

- 5.3 - The Sage Of Water
 - 5.31 - Zora's Domain
 - 5.32 - Water Temple
- 5.4 - The Sage Of Shadow
 - 5.41 - The Quest For Truth
 - 5.42 - Bottom Of the Well
 - 5.43 - Shadow Temple
- 5.5 - The Sage Of Spirit
 - 5.51 - Gerudo Valley
 - 5.52 - Gerudo Training Grounds
 - 5.53 - Before The Temple
 - 5.54 - Spirit Temple, Part 1
 - 5.55 - Spirit Temple, Part 2
- 5.6 - The King Of Evil
 - 5.61 - The Return Of The Princess
 - 5.62 - Ganon's Castle
 - 5.63 - Ganon's Tower
- 6 - Miscellaneous
- 7 - Frequently Asked Questions
- 8 - Thanks To...
- 9 - Legal Info

1 - Introduction

The original Ocarina of Time was released on the Nintendo 64 in 1998, and Shigeru Miyamoto subsequently was deified. In 2003, as a Wind Waker promotion, Ocarina of Time was re-released on Gamecube, along with this, Master Quest. This game is sort of like Cliffs Notes, which are not supposed to be read in place of the actual book; likewise, this game is not to be played in place of the original Ocarina of Time. That said, enjoy.

Note: I do not leave out spoilers.

2 - Version History

Version 0.7 (12:41 AM EDT 6/11/03) - The walkthrough is complete up through, and including, the Shadow Temple. Basic info is here, no Heart Pieces or anything like that, though. More to come tomorrow.

Version 1.0 (6:06 PM EDT 6/15/03) - Happy Father's Day! Walkthrough is complete, and not much else. Heart Pieces will be forthcoming.

3 - Basic Info

You should probably know this stuff.

3.1 - Characters

There are way too many to list here, so here are the Big Four.

Link - The hero, the big cheese, the main guy of this game. A young Hylian that resides in Kokiri Forest, Link will be responsible for

saving the entire world when evil threatens it.

Navi - Link's fairy friend will prove invaluable with her ability to L-target and her ability to analyze weaknesses, but her constant "HEY! LOOK! LISTEN!" tends to get annoying.

Saria - Link's lifelong Kokiri friend. She initially provides you with your Ocarina, and later on plays a larger role.

Zelda - The clairvoyant princess of Hyrule, Zelda holds the secret to the Door of Time. She is the one who will guide you further on your quest.

3.2 - Controls

Start - Pauses the game, and opens the Subscreens.

Control stick - Moves Link, and moves the cursor.

Control pad - Turns the mini-map on or off.

A - The action button. Also the select button, and an Ocarina note.

B - Swings your sword. Also the cancel button.

C-stick - Up: talk to Navi, or switch in and out of first-person. Left, down, right: equip and use items; also Ocarina notes.

X - Same as C-stick right.

Y - Same as C-stick left.

Z - Same as C-stick down.

L - L-target objects or enemies; also scroll left through subscreens.

R - Raise your shield; also scroll right through subscreens.

3.3 - Your Screen

Life energy - The hearts in the top-left corner. This shows how much damage you have taken. Each heart is divided into four units.

Magic meter - The green bar below life energy. This displays the amount of Magic Power you have.

C icons - Top-right corner. These show what items you have equipped to the C-stick.

Action icon - To the left of the C icons. This shows what the A button will do at the time.

B button icon - To the left of the Action icon. This shows what the B button will do at the time.

Rupee counter - Lower-left corner. This shows how many Rupees you have.

Key counter - Right above the Rupee counter. This shows how many small

keys you have.

Map - Lower-right corner. Shows a map of the area, and Link's current position.

3.4 - Subscreens

Select Item Subscreen - This subscreen displays all the items you have collected, and allows you to assign them to the C-stick (or the X, Y, and Z buttons).

Equipment Subscreen - This subscreen allows you to equip different shields, boots, tunics, and swords for different occasions.

Quest Status Subscreen - This shows how far in your quest you've advanced. Displayed here are songs learned, Skulltula tokens obtained, Spiritual Stones, and Sage Medallions, among other things.

Map Subscreen - Outside of a dungeon, this shows your current position in Hyrule, and the blinking place is where you should go next. Inside a dungeon, it displays the rooms you have been to, and those you haven't, if you have the Dungeon Map.

3.5 - Items

In order of appearance (roughly), here are the major C items:

Deku Sticks: You can light these on fire to light torches and other things.

Deku Nuts: Use these to stun enemies.

Fairy Slingshot: This allows you to slingshot Deku Seeds at enemies to damage them.

Fairy Ocarina/Ocarina Of Time: The most important item of the game. Play songs on it to open doors, warp places, and even change the time of day.

Bottles: Store things such as fairies and potions in bottles. You can obtain up to four.

Bombs: Use Bombs to damage enemies, open passageways, and other things.

Bombchus: A Bomb that will move forward in the direction you place it in. It can travel up walls and onto ceilings.

Din's Fire: A magic spell that sends fire in all directions.

Magic Beans: Plant these when you are a child, and you can ride the platforms that sprout as an adult.

Boomerang: When you throw this, it returns to you. You can damage enemies, hit switches, etc.

Farore's Wind: You can use this in a dungeon to set a warp point that you can return to.

Hookshot/Longshot: You can use this to pull yourself to distant places, or to stun enemies.

Fairy Bow: An upgraded slingshot, essentially. Allows you to shoot arrows.

Megaton Hammer: An immensely heavy hammer that allows you to pound certain switches, break rocks and damage enemies.

Fire Arrows: An arrow that is charged with fire. Use this to light faraway torches and such.

Lens Of Truth: You can use this to see things that you can't see by yourself.

Ice Arrows: An arrow that is charged with ice. Use this to freeze things.

Nayru's Love: A magic spell that makes you invincible for a short time.

Light Arrows: An arrow that is charged with light. Use this on certain enemies and the barriers in Ganon's Castle.

4 - Walkthrough, Part 1 - The Spiritual Stones

A voice will introduce himself as the Great Deku Tree, and talk of the Kokiri children in Kokiri Forest, how each one has a fairy, but one does not. We get to see this boy's dreams, in which a girl runs by on a horse, and an evil man in black attacks him. The tree then asks a fairy named Navi to join this boy and bring him back to the tree. Navi then takes off and finds the boy, awakens him introduces herself, and tells the boy to come with her to the Great Deku Tree.

4.1 - The Adventure Begins

4.11 - The Call Of The Deku Tree

- Search For The Sword -

After the opening cutscene, leave your house and climb down the ladder. Talk to Saria, then head left along the path and go up the hill. Navigate the fences to the back wall, then crawl through the hole. Turn right for 5 Rupees, then turn around and go towards, then into, the grass. Turn left, then right and open the chest to get the Kokiri Sword. Equip it.

- Rupee Hunt -

Your next task is to find 40 Rupees. Try looking in the tall grass and in Mido's house. Also try jumping across the rocks to the store, doing backflips while locked onto a rock outside of where you got the sword, and chopping off a sign in the same area with a spin attack. Once you have 40 Rupees, go towards the store, and a Kokiri girl will tell you about L-targeting. Enter the store and buy a shield. Equip it, then talk to Mido to make him move aside. Go along the path, killing enemies, until you reach the Great Deku Tree. Select yes when he asks

about your courage, then enter the Deku Tree.

4.12 - Inside The Deku Tree

Turn left and climb the ladder. Climb up the platforms until you reach the chest, then open it to get the Dungeon Map. Destroy the Gohma Larvae, then break the box and destroy the Gold Skulltula to get a token. Climb up the vines and go to the left, then drop off. Go to the left and hit the switch to light all the torches, then go into the door to the left.

In this room, destroy all the enemies you can while staying on the bottom floor, then hit the switch and raise the platforms. Jump to the chest that appeared to get the Slingshot. Exit the room.

Jump down to the bottom, then climb back up to where you got the Dungeon Map. Light a Deku Stick, then continue to the webbing. Burn it, then go through the door.

You'll face a giant Deku Baba. Use a Deku Nut to stun it, then slice with your sword. Repeat twice more. Defeat the Gohma Larvae, then shoot the eye with your slingshot and go through the door. In here, jump down to the floor and defeat the enemies, then climb up the vine and get the Compass. To drop the ladder, lock on to it, then shoot it with your slingshot. Go back to the main room.

Jump down to the floor, then light a stick and roll on the webbing to burn it. Get into the shallow water, then climb to the higher platform. Defeat the enemies, then hit the switch to light a torch. Light a stick and burn the webbing to reveal a switch. Hit it to make a chest with 5 Rupees appear. Get it, then hit the eye with the slingshot and go through the door.

In here, defeat the Gohma Larvae, then deflect a Deku Nut back at the Deku Sprout. When it starts to run around, slice it. Go back into the previous room and light a stick, then run back into the other room and light both torches to open the door. Go through.

In here, stand on the switch to light the torch, then quickly light a stick before the torch goes out. Jump onto the moving platform, then hold R to pass under the spikes. Jump off and light the torches to open the door. Defeat the enemies, then go through the door.

In this room, defeat all the enemies (I recommend the slingshot), then hit the Keese on the ceiling with your slingshot to open the door. Go through.

Defeat the four Keese in this room, then stand on the switch in the center to light the four torches. Use one to light a stick, then go and burn the webbing. Crawl through the hole, then defeat the giant Deku Baba. Push the block into the water, then go to the platform with the torch. Light a stick, then run back to the block and climb up. Get on the platform and roll on the webbing to burn it and drop down. Here, stun the Deku Sprouts in the following order: right, left, middle. Stand on the middle one's base, and it will tell you the secret to defeating Gohma. The door will then open up, so go through.

-- Boss: Gohma (Parasitic Armored Arachnid) --

When you enter the room, look up with C-up at Gohma's eye. She'll drop down and the battle will begin. Use a Deku Nut to stun her, then slice away at her eye with your sword. She will then climb up a wall, then the ceiling. When the eye turns red, shoot it with your slingshot to make it drop, then slice the eye with your sword again. Repeat until she dies.

Grab the Heart Container and enter the warp. Back outside, the Great Deku Tree will tell you about the curse upon him. He'll give you the Kokiri's Emerald, then die. Talk to Mido to get out, then leave the forest; Saria will stop you. You'll talk, and she'll give you the Fairy Ocarina. You'll leave.

4.2 - Princess Zelda

- - - - -
4.21 - Hyrule Castle

- Malon -

Soon after leaving the forest, you'll have your first encounter with Gaebora Kaepora, the owl. He'll talk about the Map, then leave. Roll attack your way to Hyrule Castle to make it before nightfall. Once you get to Hyrule Market, enter the Shooting Gallery and play the game to get a bigger Deku Seed bag. Leave and talk to the young redheaded girl, Malon. She'll talk about her father, Talon, delivering milk to the castle. Go towards the castle, and you'll see the owl again. He'll talk about time, then leave. Wait until night falls, then go back to the market, then back to the castle area. Malon will be next to the vines. Talk to her to get the Weird Egg. Be sure to equip it.

- Talon -

Climb up the vine behind Malon, then run to the gate. Climb down the ladder and go through the door. Run along the path to the rock, then turn towards the guards and run between the first and second. After that, follow the dirt path until you can see the climbing rocks on the far wall. Run to them and climb up. Hug the left wall until you can enter the moat. Follow the moat until you see the corner you can climb out of, then run towards the sleeping man to the left. By now your egg should have hatched, so use the chicken to wake the man. Talk to him and he'll introduce himself as Malon's father, Talon, then run off. Push the crates off the edge, then climb up and jump to the water hole. Crawl through.

- Zelda -

Here you have to pass the soldiers.

- Point 1: Wait until he goes to the far wall, then run past.
- Point 2: Wait until both soldiers go to the far wall, then run past.
- Point 3: Climb up the steps and walk across the narrow beam up top.
- Point 4: Wait until neither are facing the close path, then run across.
- Point 5: Wait until one is in the top-left corner, then run halfway to the end. When that soldier moves again, go the rest of the way.

Go along the path to the inner courtyard, and talk to the girl at the window, Princess Zelda. After a long talk (answer "Yes" to all the questions), Zelda will give you Zelda's Letter, you'll be more informed

of your quest, and Zelda will have you talk to her nurse, Impa. Impa will teach you Zelda's Lullaby on your Ocarina, then let you out of the castle. She'll point you towards Kakariko Village.

4.22 - Two Young Girls

- Epona -

After the cutscene, head towards Lon Lon Ranch in the center of Hyrule Field. Upon entering, go into the first door on your left and talk to Talon. For 10 Rupees, you can play a game. If you can pick the three Super Cuccos out of the gaggle of regular Cuccos, you'll get a bottle filled with Lon Lon Milk. Exit, then go into the fenced area and talk to Malon. The horse, Epona, will run away. Talk to Malon twice more, then take out your Ocarina. Malon will teach you Epona's Song.

- Saria -

Return to Kokiri Forest, and go up the ledge on the left. Climb up until you reach the Lost Woods. To get to the end of the Lost Woods, go right, left, right, left, forward, left, right. After the first right, shoot the metal target in the center three times to get a bigger slingshot bag. After the first left, you'll encounter Gaebora Kaepora again. He'll talk about the Lost Woods, then leave. Once you get to the Sacred Forest Meadow, defeat the Wolfos, then go through the maze. At the end of the maze is Saria. She'll talk, then teach you Saria's Song. As you're leaving, you'll talk to Gaebora Kaepora again.

4.3 - Plight Of The Gorons

4.31 - Kakariko Village

- Cucco Catcher -

Go to Kakariko Village, then reach the opposite end of the village. Talk to the lady next to the fence and you'll find she's lost her Cuccos. You need to go find them and throw them into the pen. First, get the Cucco right to the left of the pen, and climb up the stairs with it. Use it to fly over to the fence next to the door. Throw it over the fence toward the well, then go down the stairs and grab another Cucco. Throw that over the fence as well, then climb up the ladder. Grab another Cucco, then float down to the pen. Throw all three Cuccos into the pen. Go to the entrance of Kakariko and get another Cucco, then throw it into the pen. Go back to the tree with the angry man, then turn around. Go break the box you see to your left to reveal another Cucco. Pick it up, then go up the stairs and onto the roof. Fly down to the Cucco on the small raised ground, then throw both off and get them both in the pen. Go back to the roof you jumped off of, then go up a set of stairs, grab the last Cucco and put it in the pen. You'll get a bottle for your efforts.

- Sharp And Flat -

Go now through the hole in the wall to the Graveyard. Go to the very back of the graveyard to the two small headstones and one large one. Check one of the small ones to make a ghost appear. Slice it with your sword when it's visible and you'll defeat it. Go up to it to talk to

it. It will tell you about controlling time with an Ocarina. Do the same with the other headstone. It will tell you more. Stand on the Triforce mark and play Zelda's Lullaby to make the headstone explode and a hole appear. Enter the hole. Kill all the Keese in this room to open the door. Kill all of the Redead, then inspect the grave in the next room to learn the Sun's Song, which turns day into night, night into day, and freezes Redead in their tracks.

- Gaining Passage -

Go back to the graveyard, then make it night if it isn't already. Go to the front of the graveyard, then turn around and go to the headstone with flowers. Go around to the back and pull on it to make a hole appear. Open the chest to get a Hylian Shield. Equip it, then go back into the village. Go to where you found the last Cucco, then go up more stairs and show Zelda's Letter to the guard. He'll open the gate, then talk about masks. Go through to Death Mountain Trail.

4.32 - Death Mountain

- Goron City -

Follow the path until you reach a branch. Take the right path, then go down into Goron City. Jump down to the bottom, then stand on the carpet in front of the door in the corner. Play Zelda's Lullaby to open the door, then go in to see Darunia. Talk to him for a spell, then play Saria's Song to make him start dancing. He'll no longer be depressed, and you'll talk about Goron's Ruby. He'll ask you to defeat the monsters in Dodongo's Cavern, and give you the Goron's Bracelet. Go up the stairs and leave the city, then go off to the right. Pick up a Bomb flower and toss it off the edge. You'll blow up the giant rock blocking the way to Dodongo's Cavern. Go down and enter.

4.33 - Dodongo's Cavern

Pick up a Bomb Flower and blow up the wall to gain entry to the cavern. Run forward and jump onto the pillar when it rises, then to the central platform. When the pillar to the right is at the top, pick up a Bomb Flower and jump across, then blow up the wall. You'll get the Dungeon Map. Go back and get another bomb, then get on the pillar and drop down to the left. Blow up the rock, then stand on the switch to extend the nearby pillar to the second floor. Go around and get on the pillar, then jump off on the second floor. Turn left, then go across the bridge and hit the switch to light a torch and open a door below. Jump down and enter the door.

In here, blow up both laser enemies with a Bomb Flower. One will contain a Silver Rupee. Break the box near that one to get another Silver Rupee. Use a Bomb Flower to blow up the wall, then kill the Deku Baba. Light a stick and blow up the Bomb Flower on the wall, then pick it up and place it between the two Bomb Flowers and they will all explode. The stairs will drop down, so go up. Go to the left and break the box for another Silver Rupee. Go up the ramp and defeat the Big Skulltula, then climb up to another Silver Rupee. Kill another Skulltula, then break the box in the corner to get the last Silver Rupee, and the door will open. Go in.

Defeat the three Dodongos in this room by slashing their tails. Once

they're all gone, a door will open and a chest will appear. Open the chest to get the Compass, then go through the door. Cross the bridge in the next room, then go into another room.

In here, pull the three blocks so each is under a torch. Go to the other side of the room and pull out the block, then use it to climb up the ladder. Go back to the entrance to the room, go up the ladder and light a stick. Quickly run back and light the three torches with the blocks underneath; this will open a door and light a torch. Go back to the other side and climb the ladder, then jump to the torch. Light a stick, then jump back, run through and burn the webbing. Run back and light another stick, then go back and light the torch, defeat the Skulltula with a jump attack, then light a stick and light the other torch.

Jump down and kill the enemies, then turn left and grab a block. Push it so you can climb up to the other side, then do so. Kill the Skulltula, then go along the path, killing more enemies. Go back and light a stick, then go and knock the Bomb Flower off the wall. Use it to blow up the wall, then go through.

In here, you'll have to fight Lizalfos. Use your shield to defend yourself, then, after they attack, strike with your sword. Once they both are defeated, the door will open, so go through.

In here, jump down and break both boxes to find a switch. Hit the switch with your sword to stop the fire, then go back to the beginning and jump to the platform. Jump to the alcove on the left and pick up a bomb, then drop down and blow up the rock to reveal another switch. Hit both switches, then go back and jump across the platforms to the other side. Go through.

Jump across the gap and go through to some rocks and a Bomb flower. Blow up the rocks, then take a Bomb Flower and jump off to the left. Blow up the wall and go through. Stand on the right block, then jump to the left to go up to a Bomb Flower. Pick it up, then use it to blow up the rock below and reveal a closer Bomb Flower. Pick it up, then put it down next to a Bomb Flower on the wall. This will set off a chain revealing a switch on the wall. Shoot it with your slingshot, then go through the door and through the next door.

In here, you have to face two more Lizalfos. Once they are defeated, go through the door. Defeat the Poes in this room, then get a Bomb Flower from the far side of the room and blow up the closest trail of Bomb Flowers to unlock the door. Go through and get the Bombs.

Go back up to the second floor and drop one bomb in each of the holes in the bridge. This will open the mouth of the giant Dodongo and reveal a door. Go through.

In this next room, jump down and go through the path on the right. At the end of the path, jump down and go forward to the headstones. Defeat the Lizalfos, then pull out the grave nearest the flames. Stand on the top, then throw a bomb so it lands on the switch. The switch will put out the flames, so jump across and go through the next door.

Defeat the Poe in here, then pull out the headstone for 5 Rupees. Go back and pull out a Bomb, then plant it so it blows up the trail of Bomb Flowers. Run past the Armos Knights, then climb up the glass staircase and go along the path to the headstone. Pull it out and hit

the switch, then go through the door. Blow up the floor and drop down to face the boss.

-- Boss: King Dodongo (Infernal Dinosaur) --

To defeat King Dodongo, wait until he inhales, then throw a bomb in his mouth. When it explodes, slice him with your sword. When he rolls into a ball, use your Hylian Shield. Repeat until he dies.

Back outside, Darunia will thank you, and give you the Goron's Ruby. The Gorons will try to hug you, and you'll run off.

4.4 - The Amazing Aquatic Zoras

- - - - -
4.41 - The River

- Power Up -

You'll end the cutscene going up Death Mountain. Keep going up, and when you reach the branch, take the left way up the steep slope. Blow up the two rocks, then jump across and keep going. Rocks will start to fall. When a shadow appears above you, put up your shield to avoid being hurt. Once you get to the end, kill the Skulltulas with your slingshot, then climb up to the top. Blow up the wall and go inside. Play Zelda's Lullaby on the Triforce mark and the Great Fairy will come out. She'll give you magic and a spin attack upgrade. As you leave, talk to the owl for a ride down. You'll end on a roof in Kakariko.

- Crossing The Rubicon -

Leave Kakariko Village, then head left. Hug the left wall, and you'll end up in the Zora's River area. You'll talk to Gaebora Kaepora again. Once he leaves, blow up the rocks with a bomb, then grab the Cucco. Go right until you hit the fence, then jump across the river to the shallow part. Continue holding the Cucco, and go forward, then left. Take the second left, jump the gap, then go right and right again. Jump off and to the bottom, then put down the Cucco. Climb up the ledge, then walk into the water and climb up the next ledge. Go across the river again and follow the path until you see multiple paths. Go to where two paths cross and jump to the lower path. Walk over to the waterfall and stand on the inscription, then play Zelda's Lullaby. Jump through the waterfall into Zora's Domain.

- High Dive -

Follow the path and take the left path up. Take a left in the King Zora's chamber and talk to the Zora at the end of the path to play the Diving Game. He'll throw 5 Blue Rupees into the water below, and you have to dive to get them all. If you do so within the time limit, you can return to him to get the Silver Scale, which lets you dive deeper.

- Jabu-Jabu -

Dive back into the pool below, and you should see a hole below the water. Dive down and go in to be warped to Lake Hylia. You should see a bottle on the floor of the lake; dive down and get it, to discover there's something inside. Go back to Zora's Domain and go to the King's chamber. Talk to the king, then show him the letter; he'll move aside

and let you see Jabu-Jabu. Go left and dive down into the pool, then get a fish from the shallow water. Return to the King's chamber, then go right and around to go to Zora's Fountain. Stand in front of Jabu-Jabu and use the fish to enter Jabu-Jabu's belly.

4.42 - Inside Jabu-Jabu's Belly

Use a bomb to blow up the rock and reveal a switch. Step on the switch to make a chest appear containing the Dungeon Map. Defeat the enemies, then shoot the left cow head with the slingshot to open the door. Go through.

In the next room, wait for the platform to rise up, then jump on. Let it take you down, then shoot the cow in the water to make a chest appear. Swim down to the cow and go for the Rupees; you'll surface next to the chest. Open it to get the Compass, then hit the switch to open the door. Go back and get on the platform, then go through the door.

In this room you'll see Princess Ruto. You'll talk for a spell, then she'll fall down a hole. Jump down after her, then talk to her twice more and she'll let you carry her. Pick her up, then jump down and hit the yellow switch to cause a fountain to spout. Jump to the blue switch, and leave Ruto on it, then go through the door.

Defeat the Lizalfos, then go through to the larger room. Defeat all the enemies to make a chest appear, then step on a switch to make the water level rise. Climb up the vines, then open the chest to get the Boomerang. Jump to the side of the room you didn't come from, then follow the path and go through the door.

Jump on the platform in here to go up, then go through the door to the room where you met Ruto. Look on the wall for a patch of rocks. Throw Bombs up so they explode and break the rocks, then shoot the cow that is revealed to open the door. Stun the wiggling thing with your Boomerang, then go over it and through the door.

In the next room, go forward and defeat the Lizalfos. Blow up the rocks, then go back and to the right. Pick up a box, then go back and place it on the switch, then go through the door. To defeat the tentacle in this room, lock on to it, then use your Boomerang. Get close to bring it back down, then use the Boomerang again. Repeat until it's gone.

Leave, then go left, then left and through the door. Shoot the cow on the left, then kill the Like Like. Shoot the cow on the right and kill another Like Like to light a torch. Light a stick, then run outside and to the left to burn the webbing. Go through the door. Defeat another tentacle, then leave. Go to the other end of the room, then go left. Defeat another tentacle and leave. Leave the room.

In here, drop down the hole Ruto dropped down, defeat all the enemies, then pick up Ruto and drop down. Jump on the switch, then jump to the highest platform and go through the door. Throw Ruto up onto the platform, and she'll get Zora's Sapphire. She'll then disappear, and you'll face Bigocto. To defeat it, run behind it until you can L-target it, hit it with the Boomerang, then slice with your sword. Remember to run against the spin of the platform; if it starts spinning the other way, turn around. Repeat until it dies. Once it's finished, get on the platform to go up. Shoot the cow, then go through the door.

Drop down and kill the Lizalfos. Shoot the cow on the wall, then play Epona's Song for the one on the ground to get some milk, if you want to. Go back to the entrance and stun the wiggly things with the Boomerang, then pick up a box and cross. Put the box on the switch and go through the door. Jump across the gap, and the platform will lower. Go through the door. Kill both of the Like Likes in this room, then shoot the cow on the right side of the vines three times to unlock the door. Go through.

-- Boss: Barinade (Bio-electric Anemone) --

First, lock onto and hit all three of the things that attach it to the ceiling with your Boomerang. Next, hit Barinade with the Boomerang, then hit as many jellyfish as you can with the Boomerang. Once they're all gone, you'll have to do the same thing, except it's much harder. Once those are all gone, hit Barinade with the Boomerang, then slice him with your sword. Repeat until he dies.

Back outside Jabu-Jabu, Ruto will talk, then says she'll give you Zora's Sapphire for your hand in marriage. Sadly, you have no choice to accept, but at least you have all three Spiritual Stones.

4.5 - Interlude - The Door Of Time

- Ocarina Of Time -

Return to the gate of Hyrule Castle Town to see a cutscene. Zelda and Impa will run past, and Zelda will throw something into the moat. Ganondorf will appear, ask where they went, attack you, and run off. Once you have control, jump into the moat and grab the Ocarina of Time; you'll learn the Song of Time.

- Temple Of Time -

Enter Hyrule Market and go to the Temple of Time. Stand in front of the altar and play the Song of Time; the Spiritual Stones will place themselves, and the Door of Time will open. Go in and draw the Master Sword from its pedestal. You'll see Ganondorf; he'll talk, then disappear laughing.

-- INTERMISSION --

5 - Walkthrough, Part 2 - The Hero Of Time

You'll wake up in the Temple of Light. Rauru the Sage will tell you what's happened; Ganondorf obtained the Triforce, became the King of Evil, and the world fell into despair. You'll discover you've aged seven years. Rauru will tell you to awaken the five other Sages, and give you the Light Medallion, then you'll return to the Temple of Time. You start to leave, but you'll be stopped by a person named Sheik. He'll talk to you about where to find the Sages, then point you in the direction of Kakariko Village.

5.1 - The Sage Of Forest

5.11 - Prep Talk

- Dead Last -

Head for Kakariko Village. You'll discover the population of Hyrule Castle Town has moved here. Go to the graveyard, and look for a grave on the left side with flowers. Pull it out and drop in. You'll see the ghost of Dampe, who will challenge you to a race. You won't beat him (trust me), so just follow him. If you can make it to the end, he'll give you his Hookshot. Go through the door, then play the Song of Time to move the blocks. Go up the stairs to find yourself in the windmill. Talk to the man below, then pull out your ocarina to learn the Song of Storms.

- Horsey Ride -

Go to Lon Lon Ranch to find Ingo has taken over. Ask to ride a horse, then, once inside, play Epona's Song to bring Epona over. Mount her, then jump over some fences. When your time's up, go in again and do the same, then talk to Ingo before time's up. He'll challenge you to a race. Beat him twice, and he'll let you keep the horse, but won't let you leave the ranch. Jump over any main fence and Epona is yours.

- Search For Saria -

Go to Kokiri Forest and the Lost Woods. Mido will block you halfway through; play Saria's Song and he'll let you through. Once you reach the Sacred Forest Meadow, you'll notice the giant guards patrolling the place; use your Hookshot to kill them. At the end, avoid the giant hammer strikes and kill the last guard, then go forward. Saria is no longer sitting on her tree stump, but Sheik is there to greet you. He'll teach you the Minuet of Forest, then leave. Use your Hookshot on the tree branch, then enter the Forest Temple.

5.12 - Forest Temple

Go to the right and kill as many Skulltulas as you can with your Hookshot, then climb the vines, staying as close to the left side as you can, until you can get on the tree. Turn around and kill the Big Skulltula with your Hookshot, then jump to the other tree and hit the switch. Jump back and open the chest to get a key. Jump down and go through the door. Kill the three Skulltulas in here, then go through the door.

In here, you'll see the Poe Sisters take the flame from the torches. Go to the other side of the room, climb the stairs, and go through the door. Play the Song of Time to move the block, then go through the next door. Defeat the two Wolfos in this room, to get a small key.

Go back to the main room and enter the door on the right. Defeat the Stalfos, then go through the next door. Go up the ladder in front of you, then up another. Go through the hole to the arrows, then turn left and pull the block out, then push it along the arrows' path until it stops, then pull it out so Link makes six small tugs. Go through the hole where the block was and to the right, then push this next block until it falls in. Go back to where the first block was to find a ladder. Climb up, then go right and through the hole. Pull this block out so Link makes six small tugs, then go back and climb up the block

that you pushed into the hole. Follow the path to the block, then push it in all the way. Climb up and hit the switch, then go right and up the ladder. Run to the Blue Bubbles; defeat them by running into them with your shield up, then using your sword. Go through the door.

Run along the corridor, then drop down and open the chest to get the Boss Key. Fall into the hole and defeat the Floormaster, then go through the door. Go along the path on the right, and go into the second alcove and through the door. Defeat the Redead and get the key, then leave the room. Go through the door on the left.

Hit the switch, then drop down and use your Hookshot on the target. Climb up the glass platforms, then jump to the stone platform. Use your Hookshot on another target, then climb up the ladder, follow the path and go through the door. Go along the twisting corridor, then jump across the platforms and go through the door.

Go down the stairs and through the door. You'll fight a Stalfos; once you defeat him, you'll face two more. If you defeat one, and you don't defeat the second fast enough, the first will regenerate. Once they both are defeated, you'll receive the Fairy Bow.

Go through the door to the new room. Go halfway up the stairs, then shoot the picture with a picture of a Poe with your bow. Shoot the next one, then the last. The Poe will appear and go down the stairs. Defeat it with your sword, then go back two rooms and do the same thing. You'll get the Dungeon Map and the Compass.

Go back to the main room of the temple. Shoot the eye on the right and go through the door it unlocks. Out here, turn around and kill the Gold Skulltula above the door, then use the Hookshot to go up. Go to the right and play the Song of Time to make a block appear. Jump to it and to the next block, then play the song again and jump to another block. Kill the Skulltula on the wall with your Hookshot, then jump to the vines, climb to the right and drop down. Grab the key, then climb on the fence and use your Hookshot on the nearby target. Go through the door, kill the Skulltula, then shoot an arrow through the torch at the webbing to burn it.

Go back and jump down, then go to the well. Shoot the eye inside to drain it, then climb down. Get the key, then climb up the other side and go back to the main room. Return to where you fought the blue Poe Sister, then go through the locked door at the top of the stairs. Jump down and climb the ladder to the right, then defeat the Green Bubbles and go through the locked door.

In here, jump to a moving platform and go to the box. Pick it up, then jump to the center and place the box on the switch to light the torch. Shoot an arrow through the torch so it hits the eye, which will twist the corridor. Take the box off the switch and go back.

Go to the end of the corridor, drop down and drop through the hole. You'll be in a room with a falling ceiling. To survive, run to Skulltulas when the ceiling rises, defeat them, then stand on their squares until the ceiling falls. Make your way to the switches, then press both to open the door at the back and to make a chest drop with arrows. Get the arrows, then make your way back, remembering the locations of safe spots, then go through the door.

Drop down the blocks, then get the chest containing a small key. Play

the Song of Time near the lower block to bring down another, then climb onto it. Play the song again, then climb up the next block. Turn around and play the song one more time, then jump back and go through the door. Make your way back across the room and through the locked door.

Shoot the painting to make blocks fall. Put them together to make a picture of the Poe Sister, then defeat her. Go through the newly unlocked door back to the main room. To defeat the final Poe Sister, shoot an arrow at the one that turns one more than the others. Repeat until she's gone, and the elevator to the basement will activate. Go down.

In this room, keep pushing the walls clockwise. After each turn, check the nooks for switches, which you should hit. After a while, you'll be able to enter the Boss Door. Go to the center of the platform, then try to leave. You'll face off against Phantom Ganon.

-- Boss: Phantom Ganon (Evil Spirit from Beyond) --

The first part is him in the paintings. When he comes out of the painting, shoot him with an arrow. Beware, he has a fake also running around. When you've shot him enough times, he'll get off his horse and start throwing energy balls at you. Use your sword to deflect them back at him. After some back and forth action, he'll get hit, so run up and slice away with your sword. After enough hits, he's gone.

You'll return to the Chamber of Sages, and Saria will awaken as the Sage of Forest. She'll give you the Forest Medallion, and you'll be sent back to Kokiri Forest. A new Deku Tree will sprout, who will reveal more of your past to you. He'll then tell you to save Hyrule.

5.2 - The Sage Of Fire

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5.21 - Return To Death Mountain

- Return To The Past -

Leave the forest, and go back to the Temple of Time. Sheik will teach you how to go back, and teach you the Prelude of Light. Put the sword back, and you'll be a kid again. Go toward Hyrule Castle, and climb up the vines. Go past the gate and go to the dead end. Blow up the rock and crawl through. Play Zelda's Lullaby on the Triforce mark, and the Great Fairy will come and give you Din's Fire. Go back to the Temple of Time and take the Master Sword again to return to the future.

- Where Have All The Gorons Gone? -

Return to Kakariko Village, and go to the Shooting Gallery. Play the game to get a bigger Quiver, then leave and go to Death Mountain Trail. Go up to Goron City and drop to the floor below. You'll see a Goron rolling around. Use a Bomb Flower to stop him, then talk to him. He'll talk of the Gorons' new problem: a Goron-eating dragon has been revived by Ganondorf, and the Goron's dad, Darunia, has gone off to stop him. He'll start crying, so talk to him about the dragon and the Gorons, and he'll give you a Goron Tunic and open the doors.

- Death Mountain Crater -

Put on the Goron Tunic, then go into Darunia's room and pull out the statue. Go through to Death Mountain Crater. Go to the broken bridge and use the Hookshot to get across. Go halfway across and Sheik will appear. He'll talk, then teach you the Bolero of Fire and disappear. Continue across the bridge and go left, then go down the ladder and enter the Fire Temple.

5.22 - Fire Temple

Go to the left of the stairs and go through the door. Defeat the Like Like, then leave. Climb up a side of the stairs to avoid the flames, then stand so you're evenly spaced between the four unlit torches. Use Din's Fire to light them all, then go through the door on the left.

You'll talk to Darunia for a spell, then he'll go try to defeat Volvagia. Jump across the platforms to the left, then Hookshot over. Climb up and break the crates to reveal a torch, then drop down, stand between the torches and use Din's Fire. Quickly climb back up and fire an arrow through the torch so it lights the lower torch. A gate will open below. Go to the other side and get the key, then leave the room.

Climb down and go through the locked door. Defeat the Keese and the Stalfos, then go through the door. Use your shield to block the flying floor parts, then defeat the Iron Knuckle. To beat it easily, wait until it swings its axe, then strike. Once the armor falls off, attack as much as you can. Go through the door.

To defeat this enemy, use the Hookshot when it's spinning, then slice it with your sword. Do this enough and he'll die. Climb up and get the Megaton Hammer, then go through the door. Use the hammer on the rusted switch to open the gate. Talk to the Goron, then open the chest to get the Dungeon Map. Go through the door back to the first room.

Climb back up and use the hammer to knock the statue out of the way, then go through the door. Jump off to the left and follow the wall to a door. Go through and hit the switch, talk to the Goron, kill the Gold Skulltula and leave. Go to the opposite side of the room and get on the moving platform next to the fire, then Hookshot the torch. Use Din's Fire, then blow up the wall and go through. Go to the gate and use Din's Fire, then talk to the Goron and grab the key.

Go back to the main room and stand on a platform in the northeast corner of the room; it will rise instead of fall. Use Din's Fire to light it, then shoot an arrow through to light another torch below, unlocking the door. Jump down and Hookshot up to the door, then go through. Shield yourself from the floor that will attack, then Hookshot the torch beyond the fire and get the Boss Key. Hookshot the other torch, leave, then go through the locked door.

Slide down the wooden board and climb up the grating. Get onto a beam, then jump to the stone pillar below. When the block starts going up, jump on it, then go through the door you're brought to. Climb up the platforms on the left, then use Din's Fire to light the torch. Use the Hookshot on the target and climb up it, then jump to the higher platforms. Defeat the Lizalfos, then climb up the grating and go through the door. Go to the left and follow the right wall to the first alcove. Place a bomb on the left side of the wall, and hit the switch that is revealed. This will raise Hookshot targets all over the room.

Hookshot the closest one and jump over the tops of platforms until you reach one with a cracked floor. Bomb the floor, then climb down. Destroy the boxes until you find the switch, then hit it to open the cage. Grab the Compass, then climb back up. Go to the bottom of the room and you should see a cage on a higher level. Use a bomb to hit the switch and open it, then pick up a box. Go to the top of the room (check your map) and put the box down. Blow up the wall to reveal a switch and a locked door; place the box on the switch and go through the door. Step on the switch, then talk to the Goron and grab the key.

Get back up to the top of the maze; right outside where you just were is a locked door for you to go through. In here, run to the center of the room and use your Hookshot on the crate to get up (not the crate near the locked door). Don't destroy the crate. Pick up a small crate, drop down and place it on the blue switch to light two torches. Use your Hookshot on the crate again to get out. Shoot an arrow through one of the torches to light a third torch high on the wall; this will unlock a door. Use your Hookshot on the crate to get to the door, and go through. Use your Megaton Hammer on the spike to send it down, making the Boss Door accessible. Go through, then jump to the central platform to start the boss battle.

-- Boss: Volvagia (Subterranean Lava Dragon) --

To defeat Volvagia, hit its head with the Megaton Hammer when it surfaces, then slice with your sword (or use the hammer again). When it rises to blow fire or make rocks fall, hang off the edge. If you fall, you can climb up the platform walls. Keep fighting until he dies.

The mountain will return to normal, and you'll return to the Chamber of Sages. Darunia will awaken as the Sage of Fire, and he'll give you the Fire Medallion. You'll return to Death Mountain Crater.

5.3 - The Sage Of Water

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5.31 - Zora's Domain

- More Magic -

Go back across the bridge and Hookshot across the pit. Go across the bridge to the left and use the Megaton Hammer to break the rocks, then go in to the Great Fairy's Fountain. Play Zelda's Lullaby on the Triforce mark and the Great Fairy will double your Magic Meter.

- Ice, Ice, Baby -

Leave Death Mountain and return to Zora's Domain to discover that everything has been frozen. Go to where Jabu-Jabu was to find he's gone. Go up the ramp where he was and jump to the large platform, then to a smaller one. Cross the platforms to the left to reach the Ice Caverns.

- Ice Caverns -

Watch for rolling rocks as you first come in; as soon as you see one appear, run along the path and you'll come to the next room. Defeat all the enemies, then look to the right for a switch hidden among icicles. Hit it with your Hookshot, then go to the next room. Defeat the Wolfos

and the Freezards, then go to the next room.

Defeat the Wolfos, then fill up a bottle with Blue Fire (more would be ideal), then return to the previous room. Melt the ice on the ground, then go through to the next room. Defeat the two White Wolfos, then climb up to the red ice and melt it. Go through to the next room. Defeat the Stalfos, then get the Iron Boots. Sheik will then appear and tell you what's happened. He'll also teach you the Serenade of Water, which will warp you to Lake Hylia. Before you leave, fill a bottle with Blue Fire.

- Entering The Temple -

Return to Zora's Domain and melt the ice surrounding the King. Talk to him and he'll give you the Zora Tunic, which lets you breathe underwater. After that, use the Serenade of Water to warp to Lake Hylia. Run forward off the island you're on and put on your Iron Boots and Zora Tunic. Use your Hookshot on the blue switch to open the gate, then enter the Water Temple.

5.32 - Water Temple

Take off your Iron Boots and float up, then go into the center room. Jump into the water and put on the Iron Boots to sink to the bottom. Go through the hole that isn't next to the big pit to meet Ruto, who still remembers when you agreed to marry her. She'll talk about the curse on Zora's Domain, then swim up and ask you to follow her. Go to where she stood, then take off the Iron Boots and float to the top. Play Zelda's Lullaby in front of the Triforce mark to lower the water level. Use Din's Fire to light the two torches, then go through the door.

Defeat the three Stalfos in this room, then shoot the painting on the wall with the Hookshot to get the Dungeon Map. Leave, then jump down to the bottom room. Light the two torches with arrows, then enter the room. Defeat all the enemies, then grab the Compass and leave. Stand on a Hookshot target and hook onto the target above you, then go through the hole in the wall. Use your Hookshot on the wall painting to get the Longshot.

Go back to the main room and stand on the Longshot target, then hook onto a target above you to go up to the second floor. Longshot to the middle structure, then Longshot to an alcove on the third floor. Play Zelda's Lullaby next to the Triforce mark to raise the water level to its highest. Switch to Iron Boots and float to the bottom, then Longshot back up to the second floor on the middle structure. Go into the door.

Take off the Iron Boots and float up to the top, then play the Song of Time to make a block appear. Jump onto it, then use Din's Fire to light two torches, opening a gate on the ground floor. Sink back down to the bottom, then go through the hole that's opened. Go to the end of the maze and jump on the two low walls to reveal a switch; hit it to open up a gate in the ceiling. Go up through the hole and shoot the painting with the Longshot to make a key drop. Go back to the central room, float to the third floor and go through the locked door.

Slide down the slope to the platform, and hit the crystal switch behind you with the Longshot to make Longshot targets appear. Hook the highest one that's farthest left, then the higher central one. Hit the wall

painting on the left to raise a Longshot point, then hook onto it and go through to the next room.

Drop down into the water below and fight three Stalfos to make various Longshot targets appear. Hook the one closest to the exit door, then hook the ceiling. Go through the door to the next room. Go to the other side, then go back to the island to face Dark Link. Din's Fire works well during this battle. Other than that, just keep slicing with your sword, and don't L-target him. Once you're done, the room will change, so go into the next room. Longshot the painting in here to make the gate open, then drop down.

In this room, you must Longshot from target to target until you reach the end. Jump to the last target, then go down the path into the next room. In here, put on your Iron Boots when you're over the piping in the corner. Hookshot to the alcove, then go to the end and take off the Iron Boots. Get up, then use Din's Fire to light the two torches on the ceiling. You can now exit the room, so do so by using your Longshot on the target next to the door, then using said door.

In here, hit the switch with your sword, then jump on the fountain when it's at its highest. Use Din's Fire, then jump to the platform and get the Boss Key. Go along the path, then drop down into the water. When you reach the end, use the Longshot to get up and step on the switch. You'll be back in the main room.

Float up to the third floor, and hook your Longshot on the target on the dragon statue. Go through the door, then use an arrow on the switch above the Boss door to raise Longshot targets. Hook one to go up, then go through the Boss door. Jump to one of the central platforms to start this boss fight.

-- Boss: Morpha (Giant Aquatic Amoeba) --

To defeat Morpha, use your Longshot on it when it comes out in a tentacle, then slice it with your sword. If you're lucky, you can get it while it's in the water (or cytoplasm, more appropriately). Make sure you don't get caught by a tentacle, or it will swing you around and throw you against the wall. Once you've sliced it enough, it will be finished.

You'll return to the Chamber of Sages. Ruto will awaken as the Sage of Water and give you the Water Medallion, and you'll return to Lake Hylia, which will fill up once again. Sheik will talk to you, then leave.

5.4 - The Sage Of Shadow

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5.41 - The Quest For Truth

- Fire Arrow -

Stand on the stone pedestal on the island you're on, then play the Sun's Song until it's the dawn. Shoot an arrow into the rising sun and something will fall to the island in front of you. Swim over to it to get the Fire Arrow.

- Kakariko's Burning -

Go to Kakariko Village to find it on fire. In a strange cutscene, a mysterious creature will come out of the well and attack you and Sheik. After that, Sheik will teach you the Nocturne of Shadow, then leave. Return to the Temple of Time and place the Master Sword in its pedestal to become a kid again.

- The Spinning Windmill -

Return to Kakariko Village and enter the windmill. Remember the mean kid that played the strange song? That's you. Play the Song of Storms in front of the guy to speed up the windmill and drain the well. Exit the windmill and climb down to the bottom of the well.

5.42 - Bottom Of The Well

Crawl through the hole, then climb down the ladder and kill the Redead. Go through the door, then around the moat to the opposite side of the well. Hit the switch with your Boomerang to drain the well, then turn around and go to the other side again. Drop down into the pit and crawl through the hole, then climb up the vine and go through the door. Get grabbed by a hand to face the Dead Hand. To defeat him, slice its head with your sword when it leans over. Repeat until it dies. You'll earn the Compass. Blow up the rock in this room to get a key.

Go back to where you drained the water and play Zelda's Lullaby on the Triforce mark to open a gate behind you. Go in to get the Dungeon Map. Turn around and go into the cage on the left, then shoot the switch to open a door. Go through.

Walk over to the first pot and break it, then the second, then the third, then go onto the ledge and get the key. Go back, then go clockwise around the moat, then crawl through the first hole you see. Hit the tiny switch in the eye of the wall painting, then go through the door. Defeat the Floormaster and the Wallmaster, then go through the door. Defeat the Skulltulas and bomb the rock to reveal a switch.

Go back to where you found the Dungeon Map and fall through the hole behind the chest. Step on the switch to make a chest appear, then follow the map to the chest. Defeat the four Redeads, then open the chest to get the Lens of Truth.

With the Lens of Truth in hand, leave the well and return to the Temple of Time to become an adult again. Play the Nocturne of Shadow, then go down the stairs, stand on the stone platform and use Din's Fire. Enter the Shadow Temple.

5.43 - Shadow Temple

Use the Longshot to get across the gap, then walk through the wall. Take the bird statue and have the attachment face the skull that really is there (use the Lens of Truth to find which one) to make the gate open across the chasm. Light the two torches on the face with fire arrows, then cross to the tongue and go through.

Go down the hill and blow up the Beamos, then go through the wall on the right and through the door. Defeat the Gibdos in here, then open the chest for a key. Go back and through the opposite wall and door.

Gather all the Silver Rupees in this room to open a gate; defeat the Skulltula behind it, then get the Dungeon Map. Defeat the last Skulltula to open the door, then head toward the painting behind it to drop through the floor. Using the Lens of Truth, defeat the Skulltula and open the chest for a key. Climb back up and leave the room.

Go back to the bird statue and find the painting that isn't there, then bomb the wall behind it and go through the locked door. Put up the Lens of Truth and travel around this room clockwise until you see the block. Play the Song of Time to move it, then put the Lens back up and go past. Shoot the middle eye switch in the next room, then put the Lens up again and find the hidden door; go through. Defeat the Dead Hand in this room to obtain the Hover Boots. On your way back, go through another door and defeat all the Redead to obtain the Compass.

Go back to the main room, cross to the tongue and go down the slope, then bomb the wall you never went past and go through the locked door. Go down the sloped area, defeating enemies and avoiding spikes, until you arrive at the guillotines. Defeat the Beamos, then go past the guillotines. Go until you see more guillotines and jump past those as well. Avoid the Beamos and jump onto the invisible platform at left. Shoot the eye with a fire arrow, then continue to the door and go through.

In here, collect all of the Silver Rupees on the ground, then go to the one suspended in midair. Play the Song of Time to make a block appear, then climb up and get it. A gate will open, so go in. Open the visible and invisible chests to get five Rupees and a key. Leave the room.

Go back to the platform with two Beamos, then jump across the glass platforms. Collect the five Silver Rupees, then slice the switch behind the gate to open it. Go through to the next room. Here, use the Lens of Truth to spot the block, then pull it all the way out. After this, push it so both spike things are stopped by it, then go to the other side and pull the rest of the way. Climb up the block, then jump to the right and hit the switch to make a chest drop on the other side. Cross to it, then open it to get a key. Go back to where the Silver Rupees were.

Cross the narrow path to the guillotine, then jump to the invisible platform behind it. Use the Lens to spot the moving platform, then jump on. Put on the Hover Boots, then hover to the locked door and go through.

In here, defeat both Redead to receive five Rupees, then collect all the Silver Rupees, remembering that you can walk over spikes with the Hover Boots. Use the Lens of Truth to find Longshot targets that can lead you to Rupees. Once they're all gone, glass platforms will appear. Cross the first two, then use the Hover Boots to hover to the locked door and go through.

In here, use the Iron Boots to walk past the first two fans, and Longshot past the third, then drop down. Still wearing the Iron Boots, walk past the fans to the door. Defeat the four Redeads in this room, then get the Gold Skulltula token. Use the Lens of Truth to find a hidden chest with a small key. Go back, then put on the Hover Boots and use the Lens of Truth to spot the hidden alcove. Walk over to it aided by a fan, then go through the door.

Defeat the two Gibdos to make a chest with Rupees appear, then bomb the

rock near the entrance to reveal an invisible chest with arrows. Bomb the other rock to reveal a Gold Skulltula. Continue through the locked door.

In this room, pull the block onto the path, then push and pull it underneath the ladder. Climb up, then climb up the ladder and onto the boat. Play Zelda's Lullaby on the Triforce mark to start the boat moving. Defeat the Stalfos that stow away, but jump off before the boat stops. Shoot the four Bomb Flowers with an arrow to make the statue fall. Cross it, then play the Song of Time in front of the block to reveal a switch. Shoot it, then stand on the target and Longshot up to another target. Hit the switch to open the door, then cross the statue again and go through the door.

In here, put up the Lens of Truth to see the walls of the maze, so follow the left wall and enter the first door you can. Put up the Lens of Truth and find the shadow, then place a Bomb Flower on it to face a Dead Hand. Defeat it, and you'll be rewarded with arrows. Leave, and continue along the left wall to the next room.

In this room, climb up the stairs and throw Bomb Flowers into the skulls until you hear a confirmation sound. Drop down a pick up the key, then leave the room. Keep going along the left wall to the locked door.

Use Din's Fire in this room to burn the advancing wooden spikes. Go to the right and get the Boss Key, then leave the room. Follow the left wall again to the next door, then cross the statue and go through the door. Put on the Hover Boots and cross the platforms to the Boss door, then go through. Jump down to start the boss fight.

-- Boss: Bongo Bongo (Phantom Shadow Beast) --

To defeat Bongo Bongo, shoot both its hands with arrows, then use the Lens of Truth to see its body. Shoot its eye with an arrow, then slice away at the eye. Repeat until it dies.

You'll end up back in the Chamber of Sages. Impa will awaken as the Sage of Shadow, and give you the Shadow Medallion. You'll then return to the Graveyard.

5.5 - The Sage Of Spirit

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5.51 - Gerudo Valley

- Infiltration -

Leave Kakariko, then call Epona and ride to the area west of Lon Lon Ranch - Gerudo Valley. Get some speed, then have Epona leap across the bridge. Go on to Gerudo Fortress. Get off Epona and get captured by one of the guards to be thrown in a prison cell.

- Carpenter #1 -

Hookshot up to the window, then shoot the guards below with arrows. Jump down and go through the door immediately to your left. Talk to the carpenter, then you'll have to fight a Gerudo guard. She's not difficult to defeat; try to pin her against a wall. Also, swinging your

sword wildly works surprisingly well. Once she's gone, she'll drop a key, and you can unlock the door. Talk to the carpenter and he'll run off.

- Carpenter #2 -

Go through the door and through another. Go forward and shoot the guard, then follow the path to another door. Go along the ledge, but make sure not to get caught by the Gerudo guard. Shoot her, then go through another door. Talk to the carpenter, then defeat the guard to get the key. Unlock the door and talk to the carpenter to free him.

- Carpenter #3 -

Go up the slope and through the door, then through another door. Put on your Hover Boots and hover to the little platform, then to the other side. Go up the slope and through the next door. Climb up to the higher ground, then go to the other side and jump to the platform to the right. Climb up the wall and go to the end, then drop down twice and go through the door. Shoot the guard when she passes by, then go along the path to the right to the third carpenter. Talk to him, defeat the guard, unlock the door and talk to the carpenter and he'll go free.

- Carpenter #4 -

Leave this area, then drop down and go through another door. Follow the path to the final carpenter. Talk to him and defeat the last guard, then unlock the door and talk to the carpenter and he'll run away. A Gerudo will come talk to you and comment on your mad thieving skillz, and she'll make you a member of the Gerudos. You'll get a Gerudo Membership Card.

5.52 - Gerudo Training Ground

Go back outside and talk to the Gerudo in white next to the sign. Pay her 10 Rupees and she'll let you in. Go inside, then turn around and shoot the eye switch above the entrance, then use Fire Arrows to light the two torches. Open the two treasure chests, then go through the door on the right.

In this room, defeat all the enemies within one minute (including the Armos) and you'll receive a small key. Go through the next door. Here, light the torch with a Fire Arrow, then collect the closest three Silver Rupees. Jump to the torch and put on your Hover Boots. Once the torch goes out, light it again, then collect two more Silver Rupees (don't hover directly to them, go to the closer pillar first). Go back and light the torch one more time, then hover to the last Silver Rupee to unlock the door. Go through.

In here, defeat the jellyfish with the Longshot, then use a Fire Arrow to burn the web. Put on the Zora Tunic and Iron Boots, then drop down. Defeat the enemies, then use the Hookshot points to get the Silver Rupees. You can also keep taking off the Iron Boots and floating up to them. Float up to the top and get the small key. Go back to the first room and through the other door that was unlocked.

Here, you have to defeat a single Iron Knuckle in one minute. You'll sink in the sand, so jump around a lot. Once you've defeated him, grab the treasure chest and go on to the next room. In here, you need to

collect all the Silver Rupees. Once you've done that, go through the unlocked door to the next room.

Defeat all the enemies in this room within a minute, then look around the room with the Lens of Truth for a secret passage. Once you find it, play the Song of Time underneath it to reveal a block. Fill a bottle with Blue Fire, then go through the passage and melt the ice, then go through the door.

Drop down to the rotating platform. Shoot an arrow into each eye of the statue, then find the crystal switch in the fire and shoot it. Exit the room through the lower door. Defeat the enemies in here within a minute, then hit the crystal switch above the door to reveal a small key. Step on a switch along the wall, then get the small key. Go through the door.

Use your Megaton Hammer on the switch to make a Hookshot target appear. Hook it, then go through to the next room. Go through the door to the left and go through the doors in a clockwise manner until you reach the center. Break the box, then hit the switch with the Megaton Hammer to make a chest appear in the room above you.

Return to the room where you shot the eyes of the statue, then go through the door you unlocked but never went through. Open the large treasure chest to obtain the Ice Arrows.

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5.53 - Before The Temple

- Quiver With Fear -

Horrible pun, I know. Anyway, leave the training grounds and go right and up the hill with Epona. Talk to the person next to the tent to try the challenge. Shoot targets and pots to get points. If you get 1000 points, you'll get a Piece of Heart. If you get 1500 points, you'll get the biggest Quiver, holding 50 arrows.

- Crossing The Desert -

Go to the giant gate on the other side of the fortress and climb up the ladder next to it. Talk to the Gerudo up there and she'll open the gate. Go through to the Haunted Wasteland. To cross the River of Sand, use your Longshot on one of the boxes on the other side. After that, follow the flags very closely until you reach the outpost. Use the Lens of Truth to look at the grave, then follow the Poe as exactly as you can until you reach the Desert Colossus.

- Requiem Of Spirit -

Bomb the wall between the two trees to the right and go in. Play Zelda's Lullaby on the Triforce mark and the Great Fairy will give you Nayru's Love, which makes you invincible for a short time. Leave, then enter the Spirit Temple. Go up the stairs and to the right. Break the boulder behind the statue with the Megaton Hammer. Hit the switch, then get the small key. Exit the temple to talk to Sheik. He'll tell you to come back as a child, then teach you the Requiem of Spirit. Go back to the Temple of Time and become a child again, then return to the Desert Colossus and enter the Spirit Temple.

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5.54 - Spirit Temple, Part 1

Go up the stairs and talk to Nabooru off to the left. You want 'Nothing, really', you hate Ganondorf, and you'll help her out. Crawl through the hole, then shoot the eye switch to make the fires die. Defeat the enemies with jump attacks, then go through the door on the right.

Defeat the Gibdo, then pull the graves to reveal a switch; hit it to make part of the wall open. Grab the grave lined up with the boulder on the other side, then turn around and L-target to be lined up perfectly. Use a Bombchu to reveal an eye switch. Shoot the switch to make a platform appear. Cross it, then defeat the Gibdos and go through the door.

Climb onto the rotating platform, then use Din's Fire to push this most annoying of Stalfos off of the edge. Go through the newly unlocked door. Pull on the grave, then hit the switch to make the bridge fall. Defeat all the enemies in the room to get a small key, then open the chest and get the Dungeon Map. Go through the door back to the fiery room. Send a Bombchu down the crawlspace to blow up the rock, then go through and through the door.

Hit the switch, then defeat the Like Like that drops. Climb up the wall, then defeat the enemies in the room to reveal a chest with Bombchus. Lock onto a rock in the wall, then use a Bombchu to destroy it. Light will shine on the sun, dropping a treasure chest you can't get to yet. Go through the door.

Jump down and hit the switch to the left to reveal a chest; open it to get the Compass. Go between the two staircases and use Din's Fire to melt the ice covering the switch. Go through the door. In this room, shoot the switch at the end to make a chest appear containing a small key. Go back to the previous room.

Climb back up to the first staircase, then climb until you're about to pass the time block. Line yourself up, then backflip over the railing to the block. Pick up the crate and jump over the very bottom railing. Climb all the way up the staircase to the gap, then put the crate down and play the Song of Time to make a block appear. Pick the crate back up and jump across, then jump to the hand with the switch on it. Put the crate on the switch to unlock a door. Go through the door.

Pass by the flaming statue, then go through to the next room. Climb up the block with a sun face on it, then jump to the other side of the flames. Pull out the block to the right into the sunlight to unlock the door to the next room. Climb up to the ledge, then go through to the next room. Defeat the Skulltula, then go through to the next room.

Defeat the Iron Knuckle in this room (strike, run away, strike, run away, until the armor comes off, then slice away) to unlock the door. Go through, then talk to Gaebora Kaepora one last time. Open the chest to get the Silver Gauntlets. You'll see a cutscene in which two witches seal away Nabooru in the sand. Go back to the Temple of Time and become an adult, then return to the Spirit Temple for round 2.

5.55 - Spirit Temple, Part 2

Look up for a rock in the ceiling. Use a Bombchu to blow it up, then

Longshot into the room above. Go forward and push the block forward, then go through the door. Climb up the wall to the left, then go through the door. Hookshot to the chest on the ledge, then get the small key. Go back and climb halfway up the staircase, then latch onto the torch with your Longshot. Go up to the top of the staircase, then go through the door.

Use the Longshot to get over the flames, then go through the door. Defeat all the Beamos, then play the Song of Time next to the higher block to reveal a switch behind you. Stand next to the blue switch and play the song again. Go back to the other time block and play the song a third time, then jump to the block and grab the crate. Go back and place the crate on the switch, then go through the door.

Defeat the two Dinolfos, then hit the treasure chest with your sword to open a door; go through. Put up your Lens of Truth and defeat the invisible Floormaster, then go through the door. Defeat the Iron Knuckle in here, then go through the door and onto the ledge to get the Mirror Shield.

Go back to where you fought the Dinolfos and defeat them again, then play the Song of Time next to the time block to move it. Stand in the light and reflect light onto the sun to open the door. Play the Song of Time again to move the block again, then go through the door. Defeat the Gibdo and collect the Boss Key, then leave again.

Return to the room with the giant statue. Stand on the steps in the middle and light the three torches in the room with Fire Arrows. Once all three are lit, the door at the bottom of the right staircase will unlock. Go through.

Let the Wallmaster fall in this room, then defeat it. Defeat the Stalfos, then burn each sun symbol to have three different Wallmasters fall. Defeat them all, then drop through the gate to the first floor. Go past the blades and through the door, then through the other unlocked door. In here, jump down and defeat all the green enemies, then defeat the big blue enemy to make a chest appear. Climb up the wall and hookshot to the chest, then open it. Play Zelda's Lullaby on the Triforce mark to unlock the door. Leave.

Get the two Silver Rupees in this room, then break the rock with the Megaton Hammer. Hammer the switch, then run through the fountain and get the Silver Rupee before it goes back up. Break two more rocks in this part of the room, then get the last two Silver Rupees and make the chest drop. Open it to get a small key.

Go back to where you defeated the four Beamos and go through the locked door. Defeat all of the Keese, then climb up the shifting wall, collecting Silver Rupees until you get to the top. Go through the door. Play Zelda's Lullaby on the Triforce mark, then go through the door to the left. Drop down and break crates until you find the switch. Hammer it, then go through the now-unlocked door.

Defeat all the enemies in this room, then stand in the light in the first area and shine light on the sun, then run to the mirror that was encased in flames and turn it so it faces the bars. Turn the other mirror so it shines light on the other mirror. Go back to the previous room and stand where the light is shining. Shine light on the sun to be lowered. Defeat the Wallmaster, shine light on the face of the colossus, then hookshot over to the door. Go through the boss door.

In here, you'll see a cutscene with two witches, Koume and Kotake, and then you'll fight an Iron Knuckle. Defeat it to find it is actually Nabooru. The witches will appear again, and make Nabooru disappear; they will follow suit. Go through the next two doors and climb up to the central platform to start the boss battle.

-- Boss: Twinrova (Sorceress Sisters) --

To defeat them while they're separated, reflect one's magic at the other. Once you've done this enough, they will form together into one. Now you need to reflect three of one type of magic; run away from the other. Once you have three, you'll reflect it back at them. Run to them and slash away with your sword. Once they've taken enough hits, they'll die.

You'll return to the Chamber of Sages. Nabooru will awaken as the final sage, the Sage of Spirit. She'll give you the Spirit Medallion, and Rauru will tell you to return to the Temple of Time, where all will finally be revealed...

5.6 - The King Of Evil

*** MAJOR SPOILER ALERT *** This next subsection is basically all spoilers, because I needed to fill this section somehow, and that's just how I write.

5.61 - The Return Of The Princess

- The Legend Of The Triforce -

Upon entering the Temple of Time, Sheik will appear and talk to you. He'll tell of a legend: when the Triforce is touched, it will grant a wish to one whose heart has Power, Wisdom and Courage in balance. If their heart is not in balance, the Triforce will separate into Power, Wisdom and Courage, each hidden away within an individual. They must then obtain the two other pieces in order to gain the ultimate power. This very thing happened when Ganondorf touched the Triforce. Ganondorf retained the Triforce of Power, and with it became king. Still he sought power, and the rest of the Triforce, which is why he imprisoned the sages, to try and find the two missing pieces. It is revealed that Link obtained the Triforce of Courage, and the Triforce of Wisdom was entrusted to Sheik, who finally reveals his true identity as the seventh Sage - Princess Zelda!

- Zelda Tells All -

Zelda will then talk of what happened when Ganondorf attacked. She saw Link as she escaped from the castle, and gave him the Ocarina of Time. When Link took out the Master Sword, however, his soul was sealed away for seven years, until he was of age to be the Hero of Time. Ganondorf was then able to obtain the Triforce and take over the Sacred Realm and Hyrule. She then tells of her plans to stop Ganondorf - the six Sages will open the door to the Sacred Realm and lure him back in, and Zelda will seal the door to the Sacred Realm, trapping Ganondorf inside. She will then give you the Light Arrows. Ganondorf will then capture Zelda and seal her in crystal. He'll take her away and dare you to save her from his castle.

- Ganondorf's Lair -

Leave the Temple of Time and go to where Hyrule Castle was to find Ganon's Castle. Go forward to the stairs and Rauru will talk to you. He'll tell you to break the six barriers protecting the tower. The six sages will then create a bridge using their power. Cross the bridge and enter Ganon's Castle.

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5.62 - Ganon's Castle

Defeat the Green Bubbles on the stairs, then defeat the Armos with your sword. Strike the Iron Knuckle and defeat it, then go through the door. Go to the left and enter the Spirit Barrier.

- Spirit Barrier -

Defeat the Keese and the fire enemy, then turn around and shoot the switch above the door to make an Iron Knuckle drop. Let it swing its axe so it breaks the pillar in the center of the room, then defeat it. Hit the switch with the Megaton Hammer, then go through the door. Defeat the Green Bubble, then open the chest for Bombchus. Look directly at the switch on the other side of the fence, then turn around and set a Bombchu down. The Bombchu will explode, hitting the switch and opening the door. Go through and defeat the Green Bubble, then defeat the Gibdo and the Redeads. Shoot a Fire arrow at the web on the ceiling, then shine the light on all the suns. Some chests will drop, including one that holds the Golden Gauntlets and one with a small key. Defeat the Wallmaster, then shine the light on the sun behind the Spirit symbol to open the door. Go through and shoot a Light Arrow at the barrier to dispel it. Nabooru will appear and send you back to the main room.

- Doubled Stamina -

Leave the castle, cross the bridge and go left. At the dead end is a giant pillar; with the Golden Gauntlets, you can lift it and go through the hole behind it to the Great Fairy's Fountain. Play Zelda's Lullaby on the Triforce mark and the Great Fairy will cut the damage you receive in half. Go back into the castle and go to the right into the Forest Barrier.

- Forest Barrier -

Defeat the two Stalfos, then put on the Iron Boots and Longshot to the torch above. Grab the key, then take off the boots, jump down and go through the door. Use your Hover Boots, hover to the first Beamos, put on the Iron Boots and destroy it, then shoot a fire arrow at the frozen switch behind one of the fans. Hookshot to the chest that appears, then destroy the Beamos and Armos. From here you can throw Bombs and defeat two more Beamos. Hover to another platform, then destroy another Beamos. Jump to the higher platform and destroy the last Beamos, then jump to the platform it was on and put on Iron Boots. Play the Song of Time twice facing the time block, and the Armos on top will fall onto the blue switch, opening the door. Go through. Shoot the barrier with a Light Arrow, and Saria will appear and warp you back to the main room. Go right to the Water Barrier.

- Water Barrier -

Defeat the Freezards, then look for the hand. Strike the wall behind it to lower the fountain. Get a bottleful of Blue Fire, then melt the ice blocking the door. Get another bottle of ice, then go through the door. Defeat the Keese in this room, then get the first three Silver Rupees (between the blocks, in the hole and in the alcove. Go to the Rupee floating in midair and put on the Hover Boots, then roll across the corner, getting the Rupee, to the other side. Go to the block closest to the exit door and push it into the rock, then into the hole. Push the other block across the block into the rock, then into the other rock, then into the alcove. Use the Blue Fire to melt the ice and get the final Silver Rupee. Go back and get another bottle of Blue Fire, then push a block into the ice, climb up and melt the ice. Go through the door, then shoot a Light Arrow at the barrier. Ruto will appear and send you back into the main room. Go right into the Shadow Barrier.

- Shadow Barrier -

Shoot the Green Bubble with your Longshot to stun it, then shoot an arrow at it to defeat it. Shoot the Bomb Flower to the right with a Fire Arrow to make a chest fall on the other side. Longshot to it, then put on the Hover Boots and use the Lens of Truth to get to the invisible platform and collect the first Silver Rupee. Hover to the Bomb Flower to get the second Silver Rupee, then hover to the platform with a Beamos on it. Defeat it and collect the third Silver Rupee, then shoot a Fire Arrow at the torch on the ground to make a platform appear. Jump to the platform and throw a bomb between the two Beamos to defeat them, then turn around and shoot an arrow at the switch. Jump to the platform and collect the small key, then use the Lens of Truth and walk the narrow platform to the left. Bomb the Beamos to get the fourth Silver Rupee, then go back and walk the other invisible narrow platform. Jump across the guillotine and get the last Silver Rupee to open the door, then walk to the door and go through. Fire a Light Arrow at the barrier to dispel it, then Impa will appear and send you back to the main room. Put on your Goron Tunic, then go right into the Fire Barrier.

- Fire Barrier -

Jump across the first few platforms to the rising one, then backflip into the Silver Rupee. Jump to the next moving platform, then defeat the Beamos and jump to its platform. Grab and throw the giant pillar, then get the second silver Rupee. Jump across the next few platforms and Longshot to the target, then get the third Silver Rupee. Jump to the moving platform to get the fourth Silver Rupee, then jump to the next platform. Defeat the enemy and throw the pillar. Longshot back to the target, then jump around to the rising platform. Jump to the pillar and collect the last Silver Rupee to unlock the door. Longshot to the new target and go through the door. Shoot the Fire Barrier with a Light Arrow to dispel it, and Darunia will appear and send you back to the main room. Go left and lift the rock, then go into the Light Barrier.

- Light Barrier -

Defeat all the enemies in the first room, then go through the door. Play Zelda's Lullaby on the Triforce mark to make a chest with a heart appear, then go through the door. When the rock passes, throw a bomb up and defeat the Beamos, then Longshot up to where it was. Jump down and go through the door, then strike the torch on the right to hit a switch. Walk through the wall, then fire a Light Arrow at the barrier

to dispel it. Rauru will appear and send you back to the main room. The barrier surrounding the tower will disappear. Leave to stock up on whatever you need, then return and enter Ganon's Tower.

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5.63 - Ganon's Tower

Go up the stairs to the left and enter the door. Defeat the Dinolfos, then go through the door. Climb the stairs, then enter another door and fight two Stalfos. Once they're defeated, get the Boss Key and go through the next door. Climb up more stairs and enter another door, then defeat the two Iron Knuckles (ideally one at a time). Once they are gone, go through the door, up more stairs and through the Boss Door. Break the pots in here to get whatever you may need, then go through the door, up the final set of stairs and into the top room. Your health and magic will mysteriously be refilled. The pieces of the Triforce will show, Ganondorf will talk for a spell, and then you'll do battle with the King of Evil, but not before losing Navi.

-- Boss: Ganondorf (Great King of Evil) --

Immediately run to one of the corners. Deflect his magic attack back at him with your sword the same way you did to Phantom Ganon. When it strikes him, shoot him with a Light Arrow, then hover to him and slice with your sword. Soon he'll make a new big magic attack; when he does this, just shoot him with a Light Arrow. Once you've sliced enough, he's done.

Ganondorf will use the last of his energy to destroy the top room. Zelda will come down and out of her crystal prison and talk for a minute before the castle starts to shake; Ganondorf is still trying to kill you. Now you must follow Zelda out of the castle, and you only have three minutes. Take off the Hover Boots and run after her. When you get to a locked door, she'll open it, so go through. Halfway down, she'll become trapped in fire. Defeat the two Stalfos (if you take too long on the second, he'll regenerate), then follow the Princess the rest of the way out of the castle. The castle will collapse, you'll talk for a while, then a rumbling will occur in the central pile of rubble. Go to investigate, and a ring of fire will appear, and Ganondorf will burst out of the rubble. He'll then use the Triforce of Power to turn into a monster. He'll then knock the Master Sword out of your hands and outside of the fire. You must now face Ganon, the ultimate incarnation of evil.

-- Final Boss: Ganon --

To defeat him, lock onto him, then go around to his tail (or roll between his legs when not locked on) and hit it with the Megaton Hammer, or the Biggoron's Sword if you have it. Hit his tail enough times and the flames will die. Run quickly to the Master Sword and pick it up, then go back for round two. Now you have to shoot his head with a Light Arrow, then slice at his tail. Once you've sliced enough, he'll collapse; Zelda will hold him in place and charge up your sword. Quickly slice his head with your sword to end the battle.

-- ENDING --

The Six Sages will open up the door to the Sacred Realm and lock Ganondorf inside. He'll yell threats at you, then disappear. You'll end up in the sky with Zelda. She'll thank you for helping, then apologize

for dragging you into it. She'll then tell you to put the Master Sword back. She takes the Ocarina of Time and sends you back to your own time. Credits and partying. Link places the Master Sword back, Navi leaves and the Door of Time closes. Link then enters Zelda's courtyard. Zelda turns around and looks at Link in surprise.

6 - Miscellaneous

6.1 - Heart Pieces

These are listed in the order I got them.

1. Child: Enter the Lost Woods and go left. Stand on the stump and play Saria's Song. The Skull Kid will give you a Heart Piece.

2. Child: When picking the bomb that will blow up the rock blocking Dodongo's Caverns, turn around and backflip over the low fence to the Heart Piece. You can also plant a Magic Bean in the soil below and come back as an adult to get it.

3. Child: In Zora's Domain, go into the King's chamber and light a Deku Stick. Run down the stairs and light the torch, then run down to the Zora Shop and light another torch. Run along the right wall to another torch and light it, then run behind the waterfall and light the last two torches to make a chest appear with a Piece of Heart.

4. Child: Go to Zora's River and find the log going into the water. Go to the end and take out your Ocarina and frogs will jump up. Play the Song of Storms and they'll give you a Piece of Heart.

5. Child: After getting the above piece, take out your Ocarina for the frogs and play their game. Play the Ocarina in this order: A, left, right, down, left, right, down, A, down, A, down, right, left, A. You'll get a Piece of Heart.

6. Adult: Go to Zora's Fountain and cross the ice platforms. Take the right path at the fork to get a Piece of Heart.

7. Adult: Put on Iron Boots and the Zora Tunic, then sink down to the bottom of Lake Hylia to get a Piece of Heart.

8. Adult: In the Ice Caverns, in the same room you get the Compass in, there's a Piece of Heart frozen in ice.

7 - Frequently Asked Questions

Q: Those Deku Sticks go pretty fast! Can you conserve them after you've lit them?

A: If you press A before the stick has burnt all the way down, you won't lose it.

Q: Can I borrow a section of your FAQ for mine?

A: Contact me, telling which section you'd like to use. If it's not a part of the walkthrough, I'll usually say yes. Remember to give me credit.

Q: You forgot to mention this./I have a tip for doing this./How do I do this, because it's not in your FAQ?

A: E-mail me concerning any of the above situations. I will post good questions and tips. Remember to say where you found this FAQ.

8 - Thanks To...

GameFAQs for posting this on their website.

Cheats.de for hosting this on their site.

Nintendo for releasing Master Quest.

The omnipotent Ben! for lending me this game.

9 - Legal Info

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