
| Z + side + B | -> | Horizontal swing |
| Z + forward + B | -> | Stab |
| Hold B & release | -> | Spin swing attack |
| Z + A | -> | Jump attack (really powerful) |

R Button - Holding the R button causes Link to raise the shield. While the shield is raised, you can move it around with the control stick. If you are locked on to an enemy, you can raise the shield while standing and you can walk around too! However, if the Megaton Hammer or the Biggoron Sword is in your hands, you cannot use the shield.

L button - This button isn't easily used since it's out of your reach when you hold the controller. Pressing the L button turns off (or on) the semi-transparent map at the bottom right corner of the screen. This isn't really useful since its good to have the map on at all times.

Z button - This button is for using Zelda's unique "Z targeting" feature. When there is an object you can currently Z target, Navi will fly close to it and a triangle will appear over that thing. You can then

press the Z button to lock on. When you are locked on, Link can move around the object/person/creature and always be facing it. In this mode,

firing an arrow/slingshot/boomerang/hookshot will stay in 3rd person view and will execute with extreme accuracy. If there is nothing to target, pressing Z will position the camera behind Link. There are several uses of Z targeting that you will discover during your quest.

C up, C left, C right - Pressing the button causes Link to use the item that is assigned to it in the select item subscreen. To assign a weapon to a particular button, go to the select item subscreen and place the cursor on the item you want to assign. Then press the button that you want to assign that item to. Okay? Good...

C up - Unlike the other C buttons, the C up button does not cause Link to use a C button item. The C up button has three different uses depending on your environment: (1) If Link is inside a pre-rendered house, pressing C up causes the camera to look down on link from the roof. Just like the old Zelda days... (2) If you are locked on to an enemy or boss, the Navi icon will flash at the top of the screen. Press the C up button to hear what she has to say. Navi will also call you at some other times and you can still use C up to listen to her. (3) If Link is in normal surrounding, pressing C up switches to a 1st person view. You can now use the control stick to look around the place.

Start - This is the pause button. Pressing it will switch you to one of

= = = INSIDE THE DEKU TREE = = =

When you enter the Deku Tree dungeon, you will be in the room that I will refer to as the "tall circular room". Press the C-up button and look up to see why I call it that ;)

First, turn left and go up the ladder. Follow the circular path up the room until you get to a treasure chest. Open it to get the map.

Continue

on the path and enter the door at the end. The door will lock up behind you, trapping you in the room with a Deku scrub. Hold up the Deku Shield

to bounce back the seeds he spits out at you. When he gets hit, he'll bounce around the room. Now chase and Z target him. He will give you a mildly useful tip and the door at the end of the room will be unlocked. Continue through the door.

Jump on the platform and to the treasure chest. The platform will fall behind you, destroying your exit. Get the Fairy Slingshot from the treasure chest. Use the new slingshot to shoot the ladder hanging on the wall above the door. The ladder will fall down to give you a new way out of here. Backtrack to the "tall circular room".

Go down the circular path until you reach the area with vines growing on the wall. Use the fairy slingshot to kill the all off those dangerous skulltulas on the wall. Climb the vines to get up to the top floor of the Deku Tree.

Look around the top floor until you find a door. Enter it. Step on the switch and jump across the platforms that rise up. Get the compass from the chest and go back to the "tall circular room" (use a Deku stick to light the torch and open the door).

Kill the skulltulas that drop down by slashing their "soft underside". See the spider web down there on the ground floor? Aim well and jump down to it. If you fall on the hard ground you'll get hurt, of course. Fall on the sides of the web and you'll bounce off. But hit it the middle and you'll fall through the web to a watery basement of the Deku Tree. Perhaps these can be called the Deku Tree's roots :)

Climb on to the platform with the switch (Note: Don't worry about getting to the highest platform. We can go there later). Step on the switch to turn on the light of the nearby torch. Take out one of your Deku Sticks and light it up. Now, walk across the part of the water that is shallow, and go to the other platform. Light up the spider web there (Burn baby burn!). Now you can go to the door! I don't think I even need to tell you to go through the door now...

Here's another Deku Shrub. Do the same thing you did to the last one. He

= = = HYRULE FIELD = = =

Right after you leave the forest, the mysterious owl (named Kaepora Gaebora) will stop you. He'll give you a map of Hyrule and tell some other things too. After the owl encounter, head north towards the market

& Hyrule castle. When it becomes night time, Stalchildren appear and attack. You can easily outrun them... if you do decide to attack them, they leave behind rupees. If it's night when you get to the market, the drawbridge will be down and it will be raised in the morning. Be patient.

= = = MARKET = = =

The market is filled with people doing their own business. They all say something interesting (or not...) but talking to them is not required. Check out the stores and mini-games.

There's also a little girl with red hair named Malon. She says that her dad is missing in the castle. Let's go find him.

= = = HYRULE CASTLE = = =

Continue along the path to the castle. A guard will be blocking the path. He says that nobody can enter the castle. Now, follow the path to the market until you find the red-haired girl, Malon. She'll give you a strange egg to help find her dad.

Climb the vines behind Malon and make your way to the gate. Climb down the ladder and step outside. Avoid the guards in the field. If one of them sees you they will bring you back outside. Fortunately, these guards

are short-sighted and can't see anything more than a few feet in front of them. It should be no trouble to pass them in a few tries.

After crossing the guards, you will find a ladder of stones on the left side of the gate protected by guards. Climb it and swim inside the water

until the stairs. Get out and find the sleeping man. This is Malon's father: Talon. When daytime comes, the strange egg would hatch to become

a cucco. Use the cucco on Talon to wake him up. He will then run off in a hurry, afraid that Malon is angry with him. Notice the deformation of his arms as he runs :>

Now that the fat man is out of the way, push the two crates to form a half bridge across the water. Now jump from the crates to the hole on the other side. Make sure that it is daytime because its impossible to get passed the guards inside there at night. So during the day, climb into the narrow passage.

Inside there, guards will be patrolling the area. Observe their pattern and make your move at the right time. This is really easy if you learn the pattern of the guard's movement. At the end of the guard avoiding thing, you will at last reach the lovely Princess Zelda.

Zelda tells you about a whole load of stuff while the camera switches around the place with dramatic scenes. She will also show you Gannondorf, the future great king of evil (although no one realizes it yet). After the talk, she will give you Zelda's Letter.

Walk back towards the guards and you will find Impa, Zelda's caretaker and guardian. She will teach you Zelda's Lullaby: the most overused song in the game. She will then escort you outside the castle and you don't need to worry about the guards.

The next thing to do now is learn some songs for the ocarina. Go to Lon Lon Ranch at the center of Hyrule field.

= = = LON LON RANCH = = =

When you enter Lon Lon Ranch, enter the first door you see on the left side. Talon will be sleeping with some chickens. Talk to him and play the "Super Cucco Finding Game" winning this game will give you a bottle of Lon Lon Milk. The bottle can be kept for other super-useful purposes.

Now exit that room and go to the Malon in the horse place. Talk to her and show her the ocarina. She teaches you Epona's Song. Playing this song summons Epona, your horse. But you won't be able to ride her now since you're just a kid... The next song is waiting in the Lost Woods on the hill of the northern side of Kokiri Forest.

= = = LOST WOODS = = =

As the owl said, follow your ears. So the path with the loudest music is the correct one. If there is something wrong with your ears, or you're just too lazy to use them, here is the correct way to go: Right, left, right, left, forward, left, and right. Now in the Sacred Forest Meadow, kill the wolf for a nice purple rupee. Continue to find a maze area. Kill the enemies if needed and Saria will be there playing a song on her ocarina. Talk to her and she will teach you Saria's Song. This song will be useful for various reasons. The next place to go is Kakariko Village, on the right of Hyrule Castle.

= = = KAKARIKO VILLAGE = = =

Explore the village! Talk to everyone! Buy everything! Or forget about

buying everything, but seriously, there's a whole bunch of stuff to do here. At the right side of the windmill there is a lady looking for her chickens (ahem... cuccos). Find all seven of them and get another ultra-useful bottle.

Locations of the chickens:

1. Near the lady looking for her cuccos.
2. Near the entrance of the village.
3. Somewhere around the gate blocked by the guard.
4. Behind the fence near the Skulltula house. To get there, grab a cucco and float down to there from a higher platform. Then throw down both cuccos. Jump down there and put them both in the pen.
5. Roll into the box at the side of a house near the village entrance.
6. Grab a cucco and go to the place where the windmill is. See the two fences at the left side? Run at an angle and jump (with cucco in hand) towards the fence on the left that appears to be higher. Throw the original cucco back over the fence you jumped over...and get the one downstairs.
7. Follow the instructions of step 5. But after going down the stairs, climb up the ladder on the wall (avoid that hole in the ground, falling in there will reset all cuccos to their original place!). Another cucco is waiting up there.

The graveyard is near the lady looking for those chickens (*cough*... cuccos). Go there next to find the Hylian Shield and the Sun Song.

= = = THE GRAVEYARD = = =

Behold the graveyard in all its spooky glory! Actually, the graveyard is more of a relaxing quiet spot. There is a grave there with yellow flowers in front of it. Pull the gravemarker back to reveal a hole. Did you buy the Hylian shield for 80 rupees in the market? I hope not because inside this hole is the Hylian shield...for free.

Make your way to the end of the graveyard. It starts to rain as you get further to the back. Stand on the triforme symbol and play Zelda's Lullaby. The stone in front of you will explode. Jump into the hole. In the first room, kill all the bats to open the door. In the next room, just avoid the zombie things and read the writing on the wall of the next room. You have just learned the sun's song! Playing it will turn night into day, and day into night. You can also freeze the zombies in the other room with this song. Now go back to the main Kakariko Village.

= = = KAKARIKO VILLAGE = = =

Go to the gate with a guard beside it. He says you need the king's permission to enter Death Mountain. Give him the next best thing, a letter from Princess Zelda. He will open the gate and let you continue.

= = = DEATH MOUNTAIN = = =

Scale the mountain and you will get to Dodongo's Cavern. However, it is blocked by a huge boulder. Continue up the mountain until you reach another cave. Go inside to Goron City. City of Gorons. If you didn't know, that THING you passed by going up the mountain... that was a Goron.

= = = GORON CITY = = =

Carefully walk across the narrow rope to get to a Goron. He says that Darunia (a.k.a. Big Brother) locked himself up in his room with the second spiritual stone: Goron's Ruby. Now, climb down Goron City until you are at the bottom floor. Stand on that fuzzy welcome mat and play Zelda's Lullaby. The door opens! Inside is Darunia's room. He looks pretty angry. Play the bouncy tune of Saria's Song to cheer him up. Watch the cool cinema scene of him dancing around. He still looks mad but now he'll give you the Goron Bracelet. This will allow you to pick up bomb flowers! Exit Goron City...

= = = DEATH MOUNTAIN = = =

Exiting the city, you will see a Goron and a bomb flower on your right side. Now that you have the Goron's Bracelet, you can pick up the bomb flower. Throw the bomb flower over the fence. It will blow up the rock that was blocking the entrance to Dodongo's Cavern. Now, prepare yourself to enter the second dungeon of the game...

= = = DODONGO'S CAVERN = = =

[NOTE: It is a good idea to have the Hylian shield equipped in this place because the flaming bats can easily burn the Deku Shield. Only equip the Deku shield to fight lizalfos.]

First, pick up a bomb flower at the side and set it down at the brown piece of wall in front of you [NOTE: Walls that look like this can always be blown up with a bomb/bomb flower]. The huge room that you are in now is what I will refer to as "Big room" because it is in the center of the dungeon...and it's quite big too. There's an impressive dodongo statue in front of you. Very nice sculpting. Make's you think of how much work Miyamoto and his team put into this game.

Head now to the platform on the right side of this room. Pick up the bomb flower and blow up the laser eye thing. Now blow up the "bomb wall" on the right. Enter the part that you destroyed with the bomb flower. There are a bunch of fire breathing baby dodongos now. Killing them won't give you anything good so just go around them. If you step on the switch at the end of this hall, it will just pop back up when you get

off. Use the armos statue on the left to hod it down. The door now stays unlocked.

In this next room, you have to fight lizalfos. Like Navi says, use your best Z targeting sword fighting techniques. And equip the Deku Shield! It helps a lot. After beating both Lizalfos dudes, the door unlocks.

This puzzle is simple enough: Use a Deku Stick to light all the torches.

Now, for the third time in a row, the paragraph ends with a door unlocking... And by the way, if you ran out of Deku Sticks, blow up the "bomb wall" to find a Deku Scrub. He sells them at quite a high price but it's better than going back to the Deku Tree for some!

Behold the glory! You have made a complete circle and arrived back at the big room! But not to worry, your work has not been in vain...now you can step on this switch. It allows you to open the door at the left side of the big room. Go over there and into the door.

This room has the map. Its meaningless to even have the map if you use this guide but even then... get the map and continue. Use the bomb flower on the wall in this room and continue further. Now fight this armos statue: Wake him up by touching him... then stun him with a Deku nut. Now you can use the sword on him. It would be a good idea to get away from him now because he will blow up soon. Get the compass he was guarding and go back to the room with a lot of bomb flowers.

Pick up the bomb flower at the side of the door and set it at the part in the line of bomb flowers where there is a missing piece. This sets of a chain reaction that causes all bomb flowers to blow up one by one. This huge explosion (and nice rumble pak effect) demolishes the pillar in the middle and it sinks down to form a stairway for you. Climb the stairs and enter the door at the top. Welcome to the second floor.

Move the armos statue blocking the ladder and climb up to step on the switch. No need to fight the other statues... or even wake them up for that matter. Just advance to the next room.

The big room again! Cross the bridge and go to some maze room of sorts. Please be careful with where you're stepping to avoid getting too hurt. You can see what's around the corner by holding Z and side-stepping. Doing this, it should be easier to avoid the spiky things that move around the room. Cross the room to the wall with the blue block and a ladder (you can pull that block to earn a recovery heart). Climb the ladder to get to the bomb- destroyable wall. Now turn around and jump to the tower with a bomb flower and a chest (the chest has a blue rupee). Pick up the bomb flower...wait until it is ready to explode... and throw it in such a way that it will destroy the wall on the other side. Be patient and try again if needed.

Shoot the eyeball switch above the door to turn of the flames blocking

section of the wall (the one on the left side) and enter.

Stand on the triforme symbol and play Zelda's lullaby to make a prostitute-looking great fairy appear. She'll give you the power of the sword spin slash and a short magic meter. This information is also available in the Great Fairy section. Another great fairy is available in Hyrule Castle. Go there...

= = = HYRULE CASTLE = = =

Follow the normal path until you get to the sign that says "Dead end". Bomb the rock behind this sign to reveal a passage. Enter through here to get to the Great Fairy. Like before, play Zelda's lullaby to activate the Fairy. She gives the power of Din's Fire (one of the three magic powers named after the goddesses). The magic meter fairy and the Din's fire fairy are the only fairies required to beat the game. Next stop: Zora's River.

= = = ZORA'S RIVER = = =

To get to Zora's River, follow the river in Hyrule Field upstream. That freakin' owl will be waiting for you there. He'll tell you a whole load of garbage. After his lecture, use bombs to destroy the rocks blocking your way. A fat man will be selling magic beans beside a fence. Magic beans can be planted in soft soil locations. In the future, a magic plant will have grown and it might bring you to a piece of heart or something special. These magic beans cost 10 rupees now...but next time they cost 20...then 30...then 40... Buy some if you like.

Continue through the valley until you get to a waterfall. Step on the thing and play Zelda's Lullaby. The waterfall will stop flowing and you can jump into the passageway...of Zora's Domain.

= = = ZORA'S DOMAIN = = =

Wow, what soothing music. Zoras (the creatures you see all around) were originally thought to be an alien enemy from early screenshots. Now we know better :)

Go up and up to find King Zora... who just happens to be the king of the

Zoras! He says that her tomboy daughter, Princess Ruto (who happens to be very sexy), is missing. Yeah. Now turn left and talk to the Zora to play the diving game. If you win, come back up to get your prize: The Sliver Scale. This allows you to dive underwater for up to 6 meters!

Somewhere around the place where you played the diving game, there is a hole that happens to be exactly 6 meters underwater. Go dive down there to be transported to Lake Hylia...

= = = LAKE HYLIA = = =

Wow, we're in Lake Hylia. In front of you at the lake bottom, there is a bottle. Dive down there and receive "An empty bottle with something inside it". It's a letter from princess Ruto. She's inside Lord Jabu Jabu! Now go back to Zora's Domain the same way you got here. The warp thingy.

= = = ZORA'S DOMAIN = = =

Okay... and we're back! Before showing that letter to King Zora, go to the shallow water and catch a fish in a bottle. Shallow water can be found beside the store. To catch a fish, use the bottle as a C button item, go behind a fish, and catch! There you have it... a fish in a bottle. The use of this will be explained to you later. But now let's go to King Zora.

Stand on the platform and show him the letter from Princess Ruto. King Zora will then move to the side (in a cinema scene that takes way too long). Go up the path on the right side and into Zora's fountain.

= = = ZORA'S FOUNTAIN = = =

This is Zora's fountain. Do you see Lord Jabu Jabu there? Yeah. He's a super-huge fish thing. Not quite what I was expecting...but nice never the less. First, swim behind Jabu Jabu to the small island. Bomb the rocks and enter the third great fairy fountain. This time, she gives you the ultra-useless Farore's Wind.

Go back to the altar of Lord Jabu Jabu. He sure looks hungry. Show him the fish and he will eat both you and the fish. Welcome to the third dungeon.

= = = INSIDE LORD JABU JABU = = =

[Note: It is a good idea to keep a good supply of Deku Nuts with you at all times. Many enemies here are electric and cannot be defeated without it]

Behind you, it looks like Lord Jabu Jabu's mouth is closed but you can actually exit the Jabu Jabu dungeon at any time. First, run forward, avoiding the octorocks, until you get to the other side. Use the fairy slingshot to hit the white switch on the ceiling. Now the door will unlock (the net will go away). Run through the next room (ignoring the elevator lift) and straight to the next room. Here you will find the beautiful Princess Ruto! She tells you that she's fine and doesn't need

your help. Then she falls through the hole. Now be a man and jump in after her!

Talk to Princess Ruto again... and again... until she lets you carry her.

We will now have to complete most of the dungeon with her. Be careful not to drop her in deep water because she will disappear and you will have to come back to this room (or the room above) to get her back. You can also throw her to switches. So if I say use the slingshot to hit the switch, remember that throwing her to the switch can also be done.

Now proceed to the next room. Throw her to the platform on the other side, and hit the switch to let the water come up. Swim to the other side where Ruto is. Make sure not to drop her in the water! Now hit the switch (...) and proceed to the next room.

This is the bottom of the elevator room we ignored earlier. Wait for the elevator to come down, and go up with Princess Ruto. Remember this place? Now continue to the room where you first met Princess Ruto... the one with holes in the ground. Avoid those holes and cross the room to the door on the other side. Now take the path on the right and put Ruto down on the switch. The door will stay open and you can enter...

Now, kill all of the stingers hiding in the room. The easiest way is to use Z targeting to find them and using the slingshot to finish them when they fly out of the ground. After they are all dead, a big treasure chest will appear...and the boomerang inside it! This will help you in beating all those dumb bubbles, jellyfish, and all monsters in the dungeon! Exit the room and pick up Ruto.

Go to the left side of this hellish place and set Ruto down on the switch. Inside the room is a big... thing... hanging from the top of the room. You need to kill this now: Use Z targeting to target the part of him that you need to hit. Hit it with the boomerang. Get close to him to make him come back down, and attack again! Continue until he collapses to the floor and dies. Take the map and exit the room.

Looking left, you will see that the electric thing that was previously blocking the path is now gone. Pick up Ruto and go to the room there. You now have 40 seconds to defeat all the bubbles in the room! Quickly use Z targeting on each one and finish them off with the boomerang. The prize for your bubble busting is the compass... Now exit the room and go down another hall and into the door.

Defeat the tentacle thing hanging from the top. After killing him, one of those electric blocking things will disappear. Now go back to the room with the holes and drop down the one closest to the door so that you fall down on the highest platform in the room below.

Now enter the door and... the third spiritual stone is there! Throw Ruto

up to get it (...but why Princess Ruto?). The platform will bring her up and a boss will come down. This isn't the main boss of the dungeon but it's included in the boss section anyway. Go there for details about Big Octo.

After killing Big Octo, climb up on the platform and it will bring you up to the higher level. Now freeze the electrified jello with the boomerang and cross the room by jumping on the stunned jello thing.

Jump onto the platform and it will lower down to the elevator room. Now you can step on the switch and... What? It won't stay down? Go to the other side of the room and bring the boxes back to the switch. They don't seem that heavy but it works. Put the box down on the switch and enter the door.

Now climb the vines at the side of the wall up to the top. See the switch behind the semi-transparent wall? With really good aim, throw the boomerang to the side of the wall in such a way that it will move to the switch as it comes back to you. This might take some time. Now go through the door that just unlocked.

This is Brinade, the final boss of Jabu Jabu's Belly. Go to the boss section for explicit... err...detailed information about killing Brinade.

After the battle, collect the heart container and step into the blue light with Princess Ruto. She really look scary in the light. Well... you'll be transported out to Zora's Fountain and Ruto will give you Zora's Sapphire, the third and final spiritual stone! It's also her "most precious possession" given by her mother. We have all three spiritual stones! Head to the Temple of Time to open the door of time.

= = = HYRULE FIELD = = =

As you approach the drawbridge to Hyrule Town Market, you will see a cinema of Zelda, escaping Gannondorf on horseback. She throws something into the water. After the Gannondorf encounter, dive into the water to get... The Ocarina of Time! Great, now go to the temple of time. It's on the right of the Happy Mask Shop. [Before going there, it's a good idea to find as much stuff as possible in the past: Gold skulltulas, pieces of heart, etc. You won't be able to go back to the past for a while...]

= = = TEMPLE OF TIME = = =

Silence please, this is a sacred moment. Zelda will teach you the song of time telepathically. Now stand in front of the altar and play...the song of time. The three spiritual stone will spin around and the door will open. Enter to get the master sword. I'm too lazy to type out the terrific cinema that is presented to you now. You won't notice it, but

= = = GRAVEYARD = = =

Go to the tombstone on the left side with flowers in front of it. It's Dampe's grave. He's dead. Pull back on the tombstone and jump into the hole. It's the spirit of Dampe...and he wants you to race him [also in the mini-game section]. At the end of the race is the hookshot.

There is a blue block blocking the exit of this grave. And guess what? It has the symbol on the door of time on it. Play the song of time to make the block disappear. Now we are in the windmill (a piece of heart is there). Go down and talk to the crazy windmill guy. He says something about an ocarina kid that played that song in the windmill a long time ago. I don't know who he's talking about, but he teaches you the song of storms. Next stop: Kokiri Village's Lost Woods.

= = = LOST WOODS = = =

Go to the sacred forest meadow where you learned Saria's Song. The path is: Right, left, right, left, straight, left, right. Somewhere along the path, Mido will block your progress. Play Saria's Song to prove that you know Saria. He'll be surprised and let you through to go to the forest temple.

In the maze area, giant monsters will charge at you as soon as they realize you're there. To kill them without hassle, use the hookshot to kill them. In the long corridor, a monster with some kind of ax will be hitting the ground. To kill him, move to the left and right to avoid the red shockwaves on the ground. Use the sword when you're close enough to hit him.

Continue to Saria's "normal spot" and Shiek will be there, waiting for you. He will teach you the Minuet of the Forest. Playing this song warps Link to the triforme symbol in front of the Forest Temple. Now use the hookshot on the tree branch to get to the Forest Temple entrance...

= = = FOREST TEMPLE = = =

Kill the wolves in this room and climb up the vines on the left. At the top, jump across the tree branch and onto the other tree branch on the left side. Open the chest to find the first small key (K:1)! Old Zelda players should have noticed there was something missing in the dungeons of the past :) Now kill the giant Skulltula in the next room and...

Go through the door to see the "Torch room". The four multi-colored Poes stole the fire and the elevator in the center goes down. Find and kill the four Poes to restore the light and reactivate the elevator! Ahem...

let's first go straight ahead to the room in front of you. Kill the fire skull and continue to the next room. Now you'll have to fight two Stalfoses. Use the shield (and Z targeting) to defend yourself. Right after he swipes at you with his sword, attack him with your own sword. After killing them, get the small key (K:2) and go back to the "Torch room".

Go to the blue block with the symbol of time, and make it disappear by playing the song of time. Enter the door. Go to the right side wall with the vines growing all over it. Use the hookshot to kill the skulltulas that you *can* kill before climbing. The highest one is too far up to reach with the hookshot so just carefully avoid it. Climb up the vines (cautious of the Skulltula) to the door at the top.

Now kill the Fire Skull to receive the map. Next room... use the hookshot to hit the white diamond on the right side wall. You will be pulled toward the diamond and fall on the platform. Now step on the switch to drain the water out of the well. Now jump down to the ground and go down the well. Beside the stairs at the well bottom is another small key (K:3). Backtrack to the torch room.

Enter the locked door at the side of the room (K:2). Kill yet another giant Skulltula and enter the door. Now climb the ladder to get to some kind of maze. This is going to be hard for me to explain but I'll do my best: Push the blue block to the little hole in the floor. Just follow the arrows on the floor and it should be easy. When the block gets to a place where you can't push it anymore, go around to the other side of the block. Now just slide it into place and climb up to the next floor.

This time, *pull* the red block until you are squished between the block and the wall. Now jump back to the lower floor and look around for a ladder. Go up the ladder and push the red block against the wall. Mmmmkay... go back down the ladder and climb back up the blue block. Push the red block all the way. Climb up the red block and enter the locked door (K:1).

This room is all twisted! Go through it normally and enter the locked door on the other side (K:0). Fight the Stalfos like before [NOTE: You can't walk on the hole like he can]. After killing him, a platform will come down with two more Stalfoses. When one is defeated, his remains will lie on the floor and come to life in about a minute. They must both be dead at the same time! When they're both gone, get the Fairy Bow from the chest. Go to the next room.

There are three paintings of Poes in this area. Use the bow to shoot them quickly. If you take too long or you get too close, they will notice you and transfer to another painting. Shoot all three of them to make a real Poe fight you. Defeat him with either the bow, hookshot, or sword and get the compass from the chest that appears. Go back to the room that you passed by before with the three Poe paintings. Shoot the Poes in the paintings just like you did in the other room. Fight the red

Poe that appears and get the small key from the chest (K:1).

Okay, now go to the room behind the twisted one. Shoot the eyeball switch above the door to untwist the twisted room. Now it's a normal hallway! Pass through it and fall to the ground. Open up the ever-so-nicely-decorated treasure chest and get your first Boss Key. The

Boss Key functions just like the big key/nightmare key in other Zelda games: To open the door leading to the boss. Now drop down the hole in the floor of that room.

Kill the blue fire skulls in the room and enter the door. Kill a big Deku Baba and enter the first door you see on the *right* side. There is

a hand on the floor. Ohhhh...scary. Be quick and slash it until it breaks up into three smaller hands. You have to kill the small hands super-quick so they don't grow back into big hands. Kill all three small

hands and get the small key from the resulting treasure chest (K:2). Exit the room and enter the door on the right-hand side.

Make the journey to the room before the hallway that we untwisted. Now shoot the eyeball switch to make it all twisted again. Go through that room. Make your way to the room that is jumbled up (after the second Poe

painting room). Then enter the door. Run through the straight hallway and into the next room. This is an interesting puzzle...a switch is frozen in ice. There are two ways to solve this: (1) Stand on the turning platforms and wait until the fire is directly between you and the switch. Then fire an arrow through the fire to melt the ice around the switch. (2) The other solution is to simply stand next to the switch

and use Din's Fire. After hitting the switch, exit the room and pass through the twisted hallway.

Drop down into the hole in the jumbled room to find a chess board room. Observe the holes in the ceiling very carefully and step on the block below the hole. You will not get damaged when the ceiling falls down! Make your way to the switch to unlock the door...and enter that door, of course :)

See that picture of the green Poe on the wall? Shoot it and arrange the blocks that fall down to match the picture on the wall. Five blocks come

down but you'll only need four to complete the picture. The other block is only a decoy. Only 60 seconds are allowed to arrange the blocks so there's no time to waste! If time runs out, the blocks will flip onto the side and you'll need to start over again. When the blocks are in place, the green Poe will appear.....you fight her like the other Poes. Enter the unlocked door and jump down to the center of the torch room, where the last Poe is waiting...

No picture shooting this time. Just fight the purple Poe! He multiplies into four pieces but only one is the real Poe. Just use the bow and shoot the true Poe spinning around you (take a wild guess at which one it is). After the destruction of the final of the four Poes, the fire

Go down to Darunia's room and pull on the statue where Darunia used to be. Enter the passage behind the statue to find Death Mountain Crater. This place is hot-- so put on the Goron Tunic!

= = = DEATH MOUNTAIN CRATER = = =

Go left and use the hookshot to cross the broken bridge. Say hello to Mr. Shiek and he will teach you the Bolero of Fire: A song that reflects the power of the heart. Continue to the left and down the ladder to get to the next temple of the future: The Temple of Fire.

= = = FIRE TEMPLE = = =

Watch out for the fire bats and go up the stairs to the *unlocked* door on the left side. Darunia is there, waiting for you! He says some story things and enters the door behind him. Go now to the left side wall and step on the switch to free the Goron in there. Talk to him and get the small key (K:1). Now that we have the key, exit the room the way you came in and go straight forward into the locked door (K:0).

Cross to the other side of the bridge and cross the narrow wooden plank at the right. Go to the right side of the room (corresponding to the map). You may observe the bombable section of the wall... Bomb it! It's another Goron. Talk to him and get the small key from the chest (K:1). Alrighty, go back to the LEFT side of the big lava room. Enter the door there. It is yet *another* Goron. Talk to him and get the key in the chest (K:2). Now we have two keys. Enter the locked door at the other side of the bridge (K:1).

From here, jump across the river of lava and climb the fence on the other side. Climb up to the top and push the block down on top of the hole with fire erupting from it. When the block goes down, jump on it and it will bring you to the second floor. Enter the locked door (K:0).

Ignore the trapped Goron for now and climb the ledges on the side. Watch

out for the torch slugs and jump to the other side where the diamond switch is. Push the block down, jump down and pull it as far as possible. Make your way around to the top of the block and jump to the fence. Climb up there. The fire is preventing you from climbing the fence! Go to the level just above that diamond switch and toss a bomb down to it. Run over to the fire. When the bomb explodes and hits the switch, the flames will go away. Quickly go up the fence because the fire will come back soon. Enter the door at the top.

Now, turn left and go along the wall until you get to a Goron. Talk to him and get a small key from the chest (K:1). Go to the wall on the opposite side of the room. Another Goron is waiting there. Talk to him and get the key from the chest (K:2). Search the room for a locked door and enter it (K:1).

Use the C-up button to look what's down there-- it's that big lava room

on the first floor! Try not to fall down, mmmkay? Take out the fairy bow and search the walls for an eyeball switch. Shoot it and enter the door that unlocks. Take the map from the big chest and go back to the room before. Enter the locked door (K:0).

Cross the grate to get to the other side of the room. Oh yeah, watch out for the wall of fire that gets activated as soon as you step on the grate. Enter the door on the other side. Remember this place? It's the maze room. But this time-- we're on top! First, go to the platform with a big crack in the floor. Well? Blow it up! Go down there, talk to Mr. Goron, and get the key (K:1). Climb the fence all the way back up. Jump to the platform with the switch and step on it. Now go to the gate that just opened. Talk to him, and get another small key (K:2). There was a locked door at the fire wall, right? Go back there.

Now, we're back in the firewall room. There IS a locked door on the wall... but how do you get there? The answer is simple: jump. It doesn't seem like you can jump up there, but its very easy from the floor beside it. Enter the locked door (K:1). This place may SEEM very spacious, but there are invisible firewalls that only appear when you get close to them...so move carefully. Walk along the wall on your right side, go around the firewall, and get to the door. Enter that door and get the compass in the chest. Go back to the big room.

Turn left and carefully go to the locked door on the opposite side on your left. Use the last key and enter it (K:0). Ignore the trapped Goron and cross to the other side of the corridor. And..... we're back in the opposite side of the fire room! Look around for a switch and step on it. This will cause the big flame on the side to disappear for 5 seconds. Hurry up and get up on the platform that used to be blocked by the flame. You'll need to go around some firewalls. The door you first see up there is an enemy. Bomb it and enter the door behind it.

Now we have arrived at the half-boss of the fire temple. You know... boss? Get over to the boss section for details about defeating the fire-dancer. After finishing off the fire-dancer, climb on to the platform and it will raise you up you the upper floor.

Enter the door and climb the fence. Stand on the part above the diamond switch and throw a bomb down there. This will cause the flames surrounding the fence to disappear. Climb up and enter the room. Step on the switch. This causes the fire to go away from the chest way up there at the top of the stairs. Run up there... just be fast and don't fall. If you made it in time, open the chest to receive the megaton hammer! Yeah baby! Go down to where the switch was (be careful about the bats). There is a small flat block with a picture of a face on it. Use the hammer and fall down.

Use the hammer on the statue and enter the door that was behind it.

together blocking a cave. Use the megaton hammer to destroy the rocks and enter the cave. Inside the cave is a great fairy. Play Zelda's Lullaby on the triforce symbol to activate the great fairy. She gives you a longer magic meter. Now you can use a lot of magic. Cool, huh?

Navi said that she feels an arctic wind blowing in from Zora's Domain...

arctic wind? Get your butt over to Zora's Domain and investigate!

= = = ZORA'S DOMAIN = = =

So we're entering Zora's Domain and... Everything has turned into solid ice! Everything! The King is frozen, the shop is frozen. Try playing the diving game :) Get over to Zora's Fountain behind King Zora. Lord Jabu is gone. Jump across the ice platforms to reach the ice cavern on the left side of the water.

= = = ICE CAVERN = = =

This isn't actually a temple. We're just going here to get the blue fire and iron boots. First, go forward and destroy the all three ice-blowing statues. Enter the door that opens up. Now you're a room with a giant helicopter-type blade spinning around in the middle of the room. Watch out for the blade and collect the silver rupees in the room. One of the rupees is in the air. You need to jump of the platform to get that one. After collecting all of the silver rupees, enter the door that opens up.

Continue and you will soon reach a big room. Kill the enemies in the room so they won't disturb you (like killing you). Now, climb up to the torch with the blue fire coming out of it. It doesn't seem natural... empty all of your bottles and fill them up with blue fire. The blue fire will be used for melting the red ice found all over the place. For example: The red ice that is surrounding the chest up there. Walk up to the red ice and use a bottle of blue fire. The ice will melt and you can now open the chest to receive the map. Fill up the used bottle with more blue fire and exit the room and return to the room with the helicopter blade.

Two areas of the wall in this room are covered with red ice. First, melt the one at your left (exiting the previous room). Watch out for the icicles. Melt the red ice and get the compass and heart piece. Also get the nearby gold Skulltula if you want. Fill up all the bottles with more blue fire and exit the room. Enter the other passageway covered with red ice directly in front of you.

Pass through the tunnel to reach a room with bats and a blue block in

the middle. Kill the bats. Push the block all over to reach the silver rupees in the room. One of the rupees is trapped in red ice. If the block gets into a bad position, push it into the holes at the corners of the room. Another block will appear to replace the old one! After collecting the silver rupees, move to block towards the left side and climb to the door.

Use more blue fire to melt the ice blocking your way. Fight the snow wolfos and... receive the Iron Boots! These boots will allow you to sink into deep water. Now, Sheik will appear and teach you the song that will warp you to the water temple in Lake Hylia: The Serenade of Water. After that beautiful cinema, equip the new iron boots and sink down into the water. Make sure you have at least one bottle of blue fire. Follow the path and exit to Zora's Domain.

= = = ZORA'S DOMAIN = = =

King Zora was frozen in red ice, right? Use the blue fire to melt it. Talk to King Zora and he will give you the Zora Tunic! This will allow you to stay underwater without drowning. Play the Serenade of Water to warp to Lake Hylia.

= = = LAKE HYLIA = = =

In case you haven't noticed, the water level of Lake Hylia is way lower than it was in the past... and it's raining too! Before diving into the water temple, go first to the scarecrow that you met in the past. Did you play a song to him in the past? If so, play the exact same song back to him. You will have learned the scarecrow's song. Remember it because it doesn't appear in the subscreen! Playing this song at some places causes a scarecrow to appear as a hookshot target. Not really required to beat the game, but I just thought I should include it here.

Swim over to the hill in the center of the lake. Equip both the Iron Boots and the Zora Tunic to sink down to the bottom of the lake. Look around for the entrance of the water temple blocked by a gate. Just above the entrance to the water temple is a diamond. Equip the hookshot and shoot the diamond. It will float out of its place and up to the surface. The gate will open and you can enter into the water temple...

= = = WATER TEMPLE = = =

[NOTE: For many puzzles of this temple, the hookshot will be used. Just keep in mind that this is the **only** weapon that can be used underwater. Another thing, there are different places in this temple where you can

play Zelda's Lullaby to change the water level.]

Once you are inside, unequip the iron boots to float up to the surface. Climb up and you are now in the main room of the water temple. Equip the iron boots again and sink down to the very bottom floor. Enter the door on the right side. Waiting there for no apparent reason... is Princess Ruto! Boy, she's grown a lot. She says a few embarrassing things and floats up. Unequip the iron boots and follow her up to the surface. At the top you will find a triforce symbol on the wall. Play Zelda's Lullaby there and the water level will go down to the bottom.

Enter the door and defeat all enemies in the room. Open the treasure chest to get the map! Go back to the previous room and fall down the hole. It's a big drop but strangely you don't get hurt. Hmmm... There are two torches at the bottom of your fall. Use din's fire to light them both at once. If you don't have the magic to spare, shoot arrows through the torch at the center of the room. Now enter the door. To kill the clams on the floor, Z target them and use the hookshot when they open up to reveal the "soft underbelly". When they're all gone, get the key from the chest (K:1) and backtrack to the main room (the one with the tall pillar in the middle).

Go to the wall on the opposite side of the pillar. Climb up the little block and push the block until it drops down. Drop down the hole and sink down with the iron boots. Go through the passage and float up at the end (unequip the iron boots). Hit the diamond switch with whatever to make a water platform spout up in the middle. Jump onto the water and to the other side. Enter the door.

This room may be a bit confusing and frustrating. First, use the iron boots and sink to the bottom of the water. The water is actually moving in a cyclone manner. Hit the diamond switch in the dragon mouth to open the gate. Quickly get up to where the gate is. Forget about beating the clams. Just unequip the iron boots and float up above the clams. Take the small key (K:2) and hit the diamond switch to open the gate again. Go all the way back to the main room.

Look around the center pillar for a locked door and enter it (K:1). Look around for a hookshot target (look UP). Well? Take out the hookshot and get up there (You need to hit the upper part of the target). Play Zelda's Lullaby beside the triforce picture to raise the water a bit. Put on your iron boots and sink down into the place where the brown block used to be covering. Go through the tunnel until you reach a wide underwater room. Hit the diamond switch with the hookshot to open the gate above and bring down the enemies. Kill the enemies one...by...one and the other gate in the ceiling will open. Go up there and get the key (K:2). Now go all the way back to the pillar room.

Get out of the pillar and put on the iron boots to sink down. Go to the room where you met Princess Ruto (...just look around for it...). Take

off the iron boots and float up to the surface. This time, the water is lower so you will be brought to a room with a big crack in the wall. I'm sure you know what to do next..... BOMB! Get the key and go back to the main room (K:3).

Float up to the surface. Look around for a passage with a hookshot target over it and WITHOUT A DOOR. Go into that passage and through the tunnel. Hookshot to the target. And hookshot again to another target. Now you will find a chest covered by water, and a diamond switch. Get close to the chest and *shoot* the diamond switch from there. The water will disappear for a very, very, very short time so be quick and open the chest. Inside is the compass. Now, as usual, go back to the main room.

Swim around the pillar to find a locked door. Enter it (K:2). Stand on the spurting water and shoot the diamond switch from there. The water will raise up, bringing you to the upper level. Play Zelda's Lullaby to the triforce picture and the water shall raise to the top level. Enter the door . Go to the passage directly across from where you are right now. Go through the tunnel. There is a big red block there. Pull it back until it clicks into place. Now return to the main room.

Enter the locked door at the opposite side of where you are now (K:1). This room has some sort of waterfall and block platforms going down it. Jump down to the bottom-most platform (the one moving up and down). Get the hookshot ready and fire at the moving hookshot targets when they get into range. Hookshot your way up, and up, and up until you reach the top. Enter the locked door at the top (K:0)

The diamond switch in the middle controls the water level: Hit it once to make the water level rise...and hit again to make the water go down. For now, hit the switch to make the water level rise. As the water rises, the dragon statue on the other side will also. Hookshot to the target on the dragon statue. Shoot the diamond switch again to lower the water. Go to the platform on the side by using the hookshot on the target on the wall left of the dragon statue. Climb to the other side of the dragon statue and shoot the diamond switch (again...). Hit the hookshot target on the dragon statue to get to that platform. Hit the diamond switch (yet again...) to lower the water. Climb up onto the dragon statue and raise the water by hitting the diamond switch (...). You will be carried up by the dragon statue as it rises along with the water.

Use the hookshot on the ceiling to cross the spikes. But maybe you should lure the Like Like to the side first... Enter the door to reach what seems like the outside! Actually there are invisible walls blocking your escape. There is a door on the other side but it's barred shut! Well, go to the tiny island in the middle to start your fight with the mini-boss of the water temple: Dark Link. He's Also known as Shadow Link from Zelda 2 on the NES. Check out the boss section for details about him. After defeating Dark Link (or whatever he's called), enter the door on the other side.

Open up the big treasure chest to get the longshot! Now your hookshot has a much longer range! Play the song of time to the blue block behind the chest. Fall into the hole to reach a river with a whole bunch of "vortexes" in it. Swim through the river avoiding the vortexes until you reach a dry platform. Whip out the fairy bow and shoot the eyeball switch on the wall. If there's no eyeball switch then you're on the wrong platform...go look for another one. Longshot over to the chest behind the gate. Inside is a small key (K:1). Fall into the hole behind the chest. Now we're back in charted territory. Make your way back to the main room of the temple.

Put on the iron boots and sink down to the bottom floor. Enter the room on the right (check the mini-map) and float up. Play Zelda's Lullaby to the triforce picture to lower the water level to the bottom. Fall back down the hole and enter the middle pillar. Longshot yourself to the higher platform and play Zelda's Lullaby to raise the water to midway. Get out of the pillar.

Look around for the passage with a gate covering it, a longshot target inside it, and an eyeball switch below it. Shoot the switch with an arrow to make the gate open. Quickly use the longshot on the target to pull yourself there. Inside the water is a large block. Push it as far as it goes and enter the passage to find a chest with a small key (K:2).
Go back to the main room.

Sink to the bottom and enter the passage on the northern side (check the map). Float up and use the longshot to get over the spikes. Enter the locked door on the other side (K:1). Whoa... there's a whole bunch of Tektites in the room. Kill them with the bow clear the way for yourself.
Now watch out for the vortexes and swim across to the other side. Enter the door.

Kill the stingers in the water before they cause any trouble. Bomb the two walls that look out of place near the corners. They will both collapse revealing a tunnel with a big block in it. Also note that there is a switch underwater that doesn't keep down. Push/Pull the block so that it falls onto the switch. The water will rise and you can now exit.

Kill the two Tektites on the opposite side with arrows. Step on the switch and use the water spouts as platforms to cross the gap. Enter the door. Now you are beside a tunnel with boulders passing through it. Right after a boulder passes by you, run to the right side where the boulders are coming from and sink to the bottom of the water. Go through the tunnel, up to the surface, and enter the locked door (K:0). Open the decorated chest and get the boss key! Go to the main room.

Enter the door on the right and float to the top. Play Zelda's Lullaby to raise the water. Get out to the main room. At the top floor there is

Go to the windmill. Stand in front of the windmill guy and play the song of storms that he taught you in the future. The windmill will start turning around abnormally fast. This causes it to drain out all the water from the well in the middle of the town. Get out of the windmill and enter the well.

= = = BOTTOM OF THE WELL = = =

Surprise! You have just discovered the Bottom of the Well dungeon! We are here ONLY to get the Lens of Truth. If we tried getting all the gold skulltulas and treasures then the difficulty of the level will double. So here goes.

Go through the tunnel until you get to what *seems* to be a dead end. You can go through that wall, so go through it. Follow the water all the way around until you get to a triforme symbol on the ground of the opposite side. Play Zelda's Lullaby and all the water will drain out. Go back to the part of this room where you entered. Jump down into a large hole that used to be flooded. Enter the tunnel. Kill the Skulltula at the end of the tunnel and climb the vines behind him. Enter the door.

You will now have to fight Dead Hand. To start the fight, allow yourself to be grabbed by one of the four hands. A monster will pop out of the ground. Break free from the hand and go to the monster. When you are close enough, he will lower his head to try to bite you. Luckily, he moves quite slowly and you can easily attack the head with your sword. Repeat the process until he's dead.

After killing him, a treasure chest will appear. Open it to find the Lens of Truth! This is what we came here for. It will be used extensively in the Shadow Temple. Now play the Prelude of Light, warp to the future and play the Nocturne of Shadow to warp to the Shadow Temple.

= = = SHADOW TEMPLE = = =

You not actually INSIDE the Shadow Temple yet. Stand on the tiny platform in the center of all the torches. Use Din's Fire to light them all up. Now you can really enter the Shadow Temple.

Go forward until you get to a large hole. Use the longshot to get to the other side. As you walk close to the wall, you should hear a voice that says something about the eye of truth. Use the lens of truth to discover that this wall is fake! Go through it. Continue using the lens of truth on the skulls in this room. Only one of them is a real skull. Push the bird statue until it is facing the "skull of truth". The door at the end of the big gap will open. Sorry, you can't get there YET. Use the lens

of truth again to discover a path in this room (just make sure it isn't the one you entered through). Enter that path.

Continue through this room until you find a fake wall on the right side (fake: this means keep the lens of truth on). Enter the door. Kill all the enemies in the room to make a treasure chest appear. Open it to find the dungeon map! Get out of this room the way you came in. Look on your right side and use the lens of truth. Enter the fake wall to get to a room... that looks... just the same as the other room.

Use your shield to protect yourself from the flying pots in this room. Keep the lens of truth on to find another passage in the wall. Enter the door. Now you will need to fight Dead Hand. Remember this guy?

After defeating him (it should be a bit easier now that you have a better sword), a treasure chest will appear. Inside you will find the treasure of the dungeon: The hover boots! Oh yeah! Return to the room with the bird statue and the skulls.

Now equip you hover boots. When the boots are equipped, run ACCROSS the large gap to the door on the other side. Yes, that's right, I said run across the gap. Don't worry cause the hover boots just lift you up! Really cool... if it lasted a little longer than 2 seconds :(Enter the door.

Continue until you reach a room with a laser eye. Hurry and go through the wall on the right side, it's fake. Enter the door there. Kill the mummy (it's just like a zombie). Open the chest for the compass. Exit to the laser eye room and enter the fake wall straight ahead of you. This room looks a lot like the blade room in the ice cavern level, don't you think so? Well, get all the silver rupees in the room. Some of them require the longshot. When all the silver rupees are collected, enter the pass that just opened and get the small key from the chest. Exit the room to the laser eye room. Blow up the wall on your left side and enter the locked door behind it.

Be careful in this room, a lot of giant skulltulas pop down from the ceiling (you should be able to see their shadow before the jump down on you). Avoid the giant skulltulas, and continue along the path avoiding the dropping blade things (I forget what they're called). Soon you'll get into a fight with a Stalfos. Ignore him and use the hover boots to get to the platform at the side.

This platform has a laser eye (they're actually called "Beamos") and a spike thing revolving around it. Pick up all of the silver rupees in the area. One of them is inside the Beamo. After that, enter the door. Use the lens of truth to see the block in the wall. Pull out the block. Now, push into a position so that it is preventing BOTH of the falling spiked blocks from squashing you into the ground. When that's happening, switch to the other side of the block and PULL the block to the end, past both

falling spikes. Climb up the block to get to the higher place. Use the spiky blocks as a bridge to get to the other side. Hit the switch to make a chest appear on the other side. Use the hover boots to get there and open the chest for a small key. Exit to the huge room.

Use the lens of truth and look at the large empty space at your left side (after exiting the spike room). You'll find that the empty space isn't really empty at all! Make your way to the end of the platforms and

enter the locked door [NOTE: Try turning of the lens of truth while riding the invisible platforms. Looks like you're riding on air!]. In this next room, use the lens of truth to see the spikes. Collect all the

silver coins. A lot of them require the longshot. When the rupees are collected, enter the newly unlocked door.

Go up the stairs and pick up a bomb flower. Throw it *inside* the skull to make the skull explode. A small key comes out! Get the key. Kill all of the bats in the room to make it open up and exit the room. In the invisible spike room, use the lens of truth and longshot to the target at the top of the room. Use your key to enter this locked door.

Now, equip the IRON boots. You'll need the iron boots to stop the fans from blowing you away. Continue through the tunnel until you get to a large gap. Wait for both the fan at your side and the fan in front of you to turn off. When the time is right, equip the hover boots and float

across the gap. Now you are at a narrow path with three fans blowing from the sides. Equip the iron boots and go to the part where the third fan is blowing (beside the door). [NOTE: If any fire comes your way, swing your sword to stop the burn]. Wait for the fan beside you to blow hard, and equip the hover boots. The wind from the fan will blow you to a secret passage in the wall! Enter the door...

Kill the mummies in this room to make a chest appear. Open it to find...

rupees!? That's not really what you want, is it? Well, bomb the little mound of dirt on the side. In side it is an *invisible* treasure chest. Use the lens of truth to see it. Open the chest to find a small key!

Use

that key to exit through the locked door in this room.

Look right, there is a ladder you can't reach. Look left, there's a block that you can climb up. What are you waiting for? Pull the block on

the left so that it forms a step to reach the ladder. Climb up the ladder and jump on to the big boat. Stand on the triforce symbol and play Zelda's Lullaby. The boat will start to move! Two Stalfoses will come and start to fight you on the boat. You can ignore them if you want

to. When you see dry land at the side of the boat, jump to it. Enter the door at the side.

This is a confusing maze room (use the lens of truth, it really is a maze). Watch out for the floormasters infesting the grounds. First, look

escape, use your hookshot on the bright piece of wood outside the window. From there you can jump down to safety. But wait, the place down there has guards that will just bring you back! You can kill the Gerudo guards by shooting them with an arrow. They will collapse to the ground. Don't be frightened by their body... they won't wake up. Jump down to the ground (not to the ledge) and enter the door on your left.

Continue forward and a Kakariko Carpenter will call you. Talk to him and he'll tell you that these are evil women and all that. After the talk, a will have to fight a guard. She's quite dangerous, if she uses her spin slash jump you'll be captured and brought back to your cell. Z target her and use the Biggoron sword (if you don't have that, check out adult Link's trading sequence in the side-quest section... NOW!!!). Only attack her when you have a clear shot at her. Also, right after she does her spinning jump slash she'll be frozen in a position for about two seconds. This is the perfect time for you to attack! After she is finished, get the key from the chest and use it to free the carpenter. Exit this room. Still three carpenters left...

SECOND CARPENTER:

You should now be outside with a few crates. Enter the tunnel at the left (Link's left after exiting the previous room). Inside, walk forward and turn right. Wait a while and you'll see a guard stop at the corner. Kill her from afar with an arrow. Now, go through the hallway until you find an exit on the right side wall. And... go through the exit. You're outside again! Don't be in a rush to go around the corner because a guard is there. Use the Z button to see what's on the other side. When the guard's not looking, take out your bow and get her. Then enter the tunnel nearby. This room has another of those carpenters. Talk to him and defeat the Gerudo guard, just like you did before. Remember to get the key and save the carpenter. Exit this room.

THIRD CARPENTER:

After exiting the room, you should be outside. You should also be able to see some vines growing on the wall. Go climb down them (or jump down for all I care...). Enter the tunnel at the bottom of the vines. Whoa, it's another carpenter! Save him just like you saved the other two. Then, exit the room THROUGH THE SAME WAY YOU CAME IN.

FOURTH CARPENTER:

After exiting the room, climb back up the vines and enter the door at Link's left side. Stay up on the top of the ledge and kill the two Gerudos here with an arrow. When they're both dead, make your way up the slope on the opposite side of the room. Exit this place. You are back outside again! [NOTE: You can get a heart piece here by longshotting to

the chest on the high ledge. You can also get a gold Skulltula at night on the back wall.] Jump down to the lower area and go through the door. Watch out here because a Gerudo guard will be passing by. Hide behind the crate and kill the guard as she passes by. Continue to the right and

you'll find the fourth carpenter. Talk to him, beat the guard, get the key, and save the carpenter.

If you got all four carpenters, a Gerudo lady named Nabooru will come in. She is second in command to Gannondorf although she hates his guts. She'll give you the Gerudo Membership Card which allows you to walk around without being captured by the guards! Now you can do a whole lot of stuff. You can go to the Gerudo Training Center to try getting the ice arrows by finishing the difficult training of the Gerudos. Or you can play the horse archery game in the path to the right of the training center (I came here with 500 rupees, came out with 0).

Go over to a large closed gate. Climb up the ladder on the right side of the gate and talk to the person at the top. He will open the gate for you, allowing you to enter the Haunted Wasteland. If you're finished all you want to do in Gerudo Fortress, enter the gate...

= = = HAUNTED WASTELAND = = =

At the beginning, there is a big sandy thing blocking your progress. Use the longshot on the crate at the other side. Now follow those red flags.

After following the flags for a while, you will come to a small stone structure. Go on top of it and use the lens of truth. There is a Poe waiting for you there. This Poe will be your guide to the Spirit Temple.

Don't be afraid to use Z targeting on him, he won't disappear. Follow him around and around in circles until you reach the Dessert Colossus.

= = = DESSERT COLLOSSUS = = =

In the far distance you can see a stone statue of a woman. This is the entrance of the Spirit Temple. But before you go there, walk along the wall on your right until you find two palm trees and a crack in the wall behind it. Bomb the crack and enter the tunnel. This is the fifth great fairy fountain! Stand on the triforme symbol and play Zelda's Lullaby. The fairy gives you the (useless) power of Nayru's Love. Now get out of here.

Enter the Spirit Temple and just exit right away. Walk forward a few steps and Shiek appears. He tells you some of his inspirational message and teaches you the Requiem of Spirit. Then disappears into the sandstorm. To progress through the Spirit Temple, you need to come here

as a child first. Play the Prelude of Light, warp to the past, and play the Requiem of Spirit to come back as a child. Enter the spirit temple.

= = = SPIRIT TEMPLE (past) = = =

This dungeon isn't particularly hard, its just hard to explain in so many areas. Please bear with some of my vague descriptions and unclear instructions. I'll try to explain this as best as I can.

Go up the stairs. There's a woman at the left, talk to her. Hey, it's Nabooru. But she doesn't remember you because she met you in the future.

After a while, she says that she's looking for the silver gauntlets found in the Spirit Temple... she can't fit in that little tunnel! Do a favor for her and get her the silver gauntlets! Enter the little tunnel.

In this room, kill the two bats and the laser eye thing. Go through the left door. Kill the Stalfos and the green flaming skull monster.

There's

a diamond switch at the other side of this fence. Hey, you faced a puzzle like this in Jabu Jabu's Belly! You should know what to do...

aim

carefully and throw the boomerang so that it goes around the fence and hits the diamond switch as it returns to you. The fence will drop down and form a bridge. Cross the bridge and enter the door.

Kill the two fire monsters by using either Din's Fire or the Fire Arrows. If you don't have either of those items, you really suck ass.

Go

get them. After killing them both, enter the door that opens. Now, light

the torches (any way you like) to make a chest drop down. Open it to get

a small key. Great, now get the silver rupees in the room. Remember you can climb the fence for some. A piece of the fence will drop down,

enter

the door on the other side.

Now you're back in familiar territory. Go through the little tunnel.

Enter the locked door at the end. There's a bunch of normal skulltulas infesting the wall. Kill them and climb up. Enter the door at the top.

In this room there's a weird rock on the wall. Z target it and throw a bombchu at it. The rock explodes, the light goes through, the sun is happy! (NOTE: You can hit the diamond switch for a bombchu in case you don't have any). Enter the door that opens up for you.

This room has a huge statue in it! I'll call it the statue room... push the armos statue at your left side off the ledge. It will fall down and land on a switch that opens a door above. But before you go up there, drop down and use Din's Fire between the two torches. They will light up

and a chest appears, get the map inside it. Now climb up the wall to get

the place where you were before. Climb up the stairs and enter the

door at the top.

Kill the laser eye things so they won't piss you off later. Now, collect the silver rupees. When the rupees are all done, a torch will light up. Proceed to the obvious action: Take out a Deku Stick and use the lit torch to light up the other torches. When they're all lit, a chest will drop down. Get the small key inside. Then go over to the group of gray blocks. Move the one with a sun face to the light. Behold, the door opens! Enter it and climb the stairway to the next room.

There's a metal thing guarding the exit, go hit him with the sword. Whoa dude, he lives! To defeat him, use Z targeting. The shield is worthless to his attack! Geez, this guy is strong! Hit him with the sword and backflip when he tries to hit you. Soon, he loses his armor and chases you around like crazy. Continue hitting him until he dies. Then go through the exit. Climb up the stairs and go outside.

The owl! We haven't seen him in a long time! And this'll be the last time you see him... After talking to him, open the treasure chest for get the sliver gauntlets! Now return them to Nabooru -- but she's being captured by the witches! Oh fudge... Play the prelude of light, take out the master sword, and play the Requiem of Spirit to return to the Spirit Temple as an adult.

= = = SPIRIT TEMPLE (future) = = =

Okay, so we're about 1/3 through with this place. Enter the Spirit Temple and go up the stairs. There's a big gray block at the right. You couldn't move it before... but now you have the silver gauntlets :) Push it until it falls.

Kill the laser eye (they're called "Beamos"). Hit the diamond switch at the ceiling with the hookshot or arrows. Enter the door at the left. Defeat the two wolfos here and play Zelda's Lullaby on the triforce symbol. Holy cow! A chest appears! Longshot to it and open it for the compass. Go back to the diamond switch room and enter the door on the right of the locked door.

Avoid the boulders and get the sliver rupees. Use the hoverboots to get the one in the air. Enter the door that unlocks when you get all sliver rupees. Kill the Like Like and get a small key from the chest. Now go back to the room with the diamond switch. Enter the locked door there.

Avoid the Like Like and climb the wall behind him. Use the lens of truth at the top to discover an invisible floormaster. Kill him. Now push the mirror so that it points at a sun. Be careful! Some of the suns release those terrible Ceiling Masters that bring you back to the entrance. So if you see a big shadow under you, run around like crazy. One of the suns open the door when you shine the light on it. Shine the light on

the correct one and enter the door.

Avoid the armos statue, it's alive. Go up the stairs to the top and jump to the triforme symbol on the statue's hand. Play Zelda's Lullaby, obviously. A chest drops down on her other hand. Use the longshot to get there. Open the chest to find a small key. Now drop down to the ground and use the longshot on the target at the ceiling where you entered. Go up the stairs and use your key to enter the locked door.

Kill all the Beamos and monsters in this room. Enter the door that unlocks. In this room, there is a switch that doesn't stay down, and four armos statues. The problem is that they come alive when you touch them. Here's how to do this: Stand beside the doorway. Take out your fairy bow and shoot the statue on the upper left. He will start chasing you AND he'll step on the switch! He doesn't stay there forever so hurry up and enter the door.

Go up the stairs and enter the door on top. Oh darn, you'll need to fight another Iron Knuckle. But this time it's easier since you can use the Biggoron sword on megaton hammer. The Biggoron sword helps a lot because of its increased power and range. And killing Mr. Iron Knuckle, enter the door at the back. Continue to the outside and open the big chest for the mirror shield! Whoa, two great items in one dungeon! Return to the room with four armos statues.

Okay Link, step into the light... Use your newly acquired Mirror Shield to reflect the light to the sun face on the wall. Enter the door that opens and get the small key there. Return to the place where you killed the guys with fire arrows. Enter the locked door found there.

Kill the Beamos with bombs. (Hmmm... Beamos with bombs. Sounds nice :). Now look at this moving wall. You COULD climb it up properly like a good boy... but there's an easier way. Longshot yourself up to the top part of the wall! Whew, that was easy. Enter the door. Stand on the triforme symbol and play Zelda's Lullaby for it. Enter the door that opens.

All the doors in this room (besides the one you came in from) are just fake. But one of the doors hides a secret. Behind one of the fake doors is an eyeball switch. Shoot the switch to make a block of ice appear. Use the longshot on the target on the ceiling to reach the ice. Step on the switch to turn off the fire. Open the nicely decorated chest and you'll find what you always find in nicely decorated chests... The boss key! Now exit the room to the room where you played Zelda's Lullaby on the triforme to open the door. Turn right and enter the door there.

Watch out for the flying pots! In this room, you find a diamond switch behind a gate. Do a spin slash attack to hit the switch. Enter the door that unlocks. Defeat the Lizalfos first. Make sure that the snake mirror is facing the mirror in the other room. There is a part of the wall with a large bump, it's rather difficult to see. Bomb that to reveal another room. Adjust the three mirrors so that the third mirror shines the light

barrier for each medallion. So enter the main room and destroy the barriers one by one.

--FOREST BARRIER--

Stand in the center of the four torches and use Din's Fire to light them. There's still another one above the door! Shoot a fire arrow at that one and the door will unlock. Continue to the next room...

You'll need to collect all the silver rupees. First, equip the hover boots and float in front of the left fan when its blowing at full speed.

You should be pushed to the platform beside the Beamo. Oh, and destroy the Beamo with a bomb so he doesn't cause any trouble. Hit the switch to make a hookshot target above the door, allowing you to get the silver rupee. Get the others and enter the door.

This is the source of the forest barrier. It's the round object that looks like a peach in the middle of the green flowing energy. Shoot the peach thing with a light arrow to destroy it. Saria will appear and tell you to hurry up. You will be transported to the main room.

--SPIRIT BARRIER--

Collect the silver rupees. Watch out for all the moving spikes in the room! For some of these you need to move the armos statue so that the spikes aren't moving back and forth between the wall and the statue. Use the longshot to reach the one in the center of the room on the ceiling. After collecting all silver rupees, enter the door.

First, kill the fire monsters here. Hit the diamond switch at the other side of the gate by using a spin slash attack. A chest drops down, bombchus inside it. Did you notice there is a hole at the top of the gate? Aim a bombchu so that it climbs up the gate, through the hole, down the other end, and explodes hitting the diamond switch. You might need to hit the torches on the sides of the switch since the bombchus don't explode upon contact with the switch. Continue to the next room.

Shoot the spider web on the ceiling using a fire arrow. Behold the light! Use the mirror shield to reflect the light onto the different sun faces. Only one of them is correct. Watch out because reflecting light on the wrong one causes a ceiling master to drop down. Enter the door.

Hey, it's the spirit barrier. Shoot with light arrow like you did to the forest barrier. Nabooru appears and tells you to hurry up. You are transported to the main room.

--SHADOW BARRIER--

First, kill the green skull with the bow and arrow. Okay, now look at

the wall on the right for an unlit torch. To light this torch, take out your fire arrows and shoot it! When the light is on, some ice platforms will appear forming a path for you to get to the island with the Like Like! Be quick because the light goes out rather quickly. And be sure to

carefully avoid the Like Like on the island (if he gets you, he'll spit you down into the deep beyond). When you reach the island with the Like Like, the torch will have already turned off the light. Turn around and light the torch again with a fire arrow. Continue on the path of platforms to reach a switch down under. Hit the switch and come back up.

The switch made a big chest appear on the island with the Like Like!
Get

over to the chest and open it for the Golden Gauntlets! Now look around for a path that you can only see with the lens of truth. Follow on that path the reach a switch. Hit the switch with the Megaton Hammer to open the exit. Use the longshot on the torch beside the exit to get there. Umm...yeah. Now exit through the exit.

Yay, it's the shadow barrier! Shoot it with the light arrow to destroy it. Impa appears and tells you to hurry up. Now you're transported to the main room. Before you go and destroy the other barriers, it's a good

idea to get the sixth great fairy. Exit the castle and go to the place where you got the power of Din's Fire. Use the Golden Gauntlets to get rid of the huge black pillar. Enter here and play Zelda's Lullaby on the triforce symbol to meet the great fairy. She gives you the power of Double defense. Go back to the castle and continue.

--LIGHT BARRIER--

Do you know how to get here? It's behind the big black stone pillar.
You

need to have gotten the Golden Gauntlets from the Shadow Barrier. Just walk up to the pillar, press the A button, and throw the stone away (whoa... this is great with the rumble pak...).

In the first room, use the lens of truth to see all the invisible enemies. Kill all of them to make a small chest appear. Inside the chest

is a small key. Don't open the other chests! Some of them contain ice and will freeze you upon being opened. Use the key to open the locked door and exit. Stand on the triforce symbol and play Zelda's Lullaby (this can't get any simpler). A small chest will fall down. Get the key from the chest and enter the locked door.

Collect all silver rupees in 1:00 minute. I'm pretty sure you can do this on your own. The silver rupees are so easy to find that having any difficulty in this room would be a crime! All of the rupees are done? Then go into the next room.

The light barrier... is missing! Then use the lens of truth to find that the back wall here is fake. Go through the wall to meet the REAL light barrier room. As usual, shoot it with a light arrow to destroy it.
Rauru

appears and tells you to hurry up. You are transported back to the main room.

--FIRE BARRIER--

First, put on your Goron Tunic to prevent getting burned by the hotness of the room. You'll have to collect all the silver rupees in the room. Go from platform to platform collecting all the easy silver rupees first

(Do I really need to get detailed on this?). Go to the big black stone pillar and lift it up using the Golden Gauntlets (you must have gotten it from the Shadow Barrier earlier). You'll throw the pillar behind you and it will form an island. Get the rupee that was under the pillar.

Now

go to the platform with a torch slug on it. Kill the slug and get the rupee on that platform. Then jump to the pillar that you threw and get the rupee on the platform. If you got all the silver rupees, longshot yourself to the exit.

In the next room is the Fire Barrier. Again, shoot the peach thing to destroy the barrier. Darunia appears and tells you to hurry up, brother!

Now you're brought back to the main room.

--WATER BARRIER--

If front of you there is a blue flame surrounded by spiky ice things. Get rid of the ice and store all your bottles with blue fire. Now, open the chest on your LEFT. Don't open the right chest because there's freezing gas thing (?) inside. The left chest has a key! Use it to open the door...

This is another ice block puzzle like the one in the ice cavern. You only have two minutes to figure this one out. And two make things worse, there's TWO blocks for you to work with. Oh fudge. Remember, all directions refer to when you are entering the room. First go to the block farthest from you and push it to the ice rock on the left. Then, go behind the block and push it into the hole. Now go to the other block. Go to the left side and push it to the right. Now push it to the place with the blue fire. Yehey! Climb up the ice block and get the blue fire. Use it to melt the red ice. Push the switch to get rid of the bars. And exit...

Here's the water barrier! Take out your light arrows and do that thing you do. Princess Ruto appears and tells you to hurry up (notice a pattern here...?). You are transported back to the main room.

-- FINISHED WITH ALL THE BARRIERS! --

When you're finished destroying all six barriers, the barrier around the

central tower will go away. Now you can enter it... But first, make sure you have some kind of medicine that revives your magic, the final boss requires a lot of it.

Go up the stairs, and up, and up. It's pretty fine if you just ignore the Keese in each room, they don't give you anything good. On the way up, you'll encounter a pair of Dionolfos. Beat them and the door will unlock, allowing you to continue your stair climbing. Keep going and you'll find a pair of Stalfos. Beat them to receive the boss key. Continue and soon you'll have to fight two iron knuckles. Finish them and continue up the stairs to reach Ganondorf. "These toys are too much for you. I command you to return them to me!". Navi goes away and you begin the fight. So see the boss section for juicy little details.

After the fight, Ganondorf will use his last ounce of strength to destroy the castle. Now you have 3:00 minutes to escape with Princess Zelda. Follow her and she'll open every locked door for you. Along the way, Zelda will be trapped in fire and you'll have to fight two Stalfos to free her. Just go crazy with you Biggoron sword to kill them. Follow Zelda some more. At the bottom, you'll encounter a ReDead. He'll freeze you. Tap any button to continue out the exit.

You and Zelda will both watch as the castle collapses, rumbling in all it's glory. It's quite a nice effect. After the castle collapses into a perfectly flat arena, you will hear a noise from the rubble. Check it out. As you get close, the seemingly immortal Gannondorf will arise and use the triforce of power to transform into the final boss: GANON. For the last time, visit the boss section for the final details on beating the final boss.

Wooohoo! You beat the game! Sit back and relax as you watch the beautiful seven minute ending.

~ The End ~

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| 5) BOSS STRATEGIES
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Parasitic Armored Arachnid -- QUEEN GHOMA

Boss of the Deku Tree Dungeon. She's a giant spider-like creature that can spawn smaller spider-like creatures. To kill her, shoot the eye with the fairy slingshot when it turns red. When she falls down, slash her with the sword. If you give her time, she'll make some little Thomas. Don't use the Deku nuts on her. This could cause the game to freeze and you'll have to reset (thanks ign64.com). She will take ten hits from the sword before she dies.

Infernal Dragon -- KING DODONGO

Boss of Dodongo's Cavern. This guy is HUGE! Possibly one of the largest polygon creatures ever to appear in a video game! Despite his giant size, he also happens to be one of the easiest bosses in the game. His main way of attacking you is by curling up into a ball and rolling around the arena trying to crush you. If he has enough time (i.e. if you give him enough time), he will also breathe fire at you. In order to destroy him, take out a bomb and toss it into his mouth when he opens it to breathe fire. The explosion in the mouth will only stun him! Get closer and slash away with the sword. It takes only a few hits to bring him down permanently. [NOTE: If you run out of bombs, bomb flowers are always available to use at the corner]

BIG OCTO

The half-boss of Jabu Jabu's Belly. There are a lot of ways I've heard of how to beat him. This is the one I use and consider the easiest: Wait until he's close in front of you then throw the boomerang at his face. After he spins around he will be facing your back. Now throw the boomerang at him and hit the glowing green spot of his back with the sword. Repeat until he's killed. Another way is to run in the same direction as him until you reach his back, throw the boomerang at him, and slash him with the sword.

Bio-electrical Anemone -- BARINADE

The boss of Jabu Jabu's Belly. A giga-sized boss that defies mere description. He's an electrified thing with jellyfish attached to him by electricity... sorry, it's the best description I can think of. To defeat him, destroy the wires connecting him to the ceiling (with the boomerang, of course). When they're gone, destroy the jellyfish protecting him (with the boomerang again, of course). Now the center will be revealed. When you have a clear shot, hit it (again, with the boomerang) and slash it with the sword a bunch of times when he's stunned. Repeat until his ultimate destruction.

Evil Spirit From Beyond -- PHANTOM GANON

The boss of the forest temple. He is some kind of clone of Gannondorf riding his horse. Stand in the center of the room and take out the bow. Look around at the pictures for Phantom Gannon riding his horsy. Right before he pops out of the painting, a purple light will surround him. This is the time to attack... shoot him with the fairy bow when the purple light surrounds him! He will retreat back to the painting and start again. Use the hookshot if you don't have any arrows..... After a few hits, he will come off of his horse and fight you man-to-man. He throws some kind of light beam at you. Hit it back at him with the sword! Now he'll hit it back at you! And you hit it back

at him! This continues until he (or you) misses. Then quickly run to him and hit him with the sword while he's down. Continue with the back and forth light beam thing, hit him with the sword until he's dead. [NOTE: Use Z targeting during the sword hitting thing for more accuracy]

FIRE DANCER

The mini-boss of the fire temple. This guy shouldn't be too much trouble for anyone. First, use Z targeting and hookshot him. This will destroy the fire and reveal the true form: a little black ball thing. Now, hit him with the sword like crazy! When he starts running around the middle platform, go the opposite direction and hit him some more! Repeat this process until you kill him.

Subterranean Lava Dragon -- VOLVAGIA

The boss of the fire temple. He uses three types of actions: (1) Goes out of the hole and chases you around the arena. Just Z target him and avoid touching him until he goes back in his hole. (2) Goes up to the ceiling and rocks fall down. Make sure there are no shadows under you and you won't get hurt. (3) Pokes his head out of the hole. This is the time to attack! Hit him once with the megaton hammer, then slash him with the sword. Sometimes, he'll seem to be coming out of one hole but he changes his mind and goes out another. Just be prepared for whatever happens.

DARK LINK

The mini-boss of the Water Temple. His name doesn't HAVE to be Dark Link. If you entered Bowser as your name, his name would be "Dark Bowser". Okay? In order to beat him, use your best sword fighting techniques. But there's a better way: Don't use your sword at all. Instead, stay on the central island and use Din's Fire when you're close to him. Continue doing this until he's dead. Using Din's Fire will use up a ton of magic so you may need to bring a bottle of the green/blue potion. [Thanks to MANY people for telling me this Din's Fire trick.]

Another way to defeat Dark Link is by using the Megaton hammer. Or by using the huge two-handed sword if you have it. There are many ways of defeating him.

Giant Aquatic Amoeba -- MORPHA

The final boss of the water temple. To start the fight, jump into the water (...) and climb onto one of the platforms. He's a big water tentacle with a tiny nucleus inside him. To defeat him, stay on the sides of the room and Z target the nucleus. Pull out the nucleus on to the land by using the long shot. Now he'll be bouncing on the ground like a fish out of the water. Attack him with the sword (Biggoron sword

preferably) while he's on the land. Soon he goes back into the water and you repeat this process all over again until he is deceased.

Phantom Shadow Beast -- BONGO BONGO

The final boss of the shadow temple. He is a very large head with one glowing red eye, two hands also. Use the lens of truth at all times during the fight. First, Z target the hands and hit them each with an arrow. This causes them to be temporarily stunned. When both of them are stunned, the huge head with the red glowing eye will appear. Target the eye and pierce it with another arrow. The head will be knocked down... for a few seconds. Run over there as fast as you can and hit him with the sword as much as you can (the Biggoron sword if you have it). Repeat this process until his death. If you run out of arrows, the longshot can be used instead. [NOTE: It is perfectly normal for this battle to be full of bad camera angles and other forms of chaos.]

Sorceress Sisters -- TWINROVA

The boss of the spirit temple. There are two phases of this battle. In the first phase, there are two separate witches: One with fire power, the other with ice power. They will take turns attacking you. Use the Mirror Shield to deflect one witch's power against the other which (fire power to the ice which, and ice power to the fire which). After a few hits, the two witches will combine to form...Twinrova! One half of her is ice and the other half is fire. Use the mirror shield to absorb three shots of the same kind. Then the power will shoot out of the shield and you can use it back at Twinrova. She will fall down to the ground. Get over to her and slash her with the sword (Biggoron if you have it). Continue the process until the end of the battle. [NOTE: Don't absorb ice power if you have fire power in the shield (or vice versa)... or the power will explode!]

Great King of Evil -- GANONDORF

Ladies and gentlemen, put your hands in the air! Here he is, the big man himself! The lord of darkness, the king of evil! Please give a big hand to the one... the only... Ganondorf: Great King of Evil! No introduction necessary. This is the one who's been cursing everyone and their grandma. Before you come here, I hope you filled up all bottles with the cure-all blue potion... you'll need a lot of magic. But if you need hearts/magic/arrows, bottles are available at the bottom of the room. Here's how to beat him: Use the hover boots to get to the corner of the room. He'll be hovering above the center platform. Just like in the

Phantom Gannon battle, you have to hit back the light beams that he throws at you. After several hits back and forth, he will fall to the ground. Use the longshot on him to quickly get to him. Then go all out with the sword (Biggoron makes the battle a lot easier). When he revives, get back to your corner of the room and start all over again. At the end, he will vomit blood and use his last ounce of strength to destroy the entire castle. You have 3:00 minutes to escape.

GANON

This is it. The final boss. After the castle collapses, you will hear a sound from the rubble. Go check it out. From the rubble appears the seemingly immortal Ganondorf. In a flash of light, he transforms into a demonic creature resembling the Son of Satan himself: GANON. He will first get rid of the master sword and toss it outside. The sides of the arena are covered with fire. Keep the Biggoron sword equipped as the master sword's replacement. You don't have the Biggoron sword? Use the megaton hammer instead. If you need life/magic/arrows, go behind one of the rocks and wait for Ganon to smash it. Hidden in those rocks are magic jars, fairies, arrows, or bombs. In order to actually BEAT him, Z target his head and hit him with a light arrow when he drops his guard. He will be stunned for a moment. This is the time to run behind him and get his glowing tail with the Biggoron sword/megaton hammer. Now he will be completely active so backflip away from him to avoid getting hurt by his attack. After a few hits, the fire will go away and Zelda will call you to get the master sword. Well? Go get it! If you're quick, you can still catch in an extra hit while he's down. Equip the master sword and continue the process. Zelda will stop him with her power as a sage. Now deliver the final blow and enjoy the 7 minute real time cinematic ending :D

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| 6) ENEMIES  
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For a lot of information in this section, I referred to marshmallow's monolith Zelda guide. He seems to have a list of every enemy (something that I could never even dream of doing). Okay, so here's the list in alphabetical order:

#1 - ANUBIS

Navi says: "It's vulnerable to fire attacks..."

Where: Spirit Temple

The Anubis looks similar to a coffin and floats in mid-air. He can be

found only twice in the spirit temple. There are two ways to defeat him:

The easy way and the proper way. The easy way (what I always do) is to use Din's Fire or a Fire Arrow on him. This will kill him instantly.

The

"proper" way is to step on the switch that is always found in the room with the Anubis. The switch causes a pillar of fire to appear. Since the

Anubis mirrors your movements, you can make him go into the fire...

#2 - ARMOS

Navi says: "Stop its movement and then destroy it!"

Where: Dodongo's Cavern, Spirit Temple, Ganon's Castle

This look just like the normal Armos Statue that you can see around some places. They will only come to life when you touch them... and it's usually not a good idea to touch one when you don't need to. To destroy the Armos, touch it to bring it to life. When it comes rolling wildly, throw a Deku Nut on it to stun it. When it's stunned, hit it with the sword. Now it'll come rolling around again-- GET AWAY FROM IT!!

#3 - BARI

Where: Jabu-Jabu's belly

Navi says: "If you touch it, you will be electrocuted!"

Bari is a rare enemy that can only be found in Jabu Jabu's Belly. He is a large jellyfish that floats around in the air. If you hit it with your sword or touch it, you will be electrocuted. To defeat this thing, hit it with a Deku Nut or Deku Stick or Boomerang and finish them off with the sword... Oh yeah, then they turn into three smaller jellyfish called Biri. Hahahaha!

#4 - BEAMOS

Navi says: "Watch out for it's searching beam! I bet it doesn't like smoke to get in its eye!"

Where: Dodongo's Cavern, Bottom of Well, Shadow Temple, Spirit Temple, Ganon's Castle, Gerudo Training Grounds

Beamos is the 3-D equivalent of the laser thing in A Link to the Past. He is found in most dungeons and he'll attack with a laser whenever he sees you around. When his laser starts trying to get you, get away from

it because it doesn't really reach that far. To kill the Beamos, throw a bomb or a bomb flower on it. Then the eye will bounce up into the air and explode again when it reaches the ground. You can also kill the Beamo very conveniently with the Bombchu (which doesn't have much purpose anyway...)

#5 - BIRI

Navi says: "If you touch it, you will be electrocuted!"

Where: Jabu-Jabu's Belly

The Biri is a small jellyfish that is found a lot in Jabu-Jabu's Belly. If you try to hit him with the sword, you will be electrocuted. The best way to defeat them is by using the Deku Nuts to stun them and make them collapse onto the ground. Now you can continue slashing them. When you get the boomerang, you should use that to kill them (since it doesn't use up ammo).

#6 - BLUE BUBBLE

Navi says: "Use your shield!"

Where: Forest Temple

The blue bubble is a flaming skull except it's flames are colored blue. You can find this guy only in the Forest Temple a few times. He bounces around but doesn't try to hurt you. To defeat him, use Z targeting on him and bouncing into him with your shield. This causes the flames to go away. Now you can finish him off with the sword.

#7 - BLUE TEKTITE

Navi says: "It's hard to beat on the water. Lure it onto the land!"

Where: Lake Hylia, Water Temple, Zora's Fountain

The blue Tektite is a four-legged monster that skims across the water. He can be quite dangerous if you try fighting with him in the water. So follow Navi's advise and lure him onto the land for a safe fight (hehe he... safe fight). If the blue tektite is far away, use the Fairy Slingshot or the Fairy Bow to shoot them from afar.

#8 - BUSINESS SCRUB

Navi says: "If you get close to it, it will hide in the grass."

Where: In hidden areas

The Business Scrub is one of the most annoying enemies in the game! You can find it in many secret grottos and in secret rooms of dungeons. You defeat him the same way you defeat a regular Deku Scrub... but when you "defeat" them, they offer to sell you items at ridiculously high prices. But sometimes he can be a bit useful when you burn your Deku Shield and don't want to go to Kokiri Forest to get another one.

#9 - DEKU BABA

Navi says: "Though it looks withered, it will hurt you if you touch it!"

Where: Kokiri Forest, Forest Temple, Deku Tree Dungeon

There are three different types of Deku Baba: The first type will stick its stem straight up and spin around a bit without hurting you. The second type will focus on you and attack (which you can block with your shield). The last type can only be found in the future. It is just like the second type... except it's GIANT! To kill these savage plants, protect yourself with the shield, and attack when it's safe.

#10 - DEKU SCRUB

Navi says: "Deflect their projectile back at them with your shield!"

Where: Deku Tree Dungeon

The Deku Scrubs are usually harmless... unless they attack in groups. They can be found a lot in the Deku Tree Dungeon. To defeat them, Z target them and hold up your Deku Shield (while keeping a good distance away from them). When they shoot a Deku Nut at you, the shield will bounce the nuts back at them. Now he should start bouncing out of control. Get close to him and he usually gives you a hint or tip.

#11 - DINOLFOS

Navi says: "Use your shield well and fight with Z-targeting techniques!"

Where: Gerudo Training Grounds, Ganon's Castle

The Dinolfos is a seemingly robotic version of the popular Lizalfos. You will only encounter him near the end of the game in the Gerudo Training Center and in Ganon's Castle. Use the same Z targeting techniques that

you use with the Dinolfos and the Stalfos. They won't be much trouble if you learned anything from fighting the other sword fighters.

#12 - DODONGO

Navi says: "Watch out for its fiery breath! Use Z-targeting techniques!"

Where: Dodongo's Cavern

The Dodongo is a large lizard type monster. He moves at the speed of a slug climbing up a waterfall but his fire breath could be a danger to you. The Dodongo is VERY rare and it can only be found in ONE room of Dodongo's Cavern. There's no need to beat him at all so I suggest that you ignore him and avoid his attacks.

#13 - DODONGO LARVA

Navi says: "Watch out for its leaping attack! It will explode after it's defeated."

Where: Dodongo's Cavern

The Dodongo Larva is very rare. It only appears in a few select rooms in Dodongo's Cavern (duh). They are small bright-green lizards that travel in groups when they attack you. When you hit them with the sword, they turn upside down and flash red. Get out of their way 'cause they'll explode in bomb style! This can be useful for destroying that wall when you don't have the bombs yet.

#14 - FAKE CHESTS

Navi says: "(Navi says nothing 'bout the fake chests)"

Where: Ice Cavern, Spirit Temple, Ganon's Castle

The fake chests look exactly like regular chests, but they contain ice and you will be frozen when you open them. It's impossible to tell if a chest is fake... so you should just hope that a chest is real. It will take away a complete 2 hearts... ouch!

#15 - FAKE DOORS

Navi says: "(Navi says nothing 'bout them)"

Where: Fire Temple, Spirit Temple, Gerudo Training Grounds

The fake doors can be found in the Fire Temple and in the Gerudo Training Center. They look like normal doors, but they try to flatten you when you try to open them. They are defeated with the blast of a bomb.

#16 - FAKE POTS/FAKE TILES

Navi says: "(Navi says nothing 'bout them)"

Where: Fire Temple, Shadow Temple, Spirit Temple

The fake pots and fake tiles look just like regular tiles until you get close to them. Then they will come flying in your direction! It's very easy to avoid getting hit (unless you don't expect them). Simply raise your shield, they will fly into your shield and break into a million pieces. You can also hit them with the sword or run to the side...

#17 - FLOOR MASTER

Navi says: "Quickly kill all the small hands before they join back up!"

Where: Shadow Temple, Spirit Temple, Ganon's Castle

The floor master is a big hand that occupies the floors of some dungeons. He walks around on his fingers. When he turns bright green, he will float towards you (and he's invincible too!). Whenever he's not bright green, hit him with the sword to chop him into three smaller hands. Now you need to kill these hands before they turn into three big hands! You can kill them easily with the sword.

#18 - FREEZARD

Navi says: "Watch out for its freezing breath! Destroy it completely before it revives."

Where: Ice Cavern, Ganon's Castle

This is an enemy composed of pure ice. He stays in icy areas and blows freezy breath at you. Right after they blow freezy breath (I just made up that word) at you, run up to them and hack with your sword a few times. That should take care of things...

#19 - GERUDO GUARD

Navi says: "Draw her close and strike her when her guard is down! If you don't defeat her, you'll be captured!"

Where: Gerudo Fortress

Now this is what I call a sword fight! The Gerudo Guard... is a Gerudo guard. You'll find four of them in Gerudo Fortress and each of them are guarding one of the four carpenters. If they hit you enough times, you will be defeated and brought back to your prison cell. Sounds hard? It is. The Gerudo Guards are the most skilled fighters in the game. They use their dual sword as both a weapon and as a shield. If you're a sissy, you can stay far away and waste your bombs/bombchus/Deku seeds/whatever on them. The proper way to fight a Gerudo Guard is face to face! The shield doesn't work against their spin slash attack. Attack whenever their swords are not shielding them. It takes eight hits to take them down.

#20 - GHOMA LARVA

Navi says: "Look out when it gets ready to pounce!"

Where: Deku Tree Dungeon

The Ghoma Larva is a small variation of the Queen Ghoma. They look like spider monsters with one big eye. To kill them, wait till their eye turns red... then attack! It will take two hits like this to kill him. Also try to Z target and use your shield if you can, you never know what they could try on you...

#21 - GIANT MOBLIN

Navi says: "(Navi says nothing about the giant moblin)"

Where: Sacred Forest Meadow

This is the big moblin found at the final hallway of the Sacred Forest Meadow. He will pound the ground with his giant axe, sending shockwaves towards you. To get past him, go through the hallway by going left to make him send shocks to the left, then go right before they hit you. Progress like this until you reach him. Hit him three times with the master sword to defeat him.

#22 - GIBDO

Navi says: "Its gaze will paralyze you. If it bites you, tap any button to escape!"

Where: Bottom of the Well

The Gibdo is the exact same enemy as the ReDead except with different textures. You can find him in the Bottom of the Well dungeon. To kill

the gibdo, play the sun song to freeze them. Then you can hit them a lot in the back with the sword. Oh yeah, if they grab onto your head, tap any button to get away (or a least that's what Navi says...).

#23 - GOLD SKULLTULA

Navi says: "(Navi says nothing 'bout the gold Skulltula)"

Where: All around Hyrule

The gold Skulltula spins around on walls (similar to the skullwalltula).

He doesn't attack you and he's very friendly. He's also special cause his back is colored gold. There are a total of 100 gold skulltulas in the game. They leave behind Skulltula tokens that you can trade to the boys in the house of Skulltula for some good items. Navi DOES NOT lock on to these things, nor does she sense its presence.

#24 - GREEN BUBBLE

Navi says: "Wait for the flames to go out, then attack!"

Where: Forest Temple, Spirit Temple

The green bubble is a flaming skull... just like the red bubble, blue bubble... but this time, the flames are green! You can find him in many dungeons of the future. The easiest way to get rid of the green bubble is to ignore him. Yes, just ignore him. He only follows a pre-determined

path and his movements are completely predictable. Just leave him alone.

Then you can focus on more important stuff.

#25 - GUAY

Navi says: "Destroy it before it flies into you!"

Where: Lake Hylia & Lon Lon Ranch at night

The guay is a purple bird that can be found in Lon Lon Ranch and Lake Hylia at night (that's why I avoid going to these places at night). There will be hundreds of them polluting the sky. Sometimes you can have

3 of them attacking you at once. Z target them and hit them with the Fairy Slingshot or Fairy Bow before they hurt you. Very annoying.

#26 - IRON KNUCKLE

Navi says: "Watch out for it's axe attack! It hurts a lot! Strike it when it drops its guard."

Where: Spirit Temple, Ganon's Castle

I think this is the strongest enemy in the game. He is found in the Spirit Temple twice... and found twice again in Ganon's Castle. He has a super-huge axe that he swings at you (and it hella hurts if he succeeds). Get close to him and backflip to make him swing his axe into the ground (the shield doesn't work). While he struggles to get his axe out of the floor, do a jump attack on him (Z + A).

#27 - KEESE

Navi says: "When you get close to it, use Z-targeting. Even if it flies away, you can still target it."

Where: Almost all of the dungeons

The keese are the bats that inhabit almost all of the dungeons in this game. They often appear in groups of three or four. The keese can blend well into the dark background, so listen carefully for flapping noises and watch Navi for where she goes. When Navi moves to a Keese, quickly Z target it and hit it with the slingshot. Also remember watch out for the special fire keese and the ice keese... its VERY painful when they touch you.

#28 - LEEVER

Navi says: "Watch its movements closely and let it go by!"

Where: Haunted Wasteland, Desert Colossus

The leever is a terrible monstrous beast! Actually, it's small and green... but it still does a lot of damage to you! They are located in the Desert Colossus and they come out of the sand to attack you from all direction! It's very hard to avoid all of the leevers here. I suggest you try to run past them and get to solid ground off of the sand.

#29 - LIKE LIKE

Navi says: "An enemy that eats shields and certain clothes. Beat it quickly to get your gear back!"

Where: In dark dungeons

The Like Like is a large white worm monster that can eat you and spit you out. When it's eating you, it'll steal your clothes and shield! However, it cannot eat the Kokiri Tunic or Mirror Shield. To defeat him,

hit him with the sword a few times... but try to stay as far away from him as possible. I also try to hit him with bombs as punishment for stealing my stuff :)

#30 - LIZALFOS

Navi says: "Use Z-targeting techniques to bring it down quickly!"

Where: Dodongo's Cavern, Spirit Temple, Gerudo Training

The Lizalfos is a lizard who stands upright like a human. He is also the first sword fighter that you must fight with Z targeting techniques. He jumps around a lot... and does a lot of dancing. Okay, here's how to beat him: Use Z targeting to lock on to him. Keep your shield up as much as possible. When he tries to attack, block it with the shield and do a counter attack right away. Continue like this until both Lizalfos are dead.

#31 - MAD SCRUB

Navi says: "If you get close to it, it will hide in the grass."

Where: Sacred Forest Meadow (past)

Another variation of the original Deku Scrub. This one is colored red and is a lot less friendly when you bounce a nut back at him. When you bounce back a nut at him, he will still run away but he doesn't give you a hint for defeating him. Hit him again with the sword to finish him off. The Mad Scrub is found on the path in the Secret Forest Meadow in the past.

#32 - MOBLIN

Navi says: "(Navi says nothing about the Moblin)"

Where: Sacred Forest Meadow (future)

The moblin is the bull-type beast found in the winding paths of the Sacred Forest Meadow. They carry large spears and they charge at you whenever they see you. You should only try to avoid them. To do this, walk slowly when they are not facing you. You can also kill them with the hookshot or the longshot.

#33 - OCTOROK

Navi says: "Bounce back the rocks they spit at you!"

Where: Jabu-Jabu's Belly, Zora's River, Zora's Fountain, Kokiri Forest

In Zelda 64, the Octorok is the water version of the Deku Scrub. They will spit out rocks at you. To kill him, use the Deku Shield to bounce back the rocks they spit out at you (thank you Navi). You might have wrong aiming since the Octoroks jump out of the water to spit out the rocks. You might want to hold back the Z targeting for now and try aiming those rocks manually.

#34 - PARASITIC TENTACLE

Navi says: "The thin part is its weakspot. Looks like you'll need a certain item to defeat it..."

Where: Jabu Jabu's Belly

It's a big long tentacle thingy that hangs down from the ceiling. It can only be found in Jabu-Jabu's Belly. To kill him, Z target the thin part near the top and keep a safe distance away from him. Then throw the boomerang at him. If it hit correctly, the tentacle will contract and hide in the ceiling. Now, get close to hit to make him come back down. Run away before hit swings at you and throw the boomerang before he goes back up. He's gone after a few hits.

#35 - PEAHAT

Navi says: "Its weak point is its roots!"

Where: Hyrule Field

The Peahat is a large plant monster that can be found in Hyrule Field during the daytime. When it gets dark, the Peahat curls back into its original place and sleeps there until morning. He won't attack you if you just stay out of his way, which is what I suggest doing. But if he does see you, he will fly up into the air and some Peahat Larva will spawn out of him. To kill the Peahat, you should Z target him and shoot the underside with the fairy slingshot.

#36 - PEAHAT LARVA

Navi says: "Defend with your shield!"

Where: Hyrule Field

Oh man... this is what you get for playing around with the Peahat for too long. These little dudes are FAST! They will chase after you like a pack of deadly killer bees. The only way to kill them is by making them

fly into some kind of object (like a wall or the shield). I would really just like you to stay away from the Peahat rather than face the Peahat Larva.

#37 - POE

Navi says: "If you stare at it with Z-targeting it will disappear."

Where: Hyrule Field (future), Graveyard, Forest Temple,

A Poe is a ghost. A ghost is a Poe. If you're really observant like me, you would have noticed that the Poe's voice sounds EXACTLY like the voice of the Boo in Super Mario 64! Yeah, enough with the history lesson. A Poe will disappear if you look at it with Z targeting. You'll easily be able to kill 'em with the sword.

#38 - RED BUBBLE

Navi says: "Guard against its attack with your shield!"

Where: Death Mountain Crater, Fire Temple, Gerudo Training Grounds

This is a flaming skull that bounces around in lava areas. He doesn't even seem to notice you much so it's likely that he won't even try to hurt you. But if he does come your way, raise your shield to avoid getting hurt. He can be found a lot in the Fire Temple.

#39 - RE-DEAD

Navi says: "Its gaze will paralyze you. If it bites you, tap any button to escape!"

Where: Royal Family's Tomb, Bottom of Well, Market (future), hidden areas, Ganon's Castle

ReDead is a brown zombie monster that can often be found in dark places (like caves). If he sees you, you will stop moving and he'll start to slowly move towards you. I'm not really sure what to do at this time, but I usually tap the A button until I can move again. If you stay frozen for long, ReDead will jump on you and start to slowly suck the life out of you. The best way to defeat him is by playing the Sun's Song to make the ReDead freeze. Then slash him a bunch of times from the back. He will collapse onto the floor... his lifeless body remains...

#40 - RED TEKTITE

Navi says: "Lock on to it as it jumps with Z-targeting!"

Where: Death Mountain Trail

The Red Tektite is a hopping four-legged monster found on the Death Mountain Trail. To kill, lock on to it with Z targeting and slash with your sword. He not much of a threat, but more like targetting practice. When I was still getting used to Z targetting, I would go up to the Death Mountain Trail and practice on him. The poor thing...

#41 - SHABOM

Navi says: "If you try to cut it, it will bounce off your blade!"

Where: Jabu-Jabu's Belly

Shabom is the bubble monsters that you see floating all over Lord Jabu-Jabu's belly. They aren't very noticeable and you might even dismiss them as the background. The Deku nuts work really well on them (and the Deku nuts are cheap too... See? They ARE good for something!).

#42 - SHELL BLADE

Navi says: "The internal muscle is its weak point!"

Where: Water Temple

The shell blade is a clam monster found underwater of the water temple. He attacks you by "biting" you as he charges at you. He can be very deadly when you're trapped with them in a tight space. To kill them, Z target and wait for them to open up and reveal the pink insides. Then hookshot/longshot them.

#43 - SKULLTULA

Navi says: "It's soft belly is its weak point!"

Where: Most dungeons

The Skulltula is referred to as "Giant Skulltula" many times in the walkthrough. It's a bigger version of the skullwalltula, but this one drops down from the ceiling! You can see it's circular shadow on the floor. before it drops down on you. To kill it, wait for him to turn his back... then attack. This is the skulltula's weak point. Later in the game, you can use the hookshot to kill him with one shot to ANY part of his body.

#44 - SKULLWALLTULA

Navi says: "Be careful not to touch it!"

Where: Deku Tree Dungeon, Forest Temple, Death Mountain Trail,
Dodongo's
Cavern

These little devils like to hang around walls and stuff that you can climb. Whenever you get close to them, they turn purple and charge at you, causing you to fall off the wall. The safest thing to do is to kill them with the slingshot/hookshot/whatever before you start climbing up. Another thing you can do is to climb up and cross them when they're facing the other direction so that they can't see you.

#45 - SPIKE

Navi says: "Aim for it when it retracts its spikes!"

Where: Water Temple

The spike is a little spiked ball that can be found mainly in the water temple. He is only found underwater. When you encounter a spike, Z target it and hit it with the hookshot. This will make its spikes go away. Hit it again to destroy it.

#46 - STALCHILD

Navi says: "Don't be afraid of Stalchild, just attack it repeatedly!"

Where: Hyrule Field

The Stalchild is the little skeleton monsters that arise from the ground in Hyrule Field as soon as it turns night time. Thankfully, these guys don't come back to haunt you in the future as adult Link. They appear only two at a time so they shouldn't give any trouble at all. To defeat them, simply use your sword and slash away. However, I don't usually bother to kill them... I just run past them most of the time.

#47 - STALFOS

Navi says: "Lure it close to you and watch its movements carefully! Attack it when it drops its guard!"

Where: Forest Temple, Shadow Temple, Spirit Temple, Ganon's Castle
Gerudo Training Center

The stalfos is a classic enemy that has appeared in every Zelda game. He is a skeleton warrior with a sword. He seems to use a lot of polygons

and you might even experience some slowdown while fighting him. They can be found in dungeons and are almost always found in pairs. When you're fighting them, use Z targeting techniques and always have your shield up. When they do a jump attack on you, the shield cannot block it so you have to jump away. Actually, I just take out my biggoron sword and slash at him like crazy :)

#48 - STINGER

Navi says: "Destroy it before it flies into you!"

Where: Jabu Jabu's Belly, Water Temple

The stinger stays hidden in shallow water until you get close. Then it will hover in the air. Quickly Z target it and hit it with a Deku Seed from your Fairy Slingshot. Another technique if you're running out of Deku Seeds, is to hit it with a Deku Nut while it's floating to make it fall down. Then hit it with the sword. Fast and easy.

#49 - TAILPASARAN

Navi says: "Its tail is its weak point!"

Where: Jabu Jabu's Belly

This is a stingray sort of creature found in Jabu-Jabu's Belly. They like to travel in groups. They don't usually bother you too much if you would stay out of their way (recommended). To defeat them, hit them with a Deku Stick or something like that.

#50 - TORCH SLUGS

Navi says: "When the fire on its back is extinguished, it will run away. Destroy it before it relights!"

Where: Fire Temple, Ganon's Castle

The torch slug is a cute little slug that is on fire. He crawls around the floors of the fire temple and a few other places too. I dunno what Navi's talking about when she says it "runs" away. All he does is crawl a little bit faster (dumb slugs). To kill them, I suggest Z targeting and flipping them over with the hookshot. Then you can slash them with the sword.

#51 - WALL MASTER

Navi says: "Watch for the shadows of monsters on the ceiling!"

Where: Forest Temple, Shadow Temple

Ohhh... this one is bad! He is a big hand that drops down from the ceiling of dungeons. But this won't really hurt you a bit... it brings you to the entrance on the dungeon! I don't think it's possible to kill him, but just avoid him. Navi will usually warn you about the shadows of monsters that hang from the ceiling, then you should watch out. When you see a circle shadow under you, run around. He will drop down when the shadow is big. [NOTE: Navi will not always warn you about him.]

#52 - WHITE BUBBLE

Navi says: "Wait for it to stop, then attack!"

Where: Spirit Temple

The final kind of bubble (why is it called a bubble?) is the white bubble. Just like the others this is a skull. Except this time, it doesn't have any flames surrounding it. This can only be found in the Spirit Temple. Kill him easily with the sword.

#53 - WOLFOS

Where: Forest Temple, Spirit Temple, Gerudo Training, Ice Cavern, Ganon's Castle

Navi says: "Lure it close and watch its movements, then strike when it lets its guard down!"

The wolfos is a werewolf kind of enemy. The wolfos usually stay in pairs. They attack similarly to the Stalfos because they can use "sword fighting techniques". They can also use their claws as a shield! To defeat them, Z target and keep your shield up. Right after they attack, lower the shield and do an attack of your own. After a few hits, he's done..... For the white wolfos (ice wolfos), do the same thing.

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| 7) SIDE-QUESTS
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[It's a good idea to get the hover boots, the silver gauntlets, and the lens of truth before coming here. Getting some of the keys require these items.] The Gerudo Training Grounds is located in Gerudo Fortress near the entrance to the horse archery game. This place has several keys that are all used at once in the central room. There are actually nine keys in all but not all of them are required to get the ice arrows if you choose the right path in the central room.

FIRST KEY:

After entering the training grounds, go through the lion head on your left side. Whoa! Two Stalfoses appear and you only have 1 minute to kill both of them! Hopefully, you have the Biggoron sword because this would make the battle much faster if you know how to use it well. Watch out for the switch blade. After the fight, open the treasure chest to find you first key. Enter the door.

SECOND KEY:

You have 1 minute to get all the silver rupees. Turn left and get the one near the cliff. Turn all the way around and get the one near the place where boulders come out. Now go back to the entrance. If you look up you will see a hookshot target. Grapple yourself up there to get another silver rupee. Go to another target a bit further back to reach the fourth rupee. The last rupee is right in front of you, but blocked by a firewall. Find a path around it and get the last silver rupee. Enter the door that opens.

Defeat the four wolfos in the room (the Biggoron sword works well). After you're finished with them, you can open the chest for some arrows. Don't enter that door! It's an enemy door just like the ones in the fire temple. If you try to open it, it will fall down on you! Use the lens of truth to see a passageway in the wall above the door. Pull yourself up there with the longshot. Guess what? There's a switch here! Step on it and fall back down. Push the huge gray block with the silver gauntlets (you DO have that, don't you?) until it falls into a hole. Enter the door. Now you are in a room with three Like Likes infesting the grounds. DON'T OPEN THAT CHEST! It's an ice chest and you'll freeze if you open it. Kill the three Like Likes and open the chest that appears to receive 200 rupees. Now use the lens of truth to find another chest (not the one at the end!). Open the new chest where a Like Like used to be to find what you really want: A small key.

THIRD KEY:

Return to the room where you fought all the wolfos. Hookshot yourself to the invisible passageway where you stepped on the switch. Enter the door

that's there. This room has a big rotating statue in it. Drop down to the lower level (be careful not to fall in the lava!). As you came in, you should have heard something about blinding the eyes of the statue. So blind his eyes! Peg each of the statues four eyes with an arrow.

When

all four eyes have turned red, a chest will appear near the statue.

Jump

over to it and get the 3rd small key. Oh, now we're stuck on the little island in the lava. Here's how to get out: Move around until you find a place where Navi flies to and turns green. Play the Scarecrow's song to make Pierre appear. Use the Longshot on him. Now you're out!

FOURTH KEY:

You should now be on the area where you used Pierre to get to. Enter the

door that was newly unlocked. Open the chest and get the small key inside. Now go back to the room with the statue in the middle.

FIFTH KEY:

If you followed my instructions *properly*, you should now be in the room with a statue in the middle. Go to the door with a hookshot target over it. And... enter that door. Kill all the enemies in this room so they don't cause any trouble. Take out the megaton hammer and start bashing the statues from the side. Behind one of the statues is a switch

hidden in the floor. Step on the switch to make the fire go away in the middle. This switch has a timer, so quickly move to the small treasure chest and open it. Its the fifth key! I'm so proud of you!

SIXTH KEY:

Exit the room with all the statues to get to a lava room with silver rupees. Forget the silver rupees for a moment. Go first to the platform near the highest platform that you can't reach. Take out your ocarina and play the song of time here to make some blue blocks appear. Climb up

the blocks the reach a key... who managed to escape from is chest.

SEVENTH KEY:

You still in the lava room? Good. Collect all the silver coins. They are

mostly easy to get with the longshot and others. One silver rupee is covered by a wall of fire. Use your hoverboots to reach a switch that turns off this fire. Now you can reach the last rupee (be quick, that switch is timed!). When all silver rupees are collected, the door at the side will unlock. Go over there and enter it.

Stand beside the blue blocks and play the song of time to get rid of them. Equip your iron boots and Zora Tunic and dive into the water.

| 8) HEART PIECE LOCATIONS
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Pieces of Heart can be found in secret locations all over Hyrule. When you collect 4 heart pieces, you gain a whole heart container. There are a total of 36 heart pieces in the game...and that makes a total of 9 heart containers that you can gain from them.

LOST WOODS

1. After entering (in the past), turn left. Stand on the stump and play Saria's Song to the Skull boy. He likes you because you know Saria! He gives you a piece of heart.
2. Find a place with two skull boys (in the past). Play their game and win enough times until they finally give you a piece of heart. See the Mini-game section for more details.

HYRULE FIELD

3. At the entrance to Lake Hylia, there is a square of fences. Lay a bomb in the center (signal from the stone of agony) and drop down the hole. The Deku Scrub sells it for only 10 rupees after you beat him.
4. At the north-west corner there is a grove of trees. Put a bomb beside a tree that is separated from the others (you should feel the stone of agony if you have it). Drop down the hole and use the iron boots to sink to the bottom. You can only use the iron boots in the future.

MARKET

5. Come to the market at night when dogs are running around in the past. Beside the Bazaar is a white dog. Make it follow you to the house in the back alley. Talk to the fat woman and she will give you a piece of heart.
6. Play the Bombchu Bowling Game in the past. One of the random prizes is a piece of Heart.
7. At night in the past, go to the treasure chest game and use the lens of truth to win. You HAVE to use the lens of truth. It MIGHT be possible without it, but you'll need to be a hell of a lucky guy.
See
the mini-game section for details. At the final room, in the large chest there is the piece of heart

LON LON RANCH

8. At the back of the ranch behind the horses is a building. Go inside, move a few boxes out of the way, and crawl through the tunnel at the corner. Resting in the hay is a piece of heart. You need to be a child to crawl through the tunnel.

KAKARIKO VILLAGE

9. Use the longshot to reach the man on the roof. Talk to him and he will give you a heart piece. This has to be in the future since you can't use the longshot in the past. The longshot hooks on to the roof. There's also a way to get this heart piece in the past: Climb the ladder up to the giant tower in the center of town. Go to the front left corner and face forward (the exact opposite of the ladder's direction). Z Target and jump left (don't hold or press any buttons). If you did it right, you should land on a fence. Climb up on the rooftop to claim your prize! [Thanks to Jeff Goldschrafe (jgkorn99@yahoo.com) for this info.]

10. In the graveyard, pull on the middle tombstone, it has some flowers growing near it. Go down and kill the ReDead, then play the Sun's Song to get another Heart.

11. Go to the graveyard from 8:00 to 11:00 in the past, Dampe will be walking around the graveyard. Pay him 10 rupees to dig in soft soil. If he doesn't do it the first time, pay him again and again until he finally digs out a heart piece.

12. After getting the longshot, race Dampe again and finish in less than 1 minute. The trick to doing this is that you need to use the longshot to cross the large gap at the end quickly. Dampe is only found here in the future.

13. After defeating 50 gold skulltulas, go to the house of Skulltula.

The boy there will give you a piece of heart as your reward for breaking the curse on him

14. Plant a magic bean in a soft soil location in the corner of the graveyard as a child. In the future, ride the plant up. Roll into the box to get another heart piece.

15. After winning Dampe's graveyard race, you will end up in top of the windmill. Jump on the spinning platform and jump of at the heart piece platform. Only in the future.

ZORA'S FOUNTAIN/RIVER/DOMAIN

16. After getting the iron boots from the ice cavern, use them to

sink to the bottom of Zora's Fountain. A heart piece awaits you.
Only
in the future.

17. Use the hover boots to reach a piece of heart on a high platform in Zora's River. You can also ride the magic bean plant to this one. You need to be in the future to use the hover boots or ride the big plant. You can also use the cucco to fly to this heart piece [Thanks to Jeff Goldschrafe (jgkorn99@yahoo.com) for this info.]

18. Use the hover boots to reach another piece of heart on a high platform in Zora's River. This one is beside the waterfall. You can also use the cucco to fly to this heart piece [Thanks once again to Jeff Goldschrafe (jgkorn99@yahoo.com) for this info.]

19. Stand on the log in Zora's River. Take out the ocarina and play the song of storms to the frogs. They like the song of storms. So they give you a piece of heart. These frogs are found in the past only.

20. Stand in the same place as above. After playing every non-warp song you know, they will ask you to play their game. See the mini-game section for more details. Win and receive a heart piece. Found in the past.

21. There are four torches to be lit in Zora's Domain. Two of them are behind the waterfall. Light all four of them and a treasure chest will appear behind the waterfall. Open it to receive a heart piece. This can only be done in the past.

22. This is an easy one in Zora's Fountain in the future. Jump from ice platform to ice platform and you will easily spot a piece of heart. Just jump to it. Only found in the past.

LAKE HYLIA

23. Catch a fish weighing 10 to 14 pounds. It can only be done in the future when the fish are bigger. See the mini-game section for more details about that.

24. In the Lakeside Laboratory, jump into the pool and dive to the bottom (you need the golden scale). Talk to the crazy old guy and he will give you a piece of heart. It doesn't work if you just use the iron boots to reach the bottom.

25. Plant a magic bean in the soft soil outside of the Lakeside Laboratory. Come back in the future and ride it to the roof of the Lakeside Laboratory. Climb the ladder and get the heart piece at the top.

DEATH MOUNTAIN

26. In the past, plant a magic bean at the entrance to Dodongo's

Cavern. Come back in the future and ride the plant to receive your prize. You'll need to jump off at the ledge above the cavern. Here's another way to get this one: Throw the bomb flower out of the way, then face the OPPOSITE DIRECTION of the low section of fence (outside Goron City), then do a backflip. If you angled this one right, you should land right on the platform where the Heart Piece is! [Thanks to Jeff Goldschrafe (jgkorn99@yahoo.com) for this info.]

27. After talking to the great fairy on Death Mountain in the past, talk to the owl and let him take you down the mountain to Kakariko Village. He drops you on top of Impa's house. Drop down to the ledge over the cucco pen. Enter the hole to get the heart piece beside the cow. (Actually this heart piece is in Kakariko Village, not Death Mountain.)

GORON CITY

28. Light all the torches on the bottom floor to make the statue spin around. Go up to the second floor and throw a bomb down inside the statue. If you're lucky, a piece of heart will come out. If not, try again. The statue can only be found in the past.

DEATH MOUNTAIN CRATER

29. Climb down one of the walls near the entrance (the entrance if you entered through the cave beside the great fairy). There is a heart piece waiting for you in a small cave in the wall.

30. Plant a magic bean here in the past (use the Bolero of Fire to get there). Come back in the future and ride the magic plant to the hill in the center with smoke coming out. A piece of heart is there.

GERUDO FORTRESS/VALLEY

31. After getting the Gerudo membership card, play the horse archery game (near the Gerudo training Center). Get 1,000 points for a piece of heart. With practice, it shouldn't be too hard :)

32. There is a crate on a small ledge near the waterfall in Gerudo Valley. Use a chicken to get to it. Once there, roll into that crate and pick up your heart piece.

33. Plant a magic bean in the soft soil at the bottom of the waterfall. In the future, ride the plant behind the waterfall and jump to the piece of heart.

34. While you are searching for the carpenters, you should have seen the large treasure chest along the way. Play the scarecrow's song to make Pierre appear. Use him as a hookshot target to reach the platform. Once there, open up the treasure chest to get a piece of heart. It's also possible to directly use the longshot on the chest if you're close enough. [Thanks again to Jeff Goldschrafe

(jgkorn99@yahoo.com) for this info]

ICE CAVERN

35. In one of the rooms, there are icicles all over the floor and ceiling. There is also a piece of heart in this room. Use blue fire to melt the red ice and get it.

DESERT COLOSSEUS

36. Plant a magic bean here in the past beside the entrance to the Spirit Temple. Come back in the future and ride the plant to the final piece of heart.

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| 9) GOLD SKULLTULA LOCATIONS
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This is a complete list of the skulltulas hidden around Hyrule. All of them except for the ones in dungeons and caves can only be found at night. Bring the Skulltula tokens to the rich Skulltula family in Kakariko Village and they might give you something nice...

- 10 gold skulltulas - Adult wallet (holds 200 rupees)
- 20 gold skulltulas - Stone of Agony
- 30 gold skulltulas - Giant wallet (holds 500 rupees)
- 40 gold skulltulas - Bombchus
- 50 gold skulltulas - Piece of Heart
- 100 gold skulltulas - Gold rupee (you can come back for more)

KOKIRI FOREST

1. (Past) Look behind the Know-it-All Brother's house at night. You can't do this at the beginning of the game since the time doesn't change when you're confined to Kokiri Forest and you're stuck in the daytime.
2. (Past) Put a bottle of bugs in the mound of soft soil behind the store. The Skulltula just pops right out.
3. (Future) High up at the back of the twins' house. You need the hookshot to get the token.

THE LOST WOODS

4. (Past) After you enter... go left, and left. Take out your bottle of bugs and use it on the mound of soft soil. A gold Skulltula pops

out!

5. (Past) After you enter... go right, left, right, left, and left. Another mound of soft soil. Use a bottle of bugs on it.

6. (Future) Come back to the place above (#9). Ride the giant plant to the ledge above. At night, a gold Skulltula awaits you.

7. (Future) Go to the Sacred Forest Meadow (right, left, right, left, forward, right, left). Look at the wall on the right side. It's a gold Skulltula! Use the hookshot to get the token.

HYRULE FIELD

8. (Past) At the very northeast corner of the field, near Kakariko Village entrance, there is a tree. Get close and you should feel the stone of agony if you're using the rumble pak. Bomb there and enter the hole. Use the hookshot or boomerang to get the token.

9. (Future) As an adult, go to the place near the entrance to Gerudo Valley. There is a red rock with little brown stones around it. Get rid of the red rock with the hammer. Enter the hole. Burn the spider webs with Din's Fire/Fire Arrows. The gold Skulltula is with the cow.

MARKET

10. (Past) Go to the building at the entrance to the market (with the overhead view) with a lot of pots inside. Roll into the box beside the guard...and a gold Skulltula pops right out.

HYRULE CASTLE

11. (Past) At the corner of the moat. There you find a tree. You can feel the stone of agony if you have the rumble pak. Play the song of storms to that tree to make a hole appear, then drop inside to find a gold Skulltula.

12. (Past) Right in front of the entrance is a big tree. Roll into it and a golden Skulltula falls out.

LON LON RANCH

13. (Past) Bump into the tree that's close to the entrance but at the end of the houses/sheds. A gold Skulltula pops out of it.

14. (Past) Look high up at the house on the left side. Blocking the window... you shall find Skulltula number 18! Use a boomerang to get him.

15. (Past) Go to the little shed thing inside the horse field. You shall find a golden Skulltula there at night.
16. (Past) Go to the stone building at the back of the field. High up on the wall beside it, there is a gold Skulltula.

KAKARIKO VILLAGE

17. (Past) Bump into the tree at the entrance to the village to make a gold Skulltula fall out of it.
18. (Past) At the back of the House of Skulltula. The gold Skulltula is right there. Just use the sword and walk up to the token. It doesn't get any more simple than that.
19. (Past) This one is located at the construction site in the past. The one with the bricks and stuff. The Skulltula is on the brick wall.
20. (Past) There's a tall tower that you can't miss while going up to Death Mountain. At night, a gold Skulltula is on the ladder. Use the boomerang to get the token.
21. (Past) On the side of the house near the entrance to the Death Mountain Trail. The one where the person says "My son's in the graveyard" or "My son is sleeping right now".
22. (Future) Use the longshot to get to the top of Impa's house. The Skulltula is just there.

THE GRAVEYARD

23. (Past) Look high up on the wall at the right side. The gold Skulltula is there. Use the boomerang to get the token.
24. (Past) Use a bottle of bugs on the mound of soft soil in the corner. The Skulltula just jumps right out of there.

DEATH MOUNTAIN TRAIL

25. (Past) There is a mound of soft soil right outside the entrance to Dodongo's Cavern. Put some bugs there to make Mr. Skulltula pop out.
26. (Past) There's a weird looking wall near the entrance. Bomb it to find a gold Skulltula. The wall doesn't look like you can climb it but you really can.
27. (Future) Go to the place where you threw a bomb of the cliff to open up Dodongo's Cavern. Smash up the red rock with the hammer

and...Skulltula!

28. (Future) In the place with the falling rocks (or at least the place where they USED to be), there is a group of red rocks. One of them has a gold Skulltula under it. Smash the rocks with the megaton hammer.

GANON'S CASTLE

29. (Future) At the back of the black stone pillar where the guard was in the past. You need the hookshot for the token.

GORON CITY

30. (Past) At the top floor where you entered the city, there is a room with several large rocks. Bomb the rocks to get to the back wall. Roll into the crate to find a gold Skulltula inside.

31. (Future) There is a platform at the top floor where a Goron was in the past. At the back of the stand for Goron's Ruby there is a gold Skulltula. Stand on the ropes and use the hookshot to get it.

LAKE HYLIA

32. (Past) Place a bug in the mound of soft soil just outside of the Lakeside Laboratory.

33. (Past) Stand on the bridge and look at the back of the Lakeside Laboratory. Use the boomerang to fetch the token.

34. (Past) Go to the island where you got the fire arrows. At night, a gold Skulltula is there.

35. (Future) Use the iron boots to sink to the bottom of the pool in the Lakeside Laboratory. Roll into the box at the bottom. The Skulltula is inside.

36. (Future) On the island in the middle of the lake, there is a large tree. Use the longshot to climb up on top of it. There is a Skulltula there at night.

ZORA'S RIVER

37. (Past) Near the waterfall (the one going to Zora's Domain) you will find a ladder. Go there at night to find a gold Skulltula.

38. (Past) Near the entrance of the river (coming from Hyrule Field) there is a tree. Roll yourself into that tree and a golden Skulltula will fall out.

39. (Future) Along the path to Zora's Domain, you must have crossed

a

wooden footbridge. Take out the hookshot and look up on the left wall

(I mean, look really REALLY high up). Up there is the gold Skulltula.

40. (Future) Ride the magic plant to the platform beside the one where you got the piece of heart. A Skulltula is on the wall. Use the hookshot to get the token.

ZORA'S DOMAIN

41. (Future) At the right side of the top of the frozen waterfall. You will need to stand at the place where you paid for the diving game in the past. Stand really close to the edge and look to your extreme left. Use the hookshot to get him.

ZORA'S FOUNTAIN

42. (Past) Go to the island way back behind Lord Jabu-Jabu. You know, the one with the great fairy? Well, roll into the tree to make a Skulltula fall out.

43. (Past) The log in the water. Climb up at night stand there. You should be able to see a Skulltula on the wall. Use the boomerang to get the token.

44. (Future) Go to the island where you got Farore's wind in the past. Use the sliver gauntlets and pick up the gray rock there. Follow the path and look for the Skulltula on the wall. Also use the lens of truth to protect yourself from invisible enemies.

DEATH MOUNTAIN CRATER

45. (Past) Play the Bolero of Fire to get to the entrance of the Fire Temple. Around there is a mound of soft soil. Place some bugs there, kill the Skulltula, and get your token. You'll need to play some other warp song to exit.

46. (Past) Near the entrance, there is a box. Roll into the box and receive your prize!

GERUDO VALLEY

47. (Past) Stand on the narrow wooden bridge near the entrance. There is a gold Skulltula on the right wall. Use the boomerang to get it.

48. (Past) Go to the platform at the bottom of the waterfall. There is a Gerudo... a cow... and a mound of soft soil! Put some bugs in here.

49. (Future) Look behind the carpenter's tent. High up is the gold Skulltula. Use the hookshot to get it.

50. (Future) Near the entrance to Gerudo's Fortress, there is a large red stone pillar sticking straight out of the ground. The Skulltula is on top. Use the hookshot for this.

GERUDO FORTRESS

51. (Future) Go to the horseback archery place after getting the Gerudo membership card. Up on one of the high targets on a stick. Use the longshot.

52. (Future) While exploring the fortress for carpenters, search at night. You'll probably come across this one on the back wall. Use the longshot.

DESERT COLOSSEUS

53. (Past) Near the entrance to the Spirit Temple, there is a cute little heap of soft soil. Take out a bottle of bugs and place one inside. Ta da! A Skulltula pops out!

54. (Future) This one is up on one of the trees in the area, pretending to be a coconut (how cute...). Use the hookshot to get him.

55. (Future) Ride on the giant magic flying plant to the top of a large stone. The Skulltula is waiting for you there.

HAUNTED WASTELAND

56. Go to the stone platform where you find the Poe guide. Look around the sides for an entrance. Fall down the entrance to the golden spinning Skulltula.

BOTTOM OF THE WELL

57. Enter the tunnel at the northeast section of the main room. Continue until you reach a room with a Like Like (shield eater). Check on the wall for a gold Skulltula.

58. Open the locked door on the left side of the main room. On one of the walls is a golden Skulltula.

59. Open the locked door on the right side of the main room. On one of the walls is a golden Skulltula.

GREAT DEKU TREE

60. On the third floor (in the room with the three platforms), jump to the little passage on the side. Kill the giant Skulltula and the gold Skulltula will be right behind it.

61. In the water room after you fall through the spiderweb, a Skulltula in on the vines. Climb the vines to receive the token.

62. Also in the room after you fall through the spiderweb. There is a
a gold Skulltula doing his thing of the bars. Kill it with the slingshot and jump from the nearby platform to pick up the token.

63. This one requires the use of bombs found in Dodongo's Cavern. In the basement of the Deku Tree, there is a room were you fight a few little Thomas. On the side of the room there is a Deku Baba. Kill
the
the Deku Baba and bomb the wall behind him. Continue and kill the Skulltula. Oh yeah, you also need the boomerang to get the token.

DODONGO'S CAVERN

64. (past) In the room to the right side of the main room. There are several exploding lizards. Part of the wall can be destroyed with a bomb! Kill one of the exploding lizards near the wall to destroy it. Or you can simply use a bomb if you already got the bomb bag :) Behind the statue in this room is gold Skulltula 64.

65. (past) Go to the room with a lot of bomb flowers that you used
to make a stairway. Well, climb up the stairs and kill the Skulltula on the vines on the above floor.

66. (past) Go inside the Dodongo Head and enter the tunnel. Now you are in a room with movable blocks. There is a bombable section of wall in this room. Its hard for me to explain but I'm sure you can figure this one out. Bomb the wall and enter the door. There is a gold Skulltula behind the statue.

67. (past) This Skulltula is pretty hard to figure out. After defeating the cavern, ride up the pillar that goes up to the second floor in the main room. From the second floor, go to the room where you used the bomb flowers to make a stairway. If you didn't make the stairway yet, go to the wooden path on the left side. Climb up the vines growing on the side of the pillar to reach a small grotto. Congrats, you have discovered the coveted golden Skulltula.

68. (future) In the room with the exploding lizards (see #64), play the scarecrow's song at the part where Navi turns green but there is nothing there. Use Pierre as a hookshot target and kill the
Skulltula
there.

JABU JABU'S BELLY

69. This one is very difficult...to miss. In the room where you step on the switch to raise the water, look on the vines at the side. There's a gold Skulltula! Geez... did I even need to include this here?

70. In the room where you met Princess Ruto, there is a hole where a big green tentacle used to be covering (or is STILL covering if you didn't beat the dungeon yet). Drop down that hole to the level below.

You should be standing on the highest platform. Check out the walls, you will find a gold Skulltula. Use the boomerang to get it.

71. It's really close to the one found in #70. Just search the nearby walls and you will surely see it. You have to be blind and deaf to have missed this one while looking for Skulltula #70 (and if you ARE blind and deaf, how did you even get this far into the game?).

72. In the room with the switch on the ceiling that you need to hit with the boomerang. It's doing its spinning thing on the vines. Go get 'em with thy boomerang.

FOREST TEMPLE

73. This is found in the first room of the dungeon... the one with the two wolfos. Look up at the vines near the top. There it is. Use all you brain power and courage to defeat the Skulltula and receive the token (use the freakin' boomerang, you moron).

74. In the room with the four torches, walk up to the door straight ahead from the entrance. Look right and use the hookshot to reach the gold Skulltula there.

75. Go to the grassy wildlife vegetation area at the upper right of the map. Up on the wall is the gold Skulltula. Use the hookshot to get it.

76. Go to the grassy wildlife vegetation area at the upper left of the map ON THE SECOND FLOOR. Use the boomerang to get the Skulltula found on the wall.

77. In the basement room before the dungeon boss... the one with a pushable wall. Keep on spinning the wall and stepping on switches until you find a passage with the Skulltula.

FIRE TEMPLE

78. In the big fiery lava room, go to the left side wall and play the song of time to the blue block there. Continue to the next room where

you find a Like Like and a bunch of attacking tiles. Check behind the Like Like to find... a golden Skulltula.

79. In another cool room with the spinning tiles and a Like Like. This is the one just before the room where you get the boss key. As usual, you find a golden Skulltula on the wall.

80. In the maze-like room with boulders rolling around, look around the sides for a bombable wall. It's on the bottom floor. Bomb the wall and get the Skulltula behind it.

81. Directly after entering the upper level of the boulder maze from the center circular room, turn to your right and Navi will fly up high. Play the Scarecrow's song to make Pierre appear. Use him as a hookshot target. The treasure chest has 200 rupees! Continue up the path and you will find the golden Skulltula on the wall.

82. In the room where you get the megaton hammer (big circular stairway), look around the walls. Use the hookshot to get the Skulltula.

ICE CAVERN

83. In the room with icicles on the floor and ceiling, you will find blue fire, a piece of heart, and on the wall behind the piece of heart is a golden Skulltula!

84. Go to the room with a helicopter blade of some sort in the center. Look on the walls to find it. It's there... somewhere...

85. This one's in the room where you slide the block to get silver rupees. Its on one of the walls there. Use the hookshot to get him.

WATER TEMPLE

86. Go to the river with a bunch of vortexes in it. Search around the walls to find it. In order to actually get it, equip the iron boots to sink to the bottom. Now take out your longshot and get him!

87. This one's in the room where platforms are slowly moving down a waterfall. Look at the right side. There's that Skulltula! The ordinary hookshot can't reach it (stupid obsolete piece of junk) but the longshot will!

88. After getting the longshot, drain the water to the bottom and enter the tall pillar in the main room. Use the longshot to climb up the pillar. On one of the walls at the you'll find the Skulltula.

89. In one of the rooms around this water temple, you will find a diamond switch that you can't hit because a gate is blocking your way. Simply charge up your sword, and release your spin slash. The power from the sword will hit the switch! The Skulltula is clearly in

the gate that opens.

90. While looking for the boss key, you will come across a shallow stream with boulders coming out. On the wall where the boulders are coming from, there the gold Skulltula you're looking for.

SHADOW TEMPLE

91. In the room with the invisible spinning blades (connected to the super-large room), look on the wall for a gold Skulltula.

92. Inside the room with falling spikes, enter the passage behind the bars to find this one. Use the longshot for him.

93. In the big boat room, stand on the front of the boat and you'll find a high platform to your left side. You should also see the Skulltula there. Use the longshot to get it from where you stand.

You can also play the song of scarecrow to make Pierre appear.

94. In the room where there are three spinning skulls with blue fire coming out of them, there's an easy Skulltula behind these skulls. Use the longshot to claim your prize.

SPIRIT TEMPLE

96. (past) In the room where you battle with Iron Knuckle, an gold Skulltula is waiting for you above the door. You need the boomerang to get this one (Yep, boomerang. This one's in the past)

97. (past) In the room with a wide gap and a fence at the opposite side. Use the boomerang to get him. He's doing his Skulltula thing of the fence.

98. (past) Look above the door at the stairway place. The Skulltula is there.

99. (future) In the room where there are boulders moving around and you need to get the silver rupees. There is one pass that is blocked by a blue "block of time". Play the song of time to get rid of this block and get the golden Skulltula behind it.

100. (future) In the room with a big statue. On the ledge on the left side you can play the scarecrow's song to get there and get golden Skulltula #100.

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Mini-games have become a tradition of Zelda games. Link's Awakening had the trendy game and raft ride. Link to the Past had the target practice and chest guessing mini-games. Zelda 64 is filled with mini-games so you can take a break from the game.

1. SUPER CUCCOS

Lon Lon ranch in the past. Talon will tell you to find the three "super cuccos". Turn around as soon as the cuccos flay away and you should be able to see them land. The prize is a bottle of Lon Lon milk (although you really just want the bottle). It costs 10 rupees for the first try. 5 rupees after that.

2. SHOOTING GALLERY

Past: Located in the Marketplace. You use the slingshot to shoot these giant rupees that come out from all over. 0-7 points and you lose.

8-9 points and you get another free try. A perfect score of ten points will get you a prize. This "prize" will be a bigger Deku Seed Bag the first time. A purple rupee after that. Costs 10 rupees.

Future: Located in Kakariko Village. You use the bow to shoot the same giant rupees. The scoring system is just like above except the prize is a bigger arrow quiver the first time. Purple rupee after that. Still costs 10 rupees.

3. BOMBCHU BOWLING

Found in the Market after beating Dodongo's Cavern. You throw bombchus towards a hole in the wall at the end of a hall. Obstacles will block your way, making it harder to hit the hole. It costs 30 rupees for each play and you get ten bombchus to hit three targets. It's quite expensive

but the prizes make it all worth the effort: bigger bomb bag, pieces of heart, bombs, bombchus, and purple rupees. Not found in the future.

4. FISHING POND

Found in Lake Hylia. Swimming there is easy in the past but the water is drained out in the future. You need to beat the water temple to bring the water back (you can also get there via magic plant if you planted a magic bean beside the lakeside laboratory there as a child). Listen to the fishing pond guy for the *long* instructions on how to fish. The fish bite a lot more than usual early in the morning and when its raining. The fish are also much bigger in the future than in the past. They have some decent prizes too: 10-14 pounds for a piece of heart... 15+ pounds for a golden scale that allows you to dive for up to 8

meters.

5. OCARINA "JAM SESSION"

Play with the skull kids in the lost woods. Show them the ocarina and they will treat you with an ocarina version of follow-the-leader. Just play back the tunes that they play to you. Win enough times to get a piece of heart. No more prizes after that. Its free! Not in the future.

6. TREASURE CHEST GAME

This game is more than impossible without the lens of truth: In each room there are two treasure chests. One has a key. The other has a rupee. If you find the key, you can proceed to the next room. Finding the rupee ends the game. With the lens of truth you can see what's in the chest before you open it... This would make it soooo easy. The prize is a piece of heart the first time. 50 rupees after that. Located in the market as baby Link only. It costs ten rupees per play. [Puffy69234@aol.com claims to have beaten the game on his first try... he's one hell of a guesser!]

7. DIVING GAME

This game is found in the room left of King Zora's room in Zora's Domain. A Zora will throw rupees down to the lake and you have to dive down there to get them. The first time, the prize will be the silver scale. After that, you just get to keep the rupees you find down there. It costs 10 rupees. Not found in the icy Zora's Domain of the future (just imagine diving down into the ice!)

8. HORSE RACE WITH INGO

In Lon Lon Ranch (Ingo's Ranch) as an adult. First, pay the 10 rupees to ride the horses. Then, call Epona with Epona's song. Get on Epona and talk practice riding her till the time is up. Then pay another 10 rupees to ride Epona again. Now talk to Ingo using Z targeting methods. He will ask for a horse race (with a tiny 50 rupee bet...). Now race him. In order to actually win, keep on hugging the wall and go crazy with the carrots when he moves a little to the left to give you space to overtake him on the right. Don't use the last carrot! Doing so makes you lose a lot of speed. The prize is....THE HORSE! Bring him out of Lon Lon Ranch by gaining speed and jumping over the fence. Can't play anymore after that.

9. OBSTACLE COURSE

Found in Lon Lon Ranch of the future (after getting Epona). Malon will let you do it (...you all make me sick) for free! Winning this game is

hella hard and the prize isn't even close to worth it. Use the carrots wisely and hug the fence as much as possible. That's my advice. Beat the record of 50 seconds (set by the lovely Malon herself) and the prize...a cow... will be delivered to your house.

10. MARATHON RUN

Found in Gerudo Valley after saving those stupid carpenters. Talk to the wandering running guy in the tent and he will challenge you... and even give you a headstart. Go as fast as you can from that tent to the bridge in the lost woods! Go go go! Even use the horse if you like. When you get to the bridge in the lost woods, you will find that the elusive wandering running guy has beat you... by one second. According to Nintendo's official Zelda site, you cannot beat him. Only beat yourself. Because it is impossible to win, there is no prize. It is free.

11. HORSE ARCHERY

Also found in Gerudo Valley after saving the dumb carpenters. Follow the path beside the Gerudo Training Center... and bring Epona too. Epona will go through a path while you shoot arrows at the targets. The pots at the bottom are worth 100 points each! More than 1000 points for a heart piece. More than 1500 for a bigger arrow quiver. The game costs 20 rupees per try.

12. OCARINA FROGS

Can be found in Zora's River in the past. Play every "non-warp" song that you know... then the frogs will get big! They will ask you to help them eat the butter flies. You need to be quite fast with this. Memorization is also very helpful in winning. Prize is a piece of heart. It is also free.

13. DAMPE'S GRAVEYARD RACE

This is under one of the tombstones in the graveyard. Race Dampe through his amazingly oversized huge grave. Watch out for the fire he throws back at you. The first time, you get the hookshot. Beat him in under a minute for a piece of heart.

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This is a special section of the guide. Here you'll find a list of things to do in the game that do not give you any rewards, or affect the outcome of the game. It here to make you appreciate the game more.

- Everyone in the world probably knows this already, but you can slash the signs into pieces with the sword. If the sign is near some water, a piece of the sign could land in the water and float there. Then you can play Zelda's Lullaby in front of the sign to make it reassemble!

- Another "secret" that everyone knows about: There are cuccos (chickens) you can find in Zora's River, Kakariko Village, and Lon Lon Ranch. Attack him for a while and he will call his friends to attack you! It takes quite a while before they stop, and I even got killed by them when they trapped me in the corner (see below).

- This is probably a glitch: I attacked the cucco at the start of Zora's River. As usual, he called his friend cucoos to attack me. But then they pushed me into the corner and I couldn't move! I couldn't use most of my items either. The cucoos slowly killed me :(

- When you are riding on Epona, you're invincible! Try running over the cucoos in Lon Lon Ranch, they will get pissed off and start attacking you but you won't get hurt.

- With Epona in Lon Lon Ranch, it's possible to gain enough speed with the carrots and jump over the fences on the sides! You get to see a cool cinema sequence for each one.

- Another secret with Epona: When you're riding her, take the bow and arrow and shoot an arrow into her head. She makes her normal horsey sound... but she's okay :)

- If you are wearing the Bunny Hood in Hyrule Field, the Stalchildren will not come out of the ground to hurt you! Pretty useless since the Stalchildren are already practically harmless.

- In the place where you first meet Princess Zelda, there are two windows on each side. look closely from the correct angle and you will see Mario, Luigi, Yoshi, and Princess Peach! Something weird happens if you try shooting them...

- In the fishing pond in Lake Hylia, you can use the fishing rod to get the guy's hat! It will take a while to do it right. Then you can use the hat as bait for fishing... but the hat will sink to the bottom of the pond and stay there. You will need to pay 50 rupees for that hat. The guy will have no hat for the rest of the game (and also in the ending).

- During the battle with Ganondorf or Phantom Ganon, you can use the bottle instead of the sword to hit back the energy ball to him. It's like the SNES Zelda where you can use the bug catching net :)
- In the fishing pond, equip the hover boots. Then, run into the lake and cast your line before you fall into the water. Now you are fishing while standing on the water!
- In Zora's Domain, there is a passage deep in the water. It's a little too deep to reach with the golden scale, and you can't use the iron boots as an adult because it's covered with ice. Strange...
- On the drawbridge to the market, you can stay there when it turns night and the drawbridge will pull you into the market (at night)! You can also climb the chains at the sides.
- Fun with masks. This is a funny thing to watch: Wear one of the masks as a child and pull out the master sword. He will do this with his mask on! You can also play the ocarina while wearing a mask.
- There's a secret lure for the fishing pond called the "sinking lure". It is usually found near the little stream coming from the crack in the wall. If it's not there, it is around the edge of the pond or in the middle.
- In Kakariko Village as an adult, use the longshot to get on the house together with the guy. Now look at the windmill... there's a little passage. Use the longshot again to pull yourself towards the peg. Now you find some long staircase with a cucco at the end. Strange...
- I never done this before, but... In the fishing pond again, there is a "Hylia Loach". To find this, enter the fishing pond the exact second that the morning rooster crows. [NOTE: www.nintendorks.com has proof of the Hylia Loach, pictures included. Check out their news archives for 05/18/1999.]. Your prize for catching the loach? A purple rupee!
- This must be one of the strangest things... In the lost woods, take this path: right, left, right, left, left. And walk around in the grass at the end with the butterflies. You'll fall into a hole and come to the "Forest Stage". Wear a mask and the little Deku shrubs will do something to you (good or bad). The Mask of Truth will give you a Deku Nut upgrade, and the Spooky Mask will get you a Deku Stick upgrade.
- There's like a million stones in Hyrule with an eye-symbol on them. These are called gossip stones. Hit them with the sword and they will tell you the time. Bomb them and they will rocket into space. Hammer them and they will get squashed. Talk to the with the Mask of Truth and they will tell you something interesting.
- If you try using a Deku Nut on Queen Ghoma in the Deku Tree, the game will freeze up and you'll need to reset (is that really a secret?). Yeah, it sucks. But at least it's not too far into the game and you can start over without losing too much.

- Get close to a butterfly and carefully touch it with the end of the Deku Stick (don't swing it at him). The butterfly will turn into a red fairy that gives you life AND magic power.

- If you have an empty bottle and play Epona's Song to a cow, he will say that he likes that song and it reminds him of the pastures. Anyway, he'll give you a full bottle of Lon Lon Milk.

- In the Marketplace in the past or in Kakariko Village in the future, there is a little guy there pounding the ground. Actually, he's begging for you to sell something to him! You can give him a bug for 50 rupees, or a fish for 100 rupees, or a bottle of blue fire for 150 rupees. If this person has so much money... why the hell is he a beggar?!

- The Epona Glitch. There is a way to use any of the C button items while riding on Epona! First of all, save the game after Ganon knocks away your master sword in the final battle. The reset and get on Epona, there you go!

- This is a cool trick: In Kakariko village, throw all the chickens into the well. Then go down there with them and use DIN'S FIRE! All the chickens are now officially pissed off and there's no escape! Why anyone would ever want to do this is a mystery.

- This is very interesting... In the fishing pond, talk to the guy there and say "Let's talk about something". Keep on doing this and he will tell you something funny each time!

- Defeat Ganon and watch the ending. At the very end of the ending, during the "The End" screen (whew... I'm confusing myself), you can wait for a while and you will hear your scarecrow song play in several different instruments. Hopefully you have a GOOD scarecrow song :)

- If you have some kind of worthless item that you'll never use, take out a bottle and get near a fish or a fairy. Press the C button and then right in the middle of you grabbing the fish/fairy, put the Claim Check on the button that the bottle was on. Now you will have another bottle! You can do this to all your C items but then you would be left with only bottles! But you can't get back any of those items :(Be careful not to do this trick with any of your useful items.

- Look at the tree of Link's house. At the bottom, it looks like he carved in a picture of a lizard creature fighting some person. This really doesn't do anything at all :|

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| 12) ITEMS
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BOMB (Any Link):

This is found in Dodongo's Cavern on Death Mountain. Set this down on the floor and it will explode in approximately four seconds. Use the bombs to damage some enemies. Some walls can be destroyed by bombs to reveal a secret passage...

BOMBCHU (Any Link):

The bombchu can be bought from a bombchu store, won from the bombchu bowling game (see the mini-game section), or found in a treasure chest. It functions like a bomb except it will start running forward and explode when it hits an object.

MAGIC BEAN (Child Link):

The magic beans can be bought from the fat kid near the entrance to Zora's River. Plant them at soft soil locations across Hyrule (see the side-quest section). Return to that location as an adult and the bean will have grown into a magic plant. Ride the plant to reach place that you normally cannot reach.

FAIRY BOW (Adult Link):

The Fairy Bow is found in the Forest Temple. Use it to shoot switches and enemies. It works the same as the Fairy Slingshot except the arrow travels much faster. As your adventure progresses, you will find three *magic* arrows with different effects: The fire arrow, ice arrow, and light arrow.

HOOKSHOT (Adult Link):

The Hookshot is your prize for beating Dampe in his graveyard race (see the mini game section). It is an expandable chain that can pull you to hard to reach places. The hookshot clings onto hookshot targets & rough surfaces. It can also be used as a weapon. Later, you will find the Longshot in the water temple. The Longshot works just like the hookshot except it extends TWICE as far. This is very useful for getting gold skulltulas.

MEGATON HAMMER (Adult Link):

This is found in the fire temple. While using the megaton hammer, you cannot use the shield! Use this item to destroy statues, activate rusted switches, and destroy brown or red rocks. It can also be used as a weapon.

DIN'S FIRE (Any Link):

Given by the second great fairy (see the great fairy section). Fire surrounds Link and destroys the surrounding enemies. It is also used to light torches. You need this to light all the torches at the entrance to the Shadow Temple.

FARORE'S WIND (Any Link):

Given by the third great fairy (see the great fairy section). This surrounds Link's body with a green light and it will create a warp point. The next time you use it, you can either warp to the last warp point, or dispel the old one and create a new warp point. This can only be used in dungeons.

NAYRU'S LOVE (Any Link):

DEKU SHIELD (Young Link):

You first buy this in the shop in Kokiri Village for 40 rupees. Its made

of wood and not very durable. It can easily be burned by fire (and there's quite a bit of fire in Dodongo's Cavern).

HYLIAN SHIELD (Any Link):

You can first get this from a chest in the graveyard or from the Bazaar in the Market. As young Link, you can only use this shield as a kind of turtle shell since you only duck down with the shield at your back. It doesn't get burned but it CAN be swallowed by a Like Like. You can use this shield to protect your self from the falling rocks on Death Mountain.

MIRROR SHIELD (Adult Link):

You get this from the Spirit Temple. You can use it's shiny metal surface to reflect light. It can also be used to deflect the magic attacks of some monsters. It can't be burned OR be eaten by a Like Like.

--CLOTHES--

KOKIRI TUNIC (Any Link):

You start the game off wearing this tunic. It doesn't give you any real special abilities or powers, you just... wear it. It can't be eaten by a Like Like because if it WAS eaten then Link would be left butt naked. Ewww....

GORON TUNIC (Adult Link):

This tunic is first given to you by a Goron in Goron City that is named after you. When you wear this tunic, you are protected against intense heat. This heat is a problem in Death Mountain Crater and in the Fire Temple.

ZORA TUNIA (Adult Link):

This tunic is given to you by King Zora in the future after you unfreeze him. The Zora tunic allows you to stay underwater for long periods of time without drowning. It is especially helpful in the Water Temple where most of the area is under the water.

--BOOTS--

KOKIRI BOOTS (Child Link):

These are the boots you start off with. Just like the Kokiri Tunic, the Kokiri Boots don't give you any special powers or abilities. You just wear them for the sake of having something on your feet! Besides, you don't want Link to be running around Hyrule Field barefooted, do you?

IRON BOOTS (Adult Link):

These boots can be found in the Ice Cavern in Zora's Fountain. Using these boots causes you to sink to the bottom of the water. It is usually used together with the Zora Tunic so you don't drown and die while underwater. Very useful in the water temple.

#3 - FARORE'S WIND

The third great fairy. In Zora's Fountain, swim behind Lord Jabu Jabu to get to a small island. Bomb the rocks to find another great fairy. This time, you get the power of Farore's Wind.

#4 - LONGER MAGIC METER

The fourth great fairy. In Death Mountain Crater (after getting the Megaton Hammer from the Fire Temple), look for a hole in the wall being blocked by two red rocks, use the hammer to destroy the rocks and enter for the great fairy of the longer magic meter.

#5 - NAYRU'S LOVE

Look around the Dessert Colossus for two palm trees with a crack in the wall behind it. Bomb the crack to find the great fairy with the power of Nayru's Love.

#6 - DOUBLE DEFENCE

The final great fairy. In order to get this one, you must have gotten the golden gauntlets from the shadow barrier in Ganon's Castle. Go to the place in the future where the Din's Fire fairy used to be. Pick up the giant black rock and enter to double your defense.

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| 14) THE OCARINA SONGS
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1. ZELDA'S LULLABYE -- C left, C up, C right, C left, C up, C right

The first and most used song. Taught to you by Impa, Zelda's caretaker, this song is your proof of ties with the Royal family of Hyrule. Often used when there is a triforce symbol in the area. Use to enter Zora's Domain, to make great fairies appear, to open the door to Darunia's room, to fix broken signs, and a lot of other things too.

2. EPONA'S SONG -- C up, C left, C right, C up, C left, C right

The second song. Taught to you by Malon, son of Talon, playing this song is mainly used to summon your horse, Epona. Playing the song to a cow

stimulates him to give milk and you can get a bottle of Lon Lon Milk from him.

3. SARIA'S SONG -- C down, C right, C left, C down, C right, C left

The third song. Taught to you by Saria, your best friend, this song allows you to talk to Saria in a telepathic type way. Saria might even tell you something useful related to your quest once in a while. Darunia, King of the Gorons, finds this song rather cheerful and bouncy.

It is also proof of your relation with Saria.

4. SUN'S SONG -- C right, C down, C up, C right, C down, C up

The fourth song. Found in a graveyard in Kakariko village, playing this song turns night into day... and day into night. It also freezes ReDeads.

5. SONG OF TIME -- C right, A, C down, C right, A, C down

The fifth song. Taught to you by Zelda, this song is used to open the door to the Sacred realm in the Temple of Time. It is also used to make blue blocks with the symbol of time disappear. Likewise, it also makes these blocks appear in rare cases.

6. SONG OF STORMS -- A, C down, C up, A, C down, C up

The sixth song. Taught by the crazy man in the windmill in Kakariko Village in the future. This song makes it rain. If played in the windmill of Kakariko Village in the past, the windmill will get all crazy and that will cause the well to drain...revealing a dungeon.

7. MINUET OF THE FOREST -- A, C up, C left, C right, C left, C right

Taught to you by Sheik. Playing this song will bring you to the forest temple. Useful if you want to get some fairies at the nearby fairy fountain.

8. BOLERO OF FIRE -- C down, A, C down, A, C right, C down, C right,
C down

Taught to you by Sheik. Playing this song will warp you to the fire temple. Can also be used in the past to plant a magic bean at the nearby soft soil location.

9. SERENADE OF WATER -- A, C down, C left, C left, C right

Taught to you by Sheik. Playing this song will warp you to water temple.

Useful if you want to get to Lake Hylia really fast (and go fishing perhaps?)

10. NOCTURNE OF SHADOW -- C Left, C Right, C Right, A, C Left, C Right, C Down

Taught by Sheik. Playing this song will warp you to the shadow temple. It is a required song because it is impossible to get to the shadow temple without it.

11. REQUIEM OF SPIRIT -- A, C down, A, C-right, C down, A

Taught by Shiek. Playing this song will warp you to the spirit temple. It is also a required song because it is the only way of getting to the spirit temple as a child.

12. PRELUDE OF LIGHT -- C up, C right, C up, C right, C left, C up

Taught by Sheik after finishing the forest temple. Playing this song warps you to the temple of time.

13. SCARECROW'S SONG -- ???

Taught by the scarecrow in Lake Hylia. To get this song, play it to the scarecrow in Lake Hylia in the past... and play it back to him in the future. Playing the scarecrow's song makes Pierre appear as a hookshot target. It can be used in some places where Navi goes to and turns green but there is nothing visible there.

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| 15) SHOPS
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The shops section. This section lists down all the items in the shops with their prices. This is by far the most worthless section in the guide. Why did I make it? Because I can...

Kokiri Forest Shop:

Arrows (10).....20 rupees
Arrows (30).....60 rupees
Deku Nuts (5).....15 rupees
Deku Nuts (10).....30 rupees
rupees
Deku Seeds (30).....30 rupees
rupees

Goron City Shop:

Bombs (5).....25 rupees
Bombs (10).....50 rupees
Bombs (20).....80 rupees
Bombs (30).....120
Goron Tunic.....200

Deku Shield.....40 rupees
Deku Stick.....10 Rupees
Recovery Heart.....10 rupees

Recovery Heart.....10 rupees
Recovery Heart.....10 rupees
Red Potion.....40 rupees

Potion Shop:

Blue Fire.....300 rupees
Bottled Bug.....50 rupees
Deku Nuts (5).....15 rupees
Fairy.....50 rupees
Fish.....200 rupees
Green Potion.....30 rupees
Poe.....30 rupees
Red Potion.....30 rupees

Bazaar:

Arrows (10).....20 rupees
Arrows (30).....60 rupees
Arrows (50).....90 rupees
Deku Stick.....10 rupees
Bombs (5).....35 rupees
Recovery Heart.....10 rupees
Deku Nuts (5).....15 rupees
Hyllian Shield.....80 rupees

Bombchu Shop*:

Bombchu (10).....100 rupees
Bombchu (10).....100 rupees
Bombchu (10).....100 rupees
Bombchu (10).....100 rupees
Bombchu (20).....180 rupees
rupees
Bombchu (20).....180 rupees
Bombchu (20).....180 rupees
rupees
Bombchu (20).....180 rupees

Zora's Domain:

Arrows (10).....20 rupees
Arrows (30).....60 rupees
Arrows (50).....90 rupees
Deku Nuts (5).....15 rupees
Fish.....200
Recovery Heart.....10 rupees
Zora Tunic.....300
Red Potion.....50 rupees

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| 16) CHARACTER PROFILES
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LINK (Hyllian):

The main hero of the adventure! You may not know it since you can name him whatever you want at the beginning. Unfortunately, his name didn't get a chance to be in the main title of the game (stupid Zelda...). Also, he's the attraction of Zelda, Ruto, Saria, and Malon. In the beginning of the game he's treated as a Kokiri, but you'll later discover that he's actually a Hylian.

PRINCESS ZELDA (Hyllian):

This is where the game gets the title from. It kinda senseless since all that she does is wish you good luck and send telepathic messages. In the end, you'll need to save this Princess just like in every other game

with a princess in it. I think she's of the Hylian race. A gossip stone reveals that contrary to here elegant image, Princess Zelda is actually a tomboy!

NAVI (Fairy):

This is Link's guardian fairy. Every Kokiri has a fairy! But Link's not actually a Kokiri, but Navi still sticks with him anyway. She tells Link a lot of annoying hints and tips that you already knew about. But still, she serves her purpose.

SHIEK (Shiekah):

He's the mysterious survivor of the Shiekah who teaches you six of the thirteen songs for your ocarina. I'm not telling who his REAL identity is... hahahahaha. Anyway, when you find out at the end of the game that Shiek is actually Princess Zelda-- ahh dammit!

MYSTERIOUS OWL (owl):

He's the annoying owl who tells you a lot of hints in the first half of the game. He mysteriously disappears in the future, but returns to give his final message in the Spirit Temple. He also appeared in Link's Awakening for the Game Boy and I still don't know who he is!

GANONDORF (Gerudo):

You must know him. He's the leader of the Gerudo people that cursed and killed the Deku Tree. He stole the triforce right after you opened the door in the temple of time. He sent an army of monsters to kill you... And he's the mortal version of Ganon, the evil pig boss of most other Zelda games.

TALON (Hylian):

Talon is the original owner of Lon Lon Ranch before Ingo takes over. He's very fat and very lazy. You might mistake him for Mario because of the matching clothes and fat body. He takes back the ownership of the ranch if you beat Ingo in the horse race two times and wake up Talon with Cujiro, the blue chicken.

INGO (Hylian):

Ingo is the person who takes over Lon Lon Ranch in the future. His clothes make him look a lot like Luigi. He also has a matching body, being much skinnier than Mario. At the beginning, he seems like a good hardworking guy who really SHOULD own the ranch.

MALON (Hylian):

Malon is the little girl of the fat owner of Lon Lon Ranch: Talon. She really looks cute as a ten year old girl and grows up to be the servant girl of Ingo after he takes over Lon Lon Ranch. A gossip stone says that she dreams about a knight in shining armor sweeping her of her feet (or something like that).

RAURU (Hyllian):

This fat guy is the light sage. When you reach the future for the first time, he give you the light medallion without making you beat a temple first! I really think Mr. Miyamoto wanted to make a Light Temple but didn't due to time limitations.

SARIA (Kokiri):

The Kokiri girl who happens to be Link's best friend. Being a Kokiri, she never grows older although Link does. She's also the forest sage. In the lost woods in the future after beating the forest temple, Mido will reveal that Saria really, really likes--

DARUNIA (Goron):

King of the Gorons! He's the fire sage! Often called "big brother" by the fellow Gorons. He always has an angry look on his face but you can tell from his words that he really isn't a bad guy. After beating Dodongo's Cavern, you and him will become "sworn brothers".

PRINCESS RUTO (Zora):

She's the sexy daughter of King Zora. She's also the water sage. After beating Jabu-Jabu's belly, she gives you the "Zora engagement stone" and calls you her fiancé. In the instruction booklet it says that Princess Ruto is very much a tomboy. Geez, two tomboy Princesses in one game...

IMPA (Shiekah):

Princess Zelda's guardian and caretaker. She's one of the only surviving Sheikah. She's also the sage of the Shadow Temple. Impa is a girl but she has the image of a professional wrestler! In the entire game you'll only see her for three of four quick moments.

NABOORU (Gerudo):

Nabooru is the Gerudo who is second in command of Ganondorf. She's also the spirit sage. Although she is a Gerudo, she doesn't like Ganondorf and doesn't respect him as the leader of the Gerudo people. She looks almost identical to all the other Gerudo women.

DEKU TREE (tree):

The Deku Tree is the guardian of the Kokiri people and the forest. He's the source of all life but he dies near the beginning of the game :) He died because he was cursed by the evil man of the desert, Ganondorf. He's the first one to tell you what you should be doing.

DAMPE (Hyllian):

Dampe is the gravekeeper of the graveyard at the back of Kakariko Village. If you go to the graveyard (in the past) from 8:00 to 11:00pm, you can go on "Dampe's Heart-pounding Gravedigging tour". Here, he will wander aimlessly around the graveyard. When you talk to him, you can pay him 10 rupees to dig a hole. Something nice might come out! Sometime between the past and the future (I'm confusing myself), he dies.

KING ZORA (Zora):

King Zora is, of course, the king of the Zora's. He has a daughter named Princess Ruto. King Zora doesn't really do anything in the game except move to the side, allowing you to get to Zora's Fountain where Lord Jabu-Jabu is.

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| 17) FREQUENTLY ASKED QUESTIONS
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Q: How do I get the special edition gold Zelda?

A: This "special edition" only given to people who preordered the game before October 5. This special edition is special because the cartridge is colored gold (it's gold plastic you retards, not real gold). Also, the box was a shiny gold. Today, you probably cannot get a gold Zelda. Maybe you can find it at internet auctions.

Q: Why would you want this special edition?

A: First of all, the cartridge is colored gold. And it looks really cool!
The box is also gold, and it also looks really cool! And this version is in limited quantity so it has a little more value. Any true Zelda fan would have preordered the game and got this. But the game is exactly the

same and has no difference at all.

Q: Where can I find the Triforce?

A: You can't get the Triforce in this game. It's not your objective anyway. Nintendo made an April Fools joke on it's website saying that it found the Triforce (04-01-1999). That was just a joke, and Nintendo said themselves the next day that the Triforce is not in the game. Don't believe if people say that they found the triforce... don't believe the pictures that claim that there is the triforce.

Q: But I saw Nintendo release a picture of the Triforce!

A: If you saw a picture of Link getting the Triforce from a chest, then that was taken from a VERY early preview of the game. That's not part of Zelda 64 now. Another thing: You might be wondering why there's a picture of the Triforce on the sub-screen. That picture is just for decoration and nothing else. In short, YOU CAN'T GET THE TRIFORCE.

Q: Where's the Temple of Light?

A: There is a rumor that you can get to the Temple of Light to find the Triforce. This is entirely false. There is no Temple of Light... Rauru just gives you the Light Medallion without having to go through a temple. There is no Temple of Light. Don't believe the fake pictures of the Temple of Light. Oh yeah, there is no Temple of Light.

Q: The Legend of Zelda story is all !@#\$ed up...

A: Heh, I know. Whoever made the story of the Zelda games must have been smoking crack or something. Ocarina of Time is supposed to come before all the other Zelda games. You can go to www.zhq.com to see their theory on how the Zelda story should be. I'm sure there will always be new Zelda games to expand the legend as long as gaming still exists. I know for a fact that Zelda: Majora's Mask is coming in fall 2000, and a bunch of Zelda games are coming soon to the Game Boy Color. And there will probably be a Zelda game for the Gamecube. But this isn't a FAQ for any future Zelda games, and it's not my responsibility to keep you up to date with Nintendo news :P

Q: Yo man I just found the Triforce in the Light Temple and I've got some pics and--

A: You didn't find the Triforce, you didn't find the Light Temple, and you're pictures are fake. Please leave me alone.

| 18) CREDITS & INFO
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Special thanks to...

- Nintendo for making this game and being a kick ass company
- GameFAQs for posting this FAQ. This is my 1st!
- EB World and UPS for delivering this game to me before Christmas
- Jeff Goldschrafe for a bunch of heart piece tips
- marshmallow for inspiring the format of this guide
- IGN64.com for the useful information about the Queen Ghoma glitch
- Flopsy1040@aol.com for a tip on how to kill the Fire Dancer
- Mike Kvetkosky for a tip on how to kill Dark Link

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