

The Legend of Zelda: The Ocarina of Time Master Quest FAQ/Walkthrough

by mab13579

Updated to v1.85 on Sep 17, 2009

The Legend of Zelda Ocarina of Time/Master Quest Walkthrough

System: Gamecube

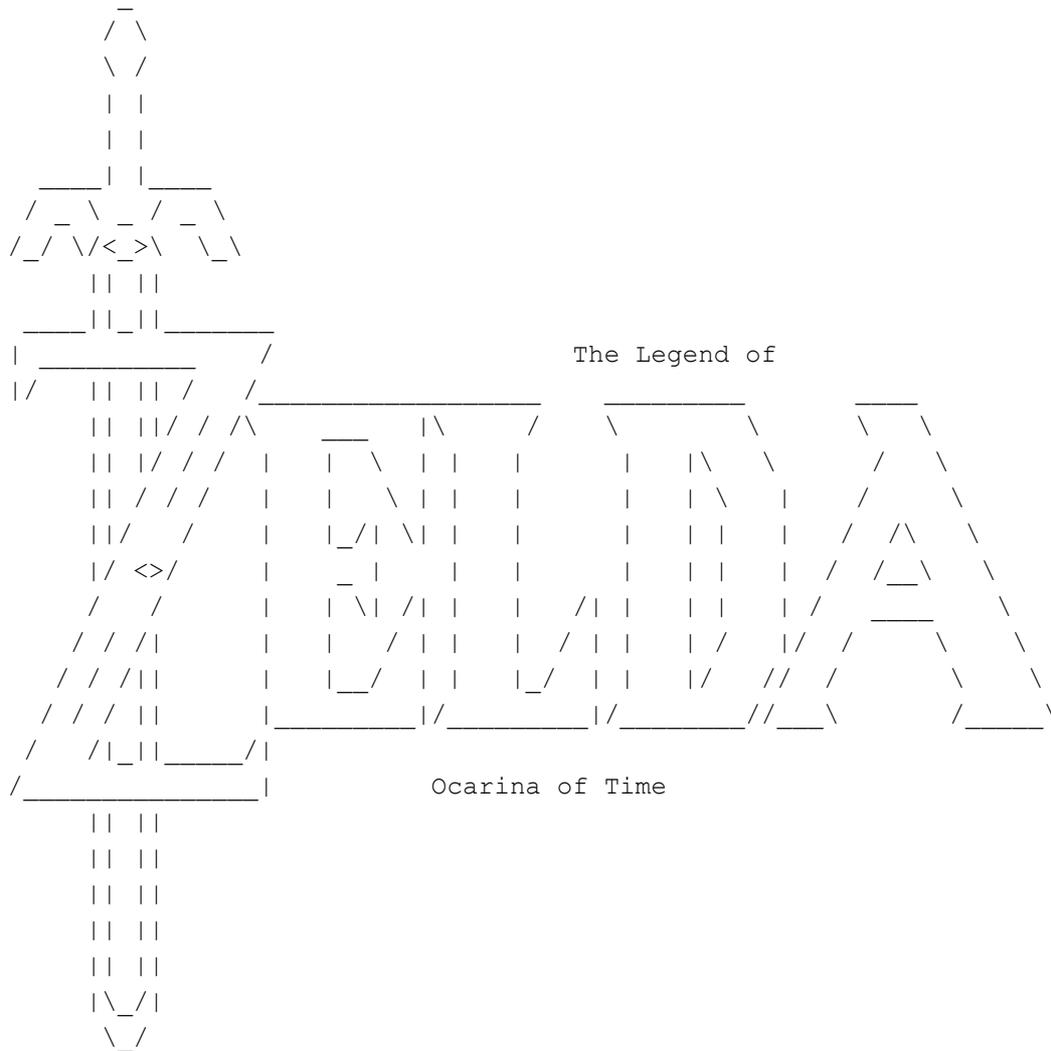
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Email me if you have any questions that this FAQ does not cover.
However, please read the FAQ first before asking me any questions about the game.

I am trying to Promote a fan based online Zelda game. If you want to check it out look at the bottom of this walkthrough number 19 on my index.



Thanks to Papayo for the ASCII art

/ (1) TABLE OF CONTENTS \
\ /
/ \

/ /
/ /
/-----/

(1).....| TABLE OF CONTENTS

(2).....| VERSION HISTORY

(3).....| INTRODUCTION

(4).....| ALL MAIN CHARACTERS

(5).....| CONTROLS

(6).....| THE LEGEND OF ZELDA OCARINA OF TIME WALKTHROUGH

(7).....| DEKU TREE (OCARINA OF TIME ONLY)

(7.A)...| MAP

(7.B)...| SLINGSHOT

(7.C)...| COMPASS

(7.D)...| BOSS QUEEN GOHMA

7.1)....| DODONGO'S CAVERN (OCARINA OF TIME ONLY)

(7.1A)..| MAP

(7.1B)..| COMPASS

(7.1C)..| BOMB BAG

(7.1D)..| BOSS KING DODONGO

(7.2)...| INSIDE JABU JABU'S BELLY (OCARINA OF TIME ONLY)

(7.2A)..| BOOMERANG

(7.2B)..| MAP

(7.2C)..| COMPASS

(7.2D)..| BOSS BARINADE

(7.3)...| FOREST TEMPLE (OCARINA OF TIME ONLY)

(7.3A)..| MAP

(7.3B)..| BOW

(7.3C)..| COMPASS

(7.3D)..| BOSS KEY

(7.3E)..| BOSS PHANTOM GANON

(7.4)...| FIRE TEMPLE (OCARINA OF TIME ONLY)

(7.4A)..| MAP

(7.4B)..| COMPASS

(7.4C)..| MEGATON HAMMER

(7.4D)..| BOSS KEY

(7.4E)..| BOSS VOLVAGIA

(7.4F)..| BOSS KEY 2

(7.4G) .. | THE SECRET ROOM

(7.5) ... | ICE CAVERN (OCARINA OF TIME ONLY)

(7.5A) .. | MAP

(7.5B) .. | COMPASS

(7.5C) .. | IRON BOOTS

(7.6) ... | WATER TEMPLE (OCARINA OF TIME ONLY)

(7.6A) .. | MAP

(7.6B) .. | COMPASS

(7.6C) .. | LONGSHOT

(7.6D) .. | BOSS KEY

(7.6E) .. | BOSS MORPHA

(7.7) ... | BOTTOM OF THE WELL (OCARINA OF TIME ONLY)

(7.7A) .. | LENS OF TRUTH

(7.7B) .. | COMPASS

(7.7C) .. | MAP

(7.8) ... | SHADOW TEMPLE (OCARINA OF TIME ONLY)

(7.8A) .. | MAP

(7.8B) .. | HOVER BOOTS

(7.8C) .. | COMPASS

(7.8D) .. | BOSS KEY

(7.9E) .. | BOSS BONGO BONGO

(7.9) ... | GERUDO'S TRAINING GROUNDS (OCARINA OF TIME ONLY OPTIONAL)

(7.9A) .. | FIRST SMALL KEY

(7.9B) .. | SECOND SMALL KEY

(7.9C) .. | THIRD SMALL KEY

(7.9D) .. | FOURTH SMALL KEY

(7.9E) .. | FIFTH SMALL KEY

(7.9F) .. | SIXTH SMALL KEY

(7.9G) .. | SEVENTH SMALL KEY

(7.9H) .. | EIGHTH SMALL KEY

(7.9I) .. | NINTH SMALL KEY

(7.9J) .. | ICE ARROWS

(7.10) .. | SPRIT TEMPLE YOUNG LINK (OCARINA OF TIME ONLY)

(7.10A) .. | MAP

(7.10B) .. | SILVER GAUNTLETS

(7.11) .. | SPIRIT TEMPLE ADULT LINK (OCARINA OF TIME ONLY)

(7.11A) .. | COMPASS

(7.11B) .. | MIRROR SHIELD

(7.11C) .. | MAP

(7.11D) .. | BOSS KEY

(7.12) .. | INSIDE GANON'S CASTLE (OCARINA OF TIME ONLY)

- (7.12A) . | SPIRIT BARRIER
- (7.12B) . | FOREST BARRIER
- (7.12C) . | WATER BARRIER
- (7.12D) . | SHADOW BARRIER
- (7.12E) . | GOLDEN GAUNTLETS
- (7.12F) . | FIRE BARRIER
- (7.12G) . | LIGHT BARRIER
- (7.12H) . | BOSS KEY
- (7.12I) . | GANONDORF PHASE 1
- (7.12J) . | GANON PHASE 2

- (8) | INTRODUCTION

- (9) | ALL MAIN CHARACTERS

- (10) | CONTROLS

- (11) | THE LEGEND OF ZELDA OCARINA OF TIME MASTER
QUEST WALKTHROUGH

- (12) | DEKU TREE (MASTER QUEST ONLY)

- (12.A) . . | MAP
- (12.B) . . | SLINGSHOT
- (12.C) . . | COMPASS
- (12.D) . . | BOSS QUEEN QOHMA

- (12.1) . . | DODONGO'S CAVERN (MASTER QUEST ONLY)

- (12.1A) . . | MAP
- (12.1B) . . | COMPASS
- (12.1C) . . | BOMB BAG
- (12.1D) . . | BOSS KING DODONGO

- (12.2) . . | JABU JABU'S BELLY (MASTER QUEST ONLY)

- (12.2A) . . | MAP
- (12.2B) . . | COMPASS
- (12.2C) . . | BOOMERANG
- (12.2D) . . | BOSS BARINADE

- (12.3) . . | FOREST TEMPLE (MASTER QUEST ONLY)

- (12.3A) . . | BOSS KEY
- (12.3B) . . | BOW
- (12.3C) . . | MAP
- (12.3D) . . | COMPASS
- (12.3E) . . | BOSS PHANTOM GANON

- (12.4) . . | FIRE TEMPLE (MASTER QUEST ONLY)

- (12.4A) . . | MEGATON HAMMER
- (12.4B) . . | MAP
- (12.4C) . . | BOSS KEY
- (12.4D) . . | COMPASS
- (12.4E) . . | BOSS VOLVAGIA
- (12.4F) . . | SECRET ROOM
- (12.4G) . . | GOLD SKULLTULAS

(12.5).. | ICE CAVERN (MASTER QUEST ONLY)

(12.5A).. | MAP

(12.5B).. | COMPASS

(12.5C).. | IRON BOOTS

(12.6).. | WATER TEMPLE (MASTER QUEST ONLY)

(12.6A).. | MAP

(12.6B).. | COMPASS

(12.6C).. | LONGSHOT

(12.6D).. | BOSS KEY

(12.6E).. | BOSS MORPHA

(12.7).. | BOTTOM OF THE WELL (MASTER QUEST ONLY)

(12.7A).. | MAP

(12.7B).. | COMPASS

(12.7C).. | LENS OF TRUTH

(12.8).. | SHADOW TEMPLE (MASTER QUEST ONLY)

(12.8A).. | MAP

(12.8B).. | COMPASS

(12.8C).. | HOVER BOOTS

(12.8D).. | BOSS KEY

(12.8E).. | BOSS BONGO BONGO

(12.9).. | GERUDO'S TRAINING GROUND (MASTER QUEST ONLY
OPTIONAL)

(12.9A).. | 1ST SMALL KEY

(12.9B).. | 2ND SMALL KEY

(12.9C).. | 3RD SMALL KEY

(12.9D).. | 4TH SMALL KEY

(12.10).. | SPRIT TEMPLE YOUNG LINK (MASTER QUEST
ONLY)

(12.10A) | MAP

(12.10B) | COMPASS

(12.10C) | SILVER GAUNTLETS

(12.11).. | SPIRIT TEMPLE ADULT LINK (MASTER QUEST ONLY)

(12.10A) | MIRROR SHIELD

(12.10B) | BOSS KEY

(12.10C) | BOSS TWINROVA

(12.12).. | INSIDE GANON'S CASTLE (MASTER QUEST ONLY)

(12.12A) | SPIRIT BARRIER

(12.12B) | GOLDEN GAUNTLETS

(12.12C) | FOREST BARRIER

(12.12D) | WATER BARRIER

(12.12E) | SHADOW BARRIER

(12.12F) | FIRE BARRIER

(12.12G) | LIGHT BARRIER

(12.12H) | BOSS KEY
(12.12I) | GANONDORF PHASE 1
(12.12J) | GANON PHASE 2

(13) | SIDE QUESTS

(13.1) . . | SINKING LURE

(13.2) . . | SECRETS FAQ

(13.3) . . | GOLDEN SKULLTULA LOCATIONS

(13.4) . . | CHILD GOLDEN SKULLTULAS

(13.5) . . | ADULT GOLDEN SKULLTULAS

(13.6) . . | BOTH CHILD AND ADULT GOLDEN SKULLTULAS

(13.7) . . | TOTAL GOLDEN SKULLTULAS

(13.5) . . | DUNGEONS OCARINA OF TIME GOLDEN SKULLTULAS

(13.6) . . | DUNGEONS OCARINA OF TIME MASTER QUEST GOLDEN SKULLTULAS

(13.7) . . | TOTAL GOLDEN SKULLTULAS OCARINA OF TIME AND MASTER QUEST

(13.8) . . | HEART CONTAINERS

(13.8A) . . | COMPLETE HEART CONTAINERS
(13.8B) . . | CHILD PIECE OF HEARTS
(13.8C) . . | ADULT PIECE OF HEARTS
(13.8D) . . | OCARINA OF TIME ONLY PIECE OF HEART
(13.8E) . . | MASTER QUEST ONLY PIECE OF HEART

(13.9) . . | SOFT SOIL LOCATIONS

(13.10) . . | FAIRY FOUNTAIN LOCATIONS

(13.11) . . | GREAT FAIRY LOCATIONS

(13.12) . . | BIGGORON'S SWORD SIDE QUEST

(14) | MICSELLANOUS

(14.1) . . | BOTTLES

(14.2) . . | BIG POES

(14.3) . . | SHOPS LIST

(14.4) . . | SONGS

(14.5) . . | ITEMS LIST

(14.6) . . | UPGRADE LIST

(14.7) . . | PRIZES FOR WEARING CERTAIN MASKS

(14.8) . . | ENEMIES

(14.9)..| ACTION REPLAY CHEATS (NOTE MUST HAVE A
ACTION REPLAY FOR NINTENDO GAMECUBE

(14.10)..| NINTENDO 64 GAMESHARK CODES ONLY (NOTE MUST HAVE A GAMESHARK
FOR NINTENDO 64

(14.11)..| SCARECROWS SONG

(14.12)..| MALON'S SIDE QUEST

(14.13)..| HOW TO GET EPONA

(14.14)..| IS IT POSSIBLE TO GET ANOTHER HORSE?

(14.15)..| THE SONGS AND WHERE TO GET THEM.

(14.15A)| GRAY NOTE SONGS

(14.15B)| WARP SONGS

(14.16)..| ENEMY INFO / APPEARANCE / HARDNESS

(14.17)..| BOSS ENEMY HARDNESS

(14.18)..| MINI GAMES

(14.19)..| QUESTIONS AND ANSWERS

(14.20)..| A FISH BIGGER THAN 10 POUNDS AS A CHILD?

(14.21)..| GROTTO'S

(14.22)..| SCARECROW LOCATIONS

(14.23)..| 200 RUPEE LOCATIONS

(14.24)..| GOSSIP STONES OF HYRULE

(14.25)..| RUMORS

(14.26)..| MASK TRADING SIDE QUEST

(14.27)..| TREASURE CHESTS OF HYRULE

(14.28)..| TREASURE CHESTS IN DUNGEONS

(Not complete yet).

(14.29)..| BUSINESS SCRUB'S OF HYRULE

(15)....| OFFICIAL TWILIGHT PRINCESS SITE

(16)....| CREDITS

(17)....| VIDEO WALKTHROUGH FOR OCARINA OF TIME

(18)....| END NOTES

(19)....| A FAN BASED ONLINE ZELDA GAME

(20)....| PERMISSIONS

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/ (2) VERSION HISTORY \

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V1.0 Completed Walkthrough checked grammar mistakes.

V1.1 Completed Walkthrough added in Malon's Race Side Quest.

V1.2 Completed Walkthrough added in How to get Epona. I also added is it possible to get another horse? I meant to add this with the first walkthrough but I forgot to add it.

V1.3 Completed Walkthrough added in Permissions this may be my last update if I can think of anything else I will add it to this walkthrough

V1.4 I added a new section about how to get the 12 songs in the game I already added the Scarecrow Song under section 4I. I did not see any reason to add that song again.

V1.5 Added in a small key in Ganon's Castle in the Shadow Barrier I forgot to add. I thought for sure I had added it but it is now added. If you notice something else about my FAQ that is not complete you can send me an email and I will give you credit for reminding me if that is ok with you just send a user name you wish to go by.

V1.55 Added in credit for fredz reminding me about the missing key in Gannon's Castle that I forgot to add. If anyone else notices something, I missed please email me and let me know a user name that you want to go by and I will add your user name to my FAQ.

V1.56 I added this to the walkthrough because a new website requested permission for my walkthrough. If any other site wishes to put this walkthrough up please email me first to let me know.

V1.60 I added this one because I forgot to add the Poe sisters to my enemies list. I also added in a new section, N. ENEMY INFO / APPEARANCE / HARDNESS. I also added all the main characters in this game I also added O. BOSSES ENEMY HARDNES. The final thing I added was P. MINI GAMES AND Q. QUESTIONS AND ANSWERS. I also added a few new enemies that I forgot to add last time.

V1.65 I added the 11-pound fish to my guide. I found out about this one recently. It is under R. A FISH BIGGER THAN 10 POUNDS AS A CHILD? I also rearranged the Gold Skulltulas so that they are easier to find as a child, or as an adult. The Golden Skulltulas are arranged by child, adult, or both child and adult.

V1.70 I added in S. Secret Grotto's, and T. Scarecrow Locations. I also added in U. 200 Rupee Locations, V. Gossip Stone Locations, and finally I added in W. Rumors. If there are any errors with this walkthrough such as missing info numbering or uncompleted info please feel free to email me letting me know. I also added W. Rumors., and X. Treasure chest of Hyrule. I added W. Rumors and X. Miscellaneous Treasure Chests of Hyrule. I also added Y. Miscellaneous Treasure Chests in Dungeons. This one is not complete yet only Master Quest as of now. I also added borders around the heading and some extra stuff to make the headings look nicer. I added in check marks for the Golden Skulltulas so that you can check off the Golden Skulltulas as you get them. I added in Z. Mask Trading Side Quest. I apologize for not adding this in the last version I forgot about it. I fixed some errors with the Walkthrough such as Golden Skulltula Locations I also apologize for that I was not aware of it in my last walkthrough. I also added the same thing for the Piece of Hearts. I added in AA. Business Scrubs of Hyrule. If you do not understand any part of this FAQ, you can email me and I will answer any questions. However, please read my FAQ before you ask any question. Also, if any part of this FAQ is not complete please email me and let me know the user name that you wish to go by and I will update it as soon as I get the change.

v1.71 I added permission for www.ign.com to use this faq nothing really major or anything. if you find any errors in this walkthrough or something that has need been explained well enough just email me and I will try to fix it or I will email you with a more detailed explanation.

v1.72 added permissions for www.lup.com

If you wish to find a particular part of this walkthrough simply press Ctrl + F and type in example 1.1 for introduction. If you wish to be even more specific simply, type in Ctrl + F, and type in for example (A. MAP) then you will find the maps of the first dungeon then the next dungeon and so on. If you wish to find the Golden Skulltulas simply use this (C. GOLD SKULLTULA LOCATIONS) and you should see a list of the Golden Skulltulas. If any of these shortcuts does not work because of misspelled errors please email me letting me know so I can fix them.

v1.73 Known errors. There is at least one error in the walkthrough that I know of and I plan to fix this error first. I am not completely sure that the Spirit Temple Walkthrough in Ocarina of Time is completely finished or not. I was not aware of this until I received an email about this problem. I plan on fixing all the errors I can find and changing the txt like Small Key and Compass or Map or Capital, Bold, or maybe both Capital and Bold txt. I also plan to put a line above and below each section to make it look nicer. The whole borders thing it far too tedious and it really would not make the walkthrough look all that much better anyway. I plan to add codes like 1.1 or 1.1A. Codes that is similar to this to quickly search for stuff in the walkthrough more quickly. I cannot guarantee when all of this will be finished though.

V1.74 Fixed errors with the Spirit Temple fixed the top Table of Contents section to make it look nicer. Put in all the shortcuts that I plan to add later on. This will be it until I am finished all the errors in this walkthrough grammar errors and any other errors that I may find in this walkthrough. If there are any errors with this walkthrough such as incorrect numbering or uncompleted info or a unlisted grotto or scarecrow location please email me letting me know.

V1.75 This is not really much of an update. Just letting people know that I plan on updating this walkthrough some more. I will be adding stuff like Small Key, Compass, and Map exc. in capital letters to make this look nicer. Also I will be putting a line above and below each section of the txt to make it look nicer. I have also added a add for the official twilightprincess site. The site is at the following site: www.twilightprincess.net Look for it at the bottom of this walkthrough right before credits.

V1.80 I made new borders for about half of the walkthrough. It is not completely finished yet but I thought I would post what I have done so far. From the start of the walkthrough up to past Jabu Jabu's Belly in Master Quest has been completely redone. I will work on finishing the rest of it when I have time. The Small Key and Dungeon Map along with the dungeon items are in all caps to make them easier to find. This has been done for Ocarina of Time only as of right now.

V1.81 I added in a new section for some Ocarina of Time Videos that I am working on that will eventually cover how to beat the game from the very start of the game to the end with videos to show you exactly what to do. I also plan on adding all Golden Skulltula Locations along with a bunch of other videos. However I currently do not have the Ocarina of Time Bonus Disk game for Gamecube so I can't do any of the Ocarina of Time Master Quest Dungeons until I can replace my copy of Ocarina of Time Bonus Disk game for Gamecube.

V1.82 Probably my last update to the walkthrough. Added some more info under permissions. Added info about another Zelda Forum that looks really nice. Feel Free to check both of them out if you are a Zelda fan and want to go to join a Zelda Forum to talk about different Zelda games. These forums also include other topics besides Zelda so even if you are not the biggest Zelda fan you might still want to look at the site anyway to see if you like it. If you like the forum you can join the forum if you want. I know that there are a few small errors in this walkthrough however I haven't even had one complaint about it yet. So I don't see any reason to fix them all if everyone is happy with the way the walkthrough is now as far as small errors go. If you notice something in the walkthrough not explained well enough I will go back and fix it. I also know the new layout thing that I did for the start of the walkthrough up to somewhere around the master quest walkthrough is not complete. However I don't think that it is really necessary. I may fix it someday but I can't promise anything. The only updates to this that I may do any time soon is if someone needs something explained better and e-mails me about it, or if I missed something in my walkthrough that is not there right now. Except for the treasure chest locations. I no longer have the Ocarina of Time Bonus Disk game so I can't find the locations of all of them. Besides I decided to stop with fining all of them. If somebody else who writes walkthroughs and wants to type up the locations and allow me to post them here these are the requirements for the treasure chest locations if you want to do this.:

1. The txt needs to have no more than 72 characters per line.

2. That's about it. It needs to fit the margins of this walkthrough.

Also if you do want to add these locations for the treasure chests please let me know a user name that you wish to go by. You may want to use the same user name that you used for the other walkthroughs that you may have

done if you have done any other walkthroughs before.

V1.83 Sorry for such a small update and the sudden change of email address. But I decided to change my email address to another email address. The change is at the top of this walkthrough

V1.84 This is another small update to help promote some YouTube videos that I started a while back. My use name is mab24680123456. My YouTube page is at this site: <https://www.youtube.com/mab24680123456> to see all of my videos. Check under all my playlists to quickly find the video you are looking for. I will not be able to do any Ocarina of Time Master Quest recordings until I can replace my Ocarina of Time Bonus Disk game. The videos that I am doing are for Ocarina of Time and TP. The videos are not finished yet but you can check them out to see what videos are there if you want to.

V1.85 I did a final spell check for my walkthrough. I am thinking of maybe adding the Golden Skulltula Locations that you can get in the main walkthrough for this game later.

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        / (3) INTRODUCTION          \
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The Legend of Zelda Ocarina of Time was the first Zelda game to come out entirely in 3D. This game was considered by many people to be the best Zelda game by most fans. The game was released in 1998. The game was very popular and even today many people still like to play Ocarina of Time. The story starts as link is having a bad dream while he is sleeping in the Koriki Forest. The dreams were caused by Ganondorf a person who wishes to take the Triforce for himself. He wakes up to find Navi a fairy who was instructed to join him in his quest to stop Ganondorf.

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        / (4) ALL MAIN CHARACTERS          \
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Cuco Lady: The Lady with the Cuco's in Kakariko Village

Darunia: You meet him on Death Mountain. He later becomes your sworn brother. He is also one of the six sages.

Deku Tree: The tree that raised you as a Koriki.

Din: One of the Goddesses that created the Triforce

Farore: One of the Goddesses that created the Triforce.

Ganon: Second phase of Ganondorf.

Ganondorf Dragmire: The main boss of the game. He causes link to have nightmares in the beginning of the game. He is also the very last boss in this game.

Gerudos: The Gerudos are a race of only females. The only male Gerudo is destined to be the leader of all the Gerudos. He is Ganondorf who you fight at the very end of the game.

Gorons: The Gorons you meet when you meet Darunia for the first time.

Impa: One of the six sages

Ingo: Works for Talon as a child

Jabu Jabu: The fish that lives in Zora's Fountain as a child.

King Zora: The King of Zora's Domain.

Link: The character that you use to play the game.

Malon: The daughter of Talon.

Mido: Mido is the head boss of the Koriki.

Navi: She was sent by the Great Deku Tree to help you in your quest.

Nayru: One of the Goddesses that guard created the Triforce

Nabooru: Nabooru is one of the six sages who you first meet in Desert Colossus as an adult.

Princess Ruto: You meet her in Jabu Jabu's Belly. She later becomes one of the six sages.

Princess Zelda: The Princess of Hyrule, she gives you the Ocarina of Time before disappearing.

Raru: One of the six sages

Saria: A friend that link makes at the beginning of the game who later becomes one of the six sages.

Shiek: Spoiler warning if you have not beat Ocarina of Time or Master Quest yet. If you have already beat it then you already know.

Sheik is Princess Zelda in disguise

Talon: The father of Malon.

The Know it all Brothers: Teach link some basic stuff as a child.

The Twins: Two Twins that live in Koriki Forest.

Zelda: She is the princess of Hyrule and you meet her in the castle.

Zoras: The Zora's you meet when you go to Zora's Domain for the first time.

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/ (5) CONTROLS \
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The controls for Gamecube are the same as Nintendo 64 except for one thing the Z targeting was changed to L targeting. The X, Y, and Z can also be used as C Left, C Right, and C down.

(A) Used to talk to people, open doors, climb, roll, and push blocks.

(B) This button is used to swing your sword. Hold in B to do a Spin Attack

(L+ B) Vertical Attack

(L+A) Jump Attack

(L+ Up +B) Stab

(Circle once + B) Spin Attack

(L) Target enemies or look straight ahead in the start menu. This button is also the same as C Right.

(R) Use shield. This button is also used as C Right.

(Z) Look ahead. This button is also used as C Down.

(C Up) This button is used to talk to Navi, press L to target on Gamecube and Z to target on N64, then press C Up to see the name of the enemy. This button is also used to zoom in.

(C Left) This button is used to set items in the start menu. It is also used to play your Ocarina.

(C Right) This button is used to set items in the start menu. It is also used to play your Ocarina.

(C Down) This item is used to set items in the start menu. It is also used to play your Ocarina.

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/ (6) THE LEGEND OF ZELDA OCARINA OF \
\ TIME WALKTHROUGH /
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/ KORIKI FOREST \
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Crawl through the hole near the fence and go through the maze and get the Koriki Sword then collect 40 Rupees and buy the Koriki Shield then equip both the Koriki Shield and the Koriki Sword. Then talk to Mido and he will be mad at you and you because you are the favorite of Saria and the Great Deku Tree. Then he will wonder why not the great Mido. He then says that he will never accept you as one of them.

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/ 7. DEKU TREE (OCARINA OF TIME ONLY) \
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(7.A) MAP

Go up the ladder and go around on the platform until you get to a treasure chest open it to get the DUNGEON MAP.

(7.B) SLINGSHOT

First climb up the ladder and go across to the door go in the door and bounce the Deku Nut back at the Deku Scrub, and then talk to him. Then go through the door ahead, and jump across to the other side and get the SLINGSHOT out of the treasure chest.

(7.C) COMPASS

Shot the skulltuals off the wall, and climb up the wall then go through the door up there, and step on the switch and go across to the other side and open the treasure chest to get the DUNGEON COMPASS. Then

jump down off the ledge onto the web but do not hold in forward while falling or you will not fall through. When you reach the bottom, go into the door on the other platform straight in front of you. Then bounce back the Deku Nut at the Deku Scrub and he will say that "You will not be able to beat my brothers up ahead unless you punish them in the proper order the order is 2 3 1 twenty three is number one. Do you think I am a trader?" Then shot the eye above the door and go through the door and dive under water and press the switch then hurry over to land and jump onto the moving platform then push the block into place and climb on top of it then go through the door. Then light the switches and go through the door then light the second web from the torch with your Deku Stick. Then crawl through the hole and push the block off the edge then go down and light the Deku Stick with the torch then climb up the block and burn down the web. Go up to where the 3 Deku Scrubs are and defeat them in the order the Deku Scrub told you 2 3 1. Then the Deku Scub say "To administer the Coup De Grace to Queen Gohma Strike with you sword while she is stunned. "Oh queenie! Sorry about that."

(7.D) BOSS QUEEN GOHMA

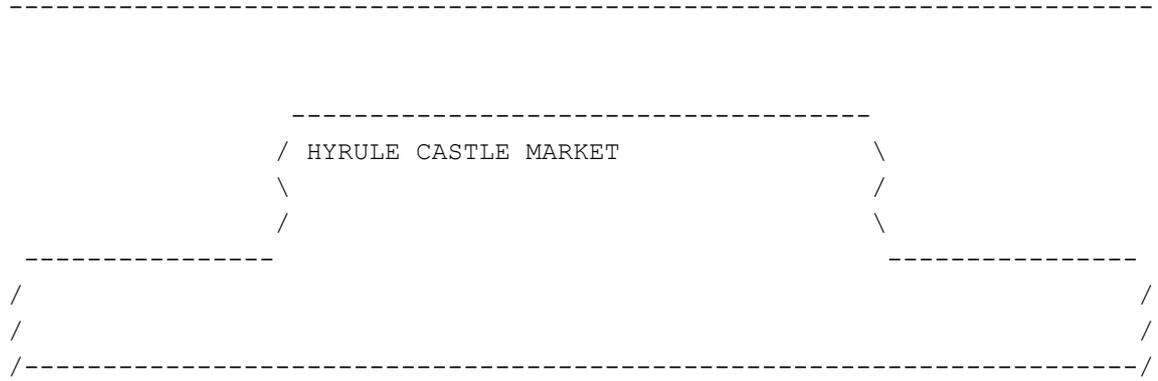
Queen Gohma will come straight at you to attack you must first have your Slingshot out before you start the fight. You can L target Queen Gohma with your targeting system. Then hit Queen Gohma in the eye with a Slingshot. You can defeat him by aiming yourself but you must be quick enough. After hitting Queen Gohma's eye with your Slingshot, come in for the attack. Then attack him as many times as possible before she gets back up. She will retreat to lay her eggs. If you keep L targeting on her when her eye turns red on the ceiling you can hit her with a Slingshot and she will come down. This will not allow her to lay eggs. After she comes down quickly, come in and attack as many times as possible. Keep this up until she has been defeated. Collect your Piece of Heart and step into the blue light. Then go through the door the door will close on you look up on the Ceiling Queen Gohma will be waiting for you. Then the battle will start use your slingshot to hit Queen Gohma in the eye when the eye is red and attack it's eye with your sword keep this up until Queen Gohma is defeated. Collect your Complete Heart Container and leave. The Great Deku Tree will tell you that a man in black armor came and sapped his power and because of that his end is nigh. Then he gives you the Spiritual Stone of Forest. Then when you leave, Mido will blame the Great Deku Tree's Death on you.

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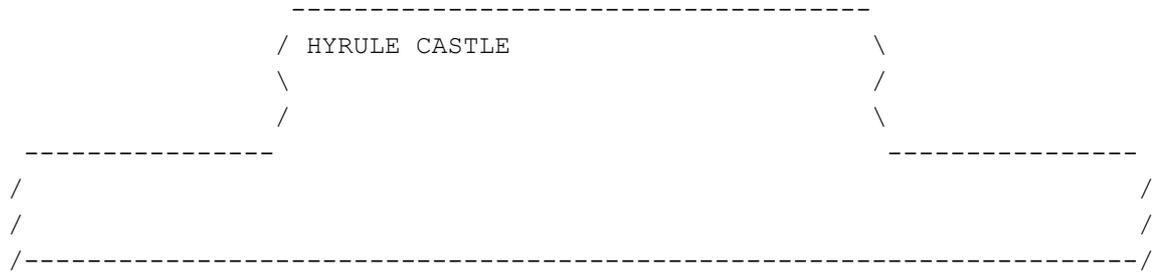
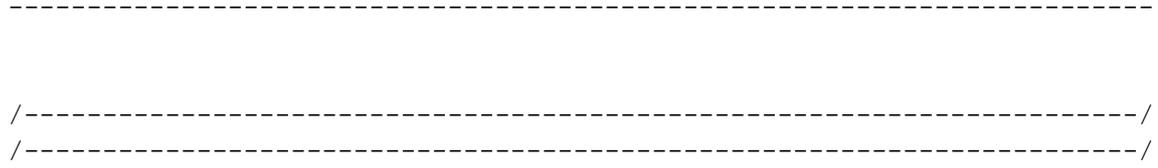
 / KORIKI FOREST \

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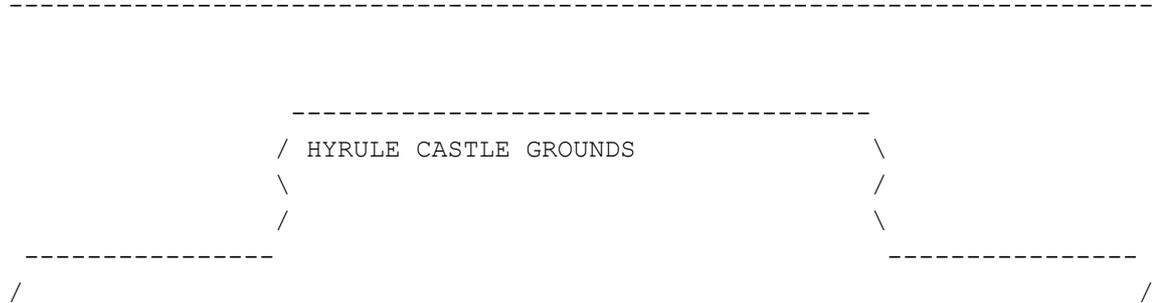
Go out of the Koriki Forest and go forward until you reach a bridge go across the bridge and go forward to Hyrule Castle Market.



After you are inside the market head forward to get to Hyrule Castle. When you get there the owl will tell you that while you are in a Town or Village time stands still but when you are out of a town time flows normally.



Go into Hyrule Castle then go back to the Market and go back into Hyrule Castle. Talk to Malon and she will tell you that her dad has went to the castle to deliver some milk and he has not come back yet. Then she gives you an egg that she has been incubating very carefully. Climb the vines, go forward avoiding the guards, and get to Hyrule Castle and wait until morning the egg will hatch then use the chicken to wake up talon he will say, "I really messed up bad leaving Malon home to wait for me I'm really going to get it now." Then push the boxes off the ledge and climb on top of the boxes then jump across and crawl through the hole.



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Avoid the guards and go past them then you get to the place where Princess Zelda is she will ask you if you have the Koriki's Emerald. Then after you say that you have it she tells you she had a dream and in the dream dark storm clouds were billowing over the lands of Hyrule then a light came out of the Forest parted the skies and lit up the ground the figure turned into a child holding a green and shining stone. She will say, "Yes I told my father about this dream however he did not believe that it was a Prophecy but I knew it was true. Then she says, "I'm Sorry I got carries away with my story and didn't properly introduce myself I am Zelda Princess of Hyrule and your Name is (your saved name) Strange it sounds somehow familiar. I know I will tell you the Secret of the sacred realm please keep this a secret from everyone else. Then she tells you the story of the sacred realm. Then she asks you to look inside the window that the storm clouds billowing over the land of Hyrule must symbolize that men. Then she gives you a letter allowing you to go to Death Mountain Trail. Then Impa teaches Link Zelda's Lullaby. And then leads him out of the castle and tells you that the next emerald is on Death Mountain home of the Goron's all right were counting on you.

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/ HYRULE FIELD \

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Go across the bridge over the water and go up the stairs into Kakariko Village.

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/ KAKARIKO VILLAGE \

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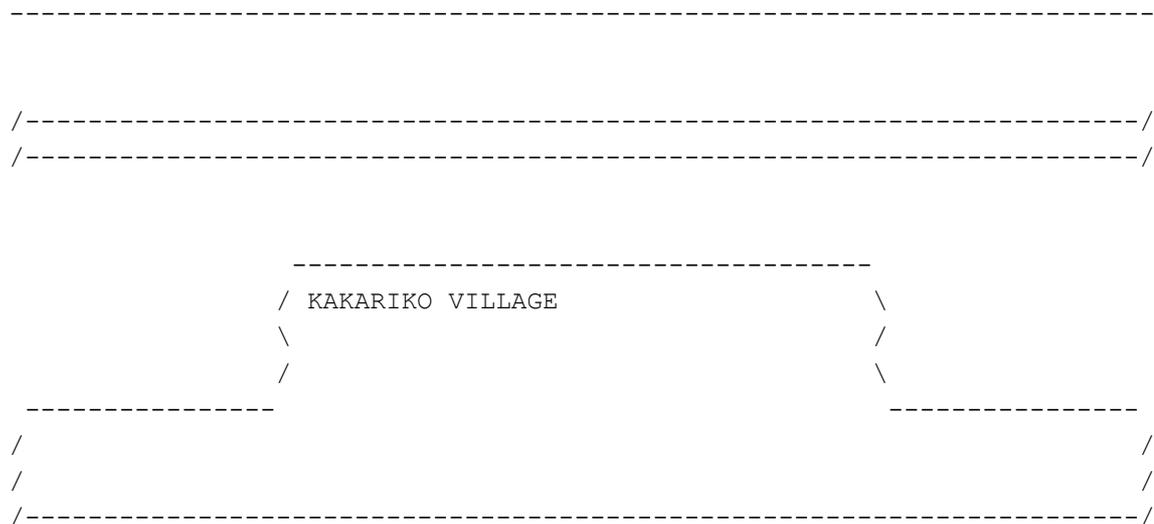
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When you get to Kakariko Village head to the Graveyard, which is behind the Cuco Lady.



When get inside the Graveyard play Zelda's Lullaby on the Triforce symbol. Then lightning will strike the grave go inside and kill the Keese then go through the door and get past the re-dead. Then read the sign and learn the Sun's Song. Get out of the grave and go back to Kakariko Village.



Then round up the Cucos and get the bottle. The locations for the Cucos are as follows:

1. Right when you get inside Kakariko Village, there is one right there
2. One of them is near the Pen
3. One of them is near the Fence by the Skull House
4. One of them is under a crate
5. One of them is at the top of the Stairs.
6. Take a chicken and jump off the edge by the windmill then climb over the fence climb up the ladder and get the chicken on the roof of the windmill
7. There is one behind the fence by the Windmill.

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/ LON LON RANCH \

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Then go to Lon Lon Ranch and Play the Cuco finding game then grab the three special super Cucos and get a bottle with Lon Lon Milk inside. Go outside, find Malon and Epona, and talk to her until she starts talking about her mother's song. Then show her the Ocarina and she will teach you Epona's Song.

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/ LOST WOODS \

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Then go to the Lost Woods. The order to get through the Lost Woods is right, left, left, straight, left, right.

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/ SACRED FOREST MEADOW \

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Kill the Wolfos, then go through the maze, talk to Saria, and learn Saria's Song.

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/ KAKARIKO VILLAGE \
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Go to Kakariko Village and then show the letter Princess Zelda gave to you to the guard and go forward to Death Mountain Trail.

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/ DEATH MOUNTAIN TRIAL \
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Go forward and follow the pathway until you reach a circle of stones go forward into Goron City. Note do not go up the mountain slope but go around the mountain slope.

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/ GORON CITY \
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Go forward until you get to the door go inside jump down to the bottom floor and play Zelda's Lullaby on the floor mat the play Saria's Song to the Goron and he will give you the Goron's Bracelet with it you can lift and throw bomb flowers. Go outside and through the bomb flower over the fence then jump down and enter Dodongo's Cavern.

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/ 7.1 DODONGO'S CAVERN (OCARINA OF \\
\ TIME ONLY) /\
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| (7.1A) MAP |

Bomb the stonewall blocking your way in and opening your way to Dodongo's Cavern go inside pick up the Bomb Flower and Bomb the wall to the left in there you will find the DUNGEON MAP. Then go across to the other side then run past the Beamos and bomb another wall opening a new hallway. Pull one of the statues to the switch on the floor to open the door. Here you will fight the first Lizalfos then use your Deku Shield and right after he attacks use your jump attack on him. After you, defeat both of them, the door will open for you. Then go through the door. Then go forward and step on the switch opening the door on the other side. There you will see three statues the middle one will be alive.

| (7.1B) COMPASS |

Bomb the middle one and open the treasure chest containing the DUNGEON COMPASS. Find a bomb and place it on the place on the platform where there is no bomb. This will cause a chain reaction that will cause the big platform to come down revealing a staircase. Climb the Staircase and go through the door at the top. Then carefully go around the four statues and pull the statue in front of the staircase. All of the other statues will come to life if you bump into it so be careful. Step on the switch at the top of the ladder and go through the door. Go forward across the bridge then when you get to the other side go down the ladder and watch out for the blade going back and forth. Go past the blade, pull the block back then climb on top of it, and jump to the other platform with the bomb flower on it. Throw the bomb flower over to the wall and time it right so that the wall explodes. Go forward and jump onto the platform and look for eye switch and shot it with your slingshot then go forward across the platforms. Go through the door ahead and you will have to fight another Lizalfos. After you have defeated both of then the doors will unlock then go through the door ahead the door that you have not gone through yet. Then go forward you will see two fires blocking your path shot the eye switch. Then jump onto the platform and look to your left shot the second eye switch and then go forward and jump across the gap.

| (7.1C) BOMB BAG |

Then open the treasure chest to obtain the BOMB BAG then go forward step on the switch raising the rising platform to the second floor then

go across the bridge and bomb the eyes of the statue and a new path.
Then go inside the statue and go left keep going until you reach a
platform above the place where you started from push the block off the
edge and push it into the hole in the floor the door will open. Then go
through the door and bomb the floor then go down into the pit where King
Dodongo is.

(7.1D) BOSS KING DODONGO

When he breaths his fire at you go as close to the lava as you can.
When you are here, he will not be able to attack you. Pick up a Bomb
Flower and throw the bomb flower into King Dodongo's Mouth then use a
jump attack on King Dodongo for the fastest way to kill him. Do this
only three times and King Dodongo will be dead. The Lava will cool down
and go onto the lava pick up the Complete Heart Container and Leave.

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/ DEATH MOUNTAIN TRIAL \

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Go to the top of Death Mountain but do not forget the Hylia
Shield. Go into the graveyard, and then go in the grave with the flower
in front of it straight in front of you when you enter. There will be a
treasure chest open it and you will get a free Hylia Shield!

Then go up Death Mountain bomb the rocks in your way and then climb
the wall after shooting the Skulltulas down with you slingshot. Then
when you get to the top of Death Mountain bomb the wall there and go
inside.

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/ GREAT FAIRY FOUNTAIN 1 \

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Play Zelda's Lullaby on the Triforce symbol and the Great Fairy will come out and give you a Magic Meter. She then tells you that if you go to Hyrule Castle a friend of hers will surely grant you a new power. After getting the magic meter, go to Hyrule Field.

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/ HYRULE FIELD \

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When you get to Hyrule Field look, follow the water to find a pathway to Zora's River.

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/ ZORA'S RIVER \

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When you get to Zora's River, the owl will talk to you and say that the doors will only open to those who have some connection with the royal family let them hear the royal family song. Then he flies away so now bomb the rocks and go forward until you cross a bridge then stand on the platform right behind the waterfall and then play Zelda's Lullaby and then go into Zora's Domain.

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/ ZORA'S DOMAIN \

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Go to the top of the staircase and go to your left down the hallway the Zora will ask you if you want to play a diving game. Play the diving game then go back to the Zora and get the Silver Scale then dive down into the hole right in front of the diving game after you jump off.

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/ LAKE HYLIA \
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This will lead you to Lake Hylia. There you will see a bottle under water dive down to get it. Head back to Zora's Domain. Take the bottle to King Zora and he will let you and show him the letter. He will then let you pass to Zora's Fountain.

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/ GREAT FAIRY FOUNTAIN 2 \
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Swim over to the piece of land with rocks and a tree then bomb the rocks and it will open the Great Fairy's Fountain. Go inside, and Play Zelda's Lullaby on the Triforce symbol then the Great Fairy will come out and give you Farore's Wind.

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/ ZORA'S FOUNTAIN \
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Swim over to the piece of land with rocks and a tree bomb the rocks and it will open the Great Fairy's Fountain go inside. Play Zelda's Lullaby on the Triforce symbol then the Great Fairy will come out and give you Farore's Wind.

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/ 7.2 JABU JABU'S BELLY (OCARINA OF \
\ TIME ONLY) /
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Catch a fish in Zora's Domain and use it in Zora's Fountain feed it to the fish then you will enter the third and final dungeon as a child. When you enter, you will see a switch above the door hit it with your slingshot and the door will open. Then go through another door and you princess Ruto she will say, "What letter in a bottle I have no idea what you're talking about my dad is worried about me I don't care and you get out of here. Then princess Ruto will fall down a hole then you have to fall down the hole after her she will tell you I have been going inside Jabu Jabu's Belly since I was little. However, today is different there are electrified jellyfish around and my precious Stone but that is none of your business and you get out of here you understand. Then talk to her again and she says, "If you are that worried about me I will give you the honor of carrying me but I will not leave until I find what I have been looking for you better believe me. Then carry her through the door and when you get to the water throw her onto the platform ahead so she will not drown and press the switch. Then go forward, pick up princess Ruto again and go forward through the next door. There will be an Octorok shot it with your slingshot then go onto the rinsing platform and go to the top and then go through the door and this time go past the holes in Jabu Jabu's Belly and go through the door ahead. Go right and step on the switch then put princess Ruto on the switch and go inside. Inside you will have to destroy some flying Stingrays charge up your sword and release it on the Stingrays when they are about to attack in mid air.

The treasure chest will appear open it and you will get the BOOMERANG!
Then go out of there go back to where you first meet princess
Ruto she will be there and will be mad and say, "Act like a real man and
take responsibility." Then go back through the door and this time go left
and again put princess Ruto on the switch and then go inside a destroy
your fist tail.

| (7.3B) Map |

To destroy the tail Z target on the tail and throw your boomerang at it
after you destroy it you will get the DUNGEON MAP in the treasure chest
that will appear. Go back to where the red slimy thing was in that area
and it will be gone go inside that door.

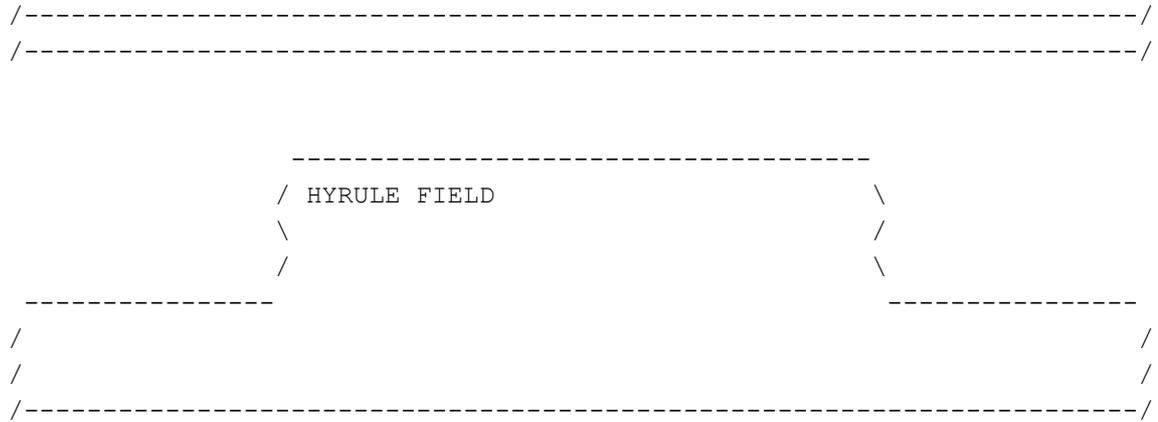
| (7.3C) Compass |

In this room, you have to pop all the bubbles in 40 seconds.
Then a treasure chest will appear open it and you will get the DUNGEON
COMPASS. Go to the room left of where you got you boomerang and you will
be in a room will another tail. Destroy that tail too then go back again
and this time go to the middle door and while holding princess Ruto step
on the switch then the door will open. Go inside and there is another
tail but this time there are jellyfish around the tail destroy the
jellyfish first then destroy the tail. After you destroy, the tail there
will be a hole where a electric barrier used to be. In the room where
you first meet princess Ruto go down the hole and then go through the
door in front of you Go up to the platform and then princess Ruto will
say that is what I have been looking for throw me up onto that platform
then she picks up the Spiritual Stone. Then when you go forward, the
platform rises to the top and a Giant Octorok comes out the best way to
defeat it is to allow you yourself to get hit only twice the use you
boomerang and hit it from behind and do a jump attack on it. After two
times of this it will be dead then walk onto the platform. The platform
will raise and then go through the door and use your boomerang to hit the
electrified platforms and go across them and through the door. Then jump
across onto the platform ahead the platform will fall into place right
under you pick up a crate and place on the switch of the newly open door
then the door will open. Go inside climb up the vines and then L -
Target the switch.
Then throw your boomerang and hit the switch then the door will open to
the boss area.

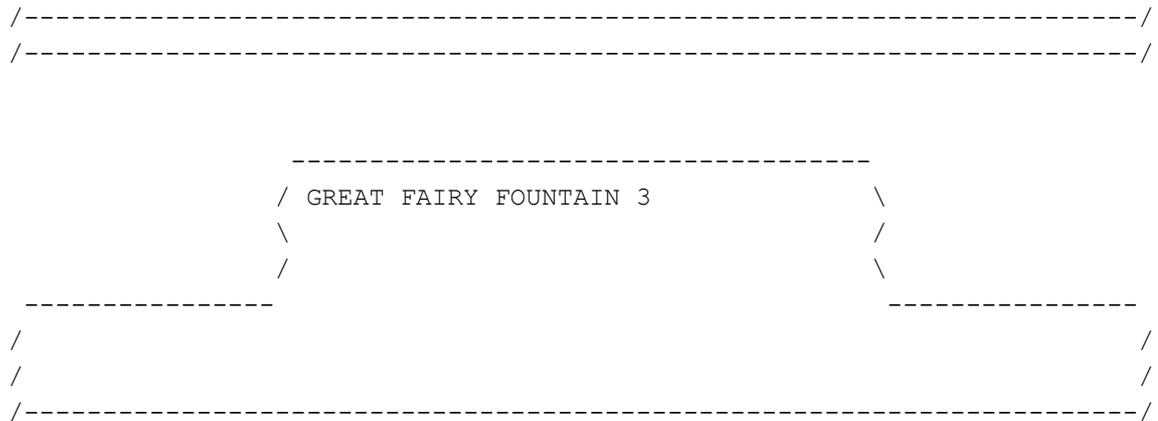
| (7.3D) BOSS BARINADE |

For the boss you will have to use you boomerang to destroy when the
battle starts circle around Barinade and use your boomerang while
circling Barinade. Then after a few hits Barinade will send out
Jelly Fish circling around it protecting it you can wait for it to stop
or use your boomerang to hit it. However, with all five Jellyfish around

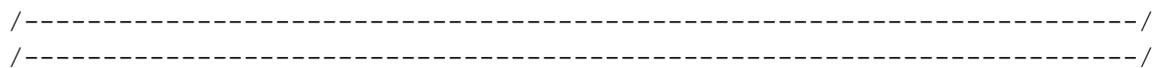
it, it will not be easy. After you destroy all five Jellyfish, another five will come out and you have to destroy them too. After destroy the second set of Jellyfish Barinade will have no defense other than its electric shock. Circle around Barinade and use your boomerang on it then use your sword to hit it keep this up and this boss will eventually be destroyed. Pick up your complete heart container and leave.



After you go to Hyrule Castle, you will see a scene where princess Zelda is riding on a horse with Impa running from Ganondorf. Princess Zelda will throw the Ocarina of Time into the moat outside the Castle. Then he will ask you which way did they do answer me! Then Link pulls out his sword and Ganondorf laughs at Link and blasts him with his power from his hands and says do you realize who I am I am Ganondorf and soon I will rule the world. Dive down into the moat and get the Ocarina of Time out of the moat. Then princess Zelda talks to you from the Temple of Time. Time and says, "If you are holding this Ocarina in your hand it means I am no longer around but at least I could leave you this ocarina and this melody the Song of Time." Then go to Hyrule Castle first to get Din's fire from the Great Fairy's Fountain. Head the sign that says, "Dead End".



Blow up the rock and play Zelda's Lullaby on the Triforce symbol then the Great Fairy will come out and give you Din's Fire.



/ TEMPLE OF TIME \
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Then hurry back to the Temple of Time and play the Song of Time next to the place where you see three holes. The three Spiritual Stones will start to spin and place themselves into the three holes and the door will open. Navi says as soon as you get inside "Is that, that legendary blade The Master Sword!" Then go up to the Master Sword and pick it up. Then Ganondorf starts to laugh and says, "You have led me to the Gates of the Sacred Realm. Yes I owe it all to you kid.

Then you see that you are no longer a child but you have grown up. A Sage named Raru says that Ganondorf's power grew in seven short years and turned Hyrule into a land consumed with evil monsters. But even at this my power only has little influence in this sacred realm but the power of the sages remains if you awakened all Six Sages there may still be hope. The sword you hold proves that you are the true Hero of Time. He gives you the Light Medallion and then you go back to the temple but some of the item's you used as a kid you will not be able to use as an adult. Then Sheik stops by and says, "You really do look like the legendary Hero of Time while holding the Master Sword there is a girl who is waiting for the time of awakening. A girl I am sure you know but equipped as you currently are you cannot even enter the temple but if you believe what I am saying you should head to Kakariko Village.

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/ GRAVEYARD \
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Go to the Graveyard and pull back the grave to you left as you walk in with the flowers on the grave. Then race Dampe and avoid the fire he throws at you. (Hint: If you play any warp, song if you have one now and the timer will slow down for a few seconds since you probably do not have one now you can try again latter when you do have a warp song). Anyway, after you beat Dampe he will say you must be quite fast to keep up with me as a reward I will give you my Stretching Shrinking Keepsake. Then a treasure chest appears open it to receive your Hookshot then go to the Lost Woods.

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/ LOST WOODS \

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Go into the Lost Woods and turn Right then to your left then you will see Mido blocking your way to get past him play Saria's Song he will say, "Do you know Saria? That song Saria only teaches that song to her friends. All right, I trust you, but I do not know why but when I see you, you remind me of him. Then go through and go forward then left then right into the Sacred Forest Meadow.

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/ SACRED FOREST MEADOW \

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When you get into sacred forest meadow and go through the maze again this time Navi warns you to use L targeting to look in the proper direction. You can use this to sneak up on a enemy waiting for an ambush. So use L targeting to side step carefully while the enemies back is turn pull out your Hookshot and shoot the enemy and repeat this until you get to the area where you learned Saria's Song. Here you will learn the first warp song the "Minuet of Forest" sheik will come out and teach you the song. Then use your Hookshot to Hookshot onto the vine on the log and then go inside into the first dungeon as an Adult.

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/ 7.3 FOREST TEMPLE (OCARINA OF TIME \

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When you first go inside climb the vines and get to the top of the tree use your Hookshot to Hookshot onto the treasure chest open it and get your first SMALL KEY. In the next room, you will find four Poe's will come and get off the torches and the platform go down. The Poe's are located in different locations in the dungeon you will have to destroy them all. First go to the north door and in that room there will be two skeletons after you defeat them, you will get a SMALL KEY. Then go to the main room and take the right hallway and play the Song of Time in front of the Time Block then it will disappear. Then go through the door and destroy the Giant Deku Baba then Hookshot the first two Skulltulas. You cannot destroy the third one yet try to avoid it while climbing up to the top when you reach the top.

(7.3A) Map

Go through the door and you will see a Blue Bubble destroy it and then a treasure chest will appear and you open it to get the DUNGEON MAP. Then open the next door and Hookshot yourself across to the other side and press the switch over there. Then the water in the well will drain and you can go down there and get another small key. Get out of there from the main room where the Poe's were take a right and go up the stairs to a locked door open it with a small key and go inside. Climb up the ladder there and push the block following the arrows and once you have pushed it into the pit go to where the ladder is climb up the ladder and push the red block all the way back until it stops. Then go back climb up the block and go the 2nd floor again and push the red block all the way back and climb up on it. Then climb up the ladder and go through the next door. This corridor is all twisted. Go through the twisted corridor and jump onto the platform and then onto the other platform where the SMALL KEY is. But be careful if you get caught by the Wall Master it will send you back to the beginning of the dungeon this can be quite a nuisance. Then once you get past the locked door there will be a Poe there but you can't destroy it yet. Go into the room there will be a skeleton there destroy it but be careful not to fall down then after it is destroyed a platform will come down and you cannot fall down now.

(7.3B) Bow

But two more skeletons come down and you have to destroy them both in a limited amount of time because if you do not the other one will come back to life after you defeat both of them a treasure chest will appear open it to get the FAIRY BOW. Then go out through one of the doors and hit all three paintings with an arrow and then go down and destroy the Poe then go to the other side and repeat this.

(7.3C) Compass

You get the COMPASS in the room when you first room you came into after destroying the Poe Then go to the room with the two blocks right before the twisted corridor and shoot the eye switch above the door and the twisted corridor will become straight.

| (7.3D) Boss Key |

Then go forward and be careful because of the Wall Master in the next room open the treasure chest to get the BOSS KEY! Then jump down the hole in the floor and kill the enemies to open the door go through the door and go into the next door to your right and destroy the Wall Master then destroy the little ones before they attach to you and grow back into an adult. What a nuisance! Then after you destroy the Wall Master a treasure chest will appear open it to get a small key. Go out of that door and go straight ahead then go through another door and jump down then climb up the ladder and go straight to the top. Hit the eye switch with another arrow the corridor will become twisted again go forward and remember to watch for the Floor Master again. Then go through the door and keep going until you get to the place where you will see another locked door open it and go forward and through the twisted corridor. Open the door at the end of the hallway and get on the moving platform going around the lit torch and use your bow and carefully aim so that your arrow goes through the fire and hits the frozen eye switch the corridor will become straight. Go back outside and then jump down another hole in the floor. Then hit a the Skulltula with an arrow and run to the first white space to the right but be careful to avoid having the ceiling fall on you. Then when the ceiling rises again run to the switch wait for the ceiling to fall again and then run straight for the door don't bother opening the treasure chest. Then in this room shot the picture of the Poe with an arrow then solve the puzzle in less than a minute. It is a very easy puzzle it should not be a problem. After you solve the puzzle, the Poe will come out. Then destroy the Poe After you destroy it. The third torch will light. Then go through the door and climb over the fence and drop down there at the main room will be the final Poe. This one however has three fake Poe's Circling it you have to hit the real one. After you destroy the Poe, the platform will raise back up again. Get onto the Platform and it will take you down. Push the wall counter clockwise once and then there will be a switch there press the switch and push the wall again counter clockwise. There will be another switch there press the switch and push the counter clockwise again. There will be a treasure chest there containing arrows. Then push the wall one more time and press the final switch to open the door to the boss.

| (7.3E) Boss Phantom Ganon |

Phantom Ganon will come out of one of the pictures you have to hit him with an arrow. Do not stand in the center because if you do when he comes through the painting he will hit you with an electric blast. Be careful when you watch for Phantom Ganon to leave the painting. Because it may look like he is leaving the painting but he may be leaving the painting on the opposite side most of the time to attack you. After you hit with an arrow a few times he will Come out of the painting and start to throw energy balls at you reflect them with your Master Sword until it hits him then go forward and attack him. Keep doing this until he has

been defeated. Then Ganondorf will say what a useless creation this ghost was I will banish it to the gap between dimensions. It looks like you may be gaining some slight skill but when you fight the real me it will not be so easy! Pick up your complete Heart Container and leave. Then Saria awakens as a Sage and adds her powers to you giving you the Forest Medallion.

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/ TEMPLE OF TIME \
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Go to the Temple of Time and Sheik will be waiting and she will teach you the Prelude of Light, which will warp you back to the Temple of Time.

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/ GORON CITY \
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Head to Goron City go down one floor to where the Big Rolling Goron was as a child and there will be a small Goron rolling around down there place a bomb in front of the rolling Goron. Then he will say, "How could you do a thing like this you are one of Ganondorf's servants aren't you hear my name and tremble I am (the name you saved the game as) Hero of the Gorons. Oh you name is also (the name you saved the game as). So you must the legendary Dodongo buster and hero. (The name you saved the game as.) Can I have your autograph sign it to my friend (the name you saved the game as) hero of the Goron's." He says, "I guess this is a bad time to ask for this Ganondorf has revived Volvagia as a warning to other races that might resist him he is going to feed my people to the dragon." Then he starts to cry. You should try to calm him down. Maybe he will calm down if you talk to him about something. What should you ask him? Ask him about the Gorons, or about the Dragon. First select Goron then he says, " All the other Goron's are locked up in a cell not far from here they are going to be fed to the dragon unless somebody does something my dad Darunia went there to try to save everyone but even my

dad may get eaten if no one stops the Dragon." Then select "What about the Dragon? A long time ago, there used to be a dragon here and it ate Gorons. Ganondorf revived this dragon as a warning to other races that might oppose him. Then he will give you the Goron's Tunic going to a hot place no worries. Then pull back in the statue in the room where you first saw Darunia as a child. Then go in and do not forget to put on your Goron's Tunic. Then use your Longshot to get across the bridge and go across to the other side of the bridge. Here you will find Sheik again and she will teach you the Bolero of Fire and then leave. Then go to the place where the ladder is and climb down into the Fire Temple.

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/ 7.4 FIRE TEMPLLE (OCARINA OF TIME \\
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Go into the door to your left and you will see Darunia he will tell you that he wants to have a man-to-man talk with you but that now is not the time. Then he will say that he will go try to seal up the dragon but he is concerned though because he does not have the legend hammer but I have no choice. I am asking you as my sworn brother to help everyone while I go seal up the dragon. Then go to the gate trapping the Goron inside and press the switch to open the gate. Go inside the Goron will thank you for saving him and pick up the SMALL KEY and leave. Then open the locked door ahead with your small key. Go to the right and you will see a suspicious looking brick wall bomb the wall and go through the door straight ahead. Then go inside set the Goron free, and then he will thank you for setting him free then grab the SMALL KEY and leave. Then to the left side of the room there will be a door there go inside and free the Goron he will thank you for saving him. Pick up the SMALL KEY and then leave. Then play the Song of Time a little bit behind the door and a block will appear in front of the door climb up the block and go into the door above kill the Like Like and the Golden Skulltula then leave. Open the door straight in front of you when you first entered the Fire Temple and open the locked door. Go straight ahead and go slide down the wooden bridge then climb up the fence and get on top of the fence. Then jump down onto the block and wait for the block to raise you up to the next floor. Then go through the door and you will be in a room with a big block on ledge go up on the other side and jump over. Push the block off the edge and pull back until you cannot pull and further and jump to the other platform then climb up the fence. Drop a bomb off the left side of the ledge and then go to the area where the fire was it will go out. Hurry and get to the top of the fence and go through the door. Here you will walk on the fence which will catch fire as soon as you get on it will so be careful. Then go to the other side of the fence and go through the door. Then you will be in a room with a big maze with boulder go left and there will be a switch on the floor. Then you need to press down on the switch and the gate will open go inside and free the Goron. He will thank you for setting him free grab the SMALL KEY and

leave. Then go to the other side of the room and go inside the door then step on the switch to open the gate. This will set the Goron free. Then grab the SMALL KEY and leave.

| (7.4A) MAP |

Then go into the open the door blocked by a small key and use your arrow to shoot the eye switch. Go up and to your right then the gate will open. Then carefully walk to the door and open the door and you will see a treasure chest there open it and you will get the Dungeon Map. Go back through the door and through the other locked door. Then you go onto the narrow ledge, carefully walk across the ledge, and jump down onto the fence. Then there will be a fire starting to follow you so be careful and go to the other side of the fence and climb up onto the ledge and go through the door and then go forward. Place a Bomb there and stand back go down the hole and break the crates under one of the crates is a switch press it and free the Goron. He will thank you for freeing him. Get the SMALL KEY and then leave. Then go across the platforms until you get to a switch press the switch and a gate will open carefully jump from platform to platform to get behind the gate and free the Goron. After you free him he will thank you pick up the SMALL KEY and then leave. Then go back to the room with the fence and the fire chasing you. Then go to the locked door there and open it. Then go through the fire maze and find your way to a place with a locked door open it with your small key and then go inside go through the next door ahead. Then go to the door straight ahead and a little to your left.

| (7.4B) COMPASS |

There you will find the Compass. Then go through another part of the fire maze get to the switch and press it then go onto the platform were there was fire rising then bomb the door ahead it is actually an enemy. Then go inside where you will find the Mini-Boss you can use bombs or your Hookshot, however it is easier to use your Hookshot besides you will not have to use any bombs. Hit him 12 Times and then he will explode. Climb onto the platform and the platform will rise to the next floor on the next floor climb the fence and drop a bomb off the ledge onto the switch then climb up the next fence.

| (7.4C) MEGATON HAMMER |

Go through the door and you will be in a room with a switch and a treasure chest in flames press the switch and carefully go over to the treasure chest. But do not go too slow because you might have to do it over again. Once you open the treasure chest, you will get your Megaton Hammer. Then you can hit the face on the ground then it will fall and go inside use your Megaton hammer again to get to the door. Once inside you can kill the Keese and hit the raised platform and the steps will fall into place. Then pick up the crate and go to the bottom of the steps.

Next place the crate on the bottom of the steps. Go through the door and hit another face on the floor. You will now be in a room above where Darunia was but don't go down there just yet go to the door on the door that slides open and play the Song of Time go across and hit the switch with you hammer and free the Goron. He will thank you and tell you that there is a door hidden outside the Temple but the Goron special crop will not work do you have anything stronger. Then go to the place above the room Darunia was in and pound the pillar down and drop down to the room where Darunia was. Don not worry you will not get hurt by the fall. Go outside, pound the blocks outside, and go through the door here. You will have to kill the Keese and the small creatures that are on fire then the door will open. Go through the door and use you shield to deflect the block coming at you then kill the Like Like and go through the door here you will face the same Mini-Boss that you faced earlier after you destroy it go through the door.

| (7.4D) BOSS KEY |

Pound the switch and he gate will open get the boss key and leave. Go to the place where the door to the boss is.

| (7.4E) BOSS VOLVAGIA |

This boss will come out of the lava pits on the platform. When he comes, up out of the lava Pits you can hit him with an arrow if you are careful, but when he comes down he will stick his head out of the lava. Then run up to it and use your hammer then do a jump attack preferably because it does more damage. If you have the Biggoron's Sword, already you can use it. When you hit him a few times, he will start shaking rocks loose. Then go to the edge and carefully climb back up. When the rocks stop falling, go up to the dragon, and hit him with your hammer. Jump attack him again. Keep this up until the dragon is dead. If you choose not to go down the hole by slamming the face on the floor as in #1 then go down the hole in the middle of the room and play the Song of Time and free the Goron. He will thank you and tell you that there is a door hidden outside the Temple but the Goron special crop will not work do you have anything stronger. Then go to the place above the room Darunia was in and pound the pillar down and drop down to the room where Darunia was. Don not worry you will not get hurt by the fall. Go outside then pound the blocks outside, and go through the door here you will have to kill the Keese and the small creatures that are on fire then the door opens. Go through the door and use you shield to deflect the block coming at you then kill the Like Like and go through the door here you will face the same Mini-Boss that you faced earlier after you destroy it go through the door.

| (7.4F) BOSS KEY 2 |

Pound the switch and it will open the gate get the boss key and then leave. Go to the place where the door to the boss is. Go up to 7.4 E for the Boss Strategy.

Play a Song that you make up and play it to the Scarecrow as a child then come back to the scarecrow as an adult and play your song to the scarecrow again. Then go to the Fire Temple and play the scarecrow's song on the room above the boulder maze. Right beside the door that will take you back where you were. There will a platform ahead above you and in front of you. Then a scarecrow will come out and then Hookshot over to the scarecrow and then Hookshot over to the platform ahead of you. Then go up and here you will find a Golden Skulltula and a treasure chest with 200 rupees. Just step on the switch and then Hookshot over to the target and then run to the treasure chest.

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/ ZORA'S FOUNTAIN \

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Go to Zora's Fountain and go inside the cave by jumping from iceberg to iceberg.

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/ 7.5 ICE CAVERN (OCARINA OF TIME \

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Once inside go forward kill the Frezzards and then go forward and collect the five white rupees. Then the door will open go through the door up there and then get out you bottle and bottle some blue fire get and least 2 Bottles of Blue Fire you might want to get 3 or 4.

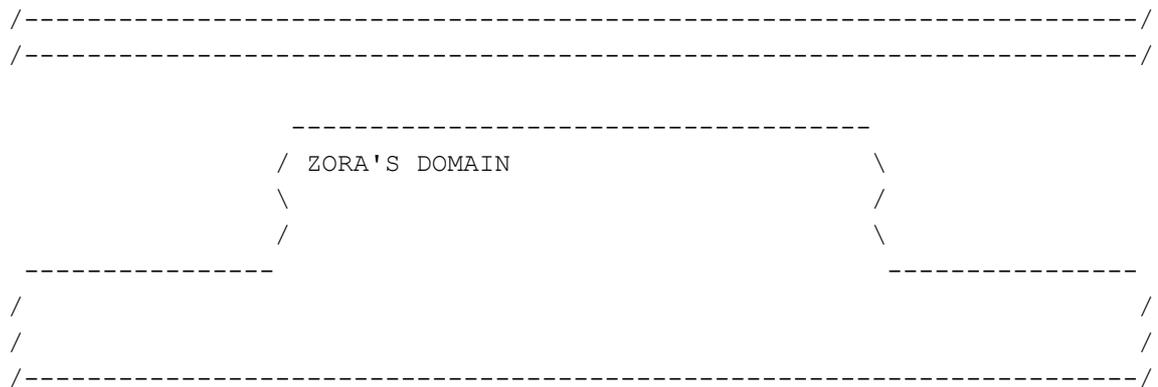
Then put some blue ice on the treasure chest there and get the Dungeon Map. If you have that, many bottles then go back to the room where the white rupees were and go through the left and use another bottle of blue fire. Then go inside, inside you will find a Piece of Heart under some Blue Ice melt the Ice with blue fire and refill your Blue Fire there. Then put Blue Fire on the treasure chest covered with Ice.

| (7.5B) Compass |

Then open the treasure chest and get the COMPASS. Then put Blue fire on the other door and go through. Kill all the Keese facing towards the alcove with the Blue Fire push the block to the left and take the Rupee. Then push the block up and get yet another rupee. Then push the block to the right, then down once you have collected these rupees you should have a total of four rupees. Push the block over the edge. This time push the block up, and then to your right. Melt the Ice where the final rupee is and get the final rupee then the door will open. Do not forget to refill on Blue fire if you are running low then push the block of the edge again and then this time you have to push the block Left, UP, Right, and then left. Climb up onto the platform, climb up onto the ledge, and use Blue Fire to melt the ice and then go through the door.

| (7.5C) Iron Boots |

When you get inside there will be a Wolfos. (He is ridiculously too easy for getting the IRON BOOTS so just destroy him). After you get the Iron Boots Shiek will come out and teach you the Serenade of Water. Do not play it yet because you must first get the Zora's Tunic.



Then make sure that you have at least on bottle of Blue Fire if not get some then go outside the Ice cavern and go see King Zora melt the ice he is in and he will thank you for saving him and will give you the Zora's Tunic. (What not too many people know is that if you have your adult's wallet and get the Zora's Tunic he will say that you already have Zora's Tunic then can I offer you a kiss ewwwwwwwwwwwwwwwwwwwww! No Thanks!)

/ LAKE HYLIA \
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Play the Serenade of Water that you learned in the Ice Temple from Sheik. Then put on your Iron Boots and sink Zora's Tunic then go down to the bottom of the lake you will see a door with a switch on the top use you Hookshot and hit the switch.

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/ 7.6 WATER TEMPLE (OCARINA OF TIME \
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Then go inside the water temple take off the Iron Boots and go forward and put them back on and sink to the Bottom of the water and look for the entrance where you will find Princess Ruto who will tell you that you were a terrible man making her wait these long seven years. Then she tells you that there are three switches where you can change the water level. So go up to the top level and open the door then go inside and destroy the spikes on the floor.

(7.6A) MAP

Then a treasure chest will appear open the treasure chest and you will get the DUNGEON MAP. Then go back outside and play Zelda's Lullaby in front of the Triforce symbol. Then jump down to the bottom of the area use Din's Fire. Then go through the door ahead and kill all the clams with either you arrows or your Hookshot. Then you get a SMALL KEY. Then you will see a red block push the red block off the edge and go down to the bottom of the water. Land on the serpent statue and Hookshot the switch on the serpents face. Then go through the gate but be careful to watch for the clams then go up and into the room and get the SMALL KEY then hit the switch and hurry back out. Then go to where there is a crack in the floor in one of the hallways and bomb then bomb it. Then go down into the hole and destroy the clam then go forward and then back up. Then press the switch there and then Hookshot to the target. Then go up to the gate and do a spin attack then grab the Golden Skulltula and leave. Then Hookshot your way to the area where you will see another

Triforce symbol play Zelda's Lullaby. Then the water level will raise and then put on your Iron Boots and carefully drop to the bottom without landing on any of the spikes. Then when you find the underlying cause of you will see a switch there so go up to the switch and hit it with your Hookshot. Then a bunch of underwater enemies will come out after you destroy them and the other gate will open. Go up through the other gate and there you will get a SMALL KEY. Then go back up to where you were and go through the door. Then go to the place with two clay jars then go down the passage and then use your Hookshot to get across the spikes.

| (7.6B) COMPASS |

Then you will see a treasure chest surrounded by a geyser shoot an arrow at the switch and then go up to the treasure chest to get the COMPASS. Then go back out and down to the bottom of the water and go to where you saw princess Ruto at the begging of the game and take off you Iron Boots. Go up and bomb the wall there go inside and get the key. Then go back to the second floor and take the door there with a lock on it. Then you will be in a room with a geyser and a switch there will be a Tektike there destroy it then get on the geyser and hit the switch with either you arrows or your Hookshot. Then go through the door up there and play Zelda's Lullaby in front of the Triforce symbol. Then go down and go through another door with a SMALL KEY in front of it. Then go down and Hookshot from platform to platform as fast as you can to get to the top of the room. Then open the locked door ahead. In this room destroy all the enemies then hit the switch with and arrow Hookshot across then hit the switch again with an arrow. Hookshot at the target on the wall and then climb over the dragon then hit the switch again and Hookshot to the highest dragon head. Hit the switch again climb on the dragon's head then hit the switch again. Then climb up to the platform there Hookshot to the target above the spikes and destroy the Like Like and then go inside where you will face the Mini Boss Dark Link. If you use Din's Fire or your Megaton Hammer, he will not be able to copy you and you can destroy him easier.

| (7.6C) LONGSHOT |

After you hit him, enough times, he will be defeated then go to the treasure chest here and open it to get the LONGSHOT. Then go forward and you will see a block of time on the floor Play the Song of Time. Then go down and carefully swim across the water without being swallowed by the vortexes. Then climb up on one of the ledges and then shoot the eye switch then get the key behind the gate. Then lower the water level down to the bottom then go through the door there and Longshot up to the next level. Play Zelda's Lullaby in front of the Triforce symbol. Then go through the door and look for a gate. Then shoot an arrow at the eye switch and quickly Hookshot over to the other side. Then Push the block up and get the key. There will be a target there. Look up and Longshot there then lower the water level to the bottom again. Then go through the passage where there is no floor and you can only go down the hole. Then go forward and up then Longshot over the spikes. Then go through the door and you will see six spiders just try to avoid them or shoot them with your arrows. Then swim to the other side go through that door.

| (7.6D) BOSS KEY |

Then you will see a boulder rolling out there avoid the boulder and put on your Iron Boots and drop under the waterfall then go back up and go through the locked door. Then Inside you will find the BOSS KEY. Then go back out and keep raising the water until it gets to the third level and Longshot over to the target that you could not reach with your Hookshot and then you can catch the fairies in the pots if you want in case you lose all of your health. Then go through the door and carefully run up the raised floor and get to the top. Then open the door to the boss.

| (7.6E) BOSS MORPHA |

This boss is a water boss he is made of water. When he appears, go across the platforms to get out of the creatures grasp. Then keep walking around the edge. When Morpha comes out to attack you Longshot over the creature using L Targeting and then attack the bubble. Keep this up until Morpha is defeated. If you have the Biggoron's Sword, I would suggest using that. If not I suggest looking at section: 13.H. Just press Ctrl + F and put that code in the box to search for it.

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/ LAKE HYLIA \

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When you get out of the Water Temple when the sun first start to rise shoot an arrow at the sun if it is too late just play the sun's song. Then you will get the Fire Arrows. Then go to Kakariko Village

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/ KAKARIKO VILLAGE \

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Go to Kakariko Village and there will be a cut scene where Sheik will be there, the well will break open, and bugs will start to throw Sheik around and then they will attack Link. Then link wakes up to find that Sheik is there and the town is on fire! Then tells you that the monster in the well was sealed by Impa but the creature got so strong that the well broke and it escaped into the real world. Then go inside the Kakariko Windmill and talk to the person inside and he will tell you about a mean kid who came there and messed up the windmill by playing a strange song. He will teach you the song if you hold out your Ocarina and show it to him. Then Sheik teaches you the Nocturne of Shadow. Then go to the Temple of Time and become a child again but make sure that you have the Song of Storms. Then go to Kakariko Village again and then play the Song of Storms. Inside the Windmill then the well will drain then you will be able to access the dungeon.

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/ 7.7 BOTTOM OF THE WELL (OCARINA OF \
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Go inside and watch out for the Skulltula and there will be a fake wall at the end of the hallway. Then when you go through the fake wall follow the pool of water until you get to a statue with a Triforce symbol in front of it. Play Zelda's Lullaby then the water will drain then keep going around the path until you get back to where you started. Here you will be a hole there that you can go down. Go down the hole in the crawl through the hole, kill the Skulltula, and then go through the door there you will find the Mini-Boss. Mini Boss Infinite Hands for this mini boss you will have to allow one of the hands to capture you then hit the B button rapidly until you can shake loose.

(7.7A) Lens of Truth

Then when he drops his head attack with your sword keep this up until he has been defeated. Then a treasure chest will appear and you will get the Lens of Truth. The only other treasure you will find there is a couple of Golden Skulltulas you can choose to get them or not to. If you wish to get the Map and Compass these are the locations of both. First the room in the center of this dungeon you will see a treasure chest. Go out of here and look for a hidden wall that leads to this area. When you go through the false wall, you will see the big treasure

chest. Be careful when you open this one to stay as close to the treasure chest as possible so that you do not fall down the hole.

(7.7B) COMPASS

Open the treasure chest to get the Compass. Then fall down the hole leading to the basement then look to your left and you will see some boulders. Bomb the Boulders and destroy the ReDead there.

(7.7C) Map

Then open the treasure chest to get the Map. Then head to the Shadow Temple. If you choose to get them the Small Keys that are necessary, they are listed below. Then look at the Golden Skulltula guide to get them.

First and Second Small Keys

The first two keys you will find if you use your Lens of Truth and walk around the walls and look for fake walls. There will be two fake walls and both of these have a treasure chest with a SMALL KEY inside.

Third and final Small Key

Go to the place where there is a gate and go down and up the fence and go through the door and Light all the torches and kill all the mummies. In one of the graves, there will be a SMALL KEY. Do not forget to play the Sun's Song to stun the mummies.

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/ 7.8 SHADOW TEMPLE (OCARINA OF TIME \
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When you first get to the stone door there, use Din's Fire, and light all the torches. Then go inside the dungeon and Hookshot over to the other side there will be a fake wall there use your Lens of Truth the

see through the fake wall go through the door there.

|7.8A. Map|

Then go right through the fake wall there inside the door there will be bats and a re-dead destroy them and you will get the Dungeon Map.

|7.8B. Hover Boots|

Then go back out and keep going forward until you get to a place where you will have to fight the same boss that you had to defeat to get the Lens of Truth as a child. However, this time you have a more powerful sword kill the monster and a treasure chest will appear. Open it and you will get the Hover Boots. You can now hover in the air for a short period of time the downside no traction. Go back to the room with the skull heads and use your Lens of Truth to reveal the correct skull. Then push the statue around until it stops at the correct skull.

|7.8C. Compass|

Then run to the ledge using your hover boots and go down there will be a Beamos there destroy it and then go to your right there will be re-dead there play the sun's song to freeze the re-dead. Then destroy the re-dead and a treasure chest will appear. Open it and you will get the compass. Then go back out and go through the fake wall on the other side then go inside. Go inside and you will see a big blade spinning in the room avoid the blade and collect all the Silver Rupees. Then a gate opens go through it and get the SMALL KEY. Then go back outside, bomb the wall in the middle and use your small key to open the door. Go down, watch out for the Skulltulas and the Beamos, and get past the guillotines by carefully running under the blades. When you get past all the blades, you will fight two skeletons then to your left use your Lens of Truth to see an invisible platform jump to the platform and to get to the platform. Then go through the door there and put on your Lens of Truth to see another blade spinning. Collect all the white rupees that are there. One of the white rupees requires the Lens of Truth to see a target and Longshot to the target to get the white rupee. After you get the last one the gate will open, then go inside and collect a Golden Skulltula and the blue rupee. Then go back out and go back to the area with the two skeletons then defeat them. Then carefully jump off to the rising platform. Then jump off to the ledge there and you will see a Beamos bomb the Beamos and collect the white rupee and there is a white rupee above you Longshot to it. Then collect the other white rupees they are not that hard to find. Then the gate will open go through the gate and use your Lens of Truth to see a block to pull. Then Push the block under the spikes but when the block is stopping both the spikes from falling go around and pull the block. Until you cannot pull the block any, further. Then climb up onto the block and go then use your Hover Boots to get over to the ledge on the other side then use your Lens of Truth to see an invisible chest with a SMALL KEY inside. Then go back out and go across the narrow ledge leading to a guillotine then use your Lens of Truth to see an invisible platform. Use your Hover Boots to cross the gap then open the door with your small key. Then when you get

When you first get in Gerudo's Fortress use you arrow to shoot the guards or your Longshot if it can reach it then take the first door on your left. Then talk to the man in the cell he will tell you to watch there are sure to be Gerudo guards around here watch out. Then the Gerudo will come out and attack you watch out for her spin attack if it hits you, you will be thrown into a jail. Use your Longshot to get out and go back there if this happens. It is easier to destroy the Gerudo with the Biggoron's Sword if you have it if not I suggest getting it because it will really help in the next dungeon. Then after you destroy the Gerudo Guard go out shoot all the guards watch out for the guards that do not have a purple outfit on they cannot die and will put you in jail. Go out and go right then left and then take the first door to your left. There will be a man in a cell talk to him and beat the Gerudo guard and get the key then free the man in the cell. Then go to the area with a door to your left and straight-ahead but do not forget to get rid of the guards then there will be a vine above you on the wall. The third Carpenter is up the vine and straight in front of you. Talk to the carpenter and defeat the Gerudo guard like before and then free the carpenter. Only one more left go up the vines and go left then Longshot to the wood there on the ceiling and go across to the other side. Then go through the door. Jump down to the ledge to your right, go through the door, and shoot a Gerudo guard there and before going forward. Then go to the last man in the cell and repeat the previous steps to free the man in the cell and then a Gerudo will tell you that you must have good thieving skills to get past all the guard around here. Then she gives you the Gerudo Membership Card now you have free access to all areas of Gerudo's Fortress. Then the Gerudo Training ground will be open. The bridge will be fixed and the Gerudo's horseback and archery will be open. Pay 10 rupees to the guard in front of the gate and go inside to get the Ice Arrows. However, you must first beat the trials in this area.

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/ 7.9 GERUDO'S TRAINING GROUNDS \
\ (OCARINA OF TIME OLNY OPTIONAL) /
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(7.9A) 1ST SMALL KEY

Then take the door to your left two Stalfos will appear you have to destroy them in one minute I recommend using the Biggoron's Sword. Then get the SMALL KEY and leave.

(7.9B) 2ND SMALL KEY

You will need the Silver Gauntlets for this but you do not have to worry you only need seven to get to the Ice Arrows. Unless you take the wrong path then you will need to get the Silver Gauntlets to get the Ice Arrows Push the block back with your Silver Gauntlets in the room with the Wolfos then use your Lens of Truth and Longshot to Longshot to the target behind the fake wall. Step on the switch to open the door go back and go through the door that just opened then open the treasure chest and get a SMALL KEY.

| (7.9C) 3RD SMALL KEY |

Then go through the next door ahead and you will have to get all the Silver Rupees in a limited amount of time. First go forward and Longshot to the target straight in front of you above your head. Then go back and get the rupee at the rupee to your right down to the end. Then go to where you are lined up with the white rupee use the Longshot to Longshot up. Then go forward and to your left then go the other way where the boulders are then get the last white rupee. Then the door should open if collected all of them in less than a minute and a half. Then go through the next door. Return to the room where you were fighting the Wolfos and then use your Lens of Truth to see an invisible wall and Longshot the target and go through the door ahead. When you enter this room drop down to the bottom level carefully without falling into the lava then you will see some text that will say blind the eyes of the statue. So use your Fire Arrows to shot at the eyes of the Statue after you light all four eyes of the statue a key will jump over to the SMALL KEY.

| (7.9D) 4TH SMALL KEY |

Then play the Scarecrow's Song to get back out. If you do not have this, you need to go and get it. Enter the door that was just unlocked. Then open the small chest and get the small key then go back out.

| (7.9E) 5TH SMALL KEY |

Then go back down and through the door. Then you should be in a room where there will be a statue go to the door where there is a Longshot target above it. And go through that door and there will be blocks that you can only move with your Megaton Hammer like in the Fire Temple then step on the switch and hurry over to the treasure chest. Take the small key and then leave.

| (7.9F) 6TH SMALL KEY |

When you get into the room with the lava pits get to the highest

platform were you should see Navi turn green then play the Song of Time. Then get on top of the block go through the doorway and get the small key there.

| (7.9G) 7TH SMALL KEY |

Collect all of the Silver rupees. One of the Silver Rupees will have fire around it. There will be a switch that you will need your Hover Boots to reach the step the switch is located. Then hurry to the white rupee and get out of that area as quick as possible. Then after you get all the silver rupees go to the door that opens. Play the Song of Time in front of the time blocks and then go down to the bottom of the water using both your Iron Boots and Zora's Tunic.

Then use your Longshot to destroy some of the underwater enemies. Most of the white Rupees underwater you can get with your Longshot but one of them you need to get under the rupee and take off your Iron Boots and swim to the rupee after you have collected all the rupees a treasure chest will fall open it and get a small key.

| (7.9H) 8TH SMALL KEY |

Then exit left from the water room and defeat the Dinolfos then defeat the Beamos then open the treasure that appears.

| (7.9I) 9TH SMALL KEY |

Go through the locked door to your left put on your Lens of Truth and there will be a hole in the ceiling climb he fence and then get the small key there. You only need seven of the keys above unless you go right in the room with the locked doors. Go to the center of this area and take the left door do not take the right door. Open seven of the locks then you will be in the room with the Ice Arrows.

| (7.9J) ICE ARROWS |

Open the treasure chest to get the Ice Arrows.

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/ GERUDO'S FORTRESS \
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From Gerudo's Fortress go to the top of the ladder and talk to the guard up there and then she will raise the gate go through the gate. Then put on your hover boots to get past the sand then follow the flags that are placed there.

Then use your Lens of Truth to see the Phantom Guide and follow the Phantom Guide. Then you will enter Desert Colossus.

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/ DESERT COLOSSUS
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When you first enter Desert Colossus, you can get the next great Fairy here this fairy will give you Nayru's Love. Bomb a hole in the wall near the entrance and play Zelda's Lullaby on the Triforce symbol. Then you will receive Nayru's Love. There is a fairy fountain here if you play the Song of Storm where the dried up oasis is. Then enter the dungeon and then leave. You will see Sheik she will teach you the final warp song the Requiem of Spirit. Then warp to the Temple of Time and put the Master Sword back. Next go to the temple of time and become a child again.

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/ 7.10 SPIRIT TEMPLE YOUNG LINK
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Warp back to the Spirit Temple as a child and then talk to Nabooru she will do you want respond Nothing Really Then she will say, "What good timing can you help me crawl through this hole and get a treasure called the Silver Gauntlets.

No don't even think about taking this treasure for yourself besides it will not fit a child but be a good kid and bring it to me." Then crawl through the hole in this room you will have to destroy 2 Keese and a Beamos then destroy them all. Next go through the left door and there will be a Skeleton there and a Green Bubble then use your boomerang to go around the fence and hit the crystal switch.

Then go across the bridge that just dropped down. Then go through the door straight ahead. Then use Din's Fire to destroy these monsters and go through the door there. There will be white rupees here to collect however; you need to destroy the Wallmaster first by running around and then hitting him with your sword. Then destroy all the other enemies and collect the Golden Skulltula Token there.

Then the bridge will lower just like in the other room like this, go across, and use Din's Fire to light up the torches and get the chest that has a small key in it. Then go through the door here and crawl through the hole. Next, open the locked door. Then destroy the Skulltulas and climb up the wall then destroy the Skulltulas and the Lizalfos.

Then hit a switch with your slingshot and open the two treasure chests there and one will have Bombchu in it. Use the Bombchu to L Target the odd locking part of the wall with a little light coming out of it and open it with a Bombchu. Then the door will open then go through the door.

(7.10A) Map

There is a huge Statue there and use Din's fire near to light up the torches. Then open the treasure chest to get the Dungeon Map. Then climb back up to where you were and push the statue off the edge do not worry it is not alive. Then the door leading to the 3rd Floor will open.

Go through that door and in this room collect all the white rupees some of them you will need to use a bomb to destroy a Beamos. Then use your Deku Stick to light up all three torches. Then get the small key that will drop down. Then Pull a block out of your way and pull and push the block with the sun's face under the light and this will open the door.

Then go through the locked door straight ahead. Then you will face an Iron Knuckle if you are afraid of losing too many hearts use a fairy of Nayru's Love. This time he will take twice as many hits as with the Master Sword. Then use your L targeting on him and run around in circles around him and after he attacks use a jump attack on him.

Keep this up until he is defeated. Then go out through the door ahead and get the Silver Gauntlets and then Nabooru will tell you to get

back these witches are using black magic on me. Then the two witches go off with her, guess you cannot give her the gauntlets. Oh well you now have the Silver Gauntlets so who cares! Go back to the Temple of Time and become an adult again.

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/ 7.11 SPIRIT TEMPLE ADULT LINK \  
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Push the Silver Block here until it drops down and then head up the stairs in front of you. Then destroy the Beamos with a bomb and hit the switch on the ceiling here with your Hookshot or an arrow. This will open the doors in this room.

Play the Requiem of Spirit and warp to Desert Colossus and enter the dungeon climb up the stairs and then push the big block all the way back it will fall into a hole. Go into the room ahead and hit a crystal switch on the ceiling with an arrow.

| (7.11A) Compass |

Then take the door to your left in this room kill the Wolfos then play Zelda's Lullaby on the Triforce symbol on the floor then a treasure chest will appear. Longshot to the treasure chest and you will get the Compass. Go back to the start room and this time go through the door on your right.

Then go through the other door there will be white rupees in this room to collect one of them requires using the Hover Boots the rest are in the holes in the wall.

Then go to the next room destroy the Like Like and get the small key. Go all the way back to the starting room and use the key on the door here. Defeat the enemies here and climb up the wall into the next room.

There is an invisible Floor Master there so equip your Lens of Truth to see it. Then destroy the floor master and turn the Snake Mirror in this room until the door to the next room opens.

Climb up the stairs here and use your Hover Boots to try to land hand with the Triforce symbol on it. Play Zelda's Lullably and then Longshot over to the chest on the other hand open the treasure chest here to get a small key. Then jump off to platform nearby and hit the switch

with your Megaton Hammer to open a door in this room.

Go to the middle door in the room with the giant statue, push the blocks until they drop down, keep going forward, and hit the switch here with your Megaton Hammer to make a shortcut to the start of this temple.

Use the Small Key on the door next to where you got the Small Key. Ignore the Beamos and just go through the door ahead. In this room you will see the same monsters that you saw as a child in this dungeon so just use Din's Fire again like last time or use Fire Arrows. After the enemies are destroyed, the door will open.

Kill the Beamos and enter the next door in this room there are four statues. Watch out all of them are enemies wake the one opposite the door with bars on it then run for the door with the bars on it. Then in the next room, you can use your Lens of Truth to see two invisible treasure chests and then go to the next room.

(7.11B) Mirror Shield

In this room, you will see another Iron Knuckle after you destroy him and then go forward and you will get the Mirror Shield. Then go back to the room with the statues and shine the light towards the sun face with your Mirror Shield go inside and get a small key.

Go back to the room with the creature that can only be defeated by fire and open the locked door there. In this next room, you can use your Longshot and Longshot straight to the top. Ignore the Beamos and just go straight then play Zelda's Lullaby on the Triforce then go into the door kill all the monsters that are on fire.

(7.11C) Boss Key

Then destroy the blocks with your Megaton Hammer then look under one of them and you will find an eye switch. Hit it with an arrow and a platform will come out. Longshot up there, jump on the switch and then jump down, and get the Boss Key.

Enter the next door and do a spin attack right next to the gate this will open the door. Then destroy all the monsters then push all the snake mirror in position so that each one is facing the next snake mirror until it shines through the gate.

Then go back to the other side of the gate and use your Mirror Shield to reflect the light onto sun face there and the platform will lower to where the giant statue is. Then use you Mirror Shield to shine some light on the head of the statue then the face will crumble and then use your Longshot to Longshot to where the face was and go forward and open the door to the boss.

You should have the Biggoron's Sword by now if not you will have a harder time beating this boss.

| (7.11D) BOSS TWINROVA |

First, you have to defeat the Iron Knuckle the two witches send to attack you. Then Nabooru is freed from her mind washing that the two witches used on her. Then go through the door to the next area climb up on to the top of the platform here to meet the Boss Twinrova

This Boss has two phases. The first phase you have to reflect one of the witches attacks to the other one by using L targeting. Keep this up until eventually they will say okay let's get serious Kotate ok Koume and Kotate's double dynamite attack.

Then you will be on phase 2 the final phase use your Mirror shield and reflect 3 of the same attack. If she changes before you have 3 reflected get out of the way. When you have three of the same attack reflected it will send the attack back at her then go forward and hit her with your sword.

Keep doing this until they are defeated. After they are defeated, they start arguing about their age. We are twins don't try to lie about your age, how can one be older? Then Ruru says that someone is waiting for you in the Temple of Time. So warp to the Temple of Time.

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/ TEMPLE OF TIME \

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When you get into the Temple of Time Sheik will meet you and will tell you another secret of the Triforce passed down by the Skiekans. (Spoiler Warning If you have not ever played this game before wait until you get here to read this.) Sheik will reveal her true identity as princess Zelda she apologizes for meeting you in disguise but it was necessary to hide from Ganondorf.

But now that you have awakened all six sages, the dark age rules by Ganondorf will end I will give you a weapon that will penetrate the evil kings defenses the Sacred arrow of Light. Then you start to hear a rumbling and Ganondorf says.

I commend you for avoiding me for these seven years I knew you would show yourself if I let this kid run around. I must have misjudged his power no it was not the kids power I misjudged it was the power of the Triforce of courage. With this Triforce piece that Zelda has I will finally be closer to getting all three Triforce piece in my possession. Come to my Castle if you dare. Ha Ha Ha!

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/ GANON'S CASTLE \

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When you first get to Ganon's Castle, the six sages will create a bridge to get Ganon's Castle. When you get inside the first door on your left that is where the Spirit Medallion is.

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/ 7.12 INSIDE GANON'S CASTLE \

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| (7.12A) Spirit Barrier |

Get all five rupees in that room one of them is on the ceiling do use your Longshot to get it. After you get all the white rupees the door will then open go through the door that just opened. Use a charged spin attack near the gate by the switch a chest will come down containing Bombchu then use the Bombchu.

Line yourself up with the hole in the wall of the gate and then release a Bombchu then the Bombchu will go to the switch ahead and bomb it opening the door. Go forward then there will be light you have to shine on one of the sun faces.

The one that you need to shine on is the one right of the door. Go through the door and shoot the barrier with a Light Arrow.

| (7.12B) Forest Barrier |

Use your Fire Arrows to light the torch above the door then use Din's Fire to light the torches on the ground. Then go through the door use your Hover Boots to go to your left and get the white rupee, but make sure that the fan is blowing.

Then throw a bomb at the Beamos and then go across to the other side to get another Silver Rupees then go forward get another white rupee. Then jump down to where there is a switch press the switch then Longshot over to the target that appears Then the last one is to the right of the door wait until the fan stops blowing and get the white rupee and get back off the platform as quickly as possible. Then go through the door and shoot the barrier with a Light Arrow.

| (7.12C) Water Barrier |

When you enter the room, kill the Keese and then go through the next door. Do not forget to bring a bottle of Blue Fire along with you. Push the farthest black right, then down into the hole there then push the other block right, up, and then left. Then climb onto the block and use your Blue Fire to melt the ice and hit the rusted switch with your Megaton Hammer. Enter the door that just opened then shoot the barrier with a light Arrow.

| (7.12D) Shadow Barrier |

In this room use, your Longshot to Longshot over to the treasure chest then light the torch on the other side of the room with a Fire Arrow. Then quickly go across all the platforms and when you get to the platform with the Like Like destroy it and then when the torch goes out light it again with a Fire Arrow. Then quickly jump forward and look to your right there will be some more platforms there. You must use them to get to the switch at the end. If you do not jump quickly, enough you will have to do this again. Then a treasure chest will appear.

| (7.12E) GOLDEN GAUNTLETS |

Longshot to the treasure chest and open it to get the Golden Gauntlets. Then go across the narrow ledge that you need the Lens of Truth to see. Then hit the place with the rusted switch hit it with your hammer then go back and through the door that just opened using your Lens of Truth.

| (7.12F) Fire Barrier |

Equip your Goron Tunic before entering then go forward jump to the first platform on your right then quickly jump back after you collected the white rupee. Then go to your left and jump onto were the spinning fire is and carefully run around the fire and get another white rupee then go forward and jump onto the next platform on the left and jump onto the narrow ledge.

Then throw the big stone and pick up another white rupee then go across to the right side jump onto the place with a Torch Slug. Then pick up the Silver Rupees and jump over to the big block and then jump over to the platform with the last white rupee. Then Longshot over to the door and go through the door then hit the barrier with a Light Arrow, five down one to go.

(7.12G) Light Barrier

Throw the big boulder back and then enter and equip your Lens of Truth to see all the invisible enemies. Destroy them all and a treasure chest will appear with a small key inside. Then go through the next door and play Zelda's Lullaby on the Triforce symbol and a small key will come down. Use it to enter the next door.

Then Longshot to the target above and get all the white rupees some of them are in the wall. Collect them all quickly, enter the door ahead the next wall ahead is a false walk through it, and shoot a Light Arrow at the Last Barrier.

Then the barrier around the door near the entrance will disappear then go inside the door straight ahead when you first enter the dungeon. And go up the stairs in the next room destroy the enemies there and go up some more.

(7.12H) Boss Key

The next enemies you will fight are two Iron Knuckles.
(To me all Iron Knuckles and all other boss characters are all wimps some are maybe a tad harder than others are but they are all still easy.)
After you destroy, the Iron Knuckles get the Boss Key and go up the tower some more to get to where Ganondorf is playing a piano and this will refill all your health and expose your Triforce of courage and Zelda's Triforce of wisdom.

Then he will tell you these toys are too much for you I command you to give them to me and Navi is held back during this phase.

(7.12I) Ganondorf Phase 1

Hit back his attacks with your sword like with Puppet Ganondorf and

when it hits him, you need to quickly pull out a Light Arrow and shoot him. Then go up to him or Longshot to him and hit him with your sword as many times as possible.

After so many hits, he sends multiple energy balls at once at you use your charge spin to send them all back at him. Then repeat what you did last time to hit him again. Keep this up until he uses his final power in an effort to make the castle collapse around you.

You have to escape the castle before the timer runs out and along the way eventually you will have to destroy two skeletons then when you get out you hear a sound coming from the middle of the now fallen tower.

(7.12J) Ganon Phase 2

Ganondorf comes out and the Triforce of power glows on his hand and he transform into Ganon. Do not worry he is still a wimp. He will knock the Master Sword out of your hand you have to use the Megaton Hammer or the Biggoron's Sword to get behind him and hit his tail.

Then after enough hits to his tail the fire blocking your path to the Master Sword will disappear then go and get the Master Sword and destroy Ganon with the Master Sword. If you use something else he will not be destroyed. After enough hits, Zelda will hold Ganon in place while you deliver the final blow. Then the game is beaten.

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/ (8) INTRODUCTION \
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The game was released in 2003 it was the Japan version of the game translated into English. The only difference between this version and the Ocarina of Time version is the dungeons. Everything else is still the same as the original. The game is also slightly harder than the other version so I would suggest beating the first one before playing this version. Unless you have already beaten the first version, I would suggest not playing this version yet.

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/ (9) ALL MAIN CHARACTERS \
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Cuco Lady: The Lady with the Cuco's in Kakariko Village

Darunia: You meet him on Death Mountain. He later becomes your sworn brother. Also one of the six sages

Deku Tree: The tree that raised you as a Koriki.

Din: One of the Goddesses that created the Triforce

Farore; One of the Goddesses that created the Triforce.

Ganon: Second phase of Gannondorf.

Ganondorf Dragmire: The main boss of the game. He causes link to have nightmares in the beginning of the game. He is also the very last boss in this game.

Gerudos: The race of all female tribe that Gannondorf is the leader of.

Gorons: The Gorons you meet when you meet Darunia for the first time

Impa: One of the six sages

Ingo: Works for Talon as a child

Jabu Jabu: The fish that lives in Zora's Fountain as a child.

King Zora: The King of Zora's Domain.

Link: The character that you use to play the game.

Malon: The daughter of Talon.

Mido: The Boss of The Koriki.

Navi: She was sent by the Great Deku Tree to help you in your quest.

Nayru: One of the Goddesses that guard created the Triforce

Noboru: One of the six sages who you first meet in Desert Colossus as an adult.

Princess Ruto: You meet her in Jabu Jabu's Belly. She later becomes one of the six sages

Raru: One of the six sages

Saria: A friend that link makes at the beginning of the game who later becomes one of the six sages.

Shiek: Spoiler warning if you have not beat Ocarina of Time or Master Quest yet. If you have already beat it then you already know.

Sheik I Princess Zelda in disguise

Talon: The father of Malon.

The Know it all Bothers: Teach link some basic stuff as a child.

The Twins: Two Twins that live in Koriki Forest.

Zelda: She is the princess of Hyrule and you meet her in the castle.

Zoras: The Zora's you meet when you go to Zora's Domain for the first time.

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/ (10) CONTROLS \
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The controls for Gamecube are the same as Nintendo 64 except for one thing the Z targeting was changed to L targeting. The X, Y, and Z buttons can also be used as C Left, C Right, and C down.

(A) Talk. To open doors, Climb, and Roll.

(B) Horizontal Attack. Hold in B to do a Spin Attack

(L+ B) Vertical Attack

(L+A) Jump Attack

(L+Up+B) Stab

(Circle once+ B) Spin Attack

(L) Target enemies or look straight ahead in the start menu. This button is also the same as C Right.

(R) Use shield. This button is also used as C Right.

(Z) Look ahead. This button is also used as C Down.

(C Up) Used to talk to Navi, Press z to target an enemy and press C Up to see the name of the enemy. This button is also used to zoom in.

(C Left) This button is used to set items in the start menu.

(C Right) This button is used to set items in the start menu.

(C Down) This item is used to set items in the start menu.

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/ (11) THE LEGEND OF ZELDA OF OCARINA \
\ TIME MASTER QUEST WALKTHROUGH /
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/ KORIKI FOREST \
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Crawl through the hole near the fence and go through the maze and get the Koriki Sword then collect 40 Rupees and buy the Koriki Shield then equip both the Koriki Shield and the Koriki Sword. And talk to Mido he will be upset and mad that you became the favorite of Saria and the Great Deku Tree. And wonder why not the great Mido. He then says that he will never accept you as one of them.

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      / (12) DEKU TREE (MASTER QUEST ONLY) \  
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When you first enter the dungeon, go up the ladder in front of you.

(12A) MAP

Then go around the ledge to find a Map. Next go in the door that is up there and destroy all of the Gohma Larvae. Use the switch on the floor to raise the platforms to get some of the Gohma Larvae. After you destroy all the Gohma Larvae and one Deku Baba.

(12B) SLINGSHOT

Then a treasure chest will appear. Open the treasure chest and you will get the Slingshot. Next go down the vines and jump from ledge to ledge until you get to the door. Open that door, and destroy a new enemy Big Deku Baba. Then go forward through the next door. Watch out for the Skulltula on the platform in the air.

(12C) COMPASS

Go up the vines and open the treasure chest to get the Compass. Next, there are two ways to destroy the web.

1. You can step on the switch at the top of the tree and go down

to

where the web is and light the web using your Deku Stick. This is the easiest method.

2. You can use the same method that you used in Ocarina of Time. Go to the top of the Deku Tree and jump off onto the web. Make sure not to hold in forward, or you will not fall through the web. This is a slightly harder method depending on whether you have played the game before.

After you get past the web on the floor, and fall down into the water you must first climb onto the platform to your left while facing the vines. Next step on the switch, this will light the torch on the other side of the room. Go to this torch and use the torch to light your Deku Stick and burn down the web. Step on this switch, and a treasure chest will drop. Do not open this treasure chest until, or if you lose your Deku Shield. Inside will be a Deku Shield if you lose your Deku Shield. Next pull out your slingshot and hit the eye switch on the door then go through the door. Now you must destroy the Mad Scrub and all the other enemies in this room. Then shoot the eye switch at the top of the door. Open the door and go into the next room. In this room, you will find a switch and a platform in the water. Take out your Deku Stick and step onto the switch. Wait for the platform to come to the edge and light your Deku Stick then jump down onto the platform below. You must time this right or you will have to repeat it over again. After you get onto the platform, press the R button to duck under the spikes. When you reach, the other side of the spikes jump, off onto the other platform and light the two torches. If you do not light the torches in time, you will have to go back and repeat this again. Get behind the Skulltula and hit him with your Slingshot twice. Climb up onto the block, then climb up to the door, and go through the door. Destroy all the enemies in this room then the door will open. Go through the door ahead and shoot the Keese with your Slingshot before going up to the torches. Step on one of the switches then burn the web that has a Deku Baba near it, and crawl through the hole. After reaching the other side, push the block off the edge. Then destroy the Deku Baba and the Business Scrub. If you have lost your shield, you can buy it back for 50 Rupees. Then jump down off the edge. Take out your Deku Stick and light your Deku Stick with the torch. Then quickly run over to the block and climb on top of it. Run to the web and swing your Deku Stick. If you do not do this in time you will have to do it again. You will fall down the hole and you will have to fight the 3 Deku Brothers. On Ocarina of Time the Deku Scrub told you what the order was. On Master Quest, they do not tell you what the combination is. You can choose to do the trial and error method or use the following combination is 3, 1, and 2. The combination is in order from left to right. Talk to the Deku Scrub and he will tell you the secret of Queen Gohma then the door will open for you to pass to the boss.

| (12D) BOSS QUEEN GOHMA |

Queen Gohma will come straight at you to attack you must first have your Slingshot out before you start the fight. You can L target Queen Gohma with your targeting system. Then hit Queen Gohma in the eye with a Slingshot. You can defeat him by aiming yourself but you must be quick enough. After hitting Queen Gohma's eye with your Slingshot come in for the attack. Then attack as many times as possible before she gets back up. She will retreat to lay her eggs. If you keep L targeting on her

when her eye turns red on the ceiling you can hit her with a Slingshot and she will come down. This will not allow her to lay eggs. After she comes down quickly, come in and attack as many times as possible. Keep this up until she has been defeated. Collect your Piece of Heart and step into the blue light.

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/ KORIKI FOREST \
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Go out of the Koriki Forest and go forward until you reach a bridge go across the bridge and go forward to Hyrule Castle Market.

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After you are inside the market head forward to get to Hyrule Castle.

When you get there the owl will tell you that while you are in a Town or Village time stands still but when you are out of a town time flows normally.

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/ HYRULE CASTLE \
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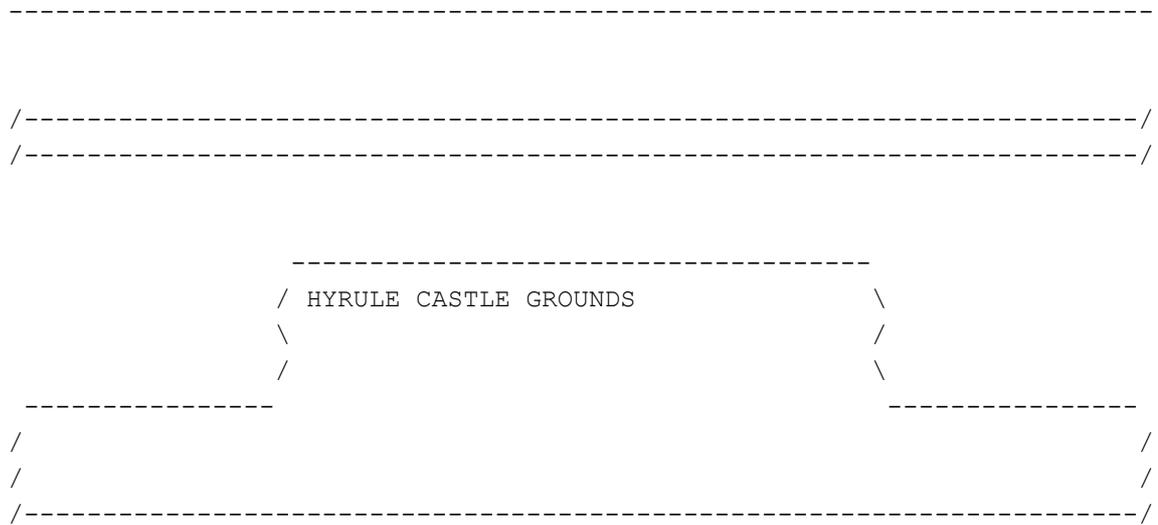
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Go into Hyrule Castle then go back to the Market and go back into Hyrule Castle. Talk to Malon and she will tell you that her dad has went to the castle to deliver some milk and has not come back yet.

Then she gives you an egg that she has been incubating very carefully.

Climb the vines, go forward avoiding the guards, and get to Hyrule Castle and wait until morning the egg will hatch then use the chicken to wake up talon he will say, "I really messed up bad leaving Malon home to wait for me I'm really going to get it now."

Then push the boxes off the ledge and climb on top of the boxes then jump across and crawl through the hole.



Avoid the guards and go past them then you get to the place where Princess Zelda is she will ask you if you have the Koriki's Emerald. Then after you say that you have it she tells you she had a dream and in the dream dark storm clouds were billowing over the lands of Hyrule then a light came out of the Forest parted the skies and lit up the ground the figure turned into a child holding a green and shining stone. She will say, "Yes I told my father about this dream however he did not believe that it was a Prophecy but I knew it was true. Then she says, "I'm Sorry I got carries away with my story and didn't properly introduce myself I am Zelda Princess of Hyrule and your Name is (your saved name) Strange it sounds somehow familiar. I know I will tell you the Secret of the sacred realm please keep this a secret from everyone else. Then she tells you the story of the sacred realm. Then she asks you to look inside the window that the storm clouds billowing over the land of Hyrule must symbolize that men. Then she gives you a letter allowing you to go to Death Mountain Trail. Then Impa teaches Link Zelda's Lullaby. Then leads him out of the castle and tells you that the next emerald is on Death Mountain home of the Goron's all right were counting on you.



/ HYRULE FIELD \

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Go across the bridge over the water and go up the stairs into Kakariko Village.

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/ KAKARIKO VILLAGE \

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When you get to Kakariko Village head to the Graveyard, which is behind the Cuco Lady.

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/ GRAVEYARD \

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When get inside the Graveyard play Zelda's Lullaby on the Triforce symbol. Then lightning will strike the grave go inside and kill the Keese then go through the door and get past the re-dead. Then read the sign and learn the Sun's Song. Get out of the grave and go back to Kakariko Village.

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/ KAKARIKO VILLAGE \
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Then round up the Cucos and get the bottle. The locations for the Cucos are as follows:

1. Right when you get inside Kakariko Village, there is one right there
2. One of them is near the Pen
3. One of them is near the Fence by the Skull House
4. One of them is under a crate
5. One of them is at the top of the Stairs.
6. Take a chicken and jump off the edge by the windmill then climb over the fence climb up the ladder and get the chicken on the roof of the windmill
7. There is one behind the fence by the Windmill.

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/ LON LON RANCH \
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Then go to Lon Lon Ranch and Play the Cuco finding game then grab the three special super Cucos and get a bottle with Lon Lon Milk inside. Go outside, find Malon and Epona and talk to her until she starts talking about her mother's song. Then show her your Ocarina and she will teach you Epona's Song.

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/ LOST WOODS \
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Then go to the Lost Woods. The order to get through the Lost Woods is right, left, left, straight, left, right.

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/ SACRED FOREST MEADOW \
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Kill the Wolfos, then go through the maze, talk to Saria, and learn Saria's Song.

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/ KAKARIKO VILLAGE \
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Go to Kakariko Village, show Princess Zelda's Letter to the guard, and go forward to Death Mountain Trail.

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/ DEATH MOUNTAIN TRIAL \
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Go forward and follow the pathway until you reach a circle of stones go forward into Goron City. Note do not go up the mountain slope but go around the mountain slope.

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/ GORON CITY \

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Go forward until you get to the door go inside jump down to the bottom floor and play Zelda's Lullaby on the floor mat the play Saria's Song to the Goron and he will give you the Goron's Bracelet with it you can lift and throw bomb flowers. Go outside and through the bomb flower over the fence then jump down and enter Dodongo's Cavern.

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/ 12.1 DODONGO'S CAVERN (MASTER \

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Pick up a bomb, drop it by the wall, and run back. Then go into the cavern. Jump onto the rising platform then onto the center platform. Wait for the platform on your right to rise to the top then pick up the Bomb Flower. Then jump to the platform then to the other side. Quickly throw the bomb to the closest rock wall.

|12.1A. Map|

Here you will find the DUNGEON MAP. Jump back to where the Bomb Flower is and pick up the Bomb Flower. Jump off to your right and throw the bomb at the rock or place the bomb by the rock and run back. Step on the switch under the rock then one of the platforms will rise to the top floor. Step on the platform and ride it to the second floor. Jump off and run across the bridge to the other side. Step on the switch at the end of the bridge. This will open a door at the bottom floor. Go down to the bottom floor using the same platform. Go through the door that just opened. In this room, you will find some Beamos and other enemies. Blow up the wall with a bomb nearby. Take out your Deku Stick and light

it with the torch. Then light the Bomb Flower on the wall and quickly throw the Bomb Flower into the center of the Bomb Flowers where there is no Bomb Flower. If you miss, you will have to do it over again. After the all the Bomb Flowers Explode the large stone wall will drop down. Now you have a staircase to go up. First, you must collect the Silver Rupees in this room. There is one Silver Rupee under the Beamos on the first floor. The rest of them are in crates and one is on a vine at the top of the stairs. There are two crates on the bottom floor and four on the pathway leading to the top floor. Go through the door at the top after collecting all the Silver Rupees. In this room you will find some Baby Dodongo's. Destroy the Baby Dodongo's then a treasure chest will appear.

|12.1B. Compass|

Open the treasure chest to get the DUNGEON COMPASS. Then go through the door ahead. Go across the bridge to the other side. Jump down off the edge and you will see three blocks in three different hallways. Push and pull the blocks so that they are in the corner closest to the torch on the wall. Climb up the ladder nearby and light your Deku Stick with the torch. Then quickly jump off the edge onto the first block. Then jump across to the other two blocks and light the torches along the way. After you light, the torches another torch will light up. Now go to the opposite side of the room where there is another ladder and a block in the wall. Pull back the block and climb onto the block the go up the ladder. Jump onto the platform nearby with a torch. Light your Deku Stick then jump across to the doorway. Light the first torch the burn down the web with your Deku Stick and hit the Skulltula with a Deku Nut to stun him. Go around the Skulltula and light the second torch. This will light another torch that you will need later on. Jump down and push and pull the block to the platform nearby. Climb onto the block then onto the platform. Go through the doorway and jump across the chasm. Pick up the Bomb Flower and blow up the rocks in front of you. For this next part you will need to lose at least 1/2 a heart. Pick up the bomb and jump off the edge carefully so you land on the platform closest to you. Quickly throw the bomb at the rock wall to blow it up. Go through this door then step the platform you your left and go up to a bomb flower. Pick up the Bomb Flower and go down then place it by the rock and run back. There will be another Bomb Flower under the rock. Pick up the Bomb Flower and throw it next to a line of Bomb Flowers on the wall. This will cause a chain reaction, which will blow up a rock on the wall. Use your Slingshot to hit the eye switch and open the door. Then go through the next door and you will fight two Lizalfos. To defeat the Lizalfos use L targeting to lock on to the enemy. Then after his attack press the A button to do a Jump Attack. If he jumps over your head quickly turn around and face him. This will block his attack. After you defeat the Lizalfos the door will open. Go through the next door and you will find yourself in a room with some Dodongo's and Poe's. Destroy the Dodongo's so they will be out of your way. Then go to the end of the room and pick up a Bomb Flower throw the bomb flower next to the line of Bomb Flowers nearby. This will cause a chain reaction and the door will open. Go through the door and you will find a treasure chest.

|12.1C. Bomb Bag|

Open the treasure chest to get the BOMB BAG. Jump down off the edge and go up the rising platform to the second floor. Go across the bridge and jump down then place a bomb in both eyes of the statue. You can also do this by slowing coming onto the hole in the bridge and letting the bomb drop down. This will open the statue's mouth creating a new path. Jump down and go through the door. Watch out for the Keese in this room. Go through the hallway to your right and you will come across another Lizalfos. Destroy the Lizalfos then throw a bomb over the fire to activate a switch on the other side. Climb over to the other side and then climb up into the doorway to your right. Throw some bombs into the crowd of Beamos. After you destroy them all this should activate a switch. Go up the stairs then get some fairies from the pots if you want to. Go forward and pull back the grave. Step on the switch, which will open the door. Jump down and go through the door. Open the treasure chest, which will have some bombs in it. Bomb the square on the floor under you. Step back then drop down the hole. Here you will face the Dungeon's Boss.

|12.1D. Boss King Dodongo|

When he breaths his fire at you go as close to the lava as you can. When you are here, he will not be able to attack you. If you use one of your own Bombs, you can throw a Bomb into King Dodongo's Mouth when he first opens his mouth. If you can successfully pull out a Deku Stick and use a Jump attack on him, this will do a lot of damage. If you do this just one more time, King Dodongo will be defeated. This is the fastest way to beat King Dodongo. All you need is two Bombs and two Deku Sticks unless of course you make a mistake. The Lava will cool down and go onto the lava pick up the Complete Heart Container and Leave.

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/ DEATH MOUNTAIN TRIAL \
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Go to the top of Death Mountain but do not forget the Hylian Shield. Go into the graveyard, and then go in the grave with the flower in front of it straight in front of you when you enter. There will be a treasure chest open it and you will get a free Hylian Shield! Then go up Death Mountain bomb the rocks in your way and then climb the wall after shooting the Skulltulas down with you slingshot. Then when you get to the top of Death Mountain bomb the wall there and go inside.

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/ GREAT FAIRY FOUNTAIN 1 \
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Play Zelda's Lullaby on the Triforce symbol and the Great Fairy will come out and give you a Magic Meter. She then tells you that if you go to Hyrule Castle a friend of hers will surely grant you a new power. After getting the magic meter, go to Hyrule Field.

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/ HYRULE FIELD \
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When you get to Hyrule Field look, follow the water to find a pathway to Zora's River.

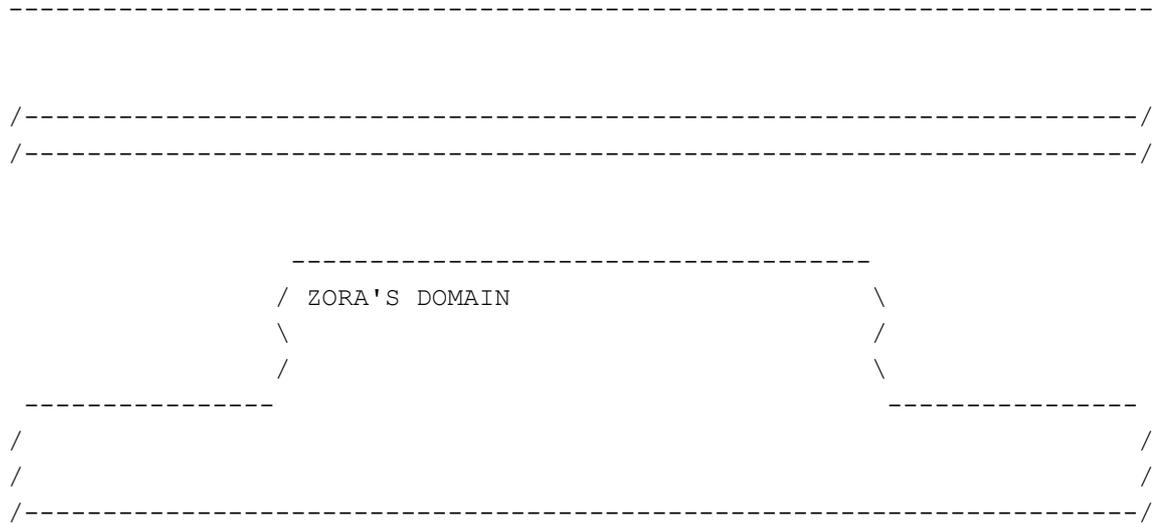
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/ ZORA'S RIVER \
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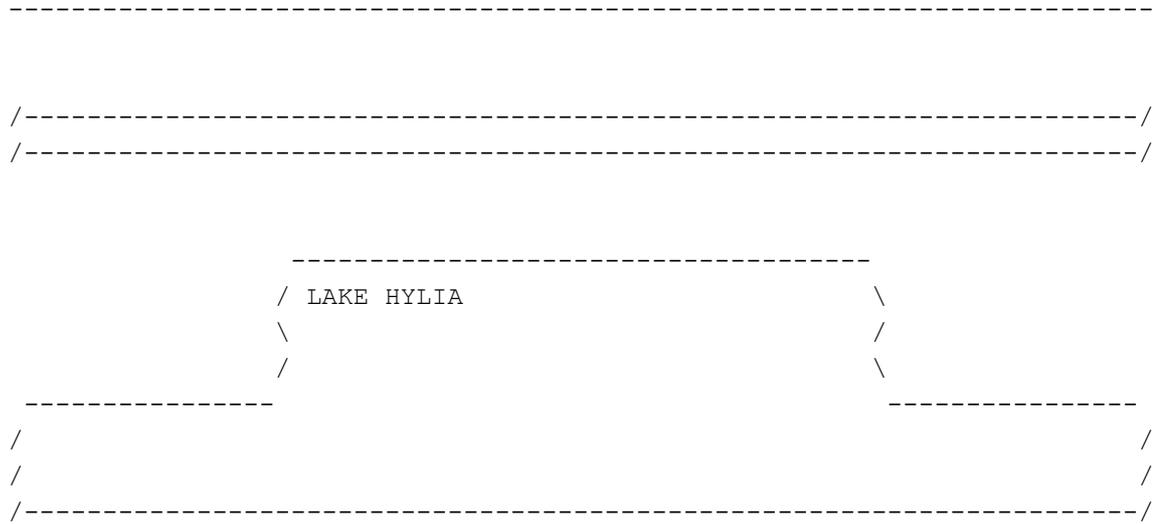
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When you get to Zora's River, the owl will talk to you and say that the doors will only open to those who have some connection with the royal family let them hear the royal family song. Then he flies away so now bomb the rocks and go forward until you cross a bridge then stand on the platform right behind the waterfall and then play Zelda's Lullaby and

then go into Zora's Domain.

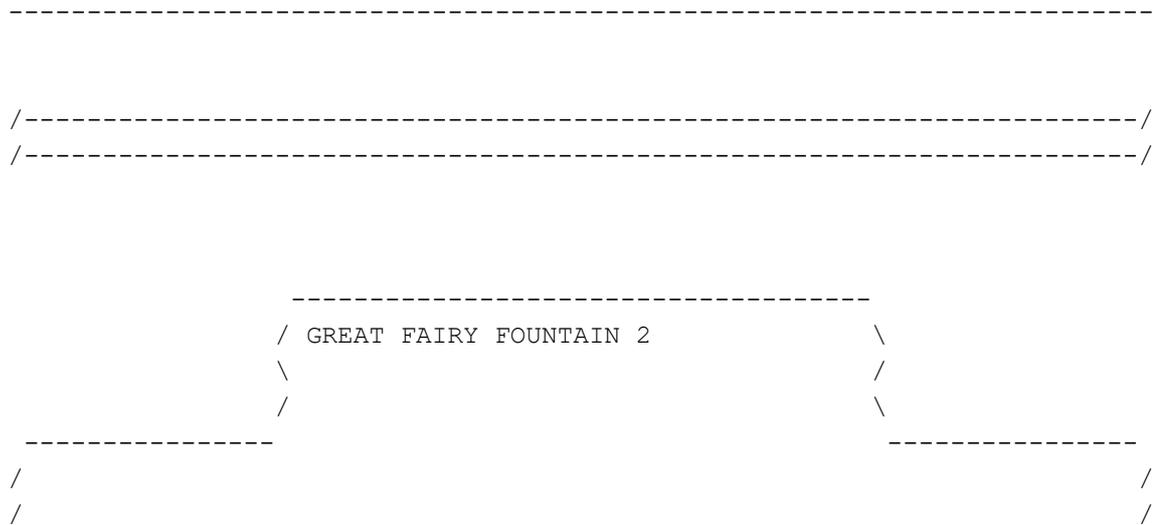


Go to the top of the staircase and go to your left down the hallway the Zora will ask you if you want to play a diving game. Play the diving game then go back to the Zora and get the Silver Scale then dive down into the hole right in front of the diving game after you jump off.



This will lead you to Lake Hylia. There you will see a bottle under water dive down to get it. Head back to Zora's Domain.

Take the bottle to King Zora and he will let you and show him the letter. He will then let you pass to Zora's Fountain.



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Swim over to the piece of land with rocks and a tree then bomb the rocks and it will open the Great Fairy's Fountain. Go inside, and Play Zelda's Lullaby on the Triforce symbol then the Great Fairy will come out and give you Farore's Wind.

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/ ZORA'S FOUNTAIN \
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Before you actually go in Jabu Jabu's Belly, you must go in the shallow water in Zora's Domain and catch a fish. Then come back and feed the fish to Jabu Jabu then Jabu Jabu will swallow you then you will be in the third and final dungeon.

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/ 12.2 JABU JABU'S BELLY (MASTER \
\ QUEST ONLY) /
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When you get into Jabu Jabu's Belly get out your Slingshot and shoot the Octorok here. Then place a bomb by the rock and step back. Step on the switch then a treasure chest will appear.

| (12.2A. Map)

Open the treasure chest to get the DUNGEON MAP. Shoot the left cow with your Slingshot to get some Deku Nuts in a treasure chest. Shoot the right cow to open the door. Go through the door then jump down off the edge into the water.

Dive under the water and you will come up into a new room. Climb up onto the platform then shoot the cow in the water. Use L targeting to make sure you hit the right spot. A treasure chest will appear.

| (12.2B. Compass) |

Open the treasure chest to get the DUNGEON COMPASS then go back up to the top using the rising platform. Go through the door ahead. In this room you will find Princess Ruto. Princess Ruto will immediately deny that she put a letter in a bottle. Then she tells you to go home and walks away. She then falls into a hole in Jabu Jabu's Belly. You must now go after her. Drop down the hole that Princess Ruto fell down. Talk to her twice and she will give you the honor of carrying her. So pick her up and go through the door behind you. Destroy the Lizalfos in front of you before moving forward. Then go forward and drop Princess Ruto down before falling down into the shallow water. Destroy the enemies down here. The best way to destroy the Stingray is either with your Slingshot or by using your magic spin attack. After you destroy the enemies step on the switch. Then climb up the vines to get your Boomerang.

| (12.2C. Boomerang) |

Open the treasure chest to get the BOOMERANG. Then swim back to Princess Ruto. Pick up Princess Ruto and drop down into the shallow water after the water is finished draining. Throw Princess Ruto over to the other side. Step on the switch then swim over to the other side to Princess Ruto. Pick her up and go forward through the next door. Jump onto the rising platform with Princess Ruto, which will take you to the second floor. Jump off the platform and go through the door ahead. Fall down the hole you fell down when you first came to this room. Shoot the two cow switches. Then open both the treasure chests. One of the treasure chests have some Bombchu. You will need this for the next part. Climb up the vines and look for a bomb on a wall. Use your Bombchu to blow up this rock on the wall. Then use your Slingshot to hit cow to open the door. Go to the red electric thing and hit it with your Boomerang. Then climb over the red thing and go through the door ahead. Destroy the Lizalfos then go forward and blow up the rocks. Then go back and turn to your right and you will find some crates. Bring the crates back to the switch and place it on the switch. Go through the door and destroy the Parasitic Tentacle. You must destroy this enemy with your Boomerang. First L target on the enemy then circle around him and throw the Boomerang at him when he come down to attack you. After you destroy him go back out of this room. Go forward and take a left then go through the door ahead. There are two cow switches in this room. Shoot one of the cow switches and a Like Like will fall down. Destroy the Like Like. Then shoot the other cow switch and repeat this process. After the Like Like's are defeated, a torch will light up. Light your Deku Stick with the torch then go out the door and burnt eh web. Go through this door and you will face another Parasitic Tentacle. Destroy this one the same way you did the last one. Go back to where the crates are and go through the door that is no longer blocked. Destroy the last Parasitic Tentacle. Go through the only door you have not gone through. Use a Bombchu to blow up the rock on the wall near the ceiling. This will destroy a Gold Skulltula. Step on the switch in the middle of the room and ride the

geyser to the top of the ceiling. Use your Boomerang to get the Gold Skulltula token. Go back to the room where you first met Princess Ruto and drop down the hole you fell down when you first entered this room. Pick up Princess Ruto and step on the switch down below. Ride the geyser up and jump off the edge to the highest platform. Go forward and go through the door with Princess Ruto. Princess Ruto tells you to throw her up onto the platform with the Spiritual Stone. Then she tells you to take her home. Walk towards the platform and the platform will rise all the way to the ceiling. Then a Giant Octorok will come down. The best way to defeat this enemy is to allow the Giant Octorok to hit you once. Then when he turns around quickly, run up and L target him. Then hit him with your Boomerang. Take out your Deku Stick and while holding L and press the A button. After you destroy the Giant Octorok step into the center of the room and the platform will then take you to the next floor. Do not forget the Heart Containers if you need them. Then break open the pots and catch a fairy in one of your bottles if you think you will need them. Shoot the cow switch on the wall then go through the door ahead. Shoot the cow on the other side of the room and two crates will appear. Shoot the two electric things with your Boomerang as quickly as possible. Then pick up the crate and jump onto the electric thing then jump across to the switch by the doorway. Drop the box on the switch then go through the door ahead. Jump off onto the next platform and you will drop down to the floor below. Now you are able to get to a door you could not get to before. Pick up a crate here and carry it to the switch by the door. Place the crate down on the switch and enter the door. Shoot the cow switch here and the cow will rise up. Shoot the cow a second time and the cow will rise up again. Shoot the cow the third time and the door will open. Go through the door to the boss.

(12.2D. Boss Barinade)

For the boss you will have to use you boomerang to destroy when the battle starts circle around Barinade and use your boomerang while circling Barinade. Then after a few hits Barinade will send out Jelly Fish circling around it protecting it you can wait for it to stop or use your boomerang to hit it. However, with all five Jelly Fish around it, it will not be easy. After you destroy all five Jellyfish, another five will come out and you have to destroy them too. After destroy the second set of Jellyfish Barinade will have no defense other than its electric shock. Circle around Barinade and use your boomerang on it then use your sword to hit it keep this up until it is destroyed. Pick up your complete heart container and leave.

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After you go to Hyrule Castle, you will see a scene where princess Zelda is riding on a horse with Impa running from Ganondorf. Princess Zelda will throw the Ocarina of Time into the moat outside the Castle. Then he will ask you which way did they go answer me!

Then Link pulls out his sword and Ganondorf laughs at Link and blasts him with his power from his hands and says do you realize who I am I am Ganondorf and soon I will rule the world. Dive down into the moat and get the Ocarina of Time out of the moat. Then princess Zelda talks to you from the Temple of Time.

Time and says "If you are holding this Ocarina in your hand it means I am no longer around but at least I could leave you this ocarina and this melody the Song of Time." Then go to Hyrule Castle but first go and get Din's fire from the Great Fairy's Fountain. Head the sign that says "dead end".

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          / GREAT FAIRY FOUNTAIN 3          \
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Blow up the rock and play Zelda's Lullaby on the Triforce symbol then the Great Fairy will come out and give you Din's Fire.

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          / TEMPLE OF TIME                    \
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Then hurry back to the Temple of Time and play the Song of Time next to the place where you see three holes. The three Spiritual Stones will start to spin and place themselves into the three holes and the door will open.

Navi says as soon as you get inside "Is that, that legendary blade The Master Sword!" Then go up to the Master Sword and pick it up. Then Ganondorf starts to laugh and says, "You have led me to the Gates of the Sacred Realm. Yes I owe it all to you kid."

Then you see that you are no longer a child but you have grown up. A Sage named Ruru says that Ganondorf's power grew in seven short years and turned Hyrule into a land consumed with evil monsters. But even at this my power only has little influence in this sacred realm but the power of the sages remains if you awakened all Six Sages there may still be hope.

The sword you hold proves that you are the true Hero of Time. He gives you the Light Medallion and then you go back to the temple but some of the item's you used as a kid you will not be able to use as an adult. Then Sheik stops by and says that "You really do look like the legendary Hero of Time while holding the Master Sword there is a girl who is waiting for the time of awakening."

A girl I am sure you know but equipped as you currently are you cannot even enter the temple but if you believe what I am saying you should head to Kakariko Village.



Go to the Graveyard and pull back the grave to you left as you walk in with the flowers on the grave. Then race Dampe and avoid the fire he throws at you. (Hint play any warp song if you have one now and the timer will slow down for a few seconds since you probably don't have one now you can try again later when you do have a warp song).

Anyway after you beat Dampe he will say you must be quite fast to keep up with me as a reward I will give you my Stretching Shrinking Keepsake. Then a treasure chest appears open it to receive your Hookshot then go to the Lost Woods.



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Go into the Lost Woods and turn Right then to your left then you will see Mido blocking your way to get past him play Saria's Song he will say " Do you know Saria? That song Saria only teaches that song to her friends.

Alright I trust you, but I don't know why but when I see you, you remind me of him. Then go through and go forward then left then right into the Sacred Forest Meadow.

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/ SACRED FOREST MEADOW \
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When you get into sacred forest meadow and go through the maze again this time Navi warns you to use L targeting to always look in the proper direction. You can use this to sneak up on a enemy waiting for an ambush.

So use L targeting to side step carefully while the enemies back is turn pull out your Hookshot and shoot the enemy and repeat this until you get to the area where you learned Saria's Song. Here you will learn the first warp song the "Minuet of Forest" sheik will come out and teach you the song. Then use your Hookshot to Hookshot onto the vine on the log and then go inside into the first dungeon as an Adult.

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/ 12.3 FOREST TEMPLE (MASTER QUEST \
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When you first enter climb up the vines to your right. Drop off at the top of the tree. Carefully jump over to the other branch and step on the switch. A treasure chest will fall down on the other branch. Jump back to the first branch and open the treasure chest for a Small Key.

Then jump down off the tree and hold in forward. Go through the door and destroy all of the Skulltulas with your Hookshot. Then open the locked door ahead. In this next room, you will see four lit torches. Then as you walk toward them four Poe's will appear and scatter. The Goal of this temple is to destroy all four Poe's.

In this room, you will see a door blocked by a block of time. Play the Song of Time next to the block to make the block disappear. In the next room, you must destroy two Wolfos. After you destroy them, the door behind you will unlock and a treasure chest will appear. Open the treasure chest to get a Small Key.

Go back out this door and go to the door in this room that needs a Small Key. In this room, you will fight your very first Stalfos. To destroy the Stalfos use your shield and block his attacks then right after he attacks hit him with your sword and hold up your shield again. Do this as quickly as possible to avoid being attacked. This enemy does a lot of damage so watch out for his sword.

After you, destroy the Stalfos head to the next room. Climb up the ladders and pull back the first block you come across to your left to uncover a ladder. Go around to the other side of the second block then push it all the way forward. Go back to where you saw a ladder on this floor and climb up the ladder then look for a red block.

Then pull the block back as far as it will go. Then go back to the floor below and climb up onto the block you pushed into the hole in the ground. Then go to the next floor and push the red block forward as far as it will go then Climb up onto the block and go to the next floor. Next climb up the ladder in front of you and destroy the Blue Bubbles if you want.

Hit them with your Hookshot then hit them with your sword or an arrow. Go through the door and go forward through the hallway. In this next room watch out for the Wallmaster he will come from above you and you will see a shadow over you. Then he will pick you up and take you to the beginning of the dungeon if you do not move fast enough.

To destroy the wall master when he covers his shadow over you run around until he drops down and destroy him with your sword as quickly as possible. If he retreats, he will come back after again.

A. Boss Key

Open the treasure chest in this room to get the Boss Key. Drop down the hole before the Wallmaster gets you. In this room you will find a Floormaster this enemy does not take you back to the beginning of the Dungeon however he can be a pain if you don't defeat him right. Use your Shield to block the attack of the Floormaster.

Then attack with your sword and the Floormaster will divide into 3 smaller Floormasters. Destroy the three smaller Floormasters but don't let them grab you or they will grow back into a big Floormaster and you will have to destroy them again. This can get annoying at times. After you destroy the Floormaster the door will open.

Go through the door to the next room. Walk across the narrow ledge and take the first door to your right. In this room, you will find a ReDead. Play the Sun's Song to stun him then destroy him with your sword. A treasure chest will appear after you destroy him. Open the treasure chest to get a Small Key.

Go back out the door and go through the door to your right. Hit the crystal switch here the hallway that you took to get to the Boss Key twisted. Go up to the hallway that is now twisted and jump down off the edge. Watch out for the Wallmaster again and climb the ladder. Then go through the door ahead and go down the stairs.

Then go through the next door. In this room you will face 3 Stalfos so make sure you have a fairy or two if you think you will need one. Destroy the first Stalfos while carefully making sure not to fall down the hole. If you do, you will have to come all the way back to this floor. After destroying the first Stalfos the platform will come down filling the gap in the floor.

Now two more Stalfos will come out and attack you. But this is harder that it looks to defeat them because if you destroy the first one and do not destroy the second one in enough time the first one will come back to life. Then you will have to fight them both again. So destroy them both as quickly as possible. After you destroy them both a treasure chest will appear.

B. Bow

Open the treasure chest to get the Fairy Bow. Then head back to room behind you. The one you used to enter this room. Go up the stairs and you will find a painting with a Poe on it. The Poe has a red torch in her hand.

First stand in the middle of the staircase and shoot the Poe at the top of the staircase. Then shoot the Poe at the Bottom of the Staircase. You can do this in either order. Next, shoot the Poe in the painting behind you. The Poe will come out and go to the bottom floor.

Head down to the bottom floor and destroy the Poe. A trick to destroying this Poe is that you do not need the arrows to defeat them. You can use the Hookshot instead. Also do not target on the Poe or she will disappear. After hitting the Poe enough times with either your arrows or your Hookshot the torch here will light up.

The red torch in the main room will also light up. A treasure chest will appear.

C. Map

Open the treasure chest to get the Map. Go back into the room where you got the Fairy Bow and go through the other door ahead of you. In this room, you will find a Poe with a Blue Torch in her hand. Destroy this Poe the same way you did the last one. After she is defeated the blue torch will light nearby and in the main room.

A treasure chest will also appear after you destroy the Poe.

D. Compass

Open the treasure chest to get the Compass. Then go back to the main room with the four torches and look up above the two hallways to find two eye switches. Shoot the eye switch to your right first then enter the door. Head towards the well and look down in the water to find an underwater eye switch. Hit the switch with an arrow and the water will drain.

Go down the well and go all the way back to find a Small Key. There is a Hookshot target above the entrance to this room. Destroy the Gold Skulltula and take its token first. Then shoot the target with your Hookshot and climb up. Then play the Song of Time to make a Time block appear in front of you.

Step onto the Time Block then play the Song of Time again. This will make another time block appear in front of you. Jump onto that time block then shoot the Skulltula in front of you with your Hookshot or Fairy Bow. Then shoot the vines with your Hookshot and hold in forward to grab the vines. Climb up and then jump off into the fenced area and step on open the treasure chest to get a Small Key.

Jump down and hold in forward then exit this room. Go back to the room where you got the Fairy Bow. Then go forward and up the set of stairs and go through the locked door. In this next room watch out for the Wallmaster he will take you back to the beginning of this dungeon. Jump over to the hallway in front of you.

Go through the door and jump off onto one of the spinning platforms. Then jump off onto the platform with a couple of crates. Pick up the crate and jump back onto one of the spinning platforms. Then jump onto the center platform and place the crate on the switch. Then jump back onto the spinning platforms.

Take out your Fairy Bow and aim the Bow so that it goes through the torch and hits the frozen eye switch on the other side of the room. If you do it right you can also use Din's Fire if you have it. However, it is easier to do it with your Bow. After you hit the frozen eye switch, jump back to the crate in the center platform and pick up and throw the crate or hit the crate with your sword. Then jump back onto the spinning platform then to the door you came in.

Go through the door and jump down then jump down again through the hole in the floor. Watch out for the ceiling it is falling down in this room. If wait for the ceiling to go up and run down the center you can get to the one of the switches on the other side of the room. Stand on the switch until the ceiling comes down then go and step on the other switch.

One switch makes a treasure chest fall down. The other switch opens a door nearby. After the switch to open, the door is activated go back to where you fell into this room at. Then go up the stairs nearby and through the door that just opened. Carefully jump off the edge so you land of a grassy platform down below.

Destroy the Deku Baba and open the treasure chest to get a Small Key. Climb onto the nearby time block and play the Song of Time. Then Climb to the next time block. Then play the Song of Time again. Then jump to the last time block. Then climb back up to where you started and go back through the door.

Next, wait for the ceiling to rise and run down the center of the room. Stop at where you stepped on one of the switches. Then wait for the ceiling to fall down and run for the door. Unlock the door and enter. Shoot the picture on the wall. Then some blocks fall down.

You must solve the puzzle to make the Poe come out. This puzzle must be done in a limited time but do not worry it is quite easy. To solve this puzzle push all four pieces in a square but leave out the odd piece that does not have a picture on it. Then the Poe will come out.

You can destroy the Poe with your Fairy Bow or your Hookshot but remember you cannot target the Poe or she will disappear. After you destroy the Poe, the torch in the room will light along with the torch in the main room. The door will also open three down one to go. Go through the door and destroy some Skulltulas in the hallway. Go through the next door and jump down into the main room.

In this room, you will fight the final Poe. You can still use the Hookshot to destroy the Poe however it is harder to do on this Poe. There is one Poe but three fakes you must destroy the fake ones until you hit the real one. After you destroy this Poe, all four torches will light and the platform will rise again so you can go down.

Step onto this platform and it will drop down to the floor below. Push the wall to the right or left but keep pushing one direction. As you push look in the corridors to find a switch. Activate all of the switches then when you have pushed the room all the way back to where you started. Go into the only door open, look above the doorway, and shoot the eye switch with your Fairy Bow.

Now go forward and enter the locked door with your Boss Key. Then collect some fairies from the pots nearby if you need them. Make sure you have enough health and arrows before moving on. Go up the stairs then go to the center of the room then try to go back out.

You will be locked in and the boss will come out.

E. Boss Phantom Ganon

Phantom Ganon will come out of one of the pictures you have to hit him with an arrow. Do not stand in the center because if you do when he comes through the painting he will hit you with an electric blast.

Be careful when you watch for Phantom Ganon to leave the painting because it may look like he is leaving the painting and then turn around and comes out of another painting to attack you after you hit with an arrow a few times he will Come out of the painting and start to throw energy balls at you reflect them with your Master Sword until it hits him then go forward and attack him.

Keep doing this until he has been defeated. Then Ganondorf will say what a useless creation this ghost was I will banish it to the gap between dimensions. It looks like you may be gaining some slight skill but when you fight the real me it will not be so easy! Pick up your complete Heart Container and leave. Then Saria awakens as a Sage and adds her powers to you giving you the Forest Medallion.

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/ TEMPLE OF TIME \

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Go to the Temple of Time and Sheik will be waiting and she will teach you the Prelude of Light which will warp you back to the Temple of Time.

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/ GORON CITY \

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Head to Goron City go down one floor to where the Big Rolling Goron was as a child and there will be a small Goron rolling around down there place a bomb in front of the rolling Goron. Then he will say, "how could you do a thing like this you are one of Gannondorf's servants aren't you hear my name and tremble I am (the name you saved the game as) Hero of the Goron's."

Oh you name is also (the name you saved the game as). So you must the legendary Dodongo buster and hero (the name you saved the game as) can I have your autograph sign it to my friend (the name you saved the game as) hero of the Goron's I guess this is a bad time to ask for this Ganondorf has revived Volvagia as a warning to other races that might resist him he is going to feed my people to the dragon.

Then he starts to cry. You should try to calm him down. Maybe he will calm down if you talk to him about something. What should you ask him? Ask him about the Gorons, or about the Dragon. First select Goron then he says " All the other Goron's are locked up in a cell not far from here they are going to be fed to the dragon unless

somebody does something my dad Darunia went there to try to save everyone but even my dad may get eaten if no one stops the Dragon.

Then select "What about the Dragon? A long time ago there used to be a dragon here and it ate Gorons. Ganondorf revived this dragon as a warning to other races that might oppose him. Then he will give you the Goron's Tunic going to a hot place no worries. Then pull back in the statue in the room where Darunia was when you were a child.

Then go in and do not forget to put on your Goron's Tunic. Then use your Longshot to get across the bridge and go across to the other side of the bridge. Here you will find Shiek again. She will teach you the Bolero of Fire and then leave. Then go to the place where the ladder is and climb down into the Fire Temple.

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        / 12.4 FIRE TEMPLLE (MASTER QUEST  \
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Go forward and go through the door on your left. Watch out for the Like Like if he swallows you just destroy him and get back your shield and Goron Tunic. Then open the treasure chest in front of you. Open the treasure chest to get a green Rupee. If you lose your shield, you will get your shield back here.

Go back out the door and climb up the side of the steps. Go up the stairs and use Din's Fire to light up all the torches. Then go through the door that just opened. In this room you will meet up with Darunia. You met him as a child in Goron City. He will tell you that he is going to try and seal up the dragon Volvagia.

He also tells you that he is worried because he does not have the ancient hammer. He asks you to release the prisoners while he goes to seal up the dragon. Then he leaves. There are three torches in this room that need to lit.

Jump across the platforms to your right. Hookshot across to the other platform then climb up the platform nearby. You will see a crate here break the crate by rolling into it. Under the crate, you will see a hidden torch. Jump down and step onto the torch there then use Din's Fire.

This will light the first two torches. Jump down and run across the lake of fire to the other side of the room where the other torch is. If you have on your Goron's Tunic and do this fast enough you won't lose any health. If you light all three of them fast enough the torches will stay lit if not you will have to try again.

Go through the doorway, get the Small Key, and leave out the door you came in. Jump down and go through the locked door. The first room will have to destroy all the enemies in here. There are some Stalfos here so be careful. After you, destroy the enemies the door will open. Go through the door to fight another enemy.

Here you will fight the Iron Knuckle. This enemy is the hardest Non-Boss enemy that you fight in this game. However, do not worry if you defeat him the right way he will not be as hard. Hold up your shield to block the tiles from hitting you.

Then go up to the Iron Knuckle and do a magic spin attack. After you hit him, he will come after you. Back off quickly then target him while trying not to get attacked. This boss takes off a lot of damage. It takes off even more damage than the Stalfos. After targeting him step back and keep your distance.

After he attacks then quickly do a jump attack, then back off. After about four jump attacks his armor will come off. If you have the Biggoron's Sword, it will only take two jump attacks to get his armor to come off. After his armor comes off he will start moving faster so be careful.

Do the same thing you did for the other attacks. Target him and keep your distance then jump attack right after he attacks. After he is destroyed the door will open. Go through the door to face another new enemy. This enemy is the flare dancer.

To defeat the flare dancer you can use a bomb but this is the hard way. The easy way is to use your Hookshot. When the flare dancer appears, target him and hit him with your Hookshot. He will turn into a little ball. Try to hit him four times before he goes back into the fire.

If you have the Biggoron's Sword, it only takes two hits. After doing this three times he will be defeated. Watch out when he is defeated he will blow up to try to hurt you. Step back when she blows up and the door will open and a treasure chest will appear.

Open the treasure chest to get the Megaton Hammer. Then go through the door ahead. Slam the switch down with your Megaton Hammer.

B. MAP

Then open the treasure chest to get the Map and talk to the Goron nearby. Then exit the door in front of you. Go up the side of the stairs, go up to the statue nearby, and pound the side of the statue with your Megaton Hammer. Go through the door and go to your right towards the wall of fire. Get on the platform going back and forth next to the wall of fire

Then use your Hookshot to catch onto the torch and pull yourself up. Then use Din's Fire to light the torch next to you. This will make a bunch of targets appear for your Hookshot. After you get up there place a bomb by the wall in front of you.

Then go through the door ahead. Go forward then use Din's Fire to light the torch in this room. Then the door will open. Go into the doorway, talk to the Goron, and open the treasure chest to get the Small Key. Then talk to the Goron and leave this area.

Go all the way across the room to the other side. Here you will see two doors one on the bottom and one on top. First go through the bottom door and use your Megaton Hammer to pound down the switch. Then talk to the Goron and open the treasure chest then leave.

Then exit the door and jump forward to the first platform you see then quickly jump to your left. This platform will rise up to a hole in the wall. Jump off into this hole and use Din's Fire to light the torch here. Then shoot an arrow through the lit torch to the torch below right next to the second door. If you do this in enough time the door will open.

Jump down and Hookshot up to the second door. Now go through the door ahead of you. In this room use your shield to protect yourself from the tiles. You can also use your sword but this method is more difficult. After the all the tiles are broken use your Hookshot to Hookshot to the torch on the other side of the fire.

C. BOSS KEY

Open the treasure chest to get the Boss Key. Then leave this room and go to the center of the room where the bridge is. Go through the locked door. Then slide down the wooden plank. Climb up the fence to the top of the fence.

Use your Hookshot to Hookshot to the torch below. Time your jump so that you land on the rising platform when it rises up. Then ride the platform to the second floor. Climb up to the place where you will see a torch. Use Din's Fire to light the torch.

This will make a Hookshot target appear. Use your Hookshot to Hookshot to the target that just appeared and jump across. Climb up the fence and go through the door ahead. Listen for the sound of a Skulltula in this room. Blow up the wall that sounds like there is a Skulltula behind it.

Then go to the left of that wall and use your sword to look for another wall that can be blown up. Blow that wall up as soon as you find it. Go to the first wall you blew up and hit the switch with your Megaton Hammer to make some Hookshot targets appear. Use your Hookshot to Hookshot to one of the targets.

Be sure to watch out for Lizalfos. After you Hookshot up to one of the targets look for a platform with a crack in it. Place a bomb here and back out of the way. Then climb down the fence here and break the crates. Under one of the crates you will find a switch.

Hit this switch with your Megaton Hammer. Then go through the door and talk to the Goron.

D. COMPASS

Then open the treasure chest to get the Compass. Next climb up the fence and look to the back of the room to see a fence. Jump from platform to platform until you reach the fence.

When you get to the platform right next to the fence shoot an arrow at the switch on the other side. You may also use a bomb but using an arrow was easier for me. Then jump across through the fence that just opened. Pick up one of the crates and run across to the other side of the room. Go doorway that you opened when you blew up the wall.

Place the crate on the switch to keep the door open. Then go through the door. Hit the switch to open the gate. Talk to the Goron then open the treasure chest to get a Small Key. Then exit this room. There is also another hidden crystal switch right next to the first one below.

Just do a spin attack and there will be a hidden crystal switch inside one of the boxes. Inside is a small treasure chest. Use your Hookshot to Hookshot up to one of the platforms in this room jump from platform to platform to find a door up here. Go through the locked door then look for a crate in this room.

Use your Hookshot to Hookshot up to the crate. Then pick up a small crate and jump down into the area with a switch. Place the crate on the switch then use your Hookshot to Hookshot back up into the room. Go to the area with a lit torch on the ground and look up at the wall. High above the wall you will see an unlit torch.

Aim an arrow through the lit torch up to the unlit torch on the wall. It may take more than one time depending on how good at this you are. After the torch is lit a door will open. Go through this door as soon as it opens. Jump off onto a big block in front of you and use your Megaton Hammer on this block.

You will fall down to the bottom floor don't worry about losing health just stay still and you won't lose any health.

E. BOSS VOLVAGIA

This boss will come out of the lava pits on the platform. When he comes out of the lava Pits you can hit him with an arrow if you then careful when he comes down and sticks his head out of the lava run up to it and use your hammer then do a jump attack. This does more damage than a regular attack.

If you have the Biggoron's Sword already you can use it. When you hit him a few times he will start shaking rocks loose. Then go to the edge carefully and then climb back up when the rocks stop falling and go up to the dragon and hit him with your hammer. Then do another jump attack. Keep this up until the dragon is dead.

F Secret Room

Play the Song of Time in the room where you blew up the crack in the floor with the Lizalfos running around where Navi turns green. Climb up onto of the Time block and use your Longshot to reach the target above you. Then Longshot to the last target to get to the top and final floor.

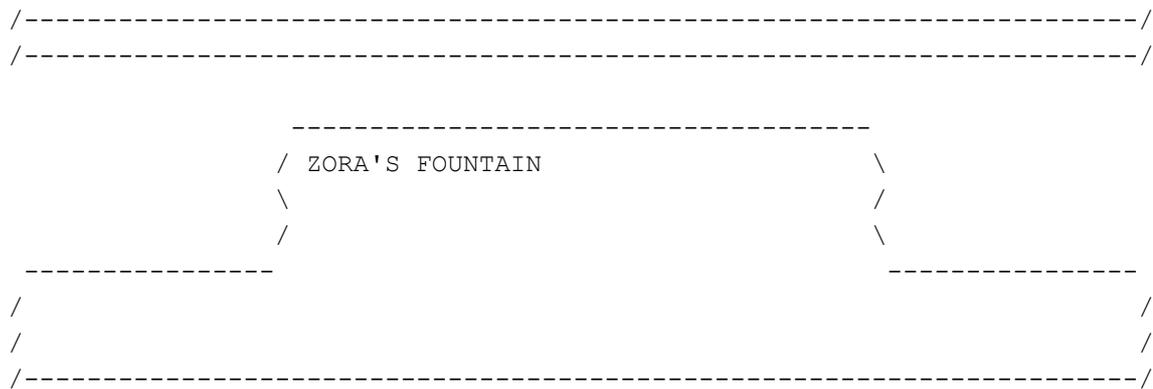
G. Gold Skulltula

Start form the room where you pounded the big stone face and went to the Boss Door. Jump across onto the place where you pounded down the big stone face. Jump over again to a nearby door and go through the door ahead. Then Longshot over to the other side the Longshot back over to where you started. Then go back out the door you came in and go through the maze until you come to a door.

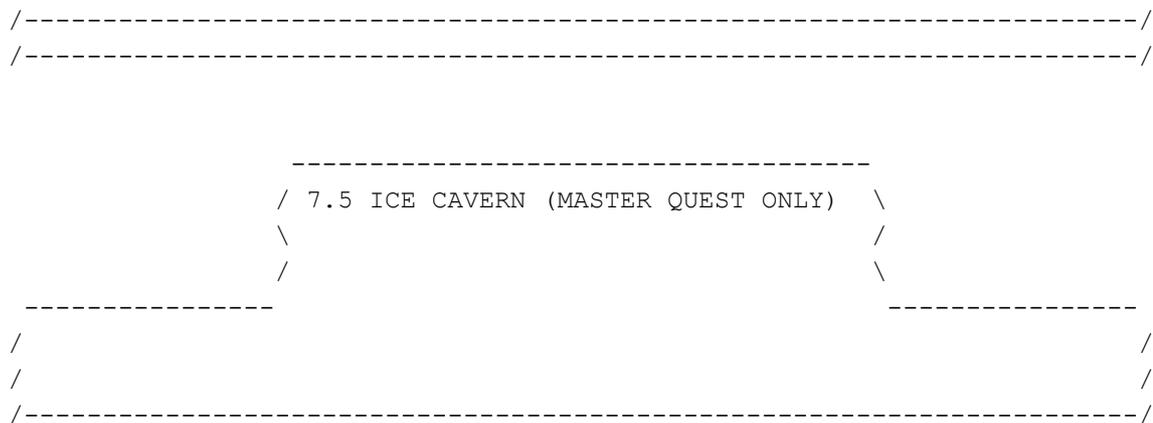
Go through the door and then go through the next door ahead. Then go around the room and step on the switch here. Then quickly go over the place where the fire was extinguished. Then go through the door ahead. Defeat the Flare Dancer here and then get the key that is under the steps.

Then wait for the platform to come back down then hop on and go up to the next floor. Climb up the fences and go through the next door. Then find the switch and step on it. For the next part you will need the Scarecrow's Song look in Section 4 I for Scarecrow's Song. Then plays the Scarecrow's Song and then shoot the Scarecrow here then quickly get to the last Small Key. Then pound the stone face in this room.

Then go through the locked door ahead. Then destroy the Stalfos here and pound down the stone face. Then go down the steps and defeat another Stalfos. Then use your Hookshot and hit the center of the stone face. Then go through the door ahead and pound down the face switch here and get the Golden Skulltula.



Go to Zora's Fountain and go inside the cave by jumping from iceberg to iceberg.



When you first enter the Ice Cavern you will see some Tektike and some Frezzards use your sword to destroy the Frezzards and the Tektike. Watch out for the Frezzards attack they will blow ice cold air at you. You can also use your Hookshot to shoot at them. This will bring you right next to the Frezzard to

attack. After the enemies are destroyed look above you near the upper right corner of the room to see a crystal switch.

Hit this crystal switch to open your path. Go forward until you come to a room with two blocked entrances. Destroy all of the enemies in here the Wolfos and all the Frezzards. There is a White Wolfos here which is just a harder version of the Wolfos not really a big deal. After you destroy all the enemies a door will open.

Go through this door and look for a Skulltula. Near the Skulltula you will find a crystal switch hit the crystal switch with your sword and a treasure chest will appear. Catch some Blue Fire in a Bottle and let it out right next to the red ice.

A. MAP

The red ice will then melt open the treasure chest to get the map. Make sure you have at least two empty bottles three if you don't want to keep getting more Blue Fire. Then exit this room and go to the opposite side of the room with the red ice blocking the door. Let the Blue Fire out of the bottle right next to the red ice blocking the door. The ice will melt then you can enter the doorway.

Then enter the next room. In this room you will find a crystal switch above the door. Hit this switch if you want to get the Gold Skulltula under the white block. You must hit this switch again before moving forward. Then play the Song of Time next to the place with the Blue Fire.

Climb up on top of it and get some Blue Fire if you need to. Then if you want to get the compass go back to the room where you had to fight the Wolfos and Frezzards to open a doorway. If not just skip ahead to #2
#1 Go back to the room where you fought the Wolfos and Frezzards and climb up the stairs and use some Blue Fire on the Red ice. Go forward and watch out for the rolling and a few Frezzards. Climb up the platform and go then throw a bomb and the Frezzard blocking your path.

Then jump across and continue going along this path until you come to a treasure chest.

B. Compass

Open the treasure chest to get the Compass. Then go back to the room right before #1. #2 Destroy the Wolfos and the Freezard in this room. Then Climb up onto of the white block and use Blue Fire to thaw the ice the Song of Time next to the place with the Blue Fire. If you do not have Blue Fire go to the place with the blue fire and play the Song of Time. Climb up the block

and get some Blue Fire.

Make sure you have one left when you leave. You will need one to thaw King Zora. Then let the Blue Fire out right next to the red ice on top of the white block. Then go forward and go through the door. If you have played Ocarina of Time the boss or mini-boss you would have to fight here was the Wolfos. This one was incredibly easy. In this version you fight the Stalfos slightly harder.

C. Iron Boots

Defeat the Stalfos and then Open the treasure chest to get the Iron Boots. Then Shiek will come out and teach you the Serenade of Water.

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Then make sure that you have at least on bottle of Blue Fire if not get some then go outside the Ice cavern and go see King Zora melt the ice he is in and he will thank you for saving him and will give you the Zora's Tunic. (What not too many people know is that if you have your adult's wallet and get the Zora's Tunic he will say that you already have Zora's Tunic then I can offer you a kiss ewwwwwwwwwwwwwwwwwwwww! No Thanks!)

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        / LAKE HYLIA          \
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Play the Serenade of Water that you learned in the Ice Temple from Sheik. Then put on your Iron Boots and sink Zora's Tunic then go down to the bottom of the lake you will see a door

with a switch on the top use you Hookshot and hit the switch.

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/ 12.6 WATER TEMPLE (MASTER QUEST  \  
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When you first enter the Water Temple put on your Iron Boots and Zora's Tunic then you will sink down to the bottom of this area. Go through the only doorway that is open. Here you will find princess Ruto. She never forgot the vow she made to you seven years ago. She tells you that there are three places around here where you can change the water level. She leads you to one of them.

Take off you Iron Boots and float up to the top Play Zelda's Lullaby next to the sign to lower the water. Play Din's fire to light the torches above the door. Go through this door and you will find three Stalfos. You must defeat them all. After you defeat them all of them then the door will unlock.

Shoot the sign on the wall in the center with your Hookshot to make a treasure chest appear.

A. MAP

Open the treasure chest to get the Map. Drop down to the 1st floor where you first met princess Ruto. Use Din's Fire to light the torches here. Go through the door ahead and defeat the spike and the Lizalfos. When they are all defeated a treasure chest will appear.

B. COMPASS

Open the treasure chest to get the Compass. Exit this room and use your Hookshot to get on top of one of the targets. Then use your Hookshot again to Hookshot up to the next floor. Hit the sign on the wall in the center with your Hookshot to make a treasure chest appear.

C. LONGSHOT

Open the treasure chest to get the Longshot. Then exit this room and go back down to the 1st Floor. Use the Longshot to Longshot up to the third floor on the center platform. Then Longshot up to the target that is above you next to the wall. Play Zelda's Lullaby to raise the water up to the top floor.

Use the Iron Boots and the Koriki Boots to land on the second floor with the middle door. Go inside this door and take off your Iron Boots. Go up to the top of this area. Play the Song of Time to make a Time Block appear. Climb up on top of the Time Block then use Din's Fire to light the four torches.

Then the gate at the bottom will open. Get in the center of the water and put on your Iron Boots. If done correctly you will land on a platform on the bottom of this area. If not take off your Iron Boots and move the platform so you don't lose any health. Then go off the platform down the hole there.

Here you will find a maze of crates. Go through the maze until you come to an end. Walk on the steps that are part of the maze. The steps will go down hit the crystal switch with your Longshot There is also another crystal switch hidden under a crate ignore this one. It only makes enemies drop down from above a gate.

Go up through the gate that just opened then shoot the center of the sign to make a treasure chest appear. Open the treasure chest to get a Small Key. Then exit this room and go back up to the out the door you came in. Go up to the 3rd Floor and look for a door that needs to be unlocked. Go through this door will the Small Key you found earlier.

Then jump off onto a moving platform. Then you will see a crystal switch above the door. You can hit this switch with either you Longshot or an arrow. This will make some targets appear. Use your Longshot to the target in the upper left corner of this room.

There is one target below this target that you will land on. When you land on this Hookshot target be careful not to fall. Then use you Hookshot to shoot the sign in the center just like you have done earlier in this game. A Hookshot target will rise up. Then Longshot up to the target and climb up on top of the target.

Then Jump forward and go through the door ahead. Fall down into the shallow water. Here you will fight three Stalfos. After you destroy the Stalfos the water will rise. Get on the platform next to the door and Longshot over to the stature on the other side of the room.

Then Longshot up to the next floor of this dungeon next Longshot up to the next target to get over the spikes then go through the door ahead. In this room you will find dark link. He will copy every move you make except for a few. He cannot copy you if you use the Megaton Hammer. Also if you have Din's Fire he cannot copy that move either. Both are easy ways to defeat him.

If you are low on Magic Power I would use the Megaton Hammer. After he is defeated you will find out that this room is an illusion. The walls appear after he is defeated. Go through the door ahead. Then hit the sign in the center like you have done earlier in this dungeon.

The gate will open and you can go down the hole in the floor to the floor below. Use your Longshot to shoot the Longshot targets in the water. Hold in up on the analog stick to climb up on top of the targets. After you get to the end of here jump into the doorway ahead. Follow this path which will lead you to a room with a whirlpool.

Use your Iron Boots to sink to the bottom of this whirlpool. You will see a place to use your Longshot underwater. Use your Longshot to shoot the Longshot target. In this pathway you will find another place to Longshot to. Longshot to this point then use Din's Fire to light the two torches here.

This will unlock the door in this room. Put your Iron Boots back and sink down then go back up into the room you came from. Go through the door ahead. Jump down onto one the fountain current below. Then hit the crystal switch with your Hookshot or an arrow.

When you get to the top use Din's Fire to light the torch on the other side of the gate then jump off and then open the treasure chest.

D. BOSS KEY

This treasure chest contains the Boss Key. After you get the Boss key go forward and then put on your Iron Boots to sink in the water. Then follow the path until you come across an underwater switch. Hit this switch to open the gates at the bottom of this area. This will open new areas for you to go.

Most of them are for Golden Skulltulas. Then go up to the top floor. If you have not yet raised the water level to the top go ahead and do that. Then use the Longshot to Longshot to the target in this area. Get some fairies if you think you will need them.

Then go through the door ahead. Shoot an arrow at a switch that is sticking out of the wall above the door. This will make some Longshot targets appear. Longshot to the target and climb up on top of them then go through the door ahead using the Boss Key you just got.

E. BOSS MORPHA

This boss is a water boss he is made of water. When he appears go across the platforms to get out of the creatures grasp. And then keep walking around the edge and when Morpha comes at you then Longshot over the creature by L Targeting the bubble and then attack the bubble. Keep this up until Morpha is defeated. If you have the Biggoron's Sword I would suggest using that.

If not I suggest getting it look through my side quests guide.

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        / LAKE HYLIA          \
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When you get out of the Water Temple when the sun first start to rise shoot an arrow at the sun if it is too late just play the sun's song. Then you will get the Fire Arrows. Then go to Kakariko Village

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Go to Kakariko Village and there will be a cut scene where Sheik will be there and the well will break open and bugs will start to throw Sheik around then they will attack Link. Then link wakes up to find that Sheik is there and the town is on fire! Then tells you that the monster in the well was sealed by Impa but the creature got so strong that the well broke and it escaped into the real world.

Then go inside the Kariko Windmill and talk to the guy inside and he will tell you about a mean kid who came there

and messed up the windmill by playing a strange song. He will teach you the song if you hold out your Ocarina and show it to him.

Then Sheik teaches you the Nocturne of Shadow. Then go to the Temple of Time and become a child again but make sure that you have the Song of Storms. Then go to Kakariko Village again and then play the Song of Storms. Inside the Windmill then the well will drain then you will be able to access the dungeon.

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/ 12.7 BOTTOM OF THE WELL (MASTER \
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When you first get into the dungeon avoid the enemies along your way and go forward through the false wall. When you get through the false wall walk around the stream until you come to a place with a Triforce symbol then play Zelda's Lullaby. This will open all the doors. Then use your Slingshot to hit the crystal switch. This will make the water drain.

Go through the hallway that just opened. Watch out for the Wallmaster. Run around the room until he drops down then attack with your sword as quickly as you can. Four regular hits and he will be destroyed.

A. MAP

Open the treasure chest in the middle of the room to get the Map. Go back near the beginning of this well and you will find a place that was drained. Go down here and crawl through the hole. Keep going forward until you reach a room with an enemy this is the Dead Hand. When he grabs you with one of his hands quickly tap the A or B button until he lets you go.

Then get out of reach of the other hands. When he comes up to you attack with your sword or Deku Stick. The Deku Stick does twice the damage of a regular sword. Keep this up until he is defeated. Then a treasure chest will appear. bomb THE PLACE near the flowers to get a Small Key. There is also one more Small Key in the middle of the main room. Just hit the crystal switch her with your slingshot and go around the corner of the room where you see the pots. It looks like there is

no ground here but there really is.

B. COMPASS

Open the treasure chest to get the Compass. Before you leave this room bomb the bones near the plants to collect a Small Key. Look around this room and you will find a crawl space to go through. Crawl through this crawl space. Then hit the crystal switch sticking out of the wall with your Slingshot.

It is sort of hidden and small but it is there. Then go through the next door here there will be a Wallmaster and a Floormaster. Ignore both and run to the door to unlock it. In the next room you will see a big pile of dirt. Bomb the pile of dirt then you will see a switch. Stand on the switch to activate it.

Jump down the hole that was opened when you activated the switch. Then step on another switch down here to make a treasure chest appear. Use the Compass to find the treasure chest. When you get to the treasure chest play the Sun's Song to stun them.

C. LENS OF TRUTH

Then open the treasure chest to get the Lens of Truth. Next quickly play the Prelude of Light to warp to the Temple of Time. Then become an adult and play the Nocturne of Shadow to warp to the Graveyard.

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/ 12.8 SHADOW TEMPLE (MASTER QUEST \\
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First get on the center platform and use Din's Fire to light all of the torches. Also make sure that you have the Fire Arrows that you should have got after you beat the Water Temple. Go into the dungeon then use your Longshot to Longshot to the target in front of you. Then go forward into the next room. In this room use the Lens of Truth to see which skull is the real one.

With the Lens of Truth the real skull should be the only one that does not disappear when using the Lens of Truth. Push the statue to the skull that was revealed using the Lens of Truth and

the doors will open. Be careful not to push it too far or you will be sent back to the beginning of this dungeon.

Then use your Fire Arrows to light the two torches above the door. If you don't have them look back in this FAQ for Lake Hylia right after the Water Temple Walkthrough. After you shoot the two torches above the door a platform will appear. Jump onto the platform then forward through the doorway.

Go down this path until you come to a Beamos don't worry about it for now. Put on your Lens of Truth to see that the wall to your right is actually a fake wall. Quickly run through the fake wall and go through the door. Play the Sun's Song to stun them. Then use your sword or Biggoron's sword if you have it to destroy them.

Then a treasure chest will appear. Open the treasure chest to get a Small Key. Head out of this room and run to the other side of the room where there will be another fake wall. Use your Lens of Truth to see it. In this room you will see a big blade spinning around.

Avoid the blade the best you can. Collect all of the Silver Rupees in this room to unlock the door. After collecting all the Silver Rupees a gate will open go to the gate and destroy the Skulltula which will open the door to go out of this room.

A. MAP

Open the treasure chest to get the Map. Before you leave this room look in the upper right corner of this room and go down the hallway. At the end of this hallway there will you will drop down through a fake floor. Put on your Lens of Truth to see an invisible treasure chest. Open the treasure chest to get a Small Key.

Collect the Small Key and climb up out of here and leave this room. Go back to the first room with the rotating stature and put on your Lens of Truth to see a place that can be bombed. Then go through the hallway and through the door ahead. Then use your Small Key to unlock the door ahead. Then take a right and go through the fake wall here.

Go through the door to find some ReDeads. Play the Sun's Song to stun them then destroy them. Then a treasure chest will appear.

B. COMPASS

Open the treasure chest to get the Compass. Exit this room and use the Lens of Truth to look around. There is a Time Block

blocking your way. Play the Song of Time to get rid of the Time Block. Then go forward through this hallway.

There will be three eye switches here they will fire at you. The pots will also attack you. You will find a false wall. Behind this false wall you will see a door go through this door to find another Dead Hand the same enemy you fought in the well. Destroy him the same way.

He will be easier now that you have the Master Sword. After defeating this enemy a treasure chest will appear.

C. HOVER BOOTS

Open the treasure chest to get the Hover Boots. You can use the Hover Boots to walk for short periods of time over air. Go back to where the intersection with the Beamos was. Destroy the Beamos the Bomb the wall in front of you. It is the only wall that is not a false wall.

In the next room try to avoid the Beamos and roll down past the two spikes but be careful to watch out for the Skulltula at the end. Destroy the Skulltula then continue on the path and try to avoid the next Beamos and the Guillotines. Walk under the guillotine right after it goes down all the way. Then keep going forward until you come across a guillotine with a couple of Beamos on the other side.

Shoot an arrow at the bomb in the middle of the Beamos when they open their eyes. Do this twice to destroy them both. Then run under the guillotine to get to the other side. Look to your left and you will see a frozen eye switch. Equip your Lens of Truth to see a platform here.

Go across the platform until you reach the edge of the platform next to the frozen eye switch. Take off your Lens of Truth and equip your Fire Arrows. Then hit the frozen switch with a Fire Arrow. This will reveal some platform but do not worry about them for now. Keep going forward until you reach a door.

Go through this door and immediately equip your Lens of Truth. There is an invisible blade in this room. Shoot a couple of arrows or a Fire Arrow at the Like Like to destroy him. Then collect all of the Silver Rupees. One of the Silver Rupees you will need to play the Song of Time to make a Time Block appear.

After you have collected all of the Silver Rupees go into the gate that just opened. And equip your Lens of Truth to see an invisible treasure chest. Open this treasure chest to get a Small Key. Then exit this room and go back to where the Beamos were.

And use your arrows to hit the bomb in the middle of them when there eye is open.

It takes two times like last time to destroy them. Then jump over to the platform. Then jump onto the stairs that appeared when you hit the frozen eye switch. Then jump down the stairs carefully until you reach the bottom. Collect all the Silver Rupees here.

There is one under the Beamos. Place next the Beamos to blow the Beamos up. There is also two Silver Rupees near the ceiling use your Longshot to latch on to the target at the top to collect these two. After you collect all the Silver Rupees a treasure chest will appear. Use you sword to swing through the gate and hit the crystal switch on the other side.

In this room equip your Lens of Truth to see a block in the wall. Pull this block out and push the block forward until it is blocking both spikes from coming down on you. Do not push any further. Get on the other side of the block and pull the block back and far as you can. Then Climb up on top of the block and jump off onto the platform nearby.

Step on the switch here to make a treasure chest fall down. Use your Longshot to Longshot to the treasure chest. Open the treasure chest to get a Small Key. Then go back into the room before here. Look for a narrow path. Go across the narrow path that leads to a guillotine.

Put on your Lens of Truth and the Hover Boots. Go under the guillotine and to the first platform. Then go to the next platform with your Hover Boots. Then run off the platform and head straight for the platform in front of you. If done correctly you will reach the other side. Then go through the door ahead.

Use your Lens of Truth to see spikes coming out of the floor. Collect all of the Silver Rupees to make some blocks appear that will help you reach the locked door. Defeat the two ReDead here by playing the Sun's Song then destroying them. Some of the Silver Rupees you will need to equip your Lens of Truth to see an invisible Longshot point. After all of the Silver Rupees are collected a door will unlock.

Go through this door and fight two Stalfos to make a treasure chest appear. Open the treasure chest to get a Small Key. Then exit this room and go back into the previous room. Use you Longshot to Longshot up to Longshot target above. Then go across the white block and to the locked door.

Equip you Iron Boots so that the fans cannot blow you around. Watch out for the Skulltula here. Use your Longshot to shoot a wooden bar above the hallway. Then roll off the edge to the floor below. Equip your Lens of Truth to see a false wall.

When you get to the false wall take off your Iron Boots and Equip your Hover Boots. The fans will help you if they are blowing to get across. Go through the door here. Play the Sun's Song to stun the Gibdos then destroy them. A treasure chest will appear.

Open the treasure chest then equip your Lens of Truth to see another treasure chest that is invisible. Open this treasure chest and go forward through the locked door. In this room you will see a large block. Push and pull the block under it is under the ladder. Climb up on top of the block then climb up the ladder and step onto the boat.

Play Zelda's Lullaby on the Triforce symbol. Then the boat starts moving. Two Stalfos will start attacking you. Try to destroy them as quickly as possible. When the boat comes to a place with land on the left side jump off the boat regardless of if you destroyed the two Stalfos or not then get out your bow.

Then shoot an arrow across the chasm to hit some Bomb Flowers on the other side. This will cause the statue to fall down creating a bridge. Go across the bridge to the other side. Then play the Song of Time to make the Time Block move.

Shoot the eye switch behind the Time Block with an arrow to make some Longshot points appear. Then Longshot to the ledge above you nearby then step on the switch to open the door below. Then jump down off the edge and go across the bridge to the door that just unlocked. Use your Lens of Truth to see the invisible walls of the maze. Watch out for the enemies here.

Take a left then go straight and follow the path to a door. Open the door then go through the door ahead. In this room you will find a Small Key on the floor collect the Small Key here and leave. If you want to you can blow up the vases with bombs to get some Rupees but that is all that is in them. The other room here that is not locked is pretty much useless.

You can bomb the shadow here and fight Dead Hand and a treasure chest will appear. When you go back in the Dead Hand will be back so ignore this door. Go outside and look for a door that needs a key. Unlock the door and enter it. You will be surrounded by a trap spikes will be coming in towards you to destroy you. Simply use Din's Fire to burn the spikes.

Then destroy the Fire Keese.

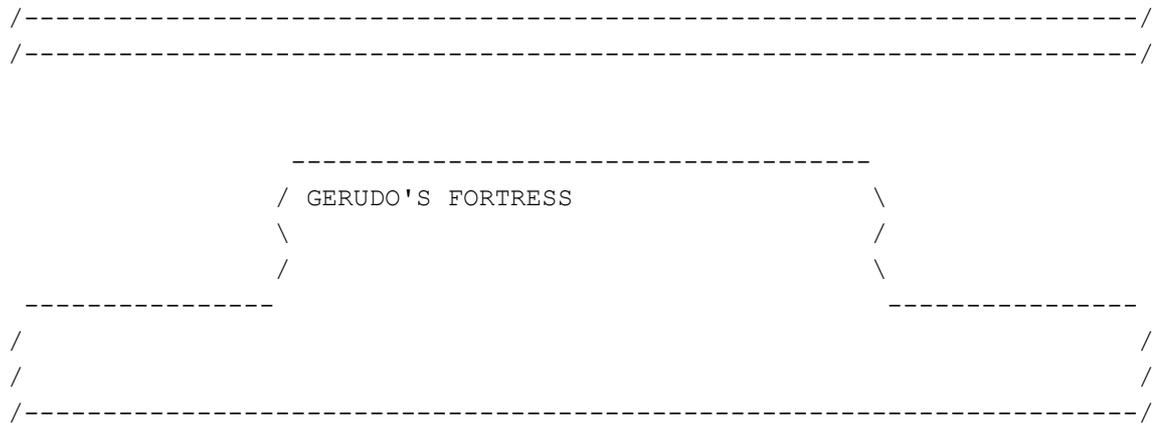
D. BOSS KEY

Then open the treasure chest to get the Boss Key. Go back outside this area and go through the door beside the eye switch that you used to make the Hookshot targets appear. Put on your Lens of Truth to see the invisible path. Put on your Hover Boots and go along the path leading to the door. When you get to the door open it with your Boss Key then go forward.

Jump down here onto a drum. This is the boss Bongo Bongo.

E. BOSS BONGO BONGO

For this Boss you will have to use the Lens of Truth. Shoot arrows at his hands then use your Lens of Truth to see him coming at you shoot his eye with an arrow. Then hit him with your sword preferably you Biggoron's Sword. Keep this up until he is defeated. Pick up your complete Heart Container and leave.



When you first get in Gerudo's Fortress use your arrow to shoot the guards or your Longshot if it can reach it then take the first door on your left. Then talk to the man in the cell he will tell you to watch there are sure to be Gerudo guards around here watch out.

Then the Gerudo will come out and attack you watch out for her spin attack if it hits you, you will be thrown into a jail. Use your Longshot to get out and go back there if this happens. It is easier to destroy the Gerudo with the Biggoron's Sword if you have it if not I suggest getting it because it will really help in the next dungeon.

Then after you destroy the Gerudo Guard go out shoot all the guards watch out for the guards that do not have a purple outfit on they cannot die and will put you in jail. Go out and go right then left and then take the first door to your left. There will be a man in a cell talk to him and beat the Gerudo guard and get the key then free the man in the cell.

Then go to the area with a door to your left and straight

ahead but do not forget to get rid of the guards then there will be a vine above you on the wall. The third Carpenter is up the vine and straight in front of you. Talk to the carpenter and defeat the Gerudo guard like before and then free the carpenter.

Only one more left go up the vines and go left then Longshot to the wood there on the ceiling and go across to the other side. Then go through the door and jump down to the ledge to your right and go through the door and shoot a Gerudo guard there and before going forward.

Then go to the last man in the cell and repeat the previous steps to free the man in the cell and then a Gerudo will tell you that you must have good thieving skills to get past all the guard around here. Then she gives you the Gerudo Membership Card now you have free access to all areas of Gerudo's Fortress. Then the Gerudo Training ground will be open.

The bridge will be fixed and the Gerudo's horseback and archery will be open. Pay 10 rupees to the guard in front of the gate and go inside to get the Ice Arrows. But you must first beat the trials in this area.

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/ 12.9 GERUDO'S TRAINING GROUNDS \
\ (MASTER QUEST ONLY OPTIONAL) /
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There are two eye switches above the doors. They open the two locked door to the all the way the left and right. Hit both eye switches then head to the door all the way to the right. In this room you have to destroy all the enemies in 1 minute. Destroy them as quickly as possible using jump attacks on the Dinolfos and Lizalfos.

Then destroy the Dodongo's. And last quickly place a bomb right under an Armos in this room. Then place one more bomb right under the Armos to destroy the Armos.

A. 1ST SMALL KEY

A treasure chest with a Small Key will drop. Collect the Small Key and go through the door ahead. In this room you need

to collect all of the Silver Rupees that are covered in fire.

You must use your Fire Arrows to light the torch in this room. This will extinguish the fire covering the Silver Rupees. If you roll with your Hover boots as fast as you can you will be able to collect all of the Silver Rupees before the flames come back to engulf the Silver Rupees. You can also relight the torch while you are collecting the rupees but make sure that you are right next to the torch. This will make it a little easier.

However it is possible to do without relighting the torch. After you finish collecting the Silver Rupees the door in this room will unlock. Go through this door. Destroy the enemy in this room with your Longshot. Then equip your Fire Arrows and burn the web. Then equip your Iron Boots and go down to the bottom of this water.

Destroy all the enemies in the water before collecting the gems. There is no time limit so don't worry about not finishing in time. After you destroy all of the enemies here use the Longshot and line yourself up to use your Longshot then collect the Silver Rupees here. After you have collected all the Silver Rupees a treasure chest will appear.

B. 2ND SMALL KEY

Open the treasure chest to get a Small Key. Go back to the first room and go through the other door you unlocked the door all the way to your left. In this room you must defeat an Iron Knuckle. But there is sand on the floor that will make this harder. Use back flips here to get away from him while you are in sand.

Then lead him to the ground area in here and defeat him as quickly as possible. If done in less than a minute a treasure chest will appear and the door will open. Go through the next door into the next room. There are five Silver Rupees here and you have to collect them all in 1:30 minutes. First go forward and to your right then use your Longshot to pull yourself over the flames.

Then go left twice and collect the silver rupee behind the falling ice. Then follow the pathway to a hole in the ground slowly walk up to the hole and hang onto the edge and grab the Silver Rupee. Then go back to the beginning and go left twice and destroy the Frezzard then collect the Silver Rupee behind the Frezzard. Then go back to the beginning in the center of this room line up your Longshot to get the Silver Rupee above you in the air. Then for the last one line up your Longshot so that you hit the target and go over the fire to collect the final Silver Rupee.

Then the door will open. Go through the door into the next room. You have one minute to defeat some Stalfos and a few Skulltulas. Then after you defeat all the enemies in this room in

less than one minute you can move on. Use the Lens of Truth to see a hidden passage. Play the Song of time to make a Time Block appear so that you can reach the passage.

There is also a big block in this room but you cannot move it right now just ignore it for now. Climb up on top of the Time Block then go through the hidden passage. Go through the door ahead. Jump down to the platform below. This platform is spinning around.

Take out your arrows and shoot all four eyes of the Statue with an arrow to make a Small Treasure chest appear. Note this is optional. Hit the crystal switch here to unlock the door above. This will be necessary later on. Go through the door here and go into the next room.

In this room you will have to fight two torch slugs and an Iron Knuckle. Destroy the Torch Slugs first but be careful not to hit the Iron Knuckle while you are destroying them. Then attack the Iron Knuckle and destroy him. Then hit a crystal switch sticking out of the wall just a little bit with an arrow. This will make the fire on the treasure chest go away for a short time.

C. 3RD SMALL KEY

Quickly run to the treasure chest and open the treasure chest to get a Small Key. Then go into through the door to the next room. Hit the switch down with your Megaton Hammer. Then use your Longshot to Longshot to the target that just appeared. Then go through the doors until you reach the center of this area.

Unlock all of the doors here. There are only three locks and now you have all three keys. Unlock all of the doors and keep going forward until you come to a room with a crate on the ground. Break the crate then hit the switch with your Megaton Hammer. Then exit this room and go back to the room with the eye statue and the spinning floor. Then go through the door at the top of this place and you will find the Ice Arrows.

D. ICE ARROWS

Open the treasure chest to get the Ice Arrows. You finally have the Ice Arrow leave this area and continue on with the game.

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/ GERUDO'S FORTRESS \
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From Gerudo's Fortress go to the top of the ladder and talk to the guard up there and then she will raise the gate go through the gate.

Then put on your hover boots to get past the sand then follow the flags that are placed there.

Then use your Lens of Truth to see the Phantom Guide and follow the Phantom Guide. Then you will enter Desert Colossus.

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When you first enter Desert Colossus you can get the next great Fairy here this fairy will give you Nayru's Love. Bomb a hole in the wall near the entrance and play Zelda's Lullaby on the Triforce symbol. Then you will receive Nayru's Love. There is a fairy fountain here if you play the Song of Storm where the dried up oasis is.

Then enter the dungeon and then leave. You will see Sheik she will teach you the final warp song the Requiem of Spirit. Then warp to the Temple of Time and put the Master Sword back and become a child again.

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/ 12.10 SPIRIT TEMPLE YOUNG LINK
\ (MASTER QUEST ONLY)
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When you meet Nabooru she will ask you what you are doing here respond nothing really. She will then ask you if you were one of Gannondorf's followers. This question you can answer either one it really doesn't matter. Then she asks you to get the treasure inside the temple. So crawl through the hole into this dungeon.

A warning to those you are playing this the first time through this dungeon is pretty hard. So if you had trouble with the other dungeons I would suggest getting some fairies before entering here. Go outside this dungeon and play the Song of Storms by the dried up oasis to make some fairies appear. Then put some fairies into a couple bottles or more to help you in the dungeon. If you think you won't need them then don't bother getting the fairies.

Next before you crawl into this dungeon if you didn't collect the Small Key in the main room when you were an adult play the Prelude of Light. Then become an adult and come back to here as an adult hit the boulder here with your Megaton Hammer. Then hit the eye switch behind the boulder with an arrow. Then a treasure chest will come down. Open the treasure chest to get a Small Key.

Then play the Prelude of Light again to warp to the Temple of Time and become a child again. And go back to Desert Colossus by playing the Requiem of Spirit. Then go back into the place with Nabooru and crawl through the hole here into this dungeon. You have to destroy some Torch Slugs in this room. Use a Jump Attack to stun them or use a Deku Nut to stun them.

Then attack as quickly as possible to destroy them. After they are destroyed hit the eye switch to extinguish the flames covering the hearts. Collect them if you need them. Then go through the right door. Play the Sun's Song to Stun the Gibdos and attack him with your sword as quickly as possible to defeat him.

Then pull back both graves under one of the graves there will be a switch. Stand on the switch to activate it then the gate will open on the other side of the room. Use a Bombchu to blow up a boulder on the other side of the gate which will reveal an eye switch. Hit the eye switch with your Slingshot then a white block will appear which will allow you to reach the other side of the room. Then play the Sun's Song to stun two more Gibdos then quickly destroy the two Gibdos with your sword.

Then go through the door that just opened. Here you will have to fight a Stalfos. You can try to defeat him normally or try to knock him off into the pit. After he is defeated the flames will be extinguished. Then go through the door into the next room.

Destroy all the Keese in this room first. Step on the switch to drop the gate down. There is an Anubis guarding the treasure chest use Din's Fire to destroy the Anubis. After you destroy all the enemies in this room a treasure chest will appear. Open the treasure chest to get a Small Key.

A. MAP

Open the other treasure chest in this room to get the Map. Then go through the door ahead. There is a crawl space here but you must first place a Bombchu through here to blow up the boulders. Then go through this crawl space and unlock the locked door on the other side. Watch out for the Like Like waiting in an ambush. If you want to destroy this enemy quickly use Din's Fire.

If the Like Like takes your shield destroy him and get it back. Then climb up the wall to the floor above. Destroy the Baby Dodongo's and the Beamos to make a treasure chest appear. Then target onto the loose boulder and use a Bombchu to blow up the boulder blocking the light from coming in. This will open the door and reveal another treasure chest.

Do not worry you cannot get this treasure chest right now don't worry about it you will get it later when you come back as an adult. Then go through ahead. Then drop down and look for an eye switch. Hit the eye switch with an arrow. Then look in between the two staircases to see a frozen eye switch use Din's Fire to activate it.

B. COMPASS

Then open the treasure chest in this room to get the Compass. Then look down the hole in the floor at the end of here and you will see an eye switch. Hit the eye switch with your Slingshot then a treasure chest will drop down. Open the treasure chest to get a Small Key. Then exit back to the previous room.

Climb back up to where you first entered this room. Then line yourself up with the Time Block on the set of stairs and do a back flip onto the Time Block. Then pick up the crate on top of the Time Block and jump over the staircase to get to the other side. Then go up the staircase with the block and set the crate down at the top of the staircase. Next Play the Song of Time to make a Time Block appear so that you can reach the other side.

Jump onto the Time Block and jump over to the other side. Then carefully jump off the edge onto the hand of the statue nearby and press R to drop the crate onto the switch on the statue's hand. Then jump down and go through the door that was just opened. Then hit the crystal switch and go straight from the door you just came in. Then take a right and you will see two blocks with sun faces on them.

Move both of these blocks to the light in this room. After they are both moved into the light a treasure chest will appear and the doors will unlock. Go through the door that unlocked and climb the stairs up to a locked door. Use the last Small Key on this door and go forward. Here you will fight the boss or mini boss of this dungeon the Iron Knuckle.

This enemy is hard to beat as a child. But there are some helpful ways to beat him. First target him using the targeting system. Then run around him carefully making sure not to get too close to him. Then use a jump attack and get back again.

Keep this up until he is defeated. Then the door will open. Go through the door to get the Silver Gauntlets.

C. SILVER GAUNTLETS

Open the treasure chest to get the Silver Gauntlets. Then the owl will talk to you and reveal how to defeat the two witches in this dungeon. You will defeat the two witches the way that the owl will tell you to later on in the game. Play the Prelude of Light to become an adult again and come back here.

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            / 12.11 SPIRIT TEMPLE ADULT LINK  \
           \ (MASTER QUEST ONLY)             /
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You will see a boulder in the ceiling blocking your path. Use a Bombchu to blow up the boulder in the ceiling. Then use your Longshot to Longshot to the target above. Then push the block that here which require the Silver Gauntlets which you obtained as a child. Then go through the door at the end.

Climb up the wall near the door that you first came into this room as a child. Then go through the door here and you will be back in the room where you blew up the boulder to activate the sun switch. The treasure chest that appeared when you did this is now accessible. Use your Longshot to Longshot to the treasure chest and open it to get a Small Key.

Then hit the crystal switch leading to the 1st floor. Go down to the 1st floor and hit the switch here with your Megaton Hammer. This treasure chest you cannot get as an adult but it is only necessary to get all of the Gold Skulltulas. If you want to get the key come back here as a child and crawl space next to Nabooru and get the Small Key in the room that the crawl space leads to. This is only if you want to collect all of the Gold Skulltulas.

See section 3 C for Gold Skulltula Locations for both Ocarina of Time and Master Quest. Next go climb back up the wall and go back into the room with the big statue. Go up the stairs and get in the center of the set of stairs and Longshot to the torch on the other side. Defeat the Wallmaster by using your shield and attacking after the enemy drops its guard. Then go to the top of the staircase and use the Lens of Truth to see a treasure chest on the other side of here.

Longshot to the treasure chest and open it if you want to then jump down onto the hand of the statue with a Triforce symbol on it. Play Zelda's Lullaby on the Triforce symbol to make a treasure chest drop down. Go to the treasure chest and open it but be careful to watch out for the Wallmaster. Go through the next door and destroy all the Beamos by throwing bombs at them. Stand next to the Time Block that is all by itself and play the Song of time once.

Then head to the next room. Then a crate will drop down pick up the crate and carefully walk to the switch drop the crate onto the switch. Then the door will open go through the door into the next room then use your Longshot to get over the flames and go through the door ahead. Don't open the treasure chest in this room cold air will come out and freeze you. Just hit the treasure chest with your sword to open one of the doors. Go through this door and use the Lens of Truth to see an invisible Floormaster.

Destroy the Floormaster then go through the door ahead. Here you will have to fight another Iron Knuckle who is guarding the treasure. If you have the Biggoron's Sword a few jump attacks with the Biggoron's Sword will destroy the Iron Knuckle. If you don't have the Biggoron's sword I highly suggest you get it unless you have beaten the game many times. Look at section 3 H of my walkthrough.

After you destroy the Iron Knuckle go through the door ahead.

A. MIRROR SHIELD

Open the treasure chest to get the Mirror Shield. Then exit and go back two rooms. Play the Song of Time to move the Time Block then use your Mirror Shield to reflect the light to above the door. This will open the door to the next room. Then play the Sun's Song in this room to stun the Gibdo.

B. BOSS KEY

Then open the treasure chest to get the Boss Key. Then exit this room and go back into the room with the big statue. Then light all three torches to unlock the door leading to the second floor. Then go up through the door that leads to the second floor. Then go through the door.

Next defeat the Stalfos and watch out for the Wallmasters. Destroy the Stalfos and the Wallmasters. Then use your Mirror Shield to reflect the sun light to all of the sun faces on the wall. Then destroy the rest of the Wallmasters. Then fall down to the floor below.

Take the door to your left first. Then jump down in the pit below. Defeat all of the Levers and a big Lever will appear. Destroy the Big Lever and treasure chest will appear. Use your Longshot to pull yourself towards the chest then play Zelda's Lullaby on the Triforce to open the door behind you. Then enter the room on the other side of the fountain and collect all of the Silver Rupees some of them are behind boulders that you need to use the Megaton Hammer for.

Next destroy the boulder here with the Megaton Hammer then after you have collected all of the Silver Rupees in this room hit the switch with your Megaton Hammer. Then go through the fountain and get the rest of them here. Then a treasure chest will drop which has a Small Key. Then head back to the room with the four Beamos and use the Small Key here. Next you must collect all of the Silver Rupees in this room.

Carefully climb the wall to collect all of the Silver Rupees. If you climb a wall while the walls are moving you will get hurt and fall down. After you have collected all of the Silver Rupees you can use the Longshot to Longshot up to the top of here. Then go through the door ahead. Next play Zelda's Lullaby on the Triforce symbol.

This will unlock the door to your left. Go through this door and destroy the Green Bubbles and Dinolfos first. Then go back to the first room and use the Mirror Shield to reflect light onto the sun face. Then quickly run to the snake statue that was just extinguished and push it toward the bars into the first room you came in. Then go back and push the other snake mirror so that it shines towards the other snake mirror.

Then the light will be shining through the bars onto a mirror in the first room. Then go back to the first area of this room and jump down onto the elevator. Then use the Mirror Shield to shine onto the sun face. This will drop the elevator down. Then watch out for the Wallmasters shadow and target the big face of the statue and use your Mirror Shield to reflect light at the face of

the statue. Then the face will fall apart revealing the way to the boss.

Look around these previous three rooms with your Lens of Truth after you have defeated any enemies that may be there. You will find an invisible treasure chest that has a Small Key inside. This is an extra key used to get in a room with a Iron Knuckle and two Golden Skulltulas.

Next quickly get out your Longshot and Longshot over to the fence behind the statue's face. Then go through the door ahead.

C. BOSS TWINROVA

First you have to defeat the Iron Knuckle the two witches send to attack you. Then Nabooru is freed from her mind washing that the two witches used on her. Then go through the door to the next area climb up on to the top of the platform here to meet the Boss Twinrova

This Boss has two phases. The first phase you have to reflect one of the witches attacks to the other one by using L targeting. Keep this up until eventually they will say okay let's get serious Kotate ok Koume and Kotate's double dynamite attack.

Then you will be on phase 2 the final phase use your Mirror shield and reflect 3 of the same attack. If she changes before you have 3 reflected get out of the way. When you have three of the same attack reflected it will send the attack back at her then go forward and hit her with your sword.

Keep doing this until they are defeated. After they are defeated they start arguing about their age that there twins don't lie about your age, how can one be older? Then Raru says that someone is waiting for you in the Temple of Time. So warp to the Temple of Time.

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        / TEMPLE OF TIME \
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When you get into the Temple of Time Sheik will meet you and will tell you another secret of the Triforce passed down by the

Skiekans. (Spoiler Warning If you have not ever played this game before wait until you get here to read this.) Sheik will reveal her true identity as princess Zelda she apologizes for meeting you in disguise but it was necessary to hide from Ganondorf.

But now that you have awakened all six sages the dark age rules by Ganondorf will end I will give you a weapon that will penetrate the evil kings defenses the Sacred arrow if Light. Then you start to hear a rumbling and Gannondorf says.

I commend you for avoiding me for these seven years I knew you would show yourself if I let this kid run around. I must have misjudged his power no it was not the kids power I misjudged it was the power of the Triforce of courage. But with this Triforce piece that Zelda has I will finally be closer to getting all three Triforce piece in my possession. Come to my Castle if you dare. Ha Ha Ha!

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          / GANON'S CASTLE          \
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When you first get to Ganon's Castle the six sages will create a bridge to get Ganon's Castle. When you get inside the first door on your left that is where the Spirit Medallion is.

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          / 12.12 GANON'S CASTLE (MASTER QUEST \
          \ ONLY)                               /
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The first thing that you will see is a two Iron Knuckles and two Armos blocking your way to the entrance. Destroy both Armos with your Biggoron's sword look through section 3 H of my walkthrough for how to get it. If you don't have it by now I highly suggest getting it unless you have already mastered this game. Destroy one Iron Knuckle at a time to make it easier for

you. Then after the two Iron Knuckles are destroyed destroy the two Beamos with bombs.

The path into the main room is not open. To go any further you must dispel all of the barriers in this room. Underneath the bridge use your Lens of Truth to see a invisible wall. Go through here to find some Business Scrubs and some fairies. Get whatever you need here and leave this room. Then head for the first barrier to the left of the entrance to Ganon's Castle. This is the Spirit Barrier.

A. SPIRIT BARRIER

Then hit the eye switch to make an Iron Knuckle appear. Lure the Iron Knuckle to the bricks in the middle of the room. After he knocks down all of the bricks defeat the Iron Knuckle. Then hit the switch with your Megaton Hammer. Next go through the door here to the next room.

Then send a Bombchu through the bars at the top so that it hits the crystal switch on the wall. After successfully hitting the crystal switch on the wall go through the next door. Then play the Sun's Song to stun the Gibdo and the ReDead. Then destroy them both with your sword. Next shoot a Fire Arrow at the web in the ceiling to let the sun come through. One of these sun faces will make a Wallmaster appear so be careful.

One of these sun faces will drop a treasure chest containing a Small Key. And the other one will drop a treasure chest containing the Golden Gauntlets. Open the treasure chest with the Small Key.

B. GOLDEN GAUNTLETS

Then open the treasure chest with the Golden Gauntlets. Next shine the light above the door and the door will open. Go through the door to the next room and dispel the Spirit Barrier with a Light Arrow. Then go back outside here and follow the path until you come to a very large block. Use the Gold Gauntlets to throw this block out of your way. Then go into the final Great Fairy Fountain.

Here you will get some defensive power. Every time you get hit you will take half of the damage. Go back into here and go to the with the Forest Medallion above it.

C. FOREST BARRIER

Destroy the two Stalfos here and equip your Iron Boots and Longshot above the door and collect the Small Key. Then go

through the door ahead. First shoot a Fire Arrow to the other side of the room to the frozen eye switch. Then a small treasure chest will drop down. Throw some bombs at the Beamos in here to destroy them.

Keep going forward until you reach the other side of the room. Then destroy the Beamos right next to you. Wait for the fan to stop blowing and jump onto the platform where the Beamos was. Then quickly equip your Iron Boots so that the fan does not blow you away. Play the Song of Time twice to make a block drop down onto a switch to open the door. Then wait for the fan to stop blowing the take off your Iron Boots and jump back to the door that was just opened.

Next go through the door and shoot a Light Arrow at the barrier to dispel it. Then exit this room and head for the door with the Water Medallion over it.

D. WATER BARRIER

Go through here and destroy all of the Frezzards in this room. Then do a fully charged spin attack near the dead hand trying the grab you. Quickly go to the Blue Fire and get at least three bottles of Blue Fire.

Then use a bottle of Blue Fire on the ice blocking the door. Then go through the door. You must now collect the Silver Rupees but first destroy the enemies in this room. Use your Lens of Truth to see an invisible Keese. After you destroy all of the Keese in this room you need to start looking for the Silver Rupees.

There is a Silver Rupee that you need to jump onto one of the blocks and jump off to get use your Hover Boots. There is a Silver Rupee in the hole in the floor. There is a Silver Rupee floating in the air use your Hover Boots and roll across this area and collect the Silver Rupee. There is a Silver Rupee below the Red Ice. After you collect all of the Silver Rupees you need to align the blocks in the proper order.

Push the ice block that is in front of the locked door towards the rock. Then push it into the hole in the floor. Then push the other block the other block over the hole that was just filled by the last block. Next Push the block toward the red Ice on the other side of the room. If you don't have any Blue Fire you will have to repeat this.

Climb up the Ice Block and use the Blue Fire to Melt the Ice and collect the final Silver Rupee. Then use another bottle of Blue Fire to melt the ice blocking the door. Then go through this door and use a Light Arrow to dispel the barrier. Then exit here and head for the Shadow Barrier.

E. SHADOW BARRIER

Hit the Bomb Flower nearby with an arrow to make a treasure chest appear. Then Longshot to the treasure chest and put on the Lens of Truth to see an invisible platform also put on your Hover Boots. Then collect the first Silver Rupee here. Then put on use our Hover Boots a second time to get the Silver Rupee next to the Bomb Flower.

Then head to the platform with the Beamos. Bomb the Beamos for the Third Silver Rupee. Then light the torch with a Fire Arrows to make a white block appear. Use this block to get to the next platform. Then throw a bomb in the middle of the two Beamos while on the white block.

Thanks to (Fredz) for reminding me about this missing key.

Next when you are on the platform with the two Beamos look behind you and down to see an eye switch. Shoot the eye switch with an arrow and a treasure chest will fall down. Open the treasure chest to get a small key.

Then jump over to the next platform and use the Lens of Truth to reveal a narrow path leading to a Beamos. Destroy the Beamos for the forth Silver Rupee. Then go back through the path and keep going until you come to another narrow path. Jump across the narrow path under the guillotine and collect the final Silver Rupee.

Then go through the door ahead and dispel the Shadow Barrier using a Light Arrow.

F. FIRE BARRIER

Jump onto the moving platform in front of you and ride it all the way to the right then jump off and go forward two blocks. This one will go up. Do a back flip to get the Silver Rupee near the top of here. Time your jump so you land on the platform below.

If you miss you will have to start over again. While on the moving platform throw a couple bombs at the Beamos here then jump onto the platform and use your Golden Gauntlets to throw the big boulder. Then get the second Silver Rupee. Then get back onto the platform and jump to the next platform. Then jump two platforms forward and this platform will rise up.

Use your Longshot to shoot the target and climb up on top of it. Then jump off and collect the third Silver Rupee here. Then jump onto the platform below. Ride it to another platform and destroy the torch slugs with some arrows. Then climb up on the platform and throw the large boulder to the other side of the room.

Then collect the fourth Silver Rupee. Use your Longshot to get back to the target nearby and pull yourself on top of it. Then jump onto the platform that rises with your Hover Boots. Then take the Hover Boots off and carefully time the jump so that you land on top of the giant boulder. Then use your Longshot to shoot the target by the door. Go through the door and dispel the Fire Barrier with a Light Arrow.

G. LIGHT BARRIER

Then head to the giant boulder in this room and throw it away for the last and final barrier. At this point you must have two Small Keys to continue. Play Zelda's Lullaby on the Triforce symbol to make a small treasure chest appear. Open it if you want to then go through the door ahead.

Throw a bomb so that it explodes in the air right next to the Beamos and Longshot to the target above you and jump down to the other side and open the final locked door. Then hit a crystal switch in one of the fires. This will allow you to go forward through the wall which is a false wall. Then use a Light Arrow and dispel the final barrier with a Light Arrow.

Then the barrier around the door near the entrance will disappear then go inside the door straight ahead when you first enter the dungeon. And go up the stairs in the next room destroy the enemies there and go up some more.

H. Boss Key

The next enemies you will fight are two Iron Knuckles.
(To me all
Iron Knuckles and all other boss characters are all wimps it doesn't matter which one to me. After you destroy the Iron Knuckles get the Boss Key and go up the tower some more to get to where Gannondorf is playing a piano and this will refill all your health and also expose your Triforce of courage and Zelda's Triforce of wisdom.

Then he will tell you these toys are too much for you I command you to give them to me and Navi is held back during this phase.

I. BOSS Ganondorf Phase 1

Hit back his attacks with your sword like with Puppet Ganondorf and when it hits him quickly pull out a Light Arrow and shoot him then. Go up to him or Longshot to him and hit him with your sword as many times as possible.

After so many hits he sends multiple energy balls at once at you use your charge spin to send them all back at him. Then repeat what you did last time to hit him again. Keep this up until he uses his final power in an effort to make the castle collapse around you.

You have to escape the castle before the timer runs out and along the way eventually you will have to destroy two skeletons then when you get out you hear a sound coming from the middle of the now fallen tower.

J. GANON Phase 2

Ganondorf comes out and the Triforce of power glows on his hand and he transform into Ganon. But do not worry he is still a wimp. He will knock the Master Sword out of your hand you have to use the Megaton Hammer or the Biggoron's Sword to get behind him and hit his tail.

Then after enough hits to his tail the fire blocking your path to the Master Sword will disappear then go and get the Master Sword and destroy Ganon with the Master Sword. If you use something else he will not be destroyed. After enough hits Zelda will hold Ganon in place while you deliver the final blow. Then the game is beaten.

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/ 13. SIDE QUESTS \

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/ A. SINKING LURE \

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After catching a fifteen or bigger fish the lure should appear. To get the lure after it appear go to the man at the counter and talk to him until he says "You want to use you own lure? Don't you know that a great fisherman never chooses him own lure? Put on your iron boots then walk around the pond until you find it. You need to be a child for this to work the first time at least that is the way I did it.

Then go back to the pond as an adult and you will now find the lure. Just repeat the steps you did last time to find it.] Refer to 4R. The 11 Pound fish for more info. I found out more about the sinking lure by playing the game later on.

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                / B. SECRETS FAQ                               \
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INFINITE RUPEE TRICK

Go to the lost woods after you get the Biggoron's Sword and kill the Skull Kid. A trick some say it will give 500 rupees, but I have done it many times it gives you 200 rupees. However, who cares it is still 200 Rupees!

INFINITE BOTTLE TRICK

Catch a bug or fish and before you catch it pause the game and replace it with one of your replaceable item like Deku Nuts or Bombs. Warning if you replace an item like the Megaton Hammer Etc. You will not be able to get them back!

SLOW DOWN THE TIME IN DAMPE'S GRAVEYARD

Play one of the warp songs and the timer will stop for a few seconds. This will help you get the Piece of Heart.

SWORLESS LINK GLITCH

First beat the first phase Ganondorf then when he comes back as Ganon and knocks the Master Sword out of your hand save the game and then turn the game off if you do this correctly, Link will not have a sword in his hand and you can use items on Epona plus many more glitches. You can only use this on the Gold N64 Cartridge. It may work on the Silver or Standard Cartridge but I have not tested it out yet.

IINVISIBLE LINK ON HORSE!

First, use the Sword less Link Glitch. Go up to the Tent with the carpenters in it and get in the doorway with your horse. Then warp to Lake Hylia and Link will be invisible leave Lake Hylia to reset this. Note you can only do this on the Gold N64 Cartridge. I have not tested the Silver or Standard Cartridge yet so I cannot guarantee it will work on them.

INFINITE GOLD SKULLTULA GLITCH

Go to the tree near Hyrule Castle as a child and play the Song of Storms and go inside bomb the stone walls. Destroy the Golden Skulltula then grab the token with your boomerang and back flip into the light leading you outside before the token comes back to you.

Then when you go back there should be another Golden Skulltula there! With this trick you can get above 100 Golden Skulltulas if you want to!

This Secret is said to only work on the limited Nintendo 64 Gold Cartridge but you can try it on another Nintendo 64 Cartridge if you use the Gamecube Version this version should have fixed this as far as I know you can try it if you want.

REPARING SIGNS

Get in front of the sign and play the Zelda's Lullaby and the sign will come back together again.

GANNON'S TOWER

It is a little know fact that in the middle of one of the stairs in Ganon's Castle there in a hole in the wall that leads to a place where you can buy bomb and arrows. Just use your Lens of Truth

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The following are locations of the Golden Skulltulas that are hidden throughout Ocarina of Time, and Ocarina of Time Master Quest which is found on the Ocarina of Time Bonus Disk game for Gamecube. I have just recently added in a box that you can check off as you get each Golden Skulltula. After you have found them all on both versions of the game you can go to the Skull Kid's House and talk to the man that will be there only when you defeat all 100 Golden Skulltulas, and he will give you 200 Rupees. Leave and enter, and you will get another 200 Rupees. This is infinite, you can do this as many times as you want.

After you collect a Golden Skulltulas in the game just check it off in the little box next to the Location of the Golden Skulltulas. This idea isn't new and I don't claim to have the idea I just thought it would make my walkthrough to make it look nicer.

Rewards for Skulltulas Destroyed

1. 10 / Adult's Wallet - holds up to 200 Rupees
2. 20/ Stone of Agony - rumbles when near a secret. (It means to place a bomb, or play the Song of Storms)
3. 30/ Giant's Wallet - holds up to 500 Rupees
4. 40/ 10 Bombchus
5. 50/ Piece of Heart
6. 100/ Infinite 200 Rupees

The following have abbreviations which are

A: Adult

C: Child

CA: Child and Adult

Desert Colossus - 1C, 2A

Death Mountain Crater - 2C

Death Mountain Trail -1C, 2A, 1CA

Gerudo Fortress - 2A

Gerudo Valley - 2C

Ganon's Castle - 1A

Goron City - 1C, 1A

Graveyard - 2c

Haunted Wasteland - 1A

Hyrule Castle Grounds - 2C

Hyrule Castle Market - 1C

Hyrule Field - 2CA

Kakariko Village - 5C, 1A

Koriki Forest - 2C, 1A

Lake Hylia - 3C, 1A

Lakeside Laboratory -1A

Lon Lon Ranch - 4C
Lost Woods -2C, 1A
Sacred Forest Meadow - 1A
Zora's Domain -1A
Zora's Fountain - 2C, 1A
Zora's River - 2C, 2A

1. CHILD GOLDEN SKULLTULAS
2. ADULT GOLDEN SKULLTULAS
3. BOTH CHILD AND ADULT GOLDEN SKULLTULAS
4. TOTAL GOLDEN SKULLTULAS
5. DUNGEONS OCARINA OF TIME GOLDEN SKULLTULAS
6. DUNGEONS OCARINA OF TIME MASTER QUEST GOLDEN SKULLTULAS
7. TOTAL GOLDEN SKULLTULAS OCARINA OF TIME AND MASTER QUEST

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/ 1. CHILD GOLDEN SKULLTULAS \
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A. CHILD GOLDEN SKULLTULAS (Ocarina of Time, and Master Quest)

Death Mountain Crater, 2 Golden Skulltulas (Ocarina of Time and Master Quest Child.)

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(1) [] Items Required - Hylian Shield
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Time of Day - Any Time

Child

Obtained by - At the top of Death Mountain go into Death Mountain Crater and quickly roll into the crate in front of you get the Golden Skulltula and then leave.

--
(2) [] Items Required - Bolero of Fire, Bottle of Bugs
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Time of Day - Any Time

Child

Obtained by - Play the Bolero of Fire and quickly let the bugs go on top of the soft soil then a Golden Skulltula will come out.

Death Mountain Trail, 1 Golden Skulltula (Ocarina of Time, and Master Quest Child)

--

(3) [] Items Required - Bottle of Bugs

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Time of Day - Any Time

Child

Obtained by - Release a Bottle of Bugs on the soft soil and a Golden Skulltula will come out.

Desert Colossus, 1 Golden Skulltula (Ocarina of Time, and Master Quest Child.)

--

(4) [] Items Required - Bottle of Bugs

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Time of Day - Any Time

Child

Obtained by - Dump a bottle of bugs on the soft soil near the entrance to the Spirit Temple and a Golden Skulltula will come out.

Gerudo Valley, 2 Golden Skulltulas (Ocarina of Time and Master Quest Child.)

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(5) [] Items Required - Bottle of Bugs

--

Time of Day - Any Time

Child

Obtained by - Jump down off the bridge onto the platform down below and release a bottle of bugs on the path of soft soil there.

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(6) [] Items Required - Boomerang

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Time of Day - Night

Child

Obtained by - To the right of the narrow wooden bridge there will be a Golden Skulltula.

Goron City, 1 Golden Skulltula (Ocarina of Time, and Master + Quest Child)

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(7) [] Items Required - Bombs

--

Time of Day - Any Time

Child

Obtained by - At the top of Goron city bomb the rocks in a room there and get to the back of the room and then roll into a crate there to get a Golden Skulltula.

Graveyard, 2 Golden Skulltulas (Ocarina of Time, and Master Quest Child)

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(8) [] Items Required - Boomerang

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Time of Day - Night

Child

Obtained by - When you enter the Graveyard go all the way forward and on your left there will be a Golden Skulltula.

--

(9) [] Items Required - Bottle of Bugs

--

Time of Day - Any Time

Child

Obtained by - Release a bottle of bugs on the soft soil and a Golden Skulltula will come out.

Hyrule Castle Grounds, 2 Golden Skulltulas (Ocarina of Time, and Master Quest Child)

--

(10) [] Items Required - Song of Storms

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Time of Day -Any Time

Child

Obtained by - Play the Song of Storm by the tree right beside the castle.

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(11) [] Items Required - None

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Time of Day - Any Time

Child

Obtained by - Roll into the tree near the entrance to Hyrule Castle Grounds.

Hyrule Castle Market, 1 Golden Skulltula (Ocarina of Time, and Master Quest Child)

--
(12) [] Items Required - None

--
Time of Day - Any Time

Child

Obtained by - Roll into the crate inside the guardhouse right before you exit Hyrule Castle Market.

Kakariko Village, 5 Golden Skulltulas (Ocarina of Time, and Master Quest Child)

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(13) [] Items Required - Koriki Emerald

--
Time of Day - Night

Child

Obtained by - Roll into the only tree in the middle of the town.

--
(14) [] Items Required - None

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Time of Day - Night

Child

Obtained by - On the side of The Skulltula house there is a Golden Skulltula

--
(15) [] Items Required - None

--
Time of Day - Night

Child

Obtained by - On the building under construction there is a Golden Skulltula.

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(16) [] Items Required - None

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Time of Day - Night

Child

Obtained by - To the left of the gate on Death Mountain on the side of the house there will be a Golden Skulltula.

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(17) [] Items Required - Slingshot

--

Time of Day - Night

Child

Obtained by - Shoot a Slingshot seed at the ladder outside of the entrance to Death Mountain and collect the Golden Skulltula Token.

Koriki Forest, 2 Golden Skulltulas (Ocarina of Time, and Master Quest Child.)

--

(18) [] Items Required - Koriki Emerald

--

Time of Day - Night

Child

Obtained by - On the back of the Know it All Brothers There is a Golden Skulltula.

--

(19) [] Items Required - Bottle of Bugs

--

Time of Day - Night

Child

Obtained by - Release a bottle of bugs on the patch of soft soil.

(Lake Hylia, 3 Golden Skulltulas (Ocarina of Time, and Master Quest Child.)

--

(20) [] Items Required - Bottle of Bugs

--

Time of Day - Any Time

Child

Obtained by - Release a bottle of bugs on the soft soil spot near Lakeside Laboratory.

--

(21) [] Items Required - Boomerang

--

Time of Day - Night

Child

Obtained by - On the back of Lakeside Laboratory there is a Golden Skulltula.

--

(22) [] Items Required - Koriki Emerald

--

Time of Day - Night

Child

Obtained by - The platform completely surrounded by water in front of the big tree that is dead.

Lon Lon Ranch, 4 Golden Skulltulas (Ocarina of Time, and Master Quest Child)

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(23) [] Items Required - Koriki Emerald

--

Time of Day - Any Time

Child

Obtained by - Roll into the tree at Lon Lon Ranch and a Golden Skulltula will come out.

--

(24) [] Items Required - Boomerang

--

Time of Day - Night

Child

Obtained by - On the window on the house were you played the Cuco finding game and shoot it with your slingshot and retrieve the token with your boomerang.

--

(25) [] Items Required - Boomerang

--

Time of Day - Night

Child

Obtained by - Near the door that leads to a room with some cows and crates up on the wall. There is a Golden Skulltula there.

--

(26) [] Items Required - Boomerang

--

Time of Day - Night

Child

Obtained by - At the back of the horse corral there is a Golden Skulltula.

Lost Woods, 2 Golden Skulltulas (Ocarina of Time, and Master Quest Child.)

--

(27) [] Items Required - Bottle of Bugs

--

Time of Day - Any Time

Child

Obtained by - When you first get into the lost woods take a left and then another left then release a bottle of bugs on the soft soil patch.

--

(28) [] Items Required - Bottle of Bugs

--

Time of Day - Any Time

Child

Obtained by - Release a bottle of bugs in the same soft soil patch as above in 44.

Zora's Fountain, 2 Golden Skulltulas (Ocarina of Time, and Master Quest Child.)

--

(29) [] Items Required - None

--

Time of Day - Any Time

Child

Obtained by - Roll into the tree near the Great Fairy

Fountain
and knock it loose.

--
(30) [] Items Required - Boomerang

--

Time of Day - Night

Child

Obtained by - Get on the log sticking out of the water and
use
your boomerang to get the Golden Skulltula.

Zora's River, 2 Golden Skulltulas (Ocarina of Time, and Master
Quest Child.)

--
(31) [] Items Required - Slingshot

--

Time of Day - Night

Child

Obtained by - On the ladder near the waterfall there is a
Golden Skulltula.

--
(32) [] Items Required - Koriki Emerald

--

Time of Day - Any Time

Child

Obtained by - Roll into the tree near the entrance and knock
the Golden Skulltula loose.

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/ 2. ADULT GOLDEN SKULLTULAS \
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Desert Colossus, 2 Golden Skulltulas Adult (Ocarina of Time, and Master
Quest Adult.)

--
(33) [] Items Required - Longshot

--
Time of Day - Night

Adult

Obtained by - A tree near the hole in the sand where you play the Song of Storms to fill up with water and get a fairy fountain. And Longshot to a Golden Skulltula that is crawling in one of the trees destroy it and retrieve the token.

--
(34) [] Items Required - Magic Bean

--
Time of Day - Night

Adult

Obtained by - Place a Magic Bean outside the spirit temple as a child and come back as an adult. Ride the magic bean platform and jump off onto a platform that will have a Golden Skulltula there.

Death Mountain Trail, 2 Golden Skulltulas (Ocarina of Time, and Master Quest Adult.)

--
(35) [] Items Required - Megaton Hammer

--
Time of Day - Night

Adult

Obtained by - A rock near the bomb flower as a child hit the rock with your Megaton Hammer and there will be a Golden Skulltula behind the rock.

--
(36) [] Items Required - Megaton Hammer

--
Time of Day - Night

Adult

Obtained by - Right before you climb up the wall to get to the top of Death Mountain there are rocks there under one of the rocks is a Golden Skulltula.

(Ganon's Castle, 1 Golden Skulltula (Ocarina of Time, and Master Quest Adult)

--
(37) [] Items Required - Hookshot

--

Time of day - Night

Child or Adult - Adult

Obtained by - Hookshot the Golden Skulltula on the ruined wall and collect the token.

Gerudo Fortress, 2 Golden Skulltulas (Ocarina of Time, and Master Quest Adult.)

--

(38) [] Items Required - Gerudo Membership Card, Longshot

--

Time of Day - Night

Adult

Obtained by - At the top of the target in the horseback and archery game get the Golden Skulltula and leave.

--

(39) [] Items Required - Gerudo Membership Card, Longshot

--

Time of Day - Night

Adult

Obtained by - Right before you jumped down off the ledge to get to the fourth carpenter. There is a Golden Skulltula here.

(Gerudo Valley, 2 Golden Skulltulas (Ocarina of Time, and Master Quest Adult.)

--

(40) [] Items Required - Epona Horse, or Longshot

--

Time of Day - Night

Adult

Obtained by - Behind the carpenters tent there is a Golden Skulltula.

--

(41) [] Items Required - Epona the horse, or Longshot

--

Time of Day - Night

Adult

Obtained by - On a pillar to your left right after you cross the bridge with Epona and the Longshot you will find a Golden Skulltula.

Goron City, 1 Golden Skulltula (Ocarina of Time, and Master Quest Adult.)

--

(42) [] Items Required - Hookshot

--

Time of Day - Any Time

Adult

Obtained by - Hookshot to the small platform in the middle floor and there will be a Golden Skulltula there Hookshot to it and then collect the token. (Haunted Wasteland, 1 Golden Skulltula (Ocarina of Time, and Master Quest)

--

(43) [] Items Required - None

--

Time of Day - Night

Adult

Obtained by - In the building were the phantom guide is on top there will be a Golden Skulltula.

Kakariko Village, 1 Golden Skulltula (Ocarina of Time, and Master Quest.)

--

(44) [] Items Required - Hookshot

--

Time of day - Night

Adult

Obtained by - On the top of Impa's house there will be a Golden Skulltula
Koriki Forest, 1 Golden Skulltula (Ocarina of Time, and Master Quest Adult.)

--

(45) [] Items Required - Hookshot

--

Time of Day - Night

Adult

Obtained by - On the back of the house of twins there is a Golden Skulltula.

Lake Hylia, 1 Golden Skulltula (Ocarina of Time and Master Quest Adult.)

--
(46) [] Items Required - Longshot

--
Time of Day - Night

Adult

Obtained by - Stand next to the big tree next to the warp point to Lake Hylia and use your Longshot to Longshot up to the top of the Tree so that you land on the branch high above. Then destroy the Golden Skulltula at the very top of the tree and collect the token.

Lakeside Laboratory, 1 Golden Skulltula (Ocarina of Time, and Master Quest Adult.

--
(47) [] Items Required - Iron Boots

--
Time of Day - Any Time

Adult

Obtained by - Use the Iron Boots to sink to the bottom of the water in Lakeside Laboratory and roll into the crates down there and get the Golden Skulltula.

Lost Woods, 1 Golden Skulltula (Ocarina of Time, and Master Quest Adult.)

--
(48) [] Items Required - Magic Bean, Master Sword

--
Time of Day - Night

Adult

Obtained by - After entering the Lost Woods go right, left, right, left, and, left one more time then place a Magic Bean in that area as a child and then come back as an adult.

Sacred Forest Meadow, 1 Golden Skulltula (Ocarina of Time, and Master Quest Adult.)

--
(49) [] Items Required - Hookshot

--
Time of Day - Night

Adult

Obtained by - Go up the ladder leading to the Fairy Fountain and look to your left on the wall there will be a golden Skulltula.

(Zora's Domain, 1 Golden Skulltula (Ocarina of Time, and Master Quest Adult.)

--

(50) [] Items Required - Longshot

--

Time of Day - Night

Child or Adult - Adult

Obtained by - Head to where the diving game was played and look to your left on the wall and Longshot the Golden Skulltula.

Zora's Fountain 1 Golden Skulltula (Ocarina of Time, and Master Quest Adult.)

--

(51) [] Items Required - Silver Gauntlets, Lens of Truth

--

Time of Day - Night

Child or Adult - Adult

Obtained by - Pick up the rock by the Great Fairy's Fountain and go down the hole and equip your Lens of Truth and destroy all the Skulltulas then when you get to the top get the Golden Skulltula there.

Zora's River, 2 Golden Skulltulas (Ocarina of Time, and Master Quest Adult.)

--

(52) [] Items Required - Hookshot

--

Time of Day - Night

Adult

Obtained by - Near the wooden bridge to your left high on the wall there is a Golden Skulltula.

--

(53) [] Items Required - Hookshot

--

Time of Day - Night Adult

Obtained by - Climb up the ladder were you would have climbed up when getting a Piece of Heart look to your left there will be a Golden Skulltula there.

/-----/
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/ 3. BOTH CHILD AND ADULT GOLDEN \
\ SKULLTULAS /
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--
(54) [] Items Required - Bombs

--
Time of Day - Any Time

Child or Adult

Obtained by - Bomb the wall near the entrance to Death Mountain Trail and climb up the destroy the Golden Skulltula and climb up the wall or use you Boomerang or Longshot to get it depending on whether you are a child or adult. Ocarina of Time, and Master Quest Adult.)

--
(55) [] Items Required - Bomb, Boomerang or Hookshot

--
Time of Day - Any Time

Child or Adult

Obtained by - Place a bomb on the tree to the left before you enter Kakariko Village and get the Golden Skulltula with your Boomerang or Hookshot.

--
(56) [] Items Required - Bombs, Din's Fire, or Fire Arrows,
-- Boomerang, or Hookshot

Time of Day - Any Time

Child or Adult

Obtained by - Place a bomb near the entrance to Gerudo Valley by a circle of rocks, place a bomb in the center of the rocks, and go into the hole. Use Din's Fire, or Fire arrows to light the web on fire and then use your Boomerang, or Hookshot to destroy the Golden Skulltula and collect the token.

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/ 4. TOTAL GOLDEN SKULLTUALS \
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56 GOLDEN SKULLTULAS IN ALL OF HYRULE (Not counting the Dungeons)

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/ 5. DUNGEONS OCARINA OF TIME GOLDEN \
\ SKULLTULAS /
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- 1st Dungeon Deku Tree - 4
- 2nd Dungeon Dodongo's Cavern - 5
- 3rd Dungeon Jabu Jabu's Belly - 4
- 4th Dungeon Forest Temple - 5
- 5th Dungeon Fire Temple - 5
- 6th Dungeon Ice Cavern - 3
- 7th Dungeon Water Temple - 5
- 8th Dungeon Bottom of the Well -3
- 9th Dungeon Shadow Temple - 5
- Final Dungeon Spirit Temple - 5
- Total - 44

1st Dungeon, Deku Tree, 4 Golden Skulltulas (Ocarina of Time Only)

--
(57) [] Items Required - Koriki Sword
--

Basement 1

Child

Obtained By - Below the web there is a Golden Skulltula on the gate kill it with your slingshot and grab the token.

--
(58) [] Items Required - Koriki Sword
--

2nd Floor

Child

Obtained By - in the room with the compass step on the switch,

go jump across the Platforms, go to your left, and get the Golden Skulltula there.

--

(59) [] Items Required - Slingshot

--

Basement 1

Child

Obtained By - Under the web that you had to jump off the high platform to break there is a Golden Skulltula on the vines here.

--

(60) [] Items Required - Boomerang, Bomb Bag

--

Basement 1

Child

Obtained By - In the room with the Gohma Larvae on the ceiling burn the web to your left then bomb the wall here and go through the door here. Then destroy the Golden Skulltula and collect the token with your Boomerang.

2nd Dungeon, Dodongo Cavern, 5 Golden Skulltulas (Ocarina of Time Only)

--

(61) [] Items Required - Goron Bracelet

--

2nd

Child or Adult

Obtained By - In the room with all the bombs near the exit at the top of the staircase on a vine near the exit there is a Golden Skulltula.

--

(62) [] Items Required - Bomb Bag

--

Floor - 1st

Child or Adult - Child or Adult

Obtained By - After you bomb the eyes of the statue go through the door here. Then keep going forward until you come to a area where there is a wall that you can bomb. Push the block next to the wall and bomb the wall. Then go in and then bomb the Armos here and after he is destroyed you will find a Golden Skulltula where the Armos used to be.

--
(63) [] Items Required - Goron Bracelet
--
Floor - 2nd

Child or Adult - Child or Adult

Obtained By - In the room where you first see baby Dodongo
pick
up the bomb flower and bomb the wall there. Then destroy the Golden
Skulltula and collect its token.

--
(64) [] Items Required - Longshot
--
Floor - 2nd

Child or Adult - Adult

Obtained By - In the room with the staircase and the bombs
Longshot the hole in the wall above the staircase there is a Golden
Skulltula.

--
(65) [] Items Required - Hookshot Scarecrow's Song
--
Floor - 1st

Child or Adult - Adult

Obtained By - In the room where you first saw the baby
Dodongo's play the Scarecrow's Song where Navi turns green.

3rd Dungeon (Jabu Jabu's Belly, 4 Golden Skulltulas (Ocarina of
Time Only)

--
(66) [] Items Required - Boomerang
--
Floor - Basement

Child or Adult - Child

Obtained By - In the room with the switch that raises that
water level there is a Golden Skulltula climbing on the vines.

--
(67) [] Items Required - Boomerang
--
Floor - Basement 1

Child or Adult - Child

Obtained By - After you, destroy the green tentacle. Come
back to the room with the holes and then go down the hole that used to be

blocked by a green electric barrier. Then there will be a Golden Skulltula there. And destroy the Golden Skulltula here with your Boomerang and collect the token.

--

(68) [] Items Required - Boomerang

--

Floor - Basement 1

Child or Adult - Child

Obtained By - In the same place as above in #67, there is another Golden Skulltula there.

--

(69) [] Items Required - Boomerang

--

Floor - 1st

Child or Adult - Child

Obtained By - In the room right before the boss fight on the vine there is a Golden Skulltula.

4th Dungeon (Forest Temple, 5 Golden Skulltulas (Ocarina of Time Only)

--

(70) [] Items Required - Hookshot

--

Floor - 1st Floor

Child or Adult - Adult

Obtained By - From the main room where the Poes scattered go to your right, destroy the Golden Skulltula, and collect the token.

--

(71) [] Items Required - Hookshot

--

Floor - 1st

Child or Adult - Child

Obtained By - in the entrance to the Forest Temple climb up the vines to the top of the tree, destroy the Golden Skulltula on the vines, and collect the token.

--

(72) [] Items Required - Hookshot

--

Floor - 1st

Child or Adult - Adult

Obtained By - Go through the right hallway and use your Hookshot to Hookshot to the treasure chest on the grassy platform. Then destroy the Golden Skulltula and collect the token.

--

(73) [] Items Required - Bow

--

Floor - Basement 1

Child or Adult - Adult

Obtained By - In the room right before you open the boss door there is Golden Skulltula in one of the doorways.

--

(74) [] Items Required - Hookshot

--

Floor - 1st

Child or Adult - Adult

Obtained By - Shoot the eye switch in front of the twisted room go straight and go down the hole. Then keep going forward until you get to a second twisted room unlock the door there and fire an arrow through the torch and onto the frozen eye switch and go down the hole there then go through the door to your right. Then go forward and go across the narrow ledge and Hookshot the Golden Skulltula.

5th Dungeon (Fire Temple, 5 Golden Skulltulas (Ocarina of Time Only)

--

(75) [] Items Required - Hookshot

--

Floor - 1st

Child or Adult - Adult

Obtained By - After entering the dungeon turn to your right, go all the way to the end of this room, and play the Song of Time in front

of the door and climb up onto the time block and go through the door ahead. Then climb up to the room above. Hold up your shield and block the tiles then destroy the Golden Skulltula here.

--

(76) [] Items Required - Megaton Hammer

--

Floor - 1st

Child or Adult - Adult

Obtained By - After you get the Megaton Hammer and the key go to the beginning entrance to the Fire Temple use your Megaton Hammer to

get the blocks out of your way. Then go inside and when you get to a room with spinning tiles that attack you there will be a Golden Skulltula there.

--

(77) [] Items Required - Longshot, Location Water Temple,

--

Scarecrow's Song

Floor - 4th Floor

Child or Adult - Adult

Obtained By - In the room where you bombed the hole in the floor leading to a Goron Play the Scarecrow's Song In the room were Navi turns green. Then climb up onto the time block and shoot the target above you then shoot another target. Ride this platform up to the top floor. Here you will find a Gold Skulltula on the fence here.

--

(78) [] Items Required - Longshot

--

Floor - 5th

Child or Adult - Adult

Obtained By - Starting from the Golden Skulltula you got in #77 go up through the door above and get the Golden Skulltula here with your Longshot.

--

(79) [] Items Required - Bow

--

Floor -3rd

Child or Adult - Adult

Obtained By - In the room with the boulders, rolling around there is a fake wall that you can bomb on the opposite side of where the Goron in the cage is.

6th Dungeon (Ice Cavern, 3 Golden Skulltulas (Ocarina of Time Only)

--

(80) [] Items Required - Hookshot

--

Floor - 1st

Child or Adult - Adult

Obtained By - In the room with the Piece of Heart and the Compass there is a Golden Skulltula crawling on the wall.

--
(81) [] Items Required - Hookshot
-- Floor - 1st
Child or Adult - Adult
Obtained By - In the room with the spinning blade and white rupees behind the icicle you will find a Golden Skulltula.

--
(82) [] Items Required - Hookshot
-- Floor - 1st
Child or Adult - Adult
Obtained By - In the room with the ice blocks there is a Golden Skulltula on the a wall here.

7th Dungeon (Water Temple, 5 Golden Skulltulas (Ocarina of Time Only)

--
(83) [] Items Required - Longshot
-- Floor - 2nd
Child or Adult - Adult
Obtained By - Lower the water level to the bottom floor and go through the door here. Then use your Longshot to Hookshot up to the second floor and then to the third floor where there is a Golden Skulltula.

--
(84) [] Items Required - Longshot, Iron Boots
-- Floor - 1st
Child or Adult - Adult
Obtained By - In the area where there is whirlpools trying to take you underwater put on you Iron Boots and Longshot over to the Golden Skulltula.

--
(85) [] Items Required - Longshot
-- Floor - 1st
Child or Adult - Adult
Obtained By - On the first floor bomb, the cracked floor and go down to the bottom of the water then there will be a Golden Skulltula to your left.

--
(86) [] Items Required - Longshot

--
Floor - 3rd

Child or Adult - Adult

Obtained By - In the area with the moving platforms through the door at the top level there will be a Golden Skulltula on your right.

--
(87) [] Items Required - Longshot

--
Floor - 1st

Child or Adult - Adult

Obtained By - Before getting the boss key the room with the rolling boulder there is a Golden Skulltula on the waterfall there.

8th Dungeon (Bottom of the Well, 3 Golden Skulltulas (Ocarina of Time Only)

--
(88) [] Items Required - Ocarina of Time, Song of Storms, Lens of Truth, Small Key

--
Floor - Basement 1

Child or Adult - Child

Obtained By - Collect the small key go to the walkthrough to find out how to get it. Then go through the doorway that is in front of the main entrance and go unlock the door to your right. Then destroy the Golden Skulltula here and collect the token.

--
(89) [] Items Required - Ocarina of Time, Song of Storms, Small Key

--
Floor - Basement 1

Child or Adult - Child

Obtained By - Collect the small key go to the walkthrough to find out how to get it. Then go through the doorway that is in front of the main entrance and go unlock the door to your left. Then destroy the Golden Skulltula here and collect the token.

--
(90) [] Items Required - Ocarina of Time, Song of Storms, Small Key

Floor - Basement 1

Child or Adult - Child

Obtained By - Go through a crawlspace in the northeast corner of this room. Then use your Lens of Truth to see your pathway. Then go through the next door and collect the Golden Skulltula here.

9th Dungeon (Shadow Temple, 5 Golden Skulltulas (Ocarina of Time Only)

--

(91) [] Items Required - Longshot, Lens of Truth

--

Floor - Basement 3

Child or Adult - Adult

Obtained By - In the room with the two skeletons and the guillotines to the left of their use your Lens of Truth to see an invisible platform. Jump across and go through the door ahead then use your Lens of Truth to see an invisible blade spinning in the room. The Golden Skulltula will be behind a gate after you destroy the enemies there.

--

(92) [] Items Required - Longshot

--

Floor - Basement 3

Child or Adult - Adult

Obtained By - In the room with the spikes and the block to stop the spikes from coming down, there is a Golden Skulltula behind one of the gates there.

(93) [] Items Required - Longshot

Floor - Basement 3

Child or Adult - Adult

Obtained By - In the room with one large vase, throw a bomb into the vase and there will be a Golden Skulltula behind the vase.

--

(94) [] Items Required - Longshot, Scarecrow's Song

--

Floor - Basement 3

Child or Adult - Adult

Obtained By - Right before you play Zelda's Lullaby o the Triforce of the ship play the Scarecrow's Song and Longshot to the Scarecrow and get the Golden Skulltula.

--
(95) [] Items Required - Longshot

--

Floor - Basement 3

Child or Adult - Adult

Obtained By - After you ride the boat to the other side in one of the room ahead there will be three big vases behind those vases will be a Golden Skulltula.

Final Dungeon (Spirit Temple, 5 Golden Skulltulas (Ocarina of Time Only Child)

--

(96) [] Items Required - Requiem of Spirit

--

Floor - 1st

Child or Adult - Child

Obtained By - There is a room with a hole in the floor and a fence on the other side. On the other side is where the Golden Skulltula is.

--

(97) [] Items Required - Requiem of Spirit

--

Floor - 2nd

Child or Adult - Child

Obtained By - In the main room as a child go through the right door and collect the Silver Rupees if you have not done this already. Then go across to the other side of this room and then destroy the Golden Skulltula and collect the token.

--

(98) [] Items Required - Requiem of Spirit

--

Floor - 2nd

Child or Adult - Child

Obtained By - Before you get to the boss iron knuckle there will be a Golden Skulltula on the wall use you boomerang to get it.

Final Dungeon (Spirit Temple, 5 Golden Skulltulas (Ocarina of Time Only Adult)

--
(99) [] Items Required - Silver Gauntlets

--
Floor - 1st

Child or Adult - Adult

Obtained By - Starting from the entrance as an adult go forward and then jump down the hole that is in this room. Go forward through the next door. Then go through the door to your right. Play the Song of Time to move the Time Block in this room and collect the Golden Skulltula.

--
(100) [] Items Required - Silver Gauntlets

--
Floor - 3rd Floor

Child or Adult - Adult

Obtained By - Climb the staircase on your left and play the Scarecrow's Song on the top of the staircase and Longshot over to get the final Golden Skulltula!

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/ 6. DUNGEONS OCARINA OF TIME MASTER \
\ QUEST GOLDEN SKULLTULAS /
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- 1st Dungeon Deku Tree - 4 Golden Skulltulas
- 2nd Dungeon Dodongo's Cavern - 5 Golden Skulltulas
- 3rd Dungeon Jabu Jabu's Belly - 4 Golden Skulltulas
- 4th Dungeon Forest Temple - 5 Golden Skulltulas
- 5th Dungeon Fire Temple - 5 Golden Skulltulas
- 6th Dungeon Ice Cavern - 3 Golden Skulltulas
- 7th Dungeon Water Temple - 5 Golden Skulltulas
- 8th Dungeon Bottom of the Well - 3 Golden Skulltulas
- 9th Dungeon Shadow Temple - 5 Golden Skulltulas
- Final Dungeon Spirit Temple - 5 Golden Skulltulas

1st Dungeon, Deku Tree, 4 Golden Skulltulas (Master Quest Only)

--

(57) [] Items Required - Koriki Sword

--

Floor - 2nd

Child

Obtained By - On the first floor climb up the ladder and roll into the crate up there and there will be a Golden Skulltula there.

--

(58) [] Items Required - Bombchu

--

Floor - 2nd

Child

Obtained By - In the room where you get the compass there are rocks on the wall next to you use Bombchu to blow up the rocks and get the Golden Skulltula.

--

(59) [] Items Required - Ocarina of Time with Song of Time,
Boomerang

Child or Adult - Child

Floor - Basement 1

Obtained By - In the room with all the tombstones play the Song of Time where Navi turns green and then get on the block and keep playing it and jumping from block to block until you get to the ceiling then use your boomerang to get the Golden Skulltula.

--

(60) [] Items Required - Boomerang

--

Floor - Basement 1

Child

Obtained By - In the room with all the tombstones light the Deku stick and torch the first web go through the door use the boomerang to get the Golden Skulltula.

2nd Dungeon, Dodongo's Cavern, 5 Golden Skulltulas (Master Quest Only)

--

(61) [] Items Required - Boomerang

--

Floor - 1st

Child or Adult

Obtained By - After passing through the Giant Dodongo Skull in the room with the tombstones and fire climb up the wall, then go across to the other side, and climb on to a platform that has a door nearby. At this angle, you will be able to use your Boomerang to destroy the Golden Skulltula then collect the token with your Boomerang.

--

(62) [] Items Required - Bomb Bag

--

Floor - 2nd

Child or Adult

Obtained By - In the room where you fought two Lizalfos on the second floor use the Bombchu to bomb the rocks.

--

(63) [] Items Required - Goron Bracelet, Boomerang, or Longshot

--

Floor - 2nd

Child or Adult

Obtained By - In the room after you fought the Lizalfos on the second floor, pick up a Bomb Flower. Then place it down next to the nearest Bomb Flowers that are in a line along the wall. Next go through the door that just opened. In this room, you will find a Golden Skulltula. Destroy it and use your Boomerang as a child to get the token, or your Longshot as an adult.

--

(64) [] Items Required - Preferably Din's Fire

--

Floor -1st

Child or Adult

Obtained By - In the room with the three blocks and three torches in the air use Din's Fire if you have in the center of the three torches. Then a door will open. If you don't have Din's Fire you must do the same thing that you did the first time you came to this room. Then go through the door that just opened and destroy all the enemies and roll into the crates here. There is a crate that has a Golden Skulltula in it.

--

(65) [] Items Required - Ocarina of Time, Song of Time

--

Floor - 1st

Child or Adult

Obtained By - In the room with the stairway that you bombed go to the south door and turn you your left and play the Song of Time next to the Block of Time all the way to the left in this room. Keep playing the song until you get to the back corner of this room and you will find a Golden Skulltula.

3rd Dungeon, Jabu Jabu's Belly, 4 Golden Skulltulas (Master Quest Only)

--

(66) [] Items Required - Din's Fire, Boomerang, or Din's Fire

--

Floor - 1st Floor

Child or Adult - Child

Obtained By - In the room right before you fight the dungeon boss climb up the vines and aim your Boomerang at an angle so that it will go around the barrier in front of you and destroy the Golden Skulltula then use targeting to lock onto the token and use your Boomerang to collect it. Do not give up right away it may take a while to get the angle right if this is your first time. If you have Din's Fire, you can also use this to destroy the Golden Skulltula.

--

(67) [] Items Required - Bombs Bombchu

--

Floor - 1st

Child or Adult - Child

Obtained By - In the room with the jet of water that takes you up bomb the rock there and step on the switch and use the boomerang to get the Golden Skulltula.

--

(68) [] Items Required - Lens of Truth, Din's Fire

--

Floor - Basement 2

Child or Adult - Child

Obtained By - In the room, that Ruto dropped into take the western door after you clear the tentacle blocking your way go through that door. Put on the Lens of Truth and kill the Keese there and the under water monsters and this will make a pillar appear use it to get to the other side and burn down the web. Hint: If you target the invisible bats you can kill them and get the Golden Skulltula without having to get

the Lens of Truth.

--

(69) [] Items Required - Ocarina of Time, Song of Time

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Floor - Basement 1

Child or Adult - Child

Obtained By - In the room where you found the boomerang near the trench of water there is a block of time play the Song of Time there to reveal a Golden Skull

4th Dungeon (Forest Temple, 5 Golden Skulltulas (Master Quest Only)

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(70) [] Items Required - Fairy Bow

--

Floor - 1st Floor

Child or Adult - Adult

Obtained By - On the well that has vines growing on it there will be a Golden Skulltula crawling there.

--

(71) [] Items Required - Hookshot

--

Floor -1st Floor

Child or Adult - Adult

Obtained By - In the room with the block that you have to push across the floor. Go to the bottom floor of this room and look around for a Golden Skulltula on the floor.

--

(72) [] Items Required - Fairy Bow

--

Floor - Basement 1

Child or Adult - Adult

Obtained By -In the northeast room shoot the eye in the well and go down to find a Golden Skulltula there.

--

(73) [] Items Required - Hookshot

--

Floor - 1st Floor

Child or Adult -Adult

Obtained By - In the first corridor after you enter, there is a Golden Skulltula.

--

(74) [] Items Required - Fairy Bow

--

Floor - 1st Floor

Child or Adult - Adult

Obtained By - On the Hookshot target above the door there will be a Golden Skulltula crawling around.

5th Dungeon (Fire Temple, 5 Golden Skulltulas (Master Quest Only)

--

(75) [] Items Required - Megaton Hammer

--

Floor - 3rd Floor

Child or Adult - Adult

Obtained By -

--

(76) [] Items Required - Megaton Hammer, Scarecrow's Song

--

Floor - 4th Floor

Child or Adult - Adult

Obtained By - In the room where you get the Hammer by the flaming treasure chest play the Scarecrow's Song in the area where Navi turns green step on the switch and Hookshot to Piere and open the treasure chest to get another small key. Then use your Megaton Hammer to hit the face on the floor near you when you enter the room. In the next room defeat, the two Stalfos then hit the face switch with your hammer. To make the stairs appear then Hookshot the face on the wall then go to the next room and get the Golden Skulltula there.

--

(77) [] Items Required - Megaton Hammer

--

Floor - 5th Floor

Child or Adult - Adult

Obtained By - In the room with the Lizalfos stand by the place where Navi turns green and play the Song of Time. Then jump onto the block and Hookshot over to the target another target. Then shoot the face on the wall to open the door. Go through the door you will see a block

with flames around it. There is a switch here step on it to make a target appear Hookshot up to it and pull or push it out of the way under the block you will find a Golden Skulltula.

--

(78) [] Items Required - Megaton Hammer

--

Floor - 1st Floor

Child or Adult - Adult

Obtained By - In the main room, take a left, go all the way to the end, and go through the door here. Hit the switch with your Megaton Hammer and free the Goron then destroy the Golden Skulltula and collect the token.

--

(79) [] Items Required - Megaton Hammer

--

Floor - 3rd Floor

Child or Adult - Adult

Obtained By - In the room with the poles that have fire going between them go to the door on the other side and play the Song of Time to make a block appear then jump off to the other side. Go in the door that is here and you will find a Golden Skulltula there.

6th Dungeon (Ice Cavern, 3 Golden Skulltulas (Master Quest Only)

--

(80) [] Items Required - Blue Fire

--

Location - Ice Cavern

Child or Adult - Adult

Obtained By - In the room where there is a Golden Skulltula stuck in blue ice play the Song of Time where Navi turns green then jump onto the block and play the song again. Then jump onto the block that just appeared and use blue fire on the ice.

--

(81) [] Items Required - Hookshot, Scarecrow's Song

--

Floor - 1st Floor

Child or Adult - Adult

Obtained By - In the room with the ice block that you push there is a place that looks like you can't get to, but Navi turns green so

play the Scarecrow's Song and Hookshot up there and get the Golden Skulltula.

--

(82) [] Items Required - Bow or Hookshot

--

Floor - 1st Floor

Child or Adult - Adult

Obtained By - In the room with a white block that has a Golden Skulltula inside look around the ceiling for a crystal switch hit it with you Bow or Hookshot.

7th Dungeon (Water Temple, 5 Golden Skulltulas (Master Quest Only)

--

(83) [] Items Required - Longshot

--

Floor - 1st Floor

Child or Adult - Adult

Obtained By - After defeating Dark Link and playing the Song of Time to make the block disappear then, jump into the water and put on your Iron Boots and Zora's Tunic. Then look up and to your right to see a Golden Skulltula use your Longshot to get it.

--

(84) [] Items Required - Longshot

--

Floor - 2nd Floor

Child or Adult - Adult

Obtained By - Raise the water level to the middle level and go through a hallway here. Then go forward and Longshot up to next floor and pick up a crate and then carefully jump down below and then go through the hallway and jump across the gap. Then go to the switch that is here and place the crate on the switch to hold the switch down. Then go through the door and roll into the crates then hit the crystal switch. Then use the Hookshot target and Longshot up to the next floor. Then roll into the crates that are here and destroy the Golden Skulltula and collect the token.

--

(85) [] Items Required - Din's Fire

--

Floor - 2nd Floor

Child or Adult - Adult

Obtained By - First Lower the water to the bottom level and then raise it up to the middle level then there will be a switch there press it and hurry through the door use Din's Fire to light the torch behind the next gate and then collect the Golden Skulltula Token.

--

(86) [] Items Required - Fire Arrow (You can get it after finishing the dungeon by shooting the morning light right when the sun first rises.)

Floor - 1st Floor

Child or Adult - Adult

Obtained By - After beating the dungeon, get the fire arrow and return to the dungeon lower the water level to the bottom and go through the south doorway and light the three torches then defeat the two Stalfos and you will find a Golden Skulltula on the ceiling of that room.

--

(87) [] Items Required - Longshot, Scarecrow's Song, and Din's Fire

Floor - 1st Floor

Child or Adult - Adult

Obtained By - After you get the Boss Key all the doors at the bottom of the water will open lower the water level to the bottom. Then go through the north door and then Longshot up to the next door. The next room has vortexes in the water so be careful play the Scarecrow's Song where Navi turns green Longshot the Scarecrow the go through the door ahead. In the next room hit the crystal switch step onto the second geyser and use Din's Fire through the gate to light the torch. Jump onto the last water geyser and cast Din's Fire before your time runs out this will open the door to the next room. Kill the Dodongo's and go to the other side of the room where you roll into a crate to find a Golden Skulltula.

8th Dungeon (Bottom of the Well, 3 Golden Skulltulas (Master Quest Only)

--

(88) [] Items Required - Lens of Truth

--

Floor - Basement 1

Child or Adult - Child

Obtained By - In the center room step on the switch next to the Big Skulltula this will open a door go through that door and use the Lens of Truth to see the invisible Keese and then pull the tombstone back to find a Golden Skulltula.

--

(89) [] Items Required - Small Key

--

Floor - Basement 1

Child or Adult - Child

Obtained By - In the room with all the coffins in the back of the room there is a Golden Skulltula behind the Statue

--

(90) [] Items Required - preferably Lens of Truth

--

Floor - Basement 2

Child or Adult - Child

Obtained By - After you, open the gate in the center room drop down and you will find a Golden Skulltula in the hallway with some invisible Skulltulas. Use your Lens of Truth to see them.

9th Dungeon (Shadow Temple, 5 Golden Skulltulas (Master Quest Only)

--

(91) [] Items Required - Hover Boots

--

Floor - Basement 4

Child or Adult - Adult

Obtained By - After riding the ferry boat to the place where you will see a statue with bomb flowers around it shoot an arrow at one of the bomb flowers then the statue will come down and make a bridge go forward on the bridge and turn around to your left and you will see a Golden Skulltula there.

--

(92) [] Items Required - Lens of Truth, and Longshot (you should already have both)

--

Floor - Basement 4

Child or Adult - Adult

Obtained By - In the room with the stone umbrella, there is a Golden Skulltula in one of the gates.

--

(93) [] Items Required - Hover Boots

--

Floor - Basement 4

Child or Adult - Adult

Obtained By - Just before you, get to the Boss Door you should

see a Golden Skulltula on your right use the Lens of Truth to see the invisible ledges and your Hover Boots to go across the ledges. Use your Longshot to get the Golden Skulltula and retrieve the token it leaves behind.

--

(94) [] Items Required - Hover Boots

--

Floor - Basement 4

Child or Adult - Adult

Obtained By - After you get past the area with the fans go forward and put on your Iron Boots keep going forward until you get to a door go through the door and Play the Sun's Song to paralyze them then destroy them and get the Golden Skulltula.

--

(95) [] Items Required - Hover Boots

--

Floor - Basement 4

Child or Adult - Adult

Obtained By - Before you take the ferryboat to the next area, you will be able to hear a screeching sound near a pile of dirt place a bomb on the pile of dirt and then get the Golden Skulltula there.

Final Dungeon (Spirit Temple, 5 Golden Skulltulas (Master Quest Only)

--

(96) [] Items Required - Silver Gauntlets

--

Floor - 1st Floor

Child or Adult - Adult

Obtained By - In the room that is on the other side of the water jets at the entrance of the temple there are three doors take the door all the way to the right using a small key to open the door. In the next room defeat the Moblin there then hammer the switch and go through the gate that just opened. Enter the place that just opened and play the Song of Time, the next gate will open notice the cow picture above the place and then go there and play Epona's Song because of the picture above the hole in the wall. Then the next gate will open this one has a sun above it so play the Sun's Song there go to the next one and play the Song of Storms. Then at the last one play Zelda's Lullaby to open the door to the next room, here will be a Golden Skulltula on the wall to your right.

--

(97) [] Items Required - Silver Gauntlets, Small Key

--

Floor -4th Floor

Child or Adult - Adult

Obtained By - In the room with the snake mirrors by the one that is on fire use the Lens of Truth to see an invisible treasure chest with a small key now go to the place with the Triforce symbol in front of a locked door. Use the key to open the door and there will be a Iron Knuckle there lure it to the stones for it to smash down under one of the stoned will be a Golden Skulltula.

--

(98) [] Items Required - Silver Gauntlets, Small Key

--

Floor - 4th Floor

Child or Adult - Adult

Obtained By - In the same room as #97 there is a second Golden Skulltula behind some stones.

--

(99) [] Items Required - Silver Gauntlets

--

Floor - 1st Floor

Child or Adult - Adult

Obtained By - Starting in the same room as in #96 take the door all the way to the left instead of the right and there will be a Golden Skulltula on the ceiling of that room.

--

(100) [] Items Required - Silver Gauntlets

--

Floor - Third Floor

Child or Adult - Adult

Obtained By - Push the sun block that is down from the crystal switch and then white blocks will appear Longshot up to the white block and get the last Golden Skulltula!

GONGRADULATION YOU HAVE COLLECTED ALL 100 GOLD SKULLTULAS!

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/ 7. TOLAL GOLDEN SKULLTULAS OCARINA \
\ OF TIME AND MASTER QUEST /
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Ocarina of Time

Hyrule Field (All Areas that are not dungeons)

Total - 56

Dungeons

Total - 44

Complete Total 100

Master Quest

Hyrule Field (All Areas that are not dungeons)

Total - 56

Dungeons

Total - 44

Complete Total 100

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/ D. HEART CONTAINERS \
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1. Complete Heart Containers
2. Child Heart Pieces
3. Adult Heart Pieces
4. Ocarina of Time Only Piece of Heart
5. Master Quest Only Piece of Heart

The Legend of Zelda Ocarina of Time/ Master Quest
Gamecube

Heart Piece FAQ
Piece of Hearts

/ 1. COMPLTE HEART CONTAINERS \
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(1) Deku Tree
Obtained by - Defeating Queen Gohma

(2) Dodongo's Cavern
Obtained by - Defeating King Dodongo

(3) Jabu Jabu's Belly
Obtained by - Defeating Bio-Electric Barinade

(4) Forest Temple
Obtained by - Defeating Phantom Ganon

(5) Fire Temple
Obtained by - Defeating Volvagia

(6) Water Temple
Obtained by - Defeating Morpha

(7) Shadow Temple
Obtained by Defeating Bongo Bongo

(8) Spirit Temple
Obtained by Defeating Twinrova

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/ 2. CHILD HEART PIECES \
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Goron City, 1 Piece of Heart Child

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(1) [] Required Items - Deku Stick
--
Goron City

Obtained by - Lighting the torches and throwing bombs inside
the vase until a Piece of Heart

Graveyard, 2 Piece of Hearts Child

--

(2) [] Required Items - At Least 50 or more Rupees

--

Obtained by - Dampé's Graveyard grave digging tour.

--

(3) [] Required Items - Sun's Song

--

Obtained by - Playing the sun's song in the second grave to the right of the main grave facing North go into the grave and play the sun's song after killing the re-dead.

Hyrule Castle Market, 3 Piece of Hearts Child

--

(4) [] Items Required - Rupees

--

Obtained by - A Prize in the Bombchu Bowling game

--

(5) [] Items Required - None

--

Obtained by - Find the dog roaming around at night. The dog is the green one roaming around where the person looking out of the window is.

--

(6) [] Items Required - Preferably the Lens of Truth

--

Obtained by - Play the Treasure Chest Game at night and use the lens of truth to see which treasure chest the key is in and go into the next room. Keep going forward until you get the Piece of Heart.

Hyrule Field, 1 Piece of Heart Child

--

(7) [] Items required - Stone of Agony

--

Obtained by - In the middle of the fence right outside Lake Hylia you should feel a rumble place a bomb in the middle of the fence and pay only 10 rupees to the Business Scrub.

Kakariko Village, 2 Piece of Hearts Child

--
(8) [] Items Required - 50 Gold Skulltula Tokens

--
Obtained by - Collecting 50 Gold Skulltula Tokens.

--
(9) [] Required Items - None

--
Obtained by - After beating the second dungeon and getting the bombs climb Death Mountain, and grab the owl's talons. The owl will fly down the Kakariko Village and place you on a roof, jump off the left side of the roof on the right and land on top of the roof above the chickens. Then go inside the hole in the wall and grab the Piece of Heart.

Lake Hylia, 1 Piece of Heart Child

--
(10) [] Items Required - Rupees

--
Obtained by - Catching a 10 pound fish in the fishing game.

Lon Lon Ranch, 1 Piece of Heart Child

--
(11) [] Required Items - None

--
Obtained by - In the room with the cows and the boxes push the boxes out of the way and crawl back through the hole and get the Piece of Heart.

Lost Woods, 2 Piece of Hearts Child

--
(12) [] Required Items - Saria's Song

--
Obtained by - Play Saria's Song to the Skull Kid.

--
(13) [] Required Items - None

--
Obtained by - Play your ocarina with the Skull Kids and follow along on your ocarina.

Zora's Domain, 1 Piece of Heart Child

--
(14) [] Items Required - Deku Stick

--

Obtained by - Lighting the torches and opening the treasure chest under the waterfall.

Zora's River, 4 Piece of Hearts Child

--

(15) [] Items Required - All Six Gray Note Songs

--

Obtained by - Playing the first 5 Gray Note Songs to the frogs and then playing a game where you have to press certain buttons to make the frogs eat the bugs after you finish that game the frogs will give you a Piece of Heart.

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(16) [] Items Required - Song of Storms

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Obtained by - Play the Song of Storms to the Frogs and they will give you a Piece of Heart.

--

(17) [] Items Required - Chicken

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Obtained by - Carry the chicken to the place with the waterfall you will see a Piece of Heart there use the chicken to fly over to the platform and get the Piece of Heart.

--

(18) [] Items Required - Chicken

--

Obtained by - Carry the chicken to the place where you will see a platform that you cannot reach unless you are carrying a chicken fly down there with the chicken climb the ladder and pick up the other chicken go across the small wooden ledge and fly down to the Piece of Heart.

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/ 3. ADULT HEART PIECES \
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Death Mountain Crater, 2 Piece of Hearts Adult

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(19) [] Required Items - Goron Tunic

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Obtained by - Climb down the big wall and climb to the center of the wall that is where the Piece of Heart will be.

--
(20) [] Items Required - Magic Bean

--
Obtained by - Place a Magic bean right around the warp point to Death Mountain Crater warp back out to the temple of time and come back as an adult ride the Magic Bean and Jump off to get the Piece of Heart.

Death Mountain Trail, 1 Piece of Hearts Adult

--
(21) [] Items Required - Magic Bean

--
Obtained by - Placing a Magic Bean Right outside Dodongo's Cavern as a child and coming back as an adult and riding the Magic Bean and jump off to get the Piece of Heart.

Desert Colossus, 1 Piece of Heart Adult

--
(22) [] Items Required - Magic Bean

--
Obtained by - Placing a Magic Bean outside of the Spirit Temple as a child and coming back as an adult.

Gerudo Valley, 2 Piece of Hearts Adult

--
(23) [] Items Required - None

--
Obtained by - Jump down from the Bridge and land on the Platform by the water and the go all the way to the end of the platform and go behind the waterfall and climb the ladder and get the Piece of Heart.

--
(24) [] Items Required - Longshot

--
Obtained by - Right before you go onto the bridge take a left keep going until you get to the wall then carefully inch your way off the edge and land on the small platform then Longshot to the wooden crate roll into the crate and get your Piece of Heart.

Gerudo's Fortress, 2 Piece of Hearts Adult

--
(25) [] Items Required - Membership Card

--
Obtained by - Playing the Horseback and archery game and making a score of at least 1,000 points

--
(26) [] Items Required - Longshot

--
Obtained by - Longshot onto the place where the cell is and jump of carefully onto the top of the building and go inside get past the guards and Longshot onto the wood on the ceiling and go up after you reach the top Longshot onto the treasure chest open it and get your Piece of Heart.

Graveyard, 2 Piece of Hearts Adult

--
(27) [] Items Required - None

--
Obtained by - Race Dampe and beat him in a minute or less. If you play a warp song it will slow down the timer for a few seconds.

--
(28) [] Items Required - Magic Bean

--
Obtained by - Place a Magic Bean in the graveyard as a child and come back as an adult ride the Magic Bean and roll into the crate and get your Piece of Heart.

Hyrule Field, 1 Piece of Heart Child and Adult

--
(29) [] Items Required - Stone of Agony, Iron Boots, Zora's Tunic

--
(Note if you want to get this as a child you must first get the Golden Scale as an adult by catching a fish 15 pounds or larger I think it was.)

--
Obtained by - The tree right beside Lon Lon Ranch on the right side you will feel a rumble and then place a bomb there and go down into the hole and put on you Iron Boots and Zora's Tunic and drop to the bottom and get your Piece of Heart.

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Ice Cavern, 1 Piece of Heart (Ocarina of Time Only)

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(30) [] Items Required - Blue Fire
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Obtained by - In the room with the Blue Fire and the Golden Skulltula Place the Blue Fire on the ice where the Piece of Heart is.

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/ 5. MASTER QUEST ONLY PIECE OF HEART \
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Ice Cavern, 1 Piece of Heart (Master Quest Only)

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(30) [] Items Required - Bombs
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Obtained by - In the room with the Piece of Heart blocked by a clear white box place a bomb on a switch sticking out of the ground and the bomb will set off the switch.

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Kakariko Village, 2 Piece of Hearts Adult

--
(31) [] Items Required - Longshot
--

Obtained by - Longshot onto the top of the roof with the man on top of it and talk to him and he will give you a Piece of Heart.

--
(32) [] Items Required - Finished Dampé's Race

--

Obtained by - After you finish Dampé's Race jump onto the moving platform and then jump onto the small platform where you will see a Piece of Heart.

Lake Hylia, 2 Pieces of Heart Adult

--

(33) [] Item's Required - Rupees

--

Obtained by - Catching at least a 18-20 Pound fish in the fishing game and then go to the Lake Side Laboratory and dive to the bottom of the lake and he will give you a Piece of Heart.

Child or Adult - Adult

--

(34) [] Items Required - Magic Bean, or Scarecrows Song

--

Obtained by - By playing the scarecrows song by the Lake Side Laboratory or by placing a Magic Bean by the Lake Side Laboratory as a child and then come back as an adult.

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(35) [] Items Required - None

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Location - Zora's Fountain

Obtained by - Jumping on one of the lone icebergs with the Piece of Heart on it.

Child or Adult - Adult

(35) [] Items required - Iron Boots, Zora's Tunic

Location - Zora's Fountain

Obtained by - Put on you Iron Boots and Zora's Tunic and go to the bottom of the lake and get the Piece of Heart.

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/ E. SOFT SOIL LOCATIONS \
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- (1) [] Desert Colossus - Outside of the Temple is where the soft soil is.
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-
- (2) [] Death Mountain Crater - Right beside the warp point is where the soft soil is.
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-
- (3) [] Death Mountain Trail - Right beside Dodongos Cavern is where the soft soil is.
-
-
- (4) [] Gerudo Valley - Under the bridge on the piece of land below is where the soft soil is located at.
-
-
- (5) [] Graveyard - In the corner near where you race Dampe is where the soft soil is.
-
-
- (6) [] Koriki Forest - Beside the shop where you bought your shield at the beginning of the game is where the soft soil is.
-
-
- (7) [] Lake Hylia - Beside Lakeside Laboratory is where the soft soil is.
-
-
- (8) [] Lost Woods 1 - When you enter the Lost Woods turn left then left again and the soft soil will be right in front of you.
-
-
- (9) [] Lost Woods 2 - When you enter the Lost Woods turn right, left, left, and left one more time and there will be a soft soil spot there.
-
- (10) [] Zora's River - Right next to the person selling the Magic Beans

The prices for the Magic Beans are as follows:

1. 10 rupees for the 1st one
2. 20 rupees for the 2nd one

3. 30 rupees for the 3rd one
4. 40 rupees for the 4th one
5. 50 rupees for the 5th one
6. 60 rupees for the 6th one
7. 70 rupees for the 7th one
8. 80 rupees for the 8th one
9. 90 rupees for the 9th one
10. 100 rupees for the last one

Total 550 Rupees It would be easier to wait until you have the Giant's Wallet before you get all the Magic Beans. And refer to the Secrets Section under 4B ., for how to get infinite 200 Rupees.

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        / F. FAIRY FOUNTAINS          \
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1. Desert Colossus - Play the Song of Storms by the oasis in the desert this will fill the oasis with water then fairies will appear.
2. Gerudo Fortress - Under one of the crates near the place where they lock you up if you fail to defeat the Gerudo and get the key
3. Graveyard - Under one of the tombstone that has a flower next to it there will be a wall bomb, bomb the wall and enter the fairy fountain
4. Hyrule Field - Bomb the rock on the other side of the water near Hyrule Castle to your left.
5. Sacred Forest Meadow - Right outside of the Temple go back past the Moblin and climb the ladder and go down into the fairy fountain.
6. Zora's Domain - Play the Song of Storms on the square piece of land by the ladder and go into the fairy fountain.

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/ G. GREAT FAIRY FOUNTAINS \
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1. Location -Desert Colossus - Bomb the place where you see a crack in the wall near where you first entered the place.

Prize - Nayru's Love

2. Death Mountain Trail - At the top of Death Mountain is where you will find the Great Fairy Fountain.

Prize - Magic Meter

3. Death Mountain Crater - After you get the Megaton Hammer, then hammer the red rock blocking you path.

Prize - Double Magic Meter

4. Ganon's Castle - After you get the Golden Gauntlets in the castle go outside and pick up the huge block and you will be at the last Great Fairy Fountain.

Prize - Half Life Meter (Take half damage from enemies)

5. Hyrule Castle Grounds - Blow up the rock by Hyrule Castle Grounds and a child after you get the bomb bag and Magic Meter.

Prize - Din's Fire

6. Zora's Fountain - Swim around the side of the wall and you will come to a piece of land with a tree and some rocks bomb the rocks and enter the Great Fairy's Fountain.

Prize - Farore's Wind

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/ H. THE BIGGORON'S SWORD SIDE QUEST \

the
Goron in time he will give the Claim Check and tell you to just wait patiently. Or you can play the Sun's Song 6 times. I never wait patiently but this is your choice.

10. Claim Check / Death Mountain Trail - After you play the Sun's Song 6 times talk to the Goron and he will give you the Biggoron's Sword.

11. Biggoron's Sword / Death Mountain Trail - A blade forged by a master smith that will not break.

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/ 14.MISCELLANEOUS \

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/ A. BOTTLES \

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1ST BOTTLE

The first Bottle you get by collecting all of the Cucos in Kakariko Village.

1. Right when you get inside Kakariko Village there is one right there
2. Near the Pen at the entrance.
3. Near the Fence by the Skull House.
4. Under the crate by the set of stairs.
5. On the top of the Stairs
6. Take a chicken and jump off the edge by the windmill then climb over the fence climb up the ladder and get the chicken on the roof of the windmill
7. Behind the fence by the Windmill.

This is also in the walkthrough in Kakariko Village right after the Graveyard which is After Hyrule Castle Grounds near the

beginning of this walkthrough.

2ND BOTTLE

The second bottle you get after talking to Impa and learning Zelda's Lullaby. Then go to Lon Lon Ranch and pay Talon to play the Super Cuco finding game. After catching all of the Cucos he will give you a bottle filled with Lon Lon milk.

3RD BOTTLE

When you first get the Silver Scale in Zora's Domain dive down through the hold at the bottom of the waterfall then dive down again and pick up the bottle from the bottom of the lake.

4TH BOTTLE

You have to collect all 10 of the Poe's in Hyrule Field while on horseback then give them to the strange lady in Hyrule Castle Market by the bridge.

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-----  
/ 1. 10 BIG POES \  
\ /  
/ \
```

```
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/ /  
/ /  
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```

```
--  
1TH POE [ ] There is a Poe to the right of Hyrule Castle across the  
-- bridge.
```

```
--  
2TH POE [ ] There is a Poe by the tree that is by itself outside of  
-- Lon Lon Ranch
```

```
--  
3TH POE [ ] There is a Poe by the Boulder that is in between the  
-- fence right by Lon Lon Ranch.
```

```
--  
4TH POE [ ] There is a Poe to the left of Hyrule Castle by the  
-- stream near some bushes.>
```

```
--  
5TH POE [ ] Next to the stone wall near the ranch on the left side  
-- of the wall you will find a Poe.
```

- 6TH POE [] Near the tree to the right of the entrance to Gerudo
Valley you will find a Poe.
--
- 7TH POE [] The place where the road splits into two roads outside
of Gerudo Valley there you will find a Poe.
--
- 8TH POE [] Near the sign the points toward Hyrule Castle you will
find a Poe.
--
- 9TH POE [] From the exit of the Koriki Forest go forward until you
come to a group of trees here you will find a Big Poe.
--
- 10TH POE [] In the same area as #9 there will be another Big Poe.
--

After collecting all the Big Poe's and giving them to
the lady by the bridge of Hyrule Castle Market she will give you the
fourth and
final bottle.

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/ B. SHOPS LIST \

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GORON CITY SHOP

AMOUNT OF ITEMS	PRICE
5 Bombs	35 Rupees
10 Bombs	50 Rupees
20 Bombs	80 Rupees
30 Bombs	120 Rupees
1 Goron Tunic	200 Rupees
1 Red Potion	40 Rupees
1 Hearth	10 Rupees

HAUNTED WASTLAND

AMOUNT OF ITEM	PRICE
10 BOMBCHU	200 Rupees

HYRULE CASTLE MARKET SHOPS

BOMBCHU SHOP

AMOUNT OF ITEM	PRICE
10 Bombchu	100 Rupees
20 Bombchu	180 Rupees

BAZAAR

AMOUNT OF ITEM	PRICE
1 Heart Container	10 Rupees
1 Deku Stick	15 Rupees
1 Hylia Shield with the referral from the guy guarding the gate in Kakariko Village.	80 Rupees / 50 Rupees
5 Bombs	35 Rupees
10 Arrows	20 Rupees
30 Arrows	60 Rupees
50 Arrows	90 Rupees

KAKARIKO VILLAGE

BAZAAR

AMOUNT OF ITEM	PRICE
1 Hylia Shield	80 Rupees
1 Heart Container	10 Rupees
1 Deku Stick	10 Rupees

5 Deku Nuts	15 Rupees
10 Deku Nuts	30 Rupees
30 Deku Seeds	30 Rupees
10 Arrows	20 Rupees
30 Arrows	60 Rupees

POTION SHOP

AMOUNT OF ITEM	PRICE
1 Fish	200 Rupees
1 Fairy	50 Rupees
1 Green Potion	30 Rupees
1 Red Potion	30 Rupees
1 Bottled Bug	50 Rupees
5 Deku Nuts	15 Rupees
1 Blue Fire	300 Rupees
1 Poe	30 Rupees

OLD LADY SHOP

AMOUNT OF ITEM	PRICE
1 Blue Potion	100 Rupees

KORIKI FOREST

AMOUNT OF ITEM	PRICE
1 Heart Container	10 Rupees
1 Deku Shield	40 Rupees
1 Deku Stick	10 Rupees
30 Deku Seeds	30 Rupees
5 Deku Nuts	15 Rupees
10 Deku Nuts	30 Rupees
10 Arrows	20 Rupees

30 Arrows 60 Rupees

ZORA'S DOMAIN

AMOUNT OF ITEM	PRICE
1 Fish	200 Rupees
1 Red Potion	50 Rupees
1 Heart Container	10 Rupees
5 Deku Nuts	15 Rupees
10 Arrows	20 Rupees
30 Arrows	60 Rupees
50 Arrows	90 Rupees
1 Zora's Tunic	300 Rupees

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/ C. SHOPS SONGS \
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These are the songs in the order they will appear on your status screen.

ZELDA'S LULLABY

Left C - Up C - Right C - Left C - Up C - Right C

EPONA'S SONG

Up C - Left C - Right C - Up C - Left C - Right C

SARIA'S SONG

Down C - Left C - Right C - Down C - Left C - Right C

SUN'S SONG

Left C - Down C - Up C - Left C - Down C - Up C

SONG OF TIME

Right C - A - Down C - Right C - A - Down C

SONG OF STORMS

A - Down C - Up C - A - Down C - Up C

PRELUDE OF LIGHT

Up C - Right C - Up C - Right C - Left C - Up C

MINUET OF FOREST

A - Up C - Left C - Right C - Left C - Right C

BOLERO OF FIRE

Down C - A - Down C - A - Right C - Down C - Right C - Down C

SERENADE OF WATER

A - Down C - Left C - Left C - Right C

Nocturne of Shadow

Left C - Right C - Right C - A - Left C - Right C - Down C

REQUIEM OF SPIRIT

A - Down C - A - Left C - Right C - Down C

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/ D. ITEMS LIST \

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SWORDS

Koriki Sword - The very first sword that you get

Master Sword - You get this when you become an adult

Giant's Knife - You get this from the Goron in Goron city after bombing all the walls and buying it as an adult. I would never buy this sword under any circumstances it breaks after just a few hits. Get the Biggoron's Sword by using the Side Quest.

Biggoron's Sword - Complete the Biggoron's Side quest in section 3 H of my walkthrough.

Tunics

Koriki Tunic - You start the game with this tunic and you cannot lose this tunic it is your main Tunic

Goron Tunic - This Tunic you get when you talk to the Goron in Goron City when you become an adult.

Zora's Tunic - This Tunic you get when you rescue King Zora from the red ice surrounding him. He presents it to you as a reward.

SHIELDS

Koriki Shield - You buy this shield at the beginning of this game in the Koriki Forest Shop.

Hyllian Shield - You get this shield by buying it in the Bazaar shop in Hyrule Castle Market.

Mirror Shield You get this shield by defeating a Iron Knuckle in the Spirit Temple as an adult.

BOOTS

Koriki Boots - You start the game with these boots and you cannot lose them they are your main boots.

Iron Boots - You get these boots in the ice cavern.

Hover Boots - You get these boots in the Shadow Temple.

C Button Items

This is a list of the C Button Items in Alphabetical order

Bomb - Used to blow up stuff refill them in stores or find them by cutting down grass

Bombchu - Used to blow up bolder that are out of reach on walls. Buy them at the Bombchu shop in Kakariko Village or from the traveling salesmen in Haunted Wasteland.

Boomerang - You get this item inside Jabu Jabu's Belly. Used to defeat certain enemies and bring items to you.

Deku Nuts You use this to stun certain enemies. You get this when you first pick it up.

Deku Sticks - You get this when you first pick one of these up. Used to light torches as a child.

Din's Fire - This you get behind the rock at the dead end in Hyrule Castle as a child. Used to burn things and destroy certain enemies.

Fairy Bow - This is the item that you get in the Forest Temple. This button is used to shoot at enemies in the air and at a long distance.

Fairy Ocarina - You get this item from Saria after you leave the Koriki Forest.

Fairy Slingshot - You get this item in the Deku Tree.

Farore's Wind - You get this in Zora's Fountain.

Fire Arrows - You get these by shooting an arrow into the sun right after you beat the Water Temple when as soon as the sun comes out. This item is used to light torches and burn things.

Hookshot - You get this item in the Graveyard after beating Dampe in a race.

Ice Arrows - You get this item after completing the Gerudo's Training grounds.

Keaton Mask - You get this mask when you first go to the Happy Mask shop after talking to the guard in Kakariko Village. Look under Masks to complete this quest. Note the Masks are also C Button Items.

Lens of Truth - You get this item in the Kakariko Well as a child after playing the Song of Storms in the Kakariko Well as a child.

Light Arrows - You get this item from Princess Zelda after you complete all of the dungeons and return to the Temple of Time.

Longshot - You get this item in the Water Temple. It is twice as long as the Hookshot. It does the same thing only twice as long.

Magic Beans You can buy these from the guy standing by the fence in Zora's River. The total amount of Rupees it takes to buy all of them is 550.

Magic Hammer - You get this item in the Fire Temple. This item is used to break red boulder that cannot be blow along with the regular boulders. However this hammer cannot break silver boulders.

Nayru's Love - You get this item in Desert Colossus as an adult or child. This item is used to protect you from damage for a short period of time.

Ocarina of Time - You get this from Princess Zelda after you have collected all of the Spiritual Stones.

MASKS (ALSO C BUTTON ITEMS)

Keaton Mask - This mask you get when you first enter the Happy Mask Shop after talking to the guard in Kakariko Village. Give

this mask to the guard in Kakariko Village. Pay back the money then get the next mask.

Skull Mask - Give this mask to the Skull Kid in the Lost Woods. Go left as soon as you enter the Lost Woods to find him. Then pay back the money and get the next mask.

Spooky Mask Give this mask to the kid in the Graveyard. Then pay back the money and get the next mask.

Bunny Hood Mask Give this mask to the guy running around Lon Lon Ranch. Note he only appears after you have beat Jabu Jabu's Belly. He will fill up your wallet all the way no matter what wallet size you have. Pay back the money and you will have completed this side quest.

You will be able to use the following masks after this

Keaton Mask - You will get various responses from people when wearing this mask.

Skull Mask - You will get various responses from people when wearing this mask.

Spooky Mask - You will get various responses from people when wearing this mask.

Bunny Hood Mask- You will get various responses from people when wearing this mask.

Gerudo Mask - You will get various responses from people when wearing this mask.

Goron Mask - You will get various responses from people when wearing this mask.

Mask of Truth - This item is used to talk to Gossip Stones.

Zora Mask - You will get various responses from people when wearing this mask.

EXTRAS IN ALPHABETICAL ORDER

Bomb Bag - You get this item in Dodongo's Cavern. This item is used to carry bombs.

Boss Key - You get this Item only in dungeons that have a boss at the end.

Deku Seed Bag - You get this item in the Deku Tree as soon as you get the Slingshot. This item is used to hold the Deku Seeds

Gerudo Membership Card - You get this card after rescuing the carpenters from Gerudo's Fortress.

Golden Gauntlets - You get this item in the Spirit Barrier part of Ganon's Castle. This item is used to lift the giant stone inside and outside of Ganon's Castle.

Golden Scale - You get this item for catching a 15 pound or bigger fish in the pond at Lake Hylia as an adult.

Quiver - You get this item along with the Fairy Bow in the Forest Temple. This item is used to hold your Arrows

Silver Gauntlets - You get this item as a child in the Spirit Temple.

Small Key - This item is used in all dungeons.

Stone of Agony You get this item after collecting 20 Gold Skulltulas and talking to the guy in the Skulltula House in Kakariko Village.

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/ E. UPGRADES \

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DEKU NUT UPGRADES

Upgrade 1

This upgrade is under one of the Boulders in the Lost Woods buy it from the Business Scrub.

Upgrade 2

/-----/
/ Thanks to Kirby021591 for this info /
/-----/

Go to the Lost Woods and talk and go to the area with the high grass and go down the hole by the butterflies. Show the Deku Scrubs here your Mask of Truth and then buy it from the boss Deku Scrub for 40 Rupees. (Note you can only get this one before becoming an adult.)

BOMB BAG UPGRADES

Upgrade 1

Place a bomb to stop the big Goron as a child by the sign in Goron City.

Upgrade 2

Play the Bombchu Bowling game until you win the Bomb Bag.

FAIRY BOW UPGRADES

Upgrade 1

Win the game in Kakariko Village as an adult.

Upgrade 2

Get at least 1,500 points in the Horseback and archery game.

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        / F. PRIZES FOR WEARING CERTAIN \
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        /                                 \
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Deku Stick Upgrade

First go to the Happy Mask Shop. However you must have completed the Mask side quest first. Then get the Skull Mask and go to lost woods and take the following directions right, left, right, left, and left. Then go to the area with the butterflies and drop down the hole. Then show him your Skull Mask to get the Deku Stick Upgrade.

```

/-----/
/ Thanks to Kirby021591 for this info /
/-----/
```

Deku Nut Upgrade

Do the same thing as in the last one but get the Mask of Truth this time.

```
-----/
/ Thanks to Kirby021591 for this info /
-----/
```

(Note you must do this as a child plus it has to be done before you become an adult). The rest of the masks the Deku Scrub will give you Rupees or they will hate it. Except of course the Skull Mask listed above which gives you a Deku Stick Upgrade. This does not have to be done before becoming an adult.

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/ G. ENEMIES IN ALPHABETICAL ORDER \
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This is the enemy list for Ocarina of Time.

The following is the order that they are described in:

ENEMY

FOUND IN

HOW TO DEFEAT

Enemy -Amy

Found in - Forest Temple

How to Defeat - First use your arrows to hit the paintings then use your Fairy Bow or Hookshot to Destroy this enemy. Note do not L target this will make the enemy disappear.

Enemy - Anubis

Found in - The Sprit Temple

How to Defeat - This enemy is defeated with Din's Fire or Fire Arrows.

Enemy - Armos Knight

Found in - Most of the dungeons.

How to destroy - Throw Bombs, Bombchu, or use a Deku Nut and slash with your sword to defeat this enemy.

Enemy - Baby Dodongo

Found in - Many of the dungeons

How to Destroy - To destroy this enemy use your sword, Bombs, Slingshot, Deku Seeds.

Enemy - Bari

Found In - Jabu Jabu's Belly

How to Destroy - This enemy is destroyed using your Boomerang.

Enemy - Beamos

Found in - Most of the Dungeons

How to Destroy - To destroy this enemy use Bombs or Bombchu.

Enemy - Beth

Found in - Forest Temple Only

How to Destroy - First use your arrows to hit the paintings then use your Fairy Bow or Hookshot to Destroy this enemy. Note do not L target this will make the enemy disappear.

Enemy - Big Poe

Found in - Hyrule Field on Horseback.

How to destroy - With an arrow on horseback.

Enemy - Blue Bubble

Found in - Forest Temple

How to Destroy - You can defeat this enemy by using your Hookshot and then attacking him next slash him with your sword to finish the job.

Enemy - Blue Tektike

Found in - This enemy can be found in Death Mountain Trail, and Lake Hylia.

How to Destroy - This enemy can be destroyed with your sword, Deku Stick Slingshot, and Fairy Bow.

Enemy - Business Scrub

Found in - Just about everywhere

How to Destroy - You can destroy them enemy using your Deku Shield as a child or your Hylian Shield as an Adult you can also use Deku Seeds as a child and Arrows as an adult.

Enemy - Dark Link

Found in - Water Temple

How to Destroy - You can destroy this enemy with your Megaton Hammer, Din's Fire, or your sword.

Enemy Dead Hand

Found in - The bottom of the well and in the Shadow Temple.

How to Destroy - This enemy is destroyed with either your sword, or your Deku Stick.

Enemy Deku Baba

Found in - The Deku Tree and in Koriki Forest.

How to Destroy - You destroy this enemy with your sword, Deku Stick, Slingshot, or Fairy Bow.

Enemy - Deku Scrub

Found in - This enemy can be found just about everywhere in the entire game.

How to Destroy - This enemy can be destroyed by your sword, Slingshot, or with your Fairy Bow.

Enemy - Dinolfos

Found in - This enemy can be found in Gerudo's Training Grounds, Spirit Temple, and Gannondorf's Tower

How to Destroy - This enemy can be destroyed with your sword, or with a Deku Stick.

Enemy - Dodongo

Found in - Dodongo's Cavern

How to Destroy - This enemy can be destroyed with your sword, Bombs, Deku Stick, Slingshot, or Fairy Bow.

Enemy - Floormaster

Found in - This enemy can be found in the Forest Temple, the Bottom of the Well, Spirit Temple, and Gannondorf's Castle.

How to Destroy - You can destroy this enemy with your sword, Deku Stick, Slingshot, or Fairy Bow.

Enemy - Flare Dancer

Found In - This enemy is found in the Fire Temple.

How to Destroy - You can destroy this enemy with your Hookshot or Bombs then hit him with your sword, or Deku Stick.

Enemy - Freezard

Found in - Ice Cavern

How to Destroy - This enemy can be destroyed with your sword, or Fire Arrows.

Enemy - Gerudo Guard

Found in - Gerudo's Fortress

How to destroy this enemy can be destroyed with your Hookshot, or Fairy Bow.

Enemy Gibdo

Found in - Deku Tree

How to Destroy - This enemy can be destroyed with your sword, Deku Stick, or Slingshot.

Enemy - Gerudo Guard

Found in - Gerudo's Fortress

How to destroy this enemy can be destroyed with your Hookshot, or Fairy Bow.

Enemy Golden Skulltula

Found in - This enemy can be found everywhere in the entire game.

How to Destroy - This enemy can be destroyed with your sword, Deku Stick, Slingshot, Hookshot, Longshot, or Fairy Bow.

Enemy Green Bubble

Found in Forest Temple

How to Destroy - This enemy can be destroyed with an attack from your Hookshot then slashing it with your sword.

Enemy - Guay

Found in - Lake Hylia, Desert Colossus, and Lon Lon Ranch.

How to Destroy This enemy can be destroyed with you sword, Slingshot, Deku Stick, or Fairy Bow.

Enemy Iron Knuckle

Found in Fire - Temple Gerudo's, Training Ground, Spirit Temple, and Ganon's Castle.

How to Destroy - This enemy can be destroyed with your sword.

Enemy - Joelle

Found in - Forest Temple Only

How to Destroy - First use your arrows to hit the paintings then use your Fairy Bow or Hookshot to Destroy this enemy. Note do not L target this will make the enemy disappear.

Enemy - Keese

Found in - This enemy can be found just about everywhere in this game.

How to Destroy - This enemy can be destroyed with your sword, Deku Stick, Slingshot, or Fairy Bow.

Enemy - Leever

Found in - Desert Colossus, and Haunted Wasteland.

How to Destroy -This enemy can be destroyed by you sword. A special Lever
in
this game is the rarest enemy in this game. It is only found in one room of the Spirit Temple as an Adult. This Lever is a about 2-3 times bigger than a normal one. However, it has the same name and is the same enemy except for size.

Enemy Like Like

Found in - This enemy is found in the Fire Temple, Bottom of the

Well, Shadow Temple, and Spirit Temple

How to Destroy - This enemy can be destroyed by your sword, or Deku Stick.

Enemy Lizalfos

Found in - Dodongo's Cavern and a few other dungeons.

How to destroy this enemy can be destroyed by your sword, Deku Stick, Slingshot, or Fairy Bow.

Enemy - Mad Scrub

Found in - This enemy is found in the Sacred Forest Meadow

How to Destroy - You can destroy this enemy with your sword.

Enemy _ Meg

Found in - Forest Temple Only

How to Destroy - First use your arrows to hit the paintings then use your Fairy Bow or Hookshot to Destroy this enemy. Note do not L target this will make the enemy disappear.

Enemy - Moblin

Found in - This enemy is found in the Sacred Forest Meadow

How to Destroy - This enemy can be destroyed by your Hookshot, or Fairy Bow.

Enemy - Octorok

Found in -This enemy can be found in Jabu Jabu's Belly, Water Temple, Lake Hylia, and Zora's Domain.

How to Destroy - This enemy can be destroyed by your Slingshot, or Fairy Bow.

Enemy - Parasitic Tentacle

Found in - This enemy can be found in Jabu Jabu's Belly.

How to Destroy - You can destroy this enemy with your Boomerang.

Enemy - Peahat

Found in - This enemy can be found in Hyrule Field

How to destroy - This enemy can be destroyed by using your sword,

Deku Stick, or Slingshot.

Enemy - Poe

Found in - This enemy can be found in Hyrule Field, Graveyard, Dodongo's Cavern, and Forest Temple

How to Destroy - This enemy can be destroyed with your Hookshot, or Fairy Bow.

Enemy Red Bubble

Found in Forest Temple

How to Destroy - The same way the Blue Bubble and Green Bubble were destroyed.

Enemy - Red Tektike

Found in - This enemy can be found in Death Mountain Trail, and Lake Hylia.

How to Destroy - This enemy can be destroyed with your sword, Deku Stick Slingshot, and Fairy Bow.

Enemy - ReDead

Found in This enemy can be found in the Graveyard, Bottom of the Well, and the Shadow Temple.

How to Destroy - This enemy can be destroyed by your sword, Deku Stick, Slingshot, and Arrows.

Enemy - Royal Composer Bros Flat the Younger

Found in - This enemy can be found in the Graveyard Only.

How to Destroy - This enemy can be destroyed the same way that a normal Poe would be destroyed.

Enemy - Royal Composer Bros Sharp the Elder

Found in - This enemy can be found in the Graveyard Only.

How to Destroy - This enemy can be destroyed the same way that a normal Poe would be destroyed.

Enemy - Shabom

Found in - This enemy can be found in the Water Temple

How to Destroy - This enemy can be destroyed with your Hookshot, or the Fairy Bow.

Enemy Skulltula

Found in - This can be found anywhere in the game.

How to Destroy - This enemy can be destroyed with your sword, Deku Stick Slingshot, Hookshot, Longshot, or Fairy Bow.

Enemy - Skullwalla

Found in - This enemy can be found everywhere in this game.

How to Destroy - This enemy can be destroyed with your sword, Deku Stick Slingshot, Hookshot, Longshot, or Fairy Bow.

Enemy Spike

Found in This enemy can be found in the Water Temple.

How to Destroy - This enemy can be destroyed with your Hookshot.

Enemy - Stalfos

Found in - This enemy can be found in the Forest Temple, Spirit Temple, and Shadow Temple.

How to Destroy - This enemy can be destroyed with your sword.

Enemy - Stalchild

Found in - This enemy can be found in Hyrule Field.

How to Destroy - This enemy can be destroy with your sword, Deku Stick, and Slingshot.

Enemy - Stinger

Found in - This enemy can be found in Jabu Jabu's Belly, and the Water Temple

How to Destroy - This enemy can be destroyed by a spin attack, your Slingshot, Fairy Bow, and your Boomerang.

Enemy - Taipasaran

Found in - Jabu Jabu's Belly

How to Destroy - This enemy can be destroyed with your Boomerang.

Enemy Torch Slug

Found in - This enemy can be found in the Fire Temple, and Spirit Temple.

How to Destroy - This enemy can be destroyed with your sword.

Enemy Wallmaster

Found in This enemy can be found in the Bottom of the Well, Spirit Temple, and Gannondorf's Castle

How to destroy this enemy can be destroyed with your sword, Deku Stick, Slingshot, and Fairy Bow.

Enemy - White Bubble

Found in - This enemy can be found in the Forest Temple, Shadow Temple, and Spirit Temple.

How to Destroy - This enemy is destroyed the same way all the others were.

Enemy - White Wolfos

Found in - This enemy can be found in the Ice Cavern.

How to Destroy - This enemy can be destroyed with your sword, Deku Stick, and Fairy Bow.

Enemy - Wolfos

Found in - This enemy can be found just about everywhere in this game.

How to destroy this enemy can be destroyed the same way the White Wolfos can be destroyed.

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/ H. ACTION REPLAY CODES (GAMECUE \
\ ONLY) /
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The exact site is

http://us.codejunkies.com/search/codes/cheat_codes.aspx?selp=7&game=Legend-Of-Zelda--O.O.T.-M.Q.&gameID=7340249&page=1

US site only

All rights to these codes belong to, "Datel Inc." You must buy an Action Replay made by "Datel" to use these codes.

Legend of Zelda: O.O.T.

There are 138 codes for this game.

(m)

KJXV-1MV6-PZMVC
UE1N-WQBP-PBJXW
3NKK-9ZQD-AFU3C
BBZN-Z5N0-GJWQV
XCD5-765Y-HKWF3
FTC9-TD6X-X7ETJ
VCFU-Q34Q-KYNK7
P7F9-00VJ-9KE0C
E550-WDWX-95ECG
E9FZ-A3QA-YCERP

Japanese Text

C7D9-4K73-U5E6T
7MJM-5Q8T-33F0U

English Text

UQP6-WECD-HKHEZ
QHVD-36AN-T2FP4

Max Hearts

1AQR-T43K-TPF9A
DKRB-NUFX-74D30

Infinite Hearts

TBJ2-M3D9-5PHGV
K44Q-5G8T-95GV4

Infinite Magic

4U88-7KC4-ZUF9T
6BJU-TF0N-K46BB
5M48-KB4Q-V2E40
KRCU-HJGB-GDK8H

D6WB-AJTJ-7V507
TH5J-VUB9-QEMT2

Infinite Hover When Moving
7YBZ-AOKF-XVX8Z
0J93-KW57-D7T1G
DDUG-DJU9-UEBRW

Infinite Rupees
5KKT-Q4N3-GNKD4
86J5-U46G-BUAT1

Swords/Shields/Boots/Tunics
AU3K-MEQF-AWBHB
AV61-FG77-KYDEN

Have Quiver (Adult)
Q3FT-3KY2-YU8Y7
3XJ7-QKU0-2R2F8

Golden Gauntlets (Adult)
M8JG-8UEE-NND31
4VJ0-6109-3EPKW

All Quest Items
6E40-DVAY-CX8FH
PE1X-8794-D9B8D

999 Gold Skulltulas
TDWY-TU7E-JT7CB
TEF2-X0PB-U69KN

Have Deku Stick
TDVA-DC1R-0N92Y
WC28-ZPW0-4PZU3

Infinite Deku Sticks
ZMEZ-7G7E-3MD6Y
D9TC-9F89-GBACW

Flaming Deku Stick

1HR4-UA25-4JZGE
12ME-QKK8-F5WM2

Have Deku Nuts

VK78-23TY-4FKTX
D4KF-BKUG-AWA2T

Infinite Deku Nuts

7UUA-3521-DAHPT
BNN1-NG23-Z8QTQ

Have Bombs

A6KN-8X39-E699C
PPMV-GXB3-96YC0

Infinite Bombs

RH5F-HCPX-84PGK
5XW3-K8Z2-6HWA5

Have Fairy Slingshot

RRGF-RWQM-086N6
5QM1-J4TH-ZCREP

Infinite Slingshot Ammo

CCNB-57CR-ZGCM2
Q0WG-DPR2-1T6AP

Have Fairy Ocarina (Not Time)

KX6C-Z838-FENXM
6016-UV3U-JVWAV

Have Ocarina of Time (Not Fairy)

Z3WC-UMX9-1MW5W
4TQG-2GVF-943KD

Have Bombchu

F33J-VBD4-W6578
WW8U-P76Q-XGK9R

Infinite Bombchus

QG0M-3TUZ-5RNQD
A2MM-EH1M-TR7Z9

Have Boomerang

D9AG-M5B1-V13HE
5CJP-7RT8-EJ6R2

Have Lens of Truth

EW0F-6TC2-04YM2
PWUJ-0Q87-YXFCD

Have Magic Beans

B5FZ-JTKY-61WY9
VHJ3-6N6U-D0MK5

Infinite Magic Beans

DZ7P-8MK0-NN0VC
0MYR-E5UJ-6A56M

Have Fairy Bow

D8U6-5F7E-17BVJ
B2GB-G238-Q3ZXQ

Infinite Arrows

1WEZ-0DPR-CWW96
C2CC-4A7T-D6MHD

Have Fire Arrow (MP2)

8GRF-300X-QHTX4
BX5C-6CYC-FFJZ5

Have Ice Arrow (MP2)

C2TX-55A6-PG0UW
GDWZ-QBFZ-VF6JV

Light Arrow (MP4)

RM6Q-7UVJ-NY4EZ
9NEF-95KF-V39KR

Have Hookshot (Not Longshot)
AKKY-VCTT-TNCAJ
393C-V80F-Z04X4

Have Longshot (Not Hookshot)
5TYD-94QB-6QHH5
XQBD-QHPE-61UZ4

Have Megaton Hammer
5P3R-FTBZ-3UFYZ
JB0Y-1C46-7P55E

Have Din's Fire (MP6)
VGWV-QMEH-UFYVH
YV2Q-GYWT-JDG2E

Have Farores' Wind (MP6)
8T6C-CRHT-MD36V
PBVG-DPPA-67VDA

Have Nayru's Love (MP12)
EWGU-CZM3-KVDCE
BEBQ-30N5-ZDYRC

Have Empty Bottle 1
3GF2-BV4T-TDU CR
VUGV-8PYD-0FWQ5
FH5G-WF28-NYX86

Have Empty Bottle 2
NF18-6Y36-E6MRY
TU78-DU4H-YUZP9
JC6Y-5XEE-HYMD1

Have Empty Bottle 3
UW80-WMZA-AKTK9
9WUJ-V4F6-ZRQ9X
YM4K-5DCB-4U51W

Have Empty Bottle 4
5JMU-Y0AC-3ZNHU
Y31C-VWT1-HWC79

DF1U-M6KY-CB2QY

BOSS KEY, COMPASS & MAP:

Deku Tree

BZN8-E7G7-BEFWN

5M48-KB4Q-V2E40

Dodongo's Cavern

677U-KHJ3-G2JMJ

TYZ6-CWRE-K9RAB

Jabu's Belly

AYQQ-6D3V-X8R2G

CD6B-GA1M-ZDKPV

Forest Temple

4ZDM-39V8-RE3G0

GGXB-6977-R10Y9

Fire Temple

YBQ4-PRZM-MR924

69KE-3WA9-2JCHY

Water Temple

ZCT4-VFFU-D6W7D

FZV7-NFA2-GQ2MV

Ice Cavern

QYJQ-DEY6-JX950

2UWZ-K8P0-2EN2Z

Spirit Temple

VON3-K5EY-XYKVH

TE45-D9WZ-FGGTB

Shadow Temple

72H5-M68H-PDZJ9

5KZH-W85H-R0GTQ

Bottom Of Well
19KE-2YZU-Z0P0Q
0HWW-HEVR-EKT7Z

Gannon's Castle
5TAC-EKCB-RBPCH
VAC2-MG9G-BNUXF

EMPTY BOTTLE 1 CONTAINS:

Red Potion
CYU1-WXT8-977AW
328Q-WU1R-2M702
2X59-9402-FVFTV

Green Potion
U8YB-AURU-PHBVB
328Q-WU1R-2M702
P8U0-H60W-1P2FG

Blue Potion
6WV5-PWYJ-9CPH6
328Q-WU1R-2M702
080E-A2R8-CY7EF

Bottled Fairy
WTAW-TWHK-RDGHF
328Q-WU1R-2M702
HPRJ-R87D-TN185

Fish
E674-04KV-RXXV1
328Q-WU1R-2M702
K9R6-95KZ-DNNJ6

Lon Lon Milk (1/2 Full)
BGH8-RFDX-8YPAY
328Q-WU1R-2M702
507U-KNMA-GYK8T

Lon Lon Milk
25EQ-4844-2P4KF
328Q-WU1R-2M702
GDR0-U82T-DB2Y4

Letter
RHUF-JTPB-3HQ5R
328Q-WU1R-2M702
1VYU-92HW-ME02F

Blue Fire
QN5C-AA3H-5XE2W
328Q-WU1R-2M702
8Q8M-WQ3W-NDBEC

Bug
5WV4-R14J-YUAH1
328Q-WU1R-2M702
ECA2-QNZD-MMNV5

Poe
30HB-ZV8H-ZR76U
328Q-WU1R-2M702
BUF3-VR4B-X8KQ5

Big Poe
EUFJ-1FC2-R5QGT
328Q-WU1R-2M702
HZRR-KA7Y-XQJ4C

EMPTY BOTTLE 2 CONTAINS:

Red Potion
84TM-XM6P-QKPRY
F7MC-AP6A-91GPU
K8A7-1116-BJX7H

Green Potion
ZT39-1ZKV-R9E9M
F7MC-AP6A-91GPU
W12P-8UTQ-UVH4U

Blue Potion

40H5-E3AY-5BWKU
F7MC-AP6A-91GPU
JHAJ-2KHV-66F4B

Bottled Fairy

8CK6-CCRK-PC0D2
F7MC-AP6A-91GPU
R3EQ-RUH0-PNHNN

Fish

2D9Z-U0N9-6EZ58
F7MC-AP6A-91GPU
1N8T-HE3N-VJ3FQ

Lon Lon Milk (1/2 Full)

8N11-M9VN-287Z2
F7MC-AP6A-91GPU
KUQN-TG2E-5U4TC

Lon Lon Milk

MBWU-7REF-4GX7V
F7MC-AP6A-91GPU
1NNB-7Q7H-YQ0DP

Letter

V94V-2XNM-HC2RY
F7MC-AP6A-91GPU
BFQ4-MWH3-DW8TK

Blue Fire

Z527-7JA2-KH4KM
F7MC-AP6A-91GPU
1203-HUQ8-F0JRA

Bug

ZBKE-YNU2-A57QF
F7MC-AP6A-91GPU
GK8T-AU4Z-2CRK8

Poe

HW8J-2C8A-YH0GU
F7MC-AP6A-91GPU
5YJJ-TXC2-H24W2

Big Poe
CUKP-BF8U-GEUQ1
F7MC-AP6A-91GPU
3WJR-YQMU-X0HEG

EMPTY BOTTLE 3 CONTAINS:

Red Potion
BXE7-6A1R-B830M
2KCQ-TUN6-GBP5
JP5V-1970-X12HE

Green Potion
1D2W-VZGA-N6GHA
2KCQ-TUN6-GBP5
79WU-4NDY-H02GF

Blue Potion
EXER-108G-R6VA2
2KCQ-TUN6-GBP5
VQ4N-3K78-7ZFX8

Bottled Fairy
WHX5-T79G-EKZAG
2KCQ-TUN6-GBP5
E8NQ-EJ1Q-69T4T

Fish
QG78-GGM7-RBRGJ
2KCQ-TUN6-GBP5
Y4G8-V33U-JT5TV

Lon Lon Milk (1/2 Full)
PVF6-UEWK-VX1YY
2KCQ-TUN6-GBP5
WUAF-RKE5-U50XZ

Lon Lon Milk
ZX3B-J2G9-HATZ3
2KCQ-TUN6-GBP5
2UGC-498D-7H4JR

Letter

Y8BP-G3VD-YQ7PG
2KCQ-TUN6-GBP5
AWW1-3G19-KAYAY

Blue Fire

D9X7-0FUN-TN8Q4
2KCQ-TUN6-GBP5
58NG-FGD0-2DCQ1

Bug

4M7C-7FDG-DFWE
2KCQ-TUN6-GBP5
32V5-8PXD-PJ2YC

Poe

588G-0953-1V6D1
2KCQ-TUN6-GBP5
TY7P-0QE7-FMGAX

Big Poe

C8GN-H6U1-6NZYE
2KCQ-TUN6-GBP5
BBF3-RATT-VR7TH

EMPTY BOTTLE 4 CONTAINS:

Red Potion

DXYH-RW40-P8FT0
R634-FFCV-470FZ
FBKF-C1YM-UCEHN

Green Potion

D7P5-T3RB-6J8MJ
R634-FFCV-470FZ
CWAP-M9D2-YNGNZ

Blue Potion

DX6P-JYGZ-N8UP3
R634-FFCV-470FZ
H7E7-PX26-XVVG5

Bottled Fairy
0PD1-P4JK-5GJ25
R634-FFCV-470FZ
GN4U-4U0U-WQFG1

Fish
JWC9-0EXX-BHCMU
R634-FFCV-470FZ
8U2C-AVWQ-5G61Q

Lon Lon Milk (1/2 Full)
JXA3-F1G6-3R7XZ
R634-FFCV-470FZ
4262-2A41-MF6GD

Lon Lon Milk
DQ22-P1ET-GZP4P
R634-FFCV-470FZ
2208-W00G-8A688

Letter
RMWW-RX25-2CWP0
R634-FFCV-470FZ
95NT-G11Y-X9VV1

Blue Fire
AWAA-RMWG-JQZGU
R634-FFCV-470FZ
JG75-FCNR-JCCXE

Bug
WFZ4-5537-P6KCA
R634-FFCV-470FZ
RGA7-92W6-HF59Y

Poe
Y382-2DHD-24RY2
R634-FFCV-470FZ
JMF9-PGC2-738RE

Big Poe

M8QT-F5FY-YQ6Q9
R634-FFCV-470FZ
FQQQ-0D7Q-NPNJ1

Infinite Time
Z59W-BUYE-ZQQYF
3DR0-3JYW-KDT1A

Super Animated Link
F5TE-DHT1-X2NN0
8DW3-9904-8NA8P

Matrix Link
YFK2-9FP9-9D5X6
WU4Q-664C-MY7B3

Low Gravity Jumps/Falls
0JUC-WWGT-ANMET
ZUG2-MFUB-PCBGT

Press Y to Jump
JKY2-ZF03-0CFYP
ERGQ-TRZD-JV8RQ
56J0-CD82-8YU2R

D-Pad Up To Grow
DEUA-HP5T-DR6WT
7BY9-AA82-1442Y
CPKK-0M5J-W6QBD
5XBV-PQMR-2KA53
E5NP-Y1Z5-JF55T
E9FZ-A3QA-YCERP

D-Pad Down To Shrink
KPC9-8RPT-FMRXN
3Z77-RVFN-THG53
1RBD-3J1F-JAJTN
FFXU-75VQ-DDR65
6XX1-3C7F-QHUEY
E9FZ-A3QA-YCERP

D-Pad Left to - Time
T2ET-27NJ-2V2YD
R0WD-E9ZY-N9552

7MN2-ACC4-G4CZN
J9R1-ZMF5-97WDP
E9FZ-A3QA-YCERP

D-Pad Right to + Time

FU0K-KQYH-EU6RZ
ARUG-Y16H-EV7XW
B4C9-P5V8-K47EY
XETH-GBEK-ERCXD
E9FZ-A3QA-YCERP

Hold Z to Run Fast

CXZ5-BTE2-3UYBU
VUUU-VXA7-XYXPA
Y2A5-A07Z-KE9CT
8M8B-T9UJ-MW5P4
E9FZ-A3QA-YCERP

Hold Z to Run Faster

QDUU-7DG7-Y2EUX
VUUU-VXA7-XYXPA
Y2A5-A07Z-KE9CT
XCQU-H3RW-FBMTY
E9FZ-A3QA-YCERP

Hold Z to Haul Butt

98CX-D8KT-XKBPH
VUUU-VXA7-XYXPA
Y2A5-A07Z-KE9CT
VJWW-MWWD-5Z2GC
E9FZ-A3QA-YCERP

No Night Time Enemies (Field)

NDV5-1BR9-07KWZ
3GQE-F699-HXWHE

Enemies Day & Night (Field)

P2RR-05ZN-CRWXK
RGRG-Y85Y-KEAT6

Wear Black Tunic

BJCW-6JH9-N10P7
QZQE-W7DQ-ME6V6

Wear Grey Tunic

XPP2-8HRV-AJT5P
EZEG-AG2Y-CGQQ1

Wear White Tunic

XUE2-5537-9BK3Q
6Z2J-91P6-RZN2W

Wear Yellow Tunic

G1FD-VHA0-4FAXR
DE6E-M4D9-R99E5

Wear Teal Tunic

03FP-1KHY-UAXZ7
NVR5-UB25-RPJZ9

Wear Light Blue Tunic

154N-2JGN-HZ71Z
JDVJ-DBRT-C0DK0

Wear Royal Blue Tunic

GMJJ-8XFC-XG7CF
0EJR-32QG-0EE3U

Wear Bright Red Tunic

DPXF-304A-HYP4P
QZV2-NME9-VGF6K

Wear Bright Purple Tunic

8VRV-ZEVJ-JXKU1
F0MC-HFCV-5TCGV

Wear Dark Purple Tunic

CU3H-CP04-Z52JP
3D3N-QNZ2-RQ1VF

Wear Brown Tunic

1T85-ZZDT-EWA9K
0JD6-E6GK-X3PKM

Wear Chocolate Tunic
64XE-04K3-T6XUX
P444-AD6H-VZ5QQ

SHUT UP NAVI!!!
BH4W-4Q77-4K4X4
TTFK-4ZYQ-0MVPJ

HOLD L WHILE LOADING

A SAVE TO VIEW ENDING
VBEG-VFGC-4TA5X
JQDE-GR2T-YYNT4
9GP8-Y6XG-PDPEV
19GR-3BHT-GZG16
E9FZ-A3QA-YCERP

These codes can be found at the following site
www.codejunkies.com

[http://us.codejunkies.com/search/codes/
Legend-Of-Zelda--O.O.T.-M.Q._GameCube_7340249-7____.aspx](http://us.codejunkies.com/search/codes/Legend-Of-Zelda--O.O.T.-M.Q._GameCube_7340249-7____.aspx)

Direct link to the codes.

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You must buy an Action Replay made by Datel
to use these codes

Legend of Zelda: O.O.T. M.Q.

There are 137 codes for this game.

US Site Only

(m)
J03C-UMC3-F5U00
UE1N-WQBP-PBJXW
3NKK-9ZQD-AFU3C
BBZN-Z5N0-GJWQV
XCD5-765Y-HKWF3
FTC9-TD6X-X7ETJ
VCFU-Q34Q-KYNK7
P7F9-00VJ-9KE0C
E550-WDWX-95ECG
E9FZ-A3QA-YCERP

Max Hearts
MHXD-AH3F-MWDJT
QMYT-7HGZ-CMB54

Infinite Hearts
H2BM-EHJK-6PQ5D
Q266-TJQG-EBUZP

Infinite Magic
FVWK-JR0G-F97JA
6WQM-BN2K-5NNR2
NZU9-MUP6-7X3DW
17D2-N33R-G8MWX
FXHV-U6G5-Y9KGX
EH7H-VFB0-1VA5X

Infinite Hover When Moving
2KKU-RDK1-1U2MM
Z3WQ-V76M-UTEYQ
NKNC-DE52-H9GT5

Infinite Rupees
8JH6-NTUV-F54XG
1YP9-51T5-EDQHM

Swords/Shields/Boots/Tunics
GP9B-K5DT-1VRAT
2ZD5-W6YZ-0ZPJZ

Have Quiver (Adult)
E7ZR-XZQQ-0DK6Y
JTFH-9BJE-KMBQU

Golden Gauntlets (Adult)
1PQH-112Y-RHY91
VXE3-DUV3-2BF4A

All Quest Items
AU09-3JVB-EM6RU
ZKPF-FJZD-K0E0K

Biggoron's Sword
42Y3-T0V0-4GMBV
RY3N-TM6T-37C03

999 Gold Skulltulas
8P65-7WX3-2B5WD
QF7A-FU5M-0666X

Have Deku Stick
RX3C-UYKQ-22642
V80R-NP28-4BCN9

Infinite Deku Sticks
BZUM-QN00-CP53T
D9J6-J0X0-KM3K2

Flaming Deku Stick
NBC1-354Z-02JV3
0WD5-X7GA-VQP3P

Have Deku Nuts
CF09-EJUT-11JEA

R4HJ-DUFT-2CP5A

Infinite Deku Nuts

CCYT-D1X1-ZVJPA

39DQ-ZNM0-X673X

Have Bombs

KUVR-8JRG-H0246

KTBU-16W8-0NXAC

Infinite Bombs

7K7C-ZZ2Z-ZEN7P

9XFN-AJ9Q-NWYNX

Have Fairy Slingshot

0YXE-F60M-MRM40

EKC6-CYMX-FWWJ0

Infinite Slingshot Ammo

93CT-NU2Z-N2QY4

9NDN-HCEM-PFAD6

Have Fairy Ocarina (Not Time)

R6RP-8W43-2A9XK

R1BP-NX6J-5JU0T

Have Ocarina Of Time (Not Fairy)

8W6K-YHEE-4JZF2

6NZH-NR1A-FAHJF

Have Bombchu

ZAXF-28B0-R1067

JU05-7TZ8-PVD4Q

Infinite Bombchus

6JVX-K50X-RNNYN

U413-RK5W-Z9E57

Have Boomerang

W6UN-TRR5-9QWAG

21T1-7M0D-UQXXE

Have Lens of Truth

CYWG-WGE1-CYWCK

A5A2-PRF0-42Q5X

Have Magic Beans

NXND-ATXQ-2ABUZ

Y4YU-8AQA-VFM58

Infinite Magic Beans

RVXC-K3ZD-P333M

Y8QF-F1P8-X12A3

Have Fairy Bow

Z8QQ-QG8E-48UYQ

Q1JB-Z9WD-2EBZP

Infinite Arrows

5YTG-Q959-6A7C2

3UKY-72Y3-VJCKD

Have Fire Arrow (MP2)

4TGY-GYNB-QEFUX

CPHF-HTHK-UDY1C

Have Ice Arrow (MP2)

KEWD-Z06V-AXJT6

5ZX8-FZ9Y-RC0WR

Light Arrow (MP4)

YXAC-K9JR-CT566

C13A-RTM0-THMJ4

Have Hookshot (Not Longshot)

D513-7FTG-VYTBP

RHYQ-GC92-YDT4U

Have Longshot (Not Hookshot)

27FB-043V-Z70EB

ERC6-9C6B-JY1QW

Have Megaton Hammer

8EQM-ZVHD-2ZTXT

M9ED-P98U-RGZQG

Have Din's Fire (MP6)

W2EZ-37V1-XKPJ9

XVA6-2994-TQ1TT

Have Farore's Wind (MP6)

XA4R-YFUB-108W5

PUYG-6MPF-GAZ48

Have Nayru's Love (MP12)

0F9J-01G7-96TGU

FHR6-08B1-PKE53

Have Empty Bottle 1

ETK3-521Q-55Y04

992N-6BUW-D0E0G

FH5G-WF28-NYX86

Have Empty Bottle 2

TGFY-42V5-JTD0C

UHH6-R17M-PM6F0

86PY-FTZ1-CQ2W7

Have Empty Bottle 3

E8MP-7A30-KQ47K

V9X5-K8WW-0CVKD

AZYG-2ZMM-J0X55

Have Empty Bottle 4

M7ZA-1RV7-RHJFX

9QWM-M85C-5ERYE

9R33-PAR1-3V6J6

BOSS KEY, COMPASS & MAP:

Deku Tree
WNXG-ZWB1-HTYZZ
NZU9-MUP6-7X3DW

Dodongo's Cavern
8X28-Y2VH-M4XKV
2WU8-N44D-79E22

Jabu's Belly
RX4P-WDU8-EJGP8
TTWN-AAVZ-N2TPD

Forest Temple
NORN-QG8U-BMX5H
2Z4H-8BG6-82RJ0

Fire Temple
QHF4-9MY6-UQKT9
YM44-6WR4-7E9CY

Water Temple
C247-PBTV-E26PK
RV41-67X0-514ZR

Ice Cavern
KDZG-M9N6-NZC1X
D09K-VN5B-78Q12

Spirit Temple
R6U4-XUZ8-JQJ57
5PTR-6RRM-ZAKF9

Shadow Temple
Y2MH-PXCX-4CQZ9
UWQ3-XZQJ-N6P0G

Bottom Of Well
UB3C-RVCZ-W0BDC
M5FX-T2A9-CT1N4

Gannon's Castle
J36X-GEHE-3J8QF
A2PA-E995-4URN5

EMPTY BOTTLE 1 CONTAINS:

Red Potion
QD7D-N8E9-K218R
F6VF-8E0H-3MQTG
4YU0-P31G-B9KU6

Green Potion
12TD-KXYX-8170M
F6VF-8E0H-3MQTG
CDD5-3V9N-MVRN9

Blue Potion
DFFB-DVA4-6TWMM
F6VF-8E0H-3MQTG
TEP9-DQ8B-37VC7

Bottled Fairy
4W4V-8607-JYKEU
F6VF-8E0H-3MQTG
V647-48CN-J7GTV

Fish
AGN2-3W7U-X63DE
F6VF-8E0H-3MQTG
UKP6-7RPX-8Q1JN

Lon Lon Milk (1/2 Full)
T1KC-2KEG-ME879
F6VF-8E0H-3MQTG
FT7J-0821-4WRMT

Lon Lon Milk
QGQU-3YMU-3UAET
F6VF-8E0H-3MQTG
RD15-7F41-ECRNP

Letter
YTJM-WAGU-DNHWB
F6VF-8E0H-3MQTG
TNZ8-WQ9Z-CGHWY

Blue Fire
RBMD-0G1G-BHNME
F6VF-8E0H-3MQTG
GN8T-T0Y7-N22FZ

Bug
P29D-2NP4-PG9B0
F6VF-8E0H-3MQTG
000H-5A8Z-97QQ8

Poe
Q71G-AWQQ-2YMYK
F6VF-8E0H-3MQTG
RBFP-AC35-PNGVW

Big Poe
70WD-BV80-4ZQ67
F6VF-8E0H-3MQTG
Y3NJ-8Q8E-XCENX

EMPTY BOTTLE 2 CONTAINS:

Red Potion
4DRP-BC0Y-NEYMQ
UYPR-7VC2-9HY5H
B7AN-TAZT-CWJYP

Green Potion
EXBT-0P1T-YJMD7
UYPR-7VC2-9HY5H
N3AG-5GW3-U94Y5

Blue Potion
11T3-QQA8-M639R

UYPR-7VC2-9HY5H
7DKW-Y48C-CFWQU

Bottled Fairy
A5K0-HB05-PWDC8
UYPR-7VC2-9HY5H
D4G2-UTZ3-FNQXV

Fish
7PVX-18GW-E684D
UYPR-7VC2-9HY5H
HJ6R-X19D-2MQN3

Lon Lon Milk (1/2 Full)
9YTX-G784-ZB5C1
UYPR-7VC2-9HY5H
2MP7-HT7N-7CKBP

Lon Lon Milk
K1JG-F2DK-RN5C7
UYPR-7VC2-9HY5H
G3ND-D7XE-33NFP

Letter
4BCE-7Q80-P5HQX
UYPR-7VC2-9HY5H
ZTFT-UDXE-J7EYY

Blue Fire
HJ6X-EZ30-UHJFK
UYPR-7VC2-9HY5H
5WHG-0807-NQF86

Bug
12ER-WDFT-PU3YJ
UYPR-7VC2-9HY5H
M6Z5-KR3T-M72JP

Poe
VY68-U8FZ-X5D4H
UYPR-7VC2-9HY5H
U36K-ME6C-JWJ1N

Big Poe
4HXN-9EBF-HNZT1
UYPR-7VC2-9HY5H
MNMJ-THMT-9YBN1

EMPTY BOTTLE 3 CONTAINS:

Red Potion
UYEY-DF38-XBZBU
D6WC-5FKC-EAMP8
UPKR-ANUX-BBNH6

Green Potion
H8HM-V5BY-0VQHF
D6WC-5FKC-EAMP8
H30T-U1PF-47XUW

Blue Potion

HNYC-KC22-Y23NM

D6WC-5FKC-EAMP8

2Z5V-BGXM-F4WQY

Bottled Fairy

QFGD-2JGW-QDY4P

D6WC-5FKC-EAMP8

39ZV-8RC0-ZGFR3

Fish

2RHC-NQ50-R5KN5

D6WC-5FKC-EAMP8

P3K5-49MC-UX3UK

Lon Lon Milk (1/2 Full)

TXRB-ZPG2-V30BU

D6WC-5FKC-EAMP8

R2Y4-H5KU-J5RCQ

Lon Lon Milk

N357-D131-KP12U

D6WC-5FKC-EAMP8

B5Q8-5CH6-1DUJB

Letter

YDFX-0C91-WEHUP

D6WC-5FKC-EAMP8

PK82-HEZK-DAGWJ

Blue Fire

9AWB-BF0B-EGZBX

D6WC-5FKC-EAMP8

YPCA-9DKG-FYY7Z

Bug

GPBQ-H60V-NWGBN

D6WC-5FKC-EAMP8

745Q-B9CH-XJPM

Poe

GQHV-YVQZ-QXJWU

D6WC-5FKC-EAMP8

K2PN-8QD4-5AM0G

Big Poe

54W9-3C9J-K8D3U

D6WC-5FKC-EAMP8

JA96-N8DX-FM7AV

EMPTY BOTTLE 4 CONTAINS:

Red Potion

GMKP-PCC9-QK0JN

XPHX-A5FU-UCAFT

8GN6-K5N2-RGPTT

Green Potion

WFJN-RFF0-UNATG

XPHX-A5FU-UCAFT

RW96-DDAC-W7Z9J

Blue Potion

M375-F7AB-71V6E

XPHX-A5FU-UCAFT

Z446-HATA-76JKF

Bottled Fairy

KBXH-FJ6T-F3NQM

XPHX-A5FU-UCAFT

TX72-WB45-DW8A2

Fish

81ZV-ZRKA-VZ1N3

XPHX-A5FU-UCAFT

M76C-HR63-U2YRK

Lon Lon Milk (1/2 Full)

9G3Q-JEWN-P4AYX

XPHX-A5FU-UCAFT

N7GK-M46A-KX5EB

Lon Lon Milk

VH7E-AYB5-TB0T0

XPHX-A5FU-UCAFT

U078-VQ88-QZMJ1

Letter

37X2-NUNE-72VTK

XPHX-A5FU-UCAFT

UPRC-5DU9-3PPRQ

Blue Fire

P12C-BJK5-G5ZA2

XPHX-A5FU-UCAFT

KP75-57VM-Y7P8G

Bug

8ZPY-4AKW-KF55W

XPHX-A5FU-UCAFT

WG2W-VN9F-3MTOX

Poe

XB7A-R1V4-EGYJQ

XPHX-A5FU-UCAFT

Q7QD-9FZZ-DQQC2

Big Poe

8FKV-Q0ZC-E809K

XPHX-A5FU-UCAFT

DAV8-FQ1X-81BWK

Infnite Time

V9TY-4UBW-GBJW5

XBVR-Y9P9-AK3F7

Super Animated Link

JR0R-QHY7-BP6DA

4U2W-1HYP-39FCV

Matrix Link

2E6P-3PQV-BYBKB
55CC-TD2M-D4VPQ

Low Gravity Jumps/Falls

55X4-32J0-ZUEJG
99NG-Y074-4QGGE

Press Y To Jump

JMUE-BZKT-08CXG
ERGQ-TRZD-JV8RQ
YV69-CZYT-PN3GE

D-Pad Up To Grow

BVBM-FA8G-YXR0C
7BY9-AA82-1442Y
ZTQY-WHW2-BC9KD
25VV-JECE-9273Z
ACXC-KR89-X8UKZ
E9FZ-A3QA-YCERP

D-Pad Down To Shrink

TVUM-M7Q3-YW572
3Z77-RVFN-THG53
BYT3-74Z0-YVX02
T6VH-TJAE-Y7FG2
GHUV-YV7V-4FF0M
E9FZ-A3QA-YCERP

D-Pad Left To - Time

H4T9-9JRF-PQCUQ
R0WD-E9ZY-N9552
VHQZ-WX8J-F2J05
P9M1-GD7P-ERB9C
E9FZ-A3QA-YCERP

D-Pad Right to + Time

RT1E-Q0DG-1Y77H
ARUG-Y16H-EV7XW
5U3C-A2QK-JAGB2
0Y8Q-273X-PAEWJ
E9FZ-A3QA-YCERP

Hold Z to Run Fast

2X65-Q4D4-EU5X0
VUUV-JXA7-XYXPA
9QRN-FEZM-DHCBT
QHTG-E136-W4Q88
E9FZ-A3QA-YCERP

Hold Z to Run Faster

RNAH-Q7EU-F5ECB
VUUV-JXA7-XYXPA
9QRN-FEZM-DHCBT
T72Z-HBQM-QCGGG
E9FZ-A3QA-YCERP

Hold Z to Haul Butt

1BHC-TMXH-BJRVF
VUUV-JXA7-XYXPA

9QRN-FEZM-DHCBT
V0BC-RQTF-TC3X
E9FZ-A3QA-YCERP

No Night Time Enemies (Field)

8FHB-HKFF-2WAQ2
X2MJ-TT08-MC033

Enemies Day & Night (Field)

QTHN-1M0M-GDXUJ
YYFY-YCU8-A2TW1

Wear Black Tunic

9U1M-TMUT-PX0ZK
JFY6-J170-6KFH1

Wear Grey Tunic

388H-9987-EMNF6
Y423-WXK7-RQ7AH

Wear White Tunic

TUUE-ZQB1-TP4RQ
146A-A4B3-M2TYM

Wear Yellow Tunic

FAAA-HXP4-MZW6C
BUB3-UZCZ-F1BXM

Wear Teal Tunic

E88K-2CE1-DM6Y9
BCVZ-3EW6-VUM92

Wear Light Blue Tunic

BV3E-0UQK-BRE9V
YZWV-7Y6D-QJ2M2

Wear Royal Blue Tunic

CGV7-8XPK-7X7N5
EM48-68ZE-3154A

Wear Bright Red Tunic

JJ1Y-R4E0-HCW6J
0UNC-1RC0-094CQ

Wear Bright Purple Tunic

XUVT-WZ4G-UK0RC
5YG3-432K-53YGE

Wear Dark Purple Tunic

A18G-NK7D-8XUC2
768U-9AAZ-0QRP4

Wear Brown Tunic

7GE6-T64W-NKATN
AGCQ-AN43-W9J7D

Wear Chocolate Tunic

A4TK-GNJ8-MNG14
U73W-HD72-ZWU37

SHUT UP NAVI!!!
Z8Z9-67NY-PX2DM
A4TQ-T8XM-768P4

HOLD L WHILE LOADING

A SAVE TO VIEW ENDING

XJ43-VVBE-D1XCE
JQDE-GR2T-YYNT4
11PX-TZCV-HKM7N
BA23-72AX-2XR67
E9FZ-A3QA-YCERP

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/ 1. NINTENDO 64 GAMESHARK CODES ONLY \
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These codes are from the following site:
[http://us.codejunkies.com/search/codes/
Zelda-64-The-Ocarina-Of-Time_Nintendo-64_6296024-6____.aspx](http://us.codejunkies.com/search/codes/Zelda-64-The-Ocarina-Of-Time_Nintendo-64_6296024-6____.aspx)

ALL RIGHTS TO THESE CODES GO TO, "DATEL'S
ACTION REPLAY OR TO GAMESHARK ONE. I am not sure exactly which company
has the rights to these codes.

The Gameshark is a little easier to find
than the action replay. I have no idea
which one is better. But I know that
Action Replay does do a very good job
with cheat devices. You may find it
at some stores or on ebay if you really
want to use the Nintendo 64 system rather
than the Nintendo Gamecube.

The difference between the versions of the
game are Gold 1.0 first set of codes,
silver 1.1 second set of coes, 1.2 third
set of codes.

Zelda 64-The Ocarina Of Time

There are 23 codes for this game.

Infinite Energy
8111a6000140

Have All Arrow Types

8011a6480004

8011a64e000c

8011a6540012

Have Boomerang

8011a650000e

Have Lens of Truth

8011a651000f

Have Longshot

8011a64d000b

Have Megaton Hammer

8011a6530011

Infinite Magic Beans

8011a6520010

8011a66a0009

Infinite Arrows

8011a6470003

8011a65f0009

Infinite Bombchu's

8011a64c0009

8011a6640009

Infinite Bombs

8011a6460002

8011a65e0009

Infinite Deku Nuts

8011a6450001

8011a65d0009

Infinite Deku Sticks

8011a6440000
8011a65c0009

Infinite Slingshots

8011a64a0006
8011a6620009

Have All Spells

8011a6490005
8011a64f000d
8011a6550013

Have Big Key, Compass, & Map

8011a6780007

Have Ocarina of Time

8011a64b0008

Infinite Magic

d011a6090008
8011a60a0001
8011a60c0001
8011a6030060

Infinite Small Keys

8011a6990009

Press L Button To Levitate

d01c84b50020
811daa9040cb

All Equipment

8111a66c7777

All Quest/Status Items

8111a67430ff
8111a676ffff

Max Heart

8111a5fe0140

Skulltulas Killed
8011a6a100ff

These codes are at the following site:
[http://us.codejunkies.com/codes_show.asp?
rf=0&c=US&cr=USD&cs=\\$&r=0&l=1&g=6296025&p=6](http://us.codejunkies.com/codes_show.asp?rf=0&c=US&cr=USD&cs=$&r=0&l=1&g=6296025&p=6)

Zelda 64-The Ocarina Of Time v1.1

There are 23 codes for this game.

Have Boomerang
8011a810000e

Have Lens of Truth
8011a811000f

Have Longshot
8011a80d000b

Have Megaton Hammer
8011a8130011

Infinite Magic Beans
8011a8120010
8011a82a0009

Have All Arrow Types
8011a8080004
8011a80e000c
8011a8140012

Infinite Arrows
8011a8070003
8011a81f0009

Infinite Bombchus
8011a80c0009
8011a8240009

Infinite Bombs

8011a8060002

8011a81e0009

Infinite Deku Nuts

8011a8050001

8011a81d0009

Infinite Deku Sticks

8011a8040000

8011a81c0009

Infinite Slingshots

8011a80a0006

8011a8220009

Have All Spells

8011a8090005

8011a80f000d

8011a8150013

Have Big Key, Compass, & Map

8011a8380007

Have Ocarina of Time

8011a80b0008

Infinite Magic

d011a7c90008

8011a7ca0001

8011a7cc0001

8011a7c30060

Infinite Small Keys

8011a8590009

Press L Button To Levitate

d01c86750020

811dac5040cb

All Equipment
8111a82c 7777

All Quest/Status Items
8111a834 30ff
8111a836 ffff

Infinite Energy
8111a7c0 0140

Max Heart
8111a7be 0140

Skulltulas Killed
8011a861 00ff

These codes are at the following site:

[http://us.codejunkies.com/codes_show.asp?rf=0&c=US&cr=USD&cs=\\$&r=0&l=1&g=6296026&p=6](http://us.codejunkies.com/codes_show.asp?rf=0&c=US&cr=USD&cs=$&r=0&l=1&g=6296026&p=6)

Zelda 64-The Ocarina Of Time v1.2

There are 22 codes for this game.

All Equipment
8111ad1c7777

All Quest/Status Items
8111ad2430ff
8111ad26ffff

Have All Arrow Types
8011acf80004
8011acfe000c
8011ad040012

Have All Spells
8011acf90005
8011acff000d
8011ad050013

Have Big Key, Compass, & Map
8011ad280007

Have Boomerang
8011ad00000e

Have Lens of Truth
8011ad01000f

Have Longshot
8011acfd000b

Have Megaton Hammer
8011ad030011

Have Ocarina of Time
8011acfb0008

Infinite Arrows
8011acf70003
8011ad0f0009

Infinite Bombchu's
8011acfc0009
8011ad140009

Infinite Bombs
8011acf60002
8011ad0e0009

Infinite Deku Nuts
8011acf50001
8011ad0d0009

Infinite Deku Sticks
8011acf40000
8011ad0c0009

Infinite Energy
8111acb00140

Infinite Magic
d011acb90008
8011acba0001
8011acbc0001
8011acb30060

Infinite Magic Beans
8011ad020010
8011ad1a0009

Infinite Slingshots
8011acfa0006
8011ad120009

Infinite Small Keys
8011ad490009

Max Heart
8111acae0140

Press L Button To Levitate
d01c8d750020
811db35040cb

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/ I. SCARECROWS SONG \
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You get this song by talking to the scarecrow at Lake Hylia. Go to Lake Hylia as a child and play a Song that you make

up that must be 8 notes. Then come back here as an adult play the same song to the scarecrow and he will remember it and tell Piere to help you if he is nearby. This song is used to get some of the Gold Skulltulas along with some other things.

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        / J. MALON'S SIDE QUEST          \
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Go to Lon Lon Ranch after getting your horse and talking to Malon's father in Kakariko Village. Then go to Malon and talk to here and start the race. To beat this race under the time given you need to know when to use your carrots. When you get to the two fences right next two each other if you time it right you can jump both fences with one carrot. Then jump the next fence with another carrot. If timed right you will beat 50 seconds and get a cow in your house in the Koriki Forest.

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        / K. HOW TO GET EPONA          \
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First you have to get Epona's Song as a child from Lon Lon Ranch. Talk to Malon and then after she tells you about her mother's song show her your Fairy Ocarina. Then she will teach you Epona's Song. When you become an adult talk to Ingo the person who now owns the ranch and he will let you ride the horses for 10 Rupees. Play Epona's Song and then Epona will come to you. Get on Epona and jump the fences.

If you jump the fence in the center you will get 5 Rupees. If you do this to both fences you will get your 10 Rupees back. After your time is up pay another 10 rupees to ride the horses again. Play Epona's Song just like you did last time and get on Epona then talk to Ingo and he will ask you if you want to race. Make sure that you have at least 50 Rupees for this race.

I would suggest having at least the Adult's Wallet.

Use one carrot then wait for the carrot to come back the stay as close to the fence as you can then you can get ahead of him during the first part of the race. Then use a carrot and wait for a carrot to come back. Keep this up until the end of the race and you should be able to beat him.

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/ L. IS IT POSSIBLE TO GET ANOTHER \
\ HORSE /
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It is possible to get another horse but this is harder to do. Follow the same steps as in the previous instructions only this time pick out a brown horse. If done just right you can beat him with the brown horse. You will have a brown horse instead of Epona. I would recommend Epona because Epona is faster but if you want another horse it is possible.

/ M. SONG LOCATIONS AND WHERE TO GET \
\ THEM /
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/ 1. GRAY NOTE SONGS \
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A. Zelda's Lullaby - After getting past the guards at Hyrule Castle Grounds talk to princess Zelda and after she is done talking talk to her attendant Impa she will teach you Zelda's Lullaby.

B. Epona's Song - Go to Lon Lon Ranch after getting the first song listed above. Talk to Malon until she starts to talk about her mother's song. Then show her your Ocarina and she will teach you Epona's Song.

C. Saria's Song - Go to the Sacred Forest Meadow how to get there is listed in the walkthrough after the Deku Tree under Lost Woods. Go through the maze and go up the two sets of stairs then talk to

Saria and she will teach you Saria's Song

D. Sun's Song - Go to the Graveyard after learning Zelda's lullaby then defeat the Keese here and go through the door ahead. Then get past the ReDead here. I found the best way to get past them is to run through the middle I know you lose health but usually not as much health as if you try to go around them. Then go to the end and read the sign. Here you will learn the Sun's Song Play the Song in the room with the ReDeaths and it will freeze them for a short period of time so you can run around them and go through the door ahead.

E. Song of Time - After beating the third dungeon go back to Hyrule Castle Market and you will see a cut scene with Gannondorf. After the cut scene dive into the moat to get the Ocarina of Time. Then Princess Zelda will teach you the Song of Time.

F. Song of Storms - After you have talked to Raru and got the Light Medallion got to Kakariko Village and go inside the Windmill and talk to the guy there after he mentions the song that made the windmill go out of whack show him your Ocarina. He will then teach you the Song of Storms.

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/ 2. WARP SONGS \
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A. Minuet of Forest - You get the Minuet of Forest by talking to Shiek after you have beat the Forest Temple. This warp song takes you to the Sacred Forest Meadow.

B. Bolero of Fire - You get the Bolero of Fire by Talking to Shiek as you cross the bridge in Death Mountain Crater right before you go into the Fire Temple. This warp song takes you to Death Mountain Crater.

C. Serenade of Water - You get the Serenade of Water by completing the Ice Cavern and opening the treasure chest with the Iron Boots. Then Shiek will teach you the Serenade of Water. This warp song takes you to Lake Hylia.

D. Requiem of Spirit - You get the Requiem of Spirit after passing the Gerudo's test and getting past the haunted

wasteland. Then go inside the Spirit Temple and come back out. Then Shiek will come out and teach you the Requiem of Spirit. This warp song takes you to Desert Colossus.

E. Nocturne of Shadow - You get the Nocturne of Shadow by going to Kakariko Village after beating the Water Temple. After a cut scene Shiek will teach you the Nocturne of Shadow. This warp song takes you to the Graveyard.

F. Prelude of Light - You get the Prelude of Light by going to the Temple of Time after you beat the Forest Temple by talking to Shiek. This warp song takes you to the Temple of Time.

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        / N. ENEMY INFO/ APPEARANCE /      \
        \ HARDNESS          /              \
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The rating for enemy hardness are just rating that I go by because the game is very easy for me other people may not have the same rating please don't complain about my rating system.

This is the rating system

- 1 Ridiculously Easy
- 2 Very easy
- 3 Easy
- 4 Harder than your average enemy
- 5 Possibility of losing a couple heart containers
- 6 You will more than likely lose a couple of heart containers if you are not careful
- 7 Hard
- 8 A little harder
- 9 Harder
- 10 Hardest

Info: Amy - The Poe in the Forest Temple that guards the green flame.

Appearance - A Green Poe.

Hardness 1/10

Info: Anubis - Anubis is a floating enemy that can be found in the Spirit Temple.

Appearance - A floating enemy that can only be destroyed by Din's Fire or a Fire arrow.

Hardness 1/10

Info: Armos Knight - A statue in disguise.

Appearance - A statue that comes to life when you set a bomb next to it or hit one with a Deku Nut.

Hardness 1/10

Info: Baby Dodongo - A small Dodongo that blows up with one hit of your sword.

Appearance - A small Dodongo.

Hardness 1/10

Info: Bari - A jellyfish.

Appearance - Looks like a Jelly fish but is not underwater.

Hardness 2/10

Info: Big Poe - A Poe that is found only on horseback in Hyrule.

Appearance - A Poe that that only comes out only on horseback in Hyrule.

Info: Beamos - A statue with one eye.

Appearance - A statue with one eye that shoots a laser at you.

Hardness 1/10

Info: Beth - The Poe in the Forest Temple that guards the blue flame.

Appearance - A blue Poe.

Hardness 2/10

Info: Blue Bubble - A Skull with a blue flame.

Appearance - A skull with a blue flame.

Hardness 2/10

Info: Blue Tektike

Appearance - A spider

Hardness 3/10

Info: Business Scrub - A Deku Scrub that sells items for a price.

Appearance - Looks like a Deku Scrub

Hardness 1/10

Info: Dark Link - This enemy looks exactly like you he is your evil counterpart that you have to overcome.

Appearance - Look exactly like you

Hardness 3/10

Info: Dead Hand - A zombie with infinite hands.

Appearance - A zombie that has infinite hands.

Hardness 3/10

Info: Deku Baba - A enemy that is found mostly in Koriki Forest.

Appearance - A plant like enemy.

Hardness 1/10

Info Deku Scrub - Found in various places in Hyrule.

Appearance - A bush like enemy.

Hardness 1/10

Info: Dinolfos - A Dinosaur like enemy with a sword.

Appearance - A Dinosaur.

Harness 3/10

Info: Dodongo - A Dinosaur.

Appearance - A decently big Dinosaur.

Hardness 2/10

Info: Floormaster - A hand that walks on the floor.

Appearance - A hand enemy.

Hardness 3/10

Info: Flaredancer - A enemy that dances as it attacks.

Appearance - A enemy that dances as it attacks.

Hardness 4/10

Info: Freezard - A ice type enemy.

Appearance - A ice enemy.

Hardness 2/10

Info: Gerudo Guard - A Gerudo that will put you in jail if caught.

Appearance - A Gerudo Guard.

Hardness

Info: Gibdo - A mummy

Appearance - A living mummy

Hardness 2/10

Info: Golden Skulltula - Located throughout Hyrule even in Dungeons.

Appearance - A Bug.

Hardness 1/10

Info: Green Bubble

Appearance - A skull with a green flame.

Hardness 2/10

Info: Guay - A enemy that is similar to Keese.

Appearance - A bird like enemy.

Hardness 1/10

Info: Iron Knuckle - A heavily armed enemy.

Appearance - A Heavily Armed enemy carrying an axe.

Hardness 6/10

Info: Joelle - One of the Poes in the Forest Temple who guards the red flame.

Appearance - A Red Poe

Hardness 2/10

Info: Keese - A bird enemy.

Appearance - A bird.

Hardness 2/10

Info: Lever - A ground Enemy.

Appearance - A enemy that moves along the ground and attacks.

Hardness 4/10

Info: Like Like - A sponge like enemy that swallows you.

Appearance - A sponge

Hardness 3/10

Info: Lizalfos - A Dinosaur like enemy with a sword.

Appearance - A Dinosaur.

Info: Mad Scrub - A red bush type enemy

Appearance - A bush.

Hardness 2/10

Info: Meg - The Poe in the Forest Temple that guards the Purple Flame.

Appearance - A purple Poe.

Hardness 3/10

Info: Moblin - A big enemy with a harpoon.

Appearance - A big enemy

Hardness 2/10

Info: Octorok - A octopus like enemy.

Appearance: A octopus.

Hardness 3/10

Info: Parasitic Tentacle - A tentacle in Jabu Jabu's Belly.

Appearance - A tentacle.

Hardness 2/10

Info: Peahat - A flying enemy with spinning blades.

Appearance - A flying enemy.

Hardness 3/10

Info: Poe - A ghost enemy.

Appearance - A ghost.

Hardness 2/10

Info: Red Bubble - A skull with a red flame

Appearance - A floating skull

Hardness 2/10

Info: Red Tektike - A spiderlike enemy that jumps when it attacks.

Appearance - A spider

Hardness 2/10

Info: ReDead - A mummy

Appearance - A living mummy

Hardness 3/10

Info: Shabom - A clear Bubble

Appearance - A Clear Bubble

Hardness 2/10

Info: Skulltula - A bug.

Appearance - A bug that is found all throughout Hyrule.

Hardness 1/10

Info: Skullwalla- A Bug.

Appearance - A bug that is found all throughout Hyrule

Hardness 1/10

Info: Spike - A ball that turns into a spike

Appearance - A ball that turns into a spike when you get close

Hardness 2/10

Info: Stalfos - A skeleton enemy.

Appearance - A skeleton enemy with a red sword.

Hardness 4/10

Info: Stalchild - A skeleton enemy that appears at night in Hyrule field as a child.

Appearance - A Skeleton.

Hardness 2/10

Info: Stinger - A bird like enemy.

Appearance - A bird enemy.

Hardness 3/10

Info: Tailpasaran - A enemy with a long tail.

Appearance - A enemy with a long tail.

Hardness 2/10

Info: Torch Slug - A slug that is on fire.

Appearance - A slug on fire.

Hardness 2/10

Info: Wallmaster - A hand that lurks on the walls.
This enemy will take you back to the beginning of a
dungeon if you are not careful to watch for it's
shadow.

Info: White Bubble - A skull with a white flame

Appearance - A floating skull

Hardness 2/10

Info: White Wolfos - A wolfos that is white and bigger
than a standard wolfos

Appearance - A wolf

Hardness 3/10

Info: Wolfos - A wolf

Appearance - A wolf

Hardness 2/10

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/ O. BOSSES ENEMY HARDNESS \
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Enemy: Queen Gohma

Location: Deku Tree

Hardness 1/10

Enemy: King Dodongo

Location: Dodongo's Cavern

Hardness 2/10

Enemy: Barinade

Location: Jabu Jabu's Belly

Hardness 3/10

Enemy: Phantom Ganon

Location: Forest Temple

Hardness 4/10

Enemy: Volvagia

Location: Fire Temple

Hardness 5/10

Enemy: Morpha

Location: Water Temple

Hardness 5/10

Enemy: Bongo Bongo

Location: Shadow Temple

Hardness 4/10

Enemy: Twinrova

Location: Spirit Temple

Hardness 6/10

Enemy: Gannondorf

Location Ganon's Castle

Hardness 4/10

Enemy: Ganon

Location Ganon's Castle

Hardness 5/10

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/ P. MINI GAMES \

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GERUDO'S FORTRESS 2 Mini Games

Location: Gerudo's Fortress / Adult

Game: Horseback and Archery.

How to play: Get on Epona and talk to the Gerudo by under the tent and pay 20 rupees per play.

Prize: 1,000 points a piece of heart, 1,500 a bigger quiver. If you got the first quiver this one will be the biggest, if you haven't got the first one the one will be your first upgrade.

Location: Gerudo's Fortress / Adult

Game: The Gerudo's Training Game.

How to play: Talk to the Gerudo by the fenced area and pay 10 Rupees to play.

Prize: The Ice Arrows.

GORON CITY 1 Game

Location: Goron City / Child

Game: Throwing a bomb into a vase.

How to play: After going into the room with Darunia as a child. Take a Deku Stick and light the stick with the torch in the room with Darunia and take it out of this room and light all the torches with the fire. Then go up one floor and throw a bomb over the fence into the huge vase.

Prize: Piece of Heart, Rupees, Bombs.

GRAVEYARD 2 GAMES

Location: Graveyard / Child

Game: Dampé's Heart pounding Grave digging Tour.

How to Play: Pay him 10 Rupees to dig. Hint only dig in places that are not a walkway in patches of dirt.

Prize: Main Prize a Piece of Heart.

Location: Graveyard/ Adult

Game: Dame's Race.

How to play: Race Dame and try to keep up with him until the end of the race.

Prize: The Hookshot, and a Piece of Heart if you go back and beat him in under 1 minute.

GERUDO VALLEY 1 MINI GAME

Game: Try to beat the running man in the Carpenters Tent.

How to play: Try and beat him in a race. By the way I currently do not know if it is even possible to beat this guy in a race. If anyone knows how please email me with a user name and let me know how it is done. I will give you credit using your user name.

Prize: Don't know of any.

HYRULE CASLTE / MARKET 3 Games

Location: Hyrule Castle / Market / Child

Game: The Slingshot game.

How to play: Try and hit all ten targets. If you only hit 8 you can try again but less than 8 and you will have to pay another 10 rupees.

Prize: A upgraded slingshot bag.

Location: Hyrule Castle / Market / Child

Game: Bombchu Bowling.

How to play - Place a Bombchu down and try to get it to explode so that you break down one of the three walls then get it to explode in the target at the end of the game. Thirty Rupees per play.

Prize - Main Prize Piece of Heart. Other Prizes Bigger Bomb Bag. Other prizes Bombs, Bombchu, 50 Rupees.

Location: Hyrule Castle/ Market / Child

Game: Treasure chest game

How to play: Pick one of two treasure chests and see if it has a key inside. If there is you can move on to the next one if not you must start all over. Hint if you use the Lens of Truth you can see which one has the key. But you must first get the Bottom of the Well Dungeon first and get it. Ten Rupees per play.

Prize: A piece of heart the first time then 50 Rupees every time after that.

KAKARIKO VILLAGE 2 GAMES

Location: Kakariko Village / Child

Game: Cuco Rounding

How to play: Round up the Cuco's and give them to the Cuco Lady.
For more info on this look through my walkthrough after the Deku Tree and look under Kakariko Village.

Prize: A Empty Bottle, and 50 Rupees after that.

Kakariko Village / Adult

Game: Arrow shooting.

How to play: Basically the same as the slingshot as a child in Hyrule Castle / Market if you hit 8 target you get to go again if you have to pay for another game. 20 Rupees per play

LAKE HYLIA 1 GAME

Location: Lake Hylia / Child / Adult

Game: The fishing Game.

How to Play: Talk to the owner and pay the fee to fish then he will explain to you how to fish.

Prize Child: Main Prize Piece of Heart

Prize Adult: Main Prize Golden Scale

LON LON RANCH 3 GAMES

Location: Lon Lon Ranch / Child

Game: Cuco Finding Game

How to Play: Find the three super Cuco's within a limited amount of time. Hint pick up all the Cuco's and put them next to Talon by the steps. This will make it easier to round up the three Super Cuco's

Prize - A bottle filled with Lon Lon Milk

Location: Lon Lon Ranch / Adult

Game: Race Ingo

How to play: Pay to ride the horses at least twice then talk to Ingo and he will challenge you to a race. The best horse

to use is of course Epona. For more info on this go to section 4K of this walkthrough for how to Get Epona.

Prize: Epona

Location: Lon Lon Ranch

Game: Beat the current record for the race.

How to play: Jump over the fences using the carrots. Hint when you come to three fences use one carrot to jump the first two. I believe this is the only way that you can pull it off.

Prize: A Cow in your house

LOST WOODS 2 GAMES

Location: Lost Woods

Game: Play Saria's Song to the Skull Kid.

How to Play: Play Saria's Song to the Skull Kid.

Prize: The Skull Kid's friendship and a Piece of Heart.

Location: Lost Woods

Game: Play your Ocarina with the two Skull Kids.

How to play: Use your Ocarina and follow their lead.

Prize: Rupees and a piece of heart.

ZORA'S DOAMIN 3

Location: Zora's Domain / Child

Game: Song of Storms

How to play: Get on the stump in Zora's River in the shallow water and play the Song of Storms

Prize: Piece of Heart

Location: Zora's Domain / Child

Game: Gray Note Songs

How to play: Get on the same stump as above and play the first five gray note songs on your list.

Prize: 50 Rupees for every Gray Note Songs.

Location: Zora's Domain / Child

Game: Catch the Bugs

How to play: Help the frogs catch the bugs by pressing certain button. You must do it quickly in order to win this game.

Prize: A Piece of heart

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        / Q. QUESTIONS AND ANSWERS          \
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All questions are modified for grammar and changes were made to the original email. All people here have given their permission for me to put this here. You may chose to give your City and State if you wish if not just send me a user name if you have asked a question about this game or need to know something about this game.

Question from Fredz) I got to Ganon's Castle and I got a key in the Forrest Barrier, and one in the Spirit Barrier. I can't find the final key.

Answer: The final key is in the Shadow Barrier on the platform with the two Beamos just look behind you and down to see an eye switch. Hit the eye switch with an arrow to make a treasure chest fall down. Open the treasure chest to get the small key.

Question from FigOfFawns: I am trying to put on bomb in front of the rolling Goron in Goron City as an adult.

Answer: You have to time it just right. You can use the bomb flowers on this floor to stop him or use some bomb of your own which can be easier. Just place a bomb down and hide in the wall on this floor so he doesn't see you and if timed right he it should blow up right next to him.

Question from Zoetzetsy: In the Spirit temple in the room with a bunch of Beamos on narrow pathways I can't figure out how to go through the barred doors.

Answer: You have to first go up to the place with two blocks on top of each other and play the song of time three times

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/ R. A FISH BIGGER THAN 10 POUNDS AS \
\ A CHILD /
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Is there a fish bigger than 10 pounds as a child? Answer yes there is one but I think you have to catch the 10 pound fish first I am not sure but I think you do. After you catch the fish talk to the shop owner and he until he talks about using a sinking lure and how a great fisherman never chooses his own lure. Then go to the area with a stream pointing towards the water. Follow the stream into the water and you will find the Sinking Lure.

Then just fish until you find the 11 pound fish the sinking lure will sink into the water allowing you to catch the 11 pound fish. I don't think that there are any bigger fish than this as a child but if you know of one please email me and I will add it giving you the credit for knowing about it. I have heard rumors about a Hylian Loach I have not found any proof that it does exist but I think I saw it once while playing the game. If it exists it only appears at certain time probably when it is raining but not every time it rains the fish will appear. I have also heard that you need to have on your Iron Boots to get the Hylian Loach.

To get the sinking lure as an adult first get the sinking lure as a child then leave and come back as an adult and the sinking lure will be in the same place it was as a child. If anyone here has any information about the Hylian loach, please email me using my email at the top and bottom of this walkthrough. I will give you the credit for knowing about in my walkthrough. Also please let me know a user name you wish to go by so I can add you to this walkthrough if you happen to know anything about the Hylian Loach.

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/ Thanks to Kirby021591 for the info
/-----/

If you go into the pond just before the rooster crows. Or just before the wolf howls the Hylian Loach will come out from hiding at the bottom of the lake. As a child the loach weight 15 pounds. But as an adult it can weigh as much as 35 pounds!. Use the following instructions above to get the sinking lure.

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/ S. SECRET GROTTO'S \

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These are the secret grottos hidden throughout Hyrule. Please Note if I miss a secret grotto please email me with a user name that you wish to go by and let me know which one I missed and I will put your user name next to the grotto you mentioned. The Dungeons are not included because there aren't any to my knowledge. If however you know of one please email me with a user name you wish to go by and the info and I will add it right away.

Death Mountain Crater 2

Death Mountain Crater 1 - In the circle of stones at the top of the wall place a bomb next to it and drop in for some bombs.

Requirements - Bomb Bag

Child or Adult

Death Mountain Crater 2 - There go across the bridge at the top of the wall and place a bomb next to the wall that looks cracked. Inside is a Gossip Stone. But technically it is not a grotto but I added it anyway

Death Mountain Trail 1 (Ocarina of Time and Master Quest)

Death Mountain Trail 1 - In the circle of stones outside Goron City Play the Song of Storms. Inside you will find 200 Rupees.

Child or Adult

Requirements - Song of Storms

Death Mountain Trail 2 - Go up the steep incline on Death Mountain Trail and climb up the platforms and go down the secret grotto here. Inside you will find some rupees hearts and a cow.

Gerudo's Fortress 1 (Ocarina of Time and Master Quest)

Gerudo's Fortress 1 Where you see two crates in a line and then a gap and two more crates near two door. Under one of the crates play the Song of Storms to get to a Fairy Fountain. (Note also under 4F.)

Adult Only

Requirements - Song of Storms

Gerudo Valley 1 (Ocarina of Time and Master Quest)

Gerudo Valley 1 - Behind the Carpenters' tent play the Song of Storms.

Adult Only

Requirements - Song of Storms

Gerudo Valley 2 - Go up to the bridge here from the entrance from Hyrule Field but do not go to the bridge but to the left of the bridge all the way. Then carefully jump off the edge onto a platform below and lift up the rock here with your Silver Gauntlets

Adult Only

Requirements - Silver Gauntlets.

Goron City 1 (Ocarina of Time and Master Quest)

Goron City - 1 Go to the 3rd Floor the one right below the top floor. Right next to the sign run up the stairs and go to your left. Play the Song of Time by the edge of the platform where Navi turns green. A Time Block will appear. Jump over to the Time Block and aim for the target on the other side of this room.

Adult Only

Requirements - Longshot

Graveyard 4 (Ocarina of Time and Master Quest)

Graveyard 1 - When you first enter the Graveyard follow the path to the left then right the right one grave. Here you will find a Grave with flowers next to it. Pull it back to find a grotto.

Child or Adult

Requirements - As a child it must be night time as adult there are none.

Graveyard 2 - Upon entering the graveyard from Kakariko Village start on the path and take a left then right then left then right, then one more right. On the last right go down four graves and pull, back the grave and you will find a secret grotto with a Re-Dead inside.

Graveyard 3 - By the biggest grave here, there is a Triforce symbol.
Play
the Song of Time next to it and lightning will strike the grave and the
grave will blow up.

Child or Adult

Requirements - Zelda's Lullaby

Graveyard 4 - Upon entering the graveyard from Kakariko Village start on
the path and take a left then right then left and straight ahead there is
a grave with some flowers on it. Pull it back and then drop down the
hole. Here you can race Dampe.

Adult Only

Hyrule Castle Grounds 1 (Ocarina of Time and Master Quest)

Hyrule Castle Grounds 1 - By the tree next to the Moat that you have to
sneak past the guards to get to, play the Song of Storms. (Note also
under 4C. section 1. also under 13B, Gold Skulltula Glitch.)

Child or Adult

Requirement - Bomb Bag

Hyrule Field 4 (Ocarina of Time and Master Quest)

Hyrule Field 1 - Bomb the rock with a circle of rocks around it and then
bomb the center of the rocks. (Note also under 4C under CC.

Child or Adult

Requirements - Bomb Bag

Hyrule Field 2 - Right next to the tree on by the bridge leading to
Kakariko Village place a bomb next to the tree. (Note also under section
4C. under 3

Child or Adult

Requirements - Bomb Bag

Hyrule Field 3 - Right next to the tree all by itself near the lake on
the
left side of Hyrule Castle place a bomb by this tree.

Child or Adult

Requirements - Bomb Bag

Hyrule Field 4 - Swim across the lake to the left of the entrance to

Hyrule Castle / Market. There is bomb on the other side bomb it then go down into a secret grotto.

Kakariko Village 2 (Ocarina of Time and Master Quest)

Kakariko Village 1 - Next to the Stairs that lead up to the two guard the bottom stairs. Place a bomb here and you will find a secret grotto. Inside you will find 200 Rupees. I recommend collecting at least 20 Golden Skulltulas and getting the stone of agony from the Skull kids house in Kakariko Village to help find where exactly you place the bomb next to the stairs.

Child or Adult

Requirements - Bomb Bag

Kakariko Village 2 - Use the chicken to jump over to the fence and climb over it. Then there will be a grotto on the other side of the fence

Child or Adult

Requirements - None

Koriki Forest 1 (Ocarina of Time and Master Quest)

Koriki Forest 1 - Outside of the entrance to the Lost Woods play the Song of Storms near the Gossip Stone.

Child or Adult

Requirements - Song of Storms

Lake Hylia 1 (Ocarina of Time and Master Quest)

Lake Hylia 1 - Under the owl pull back the grave and go in the grotto.

Child or Adult

Requirements - None

Lost Woods 2 (Ocarina of Time and Master Quest)

Lost Woods 1 - One is under a boulder right next to a shortcut to Goron City. There is a blue Rupee in here.

Child or Adult

Requirements - Bombs

Lost Woods 2 - There is also one in this area right outside of the Sacred

Forest Meadow place a bomb by the rock and drop in for a Deku Nut upgrade.

Buy the upgrade from one of the Business Scrubs.

Child or Adult

Requirements - Bombs, Preferably the Stone of Agony

Sacred Forest Meadow 1 (Ocarina of Time and Master Quest)

Sacred Forest Meadow 1 - right outside of where you first came in from the

Lost Woods place a bomb here, drop down, and defeat some enemies.

You will get 50 Rupees for this.

Child or Adult

Requirements - Bomb Bag

Zora's Domain 1 (Ocarina of Time and Master Quest)

Zora's Domain 1 - one the platform surrounded by water as a child play the

Song of Storms on it. It will be surrounded by ice as an adult.

Adult only

Requirements - Bombs, Silver Gauntlets

Zora's Fountain 1 (Ocarina of Time and Master Quest)

Zora's Fountain 1 - pick up the silver boulder next to the Great Fairy Fountain and blow up the bolder under it. Then drop down and get the Golden Skulltula at the end of all this.

Child or Adult

Requirements - Song of Storms

Zora's River 2 (Ocarina of Time and Master Quest)

Zora's River 1 - In the circle of stones, right outside of Zora's river play the Song of Storms in center of them. Go down for some potions.

Child or Adult

Requirements - Song of Storms

Zora's River 2 - As a child you need to bring the chicken to the place where you can see a platform that you cannot reach if you just jump. Use

the chicken to get to this area and climb up the ladder. Then place a bomb next to the rock and go down into the secret grotto. As an adult you can walk in the water next to this platform and simply climb up.

Child or Adult

Bomb Bag

Zora's River 3 - Right next to the secret grotto near #2 there is another grotto. Jump across the small gap to another secret grotto nearby.

Child or Adult

Requirements - None

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/ T. SCARECROW LOCATIONS \
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If I miss a scarecrow location please don't hesitate to let me know because I am not quite as familiar with this part of the game because I really don't mess with it that much.

HYYRULE FIELD ALL NOT INCLUDING DUNGEONS

Gerudo's Fortress - One the ledge that you jumped off of to get to the 4th Carpenter don't jump off as you would if you wanted to get to where the carpenter was. But instead jump off to a nearby narrow ledge and climb to the top of their Fortress. Then keep going forward until you see Navi go across a ledge that is too far for you to jump. Play the Scarecrows Song to make the Scarecrow appear then use your Longshot to go across and get the Piece of Heart.

Lake Hylia - On top of the Lakeside Laboratory.

DUNGEONS OCARINA OF TIME ONLY

Dodongo's Cavern - From the entrance take the door to your right. Go through and you should find some baby Dodongo's there is a place in this room that is too high for you to reach play the Scarecrows song to reach it and collect the Golden

Skulltula that happens to be there. (Note this scarecrow is not in Master Quest. This is only on Ocarina of Time.)

Fire Temple - Play the Scarecrows' song on the top floor in the room with all the boulders rolling around at the place where Navi turns green and goes to a faraway ledge. (Note not on Master Quest. This is only on Ocarina of Time.)

DUNGEONS OCARING OF TIME AND MASTER QUEST

Ice Cavern - In the room with all the Ice Blocks that you push across the floor. There is a platform that looks like there is no way to reach it. Play the Scarecrows Song to get to this ledge.

Shadow Temple - On the boat that is floating in the air play the Scarecrows Song to get to the faraway ledge.

Spirit Temple - In the room with the giant statue of Twinrova there is a place below one of the stairs where there is a Scarecrow. Navi will turn green near hear and go to him. Play the Scarecrows song here.

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                / U. 200 RUPEE LOCATIONS          \
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These are the locations of all of the Orange Rupees hidden throughout the game which are worth 200 Rupees.

Requirements - Song of Storms

Death Mountain Trail - Play the Song of Storms in the circle of stones outside of Goron City.

Requirements - Megaton Hammer

Death Mountain Trial 2 - Use your Megaton Hammer to go through the maze and destroy a rock that can only be destroyed by using the Megaton Hammer. Then open the treasure chest to get 200 Rupees.

Requirement - Bombs, preferably the Stone of Agony

Kakariko Village - Next to the stairs that lead up to the guard. The bottom set. Place a bomb here and destroy the ReDead and claim your prize 200 Rupees.

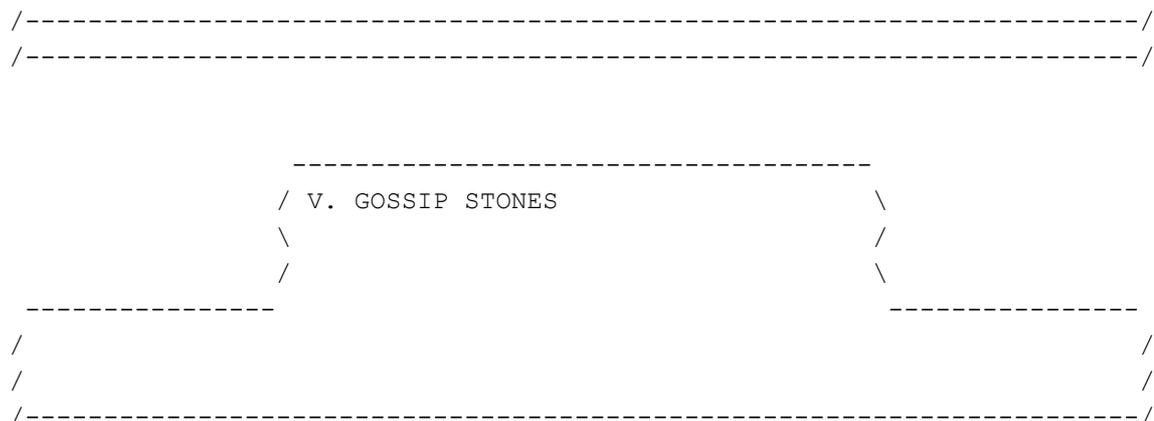
Requirements - Collect all Golden Skulltulas

Kakariko Village 2 - Collect all 100 Golden Skulltulas. Refer to my guide listed under 4C. (Note this one is infinite you can come back as many times as you want.

Lost Woods - Destroy the Skull kid that appears after you get your Biggoron's Sword. Preferably with your Biggoron's Sword to get 200 Rupees. (Note you can do this as many times as you wish it is infinite.)

Fire Temple (please note: Ocarina of Time Only) - In the Secret room listed in my walkthrough for Ocarina of Time under the Fire Temple. There is 200 Rupees.

I am pretty sure that this is it but if you have another Orange Rupee Location that is worth 200 Rupees please don't hesitate to let me know. Just send me the info along with a user name that you wish to go by.



These are the locations of the Gossip Stones along with what they say using the Mask of Truth. If you know of any gossip stones that I happened to miss, please let me know by email. Also, please let me know the user name that you wish to go by. All of these require the Mask of truth I just added in the section in 4BB. If you do not know how to get the mask just look under 4 BB, to find the mask. All of these require the Mask of Truth so I will not add that as a requirement. If you know of any Gossip Stones that I missed, please email me with the location and your user name that you wish to go by.

GOSSIP STONES OF HYRULE FIELD

Death Mountain Crater 1 (Ocarina of Time and Master Quest)

Death Mountain Crater 1 Gossip Stone

Death Mountain Crater 1 - Go into Death Mountain Crater from the top of Death Mountain and quickly go across the narrow wooden platform and bomb the crack in the wall and the end.

Requirements - Bomb Bag

Gossip Stone's Secret - Responding to your mask this strange stone speaks to you...

I overheard this...

"They say that Medigoron didn't really think about his own size, so his store is really cramped."

Gerudo Valley 1 (Ocarina of Time and Master Quest)

Gerudo Valley 1 - This gossip stone is found on the land underneath the bridge. You have to jump down off the bridge and land on it. You will lose health but it is the only way to get here. Go forward and talk to the Gossip Stone near the waterfall with your Mask of Truth.

Requirements - none

Gossip Stone's Secret - Responding to your mask this strange stone speaks to you...

I overheard this...

"They say that the thief named Nabooru, who haunts this area, is a Gerudo."

Goron City 1 (Ocarina of Time and Master Quest)

Goron City 1 - Blow up the rocks at the top floor of Goron City and go through the maze of rocks. Make sure you have plenty of bombs first. At the end of this maze you will find a Gossip Stone.

Requirements - Bomb Bag

Gossip Stone's Secret - Responding to your mask this strange stone speaks to you...

I overheard this...

"They say that there is a secret around the entrance to Gerudo Valley."

This gossip stone is referring to the only Gossip stone in Hyrule

Field listed below under Hyrule Field.

Graveyard 1 (Ocarina of Time and Master Quest)

Graveyard 1 - After you become an adult and get the Nocturne of Shadow travel back in time seven years in the Temple of Time. Then play the Nocturne of Shadow and talk to the Gossip Stone nearby.

Requirements - Nocturne of Shadow

Gossip Stone's Secret - Responding to your mask this strange stone speaks to you...

I overheard this...

"They say that there is a secret near a tree in Kakariko Village."

Hyrule Castle Grounds 2 (One that really isn't a Gossip Stone but acts like one using the Mask of Truth.) (Ocarina of Time and Master Quest)

Hyrule Castle Grounds 1 - Climb up the vines next to Malon and there will be a Gossip Stone at the top."

Requirements - none

Gossip Stone's Secret - Responding to your mask this strange stone speaks to you...

I overheard this...

"They say that if you get close to a butterfly while holding a Deku Stick something good will happen."

This is referring to a miscellaneous thing about the game look under section 4 EE MISCELLANEOUS THINGS ABOUT THIS GAME.

Gossip Stone's Secret - 2 Play the Song of Storms near the tree this is near where you first saw Talon who was sleeping in front of the castle.

Requirements - Song of Storms

Gossip Stone's Secret - Responding to your mask this strange stone speaks to you...

I overheard this...

"They say that you may find something new in dungeons that you have already finished.

Hyrule Castle Grounds 3 - On your way to Hyrule Castle while avoiding the guards climb up the wall and in front of you will be a Gossip Stone.

Requirements - none

Gossip Stone's Secret - Responding to your mask this strange stone speaks to you...

I overheard this...

"They say that contrary to her elegant image, Princess Zelda of Hyrule is, in fact, a Tomboy!

Gossip Stone (Note this is not a Gossip Stone but acts like one.)

At the top of the bridge, there is an owl statue talk to the owl statue with your Mask of Truth. The owl will tell you what time it is.

Hyrule Castle / Market 4 (Ocarina of Time and Master Quest)

Hyrule Castle / Market 1 - Outside of the Temple of Time the one on the far left.

Gossip Stone's Secret - Responding to your mask this strange stone speaks to you...

Requirements - none

I overheard this...

"They say that Malon set the original record in the obstacle course of Lon Lon Ranch."

Hyrule Castle / Market 2 - Outside of the Temple of Time the one that is one place to the right of #1.

Gossip Stone's Secret - Responding to your mask this strange stone speaks to you...

Requirements - none

I overheard this...

"They say that Malon of Lon Lon Ranch hopes a knight in shining armor will come and sweep her off her feet someday."

Hyrule Castle / Market 3 - Outside of the Temple of Time the one that is one place to the right of #2.

Requirements - none

Gossip Stone's Secret - Responding to your mask this strange stone speaks to you...

I overheard this...

"They say that it is against the rules to use glasses at the Treasure Chest Shop in Hyrule Castle Town Market."

Hyrule Castle / Market 4 - Outside of the Temple of Time the one that is one place to the right of #3.

Requirements - none

Gossip Stone's Secret - Responding to your mask this strange stone speaks to you...

I overheard this...

"They say that Gerudos sometimes come to Hyrule Castle Town to look for boyfriends."

Hyrule Field 1 (Ocarina of Time and Master Quest)

Hyrule Field 1 - Outside the entrance to Gerudo Valley, go over to the big bolder in the center of small rocks and blow up the boulder in the center of the small rocks with a bomb. Then place a bomb in the center of the small rocks. Jump down into the hole and use Din's Fire to burn down the webs. Here you will find a Gossip Stone

Requirements - Bomb Bag

Gossip Stone's Secret - Responding to your mask this strange stone speaks to you...

I overheard this...

"They say that there is a switch that you can only activate by using the spin attack."

There are no Gossip Stones in this area.

Koriki Forest 3 (Ocarina of Time and Master Quest)

Koriki Forest 1 - This Gossip Stone is found right outside of the Lost Woods.

Requirements - none

Gossip Stone's Secret - Responding to your mask this strange stone speaks to you...

I overheard this...

"They say that the small holes in the ground that you can find all over Hyrule make perfect breeding ground for bugs."

Koriki Forest 2 - Behind the Great Deku Tree to the left of the tree.

Requirements - none

Gossip Stone's Secret - Responding to your mask this strange stone speaks to you...

I overheard this...

"They say that the Koriki are always followed by small fairies."

Koriki Forest 3 - Play the Song of Storms near the #1 Gossip Stone listed in Koriki Forest

Requirements - Song of Storms

Gossip Stone's Secret - Responding to your mask this strange stone speaks to you...

I overheard this...

"They say that the horse Ganondorf rides is a solid black Gerudo Stallion."

Lake Hylia 1 (Ocarina of Time and Master Quest)

Lake Hylia 1 - This Gossip Stone is located near Lake Side Laboratory go across the small piece of land behind here and talk to the Gossip Stone.

Requirements - none

Gossip Stone's Secret - Responding to your mask this strange stone speaks to you...

I overheard this...

"They say that there is a secret on the road that leads to Lake Hylia."

This is referring to the Piece of Heart that is outside of the entrance to Lake Hylia. Look at section 4D. 2-3

Lost Woods 1 (Ocarina of Time and Master Quest)

Lost Woods 1 - Blow up the rock near the shortcut to Goron City and go down the hole. Here you will find a Gossip Stone.

Requirements - Bomb Bag

Gossip Stone's Secret - Responding to your mask this strange stone speaks to you...

I overheard this...

"They say that the horse Ganondorf rides is a solid black Gerudo

Stallion."

Sacred Forest Meadow 3 (Ocarina of Time and Master Quest)

Sacred Forest Meadow 1 - At the end of the maze next to the stairs, climb up the stairs and jump across over to the next platform, there is a Gossip Stone here.

Requirements - none

Gossip Stone's Secret - Responding to your mask this strange stone speaks to you...

I overheard this...

"They say that strange owl, Kaepora Gaebora, may look big and heavy, but his character is rather lighthearted."

Sacred Forest Meadow 2 - This one is located near #1. Just jump a couple of more times and get to the Gossip Stone at the far end.

Requirements - none

Gossip Stone's Secret - Responding to your mask this strange stone speaks to you...

I overheard this...

"They say that the own Kaepora Gaebora is the reincarnation of an ancient Sage."

Sacred Forest Meadow 3 - This one is located in the same area as Saria. Just look around to find a Gossip Stone.

Requirements - none

Gossip Stone's Secret - Responding to your mask this strange stone speaks to you...

I overheard this...

"They say that it's possible to find a total of 100 Gold Skulltulas throughout Hyrule."

Zora's River 2 (Ocarina of Time and Master Quest)

Zora's River 1 - Use the chicken and jump off the ledge near the steep incline that leads to a bridge. Jump across to a narrow platform and climb up the stairs. Here you will find a Gossip Stone.

Requirements - none

Gossip Stone's Secret - Responding to your mask this strange stone speaks

to you...

I overheard this...

"They say that there is a man who can always be found running around in Hyrule Field."

Zora's River 2 - At the bottom of the waterfall there is a Gossip Stone.

Requirements - none

Gossip Stone's Secret - Responding to your mask this strange stone speaks to you...

I overheard this...

"They say that Princess Zelda's nanny is actually one of the Sheikah, who many had thought had died out."

Zora's Domain 1 (Ocarina of Time and Master Quest)

Zora's Domain 1 - This one is located in King Zora's throne room.

Requirements - none

Gossip Stone's Secret - Responding to your mask this strange stone speaks to you...

I overheard this...

"They say that players who select "HOLD" option for "Z TARGETING" are the real " Zelda players!"

Zora's Fountain 2

Zora's Fountain 1 - Near the left side of the stairs that lead to Jabu Jabu go forward and there will be a Gossip Stone here.

Requirements - none

Gossip Stone's Secret - Responding to your mask this strange stone speaks to you...

I overheard this...

"They say that there is a secret near the lone tree which is not far from the river in the Northwest part of Hyrule Field."

This is referring to one of the Piece of Hearts in Hyrule Field. Look under 4D, section 3.

Zora's Fountain 2 - There is a Gossip Stone outside of the Great Fairy Fountain here.

Requirements - none

Gossip Stone's Secret - Responding to your mask this strange stone speaks to you...

I overheard this...

"They say that you can swim faster by continuously pressing B.

Dungeons (Ocarina of Time and Master Quest)

Dodongo's Cavern (Ocarina of Time and Master Quest)

Dodongo's Cavern 1 - The Gossip Stone is located to the left of when you first come in. Just jump from platform to platform to get to the ledge. Bomb the door open then talk to the mask using your mask of truth.

Requirements - None

Gossip Stone's Secret - Responding to your mask this strange stone speaks to you...

I overheard this...

"They say that the Gerudos worship Ganondorf almost like a god."

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/ W. RUMORS \  
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This is all just a rumor if somebody would mind testing this out for me. I plan on doing it anyway. If you can test this out for me I will appreciate it.

Rumor by: Lone Wolf Phantom

(Note this rumor is supposedly only on Master Quest.)

After collecting all the Golden Skulltulas, Piece of Hearts, all Items, opened all treasure chests including the ones that are hidden in secret grottos, all Upgrades for your items including the Malon's Side Quest.

/-----/
/Thanks to Kirby021591 for this info /
/-----/

(Note one of the Deku Nuts you can only get if you get it before becoming an adult. You must do the Mask trading as a child and show the Deku Scrubs the Mask of Truth before becoming an adult or you can't do it at all.)

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Plus you must beat the game without dying once. Plus beat Gannon. After all of this is done. Go to the Fire Temple and shoot the lava pits with Fire Arrows. According to the rumor this will make a platform of some kind appear or something. And there will be a cracked wall to bomb. Bomb the cracked wall to get to a secret area with a Boss that is again rumored to be much more challenging than Ganon or any of the other bosses in the game.

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/ X. TREASURE CHESTS OF HYRULE \
\ (OCARINA OF TIME AND MASTER QUEST) /
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Death Mountain Crater 1 (Ocarina of Time and Master Quest)

Death Mountain Crater 1 - Enter Death Mountain crater from the top of Death Mountain where you found the Great Fairy who gave you magic. Blow up the rock here and go down the hole. Open the treasure chest to find some Bombs.

Child or Adult

Requirements - Bomb Bag

Death Mountain Trail 1 (Ocarina of Time and Master Quest)

Death Mountain Trail 1 - Blow up the boulder near the entrance to Goron City. Open the treasure chest to find a Purple Rupee!

Child or Adult

Requirements - Bomb Bag

Goron City 3 (Ocarina of Time and Master Quest)

Goron City 1 - Go through the maze using Bombs and you will come to two treasure chests. Open the one of the left to find a Purple Rupee.

Child or Adult

Requirements - Bomb Bag

Goron City 2 - In the same area as #1 there is another treasure chest to the right of this treasure chest. Open this treasure chest to find another Purple Rupee.

Child or Adult

Requirements - Bomb Bag

Goron City 3 - Go through the maze and you will find some boulders that are red. These Boulders can only be destroyed by the Megaton Hammer. Destroy this boulder and behind this boulder you will find a treasure chest. Open this treasure chest to find an Orange Rupee. Worth 200 Rupees!

Adult

Requirements - Megaton Hammer

Graveyard 2 (Ocarina of Time and Master Quest)

Graveyard 1 - From the entrance to the graveyard follow the path and go to your left then right then right one more time. You will see a grave with some flowers on it. Open this grave and drop down. If you don't have the Hylian Shield the treasure chest down here will have one in it. If you do it will probably give you a Blue Rupee.

Child or Adult

Requirements - Nighttime as child, none as adult.

Graveyard 2 - In the place where you got the Sun's Song in the first room with all the bats use Din's Fire to light the torches. A treasure chest will appear. Open this treasure chest to get some Bombs.

Child or Adult

Requirements - Zelda's Lullaby as a child, none as an adult.

Kakariko Village 1 (Ocarina of Time and Master Quest)

Kakariko Village 1 - Use the chicken to jump across the gap next to the door leading to the Windmill while holding one of the chickens. Then climb over the fence and drop down the hole here. Open the treasure chest to find a Red Rupee.

Child or Adult

Requirements - None

Koriki Forest 5 (Ocarina of Time and Master Quest)

Koriki Forest 1 - In the house of the Mido, also calls himself the great Mido. The first treasure chest to your right has a green Rupee.

Child or Adult

Requirements - None

Koriki Forest 2 - In the same place as the one above the second treasure chest to your right has a recovery heart.

Child or Adult

Requirements - None

Koriki Forest 3 - In the same place as the one above the first one to your left has a blue Rupee.

Child or Adult

Requirements - None

Koriki Forest 4 - In the same place as the one above the second one to your left also has a blue Rupee.

Child or Adult

Requirements - None

Koriki Forest 5 - Play the Song of Storms next to the Gossip Stone outside of the Lost Woods. Go inside and open the treasure chest to find a Red Rupee.

Adult

Requirements - Song of Storms

Lost Woods 1 (Ocarina of Time and Master Quest)

Lost Woods 1 - In the Grotto outside the shortcut to Goron City go down into the grotto and open the treasure chest to find a Blue Rupee.

Sacred Forest Meadow 1 (Ocarina of Time and Master Quest)

Sacred Forest Meadow 1 - Place a bomb right next to where you first entered the Sacred Forest Meadow. If you have the Stony of Agony it will rumble.

Defeat the Wolfos and open the treasure chest to get a Purple Rupee.

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/ Y. MISCELLANEOUS TREASRE CHESTS \
\ IN DUNGEONS /
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This is a list of miscellaneous treasure chests in dungeons for Master Quest. I will get the locations for Ocarina of Time in my next walkthrough. I came out with this one a little early so I could correct errors in my last walkthrough. Please let me if I have missed a treasure chest just send the user name you wish to go by and the location of the one I may have missed.

Deku Tree 3 (MASTER QUEST ONLY)

Deku Tree 1 - In the room with the Slingshot, light the torch here with your Deku Stick with the flame in this room. Then a treasure chest will appear. Open it for 5 Rupees.

Deku Tree 2 - After you all down into the water area. Go through the door then through the next door and open the treasure chest for a recovery heart.

Deku Tree 3 - After you drop down and break the web you will be in a room with some water. Climb up onto the platform nearby and open the treasure chest. In this treasure chest, you will find a Heart Container. (Note

this is only if you already have the Deku Shield. If not it will be a replacement for your Deku Shield.

Dodongo's Cavern 3 (MASTER QUEST ONLY)

Dodongo's Cavern 1 - There is a treasure chest right after you beat the Lizalfos the second time. Go through to the next room past the platforms on fire. Then jump off and climb up on a nearby platform above you.

Then

open the treasure chest to get a Blue Rupee.

Dodongo's Cavern 2 - In the room to the side of all the living statues inside the big Dodongo's Cavern inside the giant Dodongo's Mouth. Go in the door here and pullback the grave and open the treasure chest and you will get a Blue Rupee.

Dodongo's Cavern 3 - In the room where you place the bomb on the floor and go down to the boss King Dodongo. There is a treasure chest here with some bombs.

Jabu Jabu's Belly 7 (MASTER QUEST ONLY)

Jabu Jabu's Belly 1 - In the entrance of this dungeon hit the cow to your right with your slingshot. Then open the treasure chest to get some Deku Nuts.

Jabu Jabu's Belly 2 - When you go through the first door here, jump onto the rising platform and ride down to the bottom. Here you will find a treasure chest with some more Deku Nuts.

Jabu Jabu's Belly 3 - Starting from the big room with two Like Likes. Go back one room and go around until you see a cow on the wall. Hit it with your slingshot and a treasure chest will drop. Go and open the treasure chest to get a Recovery Heart.

Jabu Jabu's Belly 4 - Starting from the platform Princess Ruto is standing on when she first fell down the hole. Hit the cow on your left with your slingshot. Then go and open the treasure chest to get some Bombchu.

Jabu Jabu's Belly 5 - Starting from the same place hit the cow on your right with your slingshot. Then go and open the treasure chest to get some Deku Nuts.

Jabu Jabu's Belly 6 - In the room with the two cows on the wall and the torch. Hit both cows with your slingshot to make two Like Likes drop down. Destroy both Like Like's and a treasure chest will appear. Open the treasure chest to get some Deku Sticks.

Jabu Jabu's Belly 7 - In the room big room right before you get to the boss. There are two cow switches here. Hit the cow switch nearest to the door that leads to the boss. Open the treasure chest and you will find a Blue Rupee.

Forest Temple 2 (MASTER QUEST ONLY)

Forest Temple 1 - In the room with the falling ceiling step on the switch next to the switch that opens the door in this room. A treasure chest will fall down. Open the treasure chest to get some arrows.

Forest Temple 2 In the room with the wall that you have to push. Push the wall to your right once forward. If done correctly you will see a treasure chest in one of the doorways. If not you will see two Skulltulas in one of these doorways. If you did this incorrectly simply back the opposite direction twice and you should be at the right place. Open the treasure chest to get some more arrows.

Fire Temple 3 (MASTER QUEST ONLY)

Fire Temple 1 - From the entrance go to the left door next to the stairs and go through this door. Destroy the Like Like and open the treasure chest to get a Blue Rupee.

Fire Temple 2 - In the room with maze room with all the Lizalfos go to the top floor of this room and go across the platforms to the far end of this room where you will see a cell with a crystal switch here. Hit the crystal switch with an arrow then go inside and open the treasure chest to get some bombs.

Fire Temple 3 - In this same room below the treasure chest in number 2 you will see another gate this time you don't see a switch. Simply do fully charged spin attack by the gate. The switch is there you just cannot see it. Then go inside and get some more bombs.

Gerudo's Fortress 13 (MASTER QUEST ONLY)

Gerudo's Fortress 1 -When you first get inside of Gerudo's Fortress there are two treasure chests one to your left and one to your right. Open the left one to find a Bundle of Arrows.

Gerudo's Fortress 2 - Open the treasure chest to your right in the same room as the 1st one to find some Bombchu.

Gerudo's Fortress 3 - Beat the Iron Knuckle in the sand in the limited amount of time. Then open the treasure chest that falls down to find a Blue Rupee.

Gerudo's Fortress 4 - In the room right after the rooms with all the Silver Rupees destroy all the enemies in this room then a treasure chest will appear. Open the treasure chest to find a Bundle of Arrows.

Gerudo's Fortress 5 - In the room, that has a statue with four eyes. Shoot an arrow at each of the eyes without missing one of them to make a treasure chest fall down. Open the treasure chest to find some Bombchu.

Gerudo's Fortress 6 - In the room with a Iron Knuckle and two Torch Slugs destroy these enemies in the limited amount of time then a treasure chest will fall down. Open the treasure chest to find a Bundle of Arrows.

Gerudo's Fortress 7 - Starting from the main room go through the center door and go through the door to your right. Go through the first two doors and to your left you will see a treasure chest. Open this treasure chest to find a Blue Rupee.

Gerudo's Fortress 8 - In the same room as #7 there is another treasure chest here. Open it to find a Green Rupee. It will say Loser you are not very lucky or something similar.

Gerudo's Fortress 9 - Starting from the main room go through the center door and go through the door to your left. Equip your lens of truth and look at the ceiling. You will notice a fake wall. Climb up and through the fake wall. Open the treasure chest to find a Purple Rupee.

Gerudo's Fortress 10 - Starting from the main room go through the center door and go through the door to your left. Go through the next door and you will see a treasure chest. Open the treasure chest to find a Green Rupee.

Gerudo's Fortress 11 - Starting from the same room as #10 go two doors forward and you will see another treasure chest. Open the treasure chest to find a Red Rupee.

Gerudo's Fortress 12 - Starting from the same room as #11 go forward one room. (Note you will need a Small Key.) Then open the treasure chest that you will find there to find a Green Rupee.

Gerudo's Fortress 13 - After getting the Silver Gauntlets come back to Gerudo's Fortress and move the silver block that is next to some Blue Fire. Then go through the door ahead. Defeat all the enemies in this room and a treasure chest will appear. Open the treasure chest to find a Purple Rupee.

Shadow Temple 8 (MASTER QUEST ONLY)

Shadow Temple 1 - In the room with the invisible blade spinning around the room, collect all the silver Rupees then the gate will open. Go through the gate and you will find a treasure chest. Open this treasure chest to find a Blue Rupees.

Shadow Temple 2 - In the room with a Beamos in the middle and a gate at the far end collect all the Silver Rupees in this room and a treasure chest will fall. Open the treasure chest to find a Bundle of Arrows.

Shadow Temple 3 - In the room with the falling spikes and the stone hidden in the wall, get on top of the spikes here then go to the treasure chest that is behind the gate. Open this treasure chest and you will find a Blue Rupees.

Shadow Temple 4 - Under where you got the 3rd miscellaneous treasure chest in one of the cells you will find a treasure chest. Open the treasure chest to find a Bundle of Arrows.

Shadow Temple 5 - In the room with the two ReDeads and the invisible spikes on the floor, kill both ReDeads. Then a treasure chest will appear open the treasure chest to find a Blue Rupee.

Shadow Temple 6 - After you kill the ReDeads and get the Silver Rupee in the #5 treasure chest, go through the door here and destroy both of the Stalfos in this room. Then a treasure chest will appear. Open this treasure chest to get a Red Rupee.

Shadow Temple 7 - Starting from the room with the fans that try to blow you off a narrow ledge equip your Lens of Truth and you will see a hidden wall. Use your Hover Boots to go through the hidden wall and go through the door ahead. Destroy the two ReDeads and a treasure chest will appear. Open the treasure chest to get a Blue Rupee.

Shadow Temple 8 - This one is a little hard to figure out because it is not as obvious as the other puzzles in this game. I just figured it out recently. In the room with a bunch of Bomb Flowers, equip your Lens of Truth. Then look around this room for a black circle. Place a Bomb Flower on the black circle and a Dead Hand will come out. This one however does not have any hands you must place another bomb on another black circle if he goes away before you destroy him. After he is destroyed, a treasure chest will appear. Open the treasure chest to get a Bundle of Arrows.

Spirit Temple Child 4 (Master Quest Only)

Spirit Temple Child 1 - You will see as a treasure chest as soon as you enter the Spirit Temple as a child. Open this treasure chest to find some Bombchu.

Spirit Temple Child 2 - There is a small piece of a switch sticking out of the wall on one of the pillars at the bottom of the stairs. Hit this

switch with your slingshot and a treasure chest will fall down. Open this treasure chest which is the top right treasure chest to find some more Bombchu.

Spirit Temple Child 3 - After you first crawl through the hole next to Nabooru and get the small key, then crawl through the next hole and open the locked door at the end. Defeat the Like Like and go climb up the wall to the next room. Destroy all the enemies in this room and a treasure chest will fall down. Open this treasure chest to find some Bombchu.

Spirit Temple Child 4 - In the room with the blocks that have sun switches on them. Put the sun block behind the sun block that was used to open the door in this room under the light. A treasure chest will drop down. Open this treasure chest to find a Recovery Heart.

Spirit Temple Adult

Spirit Temple Adult 1 - In the room with the four Beamos in this temple, destroy all four Beamos. Then a treasure chest will appear. Open this treasure chest to find a Bundle of Arrows.

Spirit Temple Adult 2 - In the room past the four Beamos after placing the crate on the switch go to the next room. In this room, there is a treasure chest ahead. Do not open it. This treasure chest has a blast of cold ice in it. Instead, hit the treasure chest with your sword to activate an invisible switch.

Spirit Temple Adult 3 - In the room with the giant statue stand next to the door that leads to the four Beamos and equip your Lens of Truth to see a treasure chest. Use your Longshot to get to this treasure chest. Then open this treasure chest to find a Recovery Heart.

Spirit Temple Adult 4 - After you get the invisible treasure chest at jump off the edge and land on the hand with the Triforce symbol on it. Then play Zelda's Lullaby and a treasure chest will drop down. Jump down off the ledge and walk towards the nearest crates. Roll into the crates and you will find a treasure chest. Open this treasure chest to find a Blue Rupee.

Spirit Temple Adult 5 - After you, obtain the Mirror Shield go to the room with the giant statue and light the three torches in this room with some Fire Arrows. Then a door will open. Go through this door and destroy all the enemies. Then drop down and go through another door. Then go through the door to your left with a Small Key. If you do not know, where the small key is look in this walkthrough for this dungeon to find the Small Key that you will need to go through this door. Then go jump down into the sand and start destroying the levers there. After a while, there will be a giant lever destroy this lever and then a treasure chest will appear. Then Longshot to the treasure chest that appears to find a Purple Rupee.

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/ Z. MASK TRADING SIDE QUEST \

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This is the mask trading side quest part of my FAQ. I apologize for not adding it yet. It somehow slipped my mind. Anyways to first start the mask trading quest you have to get Zelda's letter from the Princess Zelda and show it to the guard. However I would not start the quest until after beating Jabu Jabu's Belly. Because you cannot finish this quest without first beating Jabu Jabu's Belly. Also don't become an adult after beating Jabu Jabu's Belly at first. After you have completed this side quest go to the Lost Woods and go to your right, left, right, left, then left one more time. After this go down the hole with your mask of truth on. Then show it to the Deku's down there and then go talk to the big Deku and he will give you a Deku Nut upgrade.

/-----/
/Thanks to Kirby021591 for this info /
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If you try do this after becoming an adult you will not be able to get this upgrade period unless you start your quest all over again.

Keaton Mask

1st Mask - The first thing to do after beating Jabu Jabu's Belly is to go straight to the Happy Mask Shop in Hyrule Castle Market. Borrow the first mask from the owner and go straight to the guard he will buy this mask for 10 Rupees full price. (Note I am not sure if that is the exact amount or not.) Then go back and pay the owner of the shop and get the next mask.

Skull Mask

2nd Mask - Take this mask to the Skull Kid in the Lost Woods. Simply take a left as you enter the lost woods from the Koriki Forest. Play Saria's Song to him on the stump if you haven't done it already. Then stand on the stump and show him your mask. He will give you 10 Rupees for a 20 Rupee mask if I remember right. Then go back and pay the owner of the shop and get the next mask. 10 Rupees will have to come out of your pocket.

Spooky Mask

3rd Mask - Take this mask to the little kid in the Graveyard. he will pay 30 Rupees full price if I remember right about the price. Then go back to the Happy Mask shop and pay back the money for the mask.

Bunny Hood Mask

4th Mask - You will not be able to give this to anybody until after you beat Jabu Jabu's Belly so make sure you have done that before going any further. Take this mask to a guy that is running around Lon Lon Ranch. Don't look for a little while and think he is not there. Sometimes he may be a little hard to spot but he is there as long as you beat the third dungeon as a child. When you find him keep following him until nighttime. This is when he will sit down. Show him the mask and he will be ecstatic. He will fill up whatever wallet size you have when the mask only cost 50 Rupees! Pay back the 50 Rupees to the shop owner and all the masks will be unlocked.

Unlocked Masks

Mask of Truth - Used to talk to the Gossip Stones of Hyrule.

Goron Mask - Makes the Gorons think you are one of them.

Zora's Mask - The Zora's can see right through this disguise

Gerudo Mask - The Gerudo's can see right through this mask.

The Other Masks

Keaton Mask - Some people hate it, other like it, and others ignore it There is one person in Hyrule Castle Market as a kid who says he also wore masks when he was a kid.

Skull Mask - Same as the other one some people hate it, others like it, some ignore it.

Spooky Mask - Some people hate it, others like it ,and still others ignore it.

Bunny Hood Mask - Some people like it, other hate it, and other just ignore it.

The main people who hate these masks are mainly older women in Hyrule Castle Market Anyway. The main Person who likes these masks is the old guy in Hyrule Castle Market. The main people who ignore them is the two people dancing in Hyrule Castle Market.

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/ (AA) BUSINESS SCRUBS OF HYRULE \  
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Lost Woods 1 - Right before you enter the Sacred Forest Meadow there is a boulder. Blow up the boulder with a bomb and drop down inside. The Business Scrub on the left will enable you to carry more Deku Nuts for 40 Rupees.

Lost Woods 2 - In the same place as #1 there is a Business Scrub to your right. This one is selling 30 Deku Seeds for 40 Rupees.

Zora's Domain 2

Zora's Domain 1 - In the circle of stones that you will see right when you enter Zora's Domain from Hyrule Field play the Song of Storms in the center of those stones. You will see two Business Scrubs here. Use your shield to bounce the Deku Nut back at both of them. Talk to the one of the left. He will sell you Red Potion for 40 Rupees.

Zora's Domain 2 - Do the same thing as listed in #1 then talk to the Business Scrub on your right. He will sell you some Green potion for 40 Rupees.

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/ 14. OFFICIAL TWILIGHT PRINCESS SITE \  
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Twilight Princess update info.

The official Twilight Princess site is at www.zeldagamers.com
They have a really nice forum set up. They also have arcade games and tournaments that can only be set up by a mod. They have a chat box that looks really nice. And has some really nice features Plus there are a bunch of smiley's and other extras to it. They have some really nice smiley's there too. It is a really great site and you don't have to just

talk about Twilight Princess. There are forums general gaming, Nintendo Wiki news, Super Smash Bros Brawl, Art & Graphics. Plus many more features like a buddy list sending emails to other users. And a ignore option for any member that is pestering you. If you get pestered too much and the person is being a idiot. A moderator there will probably ban them for a period of time. Depending on what the user is doing they may be banned permanently. This site also has a nice arcade section. It has some really fun games. And a good amount of arcade games. It is a really nice site for any Zelda Fan. If you want to join a Zelda forum please check out not just this forum but both forums listed here.

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        / 15. TWIGHT PRINCESS FAN FORUM  \
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This fan forum is at the following site:

www.twilight-princess.org

This site has a lot of really nice features. And I am surprised that there are as few members on the site with the work that it looks like the Administrator put into it. Every member has a heart container thing and you start out with 1 heart and 100 Rupees. You can use these Rupees to buy items such as the Ordon Sword which can be used to attack a member on the site to try and knock off some of their health that shows up in every post. There is also the Ordon Shield and the Wooden Shield from TP. It also has some other TP items and made up items. They all have some type of use. You can use them or trade them to see if someone else wants to buy you item. So you can get some Rupees back after purchasing the item. Plus later on it looks like that you can get HP and MP and EXP points. You start off with the rank of villager. Then you can move up in ranks to other ranking. I am not sure exactly how you move up in ranking but I am sure that someone on the site will explain it to you if you wanted to know. The site also has a shout box to talk to other members who are on at the time. The chat box works on every site on the forum. So even if you are reading something on a forum or posting on a forum the chat box windows will always be there. There is also a arcade with some games that you can try to get a high score on. Or try to get the highest score that you can. If you want to join a Zelda forum please check out not just this forum but both forums listed here.

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The Gamecube codes were done by www.codejunkies.com all rights for the codes belong to Datel. The Nintendo 64 codes were done by www.gameshark.com all rights to these codes belong to Mad Catz Interactive, Inc. as far as I know. Action Replay also has its own version of the Nintendo 64 Gameshark as well but I think they both use the same codes and code system as far as I am aware.

Kirby021591 for letting me know about the Hylian Loach and about the Deku Nut upgrade.

Fredz For reminding me about the missing key.

Papayo for the ASCII art at the top of this walkthrough.

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/ (17) VIDEO WALKTHROUGHS FOR OCARINA \
\ OF TIME                               /
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The videos are at the following site:

www.youtube.com/user/mab246801234

Just click more from user. I also have videos on Twilight Princess for Gamecube. It covers from the very start of the dungeon to past the second dungeon. I am currently not working on making any more videos for this game. I currently do not have the Ocarina of Time Bonus Disk game for Gamecube so I cannot make any videos for the Master Quest Dungeons in Ocarina of Time Master Quest. Also if you want to know any video updates or what videos are currently on the site go to this web site:

I do not have the entire game walkthrough done yet. Or all the Golden Skulltula Locations. But check the site above for any video updates for OOT. Also if you like zeldagamers feel free to join the site it is an awesome site for Zelda fans or just Nintendo fans.

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/ (18) END NOTES \
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I have some of this on the web using a account that I don't use anymore the user name is slb13579 I believe this was put there by me. If you have any questions that this FAQ does not answer please E-mail me at mab24680135792. Do not ask me about the Triforce. I did find out that the person who started the Triforce hoax used a program that they used to add stuff to the original game. It was called the Utility of Time.

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/ 19. A FAN BASED ONLINE ZELDA GAME \
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This fan based Zelda game has a lot of stuff in it. A Bank for your items, and guild houses that are customizable. You can also fish and go through some dungeons that are really fun. To check it out go to www.hyruleonline.net.

/ (20) PERMISSION \
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The following sites have my permission to post this FAQ:
"www.neoseeker.com/ www.gamefaqs.com / www.supercheats.com/ www.ign.com/
www.lup.com also has my permission to post this walkthrough.
If you see anyone using this faq that is not on either of these two sites email me and let me know. I have decided to post my walkthrough up at www.ign.com. But I cannot finish the rest of my walkthrough right now because my game is missing. When I find or replace the game I will try to add just a few more things to this walkthrough. There really isn't much more than I plan to add.

but if you find any mistakes that you want to be fixed or any part of this walkthrough that doesn't explain everything as well as you would like just email me and I will try to fix it or send an email with further detail.

If another site wishes to add this faq to their website please email me asking for permission to add my faq to their website. I really don't care if another website uses this faq just send a email first asking me to add the site. One last thing. If any of the sites listed on my accepted permissions list want to add this new version to their site they can go ahead and copy this txt to their site and upload it to the site themselves. Some of the sites that I have this walkthrough on have some confusing ways to find the game you want and contribute the walkthrough to the site. And it does take a while to send the password to my email for all the sites that I have my walkthrough on. Also if any other site wants to add this walkthrough to their site please send me an email asking me. If I accept I will sent a message back saying that I don't mind and I will update the permissions list with your walkthrough's site.

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