

# The Legend of Zelda: The Minish Cap FAQ/Walkthrough

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## THE LEGEND OF ZELDA: THE MINISH CAP

Small update to say that the guide got posted on GAMEFAQS!!! W00t!

WELCOME!! To my awesome guide.  
Let's start this right now:

First: put the cartridge in  
Second: turn on the game  
Third: create a new file  
Fourth: here's where the things start to heathen up... you surely don't have any knowledge of Japanese... so press L some times until the English characters appear in the list and write something like "Link".  
Fifth: select the save you just create and START.

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////////////////////////////////////  
/PART 1: Introduction [Pr1]/  
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A long, long time ago...

When the world was on the verge of being swallowed by shadow...

The tiny Picori appeared from the sky, bringing the hero of men a sword and a golden light.

With wisdom and courage, the hero drove out the darkness.

When the peace had been restored, the people enshrined that blade with care.

The screen fades away and fades in on an house where there are some hammer sounds and after a small time... Zelda appears!!!  
She walks in the house and then the view goes along with her. In a room with MASTER SMITH (Link's uncle)

She enters in a room:

Zelda: "Good morning, Master Smith."  
Smith: "Goodness me! Princess Zelda!"  
Smith: "Did you sneak out of the castle and come all this way alone?"  
Smith: "The minister is sure to be worried about you! You know how he gets!"  
Zelda: "Oh. Don't worry about him! He'll be fine. Where's YOURNAME ?"  
Zelda: "The whole town is bustling for the annual Picori Festival!"  
Zelda: "I thought he and I might go together. Would you mind terribly?"  
Smith: "Oh, is that what you're here for?"  
Smith: "Well, YOURNAME was up late helping me last night, and he's still asleep..."  
Smith: "But I do have an errand at the castle... Yes, that should be fine."  
Smith: "YOURNAME, time to get up!"  
--|Scene switches to link's room|--  
Smith: "YOURNAME, time to get up!"

Link wakes up, jumps down from the bed and you get the control of him.

If you never played a Zelda game Link is a green dressed child with blonde hairs. In this game he is without his pointy hat (we can say that it is his trademark).

The controls are quite simple: directional pads to move, ->A<- button to interact and B to whatever you assign it... ah! Forgot about the ->R<- button! That let's you roll in oot/mm/ww style :D.

Go down the stairs and in the right room where Zelda and Master Smith are.

Smith: "Hey! YOURNAME!"

Smith: "Princess Zelda is here. She'd like to know if you'd join her at the festival."

Zelda: "Yeah, YOURNAME. Come on! Let's go check out the festival together!"

Zelda: "Master Smith already gave me permission to take you!"

Smith: "Yes. After all, the festival only comes once a year. Go on, have fun!"

Smith: "And while you're there, you can do me a favour."

Smith: "I just finished making this sword for the minister at Hyrule Castle."

Smith: "I'd like you to deliver it to him."

You accepted the Smith's Sword!

```
|-----|
|Quest Item: Smith's Sword|
|Advice: Make sure you don't lose this extremely important delivery!|
|-----|
```

Smith: "This is the blade that will be presented to the winner of the competition."

Smith: "Don't lose it. And while the two of you may be childhood friends, remember..."

Smith: "Zelda is the princess of Hyrule."

Smith: "You watch over her. Don't let anything bad happen to her."

Zelda: "Master Smith, quit worrying! We'll be perfectly safe."

Zelda: "Come on, YOURNAME! Let's go check out the festival!"

Zelda gets out of the house and you have to follow her but first open the chest to get 20 RUPEES.

Exit the house and follow Zelda; it's very easy, there aren't enemies and the path is pretty straightforward to let you get hang of the controls!

Continue to follow her until you get to...

```
#####
#TOWN OF HYRULE#
#####
```

Welcome to the town of Hyrule!

Zelda: "Here we are, YOURNAME! Doesn't it look fun?"

Zelda: "Come on! Let's look around!"

Follow her, talk with peoples (they speak about a fighting tournament won by a "mysterious man dressed entirely in black") to get to a place with a guy that has a bell in his hand and says:

Guy : "we have a winner!"

Guy : "Oh, my! Princess Zelda! You won the grand prize in your drawing? Wow!"

Guy : "You get your choice of any of these wonderful prizes. What will it be?"

(An heart appears)

Guy : "First, we have... this lovely heart-shaped stone!"

Guy : "Next, we have..."

(A rupee appears)

Guy : "this magnificent gem! And finally. There's...

(A shield appears)

Guy : "this teeny-tiny shield."

Guy : "So, which one would you like?"

Guy : "Let me guess... the jewel? Oh, but this heart stone is very cute, too."

Guy : "Choose whichever one you like!"

Zelda: "The shield is so adorable! I think I'll take it."

Guy : "What!? Why? Why would you want that ugly thing!?"

Guy : "What about the heart stone! It's cute!"

Guy : "Or... Or this giant gem! It's pretty!"

Guy : "Honestly, they're both much nicer than that nasty little shield thing."

Zelda: "Nope! I want the shield. Can I have it?"

Guy : "What a strange princess you are. Well..."

Guy : "OK. Here's your teeny-tiny shield."

(Zelda takes the shield)

Zelda: "Here! I want to give you a present!"

Zelda: "Doesn't this shield suit you perfectly, YOURNAME?"

```
*****
*Princess Zelda gave you a small shield!                                     *
*ITEM: SMALL SHIELD                                                         *
*GAME DESCRIPTION: Hold the button to protect yourself. ...It IS a little   *
*embarrassing, though. It's so tiny!                                       *
*USE: Press the button you assigned the shield to (equip it trough the start *
*menu) to shield yourself... pretty useful in the start but useless after a  *
*while!                                                                       *
*****
```

Zelda: "Yep! Just as I thought! You look great!"

Zelda: "Now, if anything happens, you can protect me with that shield!"

Zelda: "Oh! I almost forgot! We have to take Master Smith's sword to the castle."

Zelda: "Let's go, YOURNAME."

Now Zelda starts to follow you; go up the stairs and exit the town from the north gate.

At this point you are following Zelda again. Go up to her to find that she is attacked by a "business scrub" (it's a deku scrub from Oot; you recognize it if you played that game). You know what to do or if you don't just use your shield to send his seeds back to him!

After defeating this easy enemy go up in the castle and speak to the minister at the end of the path.

Minister: "Oh! YOURNAME! You brought the sword, did you?"

Minister: "Then, as minister to the kingdom of Hyrule, I, Potho, accept this blade."

Minister: "You came just in time. The award ceremony will begin soon."

Zelda : "I'm sorry, YOURNAME, but I'd better go. I have to prepare for the ceremony."

Zelda : "I had a good time at the festival. Thanks to coming with me!"

(Zelda enters in the castle)

Minister: "Since you're here, YOURNAME, why don't you join us for the award ceremony?"

The ceremony starts and four soldiers bring out a sword halfway in a chest.

Minister: "Do you know about that sword, YOURNAME?"

Minister: "It is called the Picori Blade, and it locks much evil away in that chest."

Minister: "The Picori Blade is sacred among the people of Hyrule."

Minister: "The legend has it that, long ago, the Picori gave us this blade."

Minister: "Whoever wins the competition earns the honor of touching the sacred blade."

(Zelda and the king step in the room)

Minister: "Let the award ceremony commence!"

Minister: "Vaati, champion of the competition, you may approach the blade!"

(Vaati walks in, reaches the sword and turns around with a giggle)

Vaati : "Heh heh heh..."

Vaati : "To think things would go this well!"

Vaati : "The Picori Blade and the Bound Chest spoken of in Hylian lore..."

Vaati : "This chest must hold that which I seek! I'll relieve you of its contents now."

(Two guards approach Vaati but he first throws them away with a fist)

Vaati : "Mmmmm ah hah hah hah! Do not interfere with me..."

Vaati : "As victor, I've earned the right to approach the Picori Blade..."

Vaati : "I've been waiting for this moment!"

(Vaati uses an energy ball to blow up the other 2 and open the chest)

(Many evil spirits exit from the chest and throw everyone away except Zelda that puts up a barrier and Link that is using his shield)

(Vaati approaches Zelda and Link)

Zelda : "Who are you? Why are you doing this?"

Vaati : "The princess who holds the power of light..."

Vaati : "That mysterious power said to flow in the veins of every royal lady"

Vaati : "in your family ever since that day when it was gifted to your people."

Vaati : "If I leave you now, you'll only cause me trouble later. That will never do."

(Vaati creates an energy ball)

Vaati : "To stone with you!"

(Vaati throws the ball, Link tries to shield Zelda but he gets knocked away and Zelda becomes a stone)

Vaati : "Heh heh heh heh... All who stand in my way shall share this fate!"

Vaati : "Now, to find out what power awaits me in this chest!"

Vaati : "...?!?"

Vaati : "Empty? There was nothing in there but those monsters?"

Vaati : "What is the meaning of this?"

Vaati : "Well, I know the force I'm after is somewhere out there."

Vaati : "I'm in no hurry. I can take my time searching for it."

Vaati : "Heh heh heh..."

(Vaati teleports away and the screen fades out)

Link wakes up in a nursery (press a button to make him get up).

Go left to end in the throne room where there are the king, Master Smith and a lot of guards.

Smith : "Oh, YOURNAME. You're awake. Are you feeling all right?"

Smith : "Stand at my side. The king of Hyrule is about to speak."

King : "It is as you have all heard."

King : "A man named Vaati has cursed my fair Zelda and turned her to stone."

King : "If we had the sacred Picori Blade, we likely could have broken the curse."

King : "But Vaati shattered the blade..."

King : "However, I have not given up hope. What do you know about the Picori?"

King : "The Picori?"

Smith : "You mean... those thumb-sized little imps from the fairy tales?"

King : "Yes, the same."

King : "But the Picori are no mere legend. They most certainly exist."

King : "No one outside of the royal family knows the truth about them."

King : "The Picori, who forged the sacred blade, live deep within Minish Woods."

King : "they should be able to repair the broken blade and reforge the sword."  
Minister: "Wh-What!? Then we must dispatch the soldier there at once!"  
King : "No, soldiers will not do."  
King : "The Picori do not show themselves to anyone but children."  
King : "Our soldiers could search for days and still find no sign of them."  
Smith : "I see..."  
Smith : "If that's the case, then why not send YOURNAME?"  
King : "If YOURNAME has recovered, then yes, I would like to ask this of him."  
King : "Please, turn my precious Zelda back to normal."  
King : "The Picori should know how to created a new sacred sword."  
King : "It will be a dangerous journey, now that those monsters have been freed."  
King : "Please, take this sword with you, along with the broken Picori Blade."

YOU ACCEPTED THE BROKEN PICORI BLADE!

```
|-----|
|Quest Item: Broken Picori Blade|
|Advice: This is part of the sword needed to reforge the sacred sword. Don't|
|lose it!|
|-----|
```

```
*****
* You got the SMITH'S SWORD! *
*ITEM: Smith's Sword! *
*Game description: It's a sharp blade made by your grandfather. *
*Use: press the assigned button to slash with it! Very simple! *
*****
```

King : "Very well, then. Send the soldiers to search for Vaati at once!"  
King : "Deep within the Minish Woods, you will find a place called Deepwood Shrine."  
King : "Once, humans and Picori shared that shrine as a meeting place."  
King : "I think it would be best if you started your search there."  
Smith: "Take this map with you."  
Smith: "If you get lost on your way to the forest, simply check your map."  
Smith: "Just press START and then ->L<- or ->R<- to open the map."  
Smith: "I've marked the location of the forest for you. Good luck and be careful."

```
*****
*You got a map of Hyrule! *
*ITEM: MAP OF HYRULE *
*Game description: Now, you'll never get lost! *
*Use: Do what Smith said and you'll find this map very useful!! *
*****
```

King : "I am counting on you, YOURNAME."  
King : "Only you can break Vaati's curse and free Princess Zelda."

Exit the castle by going south until the overworld music starts.  
////////////////////  
/PART 2: THE FIRST STONE [Pt2]/  
////////////////////

```
#####
#NORTH HYRULE FIELD#
#####
```

Let's see how's the field configured:

Northwest	North	Northeast
Blocked by rocks	Castle town	blocked by rocks

West	East
Broken Bridge	free path

South  
Blocked by carpenters

As you could have guessed you MUST go east (the only free path).

```
#####
#Lon Lon Ranch#
#####
```

When you enter this new area you should notice an hole north of here... you can jump in it but nothing else... FOR NOW!  
Attention to the mole enemies (they look around and then they jump out on a big pile of moles).  
Go south until you scroll the screen down.

```
#####
#Eastern Hills#
#####
```

Continue going south and down the stairs and then right on the bridge at the end.

```
#####
#Minish woods#
#####
```

Go right (don't try to go in the water because Link drowns right away), traverse the bridge and at the fork go down.  
Traverse the foggy area and take note of the stump (you'll need it later).  
Go left, then up and then left again until a message stops you.  
The view goes to some green thing that seems a bird but can't fly and it's attacked by octorocks.  
Continue the path to get a PIECE OF HEART.

```
*****
*ITEM: PIECE OF HEART [It3] *
*Use: Get 4 of them to get a full heart *
```

Return quickly to the fork and defeat them and the green thing will follow you.  
Go down and after some message from the thing it decides to become your hat...  
THE MINISH CAP!

```
*****
*ITEM: THE MINISH CAP [It4] *
*Use: Press ->select<- to get some tips from it, ->L<- to bring up the *
*kinstones match menu when near somebody with one, ->R<- to... read further! *
```

Go down to the stump and jump on it.  
And now press ->R<-, watch the hat singing and... MAGIC!!  
Link becomes ANT-LINK!!  
In your "ant form" (look at the balloon above Link's head :D) go left (don't try to go up because link will drown in the previously not deep water), into the stump and on the things that go around in the little pond.  
After you get to the other side enter in the curious place...

```
#####
#MINISH VILLAGE 1#
```

#####

Follow the long straight path until the real village.  
When you get there the hat speaks a little and then some ant-sized guys come around link and escape after a while.  
Go to the very end of the village and enter in the palace.  
Talk to the guy and then come out and go south on the right path until you get inside some sort of boat (it seems a keg).  
Go up, move the box sideways, get the "seed with a mouth" thing and get out of the keg.  
Go to the palace and then left from it, enter in the house at the top and speak to the old guy.  
He signs the locations of the 4 stones on the map and lets you get out from the village from a secret passage.  
Go to the palace and speak to the guy that was blocking you to make him move sideways.  
Enter the passage.

Back in the forest pass trough the small passage and then trough the other one and enter in the first dungeon.

#####  
#DUNGEON 1#  
#####

Welcome to your first dungeon! There are 2 spider webs at the sides and some statues at the top. Go north, move the statue to the left and go in the north door.  
Here the light goes out but it's not a problem! Kill the slugs and press the switches and TADAA! The light turns on!! W00t! and you get a key! Yay!!  
Open the door with A and proceed to the next room.  
Pull the lever to extend the bridge and then pull the mushroom and let the directional button go... ROCKET-LINK!!  
After you get on the other side go trough the north door.  
This room will be very important because it has a giant keg in the middle that rotates. To the right there's a mushroom enemy that can't be killed and creates some weird thing on the ground that slows Link down.  
Go up the stairs and push the button to burn some whines.  
Enter in the keg and exit the other side.  
Dodge the mushroom enemies and go up the stairs.  
Pull the statue on a switch and press the other one to burn the whines and release the keg.  
Enter in the keg and walk down on the left side until a door comes on your side.  
Go in the left room and kill the red enemy.  
Now pull the mushroom all the way and release the directional pad, zoom to the other side of the room, go up the stairs and open the chest to get the MAP

```
*****  
*ITEM: MAP [It4] *  
*Use: It's in the start menu in oot style and lets you see the dungeon map *  
*****
```

Go down the narrow path and jump down back to the mushroom.  
This time pull it only until the first stripe on the ground ends (not the second one), zoom to the small rectangle of solid land and in the left room.  
Watch out for the slugs that drop from the ceiling, push the pot on the switch to extend the bridge and cross it to get to the south door.  
In this room go inside the block formation, pull the 2 statues on the switches and get another SMALL KEY!

Return to the keg room.

This time go in the keg and run on the right side until a door brings you outside of it, go to east and use the key.

Pull the mushroom but not too far to get to the other side, then cross the bridge and push the button to extend the previous one.

Pull the other mushroom to zoom to the other side and go through the right door. Go around the middle wall (watch out for the slugs from the ceiling) and pull the statue OVER the switch.

Now go around the middle again and push the other statue on the switch and go through the north door.

In this room you have to kill the enemies to get a SMALL KEY and then go through the left door.

Go up the north stairs and in the next room.

Jump down to the right, pass through the left door and then go through the west door.

Attention to the mushroom that appear while you are walking and press the switch to open the door that brings to the keg room.

Now open the door with the key you found before.

In this room there's a MINIBOSS: it's a long worm that goes around the room. You have to hit his nose to make him turn grey and then hit the tip of the tail with the sword.

After a while the worm turns red and you have to escape until he turns normal again.

Repeat the process and that sucker is defeated.

After you defeat him you get the VACUUMMER

```
*****  
*ITEM: VACUUMMER *  
*Use: Activate it and the vacuummer starts to vacuum things at slow rate. *  
*After a while it turns yellow and then red. If you release the button the *  
*vacuummer spits out air. You can vacuum a lot of things... even ENEMIES!! *  
*****
```

Equip it, start to vacuum the spider webs in the room to get used to your new toy and go down to get a PIECE OF HEART (you should be at 2 now).

Go through the top door and then through the right one to get back in the room full of the yellow thing in the ground. Start to vacuum it to reveal 3 switches.

Press them to unlock:

1. A chest with 20 seashells
2. A chest with 10 seashells
3. A teleport pad

Now go south and in the keg room enter in the keg and finally remove that annoying spider web on the floor.

Make the hole point down and jump in it.

You are in a water area... vacuum the green thing on the water so you can jump on it and use the air that the vacuummer spits to propel yourself.

Go right at the fork and then dock at the stairs.

Go up them, remove some pots until you get a lone one that you can push on the switch to keep it pressed and then jump on your "ship" and go over the previously blocked path.

In this new room dock in the small passage and go up to push a pot on the switch.

Then cross your ship and open the chest to get a SMALL KEY.

Now return back at the fork and this time go LEFT.

Dock and then open the door with your SMALL KEY.

Pull the first mushroom and then vacuum the other one to get the same effect.

Continue this process until you reach a chest with the BOSS KEY



```
*****
*ITEM: BOSS KEY *
*Use: To open the BOSS DOOR *
*****
```

Press the switch and jump in the red teleporter to get back in the first room.  
Before doing anything step on the blue teleporter, get another EARTH PIECE (you have 3 now) and then return back in the first room.  
Vacuum the right web and in the new room pull the mushroom with the vacuummer until you get to the BOSS DOOR.  
Open it and prepare yourself for the BOSS BATTLE.

The view switches outside of the level and we se a green chu chu that decides to jump on the roof of the level.  
Back to link... he enters in the room, the door closes behind him and then... something is wrong... what are the green things that drop from the ceiling? OMG!!! It's our friend chu chu! And he is quite... BIG!!

```
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
%BOSS: GREEN CHU CHU %
%Appearance: a green chu chu... but 10 times bigger! %
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
```

His attacks:  
he runs on you and when is pissed he jumps around.

How to defeat:  
Start by vacuuming his base so he becomes bigger but slower.  
At this point you have to run around him so he drops on the floor and you can finally hit him with the sword.  
Repeat the process a few times and you are done.

Congratulations! BOSS DEFEATED!!!! (I miss Oot boss defeated music :)  
Now you get the PURPLE STONE and an HEART CONTAINER

```
*****
*ITEM: PURPLE STONE *
*Use: none for now *
*****
```

```
*****
*ITEM: HEART CONTAINER *
*Use: like the piece of heart but this gives you a full heart *
*****
```

Back in the forest return to the Minish village.

Go to the elder, speak to him and he will open the curtain to let you exit the village.

Out of the village enter in the small house and the guy in it will give you the BOMB BAG and 10 BOMBS

```
*****
*ITEM: BOMB BAG *
*Use: Stores 10 bombs *
*****
```

```
*****
```

\*ITEM: BOMBS \*  
 \*Use: press the button to drop them and then run away because after some \*  
 \*seconds they will go KABOOM!! You can pick them with the R button \*  
 \*\*\*\*\*

Now exit the house, become normal and go up to the tombstone.  
 Press A to make it disappear (you'll see the use of it after the third  
 dungeon).  
 Now cross the bridge and walk south to some rocks; time to use your newly  
 acquired BOMBS!!  
 After seeing that you are good for a blowing job... <\_< >\_> ehm... nevermind...  
 Exit the forest to the left.

Cross the pit via mushroom and blow up the rocks to continue your travel.  
 Blow up the door to get 20 seashells and then climb the stairs and exit north.  
 Blow up the rocks on the right (so you can return to the forest whenever you  
 want) and go weast.  
 Continue weast and enter in the castle town.

When you enter 4 peoples will surround you and you get the KINSTONES BAG

\*\*\*\*\*  
 \*ITEM: KINSTONES BAG  
 \*Use: to store kinstones; go up to peoples and if they have a balloon hovering\*  
 \*over their head press ->L<- to bring up a menu where you have to match up one\*  
 \*of yours with the person's one \*  
 \*\*\*\*\*

After the example showed by the guy go left and enter in the wooden house.  
 Inside a guy teaches you a move, shows it to you and then makes you repeat  
 it...  
 Congratulations! You got the SWORD SPIN

#####  
 &#####  
 &ABILITY: SWORD SPIN &  
 &Use: press the B button and let it go when the sword glows to spin it &  
 &#####

Exit the tutor's home and go to the west gate.  
 Speak to the guard, use the spin attack and he will let you exit from that way.

Go left and down the ladder in an underground cave.  
 Bomb the right wall to get in a room with a deku (you know what to do).  
 After defeating him he will give you the BOTTLE for some rupees

\*\*\*\*\*  
 \*ITEM: BOTTLE \*  
 \*Use: store things in it \*  
 \*\*\*\*\*

With you newly acquired bottle exit the cave and fill it with water (just  
 swing it over any kind of deep water) and go left to the MOUNTAINS

#####  
 #Mountains#  
 #####

The first thing to do is watering the seed with your water so it grows and  
 you can climb it.  
 But before climbing it you have to climb the other one (red rupee) and bomb the

right wall (useless deku).  
After climbing go up, then left and down.  
Attention to the ash because it hurts (you can vacuum it).  
Go right and bomb the wall between the 2 rocks to uncover a secret passage...  
Enter it and climb the ladder to reach a minish pad that you have to use (first bomb the cracked block) and then enter in the green pond area.  
Fill the bottle with green water and return back to the fake wall area and go west.  
Follow the path until you enter a room with a deku scrub (he sells you 10 bombs and has a kinstone) if you get the bombs (or you already have them) go up and blow the weak wall and enter the cave.  
Pull the mushroom in the cave and in the room after it you see a familiar enemy... the red balls with an iron mask.  
In other games (FS, OOS) you had to use the magnetic gloves to pull his mask... in this game use the vacuummer!  
Go right and exit down the cave.  
Now you reach an area with some vortex; jump in them and your hat will become something like the deku leaf from WW!  
Hover to the other vortex and land there.  
Vacuum some ash (Vacuummer! I choose you!!!) and go north ignoring the stairs.  
Bomb the fake wall and enter in the cave to get an heart piece, a kinstone and 50 rupees.  
Exit and climb the stairs.  
In this new place vacuum the ash to uncover a minish pad and a small hole.  
Become small and enter there.  
Open the chest (the owner doesn't mind of it) and exit from the minish house.  
Go around the rocks and climb the small vine to another cave.  
Follow the path and kill enemies to get a kinstone.  
Now return near the minish pad and go to the small passage with the seed in it.  
Kill the 2 enemies and lift the seed at the end (yes... link can do it even in minish form) throw it in the hole outside, become big and empty the green water bottle on it to make the seed grow.  
Climb the seed and go right, pass the bridge and bomb the fake wall.  
In the cave move the pots to get a blue kinstone and go trough the door.  
Use bombs to kill the grey chu chu and blow up the blocks to exit the cave.  
Use your hat to glide trough the pit and climb the ladder to another zone.  
Go right and bomb the weak wall to reveal another cave.  
Pwn the deku scrub in there and pay him to get the RED RING

```
*****  
*ITEM: RED RING *  
*Use: you can climb the steep walls *  
*****
```

Go outside and go down the steep wall.  
Remove the rocks and pull the mushroom to get to the other side of the pit.  
Glide again over the pit and this time, instead of climbing the ladder, jump down to the left and climb the steep wall at the far left of this zone.  
Oh noes!! You are in a falling rocks part!! Try to not get washed away by rocks and climb to the TOP OF THE MOUNTAIN.

Go down to the left ladder and give a match up a Kinston with the guy (if you have it) and return back up.  
Use the mushroom and you'll get in a rain area (notice the lttp music).  
Become small and go trough the passage (watch out for the rain).  
Become normal and push the rock to the left in the hole and go to the right rock.  
Your objective is to move this rock over the previous one and to put it in the hole near the other minish pad.  
Move it: left, up, up, left, up, up, left 4 times, down, all the way left over

the rock, up and right in the hole.  
Then push the other rock and climb down the ladder.  
Attention to the enemies and go through the block maze (can't really help here).  
Back outside go all the way right and in another cave.  
Kill the enemy and vacuum the pots on the other side of the pit and THEN use the mushroom.  
Go down the stairs, kill the enemies and move the blocks to get the pots and some bombs in them.  
Now go down the piece of bridge, throw a bomb to the switch on the other side, cross it. And exit the cave.  
Enter in the other one and push the rock:  
Down, left, left, down, down, left 3 times, up, left, up, left  
Now push the statue and go up.  
Push the blocks to get a kinstone and exit the cave.  
Become small and enter in the passage.  
At the end of the passage go down in the door to enter

```
#####  
#MINISH VILLAGE 2#  
#####
```

Go around the path until you get to the middle and talk to the elder.  
Link gives him the BROKEN SWORD and the minish peoples start to repair it.  
While waiting go left and exit through the door (after speaking to the minish guy).

Become big, make the tombstone disappear and go up the stairs to enter in the DUNGEON 2

```
#####  
#DUNGEON 2#  
#####
```

Welcome to the second dungeon... breathe the fresh mountain air because you are going to enter in the deepest tunnels of it.  
Start by going right and kill the bomb enemies.  
If you hit them with the sword they will start to run around like mad; hit them again with the sword and they stop moving letting you pick them (remember that after a while they explode).  
Try to use one to open the door... or else just use your bombs and go through it.  
In this room there are the usual turtle enemies with spikes on them... just go with the usual Zelda way by hitting them with the shield and then slashing with the sword.  
Open the chest that appears to get the COMPASS. Go through the left door.  
Get the rupees in the middle (watch out for the rupee like like) and go through the north door.  
Get rid of the bombs and go left to the stairs.  
Climb them and follow the rails to the MINE CAR.  
Jump on and... WHOA!! BETTER THAN THE ROLLER COASTER! W00t!  
Anyway... you should have surely noticed that it's faster than the old Zelda games... good :D (listen to Link's screams and then to the hat that speaks...)  
Go left and bomb the weak wall to go to another room.  
Kill the enemies to make a minish pad appear and go right through the minish hole.  
Go all the way right and then down to the room with smoke (cough cough).  
Jump down, become big and open the chest to get the MAP.  
Go down to the lava platforms (watch out because they destroy after a while and reappear some time after) and cross them to get the kinstone from the chest and

the switch to open the door.

Reach the door and go through it; in this new room you find something worse than the lava platforms: moving lava platforms!

Hit the slug enemies to make them curl and then throw them in holes to fill them and reach the goodies (50 rupees) and to continue to the top section.

Here jump in the vortex and glide where there's the other vortex and a chest on a pillar.

Move up the block and press the switch to open the door.

Now push the chest in the hole and retrieve the content: A SMALL KEY.

Go through the door at the top.

Go right to the cart (w00t! another ride :D), at the end enter in the locked door at the left and hit the lever to change the path of the rail.

Jump again on the cart (wheee) and at the end go left killing the spiked turtle enemies and going to the room at the top.

Uh oh... the cart is flipped... you have to go to the right on the rail until the end and in the north room.

Jump down and... OH NOES!! You are circled by grey chu chu!! Use the bombs like the other battles and you "might" get out alive.

After beating them open the chest that appears to get the... CANE OF FLIP

```
*****
*ITEM: CANE OF FLIP                                     *
*Use: Use it to shoot a beam that flips things... useful! Used in the holes on*
*the ground makes you jump VERY high.                  *
*****
```

Go in the west room and use your new treasure on the lava platform to flip it and be able to cross it.

The room at the north is blocked so use the cane on the hole to climb down to the higher ledge and press the button.

By pressing the button you created a BLUE TELEPORT and opened the south door... go in it!!

You are now back in the room with the flipped cart... use your flipping rod to flip it and do another awesome ride (woohooo).

Push the chest in the hole, get the key from inside and return to the previous room (another ride :D).

Go up, jump down and enter in the locked door.

You are in another foggy area; use the minish pad and make your way through the green blades savage thing in another room.

Go through the blocks labyrinth and become big.

Now go back to the flipped cart (watch out for the blades) and jump in it (this game is SO fun).

Hit the lever and jump again on the cart (this thing is getting boring).

Make the slug enemies curl, throw them in the holes on the right and pull the lever outside of this corridor and push it inside the top hole.

Push it and go through the previously blocking gate and in the north room.

Continue through the high ledge and jump down at the top to get a blue kinstone.

Push the block to the right, come out of this "cage" and use the hole to jump on the high ledge to get a green kinstone.

Jump down and go east and try to get to the other side of the room by flipping the lava platforms (remember to press the button to create a red teleporter).

At the end of the room go north and climb the stairs to the left.

Jump down on the other side of the rocks and go right to get a green kinstone.

Return to the hole, use the cane on it, and jump on the other side.

Use the hole in combination with the vortex to get to the higher ledge and in the right room.

At the end use the vortex to get to the other side and go in the left room and then down.

You are back in the lava platforms room; jump in the vortex and follow them until you find a small chest (green kinstone).









Run over the mud to the other shore and then to the one below.  
Go north from here (don't climb the whine) and enter in the cave.  
Go down the stairs, left and then in the north room.  
Go towards the chest and... OH NOES! It disappeared!! And a DARKNUT appeared!!  
To kill him just slash him after he swings the sword.  
Open the crate to get a GOLDEN KINSTONE and exit from the cave.  
Go up the whine, follow the bridge northeast, then southeast and climb down the whine.  
Approach the statue and the hat says something.  
Then go up the whine again and follow the bridge northwest and climb down the whine.  
Go left, up, right and in the cave; then beat the deku scrub and give him a kinstone (if you have it).  
Then return outside and cross the mud to the left.  
Use the minish pad, enter in the minish path and jump on the green thing.  
Use the vacuummer to propel yourself like in the first dungeon.  
Enter in the minish hole and fight the enemies to get... THE BOW

```
*****  
*ITEM: BOW *  
*Use: press the button to shoot an arrow... that's it! *  
*****
```

Get out of there and return to the minish pad then become big.  
Return to the other shore and then shoot an arrow in the statue eye (yes, that hurts).  
After you do that the statue starts to move and to destroy it you should throw arrows in his face (bwhahaha).  
After killing him climb the vine behind.  
Use the vortex and glide all the way down after the water pool and go down to find a gravestone; push it and enter.  
Inside pick the HEART PIECE and go outside (the move tutor won't teach you anything if you don't have 7 scrolls).  
Run over the mud to the right and then push the boulder and make the gravestone disappear then kill the statue.  
Go up the whine, follow the bridge, use the vortex, glide to the bottom left corner and enter in the cave (push the boulder first).  
Grab the golden kinstone (you have 2 now) and exit from the cave.  
Return to the to the first statue you met (the one where the hat spoke; you have to pass from the suspended bridges).  
Take it out the same way as the others, go over the mud (remember to push the boulder in the hole in the southwest corner), and enter in the cave at the end of the path to get the last GOLDEN KINSTONE.  
Now return to the gravestone you made disappear... done? You are fast!!  
Go all the way left and use the 3 golden kinstones on the 3 statues to make the boulder disappear.  
Go down the path to reach another area.  
Go up the stairs, go down (there's a chest with a blue kinstone in it behind the weak wall) and kill the statue by slashing it (that's easy).  
Go around the path, kill the 2 enemies then become small.  
First enter in the minish hole to get a kinstone then go up to the statue that doesn't move (the shield has a ladder on it!) and climb inside the head.  
At this point hit the switch and come out of the statue THEN become big and destroy it.  
Go over it, push the boulder in the hole, go right, climb the north stairs, kill the enemies to unlock the stairs and climb them.  
Follow the path until the minish pad.  
Become small and go around the long path (beware for the snakes, they can't see you but they still hurt you), activate the statue at the end, come back to the pad, become big again and kick the statue's butt.

Push the boulder and go down.

Now don't touch any statue, become small and deactivate the last one that else goes to block the path.

Kill the others as normal Link and get the 50 rupees and the seashells from the chest that are unlocked.

Go down the path, kill all the enemies (even the ones under the rock) and go up through the path that opens.

Go up and enter the THIRD DUNGEON.

```
#####  
#LEVEL 3#  
#####
```

The level 3 is in... THE VERSION 0.15

#### ITEMS LIST

##### QUEST ITEMS

Quest Item: Smith's Sword

Advice: Make sure you don't lose this extremely important delivery!

Quest Item: Broken Picori Blade

Advice: This is part of the sword needed to reforge the sacred sword. Don't lose it!

##### PICKABLE ITEMS

ITEM: Green Rupee

Description: It's a rupee and it's green! Don't spend it all! It's worth 1.

ITEM: Red Rupee

Description: It's a rupee and it's red! Don't spend it all! It's worth 20.

ITEM: Heart

Description: It restores a small amount of health.

##### USEABLE ITEMS

ITEM: Small Shield

GAME DESCRIPTION: Hold the button to protect yourself. ...It IS a little embarrassing, though. It's so tiny!

USE: Press the button you assigned the shield to (equip it through the start menu) to shield yourself... pretty useful in the start but useless after a while!

ITEM: Smith's Sword!

Game description: It's a sharp blade made by your grandfather.

Use: press the assigned button to slash with it! Very simple!

#### Frequently Asked Questions (contains spoilers)

Q: Is this game really out?

A: yes! Not officially but somewhere in Japan is

Q: Where can I get the rom?

A: Don't ask... I can't give you one here!

Q: What's this game about?

A: It's about link and his hat friend

Q: Who is the bad guy?

A: It's VAATI!

Q: The one from Four Swords?

A: Yes! That one! Actually this game is the Prequel to Four Swords

Q: Awesome!!

A: Yes it is!

A: Will you play this game now?

Q: ehm... uh... WTF!! I am the one that asks questions here!!

A: Oh excuse me... Just messing around with you

Q: Ah... that's ok

A: Have you finished asking questions?

Q: Yes I have

A: Good!

Credits:

Me, Myself and I

Started: 1/11/04

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giacomelli.it).

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