

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

by MrShotgun

Updated to v1.1 on Jul 26, 2007

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The Legend of Zelda: Ocarina of Time Master Quest

FAQ/Walkthrough

By MrShotgun of GameFAQs

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Author's Pledge

When Richard Taylor of New Zealand's Weta Workshop undertook the monumental task of the production design for the Lord of the Rings films, he gave this speech to his employees. Recognizing the significance of this speech, I have adopted it as my own pledge to the quality of my guides. God, I'm a nerd.

"If you can't rise to the highest level of enthusiasm, passion, and professionalism, and grasp this task as if it is the most important thing that you have ever taken on in your life, you aren't worthy of the task. We have been blessed with this opportunity." - Richard Taylor, Weta Workshop

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release following Ocarina was attributed largely to the fact that it used the already created Ocarina game engine.

But that didn't stop Ocarina; it remained one of the best selling games of all time right to the end of the N64's lifespan. It has even been re-released not once, but twice for the Gamecube (once as a bundle in the Zelda Collector's Edition, and once in the Ocarina of Time/Master Quest bundle with The Wind Waker). As if to prove Ocarina's enduring legacy and rabid fanbase, these two titles are incredibly difficult to find, and have absurd price tags attached to them when you do. A used Collector's Edition in good condition will fetch fifty dollars easily, the same price as a brand new game.

Though The Legend of Zelda: Ocarina of Time is nearing its tenth anniversary as I write this, its legacy continues and pervades every action title imaginable in even the remotest way. And so I honor the game, the series, and the legend with this guide, what my own manic ambitions desire to be the greatest Ocarina of Time guide ever written.

Go me.

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Hyrule Overworld
[0202]

Most Zelda games take place in the land of Hyrule, and Ocarina of Time possesses the most fully realized and complete version of this mythical land. Like most fictional worlds, Hyrule doesn't try to hide the fact that it is actually just a smattering of Earthly-locales put together to form a coherent, living place. It contains a single forest, a single mountain, a single river, a single lake, a single plain... you get the idea.

At the start of the game, players take control of Link, a young Kokiri (think Elves crossed with Hobbits). The Kokiri live together in a small, protected section of the Lost Woods known as "The Kokiri Forest." Ruled by their benevolent demigod, The Deku Tree, the Kokiri live together in peaceful harmony. In the midst of the Lost Woods there is a meadow, the Sacred Forest Meadow, which some Kokiri are known to visit periodically. In the midst of this meadow is the Forest Temple.

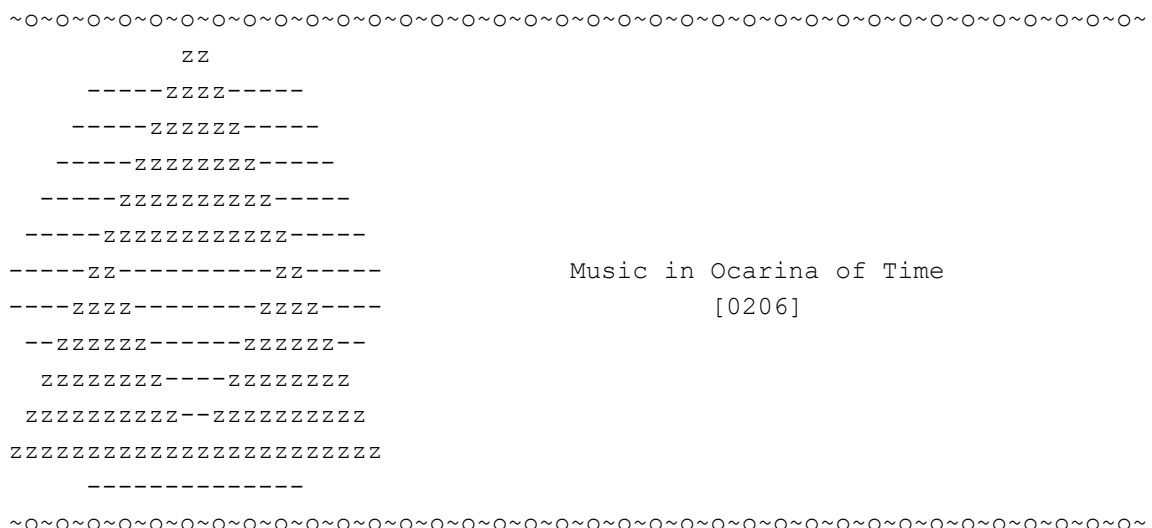
North of the Lost Woods is the land of the Zoras. Ruled over by their King, and worshipping the immortal fish Jabu-Jabu, the Zoras rule the waters of Hyrule. In addition to their mystic fountain and the aquatic caverns that make their home, the Zora call Zora's River in the east and Lake Hylia in the south their home. Deep beneath Lake Hylia lies the Water Temple.

Though his inventory in Ocarina of Time is not as large or varied as it was in A Link to the Past, this is due more to the fact that Ocarina doesn't have quite as many superfluous items that you use once, and then forget they exist. In a nutshell, Ocarina has fewer items than Link to the Past, but they are used better, so we forgive them.

All of Link's classic items from previous games return - the Bow and Arrows and Bombs, a staple since the original title, return in all their glory. The now-famous Hookshot from A Link to the Past, arguably the most brilliantly conceived item in the entire series, returns for Ocarina, reworked for its three dimensional environment. Even Link to the Past's oft-ignored Magic Hammer returns for Ocarina, though this time around it has become the Megaton Hammer, and is so massive even Adult Link has difficulty in wielding it. New items in the series include the unorthodox and under-utilized Bombchus (which crawl along walls and ceilings in a straight line before finally exploding), and the Lens of Truth (which reveals things for what they truly are, making the invisible visible, and the fake disappear).

In A Link to the Past, Link had upgradeable equipment, but never on the level that appears in Ocarina. Obtaining new Armor in A Link to the Past enhanced Link's defense. In Ocarina, new tunics grant Link the ability to breath underwater or withstand tremendous heat, and the player can change between available tunics at will. Also in Link to the Past, upgrading Link's sword or shield to their next level was a permanent upgrade. In Ocarina, players can choose which sword or shield they choose to wield, as each provides unique advantages and disadvantages for both Young Link and Adult Link.

The Kokiri Sword, which is little more than a large knife, is the only weapon small enough for Young Link to brandish. But as Adult Link, players can choose to use the Master Sword, or the Biggoron's Sword. The Master Sword is a sturdy weapon, which is light enough to wield with a shield. The Biggoron's Sword, on the other hand, is so massive that Adult Link can't use a shield while wielding it, and has such a wide reach that the blade is impossible to use in narrow corridors. Even the way Young Link and Adult Link use the Hylian Shield is markably different. Though both can equip the shield, it is too big for Young Link to actually use, and he instead has to resort to hiding under it like a shell.



Music in Ocarina of Time
 [0206]


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Master Quest Walkthrough

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- [0353] Return to Kokiri Forest and the Lost Woods
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- [0356] Dungeon V: The Fire Temple

[0357] Return to Zora's Domain
[0358] Mini-Dungeon: The Ice Cavern
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Ocarina of Time Walkthrough

This is the complete guide to The Legend of Zelda: Ocarina of Time. It covers the entire game, beginning to end, room for room, in high detail. All Gold Skulltula Tokens and Pieces of Heart are pointed out, and strategies are given for fighting the major enemies or maneuvering through the dungeons and overworld. If you're looking for a 100% completion rating, then this is the Walkthrough you're looking for.

A Note on Organization: Each part of the walkthrough is divided into areas for ease of use. To recognize when one area ends and another begins, look for the line of hyphens (-). At the beginning of each area's section, if there are new songs, items or upgrades to be found, then it will be pointed out. New areas are generally separated by a "fade out" or "cut" of the in-game camera.

A Note on the Passage of Time: If you need to be in an area at a certain time of day, then it will be specified in that area's heading in the guide. If it doesn't matter what time of day it is, then there will be no time stamp on the heading.

A Note on [GSXXX] Find Codes: These are special find codes used in conjunction with the Gold Skulltula chapter, and do not affect the main walkthrough. They can be safely ignored.

A Note on [HPXX] Find Codes: These are special find codes used in conjunction with the Heart Piece chapter, and do not affect the main walkthrough. They can be safely ignored.

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Ocarina of Time
 Ocarina of Time Progression FAQ
 [0301]

Note that this chapter does NOT apply to the Master Quest. It applies ONLY to the original version of Ocarina of Time. Do NOT attempt to use these progression charts in the Master Quest; you will not succeed.

Introduction

The chapters in this guide's walkthrough follows the "preferred progression" for the game, and is written in such a way that it assumes that you have items that are covered in previous chapters, and do not have items that appear in future chapters. However, there are multiple paths which can be taken through the game once you finish the game's first three dungeons and become Adult Link. More advanced players may want to add variety to the game by completing Adult Link's adventures in different orders. That's what this chapter is for; it contains the different progressions you can choose to make it through the game.

Step I

The game's beginning, and first three dungeons, are always the same, and when you first reach adulthood, you MUST obtain the Hookshot before you can do anything else. Once you have Epona, you can complete the Biggoron Sword Sidequest at ANY time. Therefore, the first part of ANY game progression always follows this chapter order:

- Kokiri Forest
- Dungeon I: Inside the Deku Tree
- Hyrule Castle
- Lon Lon Ranch and the Lost Woods
- Kakariko Village
- Death Mountain
- Dungeon II: Dodongo's Cavern
- Return to Death Mountain and Hyrule Castle
- Zora River, Zora's Domain, Lake Hylia and Gerudo Valley
- Dungeon III: Inside Jabu-Jabu's Belly
- Happy Mask Trading Sidequest (optional)
- Finishing Up Childhood
- Return to Lon Lon Ranch and Kakariko Village
- Biggoron Sword Trading Sidequest (optional)

Step II

However, from there you have some flexibility. The Fire Temple and Ice Cavern can both be completed without the Fairy Bow from the Forest Temple, just as the Ice Cavern and Forest Temple can be completed without the Megaton Hammer from the Fire Temple, and the Fire Temple and Forest Temple can be completed without the Iron Boots from the Ice Cavern. And if you're done with the Ice Cavern and the Forest Temple, then you can proceed to the Water Temple before finishing the Fire Temple. Additionally, once you finish the Forest Temple and have the Fairy Bow, and once you have Epona, then the Gerudo Fortress CAN be completed at ANY time (though this guide will wait until you HAVE to do it). Also, once you have completed the Forest Temple, you can return to your childhood at any time, at which point The Bottom of the Well also becomes available. Lastly, the Big Poe Hunting sidequest can be completed at any time after obtaining Epona and getting the Fairy Bow. Did you get all that? So, the next "phase" of the game can take any one of these different progressions:

Progression One:

Return to Kokiri Forest and the Lost Woods
Dungeon IV: The Forest Temple
 Return to Gerudo Valley (optional)
 Mini-Dungeon: Bottom of the Well (optional)
 Big Poe Hunting (optional)
Return to Death Mountain and Death Mountain Crater
Dungeon V: The Fire Temple
Return to Zora's Domain
Mini-Dungeon: The Ice Cavern
Return to Lake Hylia
Dungeon VI: The Water Temple
After the Water Temple...

Progression Two:

Return to Death Mountain and Death Mountain Crater
Dungeon V: The Fire Temple
Return to Kokiri Forest and the Lost Woods
Dungeon IV: The Forest Temple
 Return to Gerudo Valley (optional)
 Mini-Dungeon: Bottom of the Well (optional)
 Big Poe Hunting (optional)
Return to Zora's Domain
Mini-Dungeon: The Ice Cavern
Return to Lake Hylia
Dungeon VI: The Water Temple
After the Water Temple...

Progression Three:

Return to Zora's Domain
Mini-Dungeon: The Ice Cavern
Return to Death Mountain and Death Mountain Crater
Dungeon V: The Fire Temple
Return to Kokiri Forest and the Lost Woods
Dungeon IV: The Forest Temple
 Return to Gerudo Valley (optional)
 Mini-Dungeon: Bottom of the Well (optional)
 Big Poe Hunting (optional)
Return to Lake Hylia
Dungeon VI: The Water Temple
After the Water Temple...

Progression Four:

Return to Zora's Domain
Mini-Dungeon: The Ice Cavern

Return to Kokiri Forest and the Lost Woods
Dungeon IV: The Forest Temple
Return to Gerudo Valley (optional)
Mini-Dungeon: Bottom of the Well (optional)
Big Poe Hunting (optional)
Return to Lake Hylia
Dungeon VI: The Water Temple
After the Water Temple...
Return to Death Mountain and Death Mountain Crater
Dungeon V: The Fire Temple

Progression Five:

Biggoron Sword Trading Sequence (optional)
Return to Death Mountain and Death Mountain Crater
Dungeon V: The Fire Temple
Return to Zora's Domain
Mini-Dungeon: The Ice Cavern
Return to Kokiri Forest and the Lost Woods
Dungeon IV: The Forest Temple
Return to Gerudo Valley (optional)
Mini-Dungeon: Bottom of the Well (optional)
Big Poe Hunting (optional)
Return to Lake Hylia
Dungeon VI: The Water Temple
After the Water Temple...

Step III

Once you have finished any one of these five progressions, then you can go to either the Shadow Temple or the Spirit Temple. Before the Shadow Temple can be completed, however, then the Bottom of the Well Mini-Dungeon MUST be completed. And before the Spirit Temple can even be attempted, BOTH the Bottom of the Well and the Gerudo Fortress must be completed. You can also do the first half of the Spirit Temple, then run off to do the Shadow Temple, then do the second half of the Spirit Temple, if you choose. Therefore, the progression can follow any of these patterns:

Progression One:

Mini-Dungeon: Bottom of the Well (if not previously completed)
After The Well...
Dungeon VII: The Shadow Temple
Return to Gerudo Valley (if not previously completed)
Crossing the Haunted Wasteland
Dungeon VIII: The Spirit Temple, Part I (Young Link)
Spirit Temple Interlude
Dungeon VIII: The Spirit Temple, Part II (Adult Link)

Progression Two:

Mini-Dungeon: Bottom of the Well (if not previously completed)
After The Well...
Return to Gerudo Valley (if not previously completed)
Crossing the Haunted Wasteland
Dungeon VIII: The Spirit Temple, Part I (Young Link)
Spirit Temple Interlude
Dungeon VIII: The Spirit Temple, Part II (Adult Link)
Dungeon VII: The Shadow Temple

Progression Three:

Mini-Dungeon: Bottom of the Well (if not previously completed)

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Name Registration Page

Begin the game by entering your name into the Name Registration Page, then select the new entry from the menu.

Introduction

Watch the introduction, which introduces the game's main characters. Once Navi the Fairy has awoken Link from his nightmare, then the game has truly begun.

Link's Tree House

Head out the door in the northwest corner.

Kokiri Forest

New Equipment: Kokiri Sword

On Link's porch, you will be approached by Saria, one of the game's more important sub characters. Jump down the ladder and speak to her. Follow the road from Saria north, and then to the east. Jump across the small pool of water to the large arch that leads to the Great Deku Tree. Speak with Mido, the Kokiri who blocks your path. He'll refuse to let you pass until you find both a Sword and Shield (a task which he thinks is impossible, but we'll soon prove otherwise).

Turn around and return to the area near Link's Tree House. Go west along the path, then take a right up the hill. Enter the fenced in area (which is known collectively as the Kokiri Training Ground), and work your way to the back to the south wall. Enter the small tunnel by standing in front of it and pressing A. Crawl to the tunnel's other side.

On the other side, turn left. Wait until you see a large boulder roll by you, then immediately follow the boulder's path around the corner to the right, then another left, then take another right. Open the treasure chest sitting on the tree trunk to find the Kokiri Sword. Equip it on your Equipment submenu. Next item on your list is a Shield, which you'll have to buy from the shop for 40 rupees. There is also a Deku Stick Expansion which can be bought in the Lost Woods, which also costs 40 rupees. So your goal, at the moment, is to find 80 rupees.

Slash the bush behind the chest, which may drop a rupee. Turn around, and wait for the boulder to roll by. Run left and into the small alcove. Take the blue rupee and slash the bush, and take the rupee that it may or may not drop. Turn around, and wait for the boulder to roll by again. Run left around the corner, then another left. Take the blue rupee in the far alcove, then slash the bush which should (hopefully) yield another Rupee. Crawl back into the tunnel and return to the Kokiri Training Ground.

On the outside of the tunnel, L-Target one of the rocks to the left. Begin performing backflips (hold back and press A) over and over until you reach the edge of the training ground. Run back towards the rock and repeat the backflips until you are awarded a blue rupee and a green rupee. Slash all of the bushes near the entrance to the Training Ground and take the rupees they should drop. From the entrance of the Training Ground, look north. The giant

tree stump before you is Mido's House. Go inside.

Mido's House

Open all of his chests for 11 rupees and a Recovery Heart. After you've robbed Mido blind, leave his house.

Kokiri Forest

Jump up to the ledge behind Mido's House, and look behind his house to find another Blue Rupee. From where you emerge from Mido's House, look to the left to see a number of platforms resting in the water. Run directly at these platforms, and run across them. Link will automatically jump from each one as you run along them. If you do it properly, after you have reached the opposite shore of the water you will receive a blue rupee. Repeat this in the opposite direction to receive another blue rupee.

You've now obtained all of the blue rupees which are preset in the game. The rest must be obtained randomly from the Kokiri Children's houses or from the bushes around Kokiri Forest. The house in the southeast corner has the most rupees (six, look in the pots), and leaving then entering the house repeatedly will respawn the pots. Keep gathering these rupees until you have 80. Entering and leaving the houses will also respawn the rupees you can obtain by jumping across the platforms along the pond.

Try to enter the building in the northeast corner of Kokiri Forest. You will be stopped by a girl sitting on a balcony, who will give you a basic lesson in L-Targetting. Follow her instructions if you need to learn, then enter the building.

Kokiri Shop

New Equipment: Kokiri Shield

Purchase a Kokiri Shield from the clerk. Equip it on the Equipment Submenu, then leave the shop.

Kokiri Forest

Head back to Mido's House in the northwest corner of the Kokiri Forest, then climb up on the ledge behind his house. Look for the wall covered in vines, then climb the vines to the top. Work your way around along the ledge and enter the large hollow log to enter the Lost Woods.

Lost Woods

New Equipment: Deku Stick x20

We'll be returning here several times over the course of the game, but you won't be able to do much on this first visit. Head left through the log. Ignore the two elevated logs; we'll get to them in the next visit. Head through the hollowed out log in the left corner of this area.

Take note of the patch of soft earth here; it will be semi-important later. Jump off the ledge to the floor below, and make your way to the back of the area. L-Target the Business Scrub, who will probably retreat into the ground. Scrubs like to hide in the ground when you get too close to them. If you stand

far enough away, though, they will reemerge and begin firing Deku Nuts at you. To beat this Business Scrub and make him sell you his wares, either reflect his Deku Nut back into his face with the Deku Shield, or do a Jump Attack.

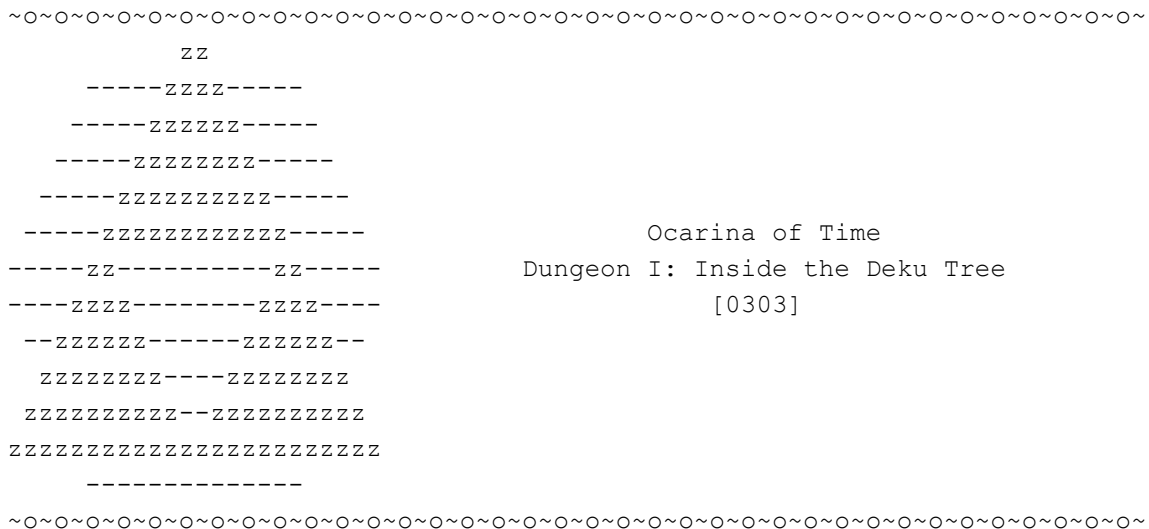
To perform a jump attack, begin by drawing your sword (B button) then hitting A. If you time it right and stand at just the right distance, the tip of your sword will connect with the Business Scrub just before he retreats into the ground. Speak with him, and he will upgrade the total amount of Deku Sticks you can carry to 20 for 40 rupees (and he'll maximize your Deku Sticks for free).

Return to the opposite side of the valley and climb the ladder back to the top. Go through the hollowed log, then hang a right into another hollowed log. Go left or right (it doesn't matter which) through another hollowed log to return to the Kokiri Forest.

Kokiri Forest

Head to the east side of the area, back across the pond, and speak with Mido again. Now that you've lived up to his challenge to find a Sword and Shield, he'll let you pass. But he won't be happy about it. With Mido out of the way, enter the passage. Halfway through it, you'll encounter a bunch of Deku Babas. These guys die in one hit from your sword, and leave behind Deku Sticks. Kill them or dodge them, whichever you prefer, and make your way through to the Deku Tree's Clearing.

The Deku Tree will test Link and Navi, by having them enter his uh... mouth, and defeat the parasite that has been placed at his roots. Enter his mouth to begin the first dungeon.



Status Report -	New Things This Chapter -
Heart Containers: 003/020	Heart Containers: 001
Heart Pieces : 000/036	Heart Pieces : 000
Gold Skulltulas : 000/100	Gold Skulltulas : 003

+-----Inventory Checklist-----+			
X Deku Stick	_ Deku Nut	_ Fairy Slingshot	_ Fairy Ocarina
_ Bombs	_ Bombchus	_ Magic Beans	_ Boomerang
_ Ocarina of Time	_ Din's Fire	_ Farore's Wind	_ Nayru's Love

_ Fairy Bow	_ Fire Arrow	_ Ice Arrow	_ Light Arrow
_ Hookshot	_ Longshot	_ Lens of Truth	_ Megaton Hammer
_ Bottle #1	_ Bottle #2	_ Bottle #3	_ Bottle #4
+-----Song Checklist-----+			
_ Zelda's Lullaby	_ Epona's Song	_ Saria's Song	
_ Sun's Song	_ Song of Time	_ Song of Storms	
_ Minuet of Forest	_ Bolero of Fire	_ Serenade of Water	
_ Requiem of Spirit	_ Nocturne of Shadow	_ Prelude of Light	
+-----Equipment Checklist-----+			
X Kokiri Sword	_ Master Sword	_ Biggoron Sword	
X Deku Shield	_ Hylian Shield	_ Mirror Shield	
X Kokiri Tunic	_ Goron Tunic	_ Zora Tunic	
X Kokiri Boots	_ Iron Boots	_ Hover Boots	
_ Ammo Pouch	_ Big Ammo Pouch	_ Biggest Ammo Pouch	
_ Quiver	_ Big Quiver	_ Biggest Quiver	
_ Bomb Bag	_ Big Bomb Bag	_ Biggest Bomb Bag	
_ Goron Bracelet	_ Silver Gauntlets	_ Gold Gauntlets	
X Child's Wallet	_ Adult's Wallet	_ Giant's Wallet	
_ Silver Scale	_ Gold Scale	_ Stone of Agony	
+-----Upgrade Checklist-----+			
_ Super Spin Attack	_ Magic Meter	_ Extended Magic Meter	
_ Enhanced Defense	X Deku Stick Cap. Up. #1	_ Deku Stick Cap. Up. #2	
_ Deku Nut Cap. Up. #1	_ Deku Nut Cap. Up. #2	_ Epona	
+-----Mask Checklist-----+			
_ Keaton Mask	_ Skull Mask	_ Spooky Mask	_ Bunny Hood
_ Mask of Truth	_ Goron Mask	_ Zora Mask	_ Gerudo Mask
+-----Trading Sidequest Checklist-----+			
_ Pocket Egg	_ Pocket Cucco	_ Cojiro	_ Odd Mushroom
_ Odd Potion	_ Poacher's Saw	_ B. Goron's Sword	_ Prescription
_ Eyeball Frog	_ Biggoron's Eyedrops	_ Claim Check	

The game's first Dungeon, Inside the Deku Tree, follows one of the simplest formulas of all of the dungeons in the game. The main body of the dungeon is the interior of the Great Deku Tree's trunk, and all of the other rooms in the dungeon stretch out from this central area. The Trunk has four main levels: The Top Floor, The Main Floor, The Basement, and the Sub-Basement. In order to progress through the dungeon, you must find a way to break through the four different levels of the Trunk and into the Sub-Basement, where the dungeon's boss resides.

 Inside the Deku Tree - The Trunk
 New Dungeon Item: Dungeon Map

Start by killing the Deku Babas in the corners of the room. Hold your shield up with R while L-Targeting to absorb their attacks. Take the Deku Sticks and/or Deku Nuts that they drop. Slash the bushes against the northeastern wall, then climb up the ivy wall in the northern part of the room. Slash the bushes at the top, then run to the right along the platform, being careful not to fall. Open the chest part of the way along the ledge to find the Dungeon Map. Keep going right along the ledge and enter the door you come to.

Inside the Deku Tree - Scrub Room #1

Defeat the Deku Scrub by L-Targeting him and reflecting the Deku Nut he fires back into his face. The Scrub will then get up and start running around the room. Don't chase him; go and stand on his nest. When the Scrub attempts to return to his nest, he will walk right into you. He will then open both of the doors in the room, and give you a useful hint for avoiding fall damage (press forward on the joystick as you land). Go northeast through the door to the next room.

Inside the Deku Tree - Slingshot Room

New Item: Fairy Slingshot

New Equipment: Bullet Bag x30

Jump out to the gray platform, but quickly jump to the next ledge, as the platform will quickly begin to fall. Open the chest to find the Fairy Slingshot (and the Bullet Bag x30 which goes with it, though it isn't mentioned in-game). Turn to the right and climb the ivy wall. Open the chest for a Recovery Heart. Turn around and look down, towards the door that you came in. Using the Fairy Slingshot, shoot down the ladder that hangs above the door. Jump down and climb up the ladder, then go back through the door. Return to the Trunk through Scrub Room #1.

Inside the Deku Tree - The Trunk

Go back along the ledge to where you opened the chest for the Dungeon Map. Use the Slingshot to shoot down the three Skullwalltulas clinging to the ivy wall. Once they are out of the way, climb the wall to the top, and then to the left to reach the highest level of the Deku Tree.

Jump off the ivy wall when you are over the top ledge. Ignore the Big Skulltulas who drop down, and keep going to the left until you reach a door. Go through it.

Inside the Deku Tree - Compass Room

New Quest Item: Gold Skulltula Token x1 [GSOOT001]

New Dungeon Item: Compass

Turn to the right and step on the switch next to the lantern. The three platforms in the center of the room will begin to rise. Quickly jump along them to the ledge in the back of the room. Open the chest to find the Compass. Kill the Deku Baba for a Deku Stick if you don't have one (you're going to need one in a moment). Drop back down off the cliff and return to the room's entrance. Use the ivy wall in the northwest corner to climb back up.

Step on the switch again, and this time use the platforms to reach the small alcove in the northern part of the room. Jump past the Big Skulltula and open the chest for a Recovery Heart. Kill the Gold Skulltula in the back of the alcove to get the game's first Gold Skulltula Token. Skulltula Tokens can be redeemed at the House of Skulltula in Kakariko Village for rewards. Some rewards are good, some are just plain awful. You won't be able to L-Target the Skulltula - this is normal. The tokens, however, are L-Targetable.

Jump back down to the pit in the center of the room, and climb back up to the door. Use a Deku Stick near the lantern, and it will catch on fire. Use the flaming Deku Stick to light the burned out lantern, and the door will unlock. Go through the door.

Inside the Deku Tree - The Trunk

New Quest Items: Gold Skulltula Token x2 [GSOOT002] [GSOOT003]

Run to the right, past the first Big Skulltula. When you reach the second one, kill it by L-Targeting it, and waiting for it to spin around. Use a Jump Attack when it does this. You're now going to have to jump off the edge and land on the bit of webbing, clear down on the first floor of the Trunk. It may take a few tries to get your aim precise, but it isn't difficult. If you land right on the webbing, you will break through it into the sub basement level of the Trunk.

You'll land in a pool of water. Climb up onto the ledge in the southeast corner of the room (to your right as you land). Step on the switch to activate the lantern. Use your Fairy Slingshot to kill the Gold Skulltula on the grating on the eastern side of the room. Jump out from the ledge to reach it, then climb back up onto the ledge. Face the long ivy wall that you fell down to reach this area, on the south side of the room. Kill the second Gold Skulltula, and climb up the wall to claim the token.

Climb back up onto the southeast ledge once more, and open the chest behind the lantern to find a Recovery Heart. Light a Deku Stick on the lantern, then quickly jump out onto the pond so that you land on the shallow bit which Link can stand on without having to swim. From there, jump to the southwest ledge, run past the Deku Baba and use the flaming Deku Stick to burn the webs on the wall, revealing a door. Go through this door.

Inside the Deku Tree - Scrub Room #2

Defeat the Scrub in this room by deflecting the Deku Nuts he fires back at him with your Kokiri Shield (the Slingshot doesn't work, he just retreats back into the ground). Once he starts running around the room, run to his nest and stand on it. When he tries to return to his nest, he'll run right into you, thus defeating him. He'll mention that "23 is number 1," which is actually a hint to solve the last puzzle before the boss.

Shoot the Silver Eye above the west door with the Fairy Slingshot to unlock the door. Go through the door to the next room.

Inside the Deku Tree - Trap Room

In this room there is a large floating platform which passes over the pool of water you need to get over. The catch is, there is also a large spinning pole covered with spikes which blocks the platform's path. To circumvent this obstacle, jump into the pool. On the left side of the pool, against the wall, directly beneath the rotating spikes, there is a button. Swim over this button, then press and hold down A to swim down and touch the switch.

Once the switch is activated, the water level in the pool will lower considerably. Quickly swim back to the room's entrance, and jump out to the floating platform. Hold down the R button to make Link crouch as you pass under the rotating spikes. On the other side of the pool, jump from the floating platform to the opposite ledge.

Kill the Big Skulltula, then move to the left side of the large stone block. Follow Navi's instructions to push the block all the way to the right, then jump up onto the block, then jump up to the door. Go through the door.

Inside the Deku Tree - Torch Room

Kill the Deku Baba in the center of the room, then light a Deku Stick on the lit torch. Use the flame to light the two un-lit sconces, which will open the door in the north side of the room. Go through it.

Inside the Deku Tree - Small Nest

Kill the Big Skulltula, then run to the center of the room. Run around in circles in the center of the room, which will provoke the Gohma Larva hanging from the ceiling to drop down. Kill them with single Jump Attacks, but avoid their charge attack. You know they are about to perform this when their eye turns red.

Ignore the bit of webbing in the northeast corner; we'll get to it later in the game. We can't do much there at the moment. Light a Deku Stick on the torches near the north part of the room, and use the lit Deku Stick to burn the webbing in the south part of the room. Enter the tunnel and crawl through to the other side.

Inside the Deku Tree - The Trunk

Run to the left, and push the stone block along it's carved path and off the cliff. Jump down, and go back to the southeast platform with the torch. Light a Deku Stick on the torch, then jump back to the stone block. Climb back up to the upper level, then run to the webbing covering the floor. Roll over the webbing by running at it and pressing A. The torch will make contact with the webbing as you roll, burning it away. Drop down the new hole to the lowest level.

You will land in a pool of water. Swim north to the shore, where three Deku Scrubs will attack you. If you remember the hint from Scrub Room #2, then this will be an easy puzzle. If you forgot, or weren't paying attention, then you have to kill them in order. The middle one is first, the one on the far right goes second, and the one on the left goes last. Striking the first two will only stun them; the last one, however, will run around the room just like the previous Deku Scrubs you've fought. After you hit him, run and stand on his nest. When he tries to return, he'll bump into you and give up. He'll also let slip the Dungeon Boss' secret: she is only vulnerable while stunned.

After the three Deku Scrubs have disappeared, the door will unlock. Go through to the game's first boss.

-----B-O-S-S-----

Parasitic Armored Arachnid GOHMA
New Upgrade: Heart Container
New Quest Item: Kokiri Emerald

Run to the center of the room, then go into First-Person view (C Up) and look towards the ceiling to begin the boss fight.

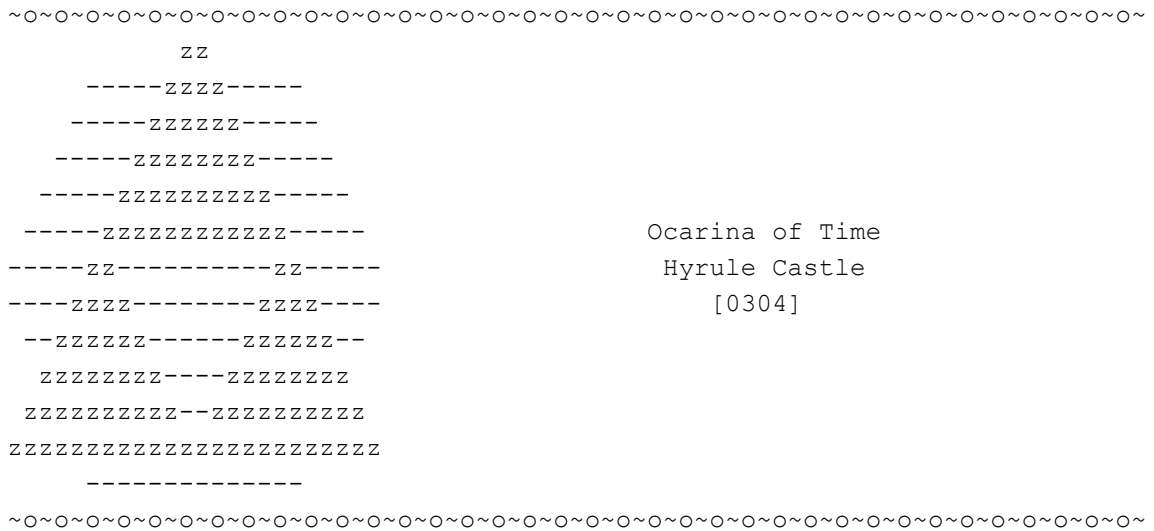
Fighting Ghoma is actually very similar to fighting a gigantic Gohma Larva. The only real tricks she has over these basic enemies is considerably more health, the ability to climb walls, and the ability to create Gohma Larva to distract you. Defeating Gohma is rather easy (and can, in fact, be done by only stunning her twice if you know how to do it properly). To stun Gohma and

make her vulnerable to basic sword attacks, you must shoot her in the eye with the Slingshot while her eye glows red.

As soon as the fight begins, immediately L-Target Gohma. Gohma usually immediately begins her charge attack, so immediately shoot her in the eye with the Slingshot, then begin using Jump Attacks (remember to swing your sword at least once before trying to do a jump attack). After one or two attacks, Gohma will run away and crawl up the ceiling.

Keeping Gohma L-Targeted, try to keep yourself positioned so that you can see her eye even while she is on the ceiling. At this point she will begin spawning Gohma Larva, who will drop down to fight you. If you can shoot her in the eye before she is able spawn them, however, then she will fall to the floor and be stunned for a VERY long time. You can easily get in three or four more Jump Attacks at this point, which are more than enough to shut down Gohma permanently. If you miss, then kill the Gohma Larva, at which point the boss' pattern resets.

After Gohma is dead, take the Heart Container that she leaves behind, and enter the shimmering blue circle. You will be teleported back outside the Deku Tree, who will ask you to listen to his story. Agree, and listen to the story (pay attention; it's very important to the game's overall storyline). Afterwards he will inform you that even though you were successful in defeating Gohma, he is still going to die. He gives Link the Kokiri Emerald, and makes one final wish: to seek out the other Spiritual Stones and prevent the "Evil Man from the Desert" (Ganondorf) from entering the Sacred Realm. As his last piece of advice, the Deku Tree tells Link to go to Hyrule Castle and seek out the Princess of Destiny.



Status Report -		New Things This Chapter -	
Heart Containers:	004/020	Heart Containers:	000
Heart Pieces	: 000/036	Heart Pieces	: 001
Gold Skulltulas	: 003/100	Gold Skulltulas	: 002

+-----Inventory Checklist-----+			
X Deku Stick	X Deku Nut	X Fairy Slingshot	_ Fairy Ocarina
_ Bombs	_ Bombchus	_ Magic Beans	_ Boomerang
_ Ocarina of Time	_ Din's Fire	_ Farore's Wind	_ Nayru's Love
_ Fairy Bow	_ Fire Arrow	_ Ice Arrow	_ Light Arrow
_ Hookshot	_ Longshot	_ Lens of Truth	_ Megaton Hammer
_ Bottle #1	_ Bottle #2	_ Bottle #3	_ Bottle #4

-----Song Checklist-----			
_ Zelda's Lullaby	_ Epona's Song	_ Saria's Song	
_ Sun's Song	_ Song of Time	_ Song of Storms	
_ Minuet of Forest	_ Bolero of Fire	_ Serenade of Water	
_ Requiem of Spirit	_ Nocturne of Shadow	_ Prelude of Light	
-----Equipment Checklist-----			
X Kokiri Sword	_ Master Sword	_ Biggoron Sword	
X Deku Shield	_ Hylian Shield	_ Mirror Shield	
X Kokiri Tunic	_ Goron Tunic	_ Zora Tunic	
X Kokiri Boots	_ Iron Boots	_ Hover Boots	
X Ammo Pouch	_ Big Ammo Pouch	_ Biggest Ammo Pouch	
_ Quiver	_ Big Quiver	_ Biggest Quiver	
_ Bomb Bag	_ Big Bomb Bag	_ Biggest Bomb Bag	
_ Goron Bracelet	_ Silver Gauntlets	_ Gold Gauntlets	
X Child's Wallet	_ Adult's Wallet	_ Giant's Wallet	
_ Silver Scale	_ Gold Scale	_ Stone of Agony	
-----Upgrade Checklist-----			
_ Super Spin Attack	_ Magic Meter	_ Extended Magic Meter	
_ Enhanced Defense	X Deku Stick Cap. Up. #1	_ Deku Stick Cap. Up. #2	
_ Deku Nut Cap. Up. #1	_ Deku Nut Cap. Up. #2	_ Epona	
-----Mask Checklist-----			
_ Keaton Mask	_ Skull Mask	_ Spooky Mask	_ Bunny Hood
_ Mask of Truth	_ Goron Mask	_ Zora Mask	_ Gerudo Mask
-----Trading Sidequest Checklist-----			
_ Pocket Egg	_ Pocket Cucco	_ Cojiro	_ Odd Mushroom
_ Odd Potion	_ Poacher's Saw	_ B. Goron's Sword	_ Prescription
_ Eyeball Frog	_ Biggoron's Eyedrops	_ Claim Check	

Kokiri Forest

You will emerge back near the entrance to the Kokiri Forest township. Mido is once again blocking your path, so speak to him. Mido will blame you for the Deku Tree's death, the take off, presumably to sulk somewhere. Jump across the lake and follow the path to the western edge of Kokiri Forest. The Kokiri who originally blocked your path here is now gone, so you can exit through the hollowed log. Go through to leave the Kokiri Forest.

Lost Woods

New Item: Fairy Ocarina

As you pass over the bridge leading to Hyrule Field, you will come across Saria. She accepts that Link is leaving, and gives him the Fairy Ocarina as a parting gift. The game will automatically zone you into the next area.

Hyrule Field

Take a few steps forward, and simultaneously the best and most annoying character in the game will stop you: Kaepora Gaebora. He'll explain how to get to Hyrule Castle, and also how your map works. Make sure you tell him "Yes," you got all that, unless you want him to repeat the entire spiel.

Once KG flies away, run forward between the trees where the beginnings of a road appear. Follow the road to it's end to reach Hyrule Castle. Make sure you roll all the way (by continually pressing the A button as you run), otherwise it will be night time by the time you reach Hyrule Castle, and the gates will be closed. At which point you'll have to sit around for the next few minutes waiting for time to pass.

Hyrule Castle - Drawbridge (daytime)

Once you gain access to Hyrule Castle, immediately enter the gatehouse to your left as you enter.

Hyrule Castle - Gatehouse (daytime)
New Quest Item: Gold Skulltula Token x1 [GSOOT004]

Smash all of the pots in this room with your sword, then destroy the crates in the rear of the room by rolling into them. One of them contains a Gold Skulltula. Kill it, and take the token it leaves behind. Then leave the Gatehouse.

Hyrule Castle - Drawbridge (daytime)

Go southwest to the next area.

Hyrule Castle - Market (daytime)

Head around to the opposite side of the fountain, and speak with the little girl in the white dress. This is Malon, another important bit character. After you've spoken with Malon, enter the building behind her with the large target over the door.

Hyrule Castle - Shooting Gallery (daytime)
New Equipment: Bullet Bag x40

Speak with the rather large and hairy clerk, and agree to play the game. To win the Big Bullet Bag, you have to shoot every rupee that appears without missing a single one. If you miss two or less, then the clerk will let you try again for free. If you miss more than two, you have to pay to play again.

For this first run through the Shooting Gallery, the rupees appear in a preset order. The order is:

- 1.) In the middle
- 2.) From the left, then from the right
- 3.) Jumps from the middle
- 4.) From the left AND right
- 5.) Two rupees coming from the right, going left
- 6.) Two rupees coming from the left, going right

Keep playing the minigame until you successfully shoot all of the targets, and the clerk will award you with the Bullet Bag x40, which increases the ammo capacity of your Slingshot by 10. If you run out of rupees trying to complete the game, then return to the Hyrule Castle Gatehouse and smash the pots to replenish your supplies.

Bullet Bag in hand, return to the Market.

Hyrule Castle - Market (daytime)

Leave the market through the passage directly behind Malon.

Hyrule Castle - Garden (daytime)

New Quest Item: Gold Skulltula Token x1 [GSOOT005]

Run forward a short ways, where Kaepora Gaebora will appear again. Listen to his rant about guards, then when he flies away roll into his tree to make a Gold Skulltula appear. Now, you'll have to hang around here until it becomes nighttime. Once it does, head back to the Market.

Hyrule Castle - Market (nighttime)

Run back around, towards the entrance to the Market from the Drawbridge. Run behind the little stall to the left, and you should coax a small white dog into following you. If you accidentally attract the attention of another dog, leave the area and re-enter it. Once you have the dog following you, run to the right and into the alley in the far right corner.

Hyrule Castle - Back Alley (nighttime)

Enter the door second on your left.

Hyrule Castle - Little Richard's House (nighttime)

New Upgrade: Piece of Heart x1 [HPOOT01]

Speak with the big fat lady in this house, and she will recognize the lost dog as her own. She'll reward you with a Piece of Heart for finding Little Richard (good golly, miss molly!). Go back out to the Back Alley and return to the Garden.

Hyrule Castle - Garden

New Item: Weird Egg, Chicken

Malon should now be standing near a long vine on the wall to your right. If she isn't standing there, then you didn't speak with her back in the Market. You'll have to return there, speak to her again, then return to the Garden and wait for another Day/Night cycle to pass, then return to the Market, then return to the Garden, where Malon should have appeared.

Speak with Malon, and she'll explain that her father, Talon, went to the castle to deliver Milk, but hasn't returned yet. He probably fell asleep somewhere around the castle, and she asks that you go and find him. There's a catch, though; the guards in the Garden won't look kindly upon some kid in a green fairy costume sneaking into the castle grounds. If they spot you, they'll grab you and throw you back outside the gate. Malon also gives you an Egg, for no apparent reason. You'll need the Chicken inside the egg to wake Talon, however, so accept it with gratitude.

Climb up the ivy wall to the top (it has some rough spots where if you don't

climb up in just the right place, you'll fall off). At the top, run forward a bit, past the gossip stone, to the top of the large marble arch. Drop down to the ground on the other side of the arch, where you will land on the other side of the gate which formerly blocked your path. You probably don't realize it, but you've already snuck past two of the guards.

This next part is the easily the hardest part of sneaking through the Garden. You need to run up the hill to the left at an exact angle. There are three graphical breaks in the hill (thank god for N64's visible sprites, otherwise this would be nearly impossible to describe). The place you need to run up is the third break in the hill, approximately near it's center. Go straight up the hill, and at the top there is a cluster of flowers. Run straight at these flowers, then begin running forward and slightly to the left until you reach a wall. Part of the wall is tiled with some bricks; climb up these bricks.

At the top of the brick wall, run straight forward, past another gossip stone. Jump straight off the cliff, and go right into the moat. Swim down to the end of the moat until it breaks left, then climb up onto the small patch of dirt, and from there climb up to the stone platform. Run to the left from the stone platform, where you will find Talon fast asleep. If it turned from night to day in the time it took you to sneak past the guards, then the Egg that Malon gave you should have hatched into a Chicken. If it hasn't hatched yet, you'll have to stand around until it does. Stand near Talon so that Navi flutters near him, then use the Chicken to wake him up.

Speak with Talon, and he will suddenly remember that he left Malon behind. He'll run off, clearing the path for you to push the milk crates near Talon into position so that you can sneak in through the castle moat. Push both of the milk crates through the gap which was recently vacated by Talon. You can then climb onto the crates, and then jump over to the draining pipe which feeds the moat. If it's nighttime, then loiter around until it becomes daytime. You won't be able to sneak through the next area at night, as the guard is increased at night. Once it's daytime, climb through the drainage pipe to enter the next area.

Hyrule Castle - Courtyard (daytime)

New Item: Zelda's Letter

New Song: Zelda's Lullaby

Jump to the left, out of the small fountain. Run to the left until the camera changes to a small garden, with a patrolling guard in it. Hiding behind the tall hedge to stay hidden from the guard (if you are seen here, you'll be thrown back to the milk crate area in the Hyrule Castle Garden). Wait for the guard to begin moving along the left side of the topiary in the center, then quickly run across the bottom edge of the topiary, and left until the camera shifts again.

Here, a pair of guards patrol a pair of fountains. Again, hide behind the hedge on the right side of the screen until the guards move into the proper configuration for you to run by. The time to run past, again along the bottom edge, is when the left guard is walking between the pair of fountains, and the right guard is walking along the upper edge of the right fountain. Run to the left until the camera shifts.

Try to ignore the rupees in the center of this topiary. They're tempting, but there actually isn't very many and the guard here guards them well. Instead, climb to the top of the topiary by going up the stairs, then slowly walk along the wooden beam which extends over the topiary. If you fall, it is possible to make it back to hiding if you're extremely quick, but not likely. On the other

Run forward a short ways, then immediately enter the first door on your left that you reach.

Lon Lon Ranch - Ranch House (daytime)

New Item: Bottle

In this building, Talon will play a game with you. He will throw three "special" cuccos into the pack of regular cuccos, and if you can find all three of the special cuccos before the time runs out, then he'll reward you with a Bottle, filled with Lon Lon Milk. You can do it "legit" by actually searching for the cuccos yourself (they are indistinguishable from the others, only Talon can tell the difference). Or you can cheat by throwing all of the cuccos into the corner, behind the long counter that Talon sits on. "Select" the Cuccos by picking them up. Whichever way you choose, complete the minigame to receive your first Bottle, then go back outside.

Lon Lon Ranch (daytime)

New Song: Epona's Song

From the door, run to Link's left, through the arch to enter a large field. Enter the pasture through the gate to the right, and talk to Malon in the center. Malon will thank you for waking up her father, then introduce you to the pony Epona. Epona will run away from you (she doesn't like strangers). Speak with Malon again until she mentions her mother, then whip out your Ocarina. Malon will then teach you Epona's Song. In addition to eventually letting you ride Epona later in the game, Epona's Song will also get you free Lon Lon Milk from ANY cow in the game. This way you can avoid Talon's absurd prices.

Leave the pasture, then go to the mill in the rear of the field (behind the pasture). Enter the door of the mill.

Lon Lon Ranch - Mill (daytime)

New Upgrade: Piece of Heart x1 [HPOOT02]

In the corner of the room, there are a large number of milk crates. Push the crates around so that they form this pattern:

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  _ _  
X|_|_|  
  _ |_|_|  
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The X marks where a new tunnel will have appeared. Crawl through the tunnel to find an empty nest, which houses a Piece of Heart. Take it, then crawl back through the tunnel, leave the Mill and return to Hyrule Field.

Hyrule Field

Hang around Hyrule Field until it becomes nighttime, then reenter Lon Lon Ranch.

Lon Lon Ranch (nighttime)

New Quest Items: Gold Skulltula Token x2 [GSOOT006] [GSOOT007]

Run through the arch that leads to the pasture, and roll into the tree just to

the left of the arch. Kill the Gold Skulltula that falls down, and take it's token. Now, circle around to the back of the pasture, so that you are on the outer wall of the small awning. Kill the Gold Skulltula and take it's token, but watch out for the Guay bird enemies. Return to Hyrule Field.

Hyrule Field

Ignore the Stalchild enemies who appear here; we need to book it to Kokiri Forest. Head back to Kokiri Forest now, which is at the three o'clock position on your map. It's pretty much due east of Lon Lon Ranch. Make sure it's nighttime, then enter the hollowed out log, run across the Lost Woods Bridge and enter Kokiri Forest.

Kokiri Forest (nighttime)

New Quest Items: Gold Skulltula Token x1 [GSOOT008]

Climb the hill to your right as you enter, and go around to the rear of the Know-It-All Brother's House (the large, squat tree house with the giant leaf coming out of it's top). Kill the Gold Skulltula back here, and grab the token by facing away from the token, holding down Z, and holding back and A to backflip into the token.

Climb down to Mido's House, and climb up to the cliff behind his house. Climb up the Ivy Wall, go around the corner of the cliff, and through the hollowed log to the Lost Woods.

Lost Woods

New Upgrade: Piece of Heart x1 [HPOOT03]

New Equipment: Bullet Bag x50

In order to find Saria, we'll have to follow the sound of her music through the Lost Woods. Or you could just follow my directions thoroughly. Begin by going to the right, through the hollowed log.

Run forward to the edge of the cliff, and whip out your Slingshot. Shoot the drum hanging from the tree limb, and try to adjust your aim so that you hit the exact middle. You'll know you've done it right, as it will give you 100 points and make a small sound of victory when it works. Try to get the center of the Slingshot's "rubber band" aimed at approximately the center of the drum before you fire. Three successive shots to the exact center of the drum will cause a Deku Scrub to appear, who will reward you with the Bullet Bag x50, the largest Slingshot ammunition bag in the game.

Drop down the cliff to the small valley below, and go all the way to the right. Stand on the low trunk, and two Skullkids will appear. Take out your Ocarina, and play a lengthy memory game with them. Complete the entire game (three rounds, each becoming increasingly longer and harder) to earn another Piece of Heart. The Skullkids play each addition to the song twice; to learn the new part the fastest, watch the first Skullkid play the song, then play along with the second one. This way, you're in good shape when it's your turn to play the tune.

Once you have the Piece of Heart, turn around and climb back up the ladder. Go through the hollowed log to the right of the ladder once you reach the top. On the other side, you will be ambushed by Kaepora Gaebora, with his most long-winded bit of advice yet. Tell him "No," you don't want to listen to the feathery wind bag repeat his advice again. If you're wondering, the stone arch

return to Kokiri Forest.

Kokiri Forest

Turn right back around and re-enter the Lost Woods.

Lost Woods
New Upgrade: Piece of Heart x1 [HPOOT04]

Go left through the hollowed log, and jump onto the small trunk to interact with the Skullkid (and yes, this is the same Skullkid who unwittingly becomes the villain in Majora's Mask). Play Saria's Song for the Scarecrow Kid, and he'll give you a Piece of Heart (which should get you another complete Heart Container).

If you still haven't picked up the Deku Stick x20 Upgrade, then head through the tunnel in the rear of the area and get it now. Otherwise, go back to the Kokiri Forest, and return to Hyrule Field through the west exit.

Hyrule Field

We're now going to take Impa's advice and head for Kakariko Village, whose entrance is in the very northeast corner of Hyrule Field (1:00 on the clock face). Make your way directly there, and ignore any Stalchildren or Peahats you may anger along the way. Make sure that it's daytime before you enter.

Kakariko Village (daytime)
New Item: Bottle

Run forward through the arch in front of the town, and immediately grab the Cucco (chicken) who is running around here. The first order of business in Kakariko is to gather up all the Cuccos around town and deliver them to the Cucco Lady, who will give you a Bottle for your trouble. Deliver the Cucco to the Cucco Lady, and throw it into her pasture. The Cucco Lady is found in the south-eastern part of town, near the partially constructed building.

Grab the next Cucco very near the Cucco Lady's pasture, near the arch leading to the Graveyard in the southeast corner. The next Cucco is in a crate near the center of town, across from the stairs leading to the upper level of Kakariko. The next Cucco is on the north side of town, on the upper level, near the gate that leads to Death Mountain. Grab the Cucco and return to the lowest level of town, but don't throw it into the stable yet.

Note the Cucco who is trapped on a ledge near the large tree in the center of town, which is blocked off by a tall fence. The fence can't be climbed, and the ledge is too high to jump up. To reach this Cucco, climb up the stairs to the partially constructed building, and jump off the edge towards the Cucco while holding another Cucco in your hands. The Cucco will help you float out to the ledge. Toss both Cuccos (the one you're holding and the one you just reached) off the ledge, then deliver both Cuccos one at a time to the pasture.

Grab yourself another Cucco from the pasture, since more floating is needed to reach the last two. Climb up the long stairset to the east of the Cucco Lady's pasture, and run straight to the edge, and aim yourself right at the elevated platform which is fenced off. If your aim is precise, then you can make it over the fence. Toss the Cucco back over the fence so that it lands near the

well (but not in it), then run down the stairs.

Being careful not to fall into the pit (doing so will reset the Cuccos in Kakariko Village, forcing you to start over from the beginning), grab another Cucco running around in the small grotto behind the building. Climb back up the stairs, and throw this Cucco over the fence so that it lands near the well (but not in it) also.

Drop back down into the grotto, then climb the tall ladder near where you found your most recent Cucco. Climb it all the way to the top, and work your way around behind the Windmill. Grab the last Cucco (sometimes it wanders over to the very top of the ladder you just climbed up), then jump off the cliff, heading towards the Cucco Lady's pasture. Throw your Cucco into the pasture, then grab the other two who should still be wandering around by the Well. Return them to the Pasture as well, then speak to Cucco Lady, who will give you a Bottle for your trouble.

But the Cucco Jumping Fun isn't over yet! Grab another Cucco from the pasture, since we're now going to be gliding out to the rickety balcony which sits above the Cucco pasture. Climb the stairs to the unfinished building, then go around to the front side of the stack of bricks. Throw the Cucco up to the first level of the stack of bricks, then quickly climb up and grab the Cucco again before it has a chance to run off the edge. Repeat the process again on the second level of the brick pile.

Turn to the right, to the narrow beam which has the carpenter running back and forth along it aimlessly. Wait for the carpenter to reach the left side of the beam, then start going right again before you jump out onto the beam yourself. Run along the beam, and when you reach the corner where the beam bends to the right, leap off the edge and steer yourself right for the balcony. You'll just barely make it onto the ledge (in fact, you'll likely clip onto the ledge). Throw aside the Cucco and enter the crack in the building.

Kakariko Village - Impa's House (daytime)
New Upgrade: Piece of Heart x1 [HPOOT05]

Take the Piece of Heart, then leave the way you came in.

Kakariko Village (daytime)

Jump off the balcony and land back by the Cucco Lady. Head through the stone archway in the southeast corner of Kakariko Village to reach the Kakariko Graveyard.

Kakariko Graveyard (daytime)
New Quest Item: Gold Skulltula Token x1 [GSOOT009]

Run to the right and slash the bushes to pieces, and take their contents. Pick up the rock as well, and capture one of the bugs that appear in a Bottle. Pass under the arch then follow the stone path to the left side of the graveyard, where there is a patch of soft earth. Stand near the patch of soft earth, and release the bug you captured (which has magically become three separate bugs). Quickly recapture one of the bugs in the bottle, while the other two will wander around briefly, then burrow into the soft earth. A few seconds later, a Gold Skulltula will appear. Kill it and take it's token, then head for the back of the graveyard where the largest tombstone is.

Stand on the large triforce symbol burned into the grass in front of the tombstone, take out your Ocarina and play Zelda's Lullaby. The tombstone will literally explode, revealing a pit. Drop down the pit.

Kakariko Graveyard - Royal Family's Tomb
New Song: Sun's Song

Run down the ramp and run in circles around the large bone pit to attract the attention of all the Keese in the room. Pick them off with your Slingshot or with sword attacks. Once they are all dead, the door at the top of the stairset will unlock. Climb the stairs and go through the door.

Hug the left wall of this room and run to it's end. Ignore the attention of any Redeads you may attract on the way - for Young Link, it's easiest to avoid Redeads then to kill them. Enter the doorway on the opposite end of the room, and pass through the shadowy tunnel to find a large tomb.

Read the inscription on the tomb to discover the notes to the Sun's Song, which turns Night into Day and Day into Night. No more standing around Hyrule Field waiting for time to pass! Return to the entrance to the tomb and enter the beam of light to warp back to the Graveyard.

Now that you have the Sun's Song, you also have access to a quick and easy 80 rupees. If you return to the entrance to Hyrule Castle in Hyrule Field, then climb up the chains on the gate, then you can play the Sun's Song. The gate will retract, letting you walk along the edge of the gate to claim four invisible red rupees. This is known as the "Sun's Song Rupee Trick," and I will reference it a few times throughout the guide.

Kakariko Graveyard (nighttime)

It's now nighttime, so you can interact with the gravestones around the Graveyard without Dampe's Fanboy yelling at you for it. Head for the front row of gravestones, and stand behind the grave with the flowers behind it. Grab a hold of it, and pull back to reveal a pit beneath the gravestone. Be careful pulling aside any other gravestones - they all contain Poe enemies, who become invisible when L-Targeted. Drop down the pit.

Kakariko Graveyard - Shield Grave (nighttime)
New Equipment: Hylian Shield

Run forward and open the chest to find the Hylian Shield. This shield is WAY too big for Young Link to handle, but does let him curl up like a turtle and become pretty much immune to all damage. Which is cool. Stay on the Deku Shield for now, but once we get to Death Mountain we'll want to switch the Hylian Shield, whose metal is impervious to flame attacks.

Enter the beam of light and return to the Graveyard.

Kakariko Graveyard (nighttime)

Go to the rear row of gravestones, and go to the far right. Counting from the right to the left, pull aside the fourth gravestone to reveal another pit. Drop down the pit.

Kakariko Grave - Redead Grave (nighttime)

New Upgrade: Piece of Heart x1 [HPOOT06]

The Redead in this grave guards a Piece of Heart. Just go ape crazy on this Redead, attacking him repeatedly. The faster you attack him, the less opportunity he gets to attack you back. If he does manage to grab ahold of you, tap buttons and rotate the joystick like mad to free yourself. Once the Redead is permanently defeated (it will make an extra loud SWIPE noise when it is), play the Sun's Song to make a chest appear that contains a Piece of Heart. Open the chest, take the Piece of Heart, and return to Kakariko Graveyard.

Kakariko Graveyard (nighttime)

New Upgrade: Piece of Heart x1 [HPOOT07]

It's now time to play Dampe's Heart-Pounding Gravedigging Tour to find another Piece of Heart. Dampe takes a circular route around the graveyard, following the path. If you stand directly in his path, then he will stop. In one of the twelve dirt patches dotted around the graveyard, there is hidden a Piece of Heart. In order to find the Piece of Heart, stand directly on that dirt patch so that way Dampe will stop directly in front of it, then speak to Dampe and pay him 10 rupees to dig up that patch of dirt. Most of the dirt patches contain at the very least some rupees. Keep playing the game until you dig up the Piece of Heart. The Piece of Heart randomly changes places every time you leave the zone, so if you have to leave to restock on Rupees, then just start over from the beginning.

If you go broke, then return to Hyrule Castle and use the Gatehouse and the Drawbridge Trick to earn more rupees for the game. Dampe's Gravedigging Game only runs for the first part of the night, so if Dampe isn't there then you'll have to go hang around Hyrule Field until it becomes nighttime again, then return to the Graveyard. The Sun's Song won't work (it makes the time either noon or midnight, and the Gravedigging Tour is open during neither time). Once you have the Piece of Heart, return to Kakariko Village.

Kakariko Village (nighttime)

New Quest Items: Gold Skulltula Token x5 [GSOOT010] [GSOOT011] [GSOOT012]
[GSOOT013] [GSOOT014]

There are a ton of Golden Skulltulas to find and kill here in the dead of night. The first is at the Unfinished House, on the pile of bricks. Kill it with the Slingshot before trying to jump up and grab the token (the sword will cause you to take damage because of the extreme close range). The second Skulltula can be found on the building directly to the west of the Unfinished Building (the House of Skulltula). It sits directly beneath a window on the left side of the building.

The third Skulltula can be found by rolling into the tree near the center of Kakariko Village. The fourth can be found on top of the tall observation tower on the upper level of Kakariko Village. Shoot it with the slingshot before climbing up the ladder to claim it. The last of the Skulltulas can be found in the northern edge of the village, on the north side of the building closest to the Death Mountain Gate.

Head back to the lower level of Kakariko Village, and enter the House of Skulltula (the single-story building next to the unfinished building).

Kakariko Village (nighttime)

New Upgrade: Adult's Wallet

Enter the building, and turn to the right. Speak to the man, and he will reward you with the Adult's Wallet, the award for killing 10 Golden Skulltulas and claiming their tokens. Return to Kakariko Village.

Kakariko Village (nighttime)

Go to the northern edge of the village and speak with the guard by the gate. He will refuse to let you through to Death Mountain Trail. Show him Zelda's Letter, and he'll let you through, though he'll think it's all a big joke. He will request, however, that you return to the Hyrule Castle Market and pick up a Keaton mask for him. This is the first step of the Happy Mask Trading Sequence, the Young Link trading game. It's entirely optional, and doesn't directly reward you with anything of any particular use (indirectly, you do get a Deku Stick and Deku Nut upgrade apiece), but if you're a completionist you still might want to do it.

If you choose to do the Happy Mask trading sequence, then keep following this guide from this point. Otherwise, skip down to the Death Mountain Trail heading.

Head back to Hyrule Field, and enter Hyrule Castle and into the Market.

Hyrule Castle - Market (daytime)

The Happy Mask Shop is now open for business. It's the small building near the Temple of Time, to the right of the entrance to the Hyrule Castle Garden. Enter the building.

Hyrule Castle - Happy Mask Shop (daytime)
New Item: Keaton Mask

Speak with the Happy Mask Salesman at the counter, who will explain the process of the Happy Mask trading game. You will now be able to select masks from the shop windows as though you were buying them from a regular shop. Select the only one available, the Keaton Mask, and return to Kakariko Village.

Kakariko Village

Return to the guard by the gate to Death Mountain, and speak to him while wearing the Keaton Mask. He'll pay you 15 rupees for the mask. Now, you've got to go back to Hyrule Market to the Happy Mask Shop, so you can pay the 10 rupee fee for the mask. Isn't this Happy Mask sequence FUN!?

Hyrule Castle - Happy Mask Shop (daytime)
New Item: Skull Mask

Pay the 10-rupee fee for the Keaton Mask, and then borrow the Skull Mask. We'll sell this one in a little while; for now, let's continue with our journey and start up Death Mountain. Leave the shop and return to Kakariko Village.

Kakariko Village

Head to the northern gate, and go through to Death Mountain Trail.

-----Trading Sidequest Checklist-----			
_ Pocket Egg	_ Pocket Cucco	_ Cojiro	_ Odd Mushroom
_ Odd Potion	_ Poacher's Saw	_ B. Goron's Sword	_ Prescription
_ Eyeball Frog	_ Biggoron's Eyedrops	_ Claim Check	

----- Death Mountain Trail

Before you progress any further, now is the time to replace your Kokiri Shield with the Hylian Shield you should have picked up in Kakariko Graveyard. Do this on the Equipment Submenu.

Go forward a bit, and kill the Tektite. If he tries to jump on you, do the Turtle Defense with the Hylian Shield (hold R). Go around the corner and defeat two more Tektites. You can vaguely hear a Gold Skulltula here, but you won't be able to reach it until you get access to Bombs. Keep following the path up and around, and defeat another Tektite who jumps down from on high. Note the Piece of Heart high above the giant boulder - we'll get to it in a few minutes.

Go up and around the corner, and keep going up the path. Watch out for the rolling Goron who crashes through here periodically. Keep following the path until you reach a large wooden post with a red flag tied to it. From here, you can go left to keep climbing the mountain, or go right to Goron City. Go right. Keep following the path, past the large stone pedestal with the ring of rocks, and enter the archway carved into the stone to enter Goron City.

----- Goron City

New Equipment: Goron's Bracelet

There's a ton of hidden stuff in Goron City, but unfortunately you need Bombs to access them. So for right now, we'll just have to stick to the task at hand. Jump down to Goron City's lowest level. Look for the sealed door with the carpeting in front of it. Stand on the carpet, and play Zelda's Lullaby to make the door open. Enter the room on the other side of the door to find Darunia, who will be very unhappy that you aren't the royal messenger, as he had believed. Play Saria's Song while standing directly in front of him to cheer him up.

Now cheered up considerably, Darunia will listen to your story. He'll mention that Ganondorf has already been by to find the Stone. After Darunia refused, Ganondorf sealed up the entrance to Dodongo's Cavern, blocking off the Goron's primary food source. Now, his people are starving. But what's worse, Ganondorf also awoke monsters inside Dodongo's Cavern. So even if they managed to open the cave, they'd be eaten alive just trying to be fed.

Darunia promises to give you the Spiritual Stone of Fire, but only if you can defeat the monsters in the cave. He'll give you the Goron's Bracelet to help, which can be used to pick up and use Bomb Flowers that grow around Death Mountain.

Before you leave Darunia's Room, whip out a Deku Stick and light it on the torch in his cave. Quickly run back outside, and use the flaming Deku Stick to light the empty sconce outside. Swing your sword to put away the Deku Stick, then pull out another Deku Stick and light it again. Use the flame to light all of the braziers on the bottom level of Goron City. Once all the braziers

are lit, then the giant pot in the middle of the room will begin spinning. This is absolutely useless for now, but after we finish the next dungeon we'll be coming back to finish the puzzle. You can also use the lit Deku Stick to ignite the Bomb Flowers near the sealed up room, which will blow open the wall and let you access the Goron City Shop (not that it has anything of real value to buy... yet).

Head up the stairs between the pair of yellow-striped posts to reach the second level of Goron City. Run to the right, where you will find two unlit torched and a Goron sitting in front of a tunnel. Run down this tunnel to see a long line of boulders surrounded by Bomb Flowers. Pick up one of the Bomb Flowers, and drop it near the boulders to clear a path. Go through to the end of the tunnel.

Lost Woods

New Quest Item: Gold Skulltula Token x1 [GSOOT015]

Welcome back to the Lost Woods! It's time to unload that Skull Mask for the Happy Mask Trading Game, and get the second Deku Stick upgrade as well. If you want to skip this section, then go down to the heading that reads "Goron City."

Go left through the tunnel, then left again, then left one final time. You'll be in a small clearing which is a dead end. Defeat both of the Business Scrubs here, then look for the patch of soft earth near the right Business Scrub. Release your Bottled Bugs near the patch of soft earth, and recapture one of the bugs before they all disappear. Kill the Gold Skulltula who emerges from the patch, and take its token.

Now, run to the large tree in the back of the clearing, and look for a cluster of butterflies in the tall grass. These butterflies are actually gathered around an invisible pit. Drop down into the pit to reach the Forest Stage.

Forest Stage

New Upgrade: Deku Sticks x30

Put on the Skull Mask and take a few steps forward. The Deku Scrubs in the stage will begin to cheer and mob you. Run over to the right side of the room (facing from the entrance), and the Deku Scrub Chief will increase the number of Deku Sticks you can carry by 10. Once you have the upgrade, enter the beam of light to return to the Lost Woods.

Lost Woods

New Quest Item: Gold Skulltula Token x1 [GSOOT016]

Leave the clearing through the log tunnel, then go right, right again, and then left. Hang a right, then forward, and forward again. You'll find yourself back by the Lone Skullkid. If you haven't played Saria's Song for him yet, then do so now for the Piece of Heart he has. Otherwise, speak to him while wearing the Skull Mask, and he'll buy it from you. Unfortunately, he'll buy it from you for less than it's worth, so you're going to have to pay the difference next time you're in town.

Once you have sold the Skull Mask, enter the mouth of the log tunnel behind you. At the edge of the cliff on the other side is another patch of soft earth. Drop a Bottled Bug into the patch (remember to recapture one of the three bugs that pops out), and kill the Gold Skulltula who emerges from the earth. Take its token. If you still haven't purchased the first Deku Stick


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+-----Inventory Checklist-----+
|X Deku Stick      X Deku Nut      X Fairy Slingshot X Fairy Ocarina |
|_ Bombs          _ Bombchus      _ Magic Beans     _ Boomerang      |
|_ Ocarina of Time _ Din's Fire    _ Farore's Wind   _ Nayru's Love   |
|_ Fairy Bow      _ Fire Arrow    _ Ice Arrow       _ Light Arrow    |
|_ Hookshot       _ Longshot      _ Lens of Truth   _ Megaton Hammer|
|X Bottle #1      X Bottle #2     _ Bottle #3       _ Bottle #4      |
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+-----Song Checklist-----+
|X Zelda's Lullaby      X Epona's Song      X Saria's Song    |
|X Sun's Song          _ Song of Time      _ Song of Storms  |
|_ Minuet of Forest    _ Bolero of Fire    _ Serenade of Water|
|_ Requiem of Spirit   _ Nocturne of Shadow _ Prelude of Light |
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+-----Equipment Checklist-----+
|X Kokiri Sword      _ Master Sword      _ Biggoron Sword  |
|X Deku Shield        X Hylian Shield     _ Mirror Shield   |
|X Kokiri Tunic       _ Goron Tunic       _ Zora Tunic      |
|X Kokiri Boots       _ Iron Boots        _ Hover Boots     |
|X Ammo Pouch         X Big Ammo Pouch    X Biggest Ammo Pouch|
|_ Quiver             _ Big Quiver        _ Biggest Quiver  |
|_ Bomb Bag           _ Big Bomb Bag      _ Biggest Bomb Bag|
|X Goron Bracelet     _ Silver Gauntlets  _ Gold Gauntlets  |
|X Child's Wallet     X Adult's Wallet    _ Giant's Wallet  |
|_ Silver Scale       _ Gold Scale        _ Stone of Agony  |
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+-----Upgrade Checklist-----+
|_ Super Spin Attack  _ Magic Meter       _ Extended Magic Meter|
|_ Enhanced Defense   X Deku Stick Cap. Up. #1 X Deku Stick Cap. Up. #2|
|_ Deku Nut Cap. Up. #1 _ Deku Nut Cap. Up. #2 _ Epona              |
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+-----Mask Checklist-----+
|X Keaton Mask      X Skull Mask      _ Spooky Mask     _ Bunny Hood     |
|_ Mask of Truth    _ Goron Mask      _ Zora Mask       _ Gerudo Mask    |
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+-----Trading Sidequest Checklist-----+
|_ Pocket Egg        _ Pocket Cucco     _ Cojiro          _ Odd Mushroom   |
|_ Odd Potion        _ Poacher's Saw    _ B. Goron's Sword _ Prescription    |
|_ Eyeball Frog      _ Biggoron's Eyedrops _ Claim Check     |
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The game's second dungeon, Dodongo's Cavern, doesn't make a huge leap forward in terms of concept, though there are many more puzzles to be solved and the dungeon takes much longer. The main goal of the dungeon is to open the large Dodongo's Skull in the rear of the Cavern's main chamber, where the boss resides. To do this, the player must first find a way to the catwalk above the Skull. Simple to describe, easy to do, but it's still a dungeon. Don't get sloppy.

----- Dodongo's Cavern - Antechamber

If you still haven't equipped your Hylian Shield, then do so now. The Deku Shield can get destroyed very quickly in this place.

Grab one of the Bomb Flowers to your right, and throw it near the cracked wall. The explosion will destroy the wall, revealing Dodongo's Cavern. Run forward into the large antechamber, and along the wooden flooring. Jump out to the large island in the middle of the embers. Dodge the Beamos, and head to the

right side of the room.

Grab the bomb flower in front of the large window, and quickly L-Target the Beamos enemy to the right of the Bomb Flower. Run at the Beamos, and throw the Bomb Flower at it. If you do it right, then the Bomb Flower should strike the Beamos on the head and cause the whole apparatus to explode. Grab another Bomb Flower and use it to blow open the sealed wall to the right of the Beamos. Go through the darkened tunnel to the next room.

Dodongo's Cavern - Lower Southeast Hall

Run forward a bit, and quickly kill the Baby Dodongos who come out of the ground. Be careful, though, as hitting them will cause them to explode. Move out of the way as quick as you can to avoid damage. Once the Dodongos are dead or have run away, keep following the hall. You will come to a place where another Baby Dodongo appears, as well as a sealed up wall. Stand next to the sealed up wall, and then kill the Baby Dodongo as it moves by it. The explosion will destroy the barrier, letting you access the door on the other side. If you screw up, you'll have to leave the dungeon and re-enter to reset the Baby Dodongos.

Dodongo's Cavern - Torch Room

New Quest Item: Gold Skulltula Token x1 [GSOOT018]

Kill the trio of Keese on the opposite wall. Watch out though; if they fly through the flame of the torch, they will catch on fire and deal additional damage (and also destroy your Deku Shield if you are still using it). Use the Hylian Shield to absorb their attacks and douse the flame. Kill the Gold Skulltula on the wall, take the token (you may need to use a backflip to reach it), and return to the Lower Southeast Hall.

Dodongo's Cavern - Lower Southeast Hall

Turn to the right and kill the respawned Baby Dodongos. Climb up the ledge and run to the other end of the room. Grab ahold of one of the Armos Statues, and push it into place onto the gray switch. This will unlock the door. Jump up onto the ledge and enter the door.

Dodongo's Cavern - Southeast Passage

L-Target the Keese on either side of the room and kill them with the Slingshot. Break open the pots, take their contents, and head through the door on the other end of the passage.

Dodongo's Cavern - Lizalfos Nest (lower)

This room contains a new kind of enemy - the Lizalfos. These enemies usually travel in pairs, and take turns fighting their target (in this case, you). Don't bother chasing after them - they just run away. Wait for them to come to you. Luckily, all of their attacks are easily blocked using the Turtle Shield technique. After they've attacked, quickly swing out with your sword. Keep on playing the waiting game until both of the Lizalfos are defeated.

After the Lizalfos are dead, the door on the west side of the room will unlock. Go through it.

Dodongo's Cavern - Dodongo Breeding Ground

Run to the end of the passage, noting the sealed wall to the right. Behind it is a door to a room which contains a lousy Business Scrub who sells Deku Sticks for fifteen rupees a pop. You shouldn't be short on Deku Sticks at all, so ignore the wall unless you need one.

Run to the end of the passage, and kill the pair of Dodongos in the long room by running around behind them and attacking their tail. Watch out - they blow up just like the Baby Dodongos. Return to the entrance to the long room and light a Deku Stick on the torch. Use the flaming Deku Stick to light the three empty sconces along the room (each is very near to where one of the three Dodongos was). Once all three are lit, the door at the west end of the hall will open. Go through it.

Dodongo's Cavern - Antechamber
New Dungeon Item: Dungeon Map

You are now inside the "window" you passed earlier in the Antechamber, the large room with the giant Dodongo's head. Run forward and step onto the switch, which will open the door on the far side of the room. Drop down out of the window. If you miss the switch, you'll have to go all the way back around and hit it again.

Run across the platforms and cliffs to the west side of the room. Before you go through the door you just unlocked, grab the Bomb Flower near the door and use it to blast open the sealed wall to the left of the Bomb Flower. Open the chest on the other side to find the Dungeon Map. Go through the door you unlocked, in the northwest corner of the room.

Dodongo's Cavern - Bomb Flower Room

Run down the hall and into the room. Note the large number of Bomb Flowers clustered around the iron pillar. Go to the south end of the room, and use the Bomb Flower against the oddly-colored wall to break open the sealed wall. Go through the opened wall and through the door.

Dodongo's Cavern - Armos Trap Room
New Dungeon Item: Compass

This room contains three Armos Statues surrounding a chest. In order to reach the chest, you're going to have to destroy the Armos Knight in front of the chest. This Armos Knight isn't like the ones you've seen previously - this one will come to life if you touch it. To defeat it, grab a Bomb Flower, and drop it near the Armos Knight (don't throw it - drop it). Just before the Bomb Flower explodes, strike the Armos Knight with your sword to bring it to life. The explosion will kill the Knight, and he will begin spinning rapidly and flashing. After a few seconds, it will explode. Try to stay out of the Knight's range until after this time. Open the chest to find the Compass, then return to the previous room.

Dodongo's Cavern - Bomb Flower Room
New Quest Item: Gold Skulltula Token x1 [GSOOT019]

Grab the Bomb Flower to your right as you come out of the door, and throw it directly between the two long lines of Bomb Flowers surrounding the Iron Pillar. The Bomb Flowers will all ignite simultaneously, moving the pillar to a lower level. If the Bomb Flower isn't thrown in the exact center of the lines, then it won't ignite properly.

Once the pillar has dropped, climb up the stairs it created to the top. There is a Gold Skulltula in an alcove here, but we won't be able to reach it until we come back later with the Boomerang. Go left or right at the top of the iron pillar, and follow the path as it winds around to the top of the room. Destroy the Skulltula and the Gold Skulltula hanging from the ivy, then climb up the ivy to grab the token. Drop back down and go through the door in front of the ivy.

Dodongo's Cavern - Pillar Room

This room has a pair of Fire Keese flying around it. Circle around the room, taking them out with the Slingshot. Use the Turtle Shield guard if a Keese starts to fly at you. Go around to the south side of the pillar, and note the ladder behind the Armos Statue. Pull the Armos Statue away from the ladder, and be careful not to touch any of the other statues - they are actually Armos Knights in disguise.

Climb up the ladder to the top of the pillar, and step on the switch to unlock the door in the east of the room. Go east to the next room.

Dodongo's Cavern - Antechamber

You're now very high up in the Antechamber, on the rear catwalks in the upper level. Run forward and along the catwalk. Run past or kill the Fire Keese, and leap over the gap in the catwalk. Run through the tunnel to the room on the other side.

Dodongo's Cavern - Blade Trap Room

This room is full of pillars, and has a number of blade traps which spring towards you if you enter their line of sight. Run between the line of pillars to the rear of the room, where there is a stone block set in the wall beneath a ladder. Climb onto the stone block, then up the ladder. Stand on the narrow ledge at the top of the cliff, and carefully turn around so that you can see the small platform. Jump out to it; you'll just barely make it.

Open the chest for a red rupee. Grab the Bomb Flower, and hold onto it until it is almost ready to explode. Then, throw it at the wall above the ladder to blast open the seal. Once the seal is destroyed, jump out to the opened tunnel and run through the tunnel to the next room.

Dodongo's Cavern - The Solo Eye Room

Shoot the golden eye above the circle of flames with your Slingshot, and the ring of fire will disappear. Jump across the now flame-free platform to the other side, and through the tunnel. Watch out for the Baby Dodongo's who will unearth themselves along the way. Go through the door at the end of the hall.

Dodongo's Cavern - Lizalfos Nest (upper)

This is the upper level of the Lizalfos Nest room (the lower level is off the cliff on the other side of the room). Kill the Lizalfos exactly how you did before; wait for the Lizalfos to come to you, block their attacks with the Turtle Shield technique, and attack with Jump Attacks. Once both of the Lizalfos are dead, the door to the west will open. Go through it.

Dodongo's Cavern - The Double Eye Room

This room is similar to the Solo Eye Room, but there are now two eyes you have to shoot. Begin by shooting the eye on the high wall, above the flames. The first ring of flames will disappear. Jump out to the platform, and look to the left to see another golden eye in an alcove. Shoot this with your Slingshot as well, and the second ring of flames will disappear, leaving you free to jump the rest of the way across. Run through the darkened tunnel to the next room.

Dodongo's Cavern - Blade Trap Room

New Item: Bomb

New Equipment: Bomb Bag x20

You're now in the upper area of the Blade Trap Room. Jump across the gap, and turn to the right to see a chest on an upper ledge. Jump up to the ledge and open the chest to find the Bomb Bag, which contains 20 Bombs. Turn around, and go through the tunnel to the right.

Dodongo's Cavern - Antechamber

You're back in the Antechamber, this time in the upper level near the front of the room. Step onto the switch directly in front of you, and one of the floating pillars below will rise to the top, giving you access to the upper level of the dungeon should you fall.

Run to the right, and head across the catwalk. Jump over the first gap in the catwalk, so that you are standing in between the two gaps. Using your new bombs, drop bombs through the gaps in the catwalk so that they land in the giant Dodongo's skulls eye sockets (press the C-Button assigned to Bombs twice to drop bombs). Igniting blasts in both eye sockets will cause the skull to open it's mouth, letting you access the last area of the dungeon.

Before you drop down and enter the Dodongo's mouth, run to the end of the catwalk and blow open the sealed wall. Open the chest for a replacement Deku Shield, or a blue rupee if you still have your old one. Drop down to the central platform in the Antechamber and enter the Dodongo's mouth. Enter the door inside.

Dodongo's Cavern - Back Room

Drop down into the large pit area. Kill the Fire Keese flapping around the room, then climb up the ledge to the east. Run through the darkened tunnel to the next room.

Dodongo's Cavern - Goron Graveyard

Run down the tunnel and follow it's curve to the left. Jump down into the pit on the other side of the tunnel, and watch out for the two Fire Keese who will

come swooping in. Go to the left, around the barrier, and then to the right on it's other side. Run to the far wall, and jump up and over the small ledge. Go down into the pit on the other side. There is a sealed wall here. Climb up next to it and drop a bomb next to the wall to break it open. Go through the door on the other side.

Dodongo's Cavern - Armos Knight Room

New Quest Item: Gold Skulltula Token x1 [GSOOT020]

This room contains a single Gold Skulltula, behind an Armos Knight statue. Normally, you'd have to kill the Armos Knight to reach the Gold Skulltula, but not so this time. Kill the Gold Skulltula with your Slingshot, then carefully move forward to grab the token without touching the Knight.

Return to the previous room. If you do accidentally brush against the Armos Knight, use your Bombs to defeat him.

Dodongo's Cavern - Goron Graveyard

Drop down from the doorway, and climb up the ledge to the left. Watch out for the Fire Keese, who have respawned. On the ledge, climb up onto the brown block, then climb again onto the next ledge. Run to the end of the ledge, and jump down into the pit. Break the pots to find recovery items and a Fairy (put it in a bottle if you have a spare). Enter the darkened tunnel after you have pilfered the items.

Dodongo's Cavern - Backroom

Run to the end of the tunnel until you reach a brown stone block set into a track in the floor. Push the block off the edge to the floor below. Kill the Fire Keese in the room, then pull the stone block away from the wall. Once it's far enough away that you can move around to it's other side, push the block into the opening in the floor in center of the room, and the western door will unlock. Go through it.

Dodongo's Cavern - The Pit

Open the chest on the other end of the room to get some Bombs, then drop a Bomb onto the iron plate in the middle of the room. After the bomb explodes, the plate will disintegrate, letting you drop down the pit into the room below. Drop down.

-----B-O-S-S-----

Infernal Dinosaur KING DODONGO

New Upgrade: Heart Container x1

New Quest Item: Goron's Ruby

King Dodongo is a very easy boss (arguably easier than Gohma, but it's a difficult argument). He has two main phases; one, where he lumbers around the room in a circle, and will breathe fire at you. Two, where he rolls up into a ball and ricochets around the room. In order to damage him, you must wait for him to begin inhaling in the first phase, and quickly throw a Bomb into his mouth. The bomb will explode in his stomach, stunning the King Dodongo for a few seconds. You are given only one sword swing when he is stunned, so make it a Jump Attack.

X Goron Bracelet	_ Silver Gauntlets	_ Gold Gauntlets	
X Child's Wallet	X Adult's Wallet	_ Giant's Wallet	
_ Silver Scale	_ Gold Scale	_ Stone of Agony	
+-----Upgrade Checklist-----+			
_ Super Spin Attack	_ Magic Meter	_ Extended Magic Meter	
_ Enhanced Defense	X Deku Stick Cap. Up. #1	X Deku Stick Cap. Up. #2	
_ Deku Nut Cap. Up. #1	_ Deku Nut Cap. Up. #2	_ Epona	
+-----Mask Checklist-----+			
X Keaton Mask	X Skull Mask	_ Spooky Mask	_ Bunny Hood
_ Mask of Truth	_ Goron Mask	_ Zora Mask	_ Gerudo Mask
+-----Trading Sidequest Checklist-----+			
_ Pocket Egg	_ Pocket Cucco	_ Cojiro	_ Odd Mushroom
_ Odd Potion	_ Poacher's Saw	_ B. Goron's Sword	_ Prescription
_ Eyeball Frog	_ Biggoron's Eyedrops	_ Claim Check	
+-----			

Death Mountain Trail

New Quest Item: Gold Skulltula Token x1 [GSOOT021]

Go to the right and drop off the cliff. Kill the Tektites, then look for the oddly-shaped and oddly-colored bit of wall. Use a Bomb to blast open the wall, then use the Slingshot to kill the Gold Skulltula on the inside. The wall is climbable; climb up it to grab the Token.

Head back towards Dodongo's Cavern, and begin climbing up the Trail back towards Goron City. Kill any Tektites you may come across along the way. Turn right at the Red Flag, and keep heading for Goron City. You'll find another odd part of wall identical to the one that hid the Gold Skulltula. Blow it open if you like, but don't open the chest inside unless you need rupees - it contains a 50 rupee piece. Head down into Goron City.

Goron City

New Upgrade: Piece of Heart x1 [HPOOT09]

New Equipment: Bomb Bag x30

New Quest Item: Gold Skulltula Token x1 [GSOOT022]

Go to the left from the entrance until you reach a barrier of boulders. Use a bomb to blow open a path, and go through the tunnel behind and to the left of the boulders.

You'll come to a room overflowing with boulders. The brown ones can be blown up with bombs; the silver ones cannot. Destroy the brown rock to your right as you enter the "rock maze," then the brown rock behind it. Go through the gap you have created, and destroy the brown rock on the left. Go through the new gap, and take a right. Destroy the brown stone directly in front of you, and you will reach the end of the "maze."

The chests contains two more fifty rupee pieces - save them for later if your Adult's Wallet is maxed. Roll into the crate here to destroy it, and kill the Gold Skulltula that appears. Take it's token, and return to the main part of Goron City. You now have 20 Skulltula Tokens, enough for the second reward from the House of Skulltula in Kakariko Village. We'll get to it in a few minutes.

Drop down to the third level of the city (the level directly beneath the top floor), where there is a Biggoron rolling around the level in a giant loop. You can stop him by placing a bomb in his path so that it explodes just as he passes over it. If you do this while he is passing through the tunnel in the northern part of the third floor, then he will give you the Bomb Bag x30 as a reward for your daring.

Once you have the Big Bomb Bag, drop down to the second level of Goron City (the level directly below the floor with the Rolling Biggoron). If you still haven't lit all of the torches on the bottom floor using the flame from Darunia's room, then do it now. This will cause the giant pot to begin rotating around the room. From the second level, you can throw bombs into the giant pot. If you successfully land a bomb inside the pot, then it will begin to spin rapidly, finally coming to a stop. If it stops on the side with the happy face, then you will get a Piece of Heart.

Once you have the Piece of Heart, climb back up to the second level of Goron City and use the secret passage to go to the Lost Woods.

Lost Woods

New Upgrade: Deku Nut Upgrade x30

Go left as you come out of the Goron City tunnel, and left again at the pool in the next area. Go straight at the next crossroads, and then left. Use a Bomb to blow up the boulder in the corner of this crossroads. Drop down the pit, and defeat both of the Business Scrubs inside with your Slingshot. One of them will increase the number of Deku Nuts you can carry for forty rupees. Accept the deal, then return to Goron City.

Goron City

Climb to the top level of Goron City and return to Death Mountain Trail.

Death Mountain Trail

Return to the Red Flag, on the right side of the road leading down from Goron City. Begin climbing the steeper part of the trail, on the left side of the flag post as you face Goron City. After a short climb up a steep slope, you come to a series of ledges with numerous boulders on it. Use bombs to destroy each of these boulders, and climb up the series of ledges. You will have to throw a bomb at one of the boulders to destroy it, so remember to hold it until just before it is ready to explode. The last boulder at the top of the ledges hides a pit, which contains, among other things, a Cow which you can use to replenish your supply of Milk (play Epona's Song).

Keep heading north, further up the Trail. After a short distance, the volcano will begin erupting, spewing lava down onto you. When you see the shadow beneath you, hide under the Hylian Shield with R to absorb the damage. Once you reach the cliff face, the eruptions will stop.

Once you are at the cliff face, use your Slingshot to kill the Skulltula, then climb up the wall to the first ledge. Shoot down another Skulltula with your Slingshot, then climb up to the second ledge. On the second ledge, shoot down another Skulltula, then climb up to the highest peak of the mountain.

Kaepora Gaebora waits for you here. DO NOT SPEAK TO HIM. If you do, he'll give you a ride back down the mountain to Kakariko Village, which you don't

want to do just yet. Bomb the oddly-colored wall to the left of KG, and enter the cave.

Death Mountain Trail - Great Fairy's Fountain
New Upgrade: Magic Meter x1, Super Spin Attack

Run forward to the fountain, and stand on the Triforce emblem. Play Zelda's Lullaby to make the Dominatrix er, uh... Great Fairy appear. She will teach you the Super Spin Attack, which adds extra damage and range to your basic Spin Attack. She'll also grant you a Magic Meter. Leave the Fountain to return to Death Mountain Trail.

Death Mountain Trail

Don't speak with Kaepora Gaebora just yet. We've got one more Gold Skulltula token to grab while we're up here. Enter the cave face to the right of KG.

Death Mountain Crater
New Quest Item: Gold Skulltula Token x1 [GSOOT023]

Young Link can't handle the intense flames of Death Mountain Crater. You'll have to return when Link is older, wiser, and has some sexy new clothes before you can do much here. For the moment, smash both of the crates to your left as soon as you enter to find a Gold Skulltula. Kill it and take it's token, then go back out to the Trail.

Death Mountain Trail

Speak with Kaepora Gaebora, who will give you a lift down the mountain to Kakariko Village.

Kakariko Village

You're done on Death Mountain for a little while, so if you like you can switch back to your Deku Shield now.

Kaepora Gaebora not only brought you back to Kakariko Village... he even dropped you on top of Impa's House! What a guy! If you didn't get the Piece of Heart from inside of Impa's House, then get it now by dropping down from the roof onto the balcony above the Cucco Pasture. If you miss it, then play the Sun's Song and you'll warp back to the top of the roof.

Once you have the Piece of Heart, or if you already had it from your first visit to Kakariko, then drop down off the roof, and enter the House of Skulltula, the single-story building directly across from Impa's House.

House of Skulltula
New Quest Item: Stone of Agony

Go to the left side of the room, where a recently-decursed man will give you the Stone of Agony. The Stone works in conjunction with the Gamecube controller's rumble feature, and shakes when you go near hidden entrances that need to be bombed open. Sure, this is only useful for finding only a handful of Gold Skulltulas, but hey... it's still kind of cool. Head back outside.

Kakariko Village

Leave through the west end of the village to Hyrule Field.

Hyrule Field

Before we continue on with our journey, we have a few errands to run in Hyrule Castle. Head west from Kakariko Village to Hyrule Castle. If it is nighttime, play the Sun's Song to open the gates. Enter Hyrule Castle, and go through the Market to the Garden.

Hyrule Castle - Garden

Climb the ivy on the right to the cliff above the gate. Run over to the marble gate, and drop down on the other side. Run over to the dead end (it's marked with a sign which reads "Dead End"). Bomb the boulder to reveal a small tunnel. Crawl through the tunnel to find another Great Fairy's Fountain.

Hyrule Castle - Great Fairy's Fountain
New Item: Din's Fire

Run to the Fountain, and stand on the Triforce Emblem. Play Zelda's Lullaby on the Ocarina to make another Dominatrix appear. She'll give you Din's Fire, an area of effect spell which burns all enemies in the room (and can also light large numbers of braziers at the same time). Return through the cave mouth.

Hyrule Castle - Garden

Allow one of the guards to spot you, and you will be thrown back out to the gate. Return to Hyrule Castle Market.

Hyrule Castle - Market

One of the shops in the Market which was closed on your last visit, is now open. Go to the left side of the Market, and enter the building with the large poster, whose door is at the foot of the long stairset.

Hyrule Castle - Bombchu Bowling Alley
New Upgrade: Piece of Heart x1 [HPOOT10]
New Equipment: Bomb Bag x40
New Item: Bombchus

This minigame has no less than three new things to win (Piece of Heart, Bomb Bag and Bombchus), and isn't cheap to play. You may have to return to the Hyrule Castle Gatehouse or do the Drawbridge Rupee Trick multiple times before you finally get all three rewards. It isn't imperative that you get the Bombchus, but you'll probably end up winning them trying to get the Bomb Bag and the Piece of Heart anyway. Pay the clerk 30 rupees to play the game.

The object of Bombchu Bowling is to send the Bombchu (a mobile bomb) into the hole on the opposite end of the course. The course has three different goals to obtain, each one becoming progressively more difficult. Completing all

three goals successfully will win you whatever prize the clerk showed you at the start.

For the first goal, the target is always in the center of the field. Simply stand in the exact middle of the field (slightly to the right of the center arrow is the exact middle of the field) and time it so your Bombchu avoids the Blade Trap. The next level of the field can be on the top, left, or right, and adds a small Cucco to dodge. The Cucco isn't as predictable as the Blade Trap in it's movements, but is so small it almost isn't an issue. The last goal is always in the exact center, and adds a Fat Cucco who always stands roughly in the center of the field (but you can sneak a Bomchu by it if you're careful).

When you're playing Bombchu Bowling, always position yourself in the center of the field. The one exception is when the target appears on the right in the second round; you have to minorly adjust your position to the left or right, otherwise it's impossible to angle yourself properly for the Bombchu to enter the target. If the hole appears on the left side of the field, then adjust your angle so that the Bombchu goes along the floor, then the wall, then into the hole. For holes in the center or top of the playing field, simply wait until all of the targets are in the right position, and send a Bombchu straight down the middle. Absolutely never play anywhere except in the exact center of the field (again, except for when the target appears on the right in the second round). Bombchu Bowling is, ultimately, more a game of patience and timing than luck.

Once you have at least the Piece of Heart and the Bomb Bag, you can leave. As I already said, the Bombchus are entirely optional.

Hyrule Castle - Market (daytime)

If you're doing the Happy Mask Trading Sequence, then head for the Happy Mask Shop. If you're not going to do it, then head for Zora's River, which is in Hyrule Field at the 2:00 position, and skip down to the heading marked Zora's River.

Hyrule Castle - Happy Mask Shop (daytime)

New Item: Spooky Mask

Pay the 20 rupees for the Skull Mask, then borrow the Spooky Mask. Return to Kakariko Village and go to the Graveyard.

Kakariko Graveyard (daytime)

If it's nighttime, play the Sun's Song to change it to Day. Speak with Dampe's Fanboy (the little kid who walks around the graves during the day) while wearing the Spooky Mask, and he'll buy it from you for 30 rupees. Now, let's return to Hyrule Castle Market and get the last Happy Mask. Return to the Happy Mask Shop in Hyrule Castle Market.

Hyrule Castle - Happy Mask Shop (daytime)

New Item: Bunny Hood

Pay the 30 rupees for the Spooky Mask, then borrow the Bunny Hood. Now it's time to catch up with those lazy people who don't bother to do the Happy Mask Trading Sequence. Return to Hyrule Field.


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+-----Trading Sidequest Checklist-----+
|_ Pocket Egg      _ Pocket Cucco      _ Cojiro          _ Odd Mushroom    |
|_ Odd Potion      _ Poacher's Saw      _ B. Goron's Sword _ Prescription     |
|_ Eyeball Frog    _ Biggoron's Eyedrops _ Claim Check     |
|                                                           |
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Hyrule Field

We're now headed for Zora's River. It's a small passage at the 2:00 position in Hyrule Field, a short ways upstream from Kakariko Village. The entrance is the same pond that Link stops Epona at to drink in the game's demo sequence on the title screen.

Zora's River

New Items: Magic Beans

New Upgrades: Piece of Heart x2 [HPOOT11] [HPOOT12]

New Quest Item: Gold Skulltula Token x2 [GSOOT024] [GSOOT025]

Run forward a few feet, and Kaepora Gaebora will stop you to barrage you with another wall of text. After he's gone, roll into the tree to make a Gold Skulltula appear. Kill it and take it's Token, then bomb the stones blocking the path. Follow the river upstream until you reach an iron gate. Speak to the fat slob-like guy, and buy as many Magic Beans from him as you can. They become progressively more expensive as you buy more; just keep buying them until you go broke.

Plant one of the Magic Beans in the patch of soft earth next to the Bean Man. Don't bother dropping a bug in this one; this is the only earthy patch in the game which doesn't have a Gold Skulltula. Run back a ways to where the river bends. There is a patch of dirt here, and a patch of dirt on the other side, indicating where some kind of bridge used to exist. Jump across the gap to reach the other side of the river.

Keep going upriver, and ignore the Octorok who appears. Jump over the small gap in the river, then run up to where there is a small hill on the left. Run up this hill, and jump over the small gap. Hang a right, then run until you hit a wall, then go right again. Drop down off the cliff here, then run forward. There is a log leading into the river here; carefully jump onto the log, and walk slowly to the edge of the log where there is a small, white circle. Stand on this circle, and pull out your Ocarina.

Play the Frogs each of the four songs that you have learned so far (Zelda's Lullaby, Epona's Song, The Sun's Song and Saria's Song). The frogs will award you with fifty rupees for each song. After you have played all four songs, return to the Bean Man and keep buying Magic Beans from him until you go broke again. To reach the Bean Man, just jump into the river and ride it downstream, and get back onto dry land at the shallow part on the left near the Octorok.

You were probably only able to buy five or six beans. This is okay; we'll come back later to buy the rest of them once we have the Adult's Wallet. From the Bean Man, turn around. You'll see a Cucco running around a circle of rocks. Grab the Cucco, and return to the Musical Frogs. You'll see a Piece of Heart sitting on a pillar on the way; this is what we're going for with the Cucco.

From the Musical Frogs, run forward, and throw the Cucco up the cliff. Immediately jump up and grab it quickly - if it runs into the water, it will disappear and respawn back at the beginning of the area. Turn to the right,

and run into the river (it's shallow enough that you won't be swept away). Throw the Cucco up to the next cliff level, and quickly jump up after it and grab it before it goes into the water. Run to the south edge of this cliff, where there is a small waterfall. If you look downstream, you will see a small ledge sitting just above the water line. Jump out holding the Cucco, and glide down to the ledge. Throw the Cucco away; we won't be needing this one anymore.

Climb the ladder. At the top, note the Cucco running around. Grab it, and run to the northern edge. Jump over to the cliff with the Gossip Stone on it, then turn to the west to see the tall pillar with the Piece of Heart on it. You'll have to jump out with the Cucco, and land on the pillar to get the Piece of Heart.

Grabbing the Piece of Heart will make you drop the Cucco, who will probably run away. The bad news is, we need a Cucco still. Jump into the river and ride it downstream back to the beginning of the area. Grab the Cucco near the Bean Man, and return to the small waterfall (where we leapt off to reach the small ledge).

With the Cucco over your head, run to the east, across the shallow riverbed and up the hill. Go across the wooden bridge, and around the corner where you will find a large waterfall. Take a right up the zig-zaggy path, and jump down to the lower path. Go to the right, up and around, and then to the left, across the plaque, until you hit the wall. Look to the left, and you will see another Piece of Heart. Leap off with the Cucco over your head, and you will glide out to the Piece of Heart (which should complete your eighth Heart Container).

You're done with the Cuccos now. There's still one more Gold Skulltula Token to get before we enter Zora's Domain. If it's daytime, play the Sun's Song to make it night (time passes normally in this zone, so you won't warp back to the entrance). From the platform that you picked the Piece of Heart from, drop straight down, where you will see a ladder rising from the river bed to the zig-zagging path. A Gold Skulltula climbs on it. Kill the Skulltula with the Slingshot, and climb up the ladder to take it's Token.

From the top of the ladder, go around the zig-zagging path, and stand on the plaque before the waterfall. Play Zelda's Lullaby, and the waterfall will retract, letting you access the doorway behind it. Jump over to the doorway and go through to enter Zora's Domain.

Zora's Domain
New Upgrade: Piece of Heart x1 [HPOOT13]
New Equipment: Silver Scale

Hug the wall on the right, and keep following the path until it splits to the left and right. Go left. At the top is the King Zora, who has to be one of the fattest fish-persons you'll ever see. Look to the left as you enter his "throne room," and you'll find a torch. Light it with your Deku Stick, and quickly run back down the stairs and light the torch you find there with the Deku Stick. Pull out a new Deku Stick, and light it again.

Run down the stone path, and take a left down the path we passed earlier. Light the burned-out brazier next to the cave mouth around the corner, and keep going forward through the shallow water to light another brazier. Put away your Deku Stick, and run to the left to a small alcove behind the waterfall, where there are two more braziers. Use Din's Fire to light them both. If you did it fast enough so that you lit all the braziers without any of them burning out, then a chest will appear behind the Waterfall which contains a Piece of Heart.

Once you have the Piece of Heart, return to the King's Throne Room. Run down the tunnel to the left of the king, and at the end you'll find a Zora. Play the Diving Minigame with him for 20 rupees (you need it's reward, the Silver Scale, to progress). If you don't have twenty rupees, then return to the Zora's River area and ride downstream to pick up invisible rupees from the riverbed.

The Diving Minigame is relatively easy. The Zora will throw a handful of rupees off the waterfall, which you need to dive down and grab. Simply position yourself above the rupees, and hold down A as you dive down to grab them. Once you get better at it, you can grab multiple rupees in one dive. Once you have grabbed all of the rupees from around the waterfall, the Zora will call down for you to return to him and he'll give you a reward. He'll give you the Silver Scale, which doubles how deep you can go in a single dive.

Once you have the Silver Scale, dive off the waterfall again, and head for the area slightly south of the waterfall. There is a tunnel under the water here. Dive down and enter this tunnel to warp to Lake Hylia.

Lake Hylia

New Item: Bottle x1

New Quest Item: Gold Skulltulla Token x2 [GSOOT026] [GSOOT027]

There's a ton to do here in Lake Hylia, so let's get through it quickly. The first thing, is to swim a short ways south from where you emerge from the tunnel from Zora's Domain. On the floor of the lake, near a ruined pillar, there is a Bottle. Dive down and grab it. You'll find that the Bottle already contains a Letter! This is actually the SOS sent by the Princess Ruto, who is trapped inside Lord Jabu Jabu, the Zora demigod. You're going to want to take this back to King Zora, but not immediately. There's still plenty to do here.

Swim north, back to the shore, and head for the east coast, where there are two small gardens with two scarecrows in them. Show the Scarecrow in the lower garden your Ocarina, and he'll ask you to play a song for him. Play the easiest eight-note song you can come up with, and don't play any of the songs you have learned or will learn later. Make sure the song has at least two different notes. Write this song down somewhere; you're going to need it later.

Head west to the tall building, and look for a patch of soft earth near it. Release a Bug from your Bottle near the patch of earth (remember to recapture one), and kill the Gold Skulltulla that appears. Take it's token, then plant one of your Magic Beans. Go around to the west side of the building, and cross the wooden bridge that stretched across the Lake.

Ignore Kaepora Gaebora here; he'll give you a lift to Hyrule Castle, but you don't want to be going there. Keep going along the wooden bridge to the large island with the ancient dead tree on it. You'll also find another one of those mysterious platforms, like the one you saw in the Sacred Forest Meadow. Look east from the tree, and you'll see a small island with two pillars on it. Swim out to this island, and change the time to nighttime. A Gold Skulltulla will appear. Kill it and take it's Token.

Look to the north, where you will see a small island. Swim to the island, and enter the door built into the wall.

Lake Hylia - Fishing Pond

New Upgrade: Piece of Heart x1 [HPOOT14]

Speak with the Clerk to the right, and pay him 20 rupees to play the Fishing Minigame. He'll explain the fishing process to you.

In order to win the Piece of Heart, you have to capture a record breaking fish: nine pounds. There really isn't much advice that can be given for this. It's all about patience. L-Target a fish, then hit B to cast. Use the B button, the A button and the joystick to play with the lure and attract fish to the fly. The biggest fish are found near the submerged log on the left side of the pond and the reeds on the right. Once a fish is on the line, hold down A and pull backwards on the control stick to reel the fish in. With that information in hand, get fishing.

Once you have captured a nine-pound fish (minimum), return to the Clerk and show him your fish. He'll give you a Piece of Heart. Leave the Fishing Pond.

Lake Hylia

We're going to take a quick detour over to Gerudo Valley while we're here. There's never really any reason for Young Link to ever go there aside from the optional upgrades you can get there, so now is a good time as any as while we're in the neighborhood.

Head north out of Lake Hylia to return to Hyrule Field.

Hyrule Field
New Upgrade: Piece of Heart x1 [HPOOT36]

Climb the ladder onto the wall on the left. Run along the wall, and jump off to the right at it's end to land in the center of the small fenced-in corral. After Kaepora Gaebora is done telling you what a Lake is, move to the exact center of the corral and drop a bomb to reveal a pit. Use the Stone of Agony with the Gamecube controller's rumble feature to find it easier, if you have one. Drop down into the pit that appears, and defeat the Business Scrub inside. The Scrub will offer to sell you a Piece of Heart for ten rupees. That's not a typo. Ten rupees. Buy the Heart Piece, then return to Hyrule Field.

Jump out of the corral, and head northwest until you hit the road. Ignore any Peahats who you may attract on the way. After another meeting with Kaepora Gaebora, go west into a rocky, canyon-like area. Keep going west through the canyon until you reach the zone break to Gerudo Valley.

Gerudo Valley
New Upgrade: Piece of Heart x2 [HPOOT15] [HPOOT16]
New Quest Item: Gold Skulltula Token x1 [GSOOT028]

Run forward a short ways, and along the log bridge. Grab the Cucco on the other side of the log bridge, and then run to the edge of the canyon. Look to the opposite side of the canyon, and try to spot a small platform with a wooden crate on it. Once you have found it, jump out to it with the Cucco.

Glide slowly down to the crate, and then toss the Cucco into the wall. Roll into the crate to destroy it, and immediately pick up the Cucco again. If you do it fast enough, then the Cucco won't have time to jump into the river. If you miss it, then you'll have to jump down into the river, ride it downstream

to Lake Hylia, and then return to Gerudo Valley so you can get another Cucco. Fun!

Grab the Piece of Heart that was in the crate, which will cause you to drop the Cucco again. Hurry through the Piece of Heart victory text as fast as you can, and quickly pick up the Cucco again. If you miss it, then you'll have to jump into the river, ride it downstream to Lake Hylia, and then return to Gerudo Valley so you can get another Cucco. Fun!

From the platform with the Piece of Heart in the crate, face north, where you will see a narrow strip of land far below. Jump off, hugging the left wall. Ride the Cucco all the way down. It's a long way, but just be patient. Once you touch down on the narrow strip of land, toss the Cucco against the wall, as far away from the river as possible. You're still going to need it in a moment. Head for the southern edge of this strip of land, look for the patch of soft earth near the Cow.

Release some Bugs near the patch of soft earth. Remember to recapture one of the three bugs that comes out. Kill the Gold Skulltula that appears, and take it's Token. Plant the Magic Beans in the soft earth, then grab the Cucco. If it has run off the edge into the river, then you'll have to dive into the river, which will take you down to Lake Hylia, and run all the way back around to Gerudo Valley, so you can grab the Cucco again. Fun!

Once you have the Cucco and are back on the stretch of land, run to it's northern edge. Look behind the waterfall, and you will see a ladder. Jump out to the ladder, and don't drop the Cucco until you're pressing your face right up next to it. Luckily, there is no current in the area immediately behind the waterfall, so you can climb up onto it if you fall in the water. Climb to the top of the ladder, where you will find another Piece of Heart. Take it, then jump into the river and ride it downstream to return to Lake Hylia.

Lake Hylia

Swim to the submerged ruins near the shore, to the east of the Observatory and the west of the Scarecrows. Dive into the water and swim into the tunnel to return to Zora's Domain.

Zora's Domain

Return to King Zora's Throne Room, and show him the Bottled Letter. He'll then, uh... "move" aside, and beg Link to save his daughter from Jabu Jabu's Belly. We'll get to that in a moment. For now, return to the bottom level of Zora's Domain, and go to the area of shallow water near the waterfall. Catch one of the fish who swim around here in an empty Bottle. Return to King Zora's Throne room, and go on the narrow path on the right side of the chamber to reach his throne. Go through the tunnel behind his throne to reach Zora's Fountain.

Zora's Fountain

New Quest Item: Gold Skulltula Token x1 [GSOOT029]

This area is largely structured around the Zora Demigod, Jabu Jabu. We'll get to him in a moment; for now, swim to the island in the very southeast part of the Fountain. Roll into the tree to find a Gold Skulltula. Kill it and take it's token. Drop a bomb between the two boulders against the wall, and the wall will explode open revealing a massive cave opening. Go through the cave

to find your third Great Fairy's Fountain.

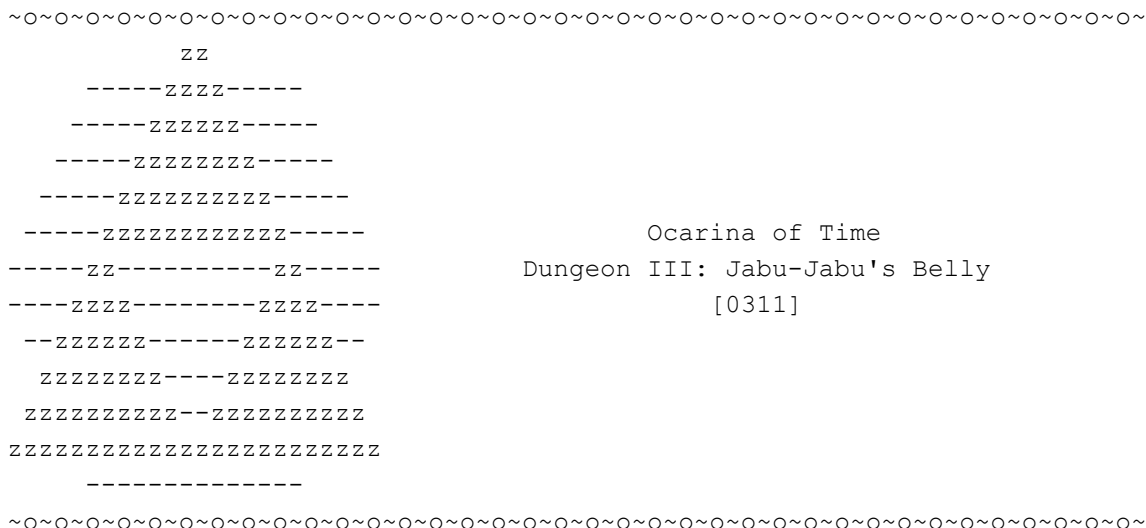
Great Fairy's Fountain
New Item: Farore's Wind

Run forward to the fountain, stand on the Triforce emblem and play Zelda's Lullaby to make the Dominatrix appear. This time, you'll get Farore's Wind, a spell which lets you set checkpoints in Dungeons. You'll probably use it exactly zero times in your entire quest.

Once you have Farore's Wind, leave the Fairy Fountain.

Zora's Fountain

Go to the west side of the area, and climb up onto the altar in front of Jabu Jabu. Stand directly in front of his mouth, and use the Fish you captured in the Bottle. Jabu Jabu will inhale you right along with the Fish.



-----Inventory Checklist-----

X Deku Stick	X Deku Nut	X Fairy Slingshot	X Fairy Ocarina	
X Bombs	X Bombchus	X Magic Beans	_ Boomerang	
_ Ocarina of Time	X Din's Fire	X Farore's Wind	_ Nayru's Love	
_ Fairy Bow	_ Fire Arrow	_ Ice Arrow	_ Light Arrow	
_ Hookshot	_ Longshot	_ Lens of Truth	_ Megaton Hammer	
X Bottle #1	X Bottle #2	X Bottle #3	_ Bottle #4	

-----Song Checklist-----

X Zelda's Lullaby	X Epona's Song	X Saria's Song	
X Sun's Song	_ Song of Time	_ Song of Storms	
_ Minuet of Forest	_ Bolero of Fire	_ Serenade of Water	
_ Requiem of Spirit	_ Nocturne of Shadow	_ Prelude of Light	

-----Equipment Checklist-----

X Kokiri Sword	_ Master Sword	_ Biggoron Sword	
X Deku Shield	X Hylian Shield	_ Mirror Shield	
X Kokiri Tunic	_ Goron Tunic	_ Zora Tunic	
X Kokiri Boots	_ Iron Boots	_ Hover Boots	
X Ammo Pouch	X Big Ammo Pouch	X Biggest Ammo Pouch	
_ Quiver	_ Big Quiver	_ Biggest Quiver	
X Bomb Bag	X Big Bomb Bag	X Biggest Bomb Bag	
X Goron Bracelet	_ Silver Gauntlets	_ Gold Gauntlets	
X Child's Wallet	X Adult's Wallet	_ Giant's Wallet	
X Silver Scale	_ Gold Scale	X Stone of Agony	

+-----Upgrade Checklist-----+

X Super Spin Attack	X Magic Meter	_ Extended Magic Meter	
_ Enhanced Defense	X Deku Stick Cap. Up. #1	X Deku Stick Cap. Up. #2	
X Deku Nut Cap. Up. #1	_ Deku Nut Cap. Up. #2	_ Epona	

+-----Mask Checklist-----+

X Keaton Mask	X Skull Mask	X Spooky Mask	X Bunny Hood	
_ Mask of Truth	_ Goron Mask	_ Zora Mask	_ Gerudo Mask	

+-----Trading Sidequest Checklist-----+

_ Pocket Egg	_ Pocket Cucco	_ Cojiro	_ Odd Mushroom	
_ Odd Potion	_ Poacher's Saw	_ B. Goron's Sword	_ Prescription	
_ Eyeball Frog	_ Biggoron's Eyedrops	_ Claim Check		

Jabu-Jabu's Belly is easily the game's strangest and most unorthodox dungeons, and contains some of the first truly "difficult" puzzles in the game (though it's nothing compared to the puzzles that appear in Master Quest). In the dungeon, players must try to activate an elevator in Jabu-Jabu's throat, which leads to the boss' chamber. This is easier said than done, however, as several areas of Jabu-Jabu's Belly are blocked by parasitic tentacles, which must be destroyed first. Players will loop constantly through old rooms in trying to clear the dungeon.

 Inside Jabu-Jabu's Belly - Entrance

Run forward a few feet, and a pair of Octoroks will appear on the left and right. Kill them with your Slingshot, then use Deku Nuts to kill the Shaboms (the floating bubble enemies). Run to the north end of the room and shoot the large yellow bump on the ceiling with your Slingshot. The "door" at the end of the hall will unseal. Go through it.

 Inside Jabu-Jabu's Belly - Elevator Room

There is a new, floating jellyfish-like enemy in this room called a "Biri." It's immune to all of your weapons at the moment, so for now we're just going to ignore any of them we come across. If a Biri gets too close, use a Deku Nut to stun it. You actually can then kill it with your sword once it's stunned, but it's far easier to just avoid them.

Run around the left side, following the platform, and enter the door on the other side.

 Inside Jabu-Jabu's Belly - Pit Room

Take a few steps into the room, and you'll find Princess Ruto, safe and sound. But she won't be happy to see you, and runs away, falling through a pit in the floor. Follow her down through the same pit.

Speak with her when you land, and she'll accidentally let slip that she lost a sacred stone in Jabu-Jabu's belly. Speak with her again, and she'll agree to come with you, but only if you help her find her stone first. You now get the privilege of carrying Ruto around with you everywhere you go.

Pick Ruto up, then leave through the east door, which should be behind you as you land from the upper level.

Inside Jabu-Jabu's Belly - Water Room
New Quest Item: Gold Skulltula Token x1 [GSOOT030]

Drop Ruto, and kill the Shaboms in the hallway with Deku Nuts. Pick Ruto up again, and run to the hall's end. Jump down into the pit, but be very careful that you don't step on the switch in the middle of the room. The water level will rise, and Ruto (who doesn't like water... go figure) will return to the Pit Room. Throw Ruto up onto the ledge on the north side of the room, then kill the enemies in the pit with you.

Use Deku Nuts to make the Stingers (the submerged enemies whose fins you can see) jump up, and kill them with the Slingshot. Once you have killed all of the Stingers, turn to the "ivy" covered wall to the west. Kill the Gold Skulltula on the wall with the Slingshot. Next, jump onto the switch, and the water level will rise. Climb onto the "ivy" on the west wall, and up into the alcove, grabbing the Token on the way.

Destroy the pots in the alcove to find a Fairy and some Seeds. Capture the fairy in an empty bottle if you have one, then jump down back into the pit. Step onto the switch again to make the water level rise, then get onto the northern ledge where you threw Ruto earlier.

Pick up Ruto, then run into the hall. Kill more Shaboms with Deku Nuts, then shoot the switch on the ceiling with your Slingshot (or you can even use Ruto to nail the switch if you're feeling sadistic. The door at the end of the hall will unlock. Go through it.

Inside Jabu-Jabu's Belly - Elevator Room

Wait for the elevator to come down. Kill the Octorok if you have to. Get on the elevator, and ride it to the top of the Pit Room while carrying Ruto. If you're wondering, the submerged tunnel leads to a Business Scrub who sells overpriced Deku Nuts.

Look to the right at the top of the elevator, and go through the door back to the Pit Room.

Inside Jabu-Jabu's Belly - Pit Room

Run straight across the room to the opposite door, avoiding Biri and the pits in the floor. If you fall down, you'll have to go back around through the Water Room and back up the Elevator Room. As you pass through the Pit Room, take note of the pit covered by the gigantic green tentacle. Once we get rid of that tentacle, we'll be dropping down that hole.

Inside Jabu-Jabu's Belly - Crawling Hallway

Just run past any enemies you encounter in this hallway. It's far easier to avoid them than to fight them. If you must, then L-Target them and use basic Sword techniques. Run to the right, and step onto the yellow switch while carrying Ruto. Normally, your weight alone wouldn't be enough, but with Ruto's help then the switch will activate. Go through the unlocked door in front of the switch.

Inside Jabu-Jabu's Belly - Stinger Room

New Item: Boomerang

You probably can't tell, but this room is crawling with Stingers. Use Deku Nuts or run in front of their paths to reveal them. Kill them with your Slingshot. Once they are all dead, a chest will appear. Open it to find the Boomerang, an important weapon for Young Link. This will help you to kill the Biris, as well as remove those troublesome tentacles that have been appearing throughout the dungeon. Most importantly, however, it lets you claim Skulltula Tokens from a range, finally giving you access to those troublesome Gold Skulltulas you may have seen lurking in high places.

Boomerang in hand, pick up Ruto and return through the door.

Inside Jabu-Jabu's Belly - Crawling Hallway

Run straight down the hallway to it's opposite end. You will see a blue switch in front of a door. Jump onto the switch while carrying Ruto, and it will press down. However, if you step off the switch then it will rise again. You'll have to leave Ruto behind on the switch, by stepping down on it, then pressing A to leave Ruto on it. Go through the door once you've jammed the button, leaving Ruto behind.

Inside Jabu-Jabu's Belly - Orange Tentacle Room

New Dungeon Item: Dungeon Map

This room contains a very long parasitic tentacle. No, it's not a... nevermind. It's a tentacle. L-Target it, and use your Boomerang to attack the narrow segment near the base of the tentacle. It will then retract into the wall. You need to strike that segment three more times with the boomerang. To do so, run forward until the Tentacle stretches and makes a swishing noise, meaning it is about to strike. Release the Boomerang at this exact moment while running backwards, and you will avoid damage and strike the tentacle. Repeat two more times to kill it. Killing the Orange Tentacle will remove all of the other orange tentacles blocking passage to other areas of the dungeon.

A chest will appear once the Tentacle dies, open it to find the Dungeon Map. Return to the Crawling Hallway.

Inside Jabu-Jabu's Belly - Crawling Hallway

Ruto will be waiting for you on the other side of the door. She'll give you a right ol' telling off for leaving her behind. Pick the royal pain up, then go to the left from the blue switch. This door is now unblocked. Go through it.

Inside Jabu-Jabu's Belly - Shabom Room

New Dungeon Item: Compass

This room requires you to kill a pack of Shaboms in forty seconds. Easy even using the Slingshot, but a piece of cake with Deku Nuts. Use both to defeat all of the Shaboms. A chest will appear upon their demise. Open it to find the Compass. Pick Ruto up and return to the Crawling Hallway.

Inside Jabu-Jabu's Belly - Crawling Hallway

Go down the hall, take a left, go straight, then left again. Go through the door.

Inside Jabu-Jabu's Belly - Blue Tentacle Room

This room contains another tentacle. The fight is identical to the fight against the Orange Tentacle. Hit it with the boomerang, run forward to make it strike at you, then hit it with the boomerang again while dodging the attack. Hit it four times to kill it. All of the Blue Tentacles around the dungeon will now disappear. Pick up Ruto and return to the Crawling Hallway.

Inside Jabu-Jabu's Belly - Crawling Hallway

Go right down the hall, then take another right. Go through the door at the end of the hall.

Inside Jabu-Jabu's Belly - Green Tentacle Room

In addition to a very large green tentacle, this room also has a number of Biri. The Biri are no problem now that you have a Boomerang, however. Eliminate the Biri first, then turn your attention to the Tentacle. Hit it with the boomerang, run forward to make it strike at you, then hit it with the boomerang again while dodging the attack. Hit it four times to kill it. All of the Green Tentacles around the dungeon will now disappear. Pick up Ruto and return to the Crawling Hallway.

Inside Jabu-Jabu's Belly - Crawling Hallway

Run straight across the hallway back to the Pit Room.

Inside Jabu-Jabu's Belly - Pit Room

New Quest Items: Gold Skulltula Token x2 [GSOOT031] [GSOOT032]

If you'll remember, the last time you were in here I told you to note where a large tentacle was covering a pit. Now that we've gotten rid of all the tentacles in the dungeon, we are now free to drop down that pit. If you weren't paying attention the last time you were here, the pit is the one closest to the west wall, to the right as you come in from the Crawling Hallway. Drop down this pit.

When you land, set down Ruto and face the north. You will see not one, but two Gold Skulltulas on the wall. Kill them both with the Boomerang, then use the Boomerang again to claim their Tokens. When manually aiming the Boomerang, use Link's head as a targeting reticule. Once you have both of the Tokens, pick up

Ruto and go through the door to the west.

Inside Jabu-Jabu's Belly - Bigocto's Chamber

-M-I-N-I--B-O-S-S-

Bigocto

When you enter the room, Ruto will see her Stone sitting on a ledge. Throw her up onto the ledge so that she can claim it. However, the ledge will immediately rise up - it's actually an elevator! When the elevator comes back down, Ruto is gone. And a new friend has arrived.

The Bigocto is a really easy fight, it can just take some time to do it. His weakpoint is a large green "eye" on his backside. The Bigocto is vulnerable to the Boomerang - it stuns him and locks him in place. To gain access to Bigocto's backside, you must stun him with the Boomerang, then begin running around to his backside by circling around the large platform in the middle of the room. After he recovers from the stun, the Bigocto will begin running in a random direction. If he begins to run towards you, then you'll have to stun him again and start over. If he runs in the same direction as you, then keep circling until you reach his backside (it can take a while - try to hug as close to the inner wall as you can). Once you have reached his backside, stun him with the Boomerang, and use a Jump Attack to damage his green eye. Two Jump Attacks will defeat the Bigocto.

Another alternative is to simply let him run into you. He will then turn around, letting you stun him and attack him. This is less glamorous and sloppier, but works much more quickly and easily.

After the Bigocto is dead, step onto the middle platform and the elevator will rise. Ruto is still gone. You'll have to find her if you want that Spiritual Stone. Run south down the hall and through the door, killing any Biri who get in your way.

Inside Jabu-Jabu's Belly - Pink Thing Room

This room has two "Pink Things" in it. You'll have to run across them to reach the next door. Unfortunately, the only way to get across them is to stun them with the Boomerang. Stun the first one with the Boomerang, then jump out onto it. Then stun the second one, then jump to the door. Go through the door. If the Octorok gets in your way, kill it.

Inside Jabu-Jabu's Belly - Elevator Room

Run forward, and jump across to the platform on the opposite wall. The ledge will immediately lower, showing yourself to be right next door to the Dungeon's entrance. Note the blue switch in front of you as the ledge comes to a stop. Run around to the door by the Pit Room and grab one of the boxes, then step onto the blue button. The button will depress. Drop the box so that it sits on the button, forcing it to stay activated. Go through the door.

Inside Jabu-Jabu's Belly - Biri Room

New Quest Item: Gold Skulltula Token x1 [GSOOT033]

Kill all of the Biri around the room, then go around to the southeast side of the room. Kill the Gold Skulltula on the ivy wall, and climb up to take it's

token. Climb all the way up the ivy wall to the platform at it's top. At the top, look to the right to see a switch. L-Target it and use the Boomerang to hit it. The door in the north end of the room will unlock. Jump down and go through it.

-----B-O-S-S-----

Bio-Electric Anemone BARINADE
New Upgrade: Heart Container x1
New Quest Item: Zora Sapphire

Barinade is by no means a difficult boss, but he is the first boss in the game who has a real chance at killing you.

In Barinade's first form, he is attached to the floor and ceiling by his roots and tentacles. His main attack in this form is to shoot bolts of lightning at you with the "satellite dishes" on his head. L-Target the tentacles attached to the ceiling, and begin circling the boss. It doesn't matter what direction you choose to circle in, but stick with it. Changing course will result in you getting electrocuted. Destroy the tentacles attached to the ceiling with the Boomerang.

Once you have destroyed the tentacles attached to the ceiling, the boss enters phase two. The Baris attached to Barinade's base will detach and begin circling the boss in some kind of giant carousel. Dodge through the circling Baris, and stun the boss by striking it's base with the Boomerang. The Baris will release from their bonding to Barinade, and become vulnerable. Destroy them with your Boomerang. After a short time, the Bari will reattach themselves and begin circling again. Repeat until all of the Bari are destroyed.

The boss now enters phase three. This is essentially the same as phase two, except that the boss is now capable of moving about the room and the ring of Baris is much smaller and faster. Keep throwing your Boomerang at Barinade until it can penetrate the fast moving Baris, and it will stun him. Destroy the Baris. Be careful while destroying them, as the "satellite dishes" will resume their attacking.

Once all of the Baris are dead, then you enter the boss' final phase, in which you are finally able to damage him. Stun him with your Boomerang, then run into strike it's base with Jump Attacks. Watch out, however - the satellite dishes will keep on firing the whole time. After two Jump Attacks, Barinade will retreat into the ground briefly. Keep dodging the Satellite Dishes until he emerges from the ground, then resume stunning and damaging him. After five Jump Attacks, Barinade will be defeated.

Take the Heart Container that Barinade leaves behind, then enter the ring of shimmering blue light. Ruto waits for you here, along with the Zora Sapphire. The ring will teleport you and Ruto outside. Ruto will give you the Zora Sapphire, but only if you agree to marry her. She doesn't give you much choice in the matter (if it makes you feel any better, you get out of the engagement later).

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Zora's Fountain (nighttime)

New Quest Item: Gold Skulltula Token x1 [GSOOT034]

Before we continue on with our journey, we're going to be doing a ton of stuff. We'll be returning to just about every area we've visited so far, to claim (among other things) new Pieces of Heart and a large number of Gold Skulltula Tokens. If you want to skip all of this, then proceed to Hyrule Castle and follow the instructions that the game gives you. Once you've retrieved the Ocarina of Time from the Hyrule Castle Moat and learned the Song of Time, then head for the Temple of Time and scroll down to the part of the guide with the heading "Temple of Time."

If it isn't nighttime, play the Sun's Song to make it so. Climb up onto the large tree trunk which arches over the body of water in the south of the zone. Go to the west side of the tree trunk and look on the wall to see a Gold Skulltula. Kill it and take it's token with your Boomerang. Head back through the cave entrance in the west side of the zone to return to Zora's Domain.

Zora's Domain

From King Zora's Throne Room, go to the right and dive off of the waterfall. Swim down into the water and into the tunnel to Lake Hylia.

Lake Hylia (nighttime)

New Quest Item: Gold Skulltula Token x1 [GSOOT035]

Swim back up to the shore, and go to the west a short ways to the observatory. Make it nighttime with the Sun's Song if you need to, then head around to the back side of the Observatory. Look on the rear side of the observatory from the wooden drawbridge to find a Gold Skulltula. Use the Boomerang to kill it and claim it's token. Head to Hyrule Field through the north exit.

Hyrule Field

New Quest Item: Gold Skulltula Token x1 [GSOOT036]

Head north and climb up the ladder onto the stone wall. Run along the wall and jump off it's other side, then go north until you reach the road. Follow the road northwest, and ignore any Peahat you may anger along the way. Turn left at the giant tree. Head into the quarry-like area, and go the north edge of it to find a circle of stones. Drop a bomb in the middle of this circle of stones to find a hidden pit. Drop down into the pit.

Use Din's Fire to burn away all of the webbing to reveal three alcoves with a Big Skulltula, a Cow and a Gossip Stone in each. Head for the alcove with the cow, and look on the wall in the rear of the alcove to find a Gold Skulltula. Kill it and take it's token with the Boomerang. Return to the surface by entering the beam of light.

Go west to enter Gerudo Valley.

Gerudo Valley (nighttime)

New Quest Item: Gold Skulltula Token x1 [GSOOT037]

Go west, and go halfway up the log bridge. Stop halfway along it. Make it nighttime with the Sun's Song if you need to, then turn to the right. Look just above the small waterfall to find a Gold Skulltula. Kill it and take it's token with the Boomerang.

Head out to the drawbridge west of the log bridge and dive into the river. Ride it down stream back to Lake Hylia and use the underwater passage to return to Zora's Domain.

Zora's Domain

Climb up to the path that leads to the front entrance, return to Zora's River, and ride it downstream back to Hyrule Field.

Hyrule Field
New Quest Item: Gold Skulltula Token x1 [GSOOT038]

Head for Kakariko Village, in the northeast corner of the zone, at 1:00 on the clock face. Before you enter the Village, go north from the stairs to find a lone tree in the very northeast corner of the field. Place a bomb on the north side of the tree to blast open a pit. Drop down.

Run to the end of the pit and kill the Big Skulltula. Look high on the wall, where a Gold Skulltula rests on a bit of webbing. Kill the Gold Skulltula and take it's token with your Boomerang. Return through the beam of light to Hyrule Field, enter Kakariko Village and head for the House of Skulltula.

House of Skulltula
New Equipment: Giant's Wallet

Speak with the man in the rear of the room, and he'll award you for killing 30 Gold Skulltulas with the Giant's Wallet. This is the largest wallet in the game, which can hold up to 500 rupees. Leave the house back to Kakariko Village and head for the Graveyard.

Kakariko Graveyard (nighttime)
New Quest Item: Gold Skulltula Token x1 [GSOOT039]

Play the Sun's Song to make it nighttime if you need to. Head for the southeast corner of the graveyard, to the far south end of the second row of gravestones. Look high on the wall to see another Gold Skulltula. Kill it and take it's token with the Boomerang. Now, head for the northwest corner of the graveyard where there is a soft patch of earth. Plant one of your Magic Beans there. Return to Kakariko Village.

Kakariko Village

From Kakariko Graveyard, take a right up the long staircase. Enter the door on the right at the top of the stairs, behind the crate to enter the Windmill.

Kakariko Windmill
New Upgrade: Piece of Heart x1 [HPOOT17]

Look to the left as you enter to see a Piece of Heart high on a ledge. Get

closer to it and use the Boomerang to snag it. Remember to use Link's head as a targeting reticule. Return to the Village and go to Death Mountain Trail.

Death Mountain Trail

Re-equip your Hylian Shield if you're not using it already. Start heading up the trail and enter the mouth of Dodongo's Cavern. Plant one of your Magic Beans in the soft patch of earth, then enter the Cavern.

Dodongo's Cavern - Antechamber

If you like, use Farore's Wind at the start of the dungeon so that you can warp right back to the start as soon as you have claimed the Gold Skulltula.

There are still two Gold Skulltulas in this dungeon which you are yet to reach, and we're going to get one of them right now. The other, we're going to have to return even later for. To reach this Skulltula, we're going to have to go through part of the dungeon in reverse order than the first time you were here. You're going to do this by using the elevator in the Antechamber to reach the second floor. It isn't so bad, it'll be over real quick.

Head into the main chamber, out to in front of the giant Dodongo's head. Board the moving platform on the right and ride it to the top. Get off on the second floor, and enter the tunnel opposite the plaque.

Dodongo's Cavern - Blade Trap Room

Jump off the cliff to the right as you enter the room to drop down to the bottom level. Dodge the blade trap and climb the ladder near the southwest corner of the room. Go through the tunnel back to the Antechamber.

Dodongo's Cavern - Antechamber

Cross the wooden bridge and enter the door on the opposite side. Kill any Fire Keese who bother you.

Dodongo's Cavern - Pillar Room

Kill the Fire Keese, then pull aside the Armos Statue blocking the ladder on the south side of the room. Step on the switch on top of the pillar to unlock the doors, then leave through the north door.

Dodongo's Cavern - Bomb Flower Room

New Quest Item: Gold Skulltula Token x1 [GSOOT040]

Go left or right around the perimeter of the room, being careful not to fall. If you do, you'll have to loop all the way back around. Climb up the ivy walls to the top of the iron platform. Look into the alcove on the north side of the room, and use the Boomerang to kill the Gold Skulltula and take its token. Drop down to the bottom floor and leave the Dungeon. Return to Hyrule Field.

Hyrule Field

Head southwest to Lon Lon Ranch. Enter the Ranch. Be careful of passing too close to Hyrule Castle, unless you want to progress the game's plot ahead of where this guide is.

Lon Lon Ranch (nighttime)

New Quest Item: Gold Skulltula Token x2 [GSOOT041] [GSOOT042]

Play the Sun's Song to make it nighttime if you need to. Head towards the arch leading into the field, and stop to look at the second story window on the left building. Kill the Gold Skulltula on the window, and take it's token with the Boomerang. Head out into the field, towards the southwest wall, to the right of the mill. Kill the Gold Skulltula and take it's token with the Boomerang, then return to Hyrule Field.

Hyrule Field

New Item: Ocarina of Time

New Song: Song of Time

If you've been skipping the Happy Mask Trading Sequence, then start heading for Hyrule Castle now and skip the next two paragraphs. Unfortunately, if you have been skipping out on it then you're going to miss a Deku Nut upgrade and 500 easy rupees. Another bad thing: this 500 rupees is going to be contributed to buying the remaining Magic Beans that you still need to buy.

If you want to catch up on the Happy Mask trading sequence, then there's a special subchapter for it. Return to the table of contents to find the Find Code.

The man we're looking for is now running in a wide circle around Hyrule Field. He sticks primarily to the road and runs counter-clockwise, so if you do the same and run clockwise then you'll quickly find him. You now must chase him until he stops running - he takes periodic breaks, and the Sun's Song is no help. Once he has stopped, speak to him while wearing the Bunny Hood, and he will give you 500 rupees for it. If you don't have the Giant's Wallet yet, then you're going to miss out on the majority of these. Once you have sold the Bunny Hood, head for Hyrule Castle.

Head for the gates to Hyrule Castle, which will remain firmly shut in either daytime or nighttime. When you get close enough, a cut scene will take place. Zelda and Impa will race out of the gates, and Zelda will do a really fantastic John Elway impression by throwing you the Ocarina of Time, which will land in the moat. You then get your first face-to-face encounter with Ganondorf.

After the cutscene is over, dive into the water of the moat to get the Ocarina of Time, at which point Zelda will contact you telepathically and teach you the Song of Time. When you emerge from the telepathic contact, you will be back out front of Hyrule Castle. Enter the castle and go to the Happy Mask Shop.

Hyrule Castle - Happy Mask Shop

New Item: Mask of Truth

Speak with the mask trader, and pay him fifty rupees for the Bunny Hood. You have now finished the entire Happy Mask Trading sequence, and can borrow any Mask that you want from the store. For now, take the Mask of Truth, which lets you get hints from the Gossip Stones around the world, and also gets you a Deku Nut upgrade. Head back to Hyrule Field.

Hyrule Field

Now that your Giant's Wallet is overflowing with rupees, it's time to spend most of them on Magic Beans. Return to Zora's River, in the eastern part of Hyrule Field at the 2:00 position on the clock

Zora's River

Return to the Bean Man and buy out the rest of his beans. Go all the way to the eastern edge of the river, near to the entrance of Zora's Domain. On the way, stop off at the Musical Frogs and play them the Song of Time to make back fifty rupees.

Once you reach the entrance to Zora's Domain, look to the right of the waterfall, where there is a deep pool of water. Swim to its bottom, and enter the tunnel at the bottom to warp to Lost Woods.

Lost Woods

Get out of the pool, and go right through the log tunnel, then take a left through another log on the other side. Defeat the Business Scrub on the right as you leave the tunnel, then make him leave by refusing his wares. Drop a Bottled Bug into the patch of soft earth to reveal a Gold Skulltula (if you didn't get it last time you were here), and remember to recapture one of the three bugs that appears. Plant one of the Magic Beans, then head for the large tree in the back of the clearing. In the grass, there is a cluster of butterflies. The butterflies are actually hovering over an invisible hole. Drop down into this hole to enter the Forest Stage.

Forest Stage

New Upgrade: Deku Nuts x40

Put on the Mask of Truth, then step forward. The Deku Scrubs down here will stare at you. Go and speak to their Chief (the Scrub with the "mustache") on the right side of the room, and he will increase the number of Deku Nuts you can carry. Enter the beam of light to return to the Lost Woods.

Lost Woods

Run forward through the log tunnel, and go right at the crossroads on the other side. Go right again at the pool of water, and left at the stone arch. Turn right again at the next crossroads, and go straight at the next. Enter the tunnel in the southwest corner of the next area. Drop a Bottled Bug into the patch of soft earth to get the Gold Skulltula (if you didn't get it last time), and remember to recapture one of the bugs who comes out. Plant one of your Magic Beans in the patch. If you still haven't bought the Deku Stick Upgrade from the Business Scrub in the rear of this valley, then do so now.

Turn around, and go back through the log tunnel. Hang a right and go through the next log tunnel, then go to the right to enter Kokiri Forest.

Kokiri Forest

New Quest Item: Gold Skulltula Token x1 [GSOOT043]

Jump down to the bottom level of Kokiri Forest and head for the shop on the east end. Look for patch of soft earth behind the shop. Drop a bug in it (remember to recapture one), and kill the Gold Skulltula that appears. Take it's token, then plant the Magic Beans. You're done planting Beans for a while - if you bought all of them from the Bean Man, then you should have two left. It will be a very long time before you get rid of both of them.

Head for the Deku Tree in the east side of the area, and enter the dungeon. It's time for one last Gold Skulltula.

Inside the Deku Tree - The Trunk

If you like, use Farore's Wind at the start of the dungeon so that you can warp right back to the start as soon as you have claimed the Gold Skulltula.

Drop down the hole in the middle of the first floor to reach the sub-basement. Climb up onto the stone block on the north side of the room, jump onto the upper ledge, and crawl through the tunnel on the west side.

Inside the Deku Tree - Small Nest

Run around the room in a wide circle to attract the attention of the Gohma Larva hanging on the ceiling. Kill the Larva, then light a Deku Stick on the torch and use it to burn through the webbing in the northwest part of the room. Kill the Deku Baba on the other side, then bomb the sealed wall. Open the door on the other side.

Inside the Deku Tree - Hidden Room

New Quest Item: Gold Skulltula Token x1 [GSOOT044]

Kill the Big Skulltula against the wall, then turn around and face the door. On the right of the door is a Gold Skulltula. Kill it and take it's token using the Boomerang, then leave the dungeon and return to the Hyrule Castle Market.

Hyrule Castle - Market

Go to the Temple of Time. It's to the right of the Happy Mask Shop.

Hyrule Castle - Temple of Time Exterior

Go around the path and enter the Temple of Time.

The Temple of Time

New Equipment: Master Sword

You'll find another one of those strange platforms here. Run forward to the black obelisk pedestal with the red carpeting in front of the Door of Time. Stand on the red carpeting, take out the Ocarina of Time and play the Song of Time.

The three Spiritual Stones, together with the Ocarina of Time and the Song of Time, will open the Door of Time. The triforme above the door will glow, and the gateway to the Sacred Realm will be open.

-----Mask Checklist-----			
X Keaton Mask	X Skull Mask	X Spooky Mask	X Bunny Hood
X Mask of Truth	X Goron Mask	X Zora Mask	X Gerudo Mask
-----Trading Sidequest Checklist-----			
_ Pocket Egg	_ Pocket Cucco	_ Cojiro	_ Odd Mushroom
_ Odd Potion	_ Poacher's Saw	_ B. Goron's Sword	_ Prescription
_ Eyeball Frog	_ Biggoron's Eyedrops	_ Claim Check	

Before completing this chapter, also consider completing:

Obtaining Epona (Subchapter Zero-Three-Eight-Two)

The Temple of Time

New Quest Item: The Light Medallion

You've been tricked. Ganondorf, suspecting that you held the Spiritual Stones and the Ocarina of Time, followed you through the door to the Sacred Realm. When you pulled the Master Sword from it's pedestal, you were not yet ready for it's power. The Sword placed you in a magical form of sleep for seven years, and in that time Ganondorf took the Triforce of Power (one of the fragments of the Triforce) for his own, and took control of Hyrule. The other two fragments are missing.

When you awake, you will meet Rauru, the only awakened Sage. To defeat Ganondorf, the other five Sages must be found and awakened in their respective Temples. Rauru will give you the Light Medallion, a symbol of his power, and transport you back to the Temple of Time. Just to clarify, awakening Sages doesn't make you any more powerful. It's just a storyline element.

Once back at the Temple of Time, you will meet Sheik, the last of Impa's tribe of warriors. Sheik will act as a guide, of sorts, as you progress through the Temples, and has a very important role in the game's climax. You probably already know what it is, but I won't mention it on the rare offchance that you don't. Sheik will send you off to the first temple, The Forest Temple, and gives the cryptic hint that the Sage is someone you know (as it turns out, all of the Sages are people you meet as a Child, but that was probably fairly obvious from the beginning). Sheik also advises you that, before you run off to the Forest Temple, you head for Kakariko Village, where you will find an item of great value.

After you're finally released from this long bit of prose, head back out the Door of Time and return to The Temple of Time Exterior.

The Temple of Time - Exterior

After you're done goggling at Death Mountain's pretty new hood ornament, head east then south to the former Hyrule Castle Market.

Hyrule Castle - Market

Hyrule Castle Market is now filled with Redeads. This is actually a good thing - Redeads drop lots of Magic Pots, and this square is so full of them that refilling your Magic Pots is three easy kills away. Return to the Hyrule Castle Drawbridge.

Hyrule Castle - Drawbridge

If you want, you can enter the former Gatehouse to find a new Poe Shop, where the shopkeeper will buy your captured Poes and Big Poes. The most important function of the Poe Shop is it is the place where you acquire the game's fourth and final bottle. We'll get to that after the Forest Temple, when we have all of the required equipment. Head northeast and through the drawbridge, which is now shattered and remains open day or night.

Hyrule Field

There's still a bit to do before we head for the Forest Temple. The first order of business is to get your hands on a horse. Head north to Lon Lon Ranch.

Lon Lon Ranch
New Upgrade: Epona

Run forward and through the arch into the field. Ingo is standing next to the now fenced-off paddock. If you've been following my guide to the letter, then we haven't met Ingo yet, but he's the thin guy in the ruff. Speak with Ingo. He'll rant about what a victim he is, and how great Ganondorf is. He'll then offer to let you ride one of the horses. Pay him 10 rupees, and when you enter the paddock, ignore the horse that Ingo offers you. Play Epona's Song, and the now fully-grown Epona will run towards you. Aim Epona at one of the fences in the course, then begin tapping A to feed her carrots and move forward. Jump over both of the fences in the course to make back your ten rupees, then speak with Ingo.

Tell Ingo that you want to quit riding. Once you are back outside the paddock, speak with Ingo again and tell him that you want to ride again. Get on Epona again, then ride over both fences again to make back your money. Now, speak with Ingo WHILE you are riding Epona (L-Target him to make it easier), and Ingo will challenge you to a race for 50 rupees. Accept the challenge.

Defeat Ingo by getting in front of him, and carefully steering Epona so that you stay in front of his path. Alternatively, you can also use a steady amount of carrots and hug the inside the rail. Use your first four carrots quickly, then wait for one to regenerate, then use another carrot, then wait for it to regenerate, then use another, etc. etc.

Defeat Ingo, and he'll challenge you to another race. And this time, if you win, he'll let you keep Epona. Agree. On this race, Ingo will cheat, and start a second before the clock says Go. Because you're the good guy, you don't get this luxury. Repeat the same strategy you used to beat him last time; hug the inside rail, and use a steady amount of carrots, or get in front of him and keep him from progressing. The only thing harder about this race is Ingo cheats. He tends to take the corners very wide, so that's your opportunity to move in front of him.

Once you defeat Ingo for the second time, he'll honor his bet, but he'll also prevent you from leaving the Ranch by closing the gate. To make it over the gate, you must run around the path around the paddock in a counter-clockwise pattern. Once you come around the corner and see the gate, burn all of your carrots at once and charge straight at the gate. It can take a few tries before you can coax Epona over; this is as much about luck as it is about aim.

Once you make it over the gate, then you will return to Hyrule Field and Epona will become yours.

If you want to have some fun, you can also trample on the Cuccos in the northeast corner of the pasture, and a flock of Cuccos will appear and begin to attack you. But because you're on Epona, they can't hurt you.

Hyrule Field

Now that you have Epona, you can spot the Big Poes that appear around Hyrule Field. You can't actually kill them until you get the Fairy Bow from the Forest Temple, however. Head for Kakariko Village in the northeast corner of the Field. Come to a complete stop and press A to get off Epona. Enter Kakariko Village.

Kakariko Village

Head for Kakariko Graveyard in the east side of the map. Notice that the unfinished building is now finished; it contains the new Shooting Gallery. We'll return here once we get the Fairy Bow for the first Bow Upgrade.

Kakariko Graveyard
New Upgrade: Piece of Heart x1 [HPOOT18]

Head for the left side of the graveyard. Remember where we planted one of the Magic Beans as Young Link? A Magic Leaf has now appeared there. Step onto the Leaf to ride up to a high cliff, which contains a crate. Roll into the crate to find a Piece of Heart. Right next to the Magic Leaf, there is a gravestone with flowers on it. Grab this gravestone from behind and pull it away to reveal a pit. Drop down into the pit.

Dampe's Amazing Cave Race Game
New Item: Hookshot

Step forward a few feet to find the ghost of Dampe. He will challenge you to a race, and will start without notice. Immediately run forward, dodging the flames that Dampe drops (he'll drop them the entire race - keep an eye out for them). Turn right at the halls end, taking the corner tight to dodge a flame. Turn left at the next corner, taking the turn wide to dodge another flame.

Run forward between the pair of flames, running along the left side of the gap. Turn left and then right immediately on the other side, taking the turn wide to dodge another flame. Turn right, then left, then left again, taking the turn tight. Take another tight turn on the other side, and go through the door.

Take a right on the other side, and another right, and then a wide left. Run along the left or right side of the tunnel, then enter the wide room. Go through the door on the right. Take a left, then a wide right, then through another door. Run to the wall on the other side, then a right, then a tight left.

Jump onto the ledge to your left, and hug the left wall as you run forward to dodge more flames. Take a wide left, then a tight left to enter a tall room with a large pit in the middle. Run along the path around the perimeter of the room and through the door at the top.

Speak with Dampe in this room, and he will give you the Hookshot. This has the functionality of Young Link's Boomerang, and also let's you latch onto certain objects and pull yourself towards them. Run straight forward and through the door.

Once the door from the Cave Race closes, you are locked in this tiny space with two blue blocks. Play the Song of Time to make them disappear, then climb up the staircase on the other side to find yourself back in the Windmill.

Kakariko Village - Windmill
New Song: The Song of Storms

If you didn't get the Piece of Heart from the Windmill as Young Link, then you'll get it now at the top of the staircase. Drop down onto the main floor, and then stand in front of the Organ Grinder in the Windmill. Take out your Ocarina of Time, and he'll teach you the Song of Storms. Among other uses, the Song of Storms lets you access the Bottom of the Well dungeon a little later in the game. Leave back out the door.

Kakariko Village
New Upgrade: Piece of Heart x1 [HPOOT19]
New Quest Item: Gold Skulltula Token x1 [GSOOT045]

Now that you have Epona and the Hookshot, you can do the first few parts of the quest string for the Biggoron Sword. In fact, you can do the whole thing right away if you like, but I'll direct you to which parts to do and when throughout the rest of the guide as it is convenient. In case you don't know, the Biggoron Sword is the single most powerful weapon in the game, but also removes the ability to use your Shield. If you would like to start on the Biggoron Sword quest, then go to check the subchapter listings for the Biggoron Sword Sidequest, and do Part I. If you do choose to do the entire Trading Sequence in one go, then I advise you to ignore any Heart Pieces or Gold Skulltulas you find along the way in order to avoid confusion later.

Jump onto the fence in front of the Windmill door, and look to the right to see a tall building with a blue roof. Use the Hookshot to latch onto the blue roof (you should see a red targeting reticule on the roof). You may need to adjust your aim slightly by moving to the left or right as needed. Once you are on the roof, speak with the man gazing up at Death Mountain to get another Piece of Heart.

Play the Sun's Song to make it nighttime. At this point, you can head into the House of Skulltula to get the 40 Skulltula Token reward if you like (it's just some lousy Bombchus, so it's no big deal if you skip it). Climb up to the entrance to Impa's House (the large house at the southern edge of town), and use the Hookshot to get onto the roof of House of Skulltula. Once there, use the Hookshot again to reach the roof of Impa's House. Head to the southern wall of Impa's House, and kill the Gold Skulltula on the wall. Take it's token.

Now, head back to Hyrule Castle Market.

Hyrule Castle - Market

Go through the passage at the north end of town, which formerly lead to the Hyrule Castle Garden as Young Link.

-----Upgrade Checklist-----			
X Super Spin Attack	X Magic Meter	_ Extended Magic Meter	
_ Enhanced Defense	X Deku Stick Cap. Up. #1	X Deku Stick Cap. Up. #2	
X Deku Nut Cap. Up. #1	X Deku Nut Cap. Up. #2	X Epona	
-----Mask Checklist-----			
X Keaton Mask	X Skull Mask	X Spooky Mask	X Bunny Hood
X Mask of Truth	X Goron Mask	X Zora Mask	X Gerudo Mask
-----Trading Sidequest Checklist-----			
X Pocket Egg	X Pocket Cucco	X Cojiro	_ Odd Mushroom
_ Odd Potion	_ Poacher's Saw	_ B. Goron's Sword	_ Prescription
_ Eyeball Frog	_ Biggoron's Eyedrops	_ Claim Check	

Before completing this chapter, also consider completing:
 Obtaining Epona (Subchapter Zero-Three-Eight-Two)
 Biggoron Sword Sidequest (Subchapter Zero-Three-Eight-Three)

 Hyrule Field

It's time to move on with the journey. Head for the Kokiri Forest.

 Kokiri Forest (nighttime)
 New Quest Item: Gold Skulltula Token x1 [GSOOT047]

The Kokiri Forest is now populated by Mad Scrubs, Octoroks and massive Deku Babas. Change it to nighttime if you need to, then head for the east side of the forest to the Kokiri Twin's house. It's the house on the south side of the pond with the twin branches coming out of it's top. Kill the Gold Skulltula on the back of the tree and take it's token with the Hookshot.

If you planted the Magic Bean behind the Shop as Young Link, then you can now ride the Magic Leaf on a scenic tour around the forest, finally ending near a hidden alcove full of Rupees. Once you have the Rupees, head for the Lost Woods via the entrance behind Mido's House (the tree house closest to the west entrance of Kokiri Forest).

 Lost Woods (nighttime)
 New Quest Item: Gold Skulltula Token x1 [GSOOT048]

If you're doing the Biggoron Sword Trading Sequence, then you should now do Part II through V in the appropriate subchapter. If you've already done the whole thing, or if you're not doing it at all, then continue on with the guide from this point.

Make sure it's nighttime before your progress very far into the Lost Woods.

You're now going to have navigate the Lost Woods without the aid of Saria's music to guide you. You can either try it from memory, trial-by-error, or you can just follow my directions. Go right from the entrance to Kokiri Forest, and then left on the other side (if you want, you can jump down into the valley where the twin Skull Kids who played the Ocarina game with Young Link, who will now attempt to kill you). At the stone arch, go right to find yourself at the Pond. A still-childlike Mido will block your path to the left. Play him Saria's Song, and he'll let you pass.

At the crossroads after Mido, go left to find yourself back in the Forest Stage clearing. If you planted the Magic Beans here as a Child, then there will be a Magic Leaf on the right side of the clearing. Ride the Magic Leaf up to the cliff above the clearing, where you will find a Gold Skulltula. Kill it and take it's token, then return to the previous crossroads.

Go left (straight if you're coming from the Pool), and left again on the other side. Take a right at the next crossroads to reach the Sacred Forest Meadow.

The Sacred Forest Meadow (nighttime)
New Quest Item: Gold Skulltula Token x1 [GSOOT049]
New Song: The Minuet of Forest

Run forward to the entrance to the maze-like area which you navigated as Young Link. The Mad Scrubs are gone, replaced by Moriblins. Moriblins are huge goblin-like creatures who patrol the passages in the Sacred Forest Meadow. If you pass into the sight of one, then he will charge you down and push you into the pools of water at the end of each passage. To defeat the Moriblins, wait for them to face away from you and shoot them in the back with the Hookshot.

At the first passage in the maze, use the Z-Button to adjust the camera's view so you can see the Moriblin around the corner. Wait for it to face away from you, and jump out and quickly nail it in the back with the Hookshot. Move slowly, otherwise the Moriblin will hear you and charge you down. Once it is dead, go to the right and around the corner. Wait for the Moriblin in this passage to face away from you, then kill it with the Hookshot as well.

Run to the end of this passage, and go right at the end. Peek around the next corner, and nail the Moriblin here when the opportunity arises. Run down this passage, and turn left at the flowery passage. Peek around this corner, and kill the Moriblin as it passes by you. Go right, and left at the end of the passage and into the pool of water. Climb up out of the pool, and climb up the ladder on the left (if you see a Moriblin here, then wait for him to turn away before climbing out of the pool). At the top of the ladder, go to the left a short ways to find a Gold Skulltula. In the center of the maze, there is a pit which contains a handy Fairy Fountain. This Fountain is extremely useful during the following dungeon if you're still new to the game, and is also one of the most easily accesible Fairy Fountains in the game once you get the Minuet of Forest.

Turn around and go back down the ladder you just climbed up. Go up the stairset opposite the ladder, and at the top you'll see a Monblin. The Monblin will attack you by sending shockwaves down the long passage. Dodge the shockwaves by running to the left and right between each shockwave, and running around behind the Monblin when you reach him. Kill the Monblin by performing two Jump Attacks against his backside, whereupon he will drop a large number of Rupees.

Once the Monblin is dead, go up the stairset behind him and step onto the large pedestal inscribed with the Triforce, where a cutscene will introduce you to Sheik once more. Sheik will teach you the Minuet of Forest, which will transport you to this location everytime you play the song.

After Sheik departs, use the Hookshot on the large tree branch which hangs above the shattered stairset. Once you're at the top of the stairs, go through the doorway to enter Adult Link's first dungeon.

X Pocket Egg	X Pocket Cucco	X Cojiro	X Odd Mushroom	
X Odd Potion	X Poacher's Saw	X B. Goron's Sword	X Prescription	
X Eyeball Frog	X Biggoron's Eyedrops		X Claim Check	

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Before completing this chapter, also consider completing:
 Obtaining Epona (Subchapter Zero-Three-Eight-Two)
 Biggoron Sword Sidequest (Subchapter Zero-Three-Eight-Three)

Significant in that it contains the game's first hard and complex puzzles, as well as the first truly deadly boss, and finally that it introduces Keys, the Forest Temple is a big step up from the previous three dungeons in the game. Near the beginning of the dungeon, four Poe Sisters steal flames from a large altar, which causes an elevator in the middle of the altar to retract. The main goal in the dungeon is tracking down and killing the Poe Sisters, and reclaiming their flames to reactivate the elevator. The dungeon actually forms one giant loop around this central chamber, though it is difficult to tell in the dungeon's unique architecture.

 The Forest Temple - Entrance
 New Dungeon Item: Small Key
 New Quest Item: Gold Skulltula Token x1 [GSOOT050]

If you got the Biggoron Sword, then I strongly recommend that you stick with the Master Sword and Hylian Shield for the majority of the dungeon. The Biggoron Sword is an excellent choice against any Boss in the game, however, particularly the Forest Temple's boss.

Run forward a short ways, and dispatch the pair of Gray Wolfos enemies who greet you. Defeat them the same way you defeated the Gray Wolfos you encountered as a child: wait for them to attack, then backflip out of range, and immediately execute a Jump Attack while their back is turned. Once they are dead, look to the right and climb up the ivy wall to the tops of the pair of trees in the courtyard.

Once you are at the top of the tree, look to the top-right of the ivy wall to find a Gold Skulltula. Kill it and take it's token with the Hookshot, then turn around. Edge along to the edge of the tree branch, then jump to the tree branch adjacent to it. Edge along this tree branch to the end, and open the chest to find a Small Key. Adult Link now has to find Keys to progress in the dungeons, which include Small Keys that open regular locked doors, as well as the Boss Key which opens the final locked door in the dungeon, that leads to the boss. Drop back down to the bottom floor, and go through the door beneath the stone archway.

 The Forest Temple - South Passage

This room contains a Big Skulltula. As Young Link, you had to wait for them to turn away from you before you could damage them. Now, a single shot from the Hookshot to any part of the Big Skulltula will kill it instantly. Dispatch the Big Skulltula, then go through the door on the other end of the hall.

 The Forest Temple - The Torch Room
 New Quest Item: Gold Skulltula Token x1 [GSOOT051]

Run forward into the rooms a short ways, and the four Poe Sisters will appear

and steal the four flames from the torches in the center of the room. This will cause the elevator in the center of the room to lower. Which is unfortunate, because we need to get down that elevator. Most of the dungeon is spent recovering these four flames to reach the boss.

Run straight across the room to the opposite end, where you should jump up onto the ledge and go up the stairs. At the top of the stairs, look to the right to spot a Gold Skulltula. Kill it and take it's token with the Hookshot, then go through the door at the top of the stairs.

The Forest Temple - North Passage

This room contains a Blue Bubble. Defeat it by holding up your Shield while L-Targeting it, and let it touch you. This will cause the blue flame around it to vanish, at which point it will become vulnerable. Alternatively, you can also stun it with the Hookshot, but the Blue Bubble's speed and the Hookshot's slowness can make this strategy problematic.

After the Blue Bubble is dead, go through the door at the other end of the hall.

The Forest Temple - Lower Stalfos Chamber
New Dungeon Item: Small Key

This room contains two Stalfos, giant skeletons who become a common sight later in the game. The Stalfos are slightly chivalrous; if you L-Target one of them, then only that Stalfos will actively attack you. The other will strafe around the room with his shield held up. So L-Target one of them as quick as you can. Move actively around the room by circling the Stalfos, and keep your Shield raised for extra defense. Stalfos can block most of your attacks, but just like Wolfos they are briefly vulnerable immediately after they attack. This is especially true after they perform their Jump Attack. Attack them from the side or from behind immediately after they attack to dispatch them easily.

Once both of the Stalfos are dead, a chest will appear in the center of the room. Open it to get a Small Key. Smash both of the pots in the rear of the room to find a Recovery Heart and a Fairy, then return to the Torch Room (the room where the Poe Sisters stole the flames).

The Forest Temple - The Torch Room

Run down the stairs and go to the right at the bottom, where there is a small hallway with a blue block at the end. Stand near the block and play the Song of Time with the Ocarina of Time to remove the block, revealing a door. Go through the door.

The Forest Temple - West Courtyard

Kill the Big Deku Baba directly in front of you as you enter, as well as the Octorok in the stream of water to the left. Go to the right side of the courtyard, where you will find an ivy wall. Use the Hookshot to kill the first two Skullwalltulas on the Ivy Wall, but the third is just slightly out of your reach. Climb the Ivy Wall, sticking as far to the right as possible to avoid the Skullwalltula. Enter the alcove at the top of the ivy wall and go through the door inside.

The Forest Temple - Balcony Hallway
New Dungeon Item: Dungeon Map

Kill the Blue Bubble, and the door on the other end of the hall will open, and a chest will appear. Open the chest to get the Dungeon Map. Go through the door you just opened.

The Forest Temple - East Courtyard
New Quest Item: Gold Skulltula x1 [GSOOT052]

Kill the Deku Baba directly in front of you as you enter, and look to the left to see a Skullwalltula on an ivy wall. Use the Hookshot to kill it. Look to the left to see another balcony with a small white circle above it. Shoot this circle with the Hookshot to pull yourself over to that balcony. Step on the switch on this balcony, and the well in the corner of the Courtyard will drain.

Jump off the balcony to the ground far below. Kill the Octorok in the pool of water and the Big Deku Baba, then look to the large cliff out in the middle of the pool. It has a chest on top of it. If you stand on the right side of the dirt path where it dead-ends at the pool, you can use your Hookshot to latch onto the chest. Get up to the chest to find... a Recovery Heart. Exciting. The real prize is the Gold Skulltula, which is found clinging to the wall around the corner from the chest.

After you have the token, jump back off the cliff and head to the right side of the Courtyard. Jump into the well and land at it's bottom.

The Forest Temple - The Well
New Dungeon Item: Small Key

Run to the end of the passage, grabbing the recovery hearts along the way. Open the chest at the end of the passage to find a Small Key. Climb up the Ivy Wall to it's top to find yourself back in the West Courtyard.

The Forest Temple - West Courtyard

Return to the Torch Room through the door under the stone arch.

The Forest Temple - The Torch Room

Run down the hall towards the center of the room, and climb up on the ledge to the right as you come out of the West Courtyard door. Go up the stairs and use one of your Small Keys to open the door.

The Forest Temple - West Passage

Defeat the Big Skulltula with the Hookshot, and go through the door at the other end of the hall.

The Forest Temple - Stone Block Room

Defeat the Blue Bubble, then run forward and climb up the ladder. Climb up the next ladder on the right, then go left around the corner and left again through

the doorway. If you look to the left as you enter this room, you'll see a massive stone block, with arrows painted on the floor. You must push the stone block along these arrows.

Run forward through the doorway in front of you, then take a left and down the hall through another doorway. Go left once more, and left again through yet another doorway. You are now on the other side of that gigantic stone block. Push it forward, and you will see a ladder appear on the right. Ignore it for now. Keep pushing the block forward, until a passage appears on the left which is large enough for you to slip through. Run around behind the stone block, and push it back until the gap you just passed through is closed again.

Move around to the side of the stone block, and push the block forward until it stops. Turn around, and go back down the passage you just pushed the block down. Go back around the ledge, taking three rights, to find yourself back on the other side of the stone block. Push it forward once more until it falls into a small alcove. You can now jump up to the third level by climbing onto the stone block.

It is now time to climb that ladder that we ignored earlier, which will take you back up to the third level. Climb up the ladder, turn to the right at the top of the ladder, and right again through the doorway. Push the stone block directly in front of you forward until it stops, then drop back down to the second level via the ladder.

Back on the second level, run to the stone block that you pushed into place earlier, and climb on top of it to reach the second level. Run down the passage at the top to reach the stone block on the third level, and push it forward until it falls into another small pit in the floor, letting you reach the top level of this room. Climb up to the top level.

Go right after climbing up two ledges, and then up the ladder around the next corner. Go right around the next corner, and either kill or dodge the two Blue Bubbles before going through the door at the other end of the room.

The Forest Temple - West Twisted Hallway

Run to the end of the hall, and in the large room on the other side Navi will warn you to watch for the shadows of enemies who hang from the ceiling. This is actually a warning about Wallmasters, enemies who appear periodically throughout the game. If they manage to land on you, then they will drag you back to the entrance of the Dungeon. Which is bad times. If you see the shadow of a Wall Master coming down on you, then quickly begin running in very large circles to avoid it, and then kill it with your Sword when it lands. Alternatively, if you don't or can't kill the Wall Master, you can also enter First Person Mode, and the creature will temporarily disappear.

Kill or ignore the Wallmaster, and then jump out to the stone pillar directly in front of you, then jump to the right from there. Enter the door.

The Forest Temple - West Stairwell

This room is a large series of stairs, with walls that are dotted with three portraits. Images of one of the Poe Sisters appears in each of these portraits. We'll be dealing with her in a moment. For now, run to the bottom of the pair of stairsets and through the door at the bottom of the second.

The Forest Temple - Upper Stalfos Room

New Item: Fairy Bow

New Equipment: Quiver x30

Run into the room, watching out for the large pit in the center which drops back down to the Lower Stalfos Room. A Stalfos will appear, one who has the magical ability to walk over the pit as though it weren't there. Don't be fooled; you do not share this power. Defeat the Stalfos, and an elevator will drop down from above, covering the pit. This elevator carries two more Stalfos. You must defeat both of them quickly; if you take too long on the second one after defeating the first one, then they will both regenerate. Defeat both of them, and a Chest will appear which contains the Fairy Bow (as well as the small quiver, which holds 30 arrows). Take it, then return to the West Stairwell.

The Forest Temple - West Stairwell

New Dungeon Item: Small Key

You'll know if this is the West Stairwell, since the stairs will be on the left side and the Poe Sister will be colored red. If the stairs are on the right and the Poe Sister is colored blue, then you're in the wrong stairwell. Return to the Upper Stalfos Room and use the other door.

You must now shoot the portrait which contains the Poe Sister using the Fairy Bow. If you get too close, then the Poe Sister will vanish, and move to another painting. So you want to shoot the portrait from as far away as possible. Standing at the bottom or top of the stairwell is your best bet. Once you shoot out the picture containing the Poe, then the portrait will burn into ashes, and the Poe will move to another picture. Destroy all three pictures in the stairwell, and the Poe Sister will appear at the bottom of the stairwell.

Go down the stairs and shoot her with an Arrow, whereupon she will disappear. Wait for her to appear again, then shoot her with another Arrow. Repeat until she dies. If you attempt to L-Target her, then she will vanish. So don't even attempt to L-Target her. If you draw too close to her, visible or invisible, then she will perform a spinning attack with her torch. Once she is dead, then her Flame will return to the torch in this room, as well as to the torch back in the Torch Room, and a chest will appear. Open it to get a Small Key. Climb back to the top floor of the stairwell, and go back to the West Twisted Hallway. From there, return to the Stone Block Room.

The Forest Temple - Stone Block Room

Turn around as you come into the room, and look above the door to see a silver eye. Shoot the eye with your Bow Fairy Bow. The Twisted Hallway on the other side of the door will straighten itself out. Go back through the door.

The Forest Temple - West Twisted Hallway

New Dungeon Item: Boss Key

Run down the now-straightened hall, and drop down into the room. You are now standing on what was formerly the wall the last time you were here. Watch out for Wallmasters while you're here. Open the blue chest to get the Boss Key, which will let you open the door to the Boss' chamber. Once you have the Boss Key, drop through the pit in the floor.

Kill both of the Blue Bubbles in this room to open the door in the south of the area. Go through the door.

The Forest Temple - West Courtyard

New Quest Item: Gold Skulltula Token x1 [GSOOT053]

You're now on an upper ledge in the West Courtyard. Be careful not to fall off, unless running all the way back around the dungeon sounds like fun to you. Run along the ledge, killing the Big Deku Baba on the way. Look to the right from the Deku Baba, where you will see a broken column which makes a makeshift platform. It also has two Recovery Hearts. Jump out to these Recovery Hearts and walk slowly to the far edge of the broken columns, and look up to find a Gold Skulltula. Kill it and take it's token with the Hookshot, then jump back to the ledge with the (dead) Deku Baba. There are a number of alcoves on the right as you go along the ledge. Go into the alcove on the far end of the ledge to find a door. Go through it.

The Forest Temple - Floormaster Room

New Dungeon Item: Small Key

This room contains a Floormaster, which is similar to the Wallmaster, except it cannot grab you and drag you back to the dungeon's entrance. It instead employs a charging attack, which is a more traditional attack than the Wallmaster. If the Floormaster glows green, it becomes invulnerable and is about to attack. Give it plenty of space when this happens. Attack the Floormaster when it is not glowing, and when it dies it will split into three smaller Floormasters. Kill these midgets quickly using the Fairy Bow, otherwise they will quickly grow into full-sized Floormasters.

After the Floormaster is dead, a chest will appear in the room. Open it to get a Small Key. Return to the previous room.

The Forest Temple - West Courtyard

Back on the ledge, turn to the right and go through the door.

The Forest Temple - Stone Block Room

Jump down to the bottom level of the Stone Block Room, and kill the Blue Bubble. Climb your way all the way back up to the top of the room. If you like, you can stop on the third level to shoot a golden eye with an arrow, which will give you a chest with a bundle of arrows. If you missed the Boss Key in the West Twisted Hallway, then go through the door again to claim it. Otherwise, shoot the silver eye above the doorway to retwist the hallway. Once the hallway is properly screwed up again, go through the door and return to the West Stairwell, and back to the Upper Stalfos Room.

The Forest Temple - Upper Stalfos Room

Go through the opposite door.

The Forest Temple - East Stairwell

New Dungeon Item: Compass

Repeat the portrait-shooting process from the West Stairwell. Once all three portraits are destroyed, then the Poe Sister will appear at the bottom of the stairwell. Defeat her the same way you defeated the previous one. Once she is dead, a chest will appear. Open it to get the Compass. Climb back to the top of the stairwell, and go through the locked door.

The Forest Temple - East Twisted Hallway

Step forward into the room, and Navi will once again inform you of the presence of Wallmasters. Ain't she the most annoying? I mean, greatest?

Drop down to the floor and wait for the Wallmaster to appear. Dodge it and kill it. You don't want it interfering with you while you're trying to work in this room. To the right from the door where you entered the room is a tall ladder with a doorway at the top. Go down the hallway inside, where you will encounter two Green Bubbles.

Green Bubbles are identical to Blue Bubbles, only they do not aggressively attack and their flame shield randomly toggles on and off. You can also disable their shield by walking into them with your shield up. Shoot the Green Bubbles with Arrows when their Green Flame turns off, or ignore them. Enter the door at the end of the hall.

The Forest Temple - The Flaming Arrow Room

This room contains four rotating platforms, which move in orbit around a torch in the center of the room. Against the right wall as you enter is an eyeball switch, which is frozen over by a chunk of ice. To shoot the switch, you must ride on the rotating platforms, and shoot an arrow through the flame, and onto the eyeball switch. The flaming arrow will melt the ice and activate the switch. Once the eyeball switch is activated, then the previous room will twist itself up. Return to the previous room.

The Forest Temple - East Twisted Hallway

Run down to the end of the now-twisted hallway, and drop down to the floor on the other end of the hall. Run around waiting for the Wallmaster, and kill it when it lands. Drop down the pit in the corner, to the right as you jump down from the hallway.

The Forest Temple - Crushing Ceiling Room

Face south as you land, and you'll see a ceiling with lots of gaps in it. It probably won't surprise you to hear, but this ceiling will fall down if you step too near it. Run forward, and stop when Navi bugs you. Wait for the ceiling to crash down, so you can see where the next gap is. Keep running south down the room, stopping at each gap to spy the next gap and kill any Big Skulltulas with arrows as needed. Halfway down the hall on the right is a switch. Step on this switch to open the door at the end of the hall. Go through this door.

The Forest Temple - Puzzle Block Room

Shoot the portrait of the Poe Sister on the wall with an arrow, and the puzzle blocks hanging above will come down. Four of the blocks can be pushed together

to form a picture of the yellow Poe Sister. The fifth is superfluous. Find the block which doesn't match (the color should be fairly easy to distinguish), and push it out of the way before pushing the other blocks together to make the Poe Sister appear. Kill her the same way you defeated the other two.

Once the Green Flame is back in place, climb up the ledge near the torch and go through the door.

The Forest Temple - East Hallway

Kill the Big Skulltula on the ceiling, and go through the door at the other end of the hall.

The Forest Temple - The Torch Room

-M-I-N-I--B-O-S-S-

Amy Poe

Jump off the balcony and into the middle of the room to meet the final Poe Sister, Amy. Amy is very different from her sisters. She will split into four different versions. One is the real Amy, the other three are fakes. There are two different methods to finding the real Amy. The first, is to randomly shoot the different Poes until you hit the real Amy. The second, is just to pay attention. The real Amy does a little spin when she first splits up. Shoot this Amy with an arrow, and she will split into four new Amys. Wait for the real Amy to spin, and shoot her again. Amy doesn't really attack unless you give her the opportunity by taking too long to shoot the real Amy. Just stand still in the middle of the room while the four Amys dance around you, and shoot when you get the chance. It's okay to L-Target Amy; she doesn't disappear like her sisters.

Once Amy dies, then the last flame will come into place, and the elevator in the floor will rise up. Go down this elevator.

The Forest Temple - Spinner Room

New Quest Item: Gold Skulltula Token x1 [GSOOT054]

This room contains a large number of rooms, most of which are blocked off by the wall. The wall can be pushed into new positions by grabbing a hold of one of the two pieces of the wall that jut out on the right and left.

As soon as you enter the room, go to the left and grab a hold of the north side of the handle. Push it towards the south. Head for the northwest corner of the room, where there is a small room with a switch inside it. Step onto the switch, and a door will open elsewhere in the room.

As you come out of the room, go to the handle on the right. Stand on the north side of the handle, and push it to the south. Go to the east side of the room, and enter the small alcove to step onto another switch. Another gate will open elsewhere in the room. Turn around and go back out into the room.

Go to the right and to the eastern side of the handle, and push it to the west. Go to the southwest and into the small room. Kill the Big Skulltula and open the chest to find a bundle of arrows. Turn around, and look on the wall to the left. Kill the Gold Skulltula and take it's token with the Hookshot. Return to the main room.

+-----+
Before completing this chapter, also consider completing:
Happy Mask Trading Sidequest (Subchapter Zero-Three-Eight-One)
Obtaining Epona (Subchapter Zero-Three-Eight-Two)
Biggoron Sword Sidequest (Subchapter Zero-Three-Eight-Three)
Big Poe Hunting (Subchapter Zero-Three-Eight-Six)

Kokiri Forest

This chapter title is misleading. We're actually going to a number of places before we even go anywhere near Death Mountain. SO SUE ME. For starters, return to Hyrule Field and go to Lake Hylia.

Lake Hylia
New Song: Scarecrow's Song

If you remember, the last time you were here as Young Link, then you invented a song and played it for the Scarecrow on the northeastern shore of the Lake. Return to this Scarecrow now, and play the song for him again. This song will now become the Scarecrow's Song, which will summon Pierre the Scarecrow to various points throughout the game. This skill will be instrumental in obtaining some Gold Skulltulas in Dodongo's Cavern, as well as the Fire Temple.

If you've forgotten the song that you played for the Scarecrow (or never played a song for him in the first place), then return to the Temple of Time, where Sheik will teach you how to return to Link's childhood, letting you teach Pierre a new song.

Once you have the Scarecrow's Song, head for Lon Lon Ranch (but only if you've awoken Talon, otherwise... head back to the Temple of Time).

Lon Lon Ranch (daytime)
New Upgrade: Your Own Personal Uh... Cow

If you've awoken Talon as part of the Biggoron Sword Trading Sequence, then he will have returned to the Ranch, and Malon will now let you participate in a time trial run around the course on Epona. Complete the course and beat Malon's best time, and Malon will reward you with your own personal Cow back at Link's House in Kokiri Forest. Slightly useless? Yes. Completely awesome? Absolutely.

To complete the course, hug the inside wall and use a Carrot just before each hurdle in the fence (for the pair of extremely low hurdles one-third of the way through the course, only use one carrot to clear them both. Use the long, empty stretch before the last hurdle to recover your carrots. On the last leg of the second lap, burn all of your carrots in one go. If Epona refuses to jump over the fence (which seems to happen a lot more than it should), then you'll basically have to forfeit and start over. Run back to the checkpoint to reset the match. If you can't manage it or just don't want to deal with it, then go ahead and skip this. It's an incredibly tough challenge for a relatively worthless award, so it's no big deal.

Once you have the Cow (or don't), head back to the Temple of Time in Hyrule Castle Market.

Temple of Time

New Song: The Prelude of Light

Run back into the Master Sword chamber, and Sheik will teach you the Prelude of Light. This song will warp you straight to the Temple of Time, much in the same way that the Minuet of Forest takes you straight to the Forest Temple. This is useful later in the game as it will let you return to the Temple of Time and return to Link's Childhood quickly. We get it now since we're going to be returning to Link's childhood briefly in a little while.

Once you have the song, head back out of the Temple and Hyrule Castle, and make your way to Kakariko Village. If you still haven't done the Big Poe sidequest, then you may want to consider doing that now.

Kakariko Village

You should have broken the fifty mark on Gold Skulltulas while you were in the Forest Temple, so you should now go to the House of Skulltula.

House of Skulltula
New Quest Item: Piece of Heart x1 [HPOOT20]

Get the reward for Fifty Skulltulas, which is a Piece of Heart. Also, if you skipped the 40 Skulltula reward, get it now. Which is Bombchus. Exciting. Once you have the items, return to Kakariko Village. You're now done gathering Skulltula rewards for a while. You won't have to return until you have all one hundred Skulltulas.

Kakariko Village

Head for the building across from the Windmill, which was the unfinished structure in Link's childhood. Enter it.

Kakariko Village - Shooting Gallery
New Equipment: Arrow Quiver x40

This shooting game is identical to the Shooting Gallery from Link's childhood, only now the order is completely random. Keep playing the game until you nail all of the targets in one go, and the clerk will reward you with the first Quiver upgrade. Cherish it, as it will be the only Quiver upgrade you get until almost the end of the game.

The order is as follows:

- 1.) In the middle
- 2.) From the left, then from the right
- 3.) Jumps from the middle
- 4.) From the left AND right
- 5.) Two rupees coming from the right, going left
- 6.) Two rupees coming from the left, going right

Note number 2: if a single blue rupee comes from the left, then the next one will ALWAYS come from the right, despite the randomness of the rest of it. Keep this in mind. Also, if you memorize the patterns that the targets appear in, then you can predict what will appear next, and you can always tell what the last pattern will be by simply looking at what has already appeared.

Once you have the quiver, return to Kakariko Village.

Kakariko Village

Head north out of the village to Death Mountain Trail.

Death Mountain Trail

Go up the path from the foot of Death Mountain Trail, dodging the boulders that come crashing down along the way. If you got the Scarecrow's Song from Lake Hylia, then head into Dodongo's Cavern now to get the last Gold Skulltula in there. Otherwise, head up the trail to Goron City and scroll down to the part of the guide with the heading "Goron City."

Dodongo's Cavern - Antechamber

If you're wondering that we're doing here again, it's because we're going after one last Gold Skulltula which has been eluding you here. Those things are a real nuisance, aren't they? To save time getting out of the dungeon, use Farore's Wind here so you can warp out quickly.

Run forward, out to the elevator and to the middle platform in front of the giant Dodongo Skull. Go to the right onto the next elevator, and jump out to the lower ledge (do not ride the elevator up). Once on the ledge, head back towards the southern edge of the room and go through the darkened tunnel on the left at the south edge of the ledge.

Dodongo's Cavern - Lower Southeast Hall

New Quest Item: Gold Skulltula Token x1 [GSOOT055]

Run forward into the hall, and kill the trio of Baby Dodongo's who come out of the ground. Remember to watch out; they explode. Run forward down the hall until Navi flutters up towards the ceiling. Stop and play the Scarecrow's Song. Pierre the Scarecrow will magically appear on the cliff above. Use the Hookshot on Pierre to pull yourself up onto the cliff, and kill the Gold Skulltula behind Pierre. Take it's token, then return to the start of the dungeon by walking or using Farore's Wind. Go back out to Death Mountain Trail and use the Magic Leaf out front of Dodongo's Cavern to ride up to Goron City (the Leaf won't be there if you didn't plant the Magic Bean as Young Link, in which case you'll have to walk).

Goron City (nighttime)

New Equipment: Goron Tunic

New Quest Item: Gold Skulltula Token x1 [GSOOT056]

Play the Sun's Song to make it nighttime if you need to, then run down the rope bridges to the platform suspended over the middle of Goron City. There is a Gold Skulltula clinging to the back of this platform. Go to one of the ropes on the left or right sides of the platform, and climb out far enough so that you can see the Skulltula on the back of the platform. Kill it and take it's token with the Hookshot.

Look down to the third floor (the level immediately beneath Goron City's top floor), and you'll see a tiny little Goron rolling around there, much like the Biggoron used to do as Young Link. Jump down, and try to blow up the Goron

using Bombs to make him stop. He's a coward though, and will roll in the opposite direction if he gets too close to you. Litter the ground with bombs (or even use Bombchus) to hit him, and when he stops speak to him. You may even have to drop a bomb, let him roll past it, and then force him to roll in the opposite direction and right into the bomb. Sometimes this works better than the more straight-forward method.

Speak with the Goron, and he'll reveal himself to be Link, Darunia's Son. Speak with him, and after a while, he'll begin crying. Ask him about the Dragon when prompted, and he'll stop crying long enough to explain. He'll then start crying again. Ask him about the Gorons, and he'll stop crying again, and ask you to save them. He'll then give you the Goron Tunic, and the door to Darunia's Chamber will open. Put on the Goron Tunic, which removes the time limit in Death Mountain Crater and the Fire Temple. Drop down to the bottom floor and enter Darunia's Chamber.

In the back of Darunia's Chamber, there is a large stone block with a crude carving of a Goron on it. Grab onto the block and pull back to reveal a doorway. Go through it.

Death Mountain Crater
New Song: The Bolero of Fire

Go to the left as you enter the Crater, and you will find a broken bridge. Stand on the edge of the bridge, and use the Hookshot to pull yourself across using the wooden beam hanging above the other side of the bridge as an anchor. Run down the bridge a short ways, and Sheik will appear to teach your the Bolero of Fire, the song that warps you to the Fire Temple at any time.

You're probably anxious to go on to the Fire Temple, but if you can spare the time... head back to the Temple of Time using the Prelude of Light.

The Temple of Time

Run back into the Master Sword chamber, and replace the Master Sword on it's pedestal to return to Link's childhood. Once you are back as Young Link, head out of Hyrule Castle to the Market, and go back to the Garden (the large field with the guards you snuck by earlier in the game).

Hyrule Castle - Garden
New Quest Item: Gold Skulltula Token x1 [GSOOT057]

You'll now have to sneak around back to the area where you first met Talon and pushed around the Milk Crates so you could sneak into the Courtyard and meet Zelda. If you don't remember how to get by the guards, here's a lazy cut and paste from earlier in the guide:

Climb up the ivy wall to the top (it has some rough spots where if you don't climb up in just the right place, you'll fall off). At the top, run forward a bit, past the gossip stone, to the top of the large marble arch. Drop down to the ground on the other side of the arch, where you will land on the other side of the gate which formerly blocked your path. You probably don't realize it, but you've already snuck past two of the guards.

This next part is the easily the hardest part of sneaking through the Garden. You need to run up the hill to the left at an exact angle. There are three graphical breaks in the hill (thank god for N64's visible sprites, otherwise

this would be nearly impossible to describe). The place you need to run up is the third break in the hill, approximately near it's center. Go straight up the hill, and at the top there is a cluster of flowers. Run straight at these flowers, then begin running forward and slightly to the left until you reach a wall. Part of the wall is tiled with some bricks; climb up these bricks.

At the top of the brick wall, run straight forward, past another gossip stone. Jump straight off the cliff, and go right into the moat. Swim down to the end of the moat until it breaks left, then climb up onto the small patch of dirt, and from there climb up to the stone platform.

As you climb out of the moat, there is a tree to your right sitting at the corner of the fence. Stand beneath this tree and play the Song of Storms to make a pit appear. Drop down into this pit. There are three bombable walls in this pit, one in front of you as you enter, one to the left and one to the right. Bomb the wall on the left (it's slightly behind you from where you land), to reveal a Gold Skulltula. Kill it and take it's token, then return to the Garden. Run back in the opposite direction you came from while riding the moat and allow one of the Guards to spot you. The guard will throw you back outside the gate. Head for Hyrule Field and go to Zora's River in the east part of the zone.

Zora's River

New Upgrade: Piece of Heart x2 [HPOOT21] [HPOOT22]

Go upstream to the Musical Frogs, and play them the Song of Storms, plus any other songs which you haven't played for them yet. When you play the Song of Storms, then they will give you a Piece of Heart. But wait, it's not over yet! You can also play a minigame with the Frogs to win ANOTHER Piece of Heart. Play the rest of the basic songs (Zelda's Lullaby, Epona's Song, Sun's Song, Saria's Song, Song of Storms and Song of Time), and the Musical Frogs will challenge you with another minigame. Stand on the log and whip out the Ocarina to play the game.

Flies will appear above the Frog's heads, and you must press the button associated with that frog to make him eat it. The lowest frog is matched with the A Button, and the remaining four frogs in the cross-shape are matched to each direction on the C-Pad. You've got to go fast. VERY fast. Ridiculously fast. It takes practice, and persistence. Memorizing the order is very helpful. Luckily, I have transcribed the order for you.

The order is as follows:

A Button, C-Left, C-Right, C-Down, C-Left, C-Right, C-Down, A Button, C-Down, A Button, C-Down, C-Right, C-Left, A Button

Once you have both Pieces of Heart from the Musical Frogs, play the Bolero of Fire to warp to Death Mountain Crater.

Death Mountain Crater

New Quest Item: Gold Skulltula Token x1 [GSOOT058]

Without the protection of the Goron Tunic, your time here is limited before you die from the heat, so let's be quick. Begin by looking to the left from where you warp in, where you will find one of those elusive patches of soft earth. Drop a Bottled Bug into it (you haven't thrown it away, have you!?), but remember to recapture one of the three who comes out. Kill the Gold Skulltula and take it's token, then plant one of your two remaining Magic Beans in the patch. Play the Prelude of Light to return to the Temple of Time.

The Temple of Time

Take the Master Sword once more to return to Adulthood, and play the Bolero of Fire to head back to Death Mountain Crater.

Death Mountain Crater

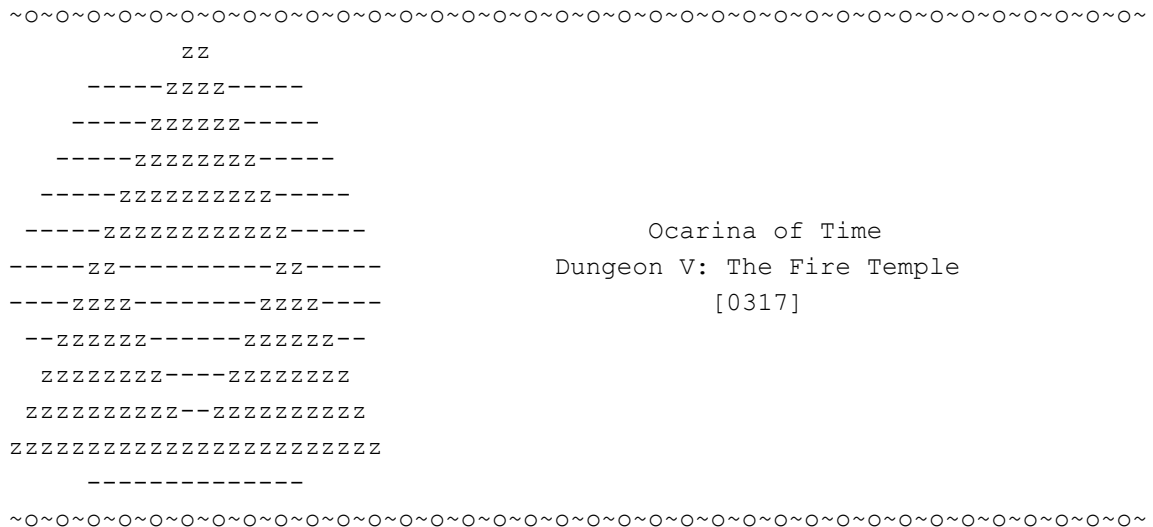
New Upgrade: Piece of Heart x2 [HPOOT23] [HPOOT24]

The Magic Beans you planted not five minutes ago have sprouted into a Magic Leaf already. Hurray for Time Travel! Board the Magic Leaf and ride it up. Near the start of it's path, it will pass by a tall pile of rubble with a Piece of Heart on top and loop around it several times. Jump off the leaf onto the pile of rubble to get the Heart Piece.

Drop back down to the Triforce Pedestal, and board the Magic Leaf once more. This time, ride it around it's course until it passes close to the high cliff near the south entrance. The Leaf will pass briefly by a large rock right near the cliff face; this is your opportunity to jump out to the cliff.

Run to the left a short ways from where you have landed, and position the camera so that you can see the cliff wall below you. It has an odd texture. You can actually climb on this wall. Walk slowly off the cliff to grab ahold of the rock face, and climb down a short distance to an alcove halfway down the cliff face. Climb below the alcove, then climb up into it (if you try to drop down from above, you'll just fall right into the lava). Take the Piece of Heart, then play the Bolero of Fire to warp back down to the pedestal (it's faster then climbing back up).

From the pedestal, head north across the bridge and into the large stone structure. Climb down the ladder into the pit, and enter the doorway adjacent to the ladder to enter the Fire Temple.



Ocarina of Time
Dungeon V: The Fire Temple
[0317]

Status Report -	New Things This Chapter -
Heart Containers: 013/020	Heart Containers: 001
Heart Pieces : 025/036	Heart Pieces : 000
Gold Skulltulas : 058/100	Gold Skulltulas : 005

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+-----Inventory Checklist-----+
|X Deku Stick      X Deku Nut      X Fairy Slingshot X Fairy Ocarina |
|X Bombs          X Bombchus     X Magic Beans     X Boomerang      |
|X Ocarina of Time X Din's Fire   X Farore's Wind  _ Nayru's Love   |
|X Fairy Bow      _ Fire Arrow   _ Ice Arrow       _ Light Arrow    |
|X Hookshot       _ Longshot     _ Lens of Truth  _ Megaton Hammer|
|X Bottle #1      X Bottle #2    X Bottle #3      X Bottle #4     |
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+-----Song Checklist-----+
|X Zelda's Lullaby      X Epona's Song      X Saria's Song   |
|X Sun's Song          X Song of Time      X Song of Storms |
|X Minuet of Forest    X Bolero of Fire    _ Serenade of Water|
|_ Requiem of Spirit   _ Nocturne of Shadow X Prelude of Light|
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+-----Equipment Checklist-----+
|X Kokiri Sword      X Master Sword      X Biggoron Sword |
|X Deku Shield       X Hylian Shield     _ Mirror Shield   |
|X Kokiri Tunic      X Goron Tunic       _ Zora Tunic      |
|X Kokiri Boots      _ Iron Boots        _ Hover Boots     |
|X Ammo Pouch        X Big Ammo Pouch    X Biggest Ammo Pouch|
|X Quiver            X Big Quiver        _ Biggest Quiver  |
|X Bomb Bag          X Big Bomb Bag      X Biggest Bomb Bag|
|X Goron Bracelet    _ Silver Gauntlets  _ Gold Gauntlets  |
|X Child's Wallet    X Adult's Wallet    X Giant's Wallet  |
|X Silver Scale      _ Gold Scale        X Stone of Agony  |
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+-----Upgrade Checklist-----+
|X Super Spin Attack  X Magic Meter       _ Extended Magic Meter|
|_ Enhanced Defense  X Deku Stick Cap. Up. #1 X Deku Stick Cap. Up. #2|
|X Deku Nut Cap. Up. #1 X Deku Nut Cap. Up. #2 X Epona                |
|

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+-----Mask Checklist-----+
|X Keaton Mask      X Skull Mask      X Spooky Mask     X Bunny Hood     |
|X Mask of Truth    X Goron Mask      X Zora Mask        X Gerudo Mask    |
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+-----Trading Sidequest Checklist-----+
|X Pocket Egg      X Pocket Cucco     X Cojiro           X Odd Mushroom   |
|X Odd Potion      X Poacher's Saw    X B. Goron's Sword X Prescription    |
|X Eyeball Frog    X Biggoron's Eyedrops X Claim Check      |
|

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Before completing this chapter, also consider completing:
Happy Mask Trading Sidequest (Subchapter Zero-Three-Eight-One)
Obtaining Epona (Subchapter Zero-Three-Eight-Two)
Biggoron Sword Sidequest (Subchapter Zero-Three-Eight-Three)
Big Poe Hunting (Subchapter Zero-Three-Eight-Six)

Structurally speaking a very small dungeon, the Fire Temple is nevertheless a fairly long dungeon thanks to the large amount of backtracking you must do to complete it. The boss' chamber is literally next door to the entrance. The challenge in reaching it is in activating the bridge which leads to his door, which can only be accessed at the dungeon's top-most floor. The dungeon is also unique in that Keys aren't really hidden, but are instead sort-of rewards for rescuing the Gorons trapped in the dungeon. Even the Boss Key is held by one of the Gorons. Rescuing all of them is a necessary, if tedious, part of the dungeon.

Run up the stairs as you enter, watching out for the Fire Keese who flap around above. Kill them with arrows if you like, then head through the door on the left at the top of the stairs.

The Fire Temple - Pillar Room
New Dungeon Item: Small Key

In this room you'll meet with Darunia. He'll run off to fight Volvagia, and begs Link to rescue the Gorons who are being held prisoner in the Fire Temple. Ignore Darunia's advice that the Gorons are being held in the opposite direction. There's actually a Goron in this very room who you have to rescue first.

Look to the left after the cutscene, and you'll see a number of pillars rising out of the lava. Jump out to these pillars, and along them to the platform in the left corner of the room. Step onto the switch to open the cell directly in front of you. Speak with the Goron inside to free him, then open the chest in his cell to find a Small Key. Return to the door you came through and go through it (if you need Fairies, there are two of them on the right side of the room).

The Fire Temple - Entrance Hall

Watch out for the Fire Keese; they're back, whether you killed them last time you were here or not. Run straight across the room and enter the door on the other side.

The Fire Temple - Lava Cavern

Run to the left side of this large room. You can work your way along the series of platforms in the middle of the room, or you can go along the border of the room, or you can just march right through the lava. It's your pick. Jump up to the ledge on the left side of the room, where there is a sandstone platform with a Block of Time sitting on top of it. Ignore the Block of Time for now. Enter the alcove beneath the block and go through the door inside.

The Fire Temple - Prison Corridor #1
New Dungeon Item: Small Key

Run down to the end of the hall and step on the switch to open the cell door. Speak with the Goron and open the chest inside to get another Small Key. Return to the previous room.

The Fire Temple - Lava Cavern

Run back out to the edge of the sandstone platform, and turn around to face the Block of Time above you. Navi will flutter up by it if you're standing in the right place. Play the Song of Time to make the block change positions, blocking the door you just came through. Climb up onto the Block of Time, and go through the door on top of the sandstone platform.

The Fire Temple - Killer Tile Room
New Quest Item: Gold Skulltula Token x1 [GSOOT059]

As soon as you enter this room, a series of tiles will rise up from the floor and hurl themselves at you. Put your back to the wall and hold up your shield to block these tiles. Don't move until all of the tiles in the room have stopped attacking. Near the back of the room is a strange, pulsating creature. This is a Like-Like, a relatively weak enemy who does possess the rather annoying ability to eat your Clothes and Hylian Shield. Slash him to death (use the Biggoron Sword if you have it), and if he manages to swallow you, reclaim your stolen items after he dies. Kill the Gold Skulltula on the wall and take it's token, then return to the previous room.

The Fire Temple - Lava Cavern

Head to the opposite side of the cavern. Again, work your way along all of the platforms in the center of the room, make your way around on the perimeter, or just run straight across the lava to get there. Watch out for Fire Keese on the way. On the other side of the room is another sandstone platform. Jump up onto it and use a Bomb on the oddly-colored wall to reveal a door. Go through it.

The Fire Temple - Prison Corridor #2
New Dungeon Item: Small Key

Run forward and step on the switch to open the prison cell directly in front of you. Speak with the Goron and open the chest in his cell to get another Small Key. Return to the previous room.

The Fire Temple - Lava Cavern

Head to the door on the north side of the room and go through it. It's the door to the right as you come out of the Prison Corridor #2.

The Fire Temple - Lava Column Room

Run forward, and you will slide down a steep log bridge to the inside of the cage that takes up the predominant portion of the room. Grab onto the wall of this cage and climb to it's top level. At the top of the wire wall there is a pair of platforms that stretch out over the room below. Climb up onto one of these platforms (you may have to walk very slowly along the edge of the cage wall), and jump down onto one of the sandstone platforms below. Watch out for Keese.

On the east sandstone pillar, there is a massive block. Get behind this block and push it off the ledge, onto the huge column of lava that periodically bursts in the middle of the room. Jump down and stand on the block, and use it as an elevator to reach the upper level the next time the lava column erupts. At the top of the "elevator shaft," get off the block and enter the door in the small room.

The Fire Temple - Three-Tiered Room

Go to the left as you come out of the door, and hop up onto the sandstone ledge. Defeat the Fire Slug by attacking it aggressively (put up your Shield if it expands into a large column-shape; it's about to attack if it does). Once it is dead, climb up to the next sandstone ledge on the right and kill

another Fire Slug. Jump across to the adjacent ledge, which has a large stone block and a strange diamond object. This diamond object is actually a new kind of switch. Don't hit it yet.

Push the stone block off the ledge (it can only be pushed one way) so that it lands in the stone track below. Jump down and get in front of the block, and pull it backwards into position on the stone face carved into the floor. Climb back up to the platform with the Diamond Switch on it. Don't activate it yet. Jump out to the stone platform, and look to the left on the other side to see another ledge. Jump to this ledge.

Climb up the wire wall on the left as you land on the next ledge, and move to the edge of the cliff so that you can see the Diamond Switch below (you may have to drop to a lower tier). Drop a bomb off the cliff so that it lands near the Diamond Switch, and quickly climb onto the ledge behind you. The bomb's explosion will activate the switch, temporarily removing the pillar of flames that surrounds the wire wall. Climb up this new wire wall to the top level, and go through the door at the top.

The Fire Temple - Boulder Maze

New Quest Item: Gold Skulltula Token x1 [GSOOT060]

Like most of the mazes you've encountered so far, this is only a maze in the strictest sense of the term. All of the goodies in this room are located on the outside wall, so hug the outside wall as much as possible and you won't miss anything. Use your common sense to avoid the boulders that ricochet around the room. Each of them follow preset paths, and have the ability to stop and change directions even where it would not logically make sense for them to stop.

Go left as you enter the room, and keeping your right side to the outside wall, keep running forward. You'll quickly reach a corner that forms a small alcove, with a low ceiling above. You'll know you're in the right place, since the camera will zoom in when you near the corner. Use a Bomb to destroy the left side of the wall (it isn't discolored, but if you strike it with your sword it sounds hollow). Kill the Gold Skulltula on the other side and take it's token. Turn around and head back out into the maze, taking the first right you come to. Again keeping your right side to the wall, follow the perimeter of the room. You'll reach another small alcove with a door inside it. Go through it.

The Fire Temple - Prison Corridor #3

New Dungeon Item: Small Key

Run down the hall and step on the switch to free the Goron. Speak with the Goron, then open his chest to get another Small Key. Return to the Boulder Maze.

The Fire Temple - Boulder Maze

New Dungeon Item: Small Key

Run forward and take the first right, once again following the perimeter wall and keeping your right side to the wall. You'll quickly reach another locked door. Ignore it for now; keep moving along the perimeter of the maze, always keeping your right side to the wall. Once you make it around to the far left side of the room, you will happen across a Goron's prison cell which is at the end of a dead end in the maze. Step on the switch in front of the cell to open it, and speak with the Goron inside. Take his key. Return to the locked door

we passed earlier and go through it.

The Fire Temple - Narrow Span Room

This room contains three narrow bridges which all meet at one central point. Be careful you don't fall, or else you'll fall back down to the Lava Cavern near the dungeon's entrance. Shoot the Silver Eye on the wall with an arrow to unlock the sealed door on the right from where you enter. Move slowly along the narrow bridges and go through the unsealed door.

The Fire Temple - Lava Curtain Room

New Dungeon Item: Dungeon Map

Look to the right as you enter to find a chest which contains the Dungeon Map. Once you have it, return to the previous room.

The Fire Temple - Narrow Span Room

Enter the locked door on your right as you come out from the Lava Curtain room.

The Fire Temple - Lava Curtain Room

You're back in the Lava Curtain Room now, on the other side of the large fence that blocked you a few seconds ago when you got the Dungeon Map.

Run out along the narrow bridge, and jump onto the wire floor that is suspended above the lava. Step forward a few steps, and a curtain of lava will erupt up from the floor, and chase you along the wire platform. Run all the way along the wire platform (the curtain moves slowly and is easy to dodge), and jump across to the next wire platform at the gap. Keep running along the new wire platform, jump onto a third wire platform, and jump again onto the large sandstones steps on the other side of the platform. Climb to the top of the stairs and go through the door on the left.

The Fire Temple - Boulder Maze

New Dungeon Item: Small Key

You're now on top of the Boulder Maze, and you're able to jump along the walls that form the maze below. If you fall off, you'll have to return to the top of the maze through the Narrow Span and Lava Curtain rooms.

Jump across to the platform directly in front of you, and kill the Lava Slug. There is a huge gash in the floor here, where you can drop a bomb to open a really long pit that drops down. We'll get to that in a moment. Look to the right, and you'll see a long narrow platform that stretches out towards the opposite wall. Jump out onto this platform and run along it. At the end of the platform, look to the left to see another large platform with a Lava Slug on top of it.

Jump out to this platform and kill the Lava Slug. Look to the left once more to see a small platform with a switch. Jump out to the switch and step on it. A cell door on the far side of the room will open, revealing another Goron. Jump along the platforms all the way to the left side of the room. Kill the Lava Slug before you even attempt the jump into the Goron's cell. Speak with the Goron and open his chest to get another Small Key.

Return to the large platform with the huge gash in it that we passed earlier. Drop a bomb onto this gash, and the explosion will reveal a massive pit. Drop down to the bottom of this pit.

The Fire Temple - Three-Tiered Room
New Dungeon Item: Small Key

Run down the hall and around the corner to find another switch. Step on it, and the Goron's double-sided cell doors will open. Speak with the Goron and open his chest to get another Small Key. Turn around and go back down the hall, and use the wire wall to climb back up to the Boulder Maze. You can also use this Goron's cell as a shortcut to quickly return to the Boulder Maze if you accidentally fall back to the Lava Cavern in this dungeon's many pits.

The Fire Temple - Boulder Maze

It's time to use the Scarecrow's Song to get two of the game's most elusive Gold Skulltulas. If you don't have the Scarecrow's Song yet, then... tough noogies for you. Return to the Fire Curtain Room to continue with the dungeon.

Kill the Fire Slug as you climb out of the pit from the Three-Tiered Room. From the top of the pit, look up and to the left to see an oddly shaped platform on the wall. Navi will flutter up near it if you get close enough. Play the Scarecrow's Song, and Pierre the Scarecrow will appear up on the platform. Use the Hookshot to pull yourself up to him. It helps if you play the song just to the right of the door that leads back to the Lava Curtain room, but you'll have to move back to the next platform over to hit Pierre with the Hookshot. You may not necessarily be able to see the red targeting dot on Pierre, but try firing anyway. The Hookshot travels just a tiny bit farther than the red dot does.

Once you have pulled yourself up to Pierre, look to the right and you will see a floating platform with a circular hookshot target on it. Pull yourself over to this platform, and the platform will begin to rise. Ride the elevator to the top of the shaft, and go through the door adjacent to the elevator.

The Fire Temple - Two-Tiered Room
New Quest Item: Gold Skulltula Token x1 [GSOOT061]

Turn right from the door and go around the corner. Climb the wire mesh to the next level, and look to the wire mesh in the corner to spy a Gold Skulltula. Kill it and take it's token, then climb to the top of the next wire mesh wall. Go through the door at the top of the mesh.

The Fire Temple - Time Trial Room
New Quest Item: Gold Skulltula Token x1 [GSOOT062]

As soon as you enter the room, walk forward to the edge of the cliff and look to the left to spy another Gold Skulltula hanging on the cliff wall above the pit. Kill it and take it's token with the Hookshot. The pit below actually leads to the Narrow Spawn Room, so unless 200 rupees sounds like fun to you, you can drop off the cliff to the room below. Make sure that you position yourself so that you land on one of the bridges below, otherwise you'll plummet all the way back down to the Flame Cavern near the start of the dungeon.

If you really want that 200 rupees, then step on the switch to the right of the (now dead) Gold Skulltula. The pillar of flames surrounding the chest at the top of the room will now disappear, and you have a limited to time to open the chest before the flames return. To reach the chest, run up and around the circular path hugging the inside of the circle. When the hill becomes too steep to climb, use the Hookshot on the Hookshot target. From there, run towards the chest until you slide down off the hill, and use the Hookshot on the chest to pull yourself towards it, and open it before the time runs out. Even if you're very good at this, it'll be a close shave.

Once you have the 200 rupees, then drop down to the Narrow Span room through the pit in the center of the room. I'll say it again, make sure you position yourself so that you land on one of the platforms below, or else you will plummet all the way back to the start of the dungeon.

The Fire Temple - Narrow Span Room

Head through the south door (to the right of the sealed door, closest to the silver eye target) to return to the Lava Curtain Room.

The Fire Temple - Lava Curtain Room

Run along the narrow ledge and jump back onto the wire mesh platform. Run along the mesh platform and jump out to the next one. On your left, there is a piece of the platform that juts out very close to the sandstone ledge near the west-center of the room. Jump from this piece of the platform up to the sandstone ledge (it looks like a jump you can't make, but you can). Go through the locked door.

The Fire Temple - West Corridor

Go down the corridor and through the door on the other side.

The Fire Temple - Fire Trap Room

This room is positively littered with fire-based traps, from statues that breath fire to invisible walls that burst into flame when you draw too near them.

From the door, run to the right and off the ledge where there a number of posts embedded in the ground. Some of these posts generate a wall of flames if you draw too close, but others do not. You have to navigate this maze of flames to reach the door on the on the other side.

Keeping the wall on your right side, move slowly forward until a wall of flames appears in your path. Go to the left (watch out for a roving boulder), and take a right immediately after passing the first post on your right. Go right again and head back towards the wall to find a door. Go through it.

The Fire Temple - Compass Corridor

New Dungeon Item: Compass

Run to the end of the hall and open the chest to find the Compass. Return to the previous room.

The Fire Temple - Fire Trap Room

Make your way back through the walls of flames and the roving boulders to the door that you used to first enter this room. Run to the left from the door, hugging the wall and keeping it on your left side. Watch out for the boulder that rolls around here, and turn right after the first post, and walk slowly forward until a wall of flames appears in your path. Go left, and go slightly left and up to pass between a wide gap of posts. Take a left when a wall of flames appears in your path, then run to the wall (watch out for the boulder) and hang a right.

Watch out for the giant totem pole here; the faces spit fire. Hug the wall and go around, keeping your left side facing the wall. Smash the pots on the way to get recovery hearts, and avoid the flames from the totem pole. When another wall of flames appears in your path, go right and pass between the pair of poles directly in front of you. Take a left immediately on the other side, and you'll reach the door. Go through it.

The Fire Temple - Two-Floored Prison

You can't do much to help this Goron just yet. Go straight across the hall and through the door on the other side.

The Fire Temple - Fire Trap Room

You're now on the opposite side of the Fire Trap Room, trapped behind another maze of fire walls. Go forward between the pair of posts directly in front of you, then pass between the pair directly in front of and to your right. Run forward until you hit another wall of flames, then go to the left until you touch the wall. Keeping your right side to the wall, run forward until you reach another fire wall, with a switch just on the other side.

Go to the left and pass between the pair of posts just to the left of the fire wall, and you can reach the switch. The giant curtain of flames on the north side of the room will now disappear. Temporarily. You have to reach the north side of the room before the curtain returns.

Run back through the gap that you just came through, then look to the right where you will see a long aisle of posts on the left and right. Run straight down this aisle towards the north side of the room, and you should reach the wall just before the curtain returns. Run into the small alcove where there is a door. But don't open it; it's a dummy door, which will crush you if you try to open it. Blow up the door with a bomb. The dummy door will disappear, revealing another door. Go through this one.

The Fire Temple - Upper Flare Dancer Room

-M-I-N-I--B-O-S-S-
Flare Dancer

As soon as you enter the room, a Flare Dancer will appear. These unique enemies aren't that hard, since they can be defeated without them ever getting the chance to attack you. If you have the Biggoron Sword, then use it for a faster victory.

To damage the Flare Dancer, the first thing you must do is separate it's heart

from it's flaming body using the Hookshot. Once this is done, the heart will literally begin running around the room very quickly. Begin circling the room in the opposite direction so that you intercept it halfway around the room, and use a jump attack to deal damage to it (use a regular strike if you have difficulty timing the jump attack).

After a time, the Flare Dancer will jump back into the pillar of flames in the middle of the room, and reignite his flaming body. Steal his heart with the Hookshot again, and the process starts over. The Flare Dancer progressively changes colors depending on how much damage he has taken. When he sprouts green flames, then he is nearly dead. If the Flare Dancer does manage to get off an attack, then he will create a bunch of tiny flames which will pursue you around the room. Not terribly dangerous.

Once the Flare Dancer is dead, then the pillar of flames in the middle of the room will disappear. Climb up onto the platform in the middle of the room, and it will begin to rise. Go through the door at the top of the shaft.

The Fire Temple - The Diamond Switch Room

A diamond switch lies directly to your right as you enter. Ignore it for the moment. Instead, run right around the corner and climb the wire mesh wall to the second floor. Once up here, drop a bomb down to the bottom floor, right next to the diamond switch. The explosion will remove the pillar of flames that surround the mesh ladder leading to the next level. Climb this ladder quickly to avoid the regenerating pillar of flames, and go through the door at the top.

The Fire Temple - The Tippy-Top Room
New Item: Megaton Hammer

This is the highest point of the Fire Temple, and contains a timed puzzle similar to the one you completed earlier for the 200 rupees (if you missed the Scarecrow Song, then you missed that room). Climb up onto the ledge across from the door, and step on the switch to make a pillar of flames surrounding a chest near the top of the room disappear. To reach the chest before time runs out, then you have to run up the narrow staircase on the inside of the giant ring that the room creates. It isn't as hard as it looks or sounds. If you have to, go a little more slowly, and Hookshot the chest to pull yourself quickly to the chest at the top of the stairset. This is a little less reliable, but is also less reckless and might be easier for new players.

Once you have the Megaton Hammer, jump off the cliff to the right of the chest to return to where you came in. Stand on the large stone face coming out of the floor, and smash the face with the Megaton Hammer. The block will fall down to the room below. In the corner of the room is another totem pole (this one doesn't breath flame). Smash it with the Megaton Hammer from the left or right until both pieces are gone to reveal a door. Go through it.

The Fire Temple - Hidden Staircase Room

Run forward (watch out for Fire Keese), and look to the right where there is a small stone block that rises out of the pit in the ground. Smash the face with the Megaton Hammer, and a stairwell will appear inside the pit. Grab one of the wooden boxes behind you and then run down the stairs (watch out for more Fire Keese). Drop the wooden box onto the blue switch at the bottom of the stairs to unseal the door. Go through the door.

The Fire Temple - Fire Trap Room

You're now in a hidden chamber high above the Fire Trap Room. Stand on the stone block in the corner and smash it with the Megaton Hammer to fall to the floor below. The stone block has created a booster that lets you access doors in this room that were previously out of your reach. Jump from the block up to the higher ledge. There is a sealed door here, with a rusty switch besides it. Smash the rusted switch with your Megaton Hammer to unseal the door. Go through it.

The Fire Temple - Two-Floored Prison
New Dungeon Item: Small Key

Run forward to the edge of the cliff, and Navi will flutter over to a Block of Time on the other side of the room. Play the Song of Time to transport it down to the floor. The Block will block a door in the corner, but that's okay. We don't need to go through it. Jump across to the opposite ledge, and smash the rusty switch with the Megaton Hammer to open the cell below. Drop down and speak with the Goron in the cell, then take the Key from the chest in his cell. Use the Block of Time to return to the second level of the room, and go back out the door that you came through.

The Fire Temple - Fire Trap Room

Directly in front of you as you come out of the door is a large stone block which is held in place by a stone scaffolding. Jump out to the block, stand on top of it and smash the block with the Megaton Hammer. Ride the block all the way down to it's destination far below.

The Fire Temple - Pillar Room

Look familiar? This is the room where you met Darunia at the start of the dungeon. But we still don't have the Boss Key, so we can't get in to help Darunia. Leave through the east door.

The Fire Temple - Entrance Hall

Kill the pair of Fire Keese in the room, then drop down to the bottom floor and go to the east side of the chamber. Use the Megaton Hammer to smash the pieces of the totem pole away (make sure to stand on the left or right side of the totem) to reveal a door. Go through it.

The Fire Temple - The Room of Fiery Enemies

In this room you will encounter a large number of Fire Keese and Fire Slugs. To get the upperhand right from the start, prepare a Super Spin Attack by holding the attack button as soon as you enter the room, then slowly edge into the room. As soon as you reach the center of the room, or just before you are attacked (whichever comes first), unleash the Super Spin Attack. With any luck (or with the Biggoron Sword) this will kill all enemies in the room in one hit. Kill any leftovers, and the sealed door on the other end of the room will open. Go through it.

The Fire Temple - Deja Vu Room

New Quest Item: Gold Skulltula Token x1 [GSOOT063]

This room should be familiar. Put your back to a wall and block the flying tiles with your shield. Kill the Like-Like, then kill the Gold Skulltula and take it's token. Haven't we done this before? Leave through the door on the west side of the room.

The Fire Temple - Lower Flare Dancer Room

-M-I-N-I--B-O-S-S-

Flare Dancer

Defeat another Flare Dancer here. This one is identical to the last one. Remember to use the Biggoron Sword if you have it. Don't bother with the Megaton Hammer; it attacks too slowly.

Once the Flare Dancer is dead, then his pillar of flames disappears, revealing a chest. Open the chest to get some... bombs. Gee, thanks. Leave through the door in the south of the room.

The Fire Temple - Boss Key Prison Room

New Dungeon Item: Boss Key

Use the Megaton Hammer to smash the rusted switch, opening the double-sided cell. Speak with the Goron, then open the ornate chest to find the Boss Key. Leave through the door in south of the room.

The Fire Temple - Entrance Hall

Go back up the stairs and through the west door. Watch out for Fire Keese along the way.

The Fire Temple - Pillar Room

With the pillar from the Fire Trap room knocked down to this point, you can now jump across to the Boss Key door that you couldn't reach the last time you were here (not that it mattered, since you didn't have the key anyway). Jump across to the door, and go through it.

-----B-O-S-S-----

Subterranean Lava Dragon VOLVAGIA

New Upgrade: Heart Container x1

New Quest Item: Fire Medallion

Volvagia isn't so much a Subterannean Lava Dragon as he is a Giant Flaming Whack-A-Mole Dragon. Nevertheless, this is one of the coolest and most cinematic fights in the whole game, so enjoy it while you're here. Jump out to the large slab of rock in the middle of the cavern, and run to the middle of the platform to begin the fight.

In Volvagia's first phase, he appears randomly in one of the nine pits that dot the battlefield. You'll know which pit he'll appear in, as a large amount of smoke and cinders will appear around the pit. Run towards this pit, and Volvagia's head will emerge. Smash his head with the Megaton Hammer (use a

X Fairy Bow	_ Fire Arrow	_ Ice Arrow	_ Light Arrow	
X Hookshot	_ Longshot	_ Lens of Truth	X Megaton Hammer	
X Bottle #1	X Bottle #2	X Bottle #3	X Bottle #4	
+-----Song Checklist-----+				
X Zelda's Lullaby	X Epona's Song	X Saria's Song		
X Sun's Song	X Song of Time	X Song of Storms		
X Minuet of Forest	X Bolero of Fire	_ Serenade of Water		
_ Requiem of Spirit	_ Nocturne of Shadow	X Prelude of Light		
+-----Equipment Checklist-----+				
X Kokiri Sword	X Master Sword	X Biggoron Sword		
X Deku Shield	X Hylian Shield	_ Mirror Shield		
X Kokiri Tunic	X Goron Tunic	_ Zora Tunic		
X Kokiri Boots	_ Iron Boots	_ Hover Boots		
X Ammo Pouch	X Big Ammo Pouch	X Biggest Ammo Pouch		
X Quiver	X Big Quiver	_ Biggest Quiver		
X Bomb Bag	X Big Bomb Bag	X Biggest Bomb Bag		
X Goron Bracelet	_ Silver Gauntlets	_ Gold Gauntlets		
X Child's Wallet	X Adult's Wallet	X Giant's Wallet		
X Silver Scale	_ Gold Scale	X Stone of Agony		
+-----Upgrade Checklist-----+				
X Super Spin Attack	X Magic Meter	_ Extended Magic Meter		
_ Enhanced Defense	X Deku Stick Cap. Up. #1	X Deku Stick Cap. Up. #2		
X Deku Nut Cap. Up. #1	X Deku Nut Cap. Up. #2	X Epona		
+-----Mask Checklist-----+				
X Keaton Mask	X Skull Mask	X Spooky Mask	X Bunny Hood	
X Mask of Truth	X Goron Mask	X Zora Mask	X Gerudo Mask	
+-----Trading Sidequest Checklist-----+				
X Pocket Egg	X Pocket Cucco	X Cojiro	X Odd Mushroom	
X Odd Potion	X Poacher's Saw	X B. Goron's Sword	X Prescription	
X Eyeball Frog	X Biggoron's Eyedrops	X Claim Check		
+-----				

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Big Poe Hunting (Subchapter Zero-Three-Eight-Six)

----- Death Mountain Crater

There's still one last thing in Death Mountain Crater to be found before we leave here forever. From the triforce pedestal where you land after freeing Darunia, head to the left towards the shattered plank bridge. Use the Hookshot to pull yourself over to the other side of the bridge (target the planks hanging off the cliff and climb up them like a ladder). Run to the left on the other side of the bridge, past the door that leads from Goron's City. Head across the drawbridge here.

On the other side of the drawbridge, there are two rocks which can be seen covering the entrance to a doorway, which is only partially visible. Use the Megaton Hammer to smash the rocks and enter the doorway (you may have to smash the rocks multiple times), which turns out to be a Great Fairy Fountain.

Great Fairy's Fountain
New Upgrade: Magic Meter x2

Run into the fountain and stand on the triforce symbol. Play Zelda's Lullaby while standing on the symbol, and the Great Fairy of Bondage will appear and double the size of your magic meter. Return to Death Mountain Crater.

Death Mountain Crater

As you come out of the Great Fairy's Fountain, you'll find yourself practically thrown right into another gray rock. Smash it with the Megaton Hammer, and you'll open a path leading up to upper Death Mountain Crater. Jump over to the ladder and climb to it's top. At the top of the ladder, head for the southwest corner of the map and go down the tunnel. Head out the cave mouth on the other side.

Death Mountain Trail (nighttime)
New Quest Items: Gold Skulltula Token x2 [GSOOT064] [GSOOT065]

You're done in Death Mountain Crater and the Fire Temple now, so if Link's stylish red threads aren't your thing, you can switch back to the Kokiri Tunic if you like.

If you are choosing to do the Biggoron Sword Trading Sequence as you play through the game, then do Part VI in the appropriate subchapter, then continue on with the guide from this point.

Drop down from the peak of Death Mountain to the long path leading up to the cliff face, where you are normally pelted with burning rocks while trying to make your way up. Smash the first red rock on the left with the Megaton Hammer, and you'll find a Gold Skulltula (if it isn't there, then make sure it's nighttime). Take it's token, then continue down Death Mountain to the area near Goron's City.

Head for the cliff above Dodongo's Cavern (where you threw the Bomb Flower down as Young Link to unseal Dodongo's Cavern). There's another red rock here. Smash it with the Megaton Hammer to find another Gold Skulltula (again, it must be nighttime). Kill it and take it's token. You're done on Death Mountain now, so play the Prelude of Light to return to the Temple of Time.

The Temple of Time

Return to Hyrule Field and make your way to Zora's River, on the east side of Hyrule Field.

Zora's River (nighttime)
New Quest Items: Gold Skulltula Token x2 [GSOOT066] [GSOOT067]

There are a pair of Gold Skulltulas here in Zora's River, so if you planted the Magic Beans as a child then ignore the Magic Leaf for the moment. Run forward from where you enter, and jump across the river at the same place you used to jump across as a kid (you may have to kill the Octorok first). Run upstream to the next point where you must jump across the river, but don't jump across yet. If it isn't nighttime, then play the Sun's Song now, face the south wall and look up. You'll see a Gold Skulltula high on the wall. Unfortunately, you

can't reach it from here.

Turning back north, jump across the gap in the river. Run forward towards the Octoroks in the water, and just wade straight into the river. Adult Link is tall enough that he can walk in most places of the river without being swept downstream. Run east upstream, past the former home of the Musical Frogs. Run around the corner and start heading back west, and onto the small ledge which you used Cuccos to reach with Young Link. Climb onto the ledge and up the ladder. At the top, face south again where you will see a cliff with a pit in it. Jump out to this ledge, but avoid the pit. You're now in range of that Gold Skulltula that we passed earlier. Make it nighttime if you need to, then nail the Gold Skulltula and take it's token with the Hookshot.

Make your way back upstream until you near the Zora's Domain waterfall. Near the end of the wooden drawbridge just before the waterfall, if you look on the northwestern wall you will find another Gold Skulltula. You may need to stand on the fence to reach it with the Hookshot. Shoot for the Gold Skulltula even if you can't get the targeting reticule to appear; the Hookshot travels slightly farther then it's targeting system shows.

Once you have both of the Skulltulas in this zone, head to the Zora's Domain waterfall, play Zelda's Lullaby to open the waterfall and enter Zora's Domain.

Zora's Domain (nighttime)

New Quest Item: Gold Skulltula Token x1 [GSOOT068]

If you though Death Mountain got screwed up, just check out what Ganondorf did to Zora's Domain.

If it isn't nighttime, play the Sun's Song to make it so. Climb to King Zora's throne room near the top of the cavern, to find him encased in red ice (unless you've already done the Biggoron Sword sequence, in which case he'll already be free). We'll free him in a moment (unless you've already freed him). Head to the left towards the top of the waterfall, and edge to the very edge of the waterfall. Look to the left to see a Gold Skulltula. Kill it and take it's token with the Hookshot, then return to King Zora's throneroom. Climb up to the passage behind King Zora's throne and enter Zora's Fountain.

Zora's Fountain

New Upgrade: Piece of Heart x1 [HPOOT25]

Run to the right from the entrance to Zora's Domain and onto Jabu-Jabu's vacated altar. Climb up the small bit of frozen hill, and jump out onto the first of many frozen platforms. Jump carefully along the ice platforms, and when you reach the second one, you can choose to go north or north-east. Go north-east first to get a Piece of Heart. The second set of ice platforms on the way to the Piece of Heart steadily rotates. Move slowly and come to a complete stop before jumping to the next ice platform to make sure you don't lose control (which is surprisingly easier then you'd think).

Once you have the Piece of Heart, head back to the giant platform and go north along the ice platforms. Jump along them to the northern edge of the pond and into the massive cave mouth that has appeared here. Enter the cave mouth to reach the Ice Cavern.

X Eyeball Frog	X Biggoron's Eyedrops	X Claim Check	
+-----+			

Before completing this chapter, also consider completing:

Happy Mask Trading Sidequest (Subchapter Zero-Three-Eight-One)

Obtaining Epona (Subchapter Zero-Three-Eight-Two)

Biggoron Sword Sidequest (Subchapter Zero-Three-Eight-Three)

Big Poe Hunting (Subchapter Zero-Three-Eight-Six)

Since the Ice Cavern is not divided by doors or other zones the way the rest of the game is, I'm going to be diverting from my usual format for the guide. The Ice Cavern is going to be all one area, not divided up by separate rooms. Sorry if this confuses you, but it was even more confusing when this part of the walkthrough was divided up into separate rooms when the entire area is technically one big room.

The Ice Cavern

New Quest Items: Gold Skulltula Token x3 [GSOOT069] [GSOOT070] [GSOOT071]

New Upgrade: Piece of Heart x1 [HPOOT26]

New Dungeon Items: Dungeon Map, Compass

New Item: Iron Boots

Go down the frozen corridor, destroying any stalagmites with your sword and watching out for stalactites that fall from the ceiling. When the room widens out into a large room with a frozen floor, you'll meet three Freezard enemies. Defeat them with sword strikes or Din's Fire. Don't try to struggle towards them on the frozen ice. Just use the Hookshot on them to pull yourself right to them. The Freezards can freeze you solid using an ice breath attack, and can move slowly around on the frozen floors, but are otherwise relatively harmless.

Watching out for the Blade Trap that circles the room, head north into the next hallway. Slash your way through the four stalagmites dropping your path and keep going down the path. The next time the hall widens out, it will reveal a large room with a huge spinning Giant Frozen Scythe Thing of Incredibly Painful Death.

This room contains a number of Silver Rupees, which must be gathered to unlock the door in the north end of the room so that you can progress onwards. Three of the rupees are located in plain sight, but are also located directly in the path of the GFSTIPD. If you time it properly, then you can roll under or even backflip over the GFSTIPD, but it takes practice and skill. There is another silver rupee behind three blue stalagmites in the corner (to the left as you first enter the room). Kill the Gold Skulltula on the ceiling above while you grab this rupee. The last silver rupee hangs high above the room. To reach it, climb up the cliff in the rear of the room and jump out to the rupee. The door at the top of the cliff will now unlock. Climb up and go through it.

Run down the hall, killing the Freezard in your path while dodging the blade trap. Keep going down the hall until you enter a wider room. This room contains a new kind of Keese, the Ice Keese. These guys are annoying. Really freaking annoying. If they touch you, then they will freeze you solid. However, unlike the Fire Keese, they do not lose their Ice effect after they touch you. Try and kill them from afar with arrows. Use manual aiming if possible.

Once all of the Ice Keese in the room are dead, climb up onto the ledge near the front of the room. Move slowly along it and kill the Freezard at the end.

Once the Freezard is dead, jump to the platform on the left, and jump again to the next platform. This platform contains a pillar which houses a pillar of Blue Fire. Blue fire can be used to melt the Red Ice that you've seen around Zora's Domain. Empty two of your Bottles (you'd better have at least two by this point in the game), and fill them with Blue Fire.

From the Blue Fire, move to the left along the narrow bridge. Kill the Freezard at the other end (he tends to hog up this part of the path, so use a Jump Attack with the Biggoron Sword or a Megaton Hammer for a 1HKO). Use the Blue Fire on the large chest to the right of the (dead) Freezard, and open it to get the Dungeon Map (the pot frozen with Red Ice contains a fairy). Make sure you still have two Bottles with Blue Fire, then return to the room with the Giant Frozen Scythe Thing of Incredibly Painful Death.

If you look to the left and right from the cliff where you emerge from the Dungeon Map room, you'll see two bits of wall that have an odd reddish-tinge to them near their base. These are actually barriers which can be melted with Blue Fire. Melt the barrier on the left first, and go down the hall. Run into the middle of this small room, and quickly run in a small circle several times to coax down all of the stalactites who threaten to fall from the ceiling. Next, smash all of the stalagmites in the corners of the room, and kill the Keese before they can use the Blue Flame to become Ice Keese.

Refill your empty bottle with Blue Flame, then use both of your bottles of Blue Flame to melt the Red Ice covering the chest on the right side of the room, and the Piece of Heart on the left side of the room. Open the chest to get the Compass. When you get the Piece of Heart, look on the wall to the right to see a Gold Skulltula. Kill it and take it's token. Refill both of your empty bottles with Blue Fire before returning to the room with the GFSTIPD.

Back in the GFSTIPD room, look for the next bit of wall with the red tinge at it's base. Use Blue Fire to melt away this barrier and go down the hallway behind it. Run down the hall to find - of all things - an old-fashioned block pushing puzzle.

Kill all of the Ice Keese in this room before attempting to complete the puzzle. Unless you want things to be more difficult than they really need to be. While you're getting rid of the Keese, get the Gold Skulltula in the corner (to your right as you come in from the GFSTIPD room) and take it's token with the Hookshot.

To get out of this room, you have to gather all of the Silver Rupees around the room. None of them are hidden, the trick is in reaching them by using the block of ice near the entrance to the room. There is only one block, and pushing the block off one of the cliffs in the room will cause it to respawn back at the start of the room.

Go back to the ice block in the room, and grab it from it's east side and push forward. Now, climb on top of it, and use it to reach the silver rupee on top of the tall stone block. Go to the west side of the block, and push it east. Get on top of it, and climb into the small alcove. Use your remaining bottle of Blue Fire to melt the Red Ice and take the Silver Rupee inside. Drop back down out of the alcove and push the ice block to the north or south and off the cliff to make it respawn at the entrance to the room.

Now, grab the ice block from it's north side and push it south. Jump onto the ice block and use it to reach the silver rupee on top of the rock. Now, grab onto the east side of the stone block and push it to the west. Climb on top of the ice block, and grab the silver rupee on top of the stone. Next, jump back down, and get on the south side of the ice block. Push it north. Grab the

Status Report -

Heart Containers: 014/020
 Heart Pieces : 027/036
 Gold Skulltulas : 071/100

New Things This Chapter -

Heart Containers: 001
 Heart Pieces : 004
 Gold Skulltulas : 001

-----Inventory Checklist-----

X Deku Stick	X Deku Nut	X Fairy Slingshot	X Fairy Ocarina	
X Bombs	X Bombchus	X Magic Beans	X Boomerang	
X Ocarina of Time	X Din's Fire	X Farore's Wind	_ Nayru's Love	
X Fairy Bow	_ Fire Arrow	_ Ice Arrow	_ Light Arrow	
X Hookshot	_ Longshot	_ Lens of Truth	X Megaton Hammer	
X Bottle #1	X Bottle #2	X Bottle #3	X Bottle #4	

-----Song Checklist-----

X Zelda's Lullaby	X Epona's Song	X Saria's Song	
X Sun's Song	X Song of Time	X Song of Storms	
X Minuet of Forest	X Bolero of Fire	X Serenade of Water	
_ Requiem of Spirit	_ Nocturne of Shadow	X Prelude of Light	

-----Equipment Checklist-----

X Kokiri Sword	X Master Sword	X Biggoron Sword	
X Deku Shield	X Hylian Shield	_ Mirror Shield	
X Kokiri Tunic	X Goron Tunic	_ Zora Tunic	
X Kokiri Boots	X Iron Boots	_ Hover Boots	
X Ammo Pouch	X Big Ammo Pouch	X Biggest Ammo Pouch	
X Quiver	X Big Quiver	_ Biggest Quiver	
X Bomb Bag	X Big Bomb Bag	X Biggest Bomb Bag	
X Goron Bracelet	_ Silver Gauntlets	_ Gold Gauntlets	
X Child's Wallet	X Adult's Wallet	X Giant's Wallet	
X Silver Scale	_ Gold Scale	X Stone of Agony	

-----Upgrade Checklist-----

X Super Spin Attack	X Magic Meter	X Extended Magic Meter	
_ Enhanced Defense	X Deku Stick Cap. Up. #1	X Deku Stick Cap. Up. #2	
X Deku Nut Cap. Up. #1	X Deku Nut Cap. Up. #2	X Epona	

-----Mask Checklist-----

X Keaton Mask	X Skull Mask	X Spooky Mask	X Bunny Hood	
X Mask of Truth	X Goron Mask	X Zora Mask	X Gerudo Mask	

-----Trading Sidequest Checklist-----

X Pocket Egg	X Pocket Cucco	X Cojiro	X Odd Mushroom	
X Odd Potion	X Poacher's Saw	X B. Goron's Sword	X Prescription	
X Eyeball Frog	X Biggoron's Eyedrops	X Claim Check		

Before completing this chapter, also consider completing:
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 Obtaining Epona (Subchapter Zero-Three-Eight-Two)
 Biggoron Sword Sidequest (Subchapter Zero-Three-Eight-Three)
 Big Poe Hunting (Subchapter Zero-Three-Eight-Six)

 Zora's Fountain
 New Upgrade: Piece of Heart x1 [HPOOT27]

As soon as you come out of the Ice Cavern, don your Iron Boots and drop down into the pool of water. Float to the bottom where you will find a Piece of Heart. Unequip the Iron Boots and float back to the surface, then head back to

Zora's Domain through the west entrance.

Zora's Domain

New Equipment: Zora Tunic

Use your last remaining bottle of Blue Fire on King Zora to unfreeze him. Out of gratitude, he will give you the Zora Tunic, which lets you breath underwater. In essence, it removes the Timer while underwater, much in the same way that the Goron Tunic removes the timer while in superhot areas. This isn't really REQUIRED in the Water Temple (plenty of people complete the temple without even being aware that the Zora Tunic even exists), but it helps take the pressure off in some of the harder areas. If you have an extra bottle of Blue Fire, then you can use it to unfreeze the entrance to the Zora's Shop, which sells extra Zora Tunics, in addition to other useless trinkets.

Now that King Zora is unfrozen, then I strongly recommend that you complete the rest of the Biggoron Sword Trading Sequence in the appropriate subchapter, if you haven't already. If you've been doing it as you progress through the game, then do Parts VII through X now. If you haven't done any of it (you lazy bum), then I STRONGLY recommend you do the whole thing now. It is very easy to complete at this point in the game, and relatively quick (fifteen minutes, tops, if you know exactly where you need to go). Remember not to use any transportation songs. This means that you can't use the Serenade of Water when you're delivering the Eyeball Frog, or the Bolero of Fire when you're delivering the Eyedrops. You have been warned...

I know you're probably itching to use the Serenade of Water to go straight to Lake Hylia, but if you're willing to take the long way then we'll get a Piece of Heart on the way. Return to Hyrule Field via Zora's River.

Hyrule Field

New Upgrade: Piece of Heart x1 [HPOOT28]

Hop on Epona, and ride her to an area northwest of Lon Lon Ranch. The area in question is a single golden tree, which stands alone northwest of Lon Lon Ranch and slightly south of the river in northwest Hyrule (it's actually very near Big Poe #09, if you've done the Big Poe Hunting sidequest yet). Drop a bomb on the tree's south side to open a pit. Drop down the pit, and you'll find a deep pool of water with a Piece of Heart at it's bottom. Use the Iron Boots to sink down and reach the Piece of Heart. You can now submerge and play the Serenade of Water to warp to Lake Hylia, though I recommend that you visit the Fairy Fountain near the Forest Temple first to restock on Fairies.

Lake Hylia

New Upgrade: Piece of Heart x1 [HPOOT29]

You've probably already been here before as Adult Link (I've directed you here no less than twice previously in the guide), but in case you're just jumping in the middle of the guide let me reiterate the astonishing fact: Lake Hylia is now dried up! Like, oh my god!

Okay, now that that's out of the way, head for the Observatory near the southwestern shore of Lake Hylia. If you planted the Magic Beans as a child, then there will now be a Magic Leaf here that can be used ride to the roof of the Observatory (alternatively, you can also use the Scarecrow's Song). Once on the roof of the Observatory, you can begin climbing the ladder to the top of the high tower. Your old friends from Lon Lon Ranch, the Guay's, return here

to harass you on your way up. They may accost you on the way up, they may not. It depends on chance, really. On top of the tower is a Piece of Heart.

Once you have the Piece of Heart, drop back to the shore of the lake, and head over to the Fishing Pond on the northeast shore. Normally the Fishing Pond is unaccessible until you've restored Lake Hylia, but with the help of the Scarecrow's Song you can cheat a little bit. Go to the northern edge of the Fishing Pond's island, and Navi will flutter up and turn green. Play the Scarecrow's Song, and Pierre will appear. Pull yourself up to him with the Hookshot and enter the Fishing Pond. If you don't have the Scarecrow's Song, then you can also reach here using the Magic Leaf.

Lake Hylia - Fishing Pond
New Equipment: Gold Scale

I know what you're going to say: We've just gotten the Iron Boots, which let us WALK underwater. So why the hell are we coming here to get an item that lets us dive deeper? What the hell use is that? Well, Mr. Impatient, the answer is simple. It lets you obtain another of the better hidden Pieces of Heart in the game. So next time, don't be so impertinent. To those of you who weren't going to say that, I register my apologies, and offer cookies as compensation.

The Fishing Pond is pretty much identical to last time, only the fish are bigger. So I'll just take the lazy route and cut and paste the paragraph from the last time you were here, slightly modified to meet the new conditions and rewards.

In order to win the Golden Scale, you have to capture a record breaking fish: fifteen pounds. There really isn't much advice that can be given for this. It's all about patience. L-Target a fish, then hit B to cast. Use the B button, the A button and the joystick to play with the lure and attract fish to the fly. The biggest fish are found near the submerged log on the left side of the pond and the reeds on the right. Once a fish is on the line, hold down A and pull backwards on the control stick to reel the fish in. With that information in hand, get fishing.

As a side note, I lied a little bit about this being pretty much identical to last time. The fish now are much larger and can therefore break free of the line much easier. There isn't much you can do about this. If it happens, then it happens. The unfortunate downside to this is that once a fish breaks free from the line, it disappears permanently. If the pond starts running low on larger fish, then leave it and re-enter, and they will respawn. I find it also helps to alternate between holding back and to the left, and back and to the right every few seconds while you reel the fish in.

Once you have captured a fifteen-pound fish (minimum), return to the Clerk and show him your fish. He'll give you the Gold Scale. Leave the Fishing Pond and go to the Lake Hylia Observatory. Enter it.

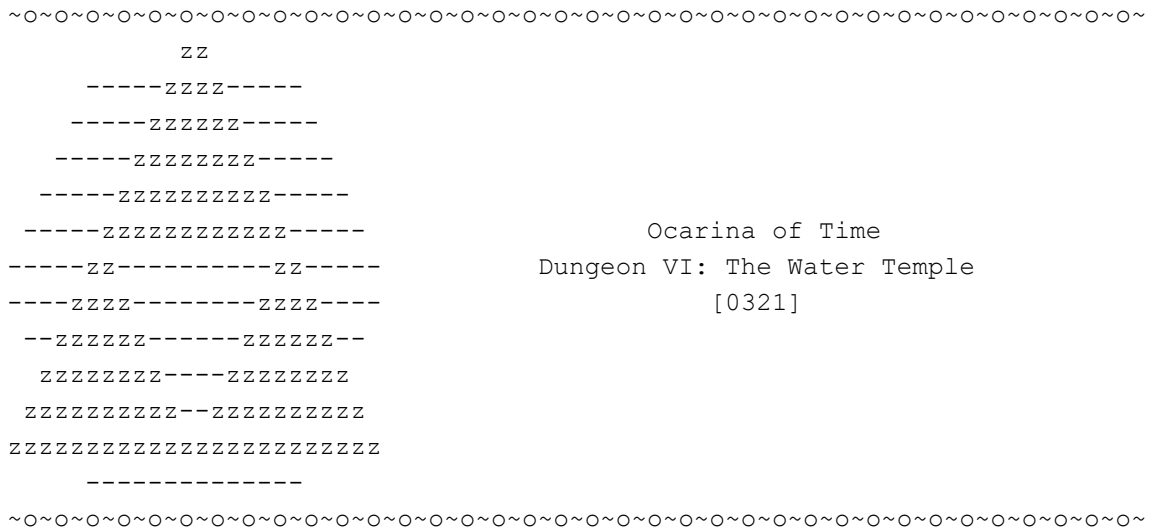
Lake Hylia - Observatory
New Quest Item: Gold Skulltula Token x1 [GSOOT072]
New Upgrade: Piece of Heart x1 [HPOOT30]

There are two things to do in the Observatory involving your two new toys. First, use the Gold Scale to dive down all the way down to the pool of water in the corner of the room. Speak with the scientist, and he will be so impressed, he'll give you a Piece of Heart. Next, equip your Iron Boots and sink to the bottom of the pool of water. Roll into the crate at the bottom of the pool to

reveal the game's only underwater Gold Skulltula. Use the Hookshot to kill it and take it's token. Once you have these two items, return to Lake Hylia and head for what's left of the lake beneath the large island in the southern area.

Lake Hylia

Equip the Iron Boots and use them to march into the small pool of water that was once Lake Hylia. Go to the north side of the island, and you will find a door sealed by an iron grating. Use the Hookshot to shoot the diamond switch above the door, and the gate will unseal itself. Enter the gate to begin the next temple.



Status Report -

Heart Containers: 015/020
Heart Pieces : 031/036
Gold Skulltulas : 072/100

New Things This Chapter -

Heart Containers: 001
Heart Pieces : 000
Gold Skulltulas : 005

+-----Inventory Checklist-----+

X Deku Stick	X Deku Nut	X Fairy Slingshot	X Fairy Ocarina	
X Bombs	X Bombchus	X Magic Beans	X Boomerang	
X Ocarina of Time	X Din's Fire	X Farore's Wind	_ Nayru's Love	
X Fairy Bow	_ Fire Arrow	_ Ice Arrow	_ Light Arrow	
X Hookshot	_ Longshot	_ Lens of Truth	X Megaton Hammer	
X Bottle #1	X Bottle #2	X Bottle #3	X Bottle #4	

+-----Song Checklist-----+

X Zelda's Lullaby	X Epona's Song	X Saria's Song	
X Sun's Song	X Song of Time	X Song of Storms	
X Minuet of Forest	X Bolero of Fire	X Serenade of Water	
_ Requiem of Spirit	_ Nocturne of Shadow	X Prelude of Light	

+-----Equipment Checklist-----+

X Kokiri Sword	X Master Sword	X Biggoron Sword	
X Deku Shield	X Hylian Shield	_ Mirror Shield	
X Kokiri Tunic	X Goron Tunic	X Zora Tunic	
X Kokiri Boots	X Iron Boots	_ Hover Boots	
X Ammo Pouch	X Big Ammo Pouch	X Biggest Ammo Pouch	
X Quiver	X Big Quiver	_ Biggest Quiver	
X Bomb Bag	X Big Bomb Bag	X Biggest Bomb Bag	

X Goron Bracelet	_ Silver Gauntlets	_ Gold Gauntlets	
X Child's Wallet	X Adult's Wallet	X Giant's Wallet	
X Silver Scale	X Gold Scale	X Stone of Agony	
+-----Upgrade Checklist-----+			
X Super Spin Attack	X Magic Meter	X Extended Magic Meter	
_ Enhanced Defense	X Deku Stick Cap. Up. #1	X Deku Stick Cap. Up. #2	
X Deku Nut Cap. Up. #1	X Deku Nut Cap. Up. #2	X Epona	
+-----Mask Checklist-----+			
X Keaton Mask	X Skull Mask	X Spooky Mask	X Bunny Hood
X Mask of Truth	X Goron Mask	X Zora Mask	X Gerudo Mask
+-----Trading Sidequest Checklist-----+			
X Pocket Egg	X Pocket Cucco	X Cojiro	X Odd Mushroom
X Odd Potion	X Poacher's Saw	X B. Goron's Sword	X Prescription
X Eyeball Frog	X Biggoron's Eyedrops	X Claim Check	
+-----+			

Welcome to the Water Temple, considered by more or less everyone to be the most difficult Zelda dungeon... ever. The thing that makes it hard is the dungeon can be incredibly confusing when unguided. Luckily, you have this guide, so you're not unguided. So don't be frightened, youngling. The single most mollifying thing about this dungeon is that, when one progresses improperly through it, then they can literally get themselves permanently stuck and unable to progress. If you're worried about this happening, then you may want to make a Copy of your game file before the Water Temple. However, if you follow this guide to the letter, then it won't be a problem.

Structurally, the Water Temple is actually very similar to the Deku Tree. The center of the dungeon consists of a tall room with many doors on it's three different levels, a literal "Vertical Hallway." The twist in this dungeon is not trying to break through the three different levels of the dungeon, as in the Deku Tree, but in trying to adjust the water level in the dungeon so that you can reach certain doors on different levels of the Vertical Hallway. This concept is further twisted by the fact that you must enter certain areas of the dungeon only after completing certain previous areas of the dungeon. Finally, after going up and down and up down more times then you care to count, you'll be able to reach the final hallway at the top of the Vertical Hallway and challenge the boss.

Before completing this chapter, also consider completing:
Happy Mask Trading Sidequest (Subchapter Zero-Three-Eight-One)
Obtaining Epona (Subchapter Zero-Three-Eight-Two)
Biggoron Sword Sidequest (Subchapter Zero-Three-Eight-Three)
Big Poe Hunting (Subchapter Zero-Three-Eight-Six)

The Water Temple - The Vertical Hallway
New Dungeon Item: Compass

As soon as you enter the dungeon, take off your Iron Boots (and equip your Zora Tunic if you haven't yet) and climb out of the pool of water. Run forward, and kill the Tektite with an arrow or sword attacks. Jump into the large pool of water that fills the room, and swim to the passage visible on the right. Climb up onto the ledge and run down the hallway, going right around the corner and into the pool of water.

Equip the Iron Boots and sink to the bottom of the pool. Get used to changing

your shoes about fifty gajillion babillion million and two times in this dungeon. Run down the hallway, and grab the stone block set in the wall directly in front of you (the path goes left and right here, but ignore this for now. We'll get to it later on). Grabbing the stone block, pull it back as far as it will go. Switch back to the Kokiri Boots and float back up to the top of the pool.

Run back to the large pool in the center of the room. The Tektites may have returned; defeat them as necessary. Jump into the larger pool of water, and switch back to the Iron Boots. Sink down to the passage directly beneath the one you just came from, and go through it. Switch back and forth between the Kokiri and Iron Boots as necessary to reach your goal.

Run down the hallway, following it's winding path. Your old friends the Stingers from Jabu-Jabu's Belly reappear here. The Hookshot is the only weapon that can be used underwater. And lucky you, the Hookshot can also defeat Stingers in a single shot. Once all of the Stingers are dead, run to the end of the hall so that you are brushing against the large series of spikes set into the ground. Look up above the spikes to the ledge above them, and you will see a Hookshot target. Pull yourself up to the target with the Hookshot. Turn around and look up to the ceiling, and you will see three more Hookshot targets. Pull yourself up to the one furthest away from you with the Hookshot, and you will pull yourself out of the water. Change back to the Kokiri Boots.

This room contains a pillar of water (similar to the pillars of flame from the Fire Temple). In the corner, there is a diamond switch. Drop a bomb near the switch, then run over to the pillar of water. When the bomb explodes, the switch will activate, temporarily lowering the pillar. Open the chest to get the Compass. Put the Iron Boots back on and sink back down into the Stinger Tunnel. Return to the main room.

Back in the main room, use the Iron Boots to sink down to the bottom floor. At the bottom, you'll likely encounter several new enemies called Spikes. To defeat these, simply shoot them twice with the Hookshot; once to stun, once to kill. When you touch down on the bottom floor, enter the passage beneath the one you just came from to get the Compass. It is on the east side of the room, marked by two torches (currently unlit thanks to that pesky water level).

Run down the tunnel's hall, and you'll meet Ruto again. You may have forgotten that you two are engaged to be married, but she sure hasn't. Ruto will beg for your help (don't worry, you don't have to cart her around like in Jabu Jabu's Belly... in fact, you won't see her again until the dungeon is over). Change back to the Kokiri Boots to float up several floors. On the way, you'll see a huge gash in a wall which is an obvious bombable spot. We'll get to it in a while. Once you have floated up two floors, you will reach an air pocket.

On the wall is a plaque inscribed with the Triforce. Play Zelda's Lullaby, and the water level in the dungeon will lower. This switch lowers the water level to the lowest level, and is therefore considered "Water Switch One." Water Switches Two and Three, respectively, raise the water to it's second highest and highest depth. We'll be using these switches throughout the dungeon to access the different parts of the dungeon.

Once the water level is altered, go through the door to the left of the Water Switch.

The Water Temple - Spike Room
New Dungeon Item: Dungeon Map

This room is jam-packed with Spike enemies. Defeat them with two Hookshot attacks each, and a chest will appear. Open it to get the Dungeon Map. Map in hand, return to the previous room. If you're wondering just how Ruto managed to disappear into thin air in this dead end... a wizard did it.

The Water Temple - The Vertical Hallway

Drop down to the bottom floor, to the room where you met Ruto. Now that the room is now longer flooded with water, then the torch has relit itself. Before you ask... a wizard. Fire arrows through the torch onto the lanterns in the corners of the room to unseal the door. Break the pots in the room if you need more arrows. Go through the door.

The Water Temple - Shell Blade Room
New Dungeon Item: Small Key

Here, you introduced to a charming new enemy known as the Shell Blade. Shell Blades are invulnerable until just before they attack, when they briefly open their mouth. When they do this, fire the Hookshot into their open mouth to kill it. Watch out for flapping charge attack.

Defeat all of the Shell Blades, and a chest containing a Small Key will appear. Small Key in hand, return through the only door to the previous room.

The Water Temple - The Vertical Hallway
New Quest Item: Gold Skulltula Token x1 [GSOOT073]

Run down the hallway directly in front of you, and return to the main area of the Vertical Hallway. Now that you're back in the main room, head for the south end of the room and go through the doorway there. Go down the hallway, and use a Bomb to blast through the strangely-colored tile on the floor at the end of the hall, revealing a pit filled with water. Switch to the Iron Boots and sink to the bottom of the watery pit.

When you land, head to the west and defeat a Shell Blade with the Hookshot. Hug the far wall, and change back to the Kokiri Boots to float up to the next level. On the next floor, climb up onto the ledge and step on the switch. The water level will rise slightly (in this room only), and a Hookshot target will appear on the ledge above you. Climb up to the next ledge, and use the Hookshot to pull yourself up to the target.

Defeat the pair of Tektites, and then run to the grating against the far wall. The switch to open the grating is actually just on the other side of it. Use a Super Spin Attack to reach it. Kill the Gold Skulltula just on the other side of the grating, and take it's token. Take the contents of the pots, then head back to the main room.

Run around the tower in the middle of the room and go to the west side of the chamber. Jump up onto the wooden platform, and grab ahold of the stone block. Push it forward until it falls down a pit filled with water. Equip your Iron Boots and sink down after it.

Turn to your right as you land, and run to the end of the hall. Switch back to the Kokiri Boots and float up. Climb out of the water at the top of the passage, and strike the diamond switch on the right. A pillar of water will rise from the pit in the middle of the room. Jump out onto the pillar, and then jump across to the other side of the pit before the time limit runs out.

If you fall, pull yourself back up using the Hookshot target. Enter the door on the other side of the pit.

The Water Temple - Whirlpool Room

New Dungeon Item: Small Key

This room contains a pool of water which is being swirled around into a whirlpool. Equip your Iron Boots and drop down to the pool's bottom level. Look in the mouth of the dragon's statue on the way down, and you will spot a diamond switch. To the right of the dragon statue, there is a small alcove with a Hookshot target in it. Pull yourself up to the alcove using the Hookshot target, and then stand on the edge of the alcove, as far away from the Dragon Statue as you can. From here, you can just barely shoot the corner of the diamond switch with the Hookshot. Once the grating in the alcove is open, go through it and kill the Shell Blades. Stand against the far wall behind the grating, and unequip your Kokiri Boots to float up to the next level.

Climb out of the pool and open the chest to get another Small Key. This small room contains another diamond switch, which reopens the grating below. Strike it, then sink back down before time runs out. It helps if you equi the Iron Boots before striking the diamond switch. Back in the whirlpool, change back to the Kokiri Boots and climb out of the water. Return to the Vertical Hallway.

The Water Temple - The Vertical Hallway

Pull yourself back across the pit using the Hookshot on the Hookshot target. Return to the main area of the room by sinking down through the pool of water with the Iron Boots, then using the Hookshot at the other end of the corridor to pull yourself back up to the main room.

Go to the south side of the tower in the middle of the room, and you'll find a locked door. Go through it.

The Water Temple - The Central Tower

New Dungeon Item: Small Key

When you enter the room, run to the opposite wall, turn around, look up and to the right where there is a ledge. Here, you will find a Hookshot target. Use it to pull yourself up to the ledge. You'll find Water Switch Number Two here, the switch that sets the water level it's second highest level. Play Zelda's Lullaby to move the water level up. A passage will appear down below; equip your Iron Boots and sink back down to the bottom level, and go down the passage.

Run down the passage and around the corner into a small room. Nail the switch in the corner with the Hookshot, and a grating will open in the ceiling, releasing six Spikes and three Shell Blades. Defeat them all, and a grating will open across from the diamond switch. Change back to the Kokiri Boots and float up the newly-opened passage. At the top of the passage, get out of the water and open the chest to get a Small Key.

Sink back down to the room below with the Iron Boots, and return to the area of the tower with the Water Switch. Float all the way back up to where the Water Switch Number Two is, and enter the door across from the water switch.

The Water Temple - The Vertical Hallway

New Dungeon Item: Small Key

It's now time to return to that gash in the wall, near where we met Ruto earlier. Change back to the Iron Boots, sink back to the bottom floor of the room, and go down the east hallway on the bottom level. When you reach the room with the trio of unlit torches, change back to the Kokiri Boots and float up one level. Use Bombs to blow open the huge gash in the wall. Enter the new opening, and open the chest on the other side to get another Small Key. Change back to the Iron Boots and float down to the bottom level, and return to the main room.

Back in the main room, switch back to the Kokiri Boots and float back up to the second level, then go to the west side of the dungeon. Enter the locked door here.

The Water Temple - Water Pillar Room

This room contains a low water pillar and a diamond switch. Stand on the water pillar, and activate the diamond switch with the Hookshot or an arrow. The water pillar will rise, lifting you through the shaft in the ceiling. Watch out for the Tektite at the top of the shaft, who will attempt to knock you down. One of the easiest ways to kill it is to charge up a Super Spin Attack while you ride up, and unleash it as soon as you see the Tektite. Enter the door at the top of the shaft.

The Water Temple - The Vertical Hallway

You've now found the final Water Switch, this one being Number Three, which raises the water level to it's maximum height (coincidentally, the level it was at when you first entered the dungeon). Play Zelda's Lullaby in front of the plaque to raise the water level again. After the water level is raised, jump down off the ledge and head for the west side of the room. Go through the locked door.

The Water Temple - The Waterfall-Elevator Room

Kill the Keese on the left and right as you enter this room. Run to the edge of the cliff, and if you look to your right then you can see a Gold Skulltula very high up on the wall. You can't get it yet; you'll need a certain upgrade to your "stretching, shrinking keepsake."

Hop off the cliff to a platform some distance below, and then hop off this platform to the platform directly below it. Look at the waterfall in front of you, and you will see that the elevators which steadily descend from above all have Hookshot targets on the front of them. Reach the top of the waterfall by latching onto an elevator, then pulling yourself progressively higher, until you reach the top of the waterfall. You have to be fast, as the elevators descend at a slow but steady pace.

Once at the top of the elevator, go through the locked door.

The Water Temple - The Dragon's Head Room

To progress through this room, you'll have to make the dragon's heads throughout the room raise and lower by shooting the diamond switch in the

middle of the room, which will reveal a number of Hookshot targets. Nail the Diamond Switch once, then pull yourself over to the next dragon head with the Hookshot. Once on the other side, shoot the switch again to lower the dragon's heads. Run to the west side of the room, and use the Hookshot target on the wall to pull yourself over.

Jump over the dragon's head, and shoot the diamond switch once more. Pull yourself over to the next dragon's head with the Hookshot, then hit the diamond switch one more time. Climb onto the lowered the dragon's head, then shoot the diamond switch while you are standing on the head of the statue. The head will rise, letting you access the alcove on top of the room.

Kill both of the Tektites, then run to the far side of the alcove. Defeat the Like Like behind the large spikes by throwing bombs at it. Use the Hookshot target on the ceiling near the door to pull yourself over the spikes blocking the path. Go through the door on the other side.

The Water Temple - Tranquil Pond

This room is famous. For good reason. For one, it looks great graphically. For another, it features the return of Zelda II bad guy Dark Link. Run to the island in the middle of the area, and keep running around the island until Dark Link appears near the tree.

-M-I-N-I--B-O-S-S-
Shadow Link

The first thing to know when fighting Shadow Link: do not perform a Stab attack (forward + attack while L-Targeted). It's tempting to use this attack a lot (because let's face it, it works really well on most other enemies). But Shadow Link will just... well, you'll just have to see what he does. In fact, fighting Shadow Link with a Sword isn't really recommended at all. Attacking him with pretty much any basic sword attack will cause him to retaliate with the exact same attack. Pretend that Shadow Link and Hero Link's sword attacks are magnets, each with the same polarity. The same attacks will just deflect one another.

So the trick is to use an attack with a negative polarity; i.e., an attack that Dark Link can't perform. This means using the Megaton Hammer. He can't deflect the Megaton Hammer. He won't even try. Just smack him around with it until he dies. Okay, a cool fight, but really easy and almost laughably pointless. If you're a combat purist and refuse to use such an easy tactic, then the second-best way to beat him is to use regular sword attacks, but don't L-Target him.

After Shadow Link is defeated, then the pretty little pool will disappear and the door on the north side of the room will unlock. Go through it.

The Water Temple - Longshot Room

Open the chest in front of you to get the Longshot. This excellent little item has double the range of the standard Hookshot. Go around behind the chest to find a Block of Time embedded in the floor. Play the Song of Time to move it out of the way, and drop down the pit on the other side.

The Water Temple - The River Wild
New Dungeon Item: Small Key

New Quest Item: Gold Skulltula Token x1 [GSOOT074]

Navi, once again demonstrating her knack for the obvious, will warn you not to get sucked down the whirlpools in this area. Thanks for that, Sherlock.

Jump into the river of water, and ride it downstream. Take it very slowly - in addition to a Gold Skulltula we'd like to grab on the way, there is also a Small Key. It's also safer. When you get near the whirlpools, strategically switch back and forth between the Kokiri and Iron Boots to avoid getting sucked in. As you pass around the second corner in the river, you'll see the Gold Skulltula hanging on the ceiling, directly above the third whirlpool.

Use the Iron Boots to come to a stop, and grab the Gold Skulltula and it's token from the bottom of the river. If you get sucked down past the fourth whirlpool, then you can't backtrack. So if you miss the Gold Skulltula and pass the fourth whirlpool, then let yourself get sucked down and start over. The game is extremely picky about when it will let you use the Longshot. If initially it won't let you use it even when you're using the Ironboots, then shift around slightly until you are COMPLETELY submerged. Once you have the Gold Skulltula, change back to the Kokiri Boots and keep swimming downstream.

Near the fifth whirlpool, right at the final corner of the river, there is a small platform that you can climb up on. Get on this platform and shoot the golden eye switch with an arrow. The grating across from the platform will open. Use the Longshot on the chest inside to pull yourself over before the time limit runs out and the grating closes. Open the chest for a Small Key.

Go to the right from the chest, and jump off the cliff on the other side to find yourself back at...

The Water Temple - Whirlpool Room

Climb out of the water to the alcove with the door. Go out the door back to the Vertical Hallway.

The Water Temple - The Vertical Hallway

Return to the main part of the Vertical Hallway (you've been here before, use the same route you took the last time). Once you're back in the main chamber, float all the way back to the top floor and go back through the west door to the Waterfall-Elevator Room.

The Water Temple - The Waterfall-Elevator Room
New Quest Item: Gold Skulltula Token x1 [GSOOT075]

Kill the Keese on the left and right side of the room as you come in, then run to the edge of the cliff. Look on the wall to the right to see that pesky Gold Skulltula that was just out of your reach last time. Use the incredible reach of the Longshot to kill it and steal it's token, then return to the Vertical Hallway.

The Water Temple - The Vertical Hallway

We now need to move the water level back to it's second level, but to do that we're first going to have move it to it's lowest level. Equip the Iron Boots and drop to the bottom level of the room, and go through the east hall back to

the room where you met Ruto. Switch back to the Kokiri Boots and float all the way up. Play Zelda's Lullaby in front of the plaque to lower the water level to its bottom level.

Drop back down to the bottom floor, back to the room where you met Ruto. Return to the main room of the Vertical Hallway, and make your way around to the south side of the tower. Enter the door into the tower.

The Water Temple - The Central Tower

New Quest Item: Gold Skulltula Token x1 [GSOOT076]

Pull yourself up to the second level of the tower with the Longshot, and play Zelda's Lullaby in front of the plaque to set the water level to its middle height. Climb onto the floating platform, and look high up on the wall, near the ceiling of the tower, where you will spot a Gold Skulltula. Use the Longshot to kill it and take its token, then go out the door to the second level of the Vertical Hallway.

The Water Temple - The Vertical Hallway

New Dungeon Item: Small Key x1

Work your way around to the south side of the tower's exterior, where you will find a doorway which is covered by a grating. Shoot the eye in the water with an arrow (that pesky Wizard arrives again to help Link defy the laws of physics) to make the grating open. Use the Longshot on the Longshot target on the wall behind the grating to beat the clock and access the hallway on the other side.

Go east from the Longshot target, where you will find your path blocked by a stone block. Remember the very first thing that we did when we got to this dungeon? We pulled a stone block out of a wall? Well, here's the continuation of that puzzle, twenty minutes to an hour later! Ain't this dungeon the swellest?

Push the block forward until it stops, and then take a right down the passage you just opened. Open the chest to get a Small Key. Now that you have the Small Key, it's time to return the water level to its highest point. Turn around from the chest, and go straight forward down the opposite passage (ignore the passage going left). Look up at the deadend to see a Longshot target. Pull yourself up with the Longshot. Go around the corner, and you'll be back in the main room of the Vertical Hallway.

Drop back down to the second level of the dungeon, and enter the door on the west side.

The Water Temple - The Water Pillar Room

You know the drill here. Ride the Water Pillar to the third floor, and go through the door at the top.

The Water Temple - The Vertical Hallway

Play Zelda's Lullaby at the plaque to raise the water level back to its maximum height. You're now done raising the water level. In fact, you're done almost playing around in this silly Vertical Hallway completely. Chances are you know it by heart by now. You'll need to come back here fairly soon, so to

save time you may want to save your place here using Farore's Wind.

Equip your Iron Boots, and sink all the way back down to the bottom level (yeah, that's right, back to the bottom floor). Once on the bottom level, head for the north end of the room to find a doorway which contains a deep pit. Enter the pit and sink down with the continued help of the Iron Boots. At the end of the pit, go down a short hallway then change back to the Kokiri Boots to float to the surface. Climb up onto the ledge on the south side of the room. Use the Longshoot to pull yourself across the room, past the line of spikes. Go through the door on the other side.

The Water Temple - The Not-As-Hard-As-It-Looks Room

You can do this room the easy way, or the hard way.

The easy way: Equip the Iron Boots and walk along the bottom of the pond, watching out for Boulders. Run to the northeast corner of the pond, and switch back to the Kokiri Boots. As you float to the surface, grab onto the ledge on the north corner of the room and pull yourself up.

The hard way: Swim across with the Kokiri Boots, getting beat to hell in the process.

Whichever route you pick, it's a whole lot easier if you eliminate the Tektites with arrows first. Once on the other side, go through the door.

The Water Temple - Stone Block Room

Run forward, and jump off the edge of the cliff into the water below. Equip the Iron Boots and defeat all of the Stingers in the pool of water with the Longshot. Change back to the Kokiri Boots and climb up out of the pool.

There is a switch in the pool of water that will raise the water level in the room, letting you access the west door, but we need to gain access to a block hidden in the walls to activate the switch. Bomb the walls in the northwest and notheast corners of the room to reveal a hidden tunnel which contains a stone block. Facing north, enter the tunnel on the right to find a stone block. Push it to the west until it stops. Run out of the tunnel and back around to the other side of the tunnel, to the other opening that you bombed open.

Grab onto the stone block here, and pull it backwards until you run out of room. Run back around through the tunnel you bombed open so that you are behind the stone block. Push it forward until it falls in the pool of water, pressing down on the switch and permanently activating it. The water level will now rise. Go to the west side of the room and climb up to the door. Go through it.

The Water Temple - Water Pillar Triplets Room

Step on the switch in the corner, and three water pillars down in the pit will rise, and the door across the room will unlock. Quickly run and jump onto each of these pillars, jumping to the other side of the pit. Watch out for the Tektites on the other side (performing a Jump Attack as you jump over to the ledge can help defend against their attacks, but it's no guarantee). If you fall down or fail to reach the door before it locks, use the Longshot target to return to the start and try again. To make it across the fastest, only jump

out to the second water pillar, then jump straight for the door. You don't need to jump on the third one. Go through the door on the other side when you make it across.

The Water Temple - The Not-As-Hard-As-It-Looks Room
New Quest Item: Gold Skulltula Token x1 [GSOOT077]

Run forward and into the passage of water (watch out for boulders that roll along here). Look to the right, and kill the Gold Skulltula on the wall. Take it's token, then use the Iron Boots to drop down the water pit beneath the Skulltula. At the bottom of the pit, go to the right and kill a Shell Blade in the tunnel. Switch to the Kokiri Boots, and float up to a locked door. Open the door.

The Water Temple - The Boss Key Room
New Dungeon Item: Boss Key

Open the ornate chest to get the Boss Key. Now you must return to the Vertical Hallway. If you saved your place there with Farore's Wind, then use the Wind now to warp back there. Otherwise, you'll have to take the long way back by returning to the NAHAIL Room, following the water down into the pool of water, and making your way back to the Vertical Hallway.

The Water Temple - The Vertical Hallway

Head to the top level of the room, and go to the north side of the tower. Use the Longshot on the dragon's head to pull yourself up, and go through the door behind the statue.

The Water Temple - Blade Trap Room

This room contains a steep hill with three slow moving Blade Traps that strafe slowly back and forth. To get up the hill, you have to start climbing it using the Kokiri Boots, and keep pressing forward. If you have to stop at any time, or if you get hit by the Blade Traps, then you will fall back to the start of the ramp and have to start over.

Once at the top of the ramp, enter the Boss Door.

-----B-O-S-S-----
Giant Aquatic Amoeba MORPHA
New Upgrade: Heart Container x1
New Quest Item: Water Medallion

I often hear this boss described as "hard." I can only assume one of two things: people assume that since the dungeon is fairly difficult and confusing, then the boss must also be so. The only other theory I can come up with (and the one that I tend to favor) is that most people suck. The only thing "hard" about Morpha is it's ability to deal quite a large amount of damage in one attack (which deal four to six hearts of damage... but since you should have fourteen or fifteen heart containers by now, that's no big deal).

For the duration of this boss fight, it's very important that you avoid entering the water, since this will give the boss easy opportunity to attack you. You should also avoid standing on the four platforms on the inside of the room, since this will allow Morpha to attack you from several sides (this takes

Status Report -

Heart Containers: 016/020
 Heart Pieces : 031/036
 Gold Skulltulas : 077/100

New Things This Chapter -

Heart Containers: 001
 Heart Pieces : 001
 Gold Skulltulas : 001

+-----Inventory Checklist-----+

X Deku Stick	X Deku Nut	X Fairy Slingshot	X Fairy Ocarina	
X Bombs	X Bombchus	X Magic Beans	X Boomerang	
X Ocarina of Time	X Din's Fire	X Farore's Wind	_ Nayru's Love	
X Fairy Bow	_ Fire Arrow	_ Ice Arrow	_ Light Arrow	
X Hookshot	X Longshot	_ Lens of Truth	X Megaton Hammer	
X Bottle #1	X Bottle #2	X Bottle #3	X Bottle #4	

+-----Song Checklist-----+

X Zelda's Lullaby	X Epona's Song	X Saria's Song	
X Sun's Song	X Song of Time	X Song of Storms	
X Minuet of Forest	X Bolero of Fire	X Serenade of Water	
_ Requiem of Spirit	_ Nocturne of Shadow	X Prelude of Light	

+-----Equipment Checklist-----+

X Kokiri Sword	X Master Sword	X Biggoron Sword	
X Deku Shield	X Hylia Shield	_ Mirror Shield	
X Kokiri Tunic	X Goron Tunic	X Zora Tunic	
X Kokiri Boots	X Iron Boots	_ Hover Boots	
X Ammo Pouch	X Big Ammo Pouch	X Biggest Ammo Pouch	
X Quiver	X Big Quiver	_ Biggest Quiver	
X Bomb Bag	X Big Bomb Bag	X Biggest Bomb Bag	
X Goron Bracelet	_ Silver Gauntlets	_ Gold Gauntlets	
X Child's Wallet	X Adult's Wallet	X Giant's Wallet	
X Silver Scale	X Gold Scale	X Stone of Agony	

+-----Upgrade Checklist-----+

X Super Spin Attack	X Magic Meter	X Extended Magic Meter	
_ Enhanced Defense	X Deku Stick Cap. Up. #1	X Deku Stick Cap. Up. #2	
X Deku Nut Cap. Up. #1	X Deku Nut Cap. Up. #2	X Epona	

+-----Mask Checklist-----+

X Keaton Mask	X Skull Mask	X Spooky Mask	X Bunny Hood	
X Mask of Truth	X Goron Mask	X Zora Mask	X Gerudo Mask	

+-----Trading Sidequest Checklist-----+

X Pocket Egg	X Pocket Cucco	X Cojiro	X Odd Mushroom	
X Odd Potion	X Poacher's Saw	X B. Goron's Sword	X Prescription	
X Eyeball Frog	X Biggoron's Eyedrops	X Claim Check		

Before completing this chapter, also consider completing:
 Happy Mask Trading Sidequest (Subchapter Zero-Three-Eight-One)
 Obtaining Epona (Subchapter Zero-Three-Eight-Two)
 Biggoron Sword Sidequest (Subchapter Zero-Three-Eight-Three)
 Big Poe Hunting (Subchapter Zero-Three-Eight-Six)

 Lake Hylia
 New Item: Fire Arrows
 New Quest Item: Gold Skulltula Token x1 [GSOOT078]

You can change back to the Kokiri Tunic or Goron Tunic at this point, if the

dark blue hue of the Zora Tunic isn't your thing.

After the cutscene upon finishing the Water Temple, you will find yourself back on the island in the middle of Lake Hylia at sunrise. This is convenient, as there is an item that can be obtained at Lake Hylia only at this time of day. Run to the east side of the island, where you will find a plaque set into the ground. If you read the plaque, then it reads,

"When water fills the lake, shoot for the morning light."

With the Water Temple finished, the Lake will be refilled. So fire an arrow directly into the sun, and the Fire Arrows will fall from the sky onto the smaller island east of the larger one. Swim out to it and take it. It must be at sunrise for this to work, so if you happen to be here at a different time of day, then play the Sun's Song to make it nighttime, then hang around until the sun rises (the Sun's Song makes it noon if you make it daytime, several Hyrulean hours past when you can get the Fire Arrows). You're going to need the Fire Arrows later on in the Shadow Temple, which we'll get to after a brief excursion back to childhood.

We're not quit done here yet. Return to the larger island, and use the Longshot to pull yourself up to the top of the dead tree. It helps if you stand to the left so that you can see the left side of the trunk, and pull yourself up by aiming just above the large branch which sticks out near the top of the tree. Once you're at the top of the tree, make it nighttime to make a Gold Skulltula appear on the top of the trunk. Don't try to jump up and kill it; just stand on the branch and use the Longshot.

Once you have the Token, play the Prelude of Light to return to the Temple of Time.

The Temple of Time

We'll head back to childhood in a moment. For right now, return to Hyrule Field and go to Kakariko Village.

Kakariko Village
New Song: Nocturne of Shadow

A cutscene will take place as you enter the village, whose awesomeness cannot be described in mere words. Afterwards, Sheik will teach you the Nocturne of Shadow. This transportation song is the ONLY way to reach the Shadow Temple. Once you have learned the Nocture of Shadow, head for Kakariko Graveyard.

Kakariko Graveyard

Head for Dampe's Grave (it's the only gravestone with flowers on the left aisle). Pull it backwards to reveal a pit, and drop back down to Dampe's Amazing Cave Race Game.

Dampe's Amazing Cave Race Game
New Item: Piece of Heart x1 [HPOOT31]

Before you ask, yes, you have done this before. Except that last time, you probably didn't win the Piece of Heart you get for finishing the race in under 1:00. To accomplish this, you're going to have to follow the exact route you

followed before, only you'll have to roll the whole way (which is slightly faster). The other difference is, when you reach the last room (the large room with the spiral ramp that rises up), use the Longshot from the bottom of the room to pull yourself up to the door.

Here's the instructions on how to beat the race again, for your convenience:

Step forward a few feet to find the ghost of Dampe. He will challenge you to a race, and will start without notice. Immediately run forward, dodging the flames that Dampe drops (he'll drop them the entire race - keep an eye out for them). Turn right at the halls end, taking the corner tight to dodge a flame. Turn left at the next corner, taking the turn wide to dodge another flame.

Run forward between the pair of flames, running along the left side of the gap. Turn left and then right immediately on the other side, taking the turn wide to dodge another flame. Turn right, then left, then left again, taking the turn tight. Take another tight turn on the other side, and go through the door.

Take a right on the other side, and another right, and then a wide left. Run along the left or right side of the tunnel, then enter the wide room. Go through the door on the right. Take a left, then a wide right, then through another door. Run to the wall on the other side, then a right, then a tight left.

Jump onto the ledge to your left, and hug the left wall as you run forward to dodge more flames. Take a wide left, then a tight left to enter a tall room with a large pit in the middle. Use the Longshot to latch onto one of the torches near the top of the room, and pull yourself up. If you make it under one minute, then Dampe will give you a Piece of Heart for your efforts.

Go through the door on the other side of the room, climb up the stairs and you'll find yourself back in the Windmill. If you still haven't learned the Song of Storms from the Organ Grinder, then do so now by pulling out the Ocarina in front of him. Once you have both the Song of Storms and the Nocturne of Shadow, return to the village and play the Prelude of Light to return the Temple of Time and return to Link's Childhood.

The Temple of Time

You should now be back as Young Link. If you still haven't played all of the basic songs for the Musical Frogs in Zora's River, and finished their minigame, then do so now. The two Pieces of Heart earned are more than worth it.

Once you're ready to continue on, play the Nocturne of Shadow.

Kakariko Graveyard

Young Link can't do much in or around the Shadow Temple, so run west as you warp in and jump over the fence to return to the lower area of the Graveyard, then run out to the Village.

Kakariko Village

Go into the Windmill and play the Organ Grinder the Song of Storms, and the well outside will drain. If it doesn't work, it's because you're still Adult Link, numb skull. Once the well is drained, go outside and drop to it's bottom. You'll find a passage at the bottom. Go through it.

-----Trading Sidequest Checklist-----			
X Pocket Egg	X Pocket Cucco	X Cojiro	X Odd Mushroom
X Odd Potion	X Poacher's Saw	X B. Goron's Sword	X Prescription
X Eyeball Frog	X Biggoron's Eyedrops	X Claim Check	

Before completing this chapter, also consider completing:
Happy Mask Trading Sidequest (Subchapter Zero-Three-Eight-One)
Obtaining Epona (Subchapter Zero-Three-Eight-Two)
Biggoron Sword Sidequest (Subchapter Zero-Three-Eight-Three)
Big Poe Hunting (Subchapter Zero-Three-Eight-Six)

This dungeon is really easy, and becomes even easier once you have the Lens of Truth, the dungeon's big item. This is because of the large number of fake walls and floors, which can only be seen through with the Lens. Luckily you can get the Lens of Truth pretty much as soon as you arrive, and really the only reason to stay in this dungeon is to get the three Gold Skulltulas who reside here. So that's what we'll focus on; the Lens of Truth, then the Skulltulas.

The Bottom of the Well - Entrance

Run forward as you enter, and crawl through the small tunnel to it's other side.

The Bottom of the Well - Reservoir

Drop down the cliff on the other side, and kill the Big Skulltula hanging from the ceiling. Since Young Link has neither the Fairy Bow nor the Longshot, you'll have to switch back to the old method of kill it. You'll reach an apparent dead end, complete with a charming skeleton to emphasize the fact. Just walk forward, and you'll pass right through the wall to the other side.

While in this part of the room, you are in danger of falling down the numerous pits which are hidden by fake floors, which are similar to the fake wall that you just passed through. To avoid these floors, stay in the shallow water the circles the room as much as possible. No pits appear in these tracks. If you do happen to fall down one of the pits, then head for the southwest corner of the large room beneath the Reservoir, climb up the ladder and go through the door at the top to return to the southwest corner of this room. You'll need to gather the Silver Rupees around the cess pool at the bottom of the ladder before the door will open.

Jump across the pool of water directly in front of you and into the narrow trench filled with water. Remember this pool; we're going to be returning to it in a moment. Go left or right down the narrow trench, and follow it around two corners (watch out for a gigantic green bubble who patrols the trench). After the second corner, run halfway down the hall until you reach a point where there is a triforme painted on the floor of the trench. Stand on this symbol and play Zelda's Lullaby, and the water in the trench will drain away.

Return to the pool of water you passed near the entrance to the dungeon, which has now become just an empty pit. Drop down into the pit, and you'll find another narrow crawlspace that Young Link can fit through, and a chest (which contains bombs... exciting). Go through the crawlspace.

The Bottom of the Well - Deadhand Hallway

Run forward, and kill the Big Skulltula that comes down. Climb up the ivy-colored wall to the next level and go through the door on the other end of the room.

The Bottom of the Well - Deadhand Room

New Item: The Lens of Truth

When you enter the room, the door will seal behind you. Notice the four giant hands sticking out of the ground in the room. Run near one, and it will grab you, summoning Deadhand.

-M-I-N-I--B-O-S-S-

Deadhand

Deadhand is relatively basic, and follows an easy pattern. Allow one of his hands to grab you, and Deadhand's body and head will appear and move slowly towards you. Struggle free of the hand holding you by rotating the control stick and slamming buttons, then L-Target Deadhand's head. Stand still (out of the range of the hands), and wait for Deadhand to get near you, at which point his head will lower to attack. Execute a Jump Attack before Deadhand can attack, and he will begin to run away, eventually sinking back into the ground. Allow another hand to grab you, and repeat the process until Deadhand dies.

Once Deadhand has died, open the chest that appears to find the Lens of Truth. The Lens makes invisible objects and enemies visible, and also reveals fake walls and floors. It steadily uses magic while activated, but there's a cool trick you can use to avoid this: rapidly turn the Lens of Truth on and off by tapping the assigned c-button, and it won't use any Magic Power.

If you like, use the Lens to look behind the chest, and you'll find another, invisible chest which contains a huge rupee. Lens of Truth in hand, return to the main Reservoir room.

The Bottom of the Well - Reservoir

New Dungeon Item: Small Key x2

New Dungeon Item: Compass

If you don't care about Gold Skulltulas, then play the Prelude of Light to return to the Temple of Time, and skip to the next chapter in the guide. Otherwise, carry on from this point.

Climb out of the pit using the ivy on the opposite wall. From the top of the pit, run into the trench that was formerly filled with water. Run to the left towards the corner, and use the Lens of Truth to see an opening on the right. Go through it and open the chest to get a Small Key. Go back out in the hall into the trench, and go around the corner. Use the Lens of Truth to see another opening on the right, which leads to a room with a chest. Run into the room, using the Lens to watch out for the large pit in the floor. Open the Big Chest to get the Compass, then return to the trench.

Go back down the trench in the opposite direction, back around the corner and to the end of the hall. Take a left around the corner. Use the Lens of Truth to find another opening on the left wall just around the corner. Go inside to find another Small Key, then return to the trench.

Run further down the hall, and use the Lens of Truth halfway down the hall to see an opening on the left. Go through it. Immediately on the other side, there is a locked door on the right. Go through it.

The Bottom of the Well - Skulltula Room East

New Queset Item: Gold Skulltula Token x1 [GSOOT079]

Kill all four of the Keese in the room, then activate the Lens of Truth. You'll see a narrow ledge on the right, going around the pit in the center of the room. Go along this ledge to the other side, where you will find a Gold Skulltula. Kill it and take it's token with the Boomerang, then return to the previous room.

The Bottom of the Well - Reservoir

Reactivate your Lens of Truth, then run to the right. On the other side of this small prison, there is another locked door. Go through it.

The Bottom of the Well - Skulltula Room West

New Quest Item: Gold Skulltula Token x1 [GSOOT080]

Kill the Deku Baba in this room, and watch out for the pots. They'll hurl themselves at you, much like the tiles back in the Fire Temple. Kill the Gold Skulltula on the wall using the Boomerang and take it's token, then return to the Reservoir.

The Bottom of the Well - Reservoir

Go right as you come out of the room, using the compass to see the opening in the wall on the right. Run down the hall directly across from this opening, and drop down the cliff at the end of the hall. Open the chest at the bottom of the pit to get a Recovery Heart, then climb up the ivy wall. Go through the door at the top.

The Bottom of the Well - Coffin Room

New Dungeon Item: Small Key

Run into the room, and kill the Gibdos to the right. Gibdos appear as mummies, but are essentially the same as Redeads. Once the Gibdos is dead, use the torch near it to light a Deku Stick. Run to the southwest corner of the room, and light the torch next to the coffin in the corner. The coffin will open, revealing a Small Key. All of the other coffins in the room contain unpleasant surprises.

Once you have the Small Key, return to the Reservoir and climb back up to the trench.

The Bottom of the Well - Reservoir

Turn left at the trench from the Coffin Room, and follow the trench around the corner. Run down to the end of this hall, to the northeast corner of the area. Watch out for the pit near the wall here (use the Lens of Truth to dodge it). Crawl through the crawlspace in the alcove in the northeast corner.

The Temple of Time

It's not quite time to return to adulthood yet. Head out to Hyrule Castle Market.

Hyrule Castle - Market (nighttime)

Play the Sun's Song to make it nighttime if you have to, then head for the door in the southeast corner of the area. It's to the left of the Bombchu Bowling Alley, near the entrance to the back alley. Go through it.

Hyrule Castle - Treasure Chest Game
New Upgrade: Piece of Heart x1 [HPOOT32]

Speak with the clerk, and pay the fee to play the game. He'll give you a Small Key, which you can use to open the first door. Go through it. There are two chests in this room, one of which contains a Small Key, the other of which contains a Rupee. The Key lets you progress, the rupee is a booby prize. Normally, you'd have to guess which chest contains the Key. But the Lens of Truth makes things easier. Simply use the Lens of Truth to see the contents of each chest, and take the Small Key in each room. When you reach the last room in the minigame, you will find a lone chest which contains a Piece of Heart.

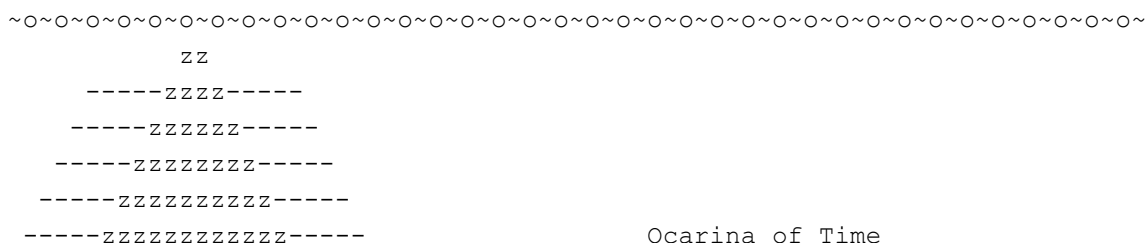
You can actually complete this minigame as soon as you access Hyrule Castle. But the chances of making it all the way through the game without the Lens is one in thirty two. Which is three hundred and twenty rupees and several tedious hours. And that's not even a guarantee. It could take LONGER. Some people might have that kind of patience, but I'm not one of them, and I'm fairly positive most would agree with me. So we got it now. Return to the Temple of Time and take the Master Sword to return to Adulthood.

The Temple of Time

Back on Adult Link, play the Nocturne of Shadow to return to the outside of the Shadow Temple.

Kakariko Graveyard

Run east down the stairs near the warp point to reach a large room filled with torches. Stand on the pedestal in the middle of the torches and use Din's Fire to light all of the torches (if you don't have Din's Fire, then return to childhood and get it from the Great Fairy in Hyrule Castle Garden. Also, you suck). All of the lit torches will open the door to the Shadow Temple. Go through it.



Big Poe Hunting (Subchapter Zero-Three-Eight-Six)

The Shadow Temple isn't so much a temple in that it is a giant obstacle course of pits, blood-splattered guillotines, crushing ceilings, and other fun things of a similarly deadly nature. Some like this dungeon, some hate it. No matter how you look at it, it's easy, so don't stress out about it. It's at least a nice change of pace from the Water Temple.

The Shadow Temple - The Raven Room

Run forward as you enter the Shadow Temple, and look to the right around the corner. There is a long pit here, with a Longshot target on the other end. Pull yourself across with the Longshot. Run straight through the face carved in the opposite wall into the next room.

This room has a large statue of a Raven, surrounded by several posts with skulls on top of them. Use the Lens of Truth on the posts, and find the post which has the skull that does not disappear when exposed to the Lens. Use the handle on the front of the Raven statue to push it so that the Raven faces the "real" Skull. Don't stop pushing the statue until the Raven is facing the proper skull, otherwise the floor will disappear and you will fall down. Once the Raven is facing the proper skull, the grating on the other side of the room will open. Unfortunately, there is a rather large pit in front of the grating, which you can't cross.

Turn around and face the wall opposite the large pit, where you will see more of those faces carved into the wall. Use the Lens of Truth to find the fake face on the right side of the wall. Run through it, down the hall and through the door at the other end.

The Shadow Temple - Catacombs

The wall in front of you has a skull with blue, glowing eyes. Keep this detail in mind; all of the fake walls in this next area will have glowing blue eyes. The skulls with flashing blue eyes have secret messages.

Run forward through the wall, and go right on the other side. Run around the corner, and use the Lens to see through a fake wall on the right. Go through the wall and through the door on the other side.

The Shadow Temple - Redead Room

New Dungeon Item: Dungeon Map

Kill the Redead in the room, and then look high above to find two Keese. Kill them as well, and a Dungeon Map will appear. Take the Map, then turn around and go back into the Catacombs.

The Shadow Temple - Catacombs

Run back through the fake wall, and go right on the other side, then left around the next corner. Use the Lens of Truth to see through the wall flanked by two pots, and go through it. Run down the passage and through another fake wall. Go right and then left at the next corner, and use the lens to see through the wall at the other end of the hall. Go through the wall and through the door on the other side.

The Shadow Temple - Deadhand Room
New Equipment: Hover Boots

-M-I-N-I--B-O-S-S-
Deadhand

Another fight against another Deadhand. It was easy with Young Link, but now with Adult Link's superior offensive ability, the Deadhand will be a snap. Remember, allow one of his hands to grab you, and Deadhand's body and head will appear and move slowly towards you. Struggle free of the hand holding you by rotating the control stick and slamming buttons, then L-Target Deadhand's head. Stand still (out of the range of the hands), and wait for Deadhand to get near you, at which point his head will lower to attack. Execute a Jump Attack before Deadhand can attack, and he will begin to run away, eventually sinking back into the ground. Allow another hand to grab you, and repeat the process until Deadhand dies. The Biggoron Sword can kill him in only a few hits. The only problem with the Biggoron's Sword is that Jump Attacks tend to fly right past the Deadhand. Go figure.

After the Deadhand dies, then a chest will appear in the room. Open them to get the Hover Boots, which let you walk on thin air for limited periods of times. Return through the Catacombs to the Raven Room.

The Shadow Temple - The Raven Room

Run forward through the fake wall, and then to the cliff. Equip the Hover Boots, and run out off the cliff to the ledge on the other side (it's carved in the shape of a tongue). Switch back to the Kokiri Boots and go through the doorway. Go down the tunnel on the other side.

Kill the Beamos by hurling a Bomb or two into it's head, then go to the wall on the right. It's actually fake. Run through it and through the door on the other side.

The Shadow Temple - Gibdos Room
New Dungeon Item: Compass

Kill the pair of Gibdos in this room (if you missed them in the Bottom of the Well, Gibdos are more aggressive versions of Redeads). A chest will appear upon their demise. Open it to get the Compass. Return to the previous room.

The Shadow Temple - The Raven Room

Run forward back through the fake wall, and kill or dodge the Beamos. Run north and through the wall north of the Beamos - it's another fake.

The Shadow Temple - Scythe Room
New Dungeon Item: Small Key

This room contains a Scythe very similar to the one you encountered back in the Ice Cavern. And also like back in the Ice Cavern, this Scythe is only here to make gathering the Silver Rupees in the room more difficult. Run forward and grab the two Silver Rupees which lie in the middle of the room, directly in the Scythe's path. You can roll under the Scythe's blades if you time it correctly. Now, run to the north wall, and use the Longshot to pull yourself

up to the Longshot target in the northwest corner. Jump off the stack of wood to grab another Silver Rupee.

Go to the alcove in the west wall and grab another Silver Rupee, then go to the alcove in the northeast corner and grab another Silver Rupee. The grating in the southeast corner will open, revealing a chest. Open it to get a Small Key, then return through the door you came through in the south of the room.

The Shadow Temple - The Raven Room

Run back through the fake wall, then bomb the rough wall to the east. The barrier covering the passage behind it will be destroyed. Run down the passage and through the door on the other side.

The Shadow Temple - Guillotine Chamber

Run down the ramp in front of you, moving slowly to watch out for Big Skulltulas hanging from the ceiling. Eliminate them with the Longshot. At the bottom of the series of ramps there is a cliff. Jump down off it.

In front of you are a series of gigantic guillotines that drop down from the ceiling. Run around each guillotine individually as they rise into the air. Roll under them to move more quickly, if you're feeling nervous. Watch out for the Big Skulltula which hangs between the first and second guillotines.

Run around the corner, and Navi will warn you about Wall Masters in this area. Run around in a circle, waiting for the Wall Master to appear, and kill it when it drops down. The last thing you need to be worrying about is a Wall Master's untimely appearance in this next area. Note that knocking the Wall Master off the cliff doesn't count. You have to actually kill it and see it burn on the ground to work.

Jump out over the pit to the platform directly in front of the guillotines. Wait for the guillotine to rise, then jump out to the next ledge just as the guillotine begins to raise. If you don't get moving as soon as it starts to rise, then the blade will clip your backside as you jump over. Repeat with the next two guillotines, and watch out for a Red Bubble which jumps up from below just before the third guillotine.

After the jump from the third guillotine, you will land on a small platform where you will have to combat a Stalfos. You haven't seen these guys since the Forest Temple, but the method of fighting is still identical. And easy. The only thing hard about this is the close quarters. Remember to hold your shield up and only attack immediately after the Stalfos does.

Once the Stalfos is out of the way, look to the east with the Lens of Truth to see an invisible platform. Jump out to it again, and jump once more to a platform in the corner. Still with the Lens of Truth on, look north and jump along more invisible platforms until you reach a door. Go through it.

The Shadow Temple - Invisible Scythe Room
New Quest Item: Gold Skulltula Token x1 [GSOOT082]

The name says it all. This room has another gigantic scythe like the one you faced previously, only this one is invisible. You're going to want your Lens of Truth activated at all times in this room, therefore. Remember, if you rapidly turn the Lens on and off, it doesn't consume magic.

Run around the corner and into the room, watching out for the giant invisible scythe in the middle of the room. Run to the back and kill the Like-Like, then kill the Keese that dot the room with arrows. Once you have killed the Like-Like and the three Keese, then the grating in the rear of the room will open. Go through it and kill the Gold Skulltula on the other side, as well as two chests which contain a Blue Rupee and Arrows (use the Lens to see the second chest). Take the Gold Skulltula Token, then return to the Guillotine Chamber.

The Shadow Temple - Guillotine Chamber

New Quest Item: Gold Skulltula Token x1 [GSOOT083]

New Dungeon Item: Small Key

Jump back across the invisible platforms to the platform where you fought the Stalfos. The Stalfos will appear again. Fight him off, then jump west to the rising and falling platforms. Jump out to it as it falls.

Look to the right when you land on the rising/falling platform, and you'll see a narrow cliff. Jump out to this cliff when the rising/falling platform is about halfway to it's apex. Run southwest along the cliff, where you will reach a wide platform which has a rotating set of Blade Traps and five Silver Rupees. Grab four of the Silver Rupees by running around the platform, dodging the Blade Traps (there is a large gap between the pair that you can stand safely in). The last Silver Rupee is underneath the Beamos. Blow it up with bombs to reach it.

Once you have gathered all of the Silver Rupees, then the grating in the west side of the platform will open. Go through it and down the twisting hall, and you'll come out in a large room with a number of crushing ceilings falling down from above. Just to make them more deadly, they're equipped with spikes too.

Use the Lens of Truth and look to the right wall as you enter this room, and you'll see a stone block embedded in the wall. Grab ahold of the block and pull it out until it lines up with the smiling face carved into the floor. Now, push the stone block forward until it prevents both of the crushing ceilings from falling. Move around to the other side of the stone block, and look to the south where you will see an opening leading into one of the cells in the room. Go inside and kill the Gold Skulltula, and take it's token with the Longshot.

Back outside the cell, grab onto the stone block and pull it backwards until it stops. Jump up onto the top of the stone block, then to the platform on the north side of the room. Next, turn south and climb on top of one of the crushing ceilings. Use the ceiling as a bridge to reach the ledge on the south side of the room.

Step on the switch on the south ledge, and a chest will appear on a ledge in the northeast corner. Hop onto the crushing ceiling just to the north of the switch, and jump from there to the ledge with the chest. Open it to find a Small Key. Go back east to the main area of the Guillotine Chamber, run east past the Blade Traps and onto the narrow ledge near the rising/falling platform.

Head north along the narrow ledge, where you will reach another timed jump involving a guillotine. Use the Lens of Truth, and you will see the platform on the other side of the guillotine. Wait for the guillotine to begin to rise, then jump to the platform. Keeping the Lens of Truth on, look to the north to see another platform, this once moving to the left and right. Jump out to it when it gets near enough, then jump to the ledge on the other side. Go through

the door.

The Shadow Temple - Silver Rupee Room

New Dungeon Item: Small Key

The designers of the Shadow Temple REALLY liked Silver Rupee puzzles.

Getting the Silver Rupees in here looks easy enough, but don't be fooled; if you use the Lens of Truth, you can see that most of the Silver Rupees are conveniently placed right on top of invisible batches of spikes. Most of the Silver Rupees can only be reached by using the Longshot on the targets throughout the room to pull yourself through the Rupees.

Start by killing both of the Redeads in the room, and then open the chest that appears. Keep your Lens of Truth activated to avoid the invisible spikes around the room. The chest contains a Blue Rupee.

Get the first Silver Rupee from the middle of the room, directly behind the set of invisible spikes closest to the door. Next pull yourself up to the Longshot target on the east side of the room, and you'll fall onto a Silver Rupee on your way down. Now go to the west side of the room, where there is another Longshot target, and a Silver Rupee suspended above the floor. Pull yourself up to this Longshot target, and you will grab the Silver Rupee on the way down.

The next Silver Rupee, which is directly behind you from when you land and above a series of spikes, is a little more complicated than the previous ones. If you look above the high ledge on the north wall with the Lens, then you'll see an invisible Longshot target on the ceiling. You have to pull yourself up to this target, and pass through the Silver Rupee on the way to get it. This isn't hard, it just takes careful positioning.

The last Silver Rupee is on an invisible ledge in the northeast corner. If you use the Lens and look on the wall above the ledge, you will see another invisible Longshot target. Pull yourself up to this target, and grab the Silver Rupee on the way down. Now that you have all five Silver Rupees, the door on the west side of the room will open. Go through it.

The Shadow Temple - Skull Room

New Dungeon Item: Small Key

New Quest Item: Gold Skulltula Token x1 [GSOOT084]

This room contains a very large skull. Climb to the top of the staircase on the left or right, and you'll be above the skull. When you get to the top, kill the four Keese (two of them are in the other corners of the room, but will attack you if they see you). Once the Keese are out of the way, then toss a bomb into the hollowed-out top of the Skull. The Skull will explode, revealing a key in the rubble. Take the Key, and kill the Gold Skulltula for its token, then return to the previous room. You have to kill all of the Keese in the room before the door will unseal itself.

The Shadow Temple - Silver Rupee Room

Climb up to the platform on the north end of the room by using the Longshot on the invisible target on the ceiling. Go through the locked door.

The Shadow Temple - The Fan Room

Run down the hall and around the corner, where you will find a pair of Blade Traps and a fan at the end of the hall. If the fan starts blowing, then it will push you backwards (you can fight it by running into the wind), so wait for it to stop blowing, then run past the Blade Traps. If you equip the Iron Boots, then the fan can't affect you (but you'll also move too slowly to get past the Blade Traps, so stick with the Kokiri Boots).

Go around the corner and kill the Big Skulltula that hangs from the ceiling. The fan in this hallway is more powerful, and DOES have the ability to push you backwards, even if you fight it. So use the Iron Boots to stabilize yourself, and walk slowly around the corner, where you will find another fan and a large pit. Keeping the Iron Boots equipped, use the Longshot on the opposite ledge above the pit to pull yourself across. Drop off the cliff on the other side of the pit.

Keeping the Iron Boots equipped, walk across the hall. The Iron Boots will keep the fans from blowing you off the cliff. The Silver Eye above the door on the other end of the hall will spit fire at you, so hold down the Z Button and keep your shield up while walking forward to block the flames. When you reach the last fan on the right wall, change from the Iron Boots to the Hover Boots. With the help of the Hover Boots, the fan will blow you through a fake wall on the left and onto a ledge. Go through the door on the other side of the wall.

The Shadow Temple - The Other Gibdos Room
New Dungeon Item: Small Key

Change back to the Kokiri Boots, then kill the Gibdos in this room while dodging the Blade Traps on the floor, and a chest will appear. Open it for a Blue Rupee, then bomb the pile of rubble in the southeast corner of the room. Use the Lens of Truth to see the chest beneath the rubble, and open it to get a Small Key. Use it to open the north door.

The Shadow Temple - The Cursed Boat
New Quest Item: Gold Skulltula Token x1 [GSOOT085]

This room contains a large river of fog, in which is set a large boat.

Look to the left as you enter the room to see a large stone block. Grab it and push/pull it along the track in the floor to the small trench near the ladder, to the right of the door you came through. Ignore the wire mesh ladder behind the stone block; it leads back to an earlier area of the dungeon.

Climb up onto the stone block, and then up the ladder at it's top. There's a triforce symbol on the floor here. You probably know what to do with these by now. But first, go to the front of the boat, and look to the southwest. You'll see an alcove with a Gold Skulltula in it. You can use the Scarecrow's Song to make Pierre appear up in that alcove, or you can just shoot the Skulltula from the boat with the Longshot. It's up to you. Once you have the token, return to the Boat and stand on the Triforce symbol. Play Zelda's Lullaby, and the boat will begin to move.

As the boat moves west, you'll have to fight off several waves of Stalfos. You can fight them if you like, or you can just take the chicken way out and block all of their attacks until the boat nears the west shore, where they will disappear. Once the boat reaches the west side of the room, immediately jump off the south side of the boat onto the shore. Because the boat is going to sink.

Once safely off the boat, head to the west side of the room and through the door.

The Shadow Temple - Floor Master Room

This room appears to be a large, open room filled with Floor Masters. In actuality, this room is a simple rudimentary maze. The catch is, the walls are invisible. Use the Lens of Truth to see the invisible walls. Kill or avoid the Floor Masters, and head to the north end of the room and go through the door.

The Shadow Temple - Crushing Walls Room

New Dungeon Item: Boss Key

This room contains two walls, each covered with spikes, both of which are crushing towards you. This would be a problem, except for the fact that both of the walls are made of wood. Use Din's Fire to burn them both. Go to the east side of the room, and kill the Redead. Open the ornate chest to get the Boss Key. The chest on the west side of the room contains a Blue Rupee.

Once you have the Boss Key, return to the previous room.

The Shadow Temple - Floor Master Room

Make your way around the invisible walls to the south side of the room, and go through the door there. Once again, fight or ignore the Floor Masters on the way.

The Shadow Temple - Invisible Floor Master Room

New Dungeon Item: Small Key

This room contains an invisible Floor Master. Use the Lens of Truth to see it. Once you defeat it, it will split into three midget Floor Masters (who are also invisible), which will grow full size if you don't kill them quickly. Use Din's Fire to quickly kill all three. Once the Floor Master and his spawn are dead, a chest appears in the rear of the room. Open it to get a Small Key, then return to the previous room.

The Shadow Temple - Floor Master Room

Make your way around the invisible walls to the west side of the room, and go through the door there. Once again, fight or ignore the Floor Masters on the way.

The Shadow Temple - Triple Skull Room

New Quest Item: Gold Skulltula Token x1 [GSOOT086]

This room is similar to the Skull Room you passed previously, but has three rotating Skulls in it. You don't actually have to destroy any of them, unless you want lots of rupees. Nail the Gold Skulltula on the wall behind the Skulls, take it's token, then return to the previous room.

The Shadow Temple - Floor Master Room

Make your way around the invisible walls to the east side of the room, and go through the door there. Once again, fight or ignore the Floor Masters on the way.

The Shadow Temple - The Cursed Boat

On the south side of this area there is a large pit which even the Hover Boots can't get you over. On the left side of the ledge opposite the pit, there is a tall pillar which is surrounded by bomb flowers. Nail one of the bomb flowers with a Fire Arrow, and the pillar will fall down, making a bridge leading across the gap. Cross the bridge, and go through the door in the south side of the room (the two platforms on the east side of the room can be reached with the Song of Time and the Scarecrow's Song, but they contain only recovery hearts).

The Shadow Temple - Geometric Shape Room

Equip the Hover Boots and use the Lens of Truth to see the platforms in this room. Run out to the T-Shaped platform directly in front of the door, then go to the left to the straight platform. From there, go right to the next platform, and then to the ledge with the Boss Door. Go through it.

-----B-O-S-S-----

Phantom Shadow Beast BONGO BONGO

New Upgrade: Heart Container x1

New Quest Item: Shadow Medallion

Pure evil has a name. And that name is: Bongo Bongo. Drop down the pit in the middle of the room to begin the fight.

The entire boss fight is fought on a giant drum. A giant Bongo Drum. Yep, that's right. Bongo Bongo will attack you with his hands, or try to knock you off the drum by pounding it hard. Just use basic dodging to avoid these attacks. There's really no trick to it. Just make sure you're using the Kokiri Boots, otherwise this fight will be unnecessarily difficult.

To damage Bongo Bongo, you must make his eye appear. To do this, shoot both of his hands with arrows to stun them. They recover quickly, so shoot fast. Use L-Targeting; the hands move much too fast, and the constant movement of the drum makes manual aiming pretty much impossible. Once you stun both hands, use the Lens of Truth to look at the space between the hands, and you'll see Bongo Bongo's eye. Shoot it with an Arrow as well, and Bongo Bongo's torso will fall to the floor, letting you attack it. As always, that attack should be a Jump Attack from the Biggoron Sword (which you can, and should, have by now). The boss fight then resets. Repeat until Bongo Bongo dies. If you run low on magic or arrows, Bongo Bongo's hands drop more when you stun them.

Yeah, that boss was easy. But he was just bizarre enough for it not to matter. Take the Heart Container that Bongo Bongo leaves behind, then enter the beam of light to meet the Sage of Shadow: Impa (who ran into the Shadow Temple ahead of you, and was captured long before you even entered the dungeon). As a last request, Impa will request that you "Look out for the Princess." If you've been wondering where she is, or you somehow managed to live through the year 1997 and not hear the spoiler, then just know that you're close to finding out.

X Pocket Egg	X Pocket Cucco	X Cojiro	X Odd Mushroom	
X Odd Potion	X Poacher's Saw	X B. Goron's Sword	X Prescription	
X Eyeball Frog	X Biggoron's Eyedrops		X Claim Check	

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Before completing this chapter, also consider completing:
Happy Mask Trading Sidequest (Subchapter Zero-Three-Eight-One)
Obtaining Epona (Subchapter Zero-Three-Eight-Two)
Biggoron Sword Sidequest (Subchapter Zero-Three-Eight-Three)
Big Poe Hunting (Subchapter Zero-Three-Eight-Six)

This part of the guide can be finished immediately after obtaining the Fairy Bow and Epona, so you may have finished it already. If you have, then head for the Haunted Wasteland through the gate in the northwest corner of the Gerudo Fortress immediately. Otherwise, proceed from this point.

Kakariko Graveyard

After you warp back here from the Chamber of the Sages, then head for Hyrule Field and go to Gerudo Valley, in the west side of the Field.

Gerudo Valley (nighttime)
New Quest Item: Gold Skulltula Token x2 [GSOOT087] [GSOOT088]

Go up the log bridge near the entrance of the Valley, and when you reach the fallen bridge spanning the canyon, either use Epona to jump over the gap or the Longshot to pull yourself over. If you speak with the Carpenter on the other side of the canyon, he'll report that he came to the Valley to repair the bridge. But, his assistants ran off to join the Gerudo Thieves, and were captured. Rescuing the Carpenters and getting the bridge repaired may seem trivial, but you're going to have to do it to progress anyway.

Head around to the backside of the Carpenter's Tent, and make it nighttime. There is a Gold Skulltula on the wall behind the Tent. Kill it and take it's token with the Longshot. Head south to the wall opposite the tent, where there is an arch formed from the natural stone. Look on the back of the arch to see another Gold Skulltula (it has to be nighttime). Kill the Skulltula and take it's token with the Longshot.

After you have both of the Skulltula Tokens, go west through the valley and through the pass on the west side.

Gerudo's Fortress

The Gerudo Thieves will give you a similar greeting that they gave the Carpenters... if they see you, they'll throw you into a prison. Run north from the entrance to the fortress until you reach a stairset on the right. Climb up the stairs, where you will find purple-suited Gerudos patrolling the area. Allow one of them to see you, and you will be thrown into a prison.

If you are ever seen by a guard in the Fortress, then you will be sent back here. Look south in the prison cell, and look high on the wall to find a window. Pull yourself up to the window by shooting the wooden awning with the Longshot. Standing on the window sill, look far down below to see the patrolling Gerudos who threw you in prison. Also, to the left there is a doorway. Stun the Gerudo closest to this door with an arrow (you can use the

Longshot if you run out of arrows, but it doesn't stun the guards for nearly as long), then quickly jump down from the window sill and into the door before the Gerudo recovers.

Thieves' Hideout - Ichiro's Cell
New Dungeon Item: Small Key

Run around the corner to find the first of the captured Carpenters, Ichiro. Speak with him through the cell bars, and you'll be attacked by a Gerudo Thief. Fighting Gerudo Thieves is actually a lot like fighting a Stalfos, but they are much faster. Attack them immediately after they attack you, but watch out for the Gerudo's Stun Attack. You'll know that the Gerudo is going to do this when she crouches slightly and holds her swords far apart. If you get hit by this attack, you will instantly lose the fight and return to the prison cell back in the Fortress. If you're not very good at swordplay, then arrows work extremely well, but it takes a lot of them to defeat a Thief.

Once the Gerudo Thief is defeated, take the Small Key she leaves behind and open Ichiro's cell. Run inside and speak with him to free him. Go back outside his cell and head to the left, and out the door there.

Gerudo's Fortress

There is a door to the east as you come out of Ichiro's Cell. Go through it now.

Thieves' Hideout - The Kitchen

Head up the ramp and go right. Run down the hall until you reach a passage leading to the right, and go down it.

Gerudo's Fortress

Run towards the corner of the roof that you come out on, and stop before you go all the way around the corner. Peek around the corner using the Z-Focus maneuver you learned back in Sacred Forest Meadow, and you'll see a patrolling Gerudo Guard. Wait for her to face away from you, then nail her in the back with an arrow. Run around the corner, jump up the ledge and go through the door on the right.

Thieves' Hideout - Sabooro's Cell
New Dungeon Item: Small Key

Run up to the top of the ramp, and speak with Sabooro in his cell at the far end of the room (the closer cell contains pots, which contain junk). Defeat the Gerudo Thief that appears, and then open Sabooro's Cell. Speak with him again to free him, then head back out of the cell. Head to the right and up around the corner, and through the doorway there.

Gerudo's Fortress

There is a door to the left as you come out of the door leading to Sabooro's Cell. Go through it.

Thieves' Hideout - The Kitchen

You're now in the large room at the end of the hall, which we passed on our last visit here. From the doorway, look to the right and down the ramp to see a pair of guards. Shoot both of the guards in the room with arrow to stun them, then equip the Hover Boots. Use them to run out to the ledge directly in front of you from the doorway. From the ledge, run across to the ramp on the other side of the kitchen. Change back to the Kokiri Boots, then go around the corner and through the doorway.

Gerudo's Fortress (nighttime)

New Upgrade: Piece of Heart x1 [HPOOT33]

New Quest Item: Gold Skulltula Token x1 [GSOOT089]

If it isn't nighttime when you return to Gerudo's Fortress, then play the Sun's Song to make it so. As you come out of the door, look to the south and jump up the ledge to the next roof. Run along the roof until you reach its end, then face the west. Jump over the gap here to the adjacent roof, then around the corner to find a wall covered with ivy. Climb the ivy to the top level of the Fortress.

Run around the roof, following the wall so that you are eventually running back north. When you reach the north end of the roof, you will see an adjacent roof with a chest sitting on it. If it's nighttime, then you will also see a Gold Skulltula clinging to the wall on the east side. Use the Longshot to kill it and take its token. The gap between the roofs is too far to jump, so use the Longshot on the chest to pull yourself over to it (the Longshot's range is just barely far enough to reach it). Alternatively, you can also use the Scarecrow's Song to make Pierre appear, presenting a closer target.

Open the chest to get a Piece of Heart, then play the Sun's Song to warp back to the doorway from the Kitchen. Back at the door, look to the north where there is a small jump down to a ledge below, which contains a single door. Drop down to this ledge and go through the doorway.

Thieves' Hideout - Jiro's Cell

New Dungeon Item: Small Key

As soon as you enter, pull out your Fairy Bow and stand still. Wait for the Guard to appear from around the corner, and nail her before she can see you. Run around the corner and to the right, then left at the next corner. Run down the hall, and around another corner to reach another cell at a dead end. Speak with Jiro, and defeat the next Gerudo Thief that appears.

Take the Small Key that the Gerudo Thief leaves behind, then open the Jiro's Cell. Speak with him, and he'll escape. Head back out the same way you came in, and watch out for the Gerudo Thief near the entrance (who may be unstunned by now).

Gerudo's Fortress

As you come out of the door from Jiro's Cell, look to the west and drop off the cliff to the roof below. There is a door on the right as you land on this level of the rooftop. Go through it.

Thieves' Hideout - Shiro's Cell

New Dungeon Item: Small Key

New Quest Item: Gerudo's Membership Card

Run down the hall and around the corner, where you will find the last Carpenter, Shiro, locked in his cell. Speak with him, and defeat the Gerudo Thief that appears. Use the Small Key that the Thief drops to open Shiro's cell, then run inside and speak with him to free him. After Shiro is freed, a Gerudo Lieutenant will appear and speak with you. She is so impressed by your abilities to sneak around the Fortress, that she'll make you an Honorary Gerudo Thief, and present you with a Gerudo Membership Card.

This Card does many things. For one, it lets you move around Gerudo Fortress freely without the guards harassing you. It also lets you access the Gerudo Training Ground and the Horseback Archery Range, letting you win the Ice Arrows (Gerudo Training Ground), the Biggest Quiver, and a Piece of Heart (both from the Horseback Archery Range). The Card's most important function, however, is that it lets Link open the gate in the northwest end of the Fortress, letting him access the Haunted Wasteland, the Desert Colossus and the Spirit Temple. Also, the bridge back in Gerudo Valley is now repaired. Whoopee.

Now that you're an official Gerudo, then head back out to the Fortress.

Gerudo's Fortress (nighttime)

New Upgrade: Arrow Quiver x50, Piece of Heart x1 [HPOOT34]

New Quest Item: Gold Skulltula Token x1 [GSOOT090]

You can move on with the game now if you like, if another Gold Skulltula and several upgrades don't interest you. To open the gate in the northwest corner of the Fortress by climbing to the top of the tower and speaking with the Gerudo there. Then, skip down to the next chapter. Otherwise, carry on from this point.

Make sure it's nighttime before progressing from here.

From this point on, you can complete the Gerudo's Training Ground at any time. It's in the southeast corner of the Fortress. Speak with the guard out front of the door blocked by a metal grating, pay the entrance fee and she'll let you inside. You can complete the Training Ground and get the Ice Arrows now, but you won't be able to finish every room in the Training Ground with the Silver Gauntlets from the Spirit Temple. If you're going to do the Training Ground now, then move on down to the chapter on the Training Ground.

Whether you choose to do the Training Ground or not, you at least want to do the highly lucrative (but very challenging) Horseback Archery Range. You're going to need Epona up here, so use Epona's Song to summon her if you need to. If you do have to use the Song to summon her, then she'll appear near the south entrance to the Fortress, near the entrance from the Valley. If you don't have Epona, then don't fret; the Gerudo's will sportingly let you borrow one of their horses for the Shooting Range.

On Epona, ride up the passage that leads east from reach the massive Horseback Archery Range. If you're after the Gold Skulltula here, then it's high on the target on the north side of the area. Use the Longshot to kill it and take it's token, then return to the awning near the south side of the gallery. Speak with the Gerudo dressed in white beneath the awning (she only appears during the daytime, so use the Sun's Song if you need to), and pay her the fee to play the game. You must be riding Epona before you speak to her (unless you don't have Epona, in which case you just speak to her on foot).

X Hookshot	X Longshot	X Lens of Truth	X Megaton Hammer	
X Bottle #1	X Bottle #2	X Bottle #3	X Bottle #4	
+-----Song Checklist-----+				
X Zelda's Lullaby	X Epona's Song	X Saria's Song		
X Sun's Song	X Song of Time	X Song of Storms		
X Minuet of Forest	X Bolero of Fire	X Serenade of Water		
_ Requiem of Spirit	X Nocturne of Shadow	X Prelude of Light		
+-----Equipment Checklist-----+				
X Kokiri Sword	X Master Sword	X Biggoron Sword		
X Deku Shield	X Hylian Shield	_ Mirror Shield		
X Kokiri Tunic	X Goron Tunic	X Zora Tunic		
X Kokiri Boots	X Iron Boots	X Hover Boots		
X Ammo Pouch	X Big Ammo Pouch	X Biggest Ammo Pouch		
X Quiver	X Big Quiver	X Biggest Quiver		
X Bomb Bag	X Big Bomb Bag	X Biggest Bomb Bag		
X Goron Bracelet	_ Silver Gauntlets	_ Gold Gauntlets		
X Child's Wallet	X Adult's Wallet	X Giant's Wallet		
X Silver Scale	X Gold Scale	X Stone of Agony		
+-----Upgrade Checklist-----+				
X Super Spin Attack	X Magic Meter	X Extended Magic Meter		
_ Enhanced Defense	X Deku Stick Cap. Up. #1	X Deku Stick Cap. Up. #2		
X Deku Nut Cap. Up. #1	X Deku Nut Cap. Up. #2	X Epona		
+-----Mask Checklist-----+				
X Keaton Mask	X Skull Mask	X Spooky Mask	X Bunny Hood	
X Mask of Truth	X Goron Mask	X Zora Mask	X Gerudo Mask	
+-----Trading Sidequest Checklist-----+				
X Pocket Egg	X Pocket Cucco	X Cojiro	X Odd Mushroom	
X Odd Potion	X Poacher's Saw	X B. Goron's Sword	X Prescription	
X Eyeball Frog	X Biggoron's Eyedrops	X Claim Check		
+-----				

Before completing this chapter, also consider completing:

Happy Mask Trading Sidequest (Subchapter Zero-Three-Eight-One)

Obtaining Epona (Subchapter Zero-Three-Eight-Two)

Biggoron Sword Sidequest (Subchapter Zero-Three-Eight-Three)

Big Poe Hunting (Subchapter Zero-Three-Eight-Six)

Optional Dungeon: The Gerudo Training Ground (Subchapter Zero-Three-Eight-Four)

The Haunted Wasteland

New Quest Item: Gold Skulltula Token x1 [GSOOT091]

The Haunted Wasteland is a short obstacle course, requiring you to cross the desert to reach the Desert Colossus. On the way, you will be challenged to cross a series of goals.

To begin with, you will appear between a pair of flags. Run forward through the flags, and past the crate until you reach a large gap filled with sinking sand. Use the Longshot on the crate on the other side of the gap to pull yourself over.

Start running to the next flag you can see to the northwest, and continue in a similar fashion from flag to flag. If you stray too far from a flag, then you will be warped back to the start of the Wasteland. If you can't see where the

next flag is, then you can play the Song of Storms. The lightning caused by the storm will briefly light up the horizon, revealing the next flag. After the second flag in the series, you will reach a sign which points you to the Carpet Merchant. Follow the sign to the Merchant if you like, but all he sells is Bombchus.

At the end of the path of flags, you will reach a large stone structure surrounded by a circle of red flags. Near the south side of the structure is an opening. Go through it, and drop down the cliff to it's bottom. Kill the Gold Skulltula at the bottom of the pit, and take it's token with the Longshot. If you light both of the torches with Din's Fire or Fire Arrows, then a chest containing a Purple Rupee will appear. Once you have the Gold Skulltula and it's token, climb back up to the surface using the ladder on the south side of the room.

Back on the Haunted Wasteland, climb to the top of the structure using the ramp that begins on the north side of the structure. At the top, there is a monument which reads "One with the EYE OF TRUTH shall be guided to the Spirit Temple by an inviting ghost."

Standing on top of the structure and facing north, turn on the Lens of Truth to see a ghost. Keep the Lens activate whiled following the ghost; if you use the tapping trick which prevents the Lens from using magic power, you can easily lose track of the ghost. Follow the ghost on it's winding path through the desert, and you will eventually see a pair of flags. You'll know you're getting close when Leever's start coming out of the ground to harass you. Dodge out of the way of the Leever's by rolling forward, and head towards the flags when you see them. From the pair of double flags, you'll see another flag to the west. Run towards it to enter the Desert Colossus.

Desert Colossus (nighttime)

This area is crawling with Guays and Leever's, both of whom you should ignore (unless you like torturing yourself, you silly masochist you). The Leever's can't be L-Targeted, and are a pain to kill. I don't even try. The Leever's are weak and can only appear in the sand, so if you run quickly to any part of the ground that isn't sand then you're safe from them. Head for the pair of trees to your right as you enter from the Haunted Wasteland. There is a crack in the wall between the two trees. Use a bomb to blow it open, then enter the doorway you created.

Great Fairy's Fountain
New Item: Nayru's Love

Run into the fountain and stand on the triforme symbol. Play Zelda's Lullaby, and the Great Fairy of Sexual Dominance will appear to give you Nayru's Love, the final magic spell in the game. By far the most useful of the three, Nayru's Love makes you invulnerable to all damage. There are a few points in the game where this comes in great handy, several of which are coming up in the near future. The only downside to Nayru's Love is it uses one-quarter of your magic bar to cast (half of it if you haven't gotten the Magic Bar Upgrade).

Once you have Nayru's Love, go back out to Desert Colossus.

Desert Colossus (nighttime)
New Quest Item: Gold Skulltula Token x1 [GSOOT092]

Biggoron Sword Sidequest (Subchapter Zero-Three-Eight-Three)

Big Poe Hunting (Subchapter Zero-Three-Eight-Six)

Optional Dungeon: The Gerudo Training Ground (Subchapter Zero-Three-Eight-Four)

The Spirit Temple is unique in that it is the only dungeon which requires both Young Link and Adult Link to finish (with the possible exception of Dodongo's Cavern, which contains a Skulltula only obtainable with Adult Link). The Temple is divided into two wings: The West Wing, and the East Wing. The West Wing is smaller, and is largely Young Link's territory. The East Wing is much larger, and is Adult Link's stomping grounds. The Spirit Temple also contains two Dungeon Items, one each for Young Link and Adult Link (though Adult Link is the only person who can use either of them). For Part I of the Spirit Temple, we are dealing with Young Link in the West Wing.

The Spirit Temple - Entrance

Young Link is going to face a lot more fire-based enemies here, so change back to the Hylian Shield if you're use the Deku Shield.

Adult Link couldn't accomplish much here, but Young Link is a different story. As you enter, run up the stairs, watching out for the pair of pots that come flying at you. At the top of the stairs, go to the left to find a Gerudo Thief trying to crawl into a hole that is far too small for her. This is Nabooru, the second-in-command to Ganondorf that heard so many unpleasent things about about as an adult. Speak with her, and she won't seem so nasty - quite the opposite, in fact. Tell her "Nothing, really." when she asks what you're up to. Past that, she'll ask you more questions, but it doesn't matter what your answers are. Nabooru will ask you to help her to - of all things - fight Ganondorf. What exactly happens to her in the next seven years that makes her Ganondorf's loyal, fearsome second is something you'll find out in a little while.

Once Nabooru moves aside, crawl through the crawlspace yourself.

The Spirit Temple - Armos Knight Room

If you still haven't switched back to the Hylian Shield, then do so now.

Run forward, dodging the Blade Trap, and kill the Fire Keese who try to attack you. Run up the stairs and to the right, and you'll see an Armos Knight being circled by a Blade Trap. Drop a bomb next to the Knight, and attack him with the sword just before the bomb explodes. The explosion will then defeat the Knight. If you screw up, use Bombchus to defeat him. Next, use a Boomerang to kill the Keese on the wall behind the Armos, just above another crawlspace.

Once you have killed all of the enemies in the room, the doors in the room will unseal themselves. Go through the door to the left of the crawlspace.

The Spirit Temple - Stalfos Room

Run forward, and ten-year-old Link will have to fight a Stalfos. These guys were massive to Adult Link; now you're less then one-quarter it's size. Don't let the size difference alter your strategy. Dodge the Stalfos' attacks, and attack immediately after he does. If you're unsure of your ability to beat it, then use Nayru's Love before the fight begins.

Once you have beaten the Stalfos, face the pit with the Green Bubble floating

around in it. Stun the Bubble with the Boomerang, and defeat it with a Slingshot attack. You must now use the Boomerang to hit the Crystal Switch behind the grating. Aim the Boomerang just to the left of the bridge, and it will hit the switch on it's way around, causing the bridge to fall. Cross the bridge and go through the door on the other side.

The Spirit Temple - Anubis Pit Room

As you enter the room, you'll encounter a new, flying enemy: an Anubis. These enemies can only be defeated with Fire. This would be no problem if you had the Fire Arrows, but that isn't an option as Young Link. Use Din's Fire to kill it (you can also use the fire trap activated by the crystal switch in the room, but this takes far too long in my opinion). If you get near the Anubis, then it will try to push you off the cliff into the pit.

Once the Anubis is defeated, the door on the right side of the room will unseal itself. Go through it.

The Spirit Temple - Lower Silver Rupee Chamber
New Quest Item: Gold Skulltula Token x1 [GSOOT094]
New Dungeon Item: Small Key x1

Run into the room, and Navi will warn you about Wall Masters. Run around the room in small circles until it appears (watch out for the Fire Keese), then defeat it when it lands. You can't gather the Silver Rupees in this room with a Wall Master running around.

Once the Wall Master and Fire Keese are dead, gather the Silver Rupees from the grating. Two of them are near the bottom of the grating, two are near the top, and one is in the corner on the opposite wall. Watch out for the Gold Skulltula on the left side of the grating; if you try to climb near it, you will take damage, even though it's on the opposite side of the fence.

Once all of the Silver Rupees are gathered, then a bridge will appear in the middle of the room, breaking the grating wall. Kill the Keese before you try to cross the bridge, otherwise they will try to knock you off. Once all the Keese are dead, cross the bridge.

Once on the other side of the bridge, turn around to face the grating. There is a Gold Skulltula on the right side of the grating. Kill it and take it's token with the Boomerang, then light both of the torches near the wall with Din's Fire. The lit torches will make a chest appear back on the other side of the room. Run back across the bridge and open the chest to get a Small Key. Run back across the bridge and go through the door.

The Spirit Temple - Armos Knight Room

You'll come out of the door on the right side of the Armos Knight Room. To the right of the door as you come out is a crawlspace. Go through it to it's other side.

The Spirit Temple - Small Hall

Open the locked door on the other side of the hall and go through it.

The Spirit Temple - The Sun Cavern

New Quest Item: Gold Skulltula Token x1 [GSOOT095]

There is a tiled wall on the right as you come into the room. Use the Boomerang to kill two Skullwalltulas hanging from it, then climb to it's top. At the top of the tiled wall, turn around to find another Gold Skulltula. Use the Boomerang to kill it and take it's token.

Run into the large cavern, and two Lizalfos will appear. These are your old friends from Dodongo's Cavern. Unlike Dodongo's Cavern, however, you don't have to wait for them to attack you before you can retaliate. Go on the aggressive this time around. Kill the pair of Skulltulas on the wall, and then look for the rock higher on the wall. You'll know which one it is, since it will have a narrow beam of light surrounding it (you can also L-Target it). Use a Bombchu to blow open the rock (if you don't have any Bombchus, then activate the Crystal Switch on the wall to make a chest of them appear). The rock will be blown to pieces, revealing a patch of sunlight that will shine on the sun panel on the floor. The sun will light up, unsealing the door on the opposite wall. Go through it.

The Spirit Temple - The Colossus Chamber

New Dungeon Item: Dungeon Map

In this room, you'll find a smaller (but still gigantic) version of the statue on the outside of the temple. As you come out of the door, there is a statue near you. Grab ahold of it, and push it off the cliff on the other side of the statue. It will fall, landing on a button. The button will unseal a door on an upper level. Jump off the ledge to the bottom floor of the room. Run towards the center of the room, near the front of the Colossus statue, where you will find a pair of torches. Light them with Din's Fire to make a chest appear. Open it to get the Dungeon Map.

Return to the east side of the room, near to where you pushed the statue off the cliff. Climb back up the wall using the tiles. At the top and to the left of the tiled wall there is a staircase. Climb up it, and up another flight of stairs, and go through the door on the left.

The Spirit Temple - West Stairwell

Run up the stairs and through the door at their top.

The Spirit Temple - Upper Silver Rupee Chamber

New Dungeon Item: Small Key x1

Another room filled with Silver Rupees. This room also has the added bonus of being filled with Blade Traps, low walls, and another sun panel puzzle. Run through the gap to the right as you enter the room, rolling past the Blade Trap. On the other side of the low wall, there are a number of stone blocks to the left. One of them has a sun panel on top of it.

Pull out this block, and push it into the beam of light on the northwest side of the room. Kill the Beamos near the stone blocks if you need to; it can attack you while you are pushing the stone blocks around. The sun panel will light up, opening the door on the south side of the room. Don't leave yet, though; there's still a Small Key to be found here.

Gather the Silver Rupees around the room by jumping up to the low walls, and

moving slowly along the walls to gather them. All of the walls can be jumped up to by using the platforms beneath the three Beamos Statues in the room. Destroy the Beamos statues to use the platforms. Alternatively, you can also use the stone blocks from the center of the room, but this takes considerably longer.

Once you have all of the Silver Rupees, then the gold torch in the east side of the room will light up. Use this torch to light a Deku Stick, and in turn light all of the unlit torches throughout the room. If you can light all of them without one of them going out, then a chest containing a Small Key will appear. There are three unlit torches in the room; one near the east door, one in the northeast section of the room, and one near the south door. The chest appears on the low wall in the south side of the room.

Once you have the Small Key, go through the south door.

The Spirit Temple - Upper West Stairwell

New Quest Item: Gold Skulltula Token x1 [GSOOT096]

Look above the door you come through to find a Gold Skulltula. Kill it and take it's token with the Boomerang, then go through the door at the top of the stairs.

The Spirit Temple - West Iron Knuckle Room

Run left as you enter the room to find a suit of armor sitting on a throne. Strike the suit of armor to begin a miniboss fight.

-M-I-N-I--B-O-S-S-

Iron Knuckle

Iron Knuckles are tough, massive, and deal loads of damage. You have two methods of attack: either take the Stalfos method, by dodging the Iron Knuckles relatively slow attacks, and then attacking in the aftermath of the Iron Knuckles own attacks. Or the easier, faster method is to just use Nayru's Love and go kamikaze while you are invulnerable. Even though you're invulnerable, you can still be knocked around, so make some effort to avoid the Knuckle's attacks. If you choose the Stalfos method, then watch out for the Iron Knuckle's ability to attack multiple times in a row. If you run low on health, then try to get the Iron Knuckle to knock over the pillars in the room, which contain health and other items. Once you whittle it down to half health, then part of it's armor will break off and his movement and attack speed will increase. Don't bother blocking; it doesn't do much good against that massive axe.

Once the Iron Knuckle is dead, then the door behind it's throne will open. Go through the door, and through the tunnel on the other side to find yourself back in the Desert Colossus, high up in one of it's arms.

The Spirit Temple - Desert Colossus (left arm)

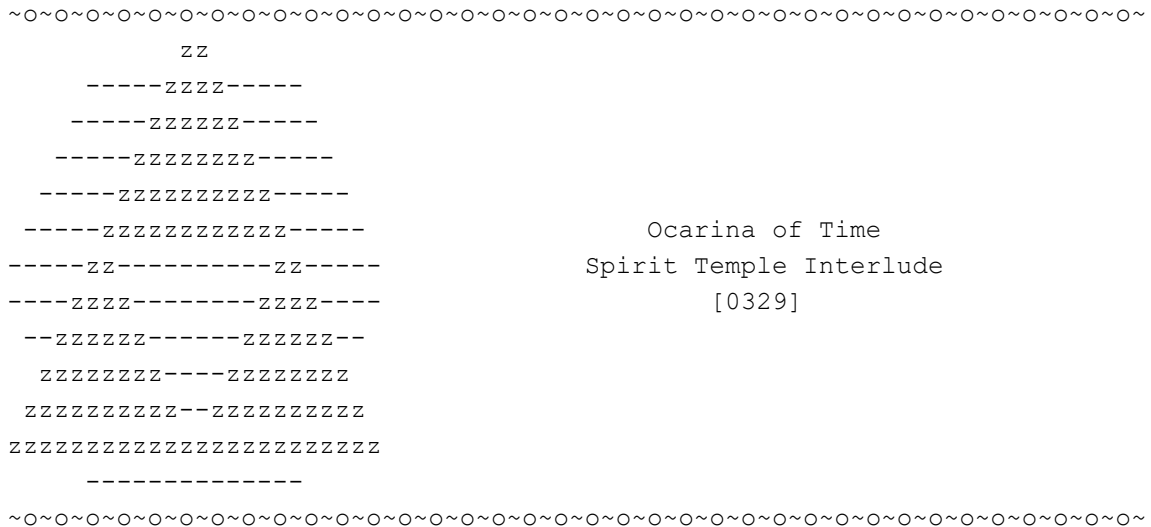
New Equipment: Silver Gauntlets

The Mighty Owl of Long Winded Speeches, Kaepora Gaebora, returns. Bet you thought he (or maybe hoped) he was dead, huh?

After Kaepora Gaebora's speech, open the chest in front of you to get the Silver Gauntlets. As soon as you have them, a cutscene will take place.

You'll see Ganondorf's adopted mothers, Koume and Kotake, capturing Nabooru in some kind of vortex. Guess she won't be needing these Gauntlets, huh?

You're done in this dungeon with Young Link. Play the Prelude of Light to return to the Temple of Time.



Ocarina of Time
Spirit Temple Interlude
[0329]

Status Report -

Heart Containers: 018/020
Heart Pieces : 035/036
Gold Skulltulas : 096/100

New Things This Chapter -

Heart Containers: 001
Heart Pieces : 001
Gold Skulltulas : 002

+-----Inventory Checklist-----+

X Deku Stick	X Deku Nut	X Fairy Slingshot	X Fairy Ocarina
X Bombs	X Bombchus	X Magic Beans	X Boomerang
X Ocarina of Time	X Din's Fire	X Farore's Wind	X Nayru's Love
X Fairy Bow	X Fire Arrow	X Ice Arrow	_ Light Arrow
X Hookshot	X Longshot	X Lens of Truth	X Megaton Hammer
X Bottle #1	X Bottle #2	X Bottle #3	X Bottle #4

+-----Song Checklist-----+

X Zelda's Lullaby	X Epona's Song	X Saria's Song
X Sun's Song	X Song of Time	X Song of Storms
X Minuet of Forest	X Bolero of Fire	X Serenade of Water
X Requiem of Spirit	X Nocturne of Shadow	X Prelude of Light

+-----Equipment Checklist-----+

X Kokiri Sword	X Master Sword	X Biggoron Sword
X Deku Shield	X Hylian Shield	_ Mirror Shield
X Kokiri Tunic	X Goron Tunic	X Zora Tunic
X Kokiri Boots	X Iron Boots	X Hover Boots
X Ammo Pouch	X Big Ammo Pouch	X Biggest Ammo Pouch
X Quiver	X Big Quiver	X Biggest Quiver
X Bomb Bag	X Big Bomb Bag	X Biggest Bomb Bag
X Goron Bracelet	X Silver Gauntlets	_ Gold Gauntlets
X Child's Wallet	X Adult's Wallet	X Giant's Wallet
X Silver Scale	X Gold Scale	X Stone of Agony

+-----Upgrade Checklist-----+

X Super Spin Attack	X Magic Meter	X Extended Magic Meter
_ Enhanced Defense	X Deku Stick Cap. Up. #1	X Deku Stick Cap. Up. #2

X Deku Nut Cap. Up. #1	X Deku Nut Cap. Up. #2	X Epona	
+-----Mask Checklist-----+			
X Keaton Mask	X Skull Mask	X Spooky Mask	X Bunny Hood
X Mask of Truth	X Goron Mask	X Zora Mask	X Gerudo Mask
+-----Trading Sidequest Checklist-----+			
X Pocket Egg	X Pocket Cucco	X Cojiro	X Odd Mushroom
X Odd Potion	X Poacher's Saw	X B. Goron's Sword	X Prescription
X Eyeball Frog	X Biggoron's Eyedrops	X Claim Check	
+-----+			

Before completing this chapter, also consider completing:
Happy Mask Trading Sidequest (Subchapter Zero-Three-Eight-One)
Obtaining Epona (Subchapter Zero-Three-Eight-Two)
Biggoron Sword Sidequest (Subchapter Zero-Three-Eight-Three)
Big Poe Hunting (Subchapter Zero-Three-Eight-Six)
Optional Dungeon: The Gerudo Training Ground (Subchapter Zero-Three-Eight-Four)

The Temple of Time

Retake the Master Sword to become Adult Link once again. Once you're back as Adult Link... nope, we're not going back to Desert Colossus just yet. Now that we have the Silver Gauntlets, it's time to get the final two Overworld Gold Skulltulas. Head for Hyrule Field, and go to Zora's Domain through Zora's River.

Zora's Domain

Climb up to King Zora's throne room, and go through the opening behind his throne to Zora's Fountain.

Zora's Fountain (nighttime)
New Quest Item: Gold Skulltula Token x1 [GSOOT097]

Use the Sun's Song to make it nighttime if you need to. Head for the southeast area of the zone, to the entrance of the cave that leads to the Great Fairy's Fountain (if you haven't opened that particular Fairy's Fountain, then it's on the small island in the southeast area of the zone). Now that you have the Silver Gauntlets, you can lift the large gray rock in the middle of the cave mouth (it was formerly invulnerable to bombs). Underneath, you'll find another rock. Bomb this rock to destroy it and find a pit (sometimes this rock is already destroyed). Drop down the pit.

You'll land at the bottom of a ramp, winding up through the outer walls of Zora's Fountain to an alcove high above. Use the Lens of Truth as you climb up the ramp to see several invisible Big Skulltulas. Kill them with the Longshot. At the top of the ramp, there is a ladder built into the wall. Climb up it to find yourself in an alcove.

Kill the (not invisible) Big Skulltula at the top, and then look on the wall left of the top of the ladder to find the final Overworld Gold Skulltula. Kill it and take it's token.

Now that you have the Silver Gauntlets, then you can finish the Gerudo Training Ground in it's entirety. Whether you do the whole thing, or only part of it,

-----Song Checklist-----			
X Zelda's Lullaby	X Epona's Song	X Saria's Song	
X Sun's Song	X Song of Time	X Song of Storms	
X Minuet of Forest	X Bolero of Fire	X Serenade of Water	
X Requiem of Spirit	X Nocturne of Shadow	X Prelude of Light	
-----Equipment Checklist-----			
X Kokiri Sword	X Master Sword	X Biggoron Sword	
X Deku Shield	X Hylian Shield	_ Mirror Shield	
X Kokiri Tunic	X Goron Tunic	X Zora Tunic	
X Kokiri Boots	X Iron Boots	X Hover Boots	
X Ammo Pouch	X Big Ammo Pouch	X Biggest Ammo Pouch	
X Quiver	X Big Quiver	X Biggest Quiver	
X Bomb Bag	X Big Bomb Bag	X Biggest Bomb Bag	
X Goron Bracelet	X Silver Gauntlets	_ Gold Gauntlets	
X Child's Wallet	X Adult's Wallet	X Giant's Wallet	
X Silver Scale	X Gold Scale	X Stone of Agony	
-----Upgrade Checklist-----			
X Super Spin Attack	X Magic Meter	X Extended Magic Meter	
_ Enhanced Defense	X Deku Stick Cap. Up. #1	X Deku Stick Cap. Up. #2	
X Deku Nut Cap. Up. #1	X Deku Nut Cap. Up. #2	X Epona	
-----Mask Checklist-----			
X Keaton Mask	X Skull Mask	X Spooky Mask	X Bunny Hood
X Mask of Truth	X Goron Mask	X Zora Mask	X Gerudo Mask
-----Trading Sidequest Checklist-----			
X Pocket Egg	X Pocket Cucco	X Cojiro	X Odd Mushroom
X Odd Potion	X Poacher's Saw	X B. Goron's Sword	X Prescription
X Eyeball Frog	X Biggoron's Eyedrops	X Claim Check	

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Biggoron Sword Sidequest (Subchapter Zero-Three-Eight-Three)

Big Poe Hunting (Subchapter Zero-Three-Eight-Six)

Optional Dungeon: The Gerudo Training Ground (Subchapter Zero-Three-Eight-Four)

The Spirit Temple is unique in that it is the only dungeon which requires both Young Link and Adult Link to finish (with the possible exception of Dodongo's Cavern, which contains a Skulltula only obtainable with Adult Link). The Temple is divided into two wings: The West Wing, and the East Wing. The West Wing is smaller, and is largely Young Link's territory. The East Wing is much larger, and is Adult Link's stomping grounds. The Spirit Temple also contains two Dungeon Items, one each for Young Link and Adult Link (though Adult Link is the only person who can use either of them). For Part II of the Spirit Temple, we are dealing with Adult Link in the East Wing.

----- The Spirit Temple - Entrance

Run forward and up the stairs (watch out for the pots who will hurl themselves at you). At the top of the stairs, go to the right to find a doorway blocked by a giant blue block. Run up to the block and grab ahold of it, and now that you have the Silver Gauntlets, you can push it forward. Keep pushing it forward until the block falls into a pit in the ground.

Run forward and up the stairs. Bomb the Beamos, and then nail the Crystal Switch on the ceiling above to open the doors on the left and right sides of the room. Go through the door on the right.

The Spirit Temple - Rolling Boulder Room

New Dungeon Item: Gold Skulltula Token x1 [GSOOT099]

This room contains yet another Silver Rupee puzzle (making your third for this dungeon). The Rupees are all scattered around a pit, which is filled with a series of rolling boulders. None of the Silver Rupees are particularly hard to find, but to reach the one suspended slightly above the floor you'll need to run out to it using the Hover Boots. Switch back to the Kokiri Boots after you get it. All five of the Silver Rupees in the room will unseal the door on the far side of the room.

To get the Gold Skulltula in this room, play the Song of Time near the Block of Time to transport the Block of Time into an adjacent alcove. The Gold Skulltula is behind the Block of Time's original position.

Once you have unsealed the door and got the Gold Skulltula Token, go through the door on the north side of the room.

The Spirit Temple - Small Chest Room

New Dungeon Item: Small Key x1

This room is seemingly empty, except for a single chest. Step forward, and a Like-Like will fall from the ceiling. Kill the Like-Like, then open the chest to get a Small Key. Return to the Entrance of the Spirit Temple through the Rolling Boulder Room.

The Spirit Temple - Entrance

Go through the door on the west side of the room, the one we didn't go through last time we were here. If that isn't specific enough for you, then it's the door that's not locked and the door that we didn't just come through.

The Spirit Temple - Triforce/Compass Room

New Dungeon Item: Compass

As you come into this room, there is a Triforce symbol on the floor directly in front of you as you enter. Step towards it, and a Wolfos will appear. Defeat it in the usual fashion (backflip when it attacks, then use a Jump Attack on it's exposed back), then step onto the Triforce symbol and play Zelda's Lullaby. A chest will appear on the opposite ledge. Pull yourself over to it with the Longshot, and open the chest to get the Compass.

Drop off the ledge and climb up the tiled wall on the opposite ledge. At the top, return through the door you came through, back to the Entrance Hall.

The Spirit Temple - Entrance

Go through the locked door on the north side of the room, to your left as you come out of the Triforce/Compass Room.

The Spirit Temple - Lower Mirror Chamber

Move slowly forward as you come into the room, and watch out for a Like-Like that falls from the ceiling, and the pots on the right side of the room who will throw themselves at you. On the other side of the room is a tiled wall, on the east wall. Climb up this wall.

At the top of the tiled wall is a large room which contains a number of sun panels, a beam of light and a mirror. Run around to the other side of the mirror, where there is an invisible Floor Master. L-Target him (the lens is optional) and use a Jump Attack to kill it one hit, then use Din's Fire to kill it's offspring. Now, turn your attention the mirror.

The mirror has two handles, one on the left and one on the right. Stand behind the mirror, and grab the left handle. Push it forward until the mirror shines the light of the sun onto each of the sun panels in the room. The first two sun panels will make chests appear (the first contains a recovery heart, the second a frost trap). The third panel will unseal the door in the west of the room. The last panel will make a Wall Master appear and attempt to capture you.

Once the door is unsealed, go through it.

The Spirit Temple - The Colossus Chamber

New Dungeon Item: Small Key x1

New Quest Item: Gold Skulltula Token x1 [GSOOT100]

You're now back in the Colossus Chamber, which you last visited as Young Link.

Climb up the stairs directly in front of you as you enter. Climb up the two flights of stairs, and at the top look to the northwest, towards the Colossus statue's left hand. You can see that the hand has a drawing of a Triforce symbol on it. Equip the Hoverboots, then run out towards the hand. If you miss, return to the east side of the chamber and use the Longshot target on the ceiling above the next ledge to pull yourself up.

Stand on the symbol on the left hand and play Zelda's Lullaby, and a chest will appear on the opposite hand (the statue's right). Re-equip the Kokiri Boots, and use the Longshot to pull yourself over to the opposite hand. Open the chest to get a Small Key. Drop down to the bottom floor.

Climb up the tiled wall on the west side of the room, and climb up both flights of stairs. At the top, look north, and Navi will flutter over to the other side of the pit. Play the Scarecrow's Song, and Pierre will appear on the other side. Pull yourself over to him with the Longshot. Go around behind Pierre to find another Gold Skulltula. Kill it and take it's token. Congratulations, that makes one hundred Skulltula Tokens. When you're done with the dungeon, then you can head back to Kakariko Village to get... a Huge Rupee. Uh... awesome?

Return to the west side of the chamber and pull yourself up to the next level using the Longshot target on the ceiling. Climb back up both flights of stairs, and go through the locked door in the southeast corner.

The Spirit Temple - Lower East Stairwell

Run forward, and blow up the Beamos with a bomb. Keep going up the stairs, and

through the door at the top.

The Spirit Temple - Treble Anubis Room

Young Link had to face one Anubis. Adult Link gets to face three. Use your Fire Arrows to defeat them easily. Bomb the Beamos statue on the north side of the room, and the door in the southeast of the room will open. Go through it. If you're wondering, the switch activates a fire trap, which you can also use to kill the Anubis in the room. Which takes forever. Use Fire Arrows.

The Spirit Temple - Quad Armos Room

This room contains one of the more innovative and tricky puzzles in the entire game. Directly in front of you as you enter is a blue switch, which opens the sealed door on the south side of the room. To open it, you have to coax one of the Armos Knights surrounding the switch into stepping on it, and staying on it long enough for you to go through the door before it seals itself again. The easiest statue to coax into doing this is the one in the northeast corner of the formation (the one closest to the wall and the beam of light). Stand near the sealed door, and shoot the Armos with an arrow. It will come to life and hop towards you. When it steps on the switch, go through the door.

The Spirit Temple - Upper East Stairwell

This room contains two chests, which contain lousy recovery hearts. You can use the Lens of Truth to see the chests, if you really need two recovery hearts that badly. Go through the door on the south side of the stairs.

The Spirit Temple - East Iron Knuckle Room

Run into the room and to the right, and slash the suit of armor sitting on the throne to begin a miniboss fight.

-M-I-N-I--B-O-S-S-
Iron Knuckle

Another Iron Knuckle guards the next of the dungeon's treasures. Except now you're twice as big, deal twice the damage, and have a sword which rivals the Knuckle's axe, instead of that lousy twig, the Deku Sword. The only downside to being Adult Link it is much more difficult to dodge it's attacks. Trying to block the Iron Knuckle's attacks with the shield is (still) worthless, so use the Biggoron Sword (which you can, and should, have by now). As with the last time you faced one of these guys, use Nayru's Love if the battle gets too hot.

A tactic that seems to work particularly well, but only works with Adult Link, is to repeatedly perform a Jump Attack followed by a backflip, followed by a Jump Attack, followed by a backflip, etc. This doesn't work with Young Link, but is practically fool proof with Adult Link.

Once the Iron Knuckle is dead, then the door behind it's throne will open. Go through it and through the tunnel on the other side.

The Spirit Temple - Desert Colossus (right arm)
New Equipment: Mirror Shield

As you come out onto the Colossus statue's outstretched hand, a chest will appear. Open it to get the Mirror Shield. This is more or less the same as the Hylian Shield, but comes with a number of useful perks: one, it looks significantly cooler. Two, it can reflect light. Three, it can absorb certain kinds of magic (this actually only works in one boss fight, but it's worth mentioning). Lastly, it can't be stolen by Like-Likes. With the Mirror Shield and the Kokiri Tunic equipped, Like-Likes suddenly aren't a problem.

Being careful not to fall (if you do you'll have to run back through the whole dungeon), equip the Mirror Shield and return through the door you came through.

The Spirit Temple - East Iron Knuckle Room

Run through the door in front of you, then through the door in the northeast corner of the room.

The Spirit Temple - Upper East Stairwell

Run down the stairs and through the door on the north side of the room.

The Spirit Temple - Quad Armos Room

Run to the north end of the room, past the Blade Trap and dodging the Armos Knights. Stand in the beam of light, and aim the Mirror Shield (hold R) at the sun panel on the wall. The door in the north of the room will unseal itself. Go through it.

The Spirit Temple - Small Key Room

New Dungeon Item: Small Key x1

Run into the room and open the chest to get a Small Key. Go back through the door you came through (geez this room was a waste of time... why not just make the Sun Panel create a chest which creates a Small Key?).

The Spirit Temple - Quad Armos Room

Go through the door on the west side of the room, to your right as you come out of the Small Key Room.

The Spirit Temple - Treble Anubis Room

Head to the southwest corner of the room and go through the locked door.

The Spirit Temple - Sliding Panels Room

As you come into the room, kill the pair of Beamos on the pillars by throwing bombs at them. Look at the wall to the right after you do. It's covered with sliding panels, each of which contains a platform that can be climbed on. Now, you can either wait for the panels to align and climb up... or you can just aim for the top panel and use the Longshot. Your choice.

At the top of the ladder of panels, destroy both of the Beamos enemies and go through the north door.

The Spirit Temple - Triforce Door Room

Go up the stairs, and stand on the Triforce symbol at the top. Stand on it and play Zelda's Lullaby, and the door before the triforce symbol will unseal itself. Go through it.

The Spirit Temple - Boss Key Room

New Dungeon Item: Boss Key

Kill all of the Fire Slugs in the room (remember, when they contract into a tall cylinder-shape, they're about to attack), and then use Bombs and the Megaton Hammer to destroy all of the false-doors in the room. They look identical to the false-doors from the Fire Temple, which look nothing like the Spirit Temple doors, so it won't be difficult to identify them.

The false door to the left of the pillar of flames hides a golden eye. Shoot the eye with an arrow, and a second platform will appear high above the room. Aim for the Longshot target above this platform, and then jump from that platform to the one above the pillar of flames. Step on the switch, and the pillar will disappear, letting you access the ornate chest that holds the Boss Key. Once you have the Boss Key, return to the previous room.

The Spirit Temple - Triforce Door Room

Go right as you come out of the Boss Key Room, through the door on the west side of the area.

The Spirit Temple - Upper Sun Chamber

Run forward as you enter the room, and two pots will fling themselves at you. Block them with your shield, then activate the crystal switch behind the bars to the left with a vertical sword slash or a spin attack. The sealed door in front of you will open. Go through it.

Step into this room, and a Lizalfos will drop down from the ceiling. Kill it, then face go through the doorway on the left (the sun panel above the door only reveals a chest which contains nothing fantastic). Run into this next room with the mirror, and defeat the White Bubbles with arrows and sword attacks. White Bubbles are exactly the same as Red and Green Bubbles, but don't have flame shields.

Go to the east side of the room, and drop a bomb on the odd formation of rock there to blast open an opening to the next room. Staying in the current rome, move around to the back of the mirror, grab ahold of the left handle, and push it until the mirror faces east, through the doorway you just opened. Run through that doorway now.

Defeat another Lizalfos who drops down from the ceiling, then run to the back of the mirror in this room. Grab ahold of the left handle, and push it until the mirror faces north. Head back around to the door you came through to enter this area and go through it.

Back in the first area of this odd room, notice that the beam of sunlight from the two mirrors in the other half of the room are shining on the large mirror on the ceiling. Jump down into the pit, and stand in this beam of sunlight.

Use it to activate the sun panel on the west wall using the Mirror Shield, and the floor will begin to lower - it's really an elevator.

Ride the elevator to the bottom to find yourself back in the...

The Spirit Temple - The Colossus Room

Face to the north as you enter the room, so that you can see the face of the Colossus statue. The beam of sunlight from the room above is shining above you. Use the Mirror Shield to reflect the beam onto the statue's face, where it will begin to disintegrate, revealing a grating. Target the grating with the Longshot, and pull yourself over to it. When you land, the grating will rise, revealing the Boss Door. Go through it.

The Spirit Temple - Nabooru's Throne Room

Here you'll meet Koume and Kotake once more. When last you saw these two, they were capturing Nabooru. These sorceress sisters raised Ganondorf as their son, so you can imagine what nice old ladies they really are. Best theme music ever, by the way.

After the cutscene, the Iron Knuckle will come to life.

-M-I-N-I--B-O-S-S-
Iron Knuckle

This Iron Knuckle looks a little different than the others, but is really basically identical. Use the same strategies as before. Remember to use the Biggoron Sword if you have it (which you can, should, by now), since the shield is basically worthless against the Iron Knuckle's attacks. Again, if the battle gets too hot, then use Nayru's Love. The Backflip/Jump Attack trick works really well on this Iron Knuckle as well.

After a relatively quick battle, the Knuckle's armor will fall off, revealing Nabooru. Koume and Kotake had brainwashed her, which was how she ended up as Ganondorf's loyal servant. The twins will appear again and capture Nabooru use some kind of spell on Nabooru, whereupon she disappears, then teleport away themselves. Go through the door behind Nabooru's throne after this happens.

The Spirit Temple - North Hall

Run down the hall and through another door at the end.

-----B-O-S-S-----
Sorceress Sisters TWINROVA
New Upgrade: Heart Container x1
New Quest Item: Spirit Medallion

When you enter Koume and Kotake's boss chamber, you'll be on a bottom floor beneath a series of tall ledges. Run forward and climb up the tiled wall to the center, and largest, of these ledges. Run to the center of the platform, and after a cutscene the fight will begin.

The Sorceress Sisters have two distinct phases, both of which are very fun and very exciting. This is possibly the best boss fight in the game, so enjoy it while you're here. The Sisters each have their own element which opposes the other. Kotake is Ice, and Koume is Fire. The first thing to know when

fighting them in this phase is that L-Targeting is not your friend, and having your sword out is not necessary.

Run around the platform, and try to get both of the sisters in your range of vision at the same time. That's the key to this part of the fight; keeping both of them visible. This is why L-Targeting is not helpful. After a while, one of them will begin charging up an attack (you'll know they're doing it as weird shapes will appear in front of them while they cast the spell). Very quickly, a beam will appear. You have to now use the Mirror Shield to reflect this beam into the other sister, much as you reflected the beams of light earlier in the dungeon. It's not easy to do, and will indeed take much practice. Don't even TRY to L-Target to aim the beam; if you do, the beam will just fire off in some random direction and won't even get near the other sister. No other methods of attack work (though the Fire Arrows and Ice Arrows seem like they should... but they don't).

If you fail to reflect one of the beams, then it will impact on the floor, creating a ring that damages you (and in the case of Kotake's ice beam, freezes you... which sucks). For this reason, if you know you can't reflect the beam into the other sister, reflect it anyway. It's better than the alternative. After you reflect a few beams into each of the Sisters, then the boss enters it's next phase.

Now truly Twinrova, the Sorceress Sisters form one entity. So you can now L-Target. If you have the Biggoron Sword (which you can, and should, have by now), then use it for this stage of the fight, but keep it "Put Away" until you're ready to damage Twinrova. To "Put Away" the Biggoron Sword, stand still until the A-Button on the command menu reads Put Away. Then press the A-Button. After you've attacked Twinrova, you want to put the Biggoron Sword away again. You can only Put Away when you are not L-Targeted. If all of this is too much for you, just use the Master Sword

As Twinrova, the sisters gain the ability to fire both Fire and Ice. In order to stun Twinrova and make her vulnerable to attack, you have to absorb three spells of the same alignment IN A ROW. This means that, if you absorb two fire spells, then an ice spell, then the two fires will be negated and you have to absorb two more ice spells. Near the start of this phase, Twinrova will generally use three shots in a row of the same alignment. But later on, she'll start mixing things up. For this reason, only hold down the R Button to absorb attacks you actually want. Otherwise, release the R Button and dodge the beams (dodge twice to the right or left to avoid most beam attacks, but make sure you don't dodge right off the ledge). You can tell which beam Twinrova is about to use by looking at which wand she waves - the right is Ice, the left is Fire. You can also tell which beams your Mirror Shield has absorbed by looking at it - it flashes red for fire, and white for ice. The faster it flashes, the more beams absorbed.

After you absorb three beams of the same alignment in a row, then the Mirror Shield will unleash a massive beam back at Twinrova (keep the shield drawn to make sure the beam connects). This will stun her momentarily, causing her to fall to the platform below her. At this point, quickly equip the Hover Boots and draw your sword. Run out to Twinrova. When you're halfway across the gap, use a Jump Attack to go the rest of the way and damage Twinrova at the same time. Then switch to basic sword strikes. When Twinrova recovers, return to the main platform and switch back to the Kokiri Boots, where the second phase starts over. When returning to the main ledge, it helps if you momentarily release the L-Lock on Twinrova. Repeat the above steps until Twinrova is dead.

After Twinrova is defeated, a rather amusing cutscene of Koume's and Kotake's deaths will take place. Take the Heart Container that they leave behind, which

-----Upgrade Checklist-----			
X Super Spin Attack	X Magic Meter	X Extended Magic Meter	
_ Enhanced Defense	X Deku Stick Cap. Up. #1	X Deku Stick Cap. Up. #2	
X Deku Nut Cap. Up. #1	X Deku Nut Cap. Up. #2	X Epona	
-----Mask Checklist-----			
X Keaton Mask	X Skull Mask	X Spooky Mask	X Bunny Hood
X Mask of Truth	X Goron Mask	X Zora Mask	X Gerudo Mask
-----Trading Sidequest Checklist-----			
X Pocket Egg	X Pocket Cucco	X Cojiro	X Odd Mushroom
X Odd Potion	X Poacher's Saw	X B. Goron's Sword	X Prescription
X Eyeball Frog	X Biggoron's Eyedrops	X Claim Check	

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Optional Dungeon: The Gerudo Training Ground (Subchapter Zero-Three-Eight-Four)

The Desert Colossus

Play the Prelude of Light to warp back to the Temple of Time.

The Temple of Time
New Item: Light Arrows

As soon as you enter the Temple of Time, a cutscene will take place. Zelda's whereabouts are finally revealed - but she is captured by Ganondorf seconds later. What is also revealed is the location of the other two Triforce pieces - Ganondorf only had one all along, which was why he was only able to really screw up Hyrule instead of recreating it in his own image. The last big revelation in this cutscene is that there is a Seventh Sage - the Sage of Time, Princess Zelda. Zelda manages to give you the Light Arrows (the only weapon, apart from the Master Sword, which can truly hurt him) just before she is captured. It's now time to head for Ganon's Tower (in the same place that Hyrule Castle Garden was as Young Link) for the final dungeon and the final showdown.

BUT FIRST!

Have you finished the Happy Mask Trading Sequence? If you haven't, consider checking the appropriate Subchapter.

Have you gotten the Biggoron Sword? If you haven't, consider checking the appropriate Subchapter.

Have you gotten the Ice Arrows? If you haven't, consider checking the appropriate Subchapter.

Have you gotten the Fourth Bottle? If you haven't, consider checking the appropriate Subchapter.

Have you found all of the Items, Songs and Upgrades? If you haven't,

X Deku Shield	X Hylian Shield	X Mirror Shield	
X Kokiri Tunic	X Goron Tunic	X Zora Tunic	
X Kokiri Boots	X Iron Boots	X Hover Boots	
X Ammo Pouch	X Big Ammo Pouch	X Biggest Ammo Pouch	
X Quiver	X Big Quiver	X Biggest Quiver	
X Bomb Bag	X Big Bomb Bag	X Biggest Bomb Bag	
X Goron Bracelet	X Silver Gauntlets	_ Gold Gauntlets	
X Child's Wallet	X Adult's Wallet	X Giant's Wallet	
X Silver Scale	X Gold Scale	X Stone of Agony	

+-----Upgrade Checklist-----+

X Super Spin Attack	X Magic Meter	X Extended Magic Meter	
_ Enhanced Defense	X Deku Stick Cap. Up. #1	X Deku Stick Cap. Up. #2	
X Deku Nut Cap. Up. #1	X Deku Nut Cap. Up. #2	X Epona	

+-----Mask Checklist-----+

X Keaton Mask	X Skull Mask	X Spooky Mask	X Bunny Hood	
X Mask of Truth	X Goron Mask	X Zora Mask	X Gerudo Mask	

+-----Trading Sidequest Checklist-----+

X Pocket Egg	X Pocket Cucco	X Cojiro	X Odd Mushroom	
X Odd Potion	X Poacher's Saw	X B. Goron's Sword	X Prescription	
X Eyeball Frog	X Biggoron's Eyedrops	X Claim Check		

Before completing this chapter, also consider completing:
Happy Mask Trading Sidequest (Subchapter Zero-Three-Eight-One)
Obtaining Epona (Subchapter Zero-Three-Eight-Two)
Biggoron Sword Sidequest (Subchapter Zero-Three-Eight-Three)
Big Poe Hunting (Subchapter Zero-Three-Eight-Six)
Optional Dungeon: The Gerudo Training Ground (Subchapter Zero-Three-Eight-Four)

Most of Ganon's Tower takes place, not in the tower, but in the Keep beneath it. The Keep is a large central hub, with six hallways branching off from it. Each hallway represents one of the six Sages and their alignments - Forest, Fire, Water, Shadow, Spirit, and Light. In each hallway, there is a seal which must be destroyed, which will lower the shield surrounding the entrance to Ganon's Tower in the center of the Keep. At the top of the Towers resides Ganon and the final showdown.

Inside Ganon's Castle - Entrance

Run down the stairs as you enter the dungeon. At the bottom of the flight of stairs, run right between the pair of Beamos statues and through the door.

Inside Ganon's Castle - Keep

You're now in the hub of Ganon's Castle, the Keep. There are six hallways which branch off from this central area, each representing one of the six Spiritual alignments which you've encountered (one for each Temple, plus one for the Light Temple, which you never visit in this game).

Go right as you enter the Keep, and you will reach a door with the Forest Medallion emblazoned above it. Go through this door.

Inside Ganon's Castle - Forest Seal Room One

Step into the middle of the room, and a Gray Wolfos will appear. Defeat it in the usual fashion (wait for it to attack, backflip out of the way, then Jump Attack when it's back is turned). A chest will appear, which contains a Blue Rupee. Stand on the carpeting in the middle of the room, and use Din's Fire to light the four torches surrounding the carpet. Next, use a Fire Arrow to light the torch above the sealed door. The door will unseal itself. Go through it.

Inside Ganon's Castle - Forest Seal Room Two

I bet you're getting tired of Silver Rupee puzzles. Yeah, they are used a little excessively late in the game. As always, if you fall into a pit in this room, then you will have to collect the Silver Rupees over again.

This room contains a number of ledges, a bottomless pit, four powerful fans, and five Silver Rupees. As you enter, look to the left to see a Silver Rupee hanging above a pit. Navi will flutter down underneath the Silver Rupee; play the Song of Time when she does this, and a Block of Time will appear.

Equip the Iron Boots to keep the fan from blowing you around, and then walk out onto the Block of Time to take the rupee. Wait for the fan to stop blowing, then switch to the Hover Boots. Stand still and wait for the fan to start blowing again. Run towards the ledge on the left side of the room when this happens, and the fan's wind will blow you to the ledge. You'll pass just underneath a Silver Rupee on the way; you can't get it just yet.

Switch back to the Kokiri Boots, and toss a bomb over to the Beamos statue to destroy it. Jump out to the Beamos statue's vacated platform, then go to the right side of the room to gather another Silver Rupee. Jump back to the Beamos statue's platform, then jump towards the sealed door. Climb up to the front of the sealed door, and look to the right to see another Silver Rupee in front of a fan. Wait for the fan to stop blowing, then jump out to grab the Silver Rupee. Jump back before the fan starts blowing again, or alternatively just equip the Iron Boots and wait for the fan's next blowing cycle to cease, then jump back.

Look to the left of the sealed door, and there is another fan. Beneath the fan is another platform, with a switch on it. Wait for the fan to stop blowing, then jump down to the switch. Stand on it, and a Longshot statue will appear beneath that single Silver Rupee we couldn't reach before. Longshot yourself up to the statue, and then grab the Silver Rupee. The sealed door on the other side of the room will unseal itself. Jump over to it using the Beamos statue's platform, and go through the door.

Inside Ganon's Castle - Forest Seal Room Three

This room contains a green sphere; this is the Forest Seal. Destroying all six spheres in the Keep will remove the barrier in the middle of the Keep, letting you enter Ganon's Tower. Shoot the barrier with a Light Arrow, and Saria will appear. She will send you back to the Keep.

Inside Ganon's Castle - Keep

Head to the right as you come out of the Forest Seal hallway, and go right down the stairs. At the bottom is a door inscribed with the Water Medallion. This was the third dungeon in the game, but it will be the second seal that we

finish. Go through it.

Inside Ganon's Castle - Water Seal Room One

Run forward into the icy room, and stalactites will fall from the ceiling. Two Freezards will also appear. Kill both of the Freezards (Fire Arrows work quite well), and the door behind the wall of ice will unseal itself. Capture some of the Blue Fire in the center of the room in an empty bottle, and then use it to melt the sheet of ice blocking the door. Fill another bottle with Blue Fire, then go through the unsealed door. Don't bother with the chests in the room; unless you like unpleasant things happening to you, of course.

Inside Ganon's Castle - Water Seal Room Two

Time Limit: 2:00

In this room, you have two minutes to finish a block-pushing puzzle similar to the one you solved previously in the Ice Cavern. There are two ice blocks in the room; run to the left side of the rear block, and push it to the right so that it collides with a rock in the ground. Then go to the left side of the block, and push it forward so it lands in a pit in the front of the room.

Now, go to the remaining Ice Block, go to it's right side and push it forward, so that it slides across the pit you just filled in with the other block. Go to the block's right side again (the side closest to the door you came through), and push the block forward. Now go around to the side of the block closest to the right wall, and push it forward to the opposite wall. Jump up onto the ice block, and from there jump up to the ledge. Use your bottle of Blue Fire to melt the ice. Press down the rusted switching using the Megaton Hammer to unseal the door in the rear of the room. Go through it.

Inside Ganon's Castle - Water Seal Room Three

Shoot the orb with the Light Arrows to dispel it. Ruto will appear, and transport you back to the Keep.

Inside Ganon's Castle - Keep

Go right up the stairs, and through the door emblazoned with the Shadow Medallion.

Inside Ganon's Castle - Shadow Seal Room One

New Equipment: Golden Gauntlets

Look to the left as you enter the room, and you'll see a chest. Use the Longshot to pull yourself over to the chest. Alternatively, you can also use the Song of Time to make three Blocks of Time appear, where you can then reach the chest with the Hover Boots. The chest contains a Blue Rupee.

Turn around from the chest to see an unlit torch. Light it with a Fire Arrow, and a series of platforms will temporarily appear. Run along these platforms towards the back of the room to a larger platform. Defeat the Like-Like on the platform, then turn around and relight the same torch that you lit before with the Fire Arrows.

Keep heading towards the back of the room using the renewed platforms. On the

next platform, look to the right to see more of the opaque-platforms. Quickly run down them and step onto the switch before time runs out and the platforms disappear again. If you have to, just wait for the torch to go out again, and relight it. A chest will appear back on the previous ledge; go to it and open it to get the Gold Gauntlets. With these, you can hurl aside the various Black Obelisks that appear both inside and outside Ganon's Castle (they don't appear anywhere else in the game, so don't worry about having to backtrack too far).

Look to the left side of the room from this platform, and use the Lens of Truth to see an invisible path. Follow it to the rusty switch. Smash it with the Megaton Hammer to activate it. The door in the back of the room will unseal it. Head back to the Gold Gauntlets platform, and use the Lens of Truth to see another invisible path leading towards the unsealed door. Go through it.

Inside Ganon's Castle - Shadow Seal Room Two

Destroy the seal with a Light Arrow, and Impa will appear to return you to the Keep.

Inside Ganon's Castle - Keep

Before we move on with the dungeon, head back outside the castle. It's time to unearth one last fairy fountain.

Ganon's Castle

Head back across the bridge of light, and go left under the arch on the other side. Climb over the rubble here and go to the end of the small canyon. With the Gold Gauntlets, you can pick up the black obelisk here and hurl it aside, revealing a Fairy Fountain (in fact, the same Fairy Fountain where you got Din's Fire as Young Link, though it's a different Great Fairy inside). Go into it.

Great Fairy's Fountain
New Upgrade; Half Damage

Run forward and stand on the Triforce Symbol, and play Zelda's Lullaby to make the Great Fairy appear (sorry, I'm out of bondage jokes. Wait! I think there's a joke in there somewhere... nope, got nothing). She'll enhance your defenses - in essence, doubling your health. Notice how your heart containers now have a white border. Head back into Ganon's Castle and return to the Keep. If you've got the Ice Arrows, the three optional Bottles, all 20 Heart Containers and all 100 Gold Skulltulas, then you now have every single thing in the game. Congratulations.

Inside Ganon's Castle - Keep

Run to the right and past the Forest, Water and Shadow Seals. Enter the door emblazoned with the Fire Medallion past the Shadow Seal.

Inside Ganon's Castle - Fire Seal Room One

You can't complete this Seal without the Gold Gauntlets, so if you don't have them yet then head back to the Shadow Seal to get them.

Equip your Goron Tunic as you enter to survive the heat of the room. Jump forward onto the platform in front of you, and it will begin to sink into the lava. Run forward until the platform branches left and right, and go right. Jump out to the platform and grab the Silver Rupee, but watch out as this platform will begin sinking almost right away.

Jump back over to the other platform, and go right on the other side. Go left at the corner, and straight at the branch. Jump from the platform onto the ledge with the rotating flames. Hang on the edge of the ledge until it's safe to climb up, otherwise you'll get knocked down into the lava and have to start the Silver Rupee puzzle all over.

Follow the path of the flames around to the rear of the platform, and take the second Silver Rupee. Keep following around, just behind the spurting flames, and jump back onto the sinking platform. Run right around the corner, and go left at the split. Go left again at the next split, and follow the path to the end. Jump out to the platform, then jump again to the narrow ledge. Climb up to the black obelisk, and with the Gold Gauntlets you can throw it aside, where it will land across the room. Take the Silver Rupee that was underneath the pillar, then turn around and head back to the sinking platform.

Go straight at the split, and jump out to the ledge with the Fire Slug. Kill the Fire Slug, and take the Silver Rupee. The pillar you tossed aside earlier is now forming a makeshift bridge to the last Silver Rupee. Jump out to the pillar, and then to the last Silver Rupee. The door in the rear of the room will now unseal itself. Jump back to the Fire Slug's platform, and then to the sinking platform. Look towards the back of the room, and use the Longshot on the target to the right of the now-unsealed door to pull yourself over to it. Go through the door.

Inside Ganon's Castle - Fire Seal Room Two

Destroy the Seal with a Light Arrow, and Darunia will appear to send you back to the Keep.

Inside Ganon's Castle - Keep

Go to the right and down the stairs from the door to the Fire Seal. At the bottom of the stairs, there is another black obelisk. Throw it aside, where it will shatter against the shield guarding Ganon's Tower. The door behind the black obelisk is inscribed with the Light Medallion. Go through it.

Inside Ganon's Castle - Light Seal Room One
New Dungeon Item: Small Key x1

This room is full of invisible enemies; namely, a Big Skulltula and four invisible Keese. Use the Lens of Truth to find and kill them all, then open the chest that appears in the middle of the room to get a Small Key. Go through the locked door in the rear of the room. You can open the other chests in the room if you like, but all they contain is junk and traps.

Inside Ganon's Castle - Light Seal Room Two
New Dungeon Item: Small Key x1

I shouldn't have to explain this one. Oh, you're still here? Okay, I will

anyway. Stand on the triforce symbol and play Zelda's Lullaby. Open the chest that appears to get a Small Key. Go through the now-unlocked door.

Inside Ganon's Castle - Light Seal Room Three

Time Limit: 1:00

O Great God of the Silver Rupee Puzzle, how I loathe thee.

This room contains a pillar in the center of the room, with a pair of boulders who roll continuously around it. Look on the ceiling above the pillar to see a Longshot target. Pull yourself up to it using the Longshot. When you land, you will get the first Silver Rupee.

Look to the left of the sealed door on the other side of the room, where you will find a small alcove with the second Silver Rupee. Wait for the boulders to pass by, then jump down and grab it. From this alcove, run back towards the pillar in the center of the room and into the alcove beside it to get another Silver Rupee. Head around to the opposite side of the pillar, where you will find two more identically placed Silver Rupees; one in alcove, another near the pillar. Once you get all five of the rupees, then the sealed door will unseal itself. Go through it. The clock is still ticking, so go fast.

Inside Ganon's Castle - Light Seal Room Four

You will step into a room identical to the other rooms which contains the Orb... only the orb is not there. Use the Lens of Truth, and you'll see the wall on the other side of the room is fake. Walk through it, to find the orb. Shoot it with a Light Arrow, and Rauru (remember Rauru?) will appear to send you back to the Keep.

Inside Ganon's Castle - Keep

Go to the right from the Light Seal door, and up the flight of stairs. At the top there is a door emblazoned with the Spirit Medallion. Go through it.

Inside Ganon's Castle - Spirit Seal Room One

The Bad News: Another Silver Rupee Puzzle. The Good News: The Last Silver Rupee Puzzle.

Most of the Armos Knights in this room are conveniently placed to block the Blade Traps, so avoid touching or moving them to keep this happy equilibrium in place. Destroy the Beamos statue directly in front of you with a Bomb or a Bombchu, then use the Longshot target on the ceiling to pull yourself up to the rupee above the (former) Beamos. Take the second Silver Rupee from behind the Beamos.

Gather the three remaining Silver Rupees from near the Blade Traps in the corners of the room. With the defensive spell from the Great Fairy's Fountain outside Ganon's Castle, the Blade Traps shouldn't deal much damage. Just walk right into the Blade Traps to get the Silver Rupees.

Once you have all five of the Silver Rupees, the door in the rear of the room will unseal itself. Go through it.

Inside Ganon's Castle - Spirit Seal Room Two

Destroy the pair of Fire Slugs in this room, then look towards the steel bars on the left. There is a Crystal Switch just on the other side. Use the Spin Attack to activate the switch, making a chest appear. Open the chest to get some Bombchus - the clue to solving this puzzle.

Return to the steel bars, and look in the back of the room to see another Crystal Switch between two torches. Stand back a bit, line yourself up with the crystal switch, and let loose a Bombchu. It will go forward, through a gap near the top of the bars, and to the other side of the room, activating the switch.

Hey, those Bombchus had to be good for something, right?

Go through the door after it unseals itself, and around the corner on the other side. In this next room, look up on the ceiling to see an odd clump of white goo on the ceiling. It's actually a spider web. Destroy the spider web with a Fire Arrow, and a beam of sunlight will shine into the room. Use the Mirror Shield to activate the sun panels in the room. The sun panel you want is the one to the right of the tunnel you came through (if you face the sealed door, it's directly behind you and to the right). The other sun panels will just make Wall Masters appear, who you must then defeat.

Once the door is unsealed, go through it.

Inside Ganon's Castle - Spirit Seal Room Three

Destroy the Orb here with a Light Arrow, and Nabooru will appear and send you back to the Keep. This should be the last of the six seals, so the barrier surrounding Ganon's Tower will disappear.

Inside Ganon's Castle - Keep

With the barrier around Ganon's Tower gone, head to the right until you see a bridge to the left. Go across this bridge and through the door to enter Ganon's Tower.

Inside Ganon's Castle - Tower Floor One

Kill the quad of Fire Keese in this room, then head up the spiral staircase to the left. Watch out for the Fire Keese on your way up the stairwell. At the top, go through the door on the right.

Inside Ganon's Castle - Tower Floor Two

When you enter the room, both of the doors in the room will seal themselves. You'll have to defeat both of the Dinolfos in the room before it will open. If you didn't do the Gerudo Training Ground, then this will be your first encounter with these guys. Basically think of them as Lizalfos with the attack power of a Stalfos. Treat them like Lizalfos and attack aggressively. The same defensive strategies that worked against Lizalfos will also work on these guys.

Once both of the Dinolfos are defeated, then the doors will unseal. Go through the one on the other side of the room (the door that the camera focuses on when

the doors unseal).

Inside Ganon's Castle - Tower Floor Two Staircase

Climb up the stairs, and at landing on top, go through the door on the left.

Inside Ganon's Castle - Tower Floor Three
New Dungeon Item: Boss Key

Step into the room, and two Stalfos will appear. The large pillar of flames in the middle of the room makes fighting this pair of Stalfos a delicate matter. Remember, to defeat Stalfos, dodge their attacks, and attack back immediately after the Stalfos attack.

Once both of the Stalfos are dead, then the pillar of flames in the middle of the room will die away, revealing an orange chest. Open it to get the Boss Key. Go through the door behind the chest.

Inside Ganon's Castle - Tower Floor Three Staircase

Climb up the stairs, and at the landing on top, go through the door on the left.

Inside Ganon's Castle - Tower Floor Four

As you enter the room, the doors will once again seal themselves. On the other end of the room, there is not one... but two Iron Knuckles. Use the usual strategy to defeat them: dodge their attacks, and use Jump Attacks with the Biggoron Sword to deal damage. If you shoot one of them with an arrow, then it will come to life and come towards you without disturbing the other. If you wake them up one at a time in this fashion, then you can do the Backflip-Jump Attack trick, which they still haven't learned to defend against.

If you missed my explanation of this trick in the Spirit Temple, it basically works like this: wait for the Iron Knuckle to attack, then backflip, then use a Jump Attack, then backflip, then Jump Attack, etc. etc. If you accidentally awaken both of the Iron Knuckles, then using Nayru's Love is an excellent idea.

Once both of the Iron Knuckles are defeated, then the doors will unseal themselves. Go through the door that the camera focuses on.

Inside Ganon's Castle - Tower Floor Four Staircase

Climb up the stairs, and at the landing on top, go through the boss door on the left.

Inside Ganon's Castle - Tower Floor Five

This room contains a ton of pots. Smash them to find Magic Power and Recovery Hearts, if you need them. Go through the door to the right of where you came in to head further up the tower.

Inside Ganon's Castle - Tower Floor Five Staircase

Climb up the stairs, and at the landing on top, go through the boss door on the left.

-----B-O-S-S-----

King of Thieves GANONDORF

Navi is unavailable during this fight, meaning you can't L-Target and she can't give you advice with C-Up. Once Ganondorf is stunned with a Light Arrow, then Navi can L-Target again, but Navi becomes unavailable once more when Ganondorf recovers.

Those of you who liked the Phantom Ganon fight (which should be everyone) will be very pleased to hear that this is very similar. There are a few nuances to this fight that are quite different, though. For one, Ganondorf remains stationary in the center of the room. He also has a Shockwave attack, which will collapse bits of the floor, creating pits that lead back down to the Tower Floor Five area. For this reason, don't go near Ganondorf until he is stunned, or else he will use the Shockwave and make this fight more difficult than it needs to be.

Ganondorf will throw balls of lightning at you, which you must reflect back at him with sword strikes (or you can use Empty Bottles if you're feeling creative). If you miss a ball of lightning and it doesn't hit you, then it will destroy whatever floor panel you happen to be standing on, knocking you down to a lower floor. You'll have to climb back up using the tiles on the pillar in the middle of the room.

Ganondorf will reflect the balls back at you as well, so keeping reflecting them until one strikes and stuns Ganondorf. There is a new wrinkle to the fight at this point; you must now shoot Ganondorf with a Light Arrow, whereupon he will become stunned. You can now L-Target him. Quickly equip the Hover Boots and use them to cross the pit in the middle of the floor. Just like in the Twinrova fight, use a Jump Attack when you're halfway across the pit to deal extra damage to him, then switch to normal attacks. When Ganondorf recovers, run back to the perimeter of the room and switch back to the Kokiri Boots.

Ganondorf will occasionally use a new attack where he will charge up a lot of power (you'll know when he's doing it, as he will hold up both arms to create the spell instead of just one arm for the Lightning Ball). To stop him from using this attack, shoot him with a Light Arrow. This will instantly stun him, letting you get in more attacks. As always, use the Biggoron Sword if you have it. Which you can, and should, have it by now. Ganondorf's cape acts as his life meter; the more tattered it becomes, the closer to death he is. Once Ganondorf is defeated, keep that controller ready - the game isn't over yet.

Inside Ganon's Castle - Tower Exterior

Ganondorf's apparent demise has destroyed the tower. You and Zelda must now race down the tower before it crumbles. You've got three minutes to escape the tower before it is destroyed... with you inside.

Follow Zelda down the tower. Only she can open the sealed doors on the way down, so there's no point getting too far ahead of her. When she opens the door at the bottom, go through it.

Inside Ganon's Castle - Tower Floor Five

Go to the left, keeping near Zelda to ensure that she keeps moving. When she gets to the other side of the room, she'll open the door. Go through it.

Inside Ganon's Castle - Tower Exterior

Jump over to the ledge that Zelda stands on, and keep following her down the tower. At the bottom, she'll unseal another door. Go through it.

Inside Ganon's Castle - Tower Floor Four

Follow Zelda to the right, around the burning rubble in the middle of the room. Go through the door after Zelda opens it.

Inside Ganon's Castle - Tower Exterior

Keep following Zelda down the tower. When she opens the door at the bottom, go through it.

Inside Ganon's Castle - Tower Floor Three

Keep near Zelda in this room, and when she reaches the middle of the room she'll be trapped behind a pillar of flame. Two Stalfos will appear, and you've got to defeat them to progress. You don't have time to play it carefully, so use Nayru's Love and the Biggoron Sword and just go kamikaze on the Stalfos. Once they are both dead, Zelda will be freed. Run near her, and she'll proceed to the opposite door and open it. Go through it.

Inside Ganon's Castle - Tower Exterior

Keep following Zelda down the tower. When she opens the door at the bottom, go through it.

Inside Ganon's Castle - Tower Floor Two

Follow Zelda through the burning rubble, and when she reaches the door she'll open it. Go through the door here, and keep following Zelda down the stairs. At the bottom, Zelda will open the door on the left. Go through it.

Inside Ganon's Castle - Keep

Run along to the end of the bridge. Run past the Redead (whose sole purpose seems to be to waste whatever precious seconds you may have remaining), or kill it with the Biggoron Sword. At the other end of the bridge, Zelda will open the door. Go through it and up the stairs on the other side, and wait for Zelda to open the final door to escape the tower.

--B-O-S-S--
GANON

After a cutscene, run forward towards the ruins of the tower, where Ganondorf will emerge. Except now he has been transformed into the evil demon Ganon. Thanks, Triforce of Power!

At the start of the fight you won't have access to the Master Sword. Which doesn't really matter, since Shields are useless against Ganon, and you should have the Biggoron Sword by now. If for whatever reason you don't have the Biggoron Sword, then the Megaton Hammer will have to make due. For this ultimate showdown, Navi will be available for you to L-Target Ganon, unlike in the previous fight against him.

Like all evil demons of the underworld, Ganon's weakspot is his tail. In his first phase, you'll have to L-Target Ganon and then begin performing side dodges (hold right or left and press A) to speed around behind Ganon. When you get behind him, do a Jump Attack with the Biggoron Sword or Megaton Hammer to deal a hefty amount of damage to Ganon. After you hit his tail, he will raise it up out of your reach. Begin strafing around back to his front side, and his tail will lower, letting you strafe back around to attack his tail again. Repeat this method until a cutscene shows the flames around the perimeter of the arena lowering. Run over to Zelda and retake the Master Sword when this happens.

If you have the Biggoron Sword, then stay with it for now. If you were using the Megaton Hammer as your weapon, then switch back to the Master Sword now. Return to the Ganon to begin the final phase of the fight. Your goal is still the same: attack the evil fiend's tail. Except now, you can't just strafe around to it. You have two options: shoot him in the face with a Light Arrow, or release your L-Target and roll between his legs. Whichever path you choose, once you are on his backside, L-Target him and perform a Jump Attack on his tail. If you are using the Biggoron Sword, do ten or so Jump Attacks, then switch to the Master Sword. Only the Master Sword can defeat Ganon. After a cutscene, you will be prompted to attack Ganondorf while he is being held in place by Zelda's magic. Do this, and the game is over. Too bad the final boss wasn't that creative.

-o-

Master Quest Walkthrough

This is the complete guide to The Legend of Zelda: Ocarina of Time Master Quest. It covers the entire game, beginning to end, room for room, in high detail. All Gold Skulltula Tokens and Pieces of Heart are pointed out, and strategies are given for fighting the major enemies or maneuvering through the dungeons and overworld. If you're looking for a 100% completion rating, then this is the Walkthrough you're looking for.

A Note on Organization: Each part of the walkthrough is divided into areas for ease of use. To recognize when one area ends and another begins, look for the line of hyphens (-). At the beginning of each area's section, if there are new songs, items or upgrades to be found, then it will be pointed out. New areas are generally separated by a "fade out" or "cut" of the in-game camera.

A Note on the Passage of Time: If you need to be in an area at a certain time of day, then it will be specified in that area's heading in the guide. If it doesn't matter what time of day it is, then there will be no time stamp on the heading.

A Note on [GSXXX] Find Codes: These are special find codes used in conjunction with the Gold Skulltula chapter, and do not affect the main walkthrough. They can be safely ignored.

-----Mask Checklist-----			
_ Keaton Mask	_ Skull Mask	_ Spooky Mask	_ Bunny Hood
_ Mask of Truth	_ Goron Mask	_ Zora Mask	_ Gerudo Mask
-----Trading Sidequest Checklist-----			
_ Pocket Egg	_ Pocket Cucco	_ Cojiro	_ Odd Mushroom
_ Odd Potion	_ Poacher's Saw	_ B. Goron's Sword	_ Prescription
_ Eyeball Frog	_ Biggoron's Eyedrops	_ Claim Check	

Name Registration Page

Begin the game by entering your name into the Name Registration Page, then select the new entry from the menu.

Introduction

Watch the introduction, which introduces the game's main characters. Once Navi the Fairy has awoken Link from his nightmare, then the game has truly begun.

Link's Tree House

Head out the door in the northwest corner.

Kokiri Forest

New Equipment: Kokiri Sword

On Link's porch, you will be approached by Saria, one of the game's more important sub characters. Jump down the ladder and speak to her. Follow the road from Saria north, and then to the east. Jump across the small pool of water to the large arch that leads to the Great Deku Tree. Speak with Mido, the Kokiri who blocks your path. He'll refuse to let you pass until you find both a Sword and Shield (a task which he thinks is impossible, but we'll soon prove otherwise).

Turn around and return to the area near Link's Tree House. Go west along the path, then take a right up the hill. Enter the fenced in area (which is known collectively as the Kokiri Training Ground), and work your way to the back to the south wall. Enter the small tunnel by standing in front of it and pressing A. Crawl to the tunnel's other side.

On the other side, turn left. Wait until you see a large boulder roll by you, then immediately follow the boulder's path around the corner to the right, then another left, then take another right. Open the treasure chest sitting on the tree trunk to find the Kokiri Sword. Equip it on your Equipment submenu. Next item on your list is a Shield, which you'll have to buy from the shop for 40 rupees. There is also a Deku Stick Expansion which can be bought in the Lost Woods, which also costs 40 rupees. So your goal, at the moment, is to find 80 rupees.

Slash the bush behind the chest, which may drop a rupee. Turn around, and wait for the boulder to roll by. Run left and into the small alcove. Take the blue rupee and slash the bush, and take the rupee that it may or may not drop. Turn around, and wait for the boulder to roll by again. Run left around the corner, then another left. Take the blue rupee in the far alcove, then slash the bush

which should (hopefully) yield another Rupee. Crawl back into the tunnel and return to the Kokiri Training Ground.

On the outside of the tunnel, L-Target one of the rocks to the left. Begin performing backflips (hold back and press A) over and over until you reach the edge of the training ground. Run back towards the rock and repeat the backflips until you are awarded a blue rupee and a green rupee. Slash all of the bushes near the entrance to the Training Ground and take the rupees they should drop. From the entrance of the Training Ground, look north. The giant tree stump before you is Mido's House. Go inside.

Mido's House

Open all of his chests for 11 rupees and a Recovery Heart. After you've robbed Mido blind, leave his house.

Kokiri Forest

Jump up to the ledge behind Mido's House, and look behind his house to find another Blue Rupee. From where you emerge from Mido's House, look to the left to see a number of platforms resting in the water. Run directly at these platforms, and run across them. Link will automatically jump from each one as you run along them. If you do it properly, after you have reached the opposite shore of the water you will receive a blue rupee. Repeat this in the opposite direction to receive another blue rupee.

You've now obtained the majority of the blue rupees which are appear in the area. The rest can be obtained randomly from the Kokiri Children's houses or from the bushes around Kokiri Forest. The house in the southeast corner has the most rupees (six, look in the pots), and leaving then entering the house repeatedly will respawn the pots. Keep gathering these rupees until you have 80. Entering and leaving the houses will also respawn the rupees you can obtain by jumping across the platforms along the pond.

Try to enter the building in the northeast corner of Kokiri Forest. You will be stopped by a girl sitting on a balcony, who will give you a basic lesson in L-Targetting. Follow her instructions if you need to learn, then enter the building.

Kokiri Shop

New Equipment: Deku Shield

Purchase a Deku Shield from the clerk. Equip it on the Equipment Submenu, then leave the shop.

Kokiri Forest

Head back to Mido's House in the northwest corner of the Kokiri Forest, then climb up on the ledge behind his house. Look for the wall covered in vines, then climb the vines to the top. Work your way around along the ledge and enter the large hollow log to enter the Lost Woods.

Lost Woods

New Equipment: Deku Stick x20

Status Report -

New Things This Chapter -

Heart Containers: 003/020
 Heart Pieces : 000/036
 Gold Skulltulas : 000/100

Heart Containers: 001
 Heart Pieces : 000
 Gold Skulltulas : 001

-----Inventory Checklist-----

X Deku Stick	_ Deku Nut	_ Fairy Slingshot	_ Fairy Ocarina	
_ Bombs	_ Bombchus	_ Magic Beans	_ Boomerang	
_ Ocarina of Time	_ Din's Fire	_ Farore's Wind	_ Nayru's Love	
_ Fairy Bow	_ Fire Arrow	_ Ice Arrow	_ Light Arrow	
_ Hookshot	_ Longshot	_ Lens of Truth	_ Megaton Hammer	
_ Bottle #1	_ Bottle #2	_ Bottle #3	_ Bottle #4	

-----Song Checklist-----

_ Zelda's Lullaby	_ Epona's Song	_ Saria's Song	
_ Sun's Song	_ Song of Time	_ Song of Storms	
_ Minuet of Forest	_ Bolero of Fire	_ Serenade of Water	
_ Requiem of Spirit	_ Nocturne of Shadow	_ Prelude of Light	

-----Equipment Checklist-----

X Kokiri Sword	_ Master Sword	_ Biggoron Sword	
X Deku Shield	_ Hylian Shield	_ Mirror Shield	
X Kokiri Tunic	_ Goron Tunic	_ Zora Tunic	
X Kokiri Boots	_ Iron Boots	_ Hover Boots	
_ Ammo Pouch	_ Big Ammo Pouch	_ Biggest Ammo Pouch	
_ Quiver	_ Big Quiver	_ Biggest Quiver	
_ Bomb Bag	_ Big Bomb Bag	_ Biggest Bomb Bag	
_ Goron Bracelet	_ Silver Gauntlets	_ Gold Gauntlets	
X Child's Wallet	_ Adult's Wallet	_ Giant's Wallet	
_ Silver Scale	_ Gold Scale	_ Stone of Agony	

-----Upgrade Checklist-----

_ Super Spin Attack	_ Magic Meter	_ Extended Magic Meter	
_ Enhanced Defense	X Deku Stick Cap. Up. #1	_ Deku Stick Cap. Up. #2	
_ Deku Nut Cap. Up. #1	_ Deku Nut Cap. Up. #2	_ Epona	

-----Mask Checklist-----

_ Keaton Mask	_ Skull Mask	_ Spooky Mask	_ Bunny Hood	
_ Mask of Truth	_ Goron Mask	_ Zora Mask	_ Gerudo Mask	

-----Trading Sidequest Checklist-----

_ Pocket Egg	_ Pocket Cucco	_ Cojiro	_ Odd Mushroom	
_ Odd Potion	_ Poacher's Saw	_ B. Goron's Sword	_ Prescription	
_ Eyeball Frog	_ Biggoron's Eyedrops	_ Claim Check		

Inside the Deku Tree - The Trunk

New Dungeon Item: Dungeon Map

New Quest Item: Gold Skulltula Token x1 [GSMQ001]

Run forward into the room, destroying the bushes around the room and taking their contents. Note the circle of webbing in the center of the room; our main goal for the moment is to break through this webbing. To the left from the entrance, there is a ladder resting on a cliff face. Climb up this ladder to the top.

Head right along the cliff at the top of the ladder, and jump out to the branch that sticks out of the wall. Watch out for the Keese as you jump from the

branch to the opposite ledge. Keep following the cliff in a wide circle until you reach a chest, which has a pulsating object next to it. This is a Gohma Larva Egg; slash it before the egg hatches into a Larva. If it does hatch, then attack it when it's eye is green, and keep your shield up when it is red.

Open the chest to get the Dungeon Map, then roll into the crate to the right of the chest. Kill the Gold Skulltula that appears, and take it's token. Watch out for Gohma Larva who drop down from above, and climb up the ivy wall behind the chest to the top floor of the Trunk. At the top, the ivy stretches to the left and right. Go to the left, and drop down onto the top level.

Watching out for Deku Babas, head left along the wall until you reach a switch. Stand on it, and the torches in the room will activate; one on the bottom level, one near the chest on the second level, and a third near the door on the third level. The flame on the third level will burn away the webbing covering the doorway; defeat the Keese that rests on the torch quickly. If you take too long, then it will fly into the fire and become a Fire Keese, which can potentially destroy your Deku Shield. Once the Keese is out of the way, go through the newly-uncovered door.

Inside the Deku Tree - Compass Room

New Item: Fairy Slingshot

New Equipment: Bullet Bag x30

If you're wondering why this is called the Compass Room even though the Compass isn't located in it, it's because I used the same room identifiers which I used in Ocarina of Time. This is for purely technical reasons which are far too complicated to get into here.

This room is positively jam-packed with Gohma Larva Eggs, and it would be a good idea to run around and destroy them all before you attempt to solve the puzzles in the room. If you stand on the switch to the right of the door, then the platforms in the middle of the room will rise, letting you reach the higher-placed Gohma Larvae.

Defeating all of the Gohma Larvae, plus the Deku Baba in the pit in the middle of the room, will cause a large chest to appear in the alcove in the room. Climb back up to the ledge at the entrance to the room using the ivy wall, then stand on the switch near the door to make the platforms rise. Jump out to the chest, and open it to find the Fairy Slingshot.

Return to the door. If you light a Deku Stick on the torch here, then use the flaming Deku Stick to light the torch in the center of the room, a small chest will appear on the far ledge which contains a Blue Rupee. Nothing to get excited about.

Once you have the Fairy Slingshot, return through the door to the previous area.

Inside the Deku Tree - The Trunk

Watching out for regenerated enemies, drop back down to the second floor of the area, near the chest where you got the Dungeon Map. Light a Deku Stick on the torch there, and run all the way to the right from the chest, where you will find a door covered by webbing. Burn away the webbing with the lit Deku Stick, and go through the door on the other side.

Inside the Deku Tree - Scrub Room #1

In the original Ocarina of Time, Link didn't face the Big Deku Babas until the Forest Temple. But in Master Quest, he faces one in the very first dungeon. Defeat it by standing just outside of it's range (keep your shield raised until you find the right distance), and then slash it every time it lunges at you. After a few hits, it will succumb.

Defeat both of the Gohma Larva in the room as well (you can use the Fairy Slingshot to destroy the eggs from a distance), then shoot the golden eye switch above the sealed door. The door will unseal. Go through it.

Inside the Deku Tree - Slingshot Room

New Dungeon Item: Compass

Drop down into the pit in the middle of the room, and defeat the Gohma Larvae that appear there. Next, use the Fairy Slingshot to defeat the Big Skulltula and both of the Skullwalltulas on the ivy walls. To kill the Big Skulltula, L-Target it and wait for it to spin around before firing a Slingshot attack into it's weaker underbelly. Climb up the ivy to the ledge on top. Defeat the Gohma Larva in front of the large chest, then open it to get the Compass.

If you look to the left of the chest, you'll see an alcove on the wall which is covered by boulders. You'll have to return here later on to open them, as they hide one of the game's Gold Skulltulas.

Face towards the door you came through, and you'll see a ladder hanging on the ceiling above. Shoot the ladder with the Slingshot to knock it down, then climb the ladder and return through the door you came through. Pass back through Scrub Room #1 and return to the Trunk.

Inside the Deku Tree - The Trunk

Drop back down to the main level of the Trunk (the same floor that the dungeon's entrance is located on). Locate the last torch that you lit earlier by pressing the switch, and light a Deku Stick on the flame. Go to the webbing near the middle of the room, stand on top of it, and perform a roll (hold forward and press A) to burn away the webbing. You'll plummet down to the Basement level of the Trunk.

Get onto the shallow part of the water, and the climb up to the ledge in the northeast corner of the room. Defeat the Deku Babas here, then stand on the switch to light a torch in the southeast side of the room. Jump over to this torch.

Defeat the Deku Baba near the torch, then light a Deku Stick on the torch and use the flame to burn away the webbing covering a switch. Step on the switch to reveal a chest in the northeast corner of the room, which contains a single blue rupee. Back in the southeast corner of the room, stand near the sealed door and look above it to see a golden eye switch. Shoot it with the Fairy Slingshot to unseal the door. Go through it.

Inside the Deku Tree - Scrub Room #2

Defeat the Deku Scrub in the middle of the room by shooting two Slingshot attacks at it, then eliminate the Gohma Larva with your sword or with the Slingshot. Be wary of the Larva that hang from the ceiling. Defeating all of

them will unseal the door you came through. Go back through it.

Inside the Deku Tree - The Trunk

Light a Deku Stick on the torch near the door, then quickly run back through the door you just came through.

Inside the Deku Tree - Scrub Room #2

Use your flaming Deku Stick to light both of the torches in the room. The door between the torches will unseal itself; go through it.

Inside the Deku Tree - Trap Room

Open the chest to the left as you enter the room to get a recovery heart. Now, go and stand on the blue switch near the edge of the cliff, which will light a torch to the right of the door. Remain standing on the switch until the floating platform in the middle of the room is close enough for you to jump out to it.

Pull out a Deku Stick, and then quickly run off the switch and light the Deku Stick on the torch before it goes out. Now, jump out to the floating platform before it is too far away to reach. It will take only about a second for the floating platform to reach the rotating column of spikes in the middle of the room; stand near the edge of the platform, and run towards the spikes, pressing the A button just before you reach them to roll. If you time it correctly, then you'll roll directly under the spikes. If you time it wrong, then you'll either touch the spikes, or roll right off the platform. Practice makes perfect!

On the other side of the water pit, light both of the torches there with your Deku Stick to unseal the door above. There is a Block of Time here; again, you'll have to return later in the game to get the rewards beneath it. Defeat the Big Skulltula hanging above the Block with the Fairy Slingshot; it will stubbornly remain motionless, however. Move towards the wall and fire on the Big Skulltula from behind to defeat it.

Climb up to the unsealed door and go through it.

Inside the Deku Tree - Torch Room

This room is positively jam-packed with Gohma Larvae, plus a Deku Scrub. If you stand near the Deku Scrub, it will retreat into it's nest and hide out permanently as long as you stand near it. This removes one obstacle while you take out the Larvae. Thanks to the close quarters and numerous Larvae, the Spin Attack (hold then release B) is an excellent option here.

Once all of the Gohma Larvae are defeated, move off the Scrub's nest and kill it with the Slingshot. Last, look on the ceiling to see a lone Keese, who remains permanently there. Shoot it down to defeat all of the enemies in the room, unsealing both of the doors. Go through the north door.

Inside the Deku Tree - Small Nest

Run into the room, where you will find a small circle of torches. Defeat the

Keese standing on top of the torches with Slingshot attacks, then stand on the blue switch in the middle of the torches. If you look on the ceiling here, then you'll find a Gold Skulltula. You'll have to come back with the Boomerang to claim it. Pull out a Deku Stick, then step off the switch and light it on one of the torches in the room before they extinguish.

Carry your flaming Deku Stick to the east side of the room, and use it to burn away the webbing, revealing a tunnel. Crawl through the tunnel. If you're wondering, the door in the northwest corner of the room leads to another Gold Skulltula, which you also need the Boomerang to reach.

Inside the Deku Tree - The Trunk

As you come out of the tunnel, you can look to the right to see a Business Scrub. He'll sell you a Deku Shield, if your old one has been burned away by a Fire Keese. Defeat the Big Deku Baba, and note the webbed floor here. Go to the north side of the cliff, where there is a stone block. Grab onto the stone block and push it along the groove in the floor to the east, until it falls down into the water below.

With the stone block in place, you can now use it to quickly climb up to the second level of this room. Jump down off the cliff and run to the torch in the southeast corner of the room. Light a Deku Stick on the torch, then run back north. Jump off the ledge and into the shallow water, which won't extinguish your Deku Stick. Climb up onto the stone block, then onto the upper ledge. Run over to the webbing in the floor, and roll over it with the Deku Stick on fire to burn it away. Fall through the opening to the Sub-basement level of the dungeon.

Down here, you'll encounter three Deku Scrubs who must be defeated in the proper order to open the sealed door (which leads to the Boss). In Ocarina of Time, the solution to the puzzle was told to you midway through the dungeon. But in the Master Quest, you aren't given that luxury. Luckily, you have this guide to tell you the solution, you lazy bum you.

Use your Deku Shield to reflect the Scrub's projectiles back at them (Slingshot attacks don't work). Defeat the Scrub on the right, then on the left, then get the center one. When you reflect the center Scrub's projectile, it will begin to run around the room. Don't chase it; just run over and stand on its nest, and wait for it to run to you. The Scrubs will vanish, and the door will unseal itself. Go through it to begin the game's first boss fight.

-----B-O-S-S-----
Parasitic Armored Arachnid GOHMA
New Upgrade: Heart Container
New Quest Item: Kokiri Emerald

Run to the center of the room, then go into First-Person view (C Up) and look towards the ceiling to begin the boss fight.

Fighting Ghoma is actually very similar to fighting a gigantic Gohma Larva. The only real tricks she has over these basic enemies is considerably more health, the ability to climb walls, and the ability to create Gohma Larva to distract you. Defeating Gohma is rather easy (and can, in fact, be done by only stunning her twice if you know how to do it properly). To stun Gohma and make her vulnerable to basic sword attacks, you must shoot her in the eye with the Slingshot while her eye glows red.

As soon as the fight begins, immediately L-Target Gohma. Gohma usually

immediately begins her charge attack, so immediately shoot her in the eye with the Slingshot, then begin using Jump Attacks (remember to swing your sword at least once before trying to do a jump attack). After one or two attacks, Gohma will run away and crawl up the ceiling.

Keeping Gohma L-Targeted, try to keep yourself positioned so that you can see her eye even while she is on the ceiling. At this point she will begin spawning Gohma Larva, who will drop down to fight you. If you can shoot her in the eye before she is able spawn them, however, then she will fall to the floor and be stunned for a VERY long time. You can easily get in three or four more Jump Attacks at this point, which are more than enough to shut down Gohma permanently. If you miss, then kill the Gohma Larva, at which point the boss' pattern resets.

After Gohma is dead, take the Heart Container that she leaves behind, and enter the shimmering blue circle. You will be teleported back outside the Deku Tree, who will ask you to listen to his story. Agree, and listen to the story (pay attention; it's very important to the game's overall storyline). Afterwards he will inform you that even though you were successful in defeating Gohma, he is still going to die. He gives Link the Kokiri Emerald, and makes one final wish: to seek out the other Spiritual Stones and prevent the "Evil Man from the Desert" (Ganondorf) from entering the Sacred Realm. As his last piece of advice, the Deku Tree tells Link to go to Hyrule Castle and seek out the Princess of Destiny.

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Master Quest
 Hyrule Castle
 [0343]

Status Report -	New Things This Chapter -
Heart Containers: 004/020	Heart Containers: 000
Heart Pieces : 000/036	Heart Pieces : 001
Gold Skulltulas : 001/100	Gold Skulltulas : 002

+-----Inventory Checklist-----+			
X Deku Stick	X Deku Nut	X Fairy Slingshot	_ Fairy Ocarina
_ Bombs	_ Bombchus	_ Magic Beans	_ Boomerang
_ Ocarina of Time	_ Din's Fire	_ Farore's Wind	_ Nayru's Love
_ Fairy Bow	_ Fire Arrow	_ Ice Arrow	_ Light Arrow
_ Hookshot	_ Longshot	_ Lens of Truth	_ Megaton Hammer
_ Bottle #1	_ Bottle #2	_ Bottle #3	_ Bottle #4
+-----Song Checklist-----+			
_ Zelda's Lullaby	_ Epona's Song	_ Saria's Song	

_ Sun's Song	_ Song of Time	_ Song of Storms	
_ Minuet of Forest	_ Bolero of Fire	_ Serenade of Water	
_ Requiem of Spirit	_ Nocturne of Shadow	_ Prelude of Light	

-----Equipment Checklist-----

X Kokiri Sword	_ Master Sword	_ Biggoron Sword	
X Deku Shield	_ Hylian Shield	_ Mirror Shield	
X Kokiri Tunic	_ Goron Tunic	_ Zora Tunic	
X Kokiri Boots	_ Iron Boots	_ Hover Boots	
X Ammo Pouch	_ Big Ammo Pouch	_ Biggest Ammo Pouch	
_ Quiver	_ Big Quiver	_ Biggest Quiver	
_ Bomb Bag	_ Big Bomb Bag	_ Biggest Bomb Bag	
_ Goron Bracelet	_ Silver Gauntlets	_ Gold Gauntlets	
X Child's Wallet	_ Adult's Wallet	_ Giant's Wallet	
_ Silver Scale	_ Gold Scale	_ Stone of Agony	

-----Upgrade Checklist-----

_ Super Spin Attack	_ Magic Meter	_ Extended Magic Meter	
_ Enhanced Defense	X Deku Stick Cap. Up. #1	_ Deku Stick Cap. Up. #2	
_ Deku Nut Cap. Up. #1	_ Deku Nut Cap. Up. #2	_ Epona	

-----Mask Checklist-----

_ Keaton Mask	_ Skull Mask	_ Spooky Mask	_ Bunny Hood	
_ Mask of Truth	_ Goron Mask	_ Zora Mask	_ Gerudo Mask	

-----Trading Sidequest Checklist-----

_ Pocket Egg	_ Pocket Cucco	_ Cojiro	_ Odd Mushroom	
_ Odd Potion	_ Poacher's Saw	_ B. Goron's Sword	_ Prescription	
_ Eyeball Frog	_ Biggoron's Eyedrops	_ Claim Check		

Kokiri Forest

You will emerge back near the entrance to the Kokiri Forest township. Mido is once again blocking your path, so speak to him. Mido will blame you for the Deku Tree's death, then take off, presumably to sulk somewhere. Jump across the lake and follow the path to the western edge of Kokiri Forest. The Kokiri who originally blocked your path here is now gone, so you can exit through the hollowed log. Go through to leave the Kokiri Forest.

Lost Woods
New Item: Fairy Ocarina

As you pass over the bridge leading to Hyrule Field, you will come across Saria. She accepts that Link is leaving, and gives him the Fairy Ocarina as a parting gift. The game will automatically zone you into the next area.

Hyrule Field

Take a few steps forward, and simultaneously the best and most annoying character in the game will stop you: Kaepora Gaebora. He'll explain how to get to Hyrule Castle, and also how your map works. Make sure you tell him "Yes," you got all that, unless you want him to repeat the entire spiel.

Once KG flies away, run forward between the trees where the beginnings of a road appear. Follow the road to it's end to reach Hyrule Castle. Make sure

you roll all the way (by continually pressing the A button as you run), otherwise it will be night time by the time you reach Hyrule Castle, and the gates will be closed. At which point you'll have to sit around for the next few minutes waiting for time to pass.

Hyrule Castle - Drawbridge (daytime)

Once you gain access to Hyrule Castle, immediately enter the gatehouse to your left as you enter.

Hyrule Castle - Gatehouse (daytime) [GSMQ004]

New Quest Item: Gold Skulltula Token x1

Smash all of the pots in this room with your sword, then destroy the crates in the rear of the room by rolling into them. One of them contains a Gold Skulltula. Kill it, and take the token it leaves behind. Then leave the Gatehouse.

Hyrule Castle - Drawbridge (daytime)

Go southwest to the next area.

Hyrule Castle - Market (daytime)

Head around to the opposite side of the fountain, and speak with the little girl in the white dress. This is Malon, another important bit character. After you've spoken with Malon, enter the building behind her with the large target over the door.

Hyrule Castle - Shooting Gallery (daytime)

New Equipment: Bullet Bag x40

Speak with the rather large and hairy clerk, and agree to play the game. To win the Big Bullet Bag, you have to shoot every rupee that appears without missing a single one. If you miss two or less, then the clerk will let you try again for free. If you miss more than two, you have to pay to play again.

For this first run through the Shooting Gallery, the rupees appear in a preset order. The order is:

- 1.) In the middle
- 2.) From the left, then from the right
- 3.) Jumps from the middle
- 4.) From the left AND right
- 5.) Two rupees coming from the right, going left
- 6.) Two rupees coming from the left, going right

Keep playing the minigame until you successfully shoot all of the targets, and the clerk will award you with the Bullet Bag x40, which increases the ammo capacity of your Slingshot by 10. If you run out of rupees trying to complete the game, then return to the Hyrule Castle Gatehouse and smash the pots to replenish your supplies.

Bullet Bag in hand, return to the Market.

Hyrule Castle - Market (daytime)

Leave the market through the passage directly behind Malon.

Hyrule Castle - Garden (daytime) [GSMQ005]
New Quest Item: Gold Skulltula Token x1

Run forward a short ways, where Kaepora Gaebora will appear again. Listen to his rant about guards, then when he flies away roll into his tree to make a Gold Skulltula appear. Now, you'll have to hang around here until it becomes nighttime. Once it does, head back to the Market.

Hyrule Castle - Market (nighttime)

Run back around, towards the entrance to the Market from the Drawbridge. Run behind the little stall to the left, and you should coax a small white dog into following you. If you accidentally attract the attention of another dog, leave the area and re-enter it. Once you have the dog following you, run to the right and into the alley in the far right corner.

Hyrule Castle - Back Alley (nighttime)

Enter the door second on your left.

Hyrule Castle - Little Richard's House (nighttime)
New Upgrade: Piece of Heart x1 [HPMQ01]

Speak with the big fat lady in this house, and she will recognize the lost dog as her own. She'll reward you with a Piece of Heart for finding Little Richard (good golly, miss molly!). Go back out to the Back Alley and return to the Garden.

Hyrule Castle - Garden
New Item: Weird Egg, Chicken

Malon should now be standing near a long vine on the wall to your right. If she isn't standing there, then you didn't speak with her back in the Market. You'll have to return there, speak to her again, then return to the Garden and wait for another Day/Night cycle to pass, then return to the Market, then return to the Garden, where Malon should have appeared.

Speak with Malon, and she'll explain that her father, Talon, went to the castle to deliver Milk, but hasn't returned yet. He probably fell asleep somewhere around the castle, and she asks that you go and find him. There's a catch, though; the guards in the Garden won't look too kindly upon some kid in a green fairy costume sneaking into the castle grounds. If they spot you, they'll grab you and throw you back outside the gate. Malon also gives you an Egg, for no apparent reason. You'll need the Chicken inside the egg to wake Talon, however, so accept it with gratitude.

Climb up the ivy wall to the top (it has some rough spots where if you don't climb up in just the right place, you'll fall off). At the top, run forward a bit, past the gossip stone, to the top of the large marble arch. Drop down to the ground on the other side of the arch, where you will land on the other side

of the gate which formerly blocked your path. You probably don't realize it, but you've already snuck past two of the guards.

This next part is the easily the hardest part of sneaking through the Garden. You need to run up the hill to the left at an exact angle. There are three graphical breaks in the hill (thank god for N64's visible sprites, otherwise this would be nearly impossible to describe). The place you need to run up is the third break in the hill, approximately near it's center. Go straight up the hill, and at the top there is a cluster of flowers. Run straight at these flowers, then begin running forward and slightly to the left until you reach a wall. Part of the wall is tiled with some bricks; climb up these bricks.

At the top of the brick wall, run straight forward, past another gossip stone. Jump straight off the cliff, and go right into the moat. Swim down to the end of the moat until it breaks left, then climb up onto the small patch of dirt, and from there climb up to the stone platform. Run to the left from the stone platform, where you will find Talon fast asleep. If it turned from night to day in the time it took you to sneak past the guards, then the Egg that Malon gave you should have hatched into a Chicken. If it hasn't hatched yet, you'll have to stand around until it does. Stand near Talon so that Navi flutters near him, then use the Chicken to wake him up.

Speak with Talon, and he will suddenly remember that he left Malon behind. He'll run off, clearing the path for you to push the milk crates near Talon into position so that you can sneak in through the castle moat. Push both of the milk crates through the gap which was recently vacated by Talon. You can then climb onto the crates, and then jump over to the draining pipe which feeds the moat. If it's nighttime, then loiter around until it becomes daytime. You won't be able to sneak through the next area at night, as the guard is increased at night. Once it's daytime, climb through the drainage pipe to enter the next area.

Hyrule Castle - Courtyard (daytime)
New Item: Zelda's Letter
New Song: Zelda's Lullaby

Jump to the left, out of the small fountain. Run to the left until the camera changes to a small garden, with a patrolling guard in it. Hiding behind the tall hedge to stay hidden from the guard (if you are seen here, you'll be thrown back to the milk crate area in the Hyrule Castle Garden). Wait for the guard to begin moving along the left side of the topiary in the center, then quickly run across the bottom edge of the topiary, and left until the camera shifts again.

Here, a pair of guards patrol a pair of fountains. Again, hide behind the hedge on the right side of the screen until the guards move into the proper configuration for you to run by. The time to run past, again along the bottom edge, is when the left guard is walking between the pair of fountains, and the right guard is walking along the upper edge of the right fountain. Run to the left until the camera shifts.

Try to ignore the rupees in the center of this topiary. They're tempting, but there actually isn't very many and the guard here guards them well. Instead, climb to the top of the topiary by going up the stairs, then slowly walk along the wooden beam which extends over the topiary. If you fall, it is possible to make it back to hiding if you're extremely quick, but not likely. On the other side of the topiary, run to the left until the camera changes once more.

Hide behind the stone wall until the guards move into the proper configuration

Status Report -

New Things This Chapter -

Heart Containers: 004/020
 Heart Pieces : 001/036
 Gold Skulltulas : 003/100

Heart Containers: 000
 Heart Pieces : 002
 Gold Skulltulas : 003

-----Inventory Checklist-----

X Deku Stick	X Deku Nut	X Fairy Slingshot	X Fairy Ocarina	
_ Bombs	_ Bombchus	_ Magic Beans	_ Boomerang	
_ Ocarina of Time	_ Din's Fire	_ Farore's Wind	_ Nayru's Love	
_ Fairy Bow	_ Fire Arrow	_ Ice Arrow	_ Light Arrow	
_ Hookshot	_ Longshot	_ Lens of Truth	_ Megaton Hammer	
_ Bottle #1	_ Bottle #2	_ Bottle #3	_ Bottle #4	

-----Song Checklist-----

X Zelda's Lullaby	_ Epona's Song	_ Saria's Song	
_ Sun's Song	_ Song of Time	_ Song of Storms	
_ Minuet of Forest	_ Bolero of Fire	_ Serenade of Water	
_ Requiem of Spirit	_ Nocturne of Shadow	_ Prelude of Light	

-----Equipment Checklist-----

X Kokiri Sword	_ Master Sword	_ Biggoron Sword	
X Deku Shield	_ Hylian Shield	_ Mirror Shield	
X Kokiri Tunic	_ Goron Tunic	_ Zora Tunic	
X Kokiri Boots	_ Iron Boots	_ Hover Boots	
X Ammo Pouch	X Big Ammo Pouch	_ Biggest Ammo Pouch	
_ Quiver	_ Big Quiver	_ Biggest Quiver	
_ Bomb Bag	_ Big Bomb Bag	_ Biggest Bomb Bag	
_ Goron Bracelet	_ Silver Gauntlets	_ Gold Gauntlets	
X Child's Wallet	_ Adult's Wallet	_ Giant's Wallet	
_ Silver Scale	_ Gold Scale	_ Stone of Agony	

-----Upgrade Checklist-----

_ Super Spin Attack	_ Magic Meter	_ Extended Magic Meter	
_ Enhanced Defense	X Deku Stick Cap. Up. #1	_ Deku Stick Cap. Up. #2	
_ Deku Nut Cap. Up. #1	_ Deku Nut Cap. Up. #2	_ Epona	

-----Mask Checklist-----

_ Keaton Mask	_ Skull Mask	_ Spooky Mask	_ Bunny Hood	
_ Mask of Truth	_ Goron Mask	_ Zora Mask	_ Gerudo Mask	

-----Trading Sidequest Checklist-----

_ Pocket Egg	_ Pocket Cucco	_ Cojiro	_ Odd Mushroom	
_ Odd Potion	_ Poacher's Saw	_ B. Goron's Sword	_ Prescription	
_ Eyeball Frog	_ Biggoron's Eyedrops	_ Claim Check		

 Hyrule Field

Point yourself south, and head for the large structure whose opening is just visible. Run straight through to the opening to enter Lon Lon Ranch. Make sure it is daytime before you enter.

 Lon Lon Ranch (daytime)

Run forward a short ways, then immediately enter the first door on your left that you reach.

Lon Lon Ranch - Ranch House (daytime)

New Item: Bottle

In this building, Talon will play a game with you. He will throw three "special" cuccos into the pack of regular cuccos, and if you can find all three of the special cuccos before the time runs out, then he'll reward you with a Bottle, filled with Lon Lon Milk. You can do it "legit" by actually searching for the cuccos yourself (they are indistinguishable from the others, only Talon can tell the difference). Or you can cheat by throwing all of the cuccos into the corner, behind the long counter that Talon sits on. "Select" the Cuccos by picking them up. Whichever way you choose, complete the minigame to receive your first Bottle, then go back outside.

Lon Lon Ranch (daytime)

New Song: Epona's Song

From the door, run to Link's left, through the arch to enter a large field. Enter the pasture through the gate to the right, and talk to Malon in the center. Malon will thank you for waking up her father, then introduce you to the pony Epona. Epona will run away from you (she doesn't like strangers). Speak with Malon again until she mentions her mother, then whip out your Ocarina. Malon will then teach you Epona's Song. In addition to eventually letting you ride Epona later in the game, Epona's Song will also get you free Lon Lon Milk from ANY cow in the game. This way you can avoid Talon's absurd prices.

Leave the pasture, then go to the mill in the rear of the field (behind the pasture). Enter the door of the mill.

Lon Lon Ranch - Mill (daytime)

New Upgrade: Piece of Heart x1 [HPMQ02]

In the corner of the room, there are a large number of milk crates. Push the crates around so that they form this pattern:

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The X marks where a new tunnel will have appeared. Crawl through the tunnel to find an empty nest, which houses a Piece of Heart. Take it, then crawl back through the tunnel, leave the Mill and return to Hyrule Field.

Hyrule Field

Hang around Hyrule Field until it becomes nighttime, then reenter Lon Lon Ranch.

Lon Lon Ranch (nighttime)

New Quest Items: Gold Skulltula Token x2 [GSMQ006] [GSMQ007]

Run through the arch that leads to the pasture, and roll into the tree just to the left of the arch. Kill the Gold Skulltula that falls down, and take it's token. Now, circle around to the back of the pasture, so that you are on the outer wall of the small awning. Kill the Gold Skulltula and take it's token,

but watch out for the Guay bird enemies. Return to Hyrule Field.

Hyrule Field

Ignore the Stalchild enemies who appear here; we need to book it to Kokiri Forest. Head back to Kokiri Forest now, which is at the three o'clock position on your map. It's pretty much due east of Lon Lon Ranch. Make sure it's nighttime, then enter the hollowed out log, run across the Lost Woods Bridge and enter Kokiri Forest.

Kokiri Forest (nighttime)
New Quest Items: Gold Skulltula Token x1 [GSMQ008]

Climb the hill to your right as you enter, and go around to the rear of the Know-It-All Brother's House (the large, squat tree house with the giant leaf coming out of it's top). Kill the Gold Skulltula back here, and grab the token by facing away from the token, holding down Z, and holding back and A to backflip into the token.

Climb down to Mido's House, and climb up to the cliff behind his house. Climb up the Ivy Wall, go around the corner of the cliff, and through the hollowed log to the Lost Woods.

Lost Woods
New Upgrade: Piece of Heart x1 [HPMQ03]
New Equipment: Bullet Bag x50

In order to find Saria, we'll have to follow the sound of her music through the Lost Woods. Or you could just follow my directions thoroughly. Begin by going to the right, through the hollowed log.

Run forward to the edge of the cliff, and whip out your Slingshot. Shoot the drum hanging from the tree limb, and try to adjust your aim so that you hit the exact middle. You'll know you've done it right, as it will give you 100 points and make a small sound of victory when it works. Try to get the center of the Slingshot's "rubber band" aimed at approximately the center of the drum before you fire. Three successive shots to the exact center of the drum will cause a Deku Scrub to appear, who will reward you with the Bullet Bag x50, the largest Slingshot ammunition bag in the game.

Drop down the cliff to the small valley below, and go all the way to the right. Stand on the low trunk, and two Skullkids will appear. Take out your Ocarina, and play a lengthy memory game with them. Complete the entire game (three rounds, each becoming increasingly longer and harder) to earn another Piece of Heart. The Skullkids play each addition to the song twice; to learn the new part the fastest, watch the first Skullkid play the song, then play along with the second one. This way, you're in good shape when it's your turn to play the tune.

Once you have the Piece of Heart, turn around and climb back up the ladder. Go through the hollowed log to the right of the ladder once you reach the top. On the other side, you will be ambushed by Kaepora Gaebora, with his most long-winded bit of advice yet. Tell him "No," you don't want to listen to the feathery wind bag repeat his advice again. If you're wondering, the stone arch here goes to Goron City, one of our next destinations. Unfortunately, as of yet, we can't use this shortcut as we aren't properly equipped. Go through the hollowed log tunnel that KG was standing on.

On the other side, there is a pool. This pool leads to Zora's Domain, but as with the Goron City shortcut we're not properly equipped to use it yet. Go left through another tunnel. Go straight from here through another tunnel, then hang a left through another tunnel, then go right at the next crossroads to enter the Sacred Forest Meadow.

The Sacred Forest Meadow
New Song: Saria's Song

Run forward a short ways, and you will immediately be ambushed by a Gray Wolfos, the weakest variety of Wolfos. Wolfos are a common enemy, especially later in the game, but luckily are very easily defeated. They like to defend against most basic attacks, but are vulnerable immediately after they attack. The easiest method to defeat the Gray Wolfos (or any Wolfos, for that matter) is to stand still, and wait for them to move in close. Just as they attack, perform a back flip (Back + A while L-Targeted) to dodge their attack, then immediately after you land perform a Jump Attack (press A while L-Targeted). The Wolfos will briefly have his back turned to you, and the Jump Attack will kill it in one shot.

When the Gray Wolfos dies, the gate blocking the entrance to the Sacred Forest Meadow will disappear, letting you in. Turn to the right, then follow the path around the corner. Kill or run past the Deku Scrub, and go around another corner. Kill or dodge another Deku Scrub, and run around another corner. Take a left down a grassy detour, then another left back onto the main road.

Jump into the pool of water at the end of the road, then jump back onto the road with the Deku Scrub right in front of you. Kill or dodge the Deku Scrub, and go around the corner. Take a left and go up the stairs. Run down the long corridor, killing/dodging two more Deku Scrubs, then run up the stairs. At the top, you will find Saria sitting in a small, overgrown courtyard. Saria will now teach you Saria's Song, which brings happiness to the depressed, and allows you to communicate telepathically with Saria at any time.

Head back down the stairs you came up, down the long corridor, and down the second flight of stairs. Climb the ladder directly in front of you, and jump along the cliffs to get out of Sacred Forest Meadow more quickly then how you came in. The pit in the middle of the upper cliffs area contains a Fairy Fountain if you need Life. Run back to the entrance to the Meadow and return to the Lost Woods.

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Master Quest
Kakariko Village
[0345]

Turn right back around and re-enter the Lost Woods.

Lost Woods

New Upgrade: Piece of Heart x1 [HPMQ04]

Go left through the hollowed log, and jump onto the small trunk to interact with the Skullkid (and yes, this is the same Skullkid who unwittingly becomes the villain in Majora's Mask). Play Saria's Song for the Skullkid, and he'll give you a Piece of Heart (which should get you another complete Heart Container).

If you still haven't picked up the Deku Stick x20 Upgrade, then head through the tunnel in the rear of the area and get it now. Otherwise, go back to the Kokiri Forest, and return to Hyrule Field through the west exit.

Hyrule Field

We're now going to take Impa's advice and head for Kakariko Village, whose entrance is in the very northeast corner of Hyrule Field (1:00 on the clock face). Make your way directly there, and ignore any Stalchildren or Peahats you may anger along the way. Make sure that it's daytime before you enter.

Kakariko Village (daytime)
New Item: Bottle

The first order of business in Kakariko is to gather up all the Cuccos around town and deliver them to the Cucco Lady, who will give you a Bottle for your trouble. Run forward through the arch in front of the town, and immediately grab the Cucco (chicken) who is running around here. Deliver the Cucco to the Cucco Lady, and throw it into her pasture. The Cucco Lady is found in the southeastern part of town, near the partially constructed building.

Grab the next Cucco very near the Cucco Lady's pasture, near the arch leading to the Graveyard in the southeast corner. The next Cucco is in a crate near the center of town, across from the stairs leading to the upper level of Kakariko. The next Cucco is on the north side of town, on the upper level, near the gate that leads to Death Mountain. Grab the Cucco and return to the lowest level of town, but don't throw it into the stable yet.

Note the Cucco who is trapped on a ledge near the large tree in the center of town, which is blocked off by a tall fence. The fence can't be climbed, and the ledge is too high to jump up. To reach this Cucco, climb up the stairs to the partially constructed building, and jump off the edge towards the Cucco while holding another Cucco in your hands. The Cucco will help you float out to the ledge. Toss both Cuccos (the one you're holding and the one you just reached) off the ledge, then deliver both Cuccos one at a time to the pasture.

Grab yourself another Cucco from the pasture, since more floating is needed to reach the last two. Climb up the long stairset to the east of the Cucco Lady's pasture, and run straight to the edge, and aim yourself right at the elevated platform which is fenced off. If your aim is precise, then you can make it over the fence. Toss the Cucco back over the fence so that it lands near the well (but not in it), then run down the stairs.

Being careful not to fall into the pit (doing so will reset the Cuccos in Kakariko Village, forcing you to start over from the beginning), grab another Cucco running around in the small grotto behind the building. Climb back up

the stairs, and throw this Cucco over the fence so that it lands near the well (but not in it) also.

Drop back down into the grotto, then climb the tall ladder near where you found your most recent Cucco. Climb it all the way to the top, and work your way around behind the Windmill. Grab the last Cucco (sometimes it wanders over to the very top of the ladder you just climbed up), then jump off the cliff, heading towards the Cucco Lady's pasture. Throw your Cucco into the pasture, then grab the other two who should still be wandering around by the Well. Return them to the Pasture as well, then speak to Cucco Lady, who will give you a Bottle for your trouble.

But the Cucco Jumping Fun isn't over yet! Grab another Cucco from the pasture, since we're now going to be gliding out to the rickety balcony which sits above the Cucco pasture. Climb the stairs to the unfinished building, then go around to the front side of the stack of bricks. Throw the Cucco up to the first level of the stack of bricks, then quickly climb up and grab the Cucco again before it has a chance to run off the edge. Repeat the process again on the second level of the brick pile.

Turn to the right, to the narrow beam which has the carpenter running back and forth along it aimlessly. Wait for the carpenter to reach the left side of the beam, and then when he starts going right, jump out onto the beam yourself, landing just behind him. Run along the beam, and when you reach the corner where the beam bends to the right, leap off the edge and steer yourself right for the balcony. You'll just barely make it onto the ledge (in fact, you'll likely clip onto the ledge). Throw aside the Cucco and enter the crack in the building.

Kakariko Village - Impa's House (daytime)
New Upgrade: Piece of Heart x1 [HPMQ05]

Take the Piece of Heart, then leave the way you came in.

Kakariko Village (daytime)

Jump off the balcony and land back by the Cucco Lady. Head through the stone archway in the southeast corner of Kakariko Village to reach the Kakariko Graveyard.

Kakariko Graveyard (daytime)
New Quest Item: Gold Skulltula Token x1 [GSMQ009]

Run to the right and slash the bushes to pieces, and take their contents. Pick up the rock as well, and capture one of the bugs that appear in a Bottle. Pass under the arch then follow the stone path to the left side of the graveyard, where there is a patch of soft earth. Stand near the patch of soft earth, and release the bug you captured (which has magically become three separate bugs). Quickly recapture one of the bugs in the bottle, while the other two will wander around briefly, then burrow into the soft earth. A few seconds later, a Gold Skulltula will appear. Kill it and take it's token, then head for the back of the graveyard where the largest tombstone is.

Stand on the large triforme symbol burned into the grass in front of the tombstone, take out your Ocarina and play Zelda's Lullaby. The tombstone will literally explode, revealing a pit. Drop down the pit.

Kakariko Graveyard - Royal Family's Tomb
New Song: Sun's Song

Run down the ramp and run in circles around the large bone pit to attract the attention of all the Keese in the room. Pick them off with your Slingshot or with sword attacks. Once they are all dead, the door at the top of the stairset will unlock. Climb the stairs and go through the door.

Hug the left wall of this room and run to it's end. Ignore the attention of any Redeads you may attract on the way - for Young Link, it's easier to avoid Redeads then to kill them. Enter the doorway on the opposite end of the room, and pass through the shadowy tunnel to find a large tomb.

Read the inscription on the tomb to discover the notes to the Sun's Song, which turns Night into Day and Day into Night. No more standing around Hyrule Field waiting for time to pass! Return to the entrance to the tomb and enter the beam of light to warp back to the Graveyard.

Now that you have the Sun's Song, you also have access to a quick and easy 80 rupees. If you return to the entrance to Hyrule Castle in Hyrule Field, then climb up the chains on the gate, then you can play the Sun's Song. The gate will retract, letting you walk along the edge of the gate to claim four invisible red rupees. This is known as the "Sun's Song Rupee Trick," and I will reference it a few times throughout the guide.

Kakariko Graveyard (nighttime)

It's now nighttime, so you can interact with the gravestones around the Graveyard without Dampé's Fanboy yelling at you for it. Head for the front row of gravestones, and stand behind the grave with the flowers behind it. Grab a hold of it, and pull back to reveal a pit beneath the gravestone. Be careful pulling aside any other gravestones - they all contain Poe enemies, who become invisible when L-Targeted. Drop down the pit.

Kakariko Graveyard - Shield Grave (nighttime)
New Equipment: Hylian Shield

Run forward and open the chest to find the Hylian Shield. This shield is WAY too big for Young Link to handle, but does let him curl up like a turtle and become pretty much immune to all damage. Which is cool. Stay on the Deku Shield for now, but once we get to Death Mountain we'll want to switch to the Hylian Shield, whose metal is impervious to flame attacks.

If you come back later with Bombs from Dodongo's Cavern, then you can blow open the wall behind the chest to reveal a Fairy Fountain.

Enter the beam of light and return to the Graveyard.

Kakariko Graveyard (nighttime)

Go to the rear row of gravestones, and go to the far right. Counting from the right to the left, pull aside the fourth gravestone to reveal another pit. Drop down the pit.

Kakariko Grave - Redead Grave (nighttime)

New Upgrade: Piece of Heart x1 [HPMQ06]

The Redead in this grave guards a Piece of Heart. Just go ape crazy on this Redead, attacking him repeatedly. The faster you attack him, the less opportunity he gets to attack you back. If he does manage to grab ahold of you, tap buttons and rotate the joystick like mad to free yourself. Once the Redead is permanently defeated (it will make an extra loud SWIPE noise when it is), play the Sun's Song to make a chest appear that contains a Piece of Heart. Open the chest, take the Piece of Heart, and return to Kakariko Graveyard.

Kakariko Graveyard (nighttime)

New Upgrade: Piece of Heart x1 [HPMQ07]

It's now time to play Dampe's Heart-Pounding Gravedigging Tour to find another Piece of Heart. Dampe takes a circular route around the graveyard, following the path. If you stand directly in his path, then he will stop. In one of the twelve dirt patches dotted around the graveyard, there is hidden a Piece of Heart. In order to find the Piece of Heart, stand directly on that dirt patch so that way Dampe will stop directly in front of it, then speak to Dampe and pay him 10 rupees to dig up that patch of dirt. Most of the dirt patches contain at the very least some rupees. Keep playing the game until you dig up the Piece of Heart. The Piece of Heart randomly changes places every time you leave the zone, so if you have to leave to restock on Rupees, then just start over from the beginning.

If you go broke, then return to Hyrule Castle and use the Gatehouse and the Drawbridge Trick to earn more rupees for the game. Dampe's Gravedigging Game only runs for the first part of the night, so if Dampe isn't there then you'll have to go hang around Hyrule Field until it becomes nighttime again, then return to the Graveyard. The Sun's Song won't work (it makes the time either noon or midnight, and the Gravedigging Tour is open during neither time). Once you have the Piece of Heart, return to Kakariko Village.

Kakariko Village (nighttime)

New Quest Items: Gold Skulltula Token x5 [GSMQ010] [GSMQ011] [GSMQ012]
[GSMQ013] [GSMQ014]

There are a ton of Golden Skulltulas to find and kill here in the dead of night. The first is at the Unfinished House, on the pile of bricks. Kill it with the Slingshot before trying to jump up and grab the token (the sword will cause you to take damage because of the extreme close range). The second Skulltula can be found on the building directly to the west of the Unfinished Building (the House of Skulltula). It sits directly beneath a window on the left side of the building.

The third Skulltula can be found by rolling into the tree near the center of Kakariko Village. The fourth can be found on top of the tall observation tower on the upper level of Kakariko Village. Shoot it with the slingshot before climbing up the ladder to claim it. The last of the Skulltulas can be found in the northern edge of the village, on the north side of the building closest to the Death Mountain Gate.

Head back to the lower level of Kakariko Village, and enter the House of Skulltula (the single-story building next to the unfinished building).

Kakariko Village - House of Skulltula (nighttime)

New Upgrade: Adult's Wallet

Run down the hall, and turn to the right. Speak to the man, and he will reward you with the Adult's Wallet, the award for killing 10 Golden Skulltulas and claiming their tokens. Return to Kakariko Village.

Kakariko Village (nighttime)

Go to the northern edge of the village and speak with the guard by the gate. He will refuse to let you through to Death Mountain Trail. Show him Zelda's Letter, and he'll let you through, though he'll think it's all a big joke. He will request, however, that you return to the Hyrule Castle Market and pick up a Keaton mask for him.

This is the first step of the Happy Mask Trading Sequence, the Young Link trading game. It's entirely optional, and doesn't directly reward you with anything of any particular use (indirectly, you do get a Deku Stick and Deku Nut upgrade apiece), but if you're a completionist you still might want to do it.

If you choose to do the Happy Mask trading sequence, then keep following this guide from this point. Otherwise, skip down to the Death Mountain Trail heading.

Head back to Hyrule Field, and enter Hyrule Castle and into the Market.

Hyrule Castle - Market (daytime)

The Happy Mask Shop is now open for business. It's the small building near the Temple of Time, to the right of the entrance to the Hyrule Castle Garden. Enter the building.

Hyrule Castle - Happy Mask Shop (daytime)
New Item: Keaton Mask

Speak with the Happy Mask Salesman at the counter, who will explain the process of the Happy Mask trading game. You will now be able to select masks from the shop windows as though you were buying them from a regular shop. Select the only one available, the Keaton Mask, and return to Kakariko Village.

Kakariko Village

Return to the guard by the gate to Death Mountain, and speak to him while wearing the Keaton Mask. He'll pay you 15 rupees for the mask. Now, you've got to go back to Hyrule Market to the Happy Mask Shop, so you can pay the 10 rupee fee for the mask. Isn't this Happy Mask sequence FUN!?

Hyrule Castle - Happy Mask Shop (daytime)
New Item: Skull Mask

Pay the 10-rupee fee for the Keaton Mask, and then borrow the Skull Mask. We'll sell this one in a little while; for now, let's continue with our journey and start up Death Mountain. Leave the shop and return to Kakariko Village.

Kakariko Village

_ Mask of Truth	_ Goron Mask	_ Zora Mask	_ Gerudo Mask	
+-----Trading Sidequest Checklist-----+				
_ Pocket Egg	_ Pocket Cucco	_ Cojiro	_ Odd Mushroom	
_ Odd Potion	_ Poacher's Saw	_ B. Goron's Sword	_ Prescription	
_ Eyeball Frog	_ Biggoron's Eyedrops	_ Claim Check		
+-----+				

Death Mountain Trail

Before you progress any further, now is the time to replace your Deku Shield with the Hylian Shield you should have picked up in Kakariko Graveyard. Do this on the Equipment Submenu.

Go forward a bit, and kill the Tektite. If he tries to jump on you, do the Turtle Defense with the Hylian Shield (hold R). Go around the corner and defeat two more Tektites. You can vaguely hear a Gold Skulltula here, but you won't be able to reach it until you get access to Bombs. Keep following the path up and around, and defeat another Tektite who jumps down from on high. Note the Piece of Heart high above the giant boulder - we'll get to it in a few minutes.

Go up and around the corner, and keep going up the path. Watch out for the rolling Goron who crashes through here periodically. Keep following the path until you reach a large wooden post with a red flag tied to it. From here, you can go left to keep climbing the mountain, or go right to Goron City. Go right. Keep following the path, past the large stone pedestal with the ring of rocks, and enter the archway carved into the stone to enter Goron City.

Goron City
New Equipment: Goron's Bracelet

There's a ton of hidden stuff in Goron City, but unfortunately you need Bombs to access them. So for right now, we'll just have to stick to the task at hand. Jump down to Goron City's lowest level. Look for the sealed door with the carpeting in front of it. Stand on the carpet, and play Zelda's Lullaby to make the door open. Enter the room on the other side of the door to find Darunia, who will be very unhappy that you aren't the royal messenger, as he had believed. Play Saria's Song while standing directly in front of him to cheer him up.

Now cheered up considerably, Darunia will listen to your story. He'll mention that Ganondorf has already been by to find the Stone. After Darunia refused, Ganondorf sealed up the entrance to Dodongo's Cavern, blocking off the Goron's primary food source. Now, his people are starving. But what's worse, Ganondorf also awoke monsters inside Dodongo's Cavern. So even if they managed to open the cave, they'd be eaten alive just trying to be fed.

Darunia promises to give you the Spiritual Stone of Fire, but only if you can defeat the monsters in the cave. He'll give you the Goron's Bracelet to help, which can be used to pick up and use Bomb Flowers that grow around Death Mountain.

Before you leave Darunia's Room, whip out a Deku Stick and light it on the torch in his cave. Quickly run back outside, and use the flaming Deku Stick to light the empty sconce outside. Swing your sword to put away the Deku Stick, then pull out another Deku Stick and light it again. Use the flame to light

all of the braziers on the bottom level of Goron City. Once all the braziers are lit, then the giant pot in the middle of the room will begin spinning. This is absolutely useless for now, but after we finish the next dungeon we'll be coming back to finish the puzzle. You can also use the lit Deku Stick to ignite the Bomb Flowers near the sealed up room, which will blow open the wall and let you access the Goron City Shop (not that it has anything of real value to buy... yet).

Head up the stairs between the pair of yellow-striped posts to reach the second level of Goron City. Run to the right, where you will find two unlit torches and a Goron sitting in front of a tunnel. Run down this tunnel to see a long line of boulders surrounded by Bomb Flowers. Pick up one of the Bomb Flowers, and drop it near the boulders to clear a path. Go through to the end of the tunnel.

Lost Woods

New Quest Item: Gold Skulltula Token x1 [GSMQ015]

Welcome back to the Lost Woods! It's time to unload that Skull Mask for the Happy Mask Trading Game, and get the second Deku Stick upgrade as well. If you want to skip this section, then go down to the heading that reads "Goron City."

Go left through the tunnel, then left again, then left one final time. You'll be in a small clearing which is a dead end. Defeat both of the Business Scrubs here, then look for the patch of soft earth near the right Business Scrub. Release your Bottled Bugs near the patch of soft earth, and recapture one of the bugs before they all disappear. Kill the Gold Skulltula who emerges from the patch, and take its token.

Now, run to the large tree in the back of the clearing, and look for a cluster of butterflies in the tall grass. These butterflies are actually gathered around an invisible pit. Drop down into the pit to reach the Forest Stage.

Forest Stage

New Upgrade: Deku Sticks x30

Put on the Skull Mask and take a few steps forward. The Deku Scrubs in the stage will begin to cheer and mob you. Run over to the right side of the room (facing from the entrance), and the Deku Scrub Chief will increase the number of Deku Sticks you can carry by 10. It may take a few seconds for the Chief to emerge from his nest, so just be patient. Once you have the upgrade, enter the beam of light to return to the Lost Woods.

Lost Woods

New Quest Item: Gold Skulltula Token x1 [GSMQ016]

Leave the clearing through the log tunnel, then go right, right again, and then left. Hang a right, then forward, and forward again. You'll find yourself back by the Lone Skullkid. If you haven't played Saria's Song for him yet, then do so now for the Piece of Heart he has. Otherwise, speak to him while wearing the Skull Mask, and he'll buy it from you. Unfortunately, he'll buy it from you for less than it's worth, so you're going to have to pay the difference next time you're in town.

Once you have sold the Skull Mask, enter the mouth of the log tunnel behind you. At the edge of the cliff on the other side is another patch of soft earth. Drop a Bottled Bug into the patch (remember to recapture one of the

-----Inventory Checklist-----			
X Deku Stick	X Deku Nut	X Fairy Slingshot	X Fairy Ocarina
_ Bombs	_ Bombchus	_ Magic Beans	_ Boomerang
_ Ocarina of Time	_ Din's Fire	_ Farore's Wind	_ Nayru's Love
_ Fairy Bow	_ Fire Arrow	_ Ice Arrow	_ Light Arrow
_ Hookshot	_ Longshot	_ Lens of Truth	_ Megaton Hammer
X Bottle #1	X Bottle #2	_ Bottle #3	_ Bottle #4
-----Song Checklist-----			
X Zelda's Lullaby	X Epona's Song	X Saria's Song	
X Sun's Song	_ Song of Time	_ Song of Storms	
_ Minuet of Forest	_ Bolero of Fire	_ Serenade of Water	
_ Requiem of Spirit	_ Nocturne of Shadow	_ Prelude of Light	
-----Equipment Checklist-----			
X Kokiri Sword	_ Master Sword	_ Biggoron Sword	
X Deku Shield	X Hylian Shield	_ Mirror Shield	
X Kokiri Tunic	_ Goron Tunic	_ Zora Tunic	
X Kokiri Boots	_ Iron Boots	_ Hover Boots	
X Ammo Pouch	X Big Ammo Pouch	X Biggest Ammo Pouch	
_ Quiver	_ Big Quiver	_ Biggest Quiver	
_ Bomb Bag	_ Big Bomb Bag	_ Biggest Bomb Bag	
X Goron Bracelet	_ Silver Gauntlets	_ Gold Gauntlets	
X Child's Wallet	X Adult's Wallet	_ Giant's Wallet	
_ Silver Scale	_ Gold Scale	_ Stone of Agony	
-----Upgrade Checklist-----			
_ Super Spin Attack	_ Magic Meter	_ Extended Magic Meter	
_ Enhanced Defense	X Deku Stick Cap. Up. #1	X Deku Stick Cap. Up. #2	
_ Deku Nut Cap. Up. #1	_ Deku Nut Cap. Up. #2	_ Epona	
-----Mask Checklist-----			
X Keaton Mask	X Skull Mask	_ Spooky Mask	_ Bunny Hood
_ Mask of Truth	_ Goron Mask	_ Zora Mask	_ Gerudo Mask
-----Trading Sidequest Checklist-----			
_ Pocket Egg	_ Pocket Cucco	_ Cojiro	_ Odd Mushroom
_ Odd Potion	_ Poacher's Saw	_ B. Goron's Sword	_ Prescription
_ Eyeball Frog	_ Biggoron's Eyedrops	_ Claim Check	

Dodongo's Cavern - Antechamber

If you still haven't equipped the Hylian Shield, then do so now. There are plenty of fire-based enemies in this dungeon who can burn your Deku Shield to useless cinders in one hit.

Grab one of the Bomb Flowers on the left and right sides of the room, and use it to blow open the cracked wall opposite the entrance. An opening will be created, revealing Dodongo's Cavern. Run forward along the wooden bridge in the middle of the Antechamber, and jump out to the broad platform beneath the giant Dodongo's Skull.

If you look on the ground to the left and right sides of the Dodongo's Skull, you'll see two boulders. Grab the Bomb Flower in the center of this platform, and jump down to the right boulder. Blow open the boulder with the Bomb

Flower, and step on the switch beneath it. One of the platforms in the room will become an elevator, which steadily rises and falls between the first and second levels of the Antechamber.

Climb up the ladder near the switch, and use it to board the elevator and ride it up to the second level. Once there, look for the wooden bridge suspended above the Dodongo's Skull, and run across it. Stand on the switch in the alcove on the other side of the bridge. The switch will activate the torch and unseal the door directly beneath you. Drop down from the alcove and go through the door.

Dodongo's Cavern - Bomb Flower Room

Run down the hall and into the large room. Watch out for the Beamos enemies in this room; either ignore them, or destroy them with the Bomb Flowers that grow near the center of the room. Move quickly around the Beamos statues, as they will fire lasers at you if you move too slowly.

Look for a sealed wall on the left side of the room as you come in from the Antechamber. Grab a Bomb Flower and blow open the wall, revealing a short hallway with a Deku Baba, a Bomb Flower and a door. You can't do anything behind that door just yet (you need the Song of Time). So, defeat the Deku Baba and take the Deku Stick it drops.

Whip out your Deku Stick, and light it on the torch just outside the doorway. Now, brush the flaming Deku Stick against the Bomb Flower attached to the wall. This will arm the Bomb Flower, causing it to drop to the ground. Pick it up quickly, and chuck it into the gap between the two rows of Bomb Flowers in the middle of the room. If you do it properly, then the two rows will ignite at the same time, destroying the iron pillar in the center of the room. The pillar will lower several levels, creating a staircase.

Before you climb up the new staircase, use a Bomb Flower to destroy the Beamos statue to the left of the stairs. A Silver Rupee is hidden beneath it. You'll need to collect all five of these hidden in the room before you can unseal the door at the top. Another Silver Rupee can be found in a crate in a corner of the room. Once you have both of them, climb up the stairs.

At the top of the stairs is a white-colored elevator which will take you to a Business Scrub selling Deku Shields. From the elevator, go to the left first. Roll into the crate in the corner here to find a third Silver Rupee. Keep climbing up the ramp to the next level of the room. Run up the ramp and around the corner, killing a Big Skulltula that drops down from the ceiling.

Look to the left past the Big Skulltula to see an ivy wall. Climb up it to get the fourth Silver Rupee. Defeat another Big Skulltula near the ivy wall, and then break the crate behind the Skulltula to find the fifth, and last, Silver Rupee. Once you have all five of them, the door near the ivy wall will unseal itself. Go through it.

Dodongo's Cavern - Pillar Room

New Dungeon Item: Compass

Defeat the Dodongos in this room by L-Targeting them, circling around to their backsides, and striking their tails. Use a Jump Attack for best results. Watch out for the explosions they make upon their demise. Once all of the Dodongos are defeated, the door in the room will unseal itself, and a chest will appear. Open the chest to get the Compass, then go through the door on

the east side of the room.

Dodongo's Cavern - Antechamber

Run forward to find yourself back in the Antechamber, high on the opposite end of the room from the Dodongo's Skull. Run across the wooden suspension bridge, and through the tunnel on the opposite end.

Dodongo's Cavern - Blade Trap Room

Run down the hall, noting the torch on the left. Jump out of the tunnel and into a large room filled with pillars. Look to the left and right from where you land to see three unlit torches hanging on the sides of the pillars. Look in the gap between the middle and far right torches to see a stone block. Run over to it, grab onto it, and pull it backwards until you run out of room. It should now be resting between the second and third torches. Push the block to the right, so that way it rests directly beneath the torch on the far right.

Now, go to the left and look between the middle and far left torches. There is another stone block here, in a gap between the pillars. Pull it backwards until it stops, and then push it to the right until it rests beneath the middle torch.

Now, look to the left of the torch on the far left. There is another stone block here. Again, pull it backwards until it stops, then pull it to the right so that way it rests directly beneath the far left torch. Now that you have the platforms in place, it's time to get these torches lit. Climb back up the ladder leading back to the Antechamber, and light a Deku Stick on the torch here. Run back into the room, lighting all three of the torches on the pillars by standing on the stone blocks you placed beneath them.

Once all three torches are lit, then a door on the north side of the room will unseal itself. Run over to the door and go through it.

Dodongo's Cavern - Gohma Larvae Nest
New Quest Item: Gold Skulltula Token x1 [GSMQ018]

Look on the ceiling as you enter to see numerous Gohma Larvae eggs. Shoot them down with the Slingshot, and a chest containing a blue rupee will appear after the door unseals itself. Now, start rolling into the crates in the room. One of the crates on the right side of the room hides a Gold Skulltula. Kill it and take it's token, then return to the previous room.

Dodongo's Cavern - Blade Trap Room

When you lit the three torches before, in addition to unsealing the door, it also lit a torch on the southeast side of the room. Run to the southeast side of the room, where there is a stone block set in the wall beneath a ladder. Grab onto the block and pull it out, then climb onto the block and up the ladder.

Turn around at the top of the ladder, and you'll see a golden torch. This is the torch which you lit earlier. Jump out to it, and light a Deku Stick on the torch. Jump back to the ledge at the top of the ladder, but you have to avoid the ladder (grabbing onto the ladder puts your Deku Stick away, and you need it). Once back in the alcove, run down the darkened tunnel.

Dodongo's Cavern - The Solo Eye Room

Run forward and use your lit Deku Stick to light the torch, and then burn away the webbing blocking your path. Put away your Deku Stick and defeat the Big Skulltula with a Jump Attack, but be quick and do it before the torch extinguishes. If it does go out, then return to the previous room to light another Deku Stick and try again.

Once the Big Skulltula is out of the way, relight a Deku Stick on the torch, and then use it to light the second torch in the room. A "discovery" sound will play when you do; this indicates that the torches will remain permanently lit, and also lights a torch on the other end of the room (which you can't see from here). Jump down into the pit in the middle of the room.

Watch out for Baby Dodongos in this pit; they are weak and can be defeated in one hit, but they explode upon their demise. Head for the northwest end of the pit, where there is a stone block. Grab onto the block and push it to the northeast end of the room. From here, you can climb onto the stone block, and then climb up to the wire-frame ledge.

Kill the Big Skulltula that blocks the tunnel, then run down the tunnel. Kill three more Keese and another Big Skulltula in the tunnel, and then light a Deku Stick on the torch in the hall. This is the torch you activated earlier. Carry the flaming stick to the end of the hall, and brush the Deku Stick against the Bomb Flower on the wall. Pick up the Bomb Flower and throw it against the sealed wall before it explodes.

A door is revealed on the other side of the sealed wall. Go through it.

Dodongo's Cavern - Lizalfos' Nest (upper)

Run into the room, and a pair of Lizalfos will appear. You'll have to take them on one at a time, as they come to you. You can't be on the aggressive here. You'll know when a Lizalfos is coming into attack, as it will make a slight twitching motion, and then hold still for a second before hopping towards you. L-Target the Lizalfos when it does this, and then begin attacking it when it reaches your platform. Use the turtle defense with the Hylian Shield to block their attacks.

Once both of the Lizalfos are dead, the door on the west side of the room will unseal itself. Note the wall of boulders which blocks your path to the north, then go through this door.

Dodongo's Cavern - The Double Eye Room

Run down the hall into the room, where there is a ledge suspended above a shallow pit. Kill the Keese that flutters around the area, and then jump down into the pit. Head for the west side of the pit, where there is a crate. Roll into to it to break it, where a Crystal Switch will be revealed. Don't activate it yet. Head for the northeast end of the pit, where there is a ledge you can climb up to reach the entrance to the room.

From the entrance, face west and nail the Crystal Switch with the Slingshot. The first of the two pillars of flame in the room will recede temporarily; jump out to the platform that the pillar used to sit on, and then look to the south end of the room. There is a small alcove in here, with a Bomb Flower in it.

Jump over to the alcove, but watch out for th Keese who guards it.

Pluck the Bomb Flower from the alcove, and quickly turn around and drop back down into the pit in the center of the room. In the northwest corner of the pit, there is a boulder. Use the Bomb Flower to destroy this boulder, revealing a switch. Activate the switch to temporarily deactivate the second pillar of flame.

Quickly return to the room's entrance, and shoot the Crystal Switch again to make the first pillar of flame disappear once more. Jump across both of the platforms before the pillars regenerate, and go through the dark tunnel on the far west side of the room.

Dodongo's Cavern - Blade Trap Room

Run forward, jumping over the gap to the ledge on the west side of the room. If you fall, you'll have to make your way back around through the Upper Lizalfos Nest to return to this point.

On a ledge to the south is a chest. Open it to get a Blue Rupee, and then jump back to the previous ledge. Go west down the darkened tunnel.

Dodongo's Cavern - Antechamber

Pick up the Bomb Flower directly in front of you, and use it to destroy the three boulders that block your path. When the dust clears, you'll find yourself back in the Antechamber, at the top of the ledge you turned into an elevator. If you look off the edge, you'll see another ledge beneath you, on the east side of the lower half of the room.

Grab another Bomb Flower and drop down to this ledge, and carry the Flower to the far southeast corner of the ledge, where there is a sealed wall. Use the Bomb Flower to destroy this sealed wall. If you miss or take too long, then ride the elevator back up and try again. Go down the darkened tunnel behind the wall after you have bombed it out of the way.

Dodongo's Cavern - Lower Southeast Hall

Run east down the hall, where there are two stone blocks set in the floor. Climb up on the one to the left, closest to the wall. As soon as you touch it, it will rise into the air, carrying you to an alcove high on the wall. Grab the Bomb Flower in the alcove, and jump out of it. Use the Bomb Flower to destroy the boulder east of where you land. If you mess up and need to try again, then climb onto the second stone block to reset the first one.

Beneath the boulder is hidden another Bomb Flower. Keep it mind, but don't pick it up yet. If you're wondering what's behind the sealed wall, it's a small room with a Business Scrub selling Red Potions.

Go to the east end of the room, jumping up a short ledge on the way. Kill the Fire Keese and the Big Skulltula who guard this area, then look for the string of Bomb Flowers that climbs up the wall. Use the Bomb Flower you unveiled earlier to detonate these Bomb Flowers, in the same way you did earlier in the dungeon to create the staircase.

The explosions of the Bomb Flowers will destroy a boulder that clings to the ceiling, revealing a Golden Eye Switch. Use your Slingshot to activate the

switch, unsealing the door on the far east side of the room. Go through this door.

Dodongo's Cavern - Southeast Passage

Run down the passage, and through the door at the other end. Watch out for Baby Dodongos that emerge from the ground on the way.

Dodongo's Cavern - Lizalfos Nest (lower)

This is the lower half of the Lizalfos Nest, and you'll face another pair of them here. Use the same strategy as before; wait for them to come to you, defend against their attacks with the Hylian Shield, and use Jump Attacks to damage them.

When both of the Lizalfos are killed, a door in the northwest corner of the room will unseal itself. Go through it.

Dodongo's Cavern - Dodongo's Breeding Ground

This room contains a number of Poe enemies, who you may have encountered previously in Kakariko Graveyard. They become invisible and invulnerable when L-Targeted, so don't take that method. Either use manual targeting with the Slingshot, or take my preferred method: ignore them.

Run down the hall, noting the door on the right as you go. When you reach the main area of the room, you'll find a number of pillars going down the center of the room. On the northern and southern pillars, there are string of Bomb Flowers rising towards the ceiling, ending on switches in the shape of Gravestones. Use the Bomb Flowers on the north and south ends of the room to activate both of these lines of Bomb Flowers.

The northern Gravestone Switch will unseal the door on the north end of the room. It contains a pair of Mad Scrubs, a Fire Keese, and an as-yet unreachable Gold Skulltula. Activate the switch, but ignore the room for now. The southern gravestone switch unseals the door on the south end of the room. Go through this door.

Dodongo's Cavern - Antechamber

New Item: Bombs x20

New Equipment: Bomb Bag

New Dungeon Item: Dungeon Map

Run to the end of the hall, and open the Large Chest there to get the Bombs and the Bomb Bag. Now, you no longer have to rely on the cumbersome Bomb Flowers to blow stuff up. Drop out of the alcove behind the chest to return to the main area of the Antechamber. Run to the northeast corner of the room, where there is a sealed wall. Bomb it open, and open the large chest on the other side to get the Dungeon Map.

Now, ride the elevator in the room back to the second level, and return through the passage to the east of the elevator. It's time to backtrack a bit to get a Gold Skulltula we couldn't reach before.

Dodongo's Cavern - Blade Trap Room

Run forward, jumping across the gap, and through the dark tunnel on the other side.

Dodongo's Cavern - The Double Eye Room

Run forward to the edge of the ledge, and drop off the cliff to the left or right to the bottom of the room. Go to the northeast side of the room, and use the ledge there to climb up to the east entrance. Go through the darkened tunnel there.

Dodongo's Cavern - Lizalfos Nest (upper)
New Quest Item: Gold Skulltula Token x1 [GSMQ019]

The last time you were here, I told you to note the long line of boulders on the north end of the room. Go to this line of boulders, and blast open a hole with your Bombs. Run down the bridge on the other side of the boulders, and kill the Gold Skulltula on the platform on the other end. Take its token, and then return to the Antechamber (the room with the huge Dodongo's Skull).

Dodongo's Cavern - Antechamber

Ride the elevator up to the second level of the room if you need to, and then go to the suspension bridge above the Dodongo's Skull. There are two gaps in the bridge; jump out to the piece of bridge between these two gaps, and drop Bombs into the gaps and into the Dodongo's eye sockets. The explosions will cause the eyes to glow red. Detonate Bombs in both of the eye sockets, and the Dodongo's mouth will open.

Enter the mouth and go through the door inside.

Dodongo's Cavern - Backroom

Run down the hall, and drop into the pit in the middle of the room. Head for the east side of the pit, and climb up a short ledge. Go down the darkened tunnel on the ledge.

Dodongo's Cavern - Goron Graveyard

Run down the hall and around a corner, dropping into a depression at the end of the hallway. Defeat both of the Baby Dodongos in the depression, and then run to the northwest end of the depression. There is a small opening in the wall here; run through this opening to drop into another depression.

Battle another Lizalfos in the depression, and then head for the east side of it. There is a gravestone here, very close to a cluster of fire pillars. Grab onto the back of the gravestone, and pull it backwards until it stops. Now, run around to the front of the gravestone and climb onto its face, which will give you a glimpse of the area behind the fire pillars. A Crystal Switch is visible there; toss a Bomb over the fire pillars to activate the Switch.

Jump up the ledge and into the depression on the other side before the fire pillars regenerate. You can probably hear a Gold Skulltula in this area; you can't get it for the moment. You'll have to return later with the Boomerang.

Look to the west side of this newest depression, where there is a huge cluster of Armos Knights. Don't get too close to them; each one is actually an enemy, who comes to life if you touch it. On the right side of the cluster, there is a string of Bomb Flowers. Toss a Bomb over the Knights, landing near the string to activate them. The explosions of the Bomb Flowers will activate a Crystal Switch on the other side of the wall. The explosions will also bring several of the Armos Knights to life; hide on the other end of the depression to avoid them.

This latest Crystal Switch will create an opaque step behind the Armos Knights, which you can climb up onto, and climb over another wall and into the room's last depression. To defeat the Armos Knights, toss a Bomb into the middle of the group, which will wake them up when it explodes. They will then run at you; drop a Bomb just before they reach you, and then retreat to a safe corner. The explosion of the second Bomb will eliminate most of them.

With the Armos Knights gone, climb up onto the opaque step and jump down into the last depression in the room. The pots in this area contain valuables, including a Fairy. Capture it if you have a spare bottle (at your current health levels, Lon Lon Milk is a better option than Fairies). Go down the darkened tunnel after you have pilfered the pots.

Dodongo's Cavern - Backroom

Run to the end of the hall, where you will find yourself on a ledge high above the pit you entered on your last visit to this area. There is a gravestone up here; grab onto it's backside, and pull it backwards. A switch is revealed underneath it. Stand on the switch to unseal a door on the west side of the room. Drop down, back into the pit, and go through the door.

Dodongo's Cavern - The Pit

Open the chest on the other end of the room to get some Bombs, and then drop a Bomb onto the iron plate in the center of the room. The explosion will destroy the iron plate, revealing a pit. Drop down into this pit to begin Ocarina's second boss fight.

-----B-O-S-S-----
Infernal Dinosaur KING DODONGO
New Upgrade: Heart Container x1
New Quest Item: Goron's Ruby

King Dodongo is a very easy boss (arguably easier than Gohma, but it's a difficult argument). He has two main phases; one, where he lumbers around the room in a circle, and will breathe fire at you. Two, where he rolls up into a ball and ricochets around the room. In order to damage him, you must wait for him to begin inhaling in the first phase, and quickly throw a Bomb into his mouth. The bomb will explode in his stomach, stunning the King Dodongo for a few seconds. You are given only one sword swing when he is stunned, so make it a Jump Attack.

After you have hurt Dodongo, he will begin his second phase. Stand on the edge of the lava or in one of the corners of the room to avoid his rolling attack. After the King Dodongo rolls halfway around the room, he will revert to Phase One, where the fight's pattern resets. After three Jump Attacks or six normal sword attacks, King Dodongo will die.

Grab the Heart Container he leaves behind, and enter the ring of light to warp

_ Deku Nut Cap. Up. #1	_ Deku Nut Cap. Up. #2	_ Epona	
+-----Mask Checklist-----+			
X Keaton Mask	X Skull Mask	_ Spooky Mask	_ Bunny Hood
_ Mask of Truth	_ Goron Mask	_ Zora Mask	_ Gerudo Mask
+-----Trading Sidequest Checklist-----+			
_ Pocket Egg	_ Pocket Cucco	_ Cojiro	_ Odd Mushroom
_ Odd Potion	_ Poacher's Saw	_ B. Goron's Sword	_ Prescription
_ Eyeball Frog	_ Biggoron's Eyedrops	_ Claim Check	

Death Mountain Trail

New Quest Item: Gold Skulltula Token x1 [GSMQ021]

Go to the right and drop off the cliff. Kill the Tektites, then look for the oddly-shaped and oddly-colored bit of wall. Use a Bomb to blast open the wall, then use the Slingshot to kill the Gold Skulltula on the inside. The wall is climbable; climb up it to grab the Token.

Head back towards Dodongo's Cavern, and begin climbing up the Trail back towards Goron City. Kill any Tektites you may come across along the way. Turn right at the Red Flag, and keep heading for Goron City. You'll find another odd part of wall identical to the one that hid the Gold Skulltula. Blow it open if you like, but don't open the chest inside unless you need rupees - it contains a 50 rupee piece. Head down into Goron City.

Goron City

New Upgrade: Piece of Heart x1 [HPMQ09]

New Equipment: Bomb Bag x30

New Quest Item: Gold Skulltula Token x1 [GSMQ022]

Go to the left from the entrance until you reach a barrier of boulders. Use a bomb to blow open a path, and go through the tunnel behind and to the left of the boulders.

You'll come to a room overflowing with boulders. The brown ones can be blown up with bombs; the silver ones cannot. Destroy the brown rock to your right as you enter the "rock maze," then the brown rock behind it. Go through the gap you have created, and destroy the brown rock on the left. Go through the new gap, and take a right. Destroy the brown stone directly in front of you, and you will reach the end of the "maze."

The chests contains two more fifty rupee pieces - save them for later if your Adult's Wallet is maxed. Roll into the crate here to destroy it, and kill the Gold Skulltula that appears. Take it's token, and return to the main part of Goron City. You now have 20 Skulltula Tokens, enough for the second reward from the House of Skulltula in Kakariko Village. We'll get to it in a few minutes.

Drop down to the third level of the city (the level directly beneath the top floor), where there is a Biggoron rolling around the level in a giant loop. You can stop him by placing a bomb in his path so that it explodes just as he passes over it. If you do this while he is passing through the tunnel in the northern part of the third floor, then he will give you the Bomb Bag x30 as a reward for your daring.

Once you have the Big Bomb Bag, drop down to the second level of Goron City (the level directly below the floor with the Rolling Biggoron). If you still haven't lit all of the torches on the bottom floor using the flame from Darunia's room, then do it now. This will cause the giant pot to begin rotating around the room. From the second level, you can throw bombs into the giant pot. If you successfully land a bomb inside the pot, then it will begin to spin rapidly, finally coming to a stop. If it stops on the side with the happy face, then you will get a Piece of Heart.

Once you have the Piece of Heart, climb back up to the second level of Goron City and use the secret passage to go to the Lost Woods.

Lost Woods

New Upgrade: Deku Nut Upgrade x30

Go left as you come out of the Goron City tunnel, and left again at the pool in the next area. Go straight at the next crossroads, and then left. Use a Bomb to blow up the boulder in the corner of this crossroads. Drop down the pit, and defeat both of the Business Scrubs inside with your Slingshot. One of them will increase the number of Deku Nuts you can carry for forty rupees. Accept the deal, then return to Goron City.

Goron City

Climb to the top level of Goron City and return to Death Mountain Trail.

Death Mountain Trail

Return to the Red Flag, on the right side of the road leading down from Goron City. Begin climbing the steeper part of the trail, on the left side of the flag post as you face Goron City. After a short climb up a steep slope, you come to a series of ledges with numerous boulders on it. Use bombs to destroy each of these boulders, and climb up the series of ledges. You will have to throw a bomb at one of the boulders to destroy it, so remember to hold it until just before it is ready to explode. The last boulder at the top of the ledges hides a pit, which contains, among other things, a Cow which you can use to replenish your supply of Milk (play Epona's Song).

Keep heading north, further up the Trail. After a short distance, the volcano will begin erupting, spewing lava down onto you. When you see the shadow beneath you, hide under the Hylian Shield with R to absorb the damage. Once you reach the cliff face, the eruptions will stop.

Once you are at the cliff face, use your Slingshot to kill the Skulltula, then climb up the wall to the first ledge. Shoot down another Skulltulla with your Slingshot, then climb up to the second ledge. On the second ledge, shoot down another Skulltula, then climb up to the highest peak of the mountain.

Kaepora Gaebora waits for you here. DO NOT SPEAK TO HIM. If you do, he'll give you a ride back down the mountain to Kakariko Village, which you don't want to do just yet. Bomb the oddly-colored wall to the left of KG, and enter the cave.

Death Mountain Trail - Great Fairy's Fountain
New Upgrade: Magic Meter x1, Super Spin Attack

Run forward to the fountain, and stand on the Triforce emblem. Play Zelda's Lullaby to make the Dominatrix er, uh... Great Fairy appear. She will teach you the Super Spin Attack, which adds extra damage and range to your basic Spin Attack. She'll also grant you a Magic Meter. Leave the Fountain to return to Death Mountain Trail.

Death Mountain Trail

Don't speak with Kaepora Gaebora just yet. We've got one more Gold Skulltula token to grab while we're up here. Enter the cave face to the right of KG.

Death Mountain Crater

New Quest Item: Gold Skulltula Token x1 [GSMQ023]

Young Link can't handle the intense flames of Death Mountain Crater. You'll have to return when Link is older, wiser, and has some sexy new clothes before you can do much here. For the moment, smash both of the crates to your left as soon as you enter to find a Gold Skulltula. Kill it and take it's token, then go back out to the Trail.

Death Mountain Trail

Speak with Kaepora Gaebora, who will give you a lift down the mountain to Kakariko Village.

Kakariko Village

You're done on Death Mountain for a little while, so if you like you can switch back to your Deku Shield now.

Kaepora Gaebora not only brought you back to Kakariko Village... he even dropped you on top of Impa's House! What a guy! If you didn't get the Piece of Heart from inside of Impa's House, then get it now by dropping down from the roof onto the balcony above the Cucco Pasture. If you miss it, then play the Sun's Song and you'll warp back to the top of the roof.

Once you have the Piece of Heart, or if you already had it from your first visit to Kakariko, then drop down off the roof, and enter the House of Skulltula, the single-story building directly across from Impa's House.

House of Skulltula

New Quest Item: Stone of Agony

Go to the left side of the room, where a recently-decursed man will give you the Stone of Agony. The Stone works in conjunction with the Gamecube controller's rumble feature, and shakes when you go near hidden entrances that need to be bombed open. Sure, this is only useful for finding only a handful of Gold Skulltulas, but hey... it's still kind of cool. Head back outside.

Kakariko Village

Leave through the west end of the village to Hyrule Field.

Hyrule Field

Before we continue on with our journey, we have a few errands to run in Hyrule Castle. Head west from Kakariko Village to Hyrule Castle. If it is nighttime, play the Sun's Song to open the gates. Enter Hyrule Castle, and go through the Market to the Garden.

----- Hyrule Castle - Garden

Climb the ivy on the right to the cliff above the gate. Run over to the marble gate, and drop down on the other side. Run over to the dead end (it's marked with a sign which reads "Dead End"). Bomb the boulder to reveal a small tunnel. Crawl through the tunnel to find another Great Fairy's Fountain.

----- Hyrule Castle - Great Fairy's Fountain

New Item: Din's Fire

Run to the Fountain, and stand on the Triforce Emblem. Play Zelda's Lullaby on the Ocarina to make another Dominatrix appear. She'll give you Din's Fire, an area of effect spell which burns all enemies in the room (and can also light large numbers of braziers at the same time). Return through the cave mouth.

----- Hyrule Castle - Garden

Allow one of the guards to spot you, and you will be thrown back out to the gate. Return to Hyrule Castle Market.

----- Hyrule Castle - Market

One of the shops in the Market which was closed on your last visit, is now open. Go to the left side of the Market, and enter the building with the large poster, whose door is at the foot of the long stairset.

----- Hyrule Castle - Bombchu Bowling Alley

New Upgrade: Piece of Heart x1 [HPMQ10]

New Equipment: Bomb Bag x40

New Item: Bombchus

This minigame has no less than three new things to win (Piece of Heart, Bomb Bag and Bombchus), and isn't cheap to play. You may have to return to the Hyrule Castle Gatehouse or do the Drawbridge Rupee Trick multiple times before you finally get all three rewards. It isn't imperative that you get the Bombchus, but you'll probably end up winning them trying to get the Bomb Bag and the Piece of Heart anyway. Pay the clerk 30 rupees to play the game.

The object of Bombchu Bowling is to send the Bombchu (a mobile bomb) into the hole on the opposite end of the course. The course has three different goals to obtain, each one becoming progressively more difficult. Completing all three goals successfully will win you whatever prize the clerk showed you at the start.

For the first goal, the target is always in the center of the field. Simply stand in the exact middle of the field (slightly to the right of the center arrow is the exact middle of the field) and time it so your Bombchu avoids the Blade Trap. The next level of the field can be on the top, left, or right, and

Hyrule Field

We're now headed for Zora's River. It's a small passage at the 2:00 position in Hyrule Field, a short ways upstream from Kakariko Village. The entrance is the same pond that Link stops Epona at to drink in the game's demo sequence on the title screen.

Zora's River

New Items: Magic Beans

New Upgrades: Piece of Heart x2 [HPMQ11] [HPMQ12]

New Quest Item: Gold Skulltula Token x2 [GSMQ024] [GSMQ025]

Run forward a few feet, and Kaepora Gaebora will stop you to barrage you with another wall of text. After he's gone, roll into the tree to make a Gold Skulltula appear. Kill it and take it's Token, then bomb the stones blocking the path. Follow the river upstream until you reach an iron gate. Speak to the fat slob-like guy, and buy as many Magic Beans from him as you can. They become progressively more expensive as you buy more; just keep buying them until you go broke.

Plant one of the Magic Beans in the patch of soft earth next to the Bean Man. Don't bother dropping a bug in this one; this is the only earthy patch in the game which doesn't have a Gold Skulltula. Run back a ways to where the river bends. There is a patch of dirt here, and a patch of dirt on the other side, indicating where some kind of bridge used to exist. Jump across the gap to reach the other side of the river.

Keep going upriver, and ignore the Octorok who appears. Jump over the small gap in the river, then run up to where there is a small hill on the left. Run up this hill, and jump over the small gap. Hang a right, then run until you hit a wall, then go right again. Drop down off the cliff here, then run forward. There is a log leading into the river here; carefully jump onto the log, and walk slowly to the edge of the log where there is a small, white circle. Stand on this circle, and pull out your Ocarina.

Play the Frogs each of the four songs that you have learned so far (Zelda's Lullaby, Epona's Song, The Sun's Song and Saria's Song). The frogs will award you with fifty rupees for each song. After you have played all four songs, return to the Bean Man and keep buying Magic Beans from him until you go broke again. To reach the Bean Man, just jump into the river and ride it downstream, and get back onto dry land at the shallow part on the left near the Octorok.

You were probably only able to buy five or six beans. This is okay; we'll come back later to buy the rest of them once we have the Adult's Wallet. From the Bean Man, turn around. You'll see a Cucco running around a circle of rocks. Grab the Cucco, and return to the Musical Frogs. You'll see a Piece of Heart sitting on a pillar on the way; this is what we're going for with the Cucco.

From the Musical Frogs, run forward, and throw the Cucco up the cliff. Immediately jump up and grab it quickly - if it runs into the water, it will disappear and respawn back at the beginning of the area. Turn to the right, and run into the river (it's shallow enough that you won't be swept away). Throw the Cucco up to the next cliff level, and quickly jump up after it and grab it before it goes into the water. Run to the south edge of this cliff, where there is a small waterfall. If you look downstream, you will see a small ledge sitting just above the water line. Jump out holding the Cucco, and glide down to the ledge. Throw the Cucco away; we won't be needing this one anymore.

Climb the ladder. At the top, note the Cucco running around. Grab it, and run to the northern edge. Jump over to the cliff with the Gossip Stone on it, then turn to the west to see the tall pilar with the Piece of Heart on it. You'll have to jump out with the Cucco, and land on the pillar to get the Piece of Heart.

Grabbing the Piece of Heart will make you drop the Cucco, who will probably run away. The bad news is, we need a Cucco still. Jump into the river and ride it downstream back to the beginning of the area. Grab the Cucco near the Bean Man, and return to the small waterfall (where we leapt off to reach the small ledge).

With the Cucco over your head, run to the east, across the shallow riverbed and up the hill. Go across the wooden bridge, and around the corner where you will find a large waterfall. Take a right up the zig-zaggy path, and jump down to the lower path. Go to the right, up and around, and then to the left, across the plaque, until you hit the wall. Look to the left, and you will see another Piece of Heart. Leap off with the Cucco over your head, and you will glide out to the Piece of Heart (which should complete your eighth Heart Container).

You're done with the Cuccos now. There's still one more Gold Skulltula Token to get before we enter Zora's Domain. If it's daytime, play the Sun's Song to make it night (time passes normally in this zone, so you won't warp back to the entrance). From the platform that you picked the Piece of Heart from, drop straight down, where you will see a ladder rising from the river bed to the zig-zagging path. A Gold Skulltula climbs on it. Kill the Skulltula with the Slingshot, and climb up the ladder to take it's Token.

From the top of the ladder, go around the zig-zagging path, and stand on the plaque before the waterfall. Play Zelda's Lullaby, and the waterfall will retract, letting you access the doorway behind it. Jump over to the doorway and go through to enter Zora's Domain.

Zora's Domain

New Upgrade: Piece of Heart x1 [HPMQ13]

New Equipment: Silver Scale

Hug the wall on the right, and keep following the path until it splits to the left and right. Go left. At the top is the King Zora, who has to be one of the fattest fish-persons you'll ever see. Look to the left as you enter his "throne room," and you'll find a torch. Light it with your Deku Stick, and quickly run back down the stairs and light the torch you find there with the Deku Stick. Pull out a new Deku Stick, and light it again.

Run down the stone path, and take a left down the path we passed earlier. Light the burned-out brazier next to the cave mouth around the corner, and keep going forward through the shallow water to light another brazier. Put away your Deku Stick, and run to the left to a small alcove behind the waterfall, where there are two more braziers. Use Din's Fire to light them both. If you did it fast enough so that you lit all the braziers without any of them burning out, then a chest will appear behind the Waterfall which contains a Piece of Heart.

Once you have the Piece of Heart, return to the King's Throne Room. Run down the tunnel to the left of the king, and at the end you'll find a Zora. Play the Diving Minigame with him for 20 rupees (you need it's reward, the Silver Scale, to progress). If you don't have twenty rupees, then return to the Zora's River area and ride downstream to pick up invisible rupees from the riverbed.

The Diving Minigame is relatively easy. The Zora will throw a handful of rupees off the waterfall, which you need to dive down and grab. Simply position yourself above the rupees, and hold down A as you dive down to grab them. Once you get better at it, you can grab multiple rupees in one dive. Once you have grabbed all of the rupees from around the waterfall, the Zora will call down for you to return to him and he'll give you a reward. He'll give you the Silver Scale, which doubles how deep you can go in a single dive.

Once you have the Silver Scale, dive off the waterfall again, and head for the area slightly south of the waterfall. There is a tunnel under the water here. Dive down and enter this tunnel to warp to Lake Hylia.

Lake Hylia

New Item: Bottle x1

New Quest Item: Gold Skulltulla Token x2 [GSMQ026] [GSMQ027]

There's a ton to do here in Lake Hylia, so let's get through it quickly. The first thing, is to swim a short ways south from where you emerge from the tunnel from Zora's Domain. On the floor of the lake, near a ruined pillar, there is a Bottle. Dive down and grab it. You'll find that the Bottle already contains a Letter! This is actually the SOS sent by the Princess Ruto, who is trapped inside Lord Jabu Jabu, the Zora demigod. You're going to want to take this back to King Zora, but not immediately. There's still plenty to do here.

Swim north, back to the shore, and head for the east coast, where there are two small gardens with two scarecrows in them. Show the Scarecrow in the lower garden your Ocarina, and he'll ask you to play a song for him. Play the easiest eight-note song you can come up with, and don't play any of the songs you have learned or will learn later. Make sure the song has at least two different notes. Write this song down somewhere; you're going to need it later.

Head west to the tall building, and look for a patch of soft earth near it. Release a Bug from your Bottle near the patch of earth (remember to recapture one), and kill the Gold Skulltulla that appears. Take it's token, then plant one of your Magic Beans. Go around to the west side of the building, and cross the wooden bridge that stretched across the Lake.

Ignore Kaepora Gaebora here; he'll give you a lift to Hyrule Castle, but you don't want to be going there. Keep going along the wooden bridge to the large island with the ancient dead tree on it. You'll also find another one of those mysterious platforms, like the one you saw in the Sacred Forest Meadow. Look east from the tree, and you'll see a small island with two pillars on it. Swim out to this island, and change the time to nighttime. A Gold Skulltulla will appear. Kill it and take it's Token.

Look to the north, where you will see a small island. Swim to the island, and enter the door built into the wall.

Lake Hylia - Fishing Pond

New Upgrade: Piece of Heart x1 [HPMQ14]

Speak with the Clerk to the right, and pay him 20 rupees to play the Fishing Minigame. He'll explain the fishing process to you.

In order to win the Piece of Heart, you have to capture a record breaking fish: nine pounds. There really isn't much advice that can be given for this. It's

all about patience. L-Target a fish, then hit B to cast. Use the B button, the A button and the joystick to play with the lure and attract fish to the fly. The biggest fish are found near the submerged log on the left side of the pond and the reeds on the right. Once a fish is on the line, hold down A and pull backwards on the control stick to reel the fish in. With that information in hand, get fishing.

Once you have captured a nine-pound fish (minimum), return to the Clerk and show him your fish. He'll give you a Piece of Heart. Leave the Fishing Pond.

Lake Hylia

We're going to take a quick detour over to Gerudo Valley while we're here. There's never really any reason for Young Link to ever go there aside from the optional upgrades you can get there, so now is a good time as any as while we're in the neighborhood.

Head north out of Lake Hylia to return to Hyrule Field.

Hyrule Field
New Upgrade: Piece of Heart x1 [HPMQ36]

Climb the ladder onto the wall on the left. Run along the wall, and jump off to the right at it's end to land in the center of the small fenced-in corral. After Kaepora Gaebora is done telling you what a Lake is, move to the exact center of the corral and drop a bomb to reveal a pit. Use the Stone of Agony with the Gamecube's rumble feature to find it easier, if you have one. Drop down into the pit that appears, and defeat the Business Scrub inside. The Scrub will offer to sell you a Piece of Heart for ten rupees. That's not a typo. Ten rupees. Buy the Heart Piece, then return to Hyrule Field.

Jump out of the corral, and head northwest until you hit the road. Ignore any Peahats who you may attract on the way. After another meeting with Kaepora Gaebora, go west into a rocky, canyon-like area. Keep going west through the canyon until you reach the zone break to Gerudo Valley.

Gerudo Valley
New Upgrade: Piece of Heart x2 [HPMQ15] [HPMQ16]
New Quest Item: Gold Skulltula Token x1 [GSMQ028]

Run forward a short ways, and along the log bridge. Grab the Cucco on the other side of the log bridge, and then run to the edge of the canyon. Look to the opposite side of the canyon, and try to spot a small platform with a wooden crate on it. Once you have found it, jump out to it with the Cucco.

Glide slowly down to the crate, and then toss the Cucco into the wall. Roll into the crate to destroy it, and immediately pick up the Cucco again. If you do it fast enough, then the Cucco won't have time to jump into the river. If you miss it, then you'll have to jump down into the river, ride it downstream to Lake Hylia, and then return to Gerudo Valley so you can get another Cucco. Fun!

Grab the Piece of Heart that was in the crate, which will cause you to drop the Cucco again. Hurry through the Piece of Heart victory text as fast as you can, and quickly pick up the Cucco again. If you miss it, then you'll have to jump into the river, ride it downstream to Lake Hylia, and then return to Gerudo Valley so you can get another Cucco. Fun!

From the platform with the Piece of Heart in the crate, face north, where you will see a narrow strip of land far below. Jump off, hugging the left wall. Ride the Cucco all the way down. It's a long way, but just be patient. Once you touch down on the narrow strip of land, toss the Cucco against the wall, as far away from the river as possible. You're still going to need it in a moment. Head for the southern edge of this strip of land, look for the patch of soft earth near the Cow.

Release some Bugs near the patch of soft earth. Remember to recapture one of the three bugs that comes out. Kill the Gold Skulltula that appears, and take it's Token. Plant the Magic Beans in the soft earth, then grab the Cucco. If it has run off the edge into the river, then you'll have to dive into the river, which will take you down to Lake Hylia, and run all the way back around to Gerudo Valley, so you can grab the Cucco again. Fun!

Once you have the Cucco and are back on the stretch of land, run to it's northern edge. Look behind the waterfall, and you will see a ladder. Jump out to the ladder, and don't drop the Cucco until you're pressing your face right up next to it. Luckily, there is no current in the area immediately behind the waterfall, so you can climb up onto it if you fall in the water. Climb to the top of the ladder, where you will find another Piece of Heart. Take it, then jump into the river and ride it downstream to return to Lake Hylia.

Lake Hylia

Swim to the submerged ruins near the shore, to the east of the Observatory and the west of the Scarecrows. Dive into the water and swim into the tunnel to return to Zora's Domain.

Zora's Domain

Return to King Zora's Throne Room, and show him the Bottled Letter. He'll then, uh... "move" aside, and beg Link to save his daughter from Jabu Jabu's Belly. We'll get to that in a moment. For now, return to the bottom level of Zora's Domain, and go to the area of shallow water near the waterfall. Catch one of the fish who swim around here in an empty Bottle. Return to King Zora's Throne room, and go on the narrow path on the right side of the chamber to reach his throne. Go through the tunnel behind his throne to reach Zora's Fountain.

Zora's Fountain

New Quest Item: Gold Skulltula Token x1 [GSMQ029]

This area is largely structured around the Zora Demigod, Jabu Jabu. We'll get to him in a moment; for now, swim to the island in the very southeast part of the Fountain. Roll into the tree to find a Gold Skulltula. Kill it and take it's token. Drop a bomb between the two boulders against the wall, and the wall will explode open revealing a massive cave opening. Go through the cave to find your third Great Fairy's Fountain.

Great Fairy's Fountain

New Item: Farore's Wind

Run forward to the fountain, stand on the Triforce emblem and play Zelda's Lullaby to make the Dominatrix appear. This time, you'll get Farore's Wind, a

X Child's Wallet	X Adult's Wallet	_ Giant's Wallet	
X Silver Scale	_ Gold Scale	X Stone of Agony	
+-----Upgrade Checklist-----+			
X Super Spin Attack	X Magic Meter	_ Extended Magic Meter	
_ Enhanced Defense	X Deku Stick Cap. Up. #1	X Deku Stick Cap. Up. #2	
X Deku Nut Cap. Up. #1	_ Deku Nut Cap. Up. #2	_ Epona	
+-----Mask Checklist-----+			
X Keaton Mask	X Skull Mask	X Spooky Mask	X Bunny Hood
_ Mask of Truth	_ Goron Mask	_ Zora Mask	_ Gerudo Mask
+-----Trading Sidequest Checklist-----+			
_ Pocket Egg	_ Pocket Cucco	_ Cojiro	_ Odd Mushroom
_ Odd Potion	_ Poacher's Saw	_ B. Goron's Sword	_ Prescription
_ Eyeball Frog	_ Biggoron's Eyedrops	_ Claim Check	
+-----+			

 Inside Jabu-Jabu's Belly - Entrance
 New Dungeon Item: Dungeon Map

As you enter, defeat the Octorok with your Slingshot, and the Shaboms (the bubble-like enemies) with Deku Nuts before taking a real good look at your surroundings.

Once they are out of the way, look to the boulder in the middle of the room. Destroy it with a Bomb, which reveals a fleshy button. Step on it, and a large chest will appear. Open it to get the Dungeon Map. Now, look to the cows on the wall. Shoot the one on the left with your Slingshot, and the "door" at the end of the hall will unseal itself. Run down the hall and go through it.

 Inside Jabu-Jabu's Belly - Elevator Room
 New Dungeon Item: Compass

Look to the left as you enter, and you'll see a number of Pink Tongue Things, which will damage you if you get too near them. Look down the pit in the middle of the room, and you'll see an elevator rising and falling between the lowest level and your current level. Beneath the elevator is a pool of water; jump down into this pool.

Watching out for enemies who patrol the waters, look for a tunnel beneath the water, which has a cow sitting in it (yes, under the water). Dive down and swim into this tunnel, emerging into an air pocket on the other side. Climb up onto the ledge in the air pocket, and then turn around and L-Target the underwater cow. Shoot it with the Slingshot, and a large chest will appear near you. Open it to get the Compass.

Now, step on the button near the chest, and a door back on the upper level of the room will unseal itself. Dive back down into the tunnel, and climb up onto the ledge in the pool of water on the other side. Wait for the elevator to come back down. Jump onto this elevator, and ride it up. Watch out for the Biri enemy who appears on the way; there is no easy way to defeat them as of yet, but you can stun them with a Deku Nut (at which point they become vulnerable to your sword attacks). Ride the elevator to it's highest point, and jump to the ledge to the north, bypassing the Pink Tongue Things. Go through the door here, which is the one you unsealed earlier.

Inside Jabu-Jabu's Belly - Pit Room

Run into the room, and you'll find Princess Ruto, safe and sound. She'll be extremely unhappy to see you, however, and will attempt to run away, accidentally falling into one of the sinkholes in the room. Follow her down into the same sinkhole (if you're not paying attention, it's the one closest to the east wall).

Speak with Ruto when you land, and she'll insist that you leave. Speak with her a third time, and she'll finally agree to let you help her (gee, aren't we lucky). Pick up Ruto, and carry her off the ledge to the left. Defeat the Shaboms and Biri who float around the area, and then jump onto the switch in the middle of the room.

The switch will activate a water pillar beneath your feet, which will lift you into the air. Still carrying Ruto, jump from here to the ledge to the north. There is another switch here; jump on it, and it will activate. If you step off, however, then the switch will deactivate. Drop Ruto on the switch to keep it pressed down. The switch will unseal a door on the east side of the room, near where you found Ruto.

Now, look to the northwest, where you will see two cows high on the wall. Shoot them both to make two chests appear in the room. Open both of the chests to get Deku Nuts (good against the Shaboms), and Bombchus. You're going to need the Bombchus in a few minutes to solve a puzzle.

Once you have at least the Bombchus, return to the switch in the center of the room and reactivate the water pillar. This time, jump to the east, back to the platform where you first enlisted Ruto's help (or rather, she enlisted yours). Go through the door you unsealed earlier.

Inside Jabu-Jabu's Belly - Water Room

New Item: Boomerang

Run down the hall and around the corner. A Lizalfos will appear on the way to ambush you. Unlike in Dodongo's Cavern, you don't have to wait for this one to come to you. Go on all out offensive, but put your shield up to block the Lizalfos' occasional jump attacks.

When you reach the main area of the room, jump into the small pit. But be careful you don't jump right into the mouth of the Like-Like. This Like-Like can potentially steal your Deku or Hylian Shield, so keep your distance from it. L-Target it, use a Jump Attack to damage it, and quickly backflip out of its range again as soon as it lunges towards you. The Like-Like is immune when it constricts its body, and also when it lunges towards you, so stay well out of its range when it does these actions.

There are also Stingers, hidden in the floors of the pit. Use Deku Nuts to force them to appear, and shoot them down with the Fairy Slingshot. Note the blue block in the corner of the pit; this is a Block of Time, which you won't gain the ability to interact with until after this dungeon. We'll return then to get a Gold Skulltula.

Once the Like-Like and Stingers are destroyed, stand on the switch in the middle of the pit to fill it with water. A large chest will appear in an alcove on the west side of the room; swim over to the wall beneath the alcove, and climb up the oddly-colored patch of wall to reach the alcove. Open the chest to get the Boomerang.

Once you have the Boomerang, jump back down into the pit and fill it with water again. Swim to the south end of the pit, and climb out of the water on the ledge there. Run down the hall, and go through the door at the end of the hall.

Inside Jabu-Jabu's Belly - Elevator Room

You're back near the pool of water at the bottom of the Elevator Room. Wait for the elevator to grow level with you, hop aboard and ride it up. Use your new Boomerang to kill the Biri on the way. At the top of the elevator's path, jump to the ledge to the north, and go through the door at the north end of the area.

Inside Jabu-Jabu's Belly - Pit Room

Look on the southeast wall in this room, and you'll be able to L-Target something hidden beneath several boulders stuck in the wall. Face the wall beneath the boulders, and drop a Bombchu. It will climb the wall, detonating when it strikes the boulders, revealing a cow. Shoot the cow with your Slingshot, and the door on the north end of the room will unseal itself.

Run to the north end of the room, where a doorway is blocked by a Pink Tongue Thing. Use your Boomerang on the PTT, and it will be stunned momentarily. Climb over the top of it, and go through the door behind it.

Inside Jabu-Jabu's Belly - Crawling Hallway

This hallway contains five doors - one in the west side of the hall, one in the northwest, one in the north, one in the northeast, and one in the east. Lizalfos also guard some of the junctions in the hall. Run to the northeast door first, and go through it. It's the door one right and one left from the entrance from the Pit Room.

Inside Jabu-Jabu's Belly - Blue Tentacle Room

The door will seal behind you as you enter. Run into the room, and look on the west and east walls to see cows. Shoot one of them with your Slingshot (it doesn't matter which one), and an item will drop down from the Cow. Move slowly towards the item, and a Like-Like will drop down from above, attempting to swallow you. Kill it, and then shoot the other cow to make another item and another Like-Like appear. Kill it as well. Once both of the Like-Likes are dead, a chest will appear, a torch will light up, and the door will unseal itself.

Open the chest to get a Deku Stick, then light a Deku Stick on the torch near the door. Leave through the door with your lit Deku Stick.

Inside Jabu-Jabu's Belly - Crawling Hallway

Run down the hall, taking the first left you come to. The hallway here is covered by webbing; burn it away with your Deku Stick, and go through the door on the other side.

Inside Jabu-Jabu's Belly - Stinger Room

This room contains a massive tentacle, hanging from the ceiling. It can only be defeated by attacking the narrow piece near the ceiling with your Boomerang. L-Target the tentacle, and unleash your Boomerang on it. The tentacle will retract into the wall, protecting it's weakspot. If you run close enough to the tentacle, it will emerge from the wall to attack you. Unleash your Boomerang just as the tentacle begins to pull backwards, and then immediately begin running backwards to avoid it's attack. If you do it perfectly, then the Boomerang will strike the tentacle's weakspot, even through the ceiling.

Damage the tentacle four times to defeat it. Defeating this tentacle will remove all of the other tentacles in the dungeon of a similar color (you haven't seen any yet, but they're there). Return to the Crawling Hallway.

Inside Jabu-Jabu's Belly - Crawling Hallway

Run to the west end of the hall. Just run straight forward, ignoring all turns to the left or right. You'll come to a door; go through it.

Inside Jabu-Jabu's Belly - Orange Tentacle Room

This room contains another tentacle. Defeat it the same way you defeated the previous one, which will also remove all tentacles in the dungeon of a similar color. Once the tentacle is defeated, return to the Crawling Hallway.

Inside Jabu-Jabu's Belly - Crawling Hallway

Go down the hall, taking the first left you come to. Enter the door at the end of this hall.

Inside Jabu-Jabu's Belly - Shabom Room

New Quest Item: Gold Skulltula Token x1 [GSMQ030]

This room contains several Shaboms, plus new enemies, Tailpasarans. Use Deku Nuts to kill the Shaboms, and your Boomerang on the Tailpasarans (get close to the Tailpasarans to make them emerge from the ground). Once all of the enemies are dead, look high on the east wall. There is a boulder way up here. Use a Bombchu to destroy it. A Gold Skulltula beneath the boulder will also probably be killed in the blast.

Now, turn your attention to the switch in the center of the room. Step on it, and a water pillar will appear beneath you, lifting you into the air. Ride the pillar to it's apex. Slight problem with the Skulltula Token: you can't L-Target it. So, pull out your Boomerang. Hold down your Boomerang-assigned button to hold it at ready, and then aim at the token. Use Link's head as a targeting reticule. Unleash the Boomerang into the Token to claim the prize.

Once you have the Token, return to the Crawling Hallway.

Inside Jabu-Jabu's Belly - Crawling Hallway

Pick up one of the small crates near the door. Run down the hall, taking two lefts. This will take you to the door on the very north end of the hall. Boulders block the way. Drop the small crate a short distance away from the

boulders, and blow the obstacle away with a Bomb (watch out for the Lizalfos who guards the boulders). Pick up your small crate, and stand on the blue switch which was hidden behind the boulders. Drop the crate onto the switch to keep it pressed down, which will unseal the door on the north end of the hall. Go through this door.

Inside Jabu-Jabu's Belly - Green Tentacle Room

This room contains yet another tentacle. Kill it, and all similiarly colored tentacles around the dungeon will disappear. Return to the Crawling Hallway.

Inside Jabu-Jabu's Belly - Crawling Hallway

Run straight down the hall to the door adjacent to the one you just came out of. Go through this door to return to the Pit Room.

Inside Jabu-Jabu's Belly - Pit Room

Stun the Pink Tongue Thing with your Boomerang, and climb over it. Drop down into any of the pits in the room (it doesn't particularly matter which). You're now back in the area where you left Ruto a while ago. Defeat the Biri and Shabom in the area, and then use the water pillar in the center of the room to reach Ruto. Once you've spoken with her and are carrying her again, drop back down into the center of the room.

Stand on the switch there, and ride the water pillar up to it's apex. Now, jump to the west, onto the highest ledge in the room. There is a doorway here, which once upon a time was blocked by a tentacle. But no more. Go through this door.

Inside Jabu-Jabu's Belly - Bigocto's Chamber

When you enter the room, Ruto will see her Stone sitting on a ledge. Throw her up onto the ledge so that she can claim it. However, the ledge will immediately rise up - it's actually an elevator! When the elevator comes back down, Ruto is gone. And a new friend has arrived.

-M-I-N-I--B-O-S-S-

Bigocto

The Bigocto is a really easy fight, it can just take some time to do it. His weakpoint is a large green "eye" on his backside. The Bigocto is vulnerable to the Boomerang - it stuns him and locks him in place. To gain access to Bigocto's backside, you must stun him with the Boomerang, then begin running around to his backside by circling around the large platform in the middle of the room. After he recovers from the stun, the Bigocto will begin running in a random direction. If he begins to run towards you, then you'll have to stun him again and start over. If he runs in the same direction as you, then keep circling until you reach his backside (it can take a while - try to hug as close to the inner wall as you can). Once you have reached his backside, stun him with the Boomerang, and use a Jump Attack to damage his green eye. Two Jump Attacks will defeat the Bigocto.

Another alternative is to simply let him run into you. He will then turn around, letting you stun him and attack him. This is less glamorous and sloppier, but works much more quickly and easily.

When Bigocto is dead, the platform in the middle of the room will revert back to it's old job of being an elevator, instead of being a whirling disc of death. Ride the elevator up to the next area, and look for a cow on the west wall. Shoot it with the Slingshot to open the door on the north end of the room. Head towards that door, and a Bari will drop down from the ceiling. These are basically just larger versions of Biri. Ignore it and go through the north door.

Inside Jabu-Jabu's Belly - Pink Thing Room

Look on the south wall as you enter, and you'll see another cow lodged in the wall. Shoot it with your Slingshot, and two small crates will appear near the door. Now, stun both of the Pink Tongue Things in the room with your Boomerang, pick up a crate, and quickly jump across the Pink Tongue Things before they recover.

On the ledge past the Pink Tongue Things, you'll find a sealed door and a blue switch. Jump onto the switch, and then drop the small crate on the switch to keep it pressed down. The door will unseal itself. Go through it.

Inside Jabu-Jabu's Belly - Elevator Room

Run to the east end of the room, hopping over the small gap and onto the ledge on the east wall. The ledge will drop down, coming into place near the Pink Tongue Things on the room's second level. Head east when the ledge comes to a rest, passing through a door.

Inside Jabu-Jabu's Belly - Biri Room

New Quest Item: Gold Skulltula Token x1 [GSMQ031]

Run into the room, and two Like-Likes will drop down from the ceiling. Run down the ramp into the shallow pool of water that dominates the room, killing both of the Like-Likes. Once both of them are dead, climb up the ivy wall on the south end of the room, climbing up onto a ledge at the top.

Look northwest from the ledge, and you'll see a Gold Skulltula behind some webbing. Use Din's Fire to kill the Gold Skulltula. L-Target the token that it leaves behind, and use your Boomerang to fetch the token (it can travel in an arc while L-Targeted, something it cannot do with manual aiming). Token in hand, drop back down to the bottom floor.

If you've tampered with any of the cows in this room, then leave and re-enter to reset them. You need them in their default positions to solve the puzzle in this room. The solution to the puzzle is simple: keep shooting the cow on the southwest wall until it rises three times. When it rises the third time, the door on the north wall will open. Go through this door to begin the next boss fight.

-----B-O-S-S-----

Bio-Electric Anemone BARINADE

New Upgrade: Heart Container x1

New Quest Item: Zora Sapphire

Barinade is by no means a difficult boss, but he is the first boss in the game who has a real chance at killing you.

Heart Containers: 010/020
Heart Pieces : 017/036
Gold Skulltulas : 028/100

Heart Containers: 000
Heart Pieces : 001
Gold Skulltulas : 016

+-----Inventory Checklist-----+

X Deku Stick	X Deku Nut	X Fairy Slingshot	X Fairy Ocarina	
X Bombs	X Bombchus	X Magic Beans	X Boomerang	
_ Ocarina of Time	X Din's Fire	X Farore's Wind	_ Nayru's Love	
_ Fairy Bow	_ Fire Arrow	_ Ice Arrow	_ Light Arrow	
_ Hookshot	_ Longshot	_ Lens of Truth	_ Megaton Hammer	
X Bottle #1	X Bottle #2	X Bottle #3	_ Bottle #4	

+-----Song Checklist-----+

X Zelda's Lullaby	X Epona's Song	X Saria's Song	
X Sun's Song	_ Song of Time	_ Song of Storms	
_ Minuet of Forest	_ Bolero of Fire	_ Serenade of Water	
_ Requiem of Spirit	_ Nocturne of Shadow	_ Prelude of Light	

+-----Equipment Checklist-----+

X Kokiri Sword	_ Master Sword	_ Biggoron Sword	
X Deku Shield	X Hylian Shield	_ Mirror Shield	
X Kokiri Tunic	_ Goron Tunic	_ Zora Tunic	
X Kokiri Boots	_ Iron Boots	_ Hover Boots	
X Ammo Pouch	X Big Ammo Pouch	X Biggest Ammo Pouch	
_ Quiver	_ Big Quiver	_ Biggest Quiver	
X Bomb Bag	X Big Bomb Bag	X Biggest Bomb Bag	
X Goron Bracelet	_ Silver Gauntlets	_ Gold Gauntlets	
X Child's Wallet	X Adult's Wallet	_ Giant's Wallet	
X Silver Scale	_ Gold Scale	X Stone of Agony	

+-----Upgrade Checklist-----+

X Super Spin Attack	X Magic Meter	_ Extended Magic Meter	
_ Enhanced Defense	X Deku Stick Cap. Up. #1	X Deku Stick Cap. Up. #2	
X Deku Nut Cap. Up. #1	_ Deku Nut Cap. Up. #2	_ Epona	

+-----Mask Checklist-----+

X Keaton Mask	X Skull Mask	X Spooky Mask	X Bunny Hood	
_ Mask of Truth	_ Goron Mask	_ Zora Mask	_ Gerudo Mask	

+-----Trading Sidequest Checklist-----+

_ Pocket Egg	_ Pocket Cucco	_ Cojiro	_ Odd Mushroom	
_ Odd Potion	_ Poacher's Saw	_ B. Goron's Sword	_ Prescription	
_ Eyeball Frog	_ Biggoron's Eyedrops	_ Claim Check		

Before completing this chapter, also consider completing:
Happy Mask Trading Sidequest (Subchapter Zero-Three-Eight-One)

Zora's Fountain (nighttime)
New Quest Item: Gold Skulltula Token x1 [GSMQ034]

Before we continue on with our journey, we're going to be doing a ton of stuff. We'll be returning to just about every area we've visited so far, to claim (among other things) new Pieces of Heart and a large number of Gold Skulltula Tokens. If you want to skip all of this, then proceed to Hyrule Castle and follow the instructions that the game gives you. Once you've retrieved the Ocarina of Time from the Hyrule Castle Moat and learned the Song of Time, then head for the Temple of Time and scroll down to the part of the guide with the

heading "Temple of Time."

If it isn't nighttime, play the Sun's Song to make it so. Climb up onto the large tree trunk which arches over the body of water in the south of the zone. Go to the west side of the tree trunk and look on the wall to see a Gold Skulltula. Kill it and take it's token with your Boomerang. Head back through the cave entrance in the west side of the zone to return to Zora's Domain.

Zora's Domain

From King Zora's Throne Room, go to the right and dive off of the waterfall. Swim down into the water and into the tunnel to Lake Hylia.

Lake Hylia (nighttime)
New Quest Item: Gold Skulltula Token x1 [GSMQ035]

Swim back up to the shore, and go to the west a short ways to the observatory. Make it nighttime with the Sun's Song if you need to, then head around to the back side of the Observatory. Look on the rear side of the observatory from the wooden drawbridge to find a Gold Skulltula. Use the Boomerang to kill it and claim it's token. Head to Hyrule Field through the north exit.

Hyrule Field
New Quest Item: Gold Skulltula Token x1 [GSMQ036]

Head north and climb up the ladder onto the stone wall. Run along the wall and jump off it's other side, then go north until you reach the road. Follow the road northwest, and ignore any Peahat you may anger along the way. Turn left at the giant tree. Head into the quarry-like area, and go the north edge of it to find a circle of stones. Drop a bomb in the middle of this circle of stones to find a hidden pit. Drop down into the pit.

Use Din's Fire to burn away all of the webbing to reveal three alcoves with a Big Skulltula, a Cow and a Gossip Stone in each. Head for the alcove with the cow, and look on the wall in the rear of the alcove to find a Gold Skulltula. Kill it and take it's token with the Boomerang. Return to the surface by entering the beam of light.

Go west to enter Gerudo Valley.

Gerudo Valley (nighttime)
New Quest Item: Gold Skulltula Token x1 [GSMQ037]

Go west, and go halfway up the log bridge. Stop halfway along it. Make it nighttime with the Sun's Song if you need to, then turn to the right. Look just above the small waterfall to find a Gold Skulltula. Kill it and take it's token with the Boomerang.

Head back to Hyrule Field.

Hyrule Field
New Quest Item: Gold Skulltula Token x1 [GSMQ038]

Head for the gates to Hyrule Castle, which will remain firmly shut in either daytime or nighttime. When you get close enough, a cut scene will take place.

Zelda and Impa will race out of the gates, and Zelda will do a really fantastic John Elway impression by throwing you the Ocarina of Time, which will land in the moat. You then get your first face-to-face encounter with Ganondorf.

After the cutscene is over, dive into the water of the moat to get the Ocarina of Time, at which point Zelda will contact you telepathically and teach you the Song of Time. When you emerge from the telepathic contact, you will be back out front of Hyrule Castle.

Now, head for Kakariko Village. If you have somehow forgotten where it is, it's in the northeast corner of the zone, at 1:00 on the clock face. Before you enter the Village, go north from the stairs to find a lone tree in the very northeast corner of the field. Place a bomb on the north side of the tree to blast open a pit. Drop down.

Run to the end of the pit and kill the Big Skulltula. Look high on the wall, where a Gold Skulltula rests on a bit of webbing. Kill the Gold Skulltula and take it's token with your Boomerang. Return through the beam of light to Hyrule Field, enter Kakariko Village and head for the House of Skulltula.

House of Skulltula
New Equipment: Giant's Wallet

Speak with the man in the rear of the room, and he'll award you for killing 30 Gold Skulltulas with the Giant's Wallet. This is the largest wallet in the game, which can hold up to 500 rupees. Leave the house back to Kakariko Village and head for the Graveyard.

Kakariko Graveyard (nighttime)
New Quest Item: Gold Skulltula Token x1 [GSMQ039]

Play the Sun's Song to make it nighttime if you need to. Head for the southeast corner of the graveyard, to the far south end of the second row of gravestones. Look high on the wall to see another Gold Skulltula. Kill it and take it's token with the Boomerang. Now, head for the northwest corner of the graveyard where there is a soft patch of earth. Plant one of your Magic Beans there. Return to Kakariko Village.

Kakariko Village

From Kakariko Graveyard, take a right up the long staircase. Enter the door on the right at the top of the stairs, behind the crate to enter the Windmill.

Kakariko Windmill
New Upgrade: Piece of Heart x1 [HPMQ17]

Look to the left as you enter to see a Piece of Heart high on a ledge. Get closer to it and use the Boomerang to snag it. Remember to use Link's head as a targeting reticule. Return to the Village and go to Death Mountain Trail.

Death Mountain Trail

Re-equip your Hylian Shield if you're not using it already. Start heading up the trail and enter the mouth of Dodongo's Cavern. Plant one of your Magic Beans in the soft patch of earth, then enter the Cavern.

Dodongo's Cavern - Antechamber

If you like, use Farore's Wind at the start of the dungeon so that you can warp right back to the start as soon as you have claimed the Gold Skulltulas.

There are still three Gold Skulltulas in this dungeon which you are yet to reach, and we're going to get them all right now. Head into the main chamber, and through the door in the northwest corner of the room.

Dodongo's Cavern - Bomb Flower Room

There is a door in the south end of the room. Go through this door.

Dodongo's Cavern - Armos Trap Room

New Quest Item: Gold Skulltula Token x1 [GSMQ020]

This room is jam packed with more of those blue blocks, which you saw back in Jabu-Jabu's Belly. Now that you have the Song of Time, you can interact with them. Play the Song of Time while standing near a Block of Time, and it will vanish (later on, you can do more things with the Blocks of Time, but we'll cover them when the time comes).

Keep on vanishing the Blocks of Time until you reach the southeast corner of the room, where a Gold Skulltula is hidden beneath one of the Blocks. Watch out for Big Skulltula and standard Skulltulas who lurk behind some of the Blocks of Time. Kill it and take it's token, then return to the Antechamber (the large room with the giant Dodongo's Skull).

Dodongo's Cavern - Antechamber

Go to the ledge that runs along the east wall, and through the tunnel in the southeast corner.

Dodongo's Cavern - Lower Southeast Hall

Run to the far east end of the hall, defeating the Big Skulltula and the Fire Keese who guard the area. Remember to use the Hylian Shield, else risk burning your Deku Shield. Stand near the door, and look northwest to see a golden eye switch. Shoot it with your Slingshot, and the door will unseal itself. Go through it.

Dodongo's Cavern - Southeast Passage

Run to the end of the hall and through the door on the other side, watching out for Baby Dodongos who burrow out from beneath the ground.

Dodongo's Cavern - Lizalfos Nest (lower)

Go through the door in the northwest corner of the room.

Dodongo's Cavern - Dodongo's Breeding Ground

On your last visit here, you should have unsealed the door on the north end of the room. If you haven't then detonate the string of Bomb Flowers that climbs the wall of the northern pillar. A Gravestone Switch will unseal the door.

Go through the door at the north end of the hall.

Dodongo's Cavern - Business Scrub Room

New Quest Item: Gold Skulltula Token x1 [GSMQ040]

There may be Mad Scrubs and Fire Keese in the room, there may not (it depends what you did on your last visit). Once they're gone, look high on the northwest wall. A Gold Skulltula lurks here. Kill it and take it's token, then return to the Antechamber using the door on the south end of the previous room.

Dodongo's Cavern - Antechamber

The last Gold Skulltula is hidden in the rooms behind the Dodongo's Skull. Head through the door in the Dodongo's Skull.

Dodongo's Cavern - Backroom

Run into the depression in the middle of the room, and climb up the ledge on the east side of the depression. Go down the darkened tunnel at the top.

Dodongo's Cavern - Goron Graveyard

New Quest Item: Gold Skulltula Token x1 [GSMQ055]

Run into the room, to the second depression where you battle the Lizalfos. Kill the Lizalfos, and then listen closely for the sounds of a Gold Skulltula. It sits on top of the wall to the north. You can just barely see it's legs; if you stand on top of the center gravestone, and aim the Boomerang just above the edge of the wall, you'll strike the Gold Skulltula (even though it won't seem to make contact with it). Repeat the same trick to get it's token (L-Targeting won't work).

You've now claimed all of the Dodongo's Cavern Gold Skulltulas, so you can now return to the beginning of the dungeon and leave. Use Farore's Wind if you set up a checkpoint, or else just walk.

Once you're back outside, head for Lon Lon Ranch in Hyrule Field.

Lon Lon Ranch (nighttime)

New Quest Item: Gold Skulltula Token x2 [GSMQ041] [GSMQ042]

Play the Sun's Song to make it nighttime if you need to. Head towards the arch leading into the field, and stop to look at the second story window on the left building. Kill the Gold Skulltula on the window, and take it's token with the Boomerang. Head out into the field, towards the southwest wall, to the right of the mill. Kill the Gold Skulltula and take it's token with the Boomerang, then return to Hyrule Field.

Hyrule Field

If you've been skipping the Happy Mask Trading Sequence, then start heading for Zora's River now and skip the next few areas. Unfortunately, if you have been skipping out on it then you're going to miss a Deku Nut upgrade and 500 easy rupees. Another bad thing: this 500 rupees is going to be contributed to buying the remaining Magic Beans that you still need to buy. If you want to catch up on the Happy Mask trading sequence, then there's a special subchapter for it. Return to the table of contents to find the Find Code.

The man we're looking for is now running in a wide circle around Hyrule Field. He sticks primarily to the road and runs counter-clockwise, so if you do the same and run clockwise then you'll quickly find him. You now must chase him until he stops running - he takes periodic breaks, and the Sun's Song is no help. Once he has stopped, speak to him while wearing the Bunny Hood, and he will give you 500 rupees for it. If you don't have the Giant's Wallet yet, then you're going to miss out on the majority of these. Once you have sold the Bunny Hood, head for Hyrule Castle.

Enter the castle and go to the Happy Mask Shop.

Hyrule Castle - Happy Mask Shop
New Item: Mask of Truth

Speak with the mask trader, and pay him fifty rupees for the Bunny Hood. You have now finished the entire Happy Mask Trading sequence, and can borrow any Mask that you want from the store. For now, take the Mask of Truth, which lets you get hints from the Gossip Stones around the world, and also gets you a Deku Nut upgrade. Head back to Hyrule Field.

Hyrule Field

Now that your Giant's Wallet is overflowing with rupees, it's time to spend most of them on Magic Beans. Return to Zora's River, in the eastern part of Hyrule Field at the 2:00 position on the clock

Zora's River

Return to the Bean Man and buy out the rest of his beans. Go all the way to the eastern edge of the river, near to the entrance of Zora's Domain. On the way, stop off at the Musical Frogs and play them the Song of Time to make back fifty rupees.

When you reach the Sleeping Waterfall on the east end of the River, stand on the plaque in front of it and use Zelda's Lullaby to open the door to Zora's Domain. Go inside.

Zora's Domain

Use the door behind King Zora's Throne to reach Zora's Fountain.

Zora's Fountain

Stand in front of Jabu-Jabu, and he will open his mouth to allow you back inside. Do so.

Inside Jabu-Jabu's Belly - Entrance

There's still two more Gold Skulltulas hidden away in this dungeon, and sadly you'll only be able to reach one of them for the moment. Cast Farore's Wind so that you can quickly return to the entrance when you need to.

Go through the door at the north end of the room.

Inside Jabu-Jabu's Belly - Elevator Room

Drop to the bottom of the elevator shaft, and climb onto the ledge in the pool of water on the other side. Go through the door on the ledge.

Inside Jabu-Jabu's Belly - Water Room

New Quest Item: Gold Skulltula Token x1 [GSMQ032]

Run down the hallway and into the main part of the room. Jump into the pit, watching out for Stingers and the Like-Like who call it home. There is a Block of Time in the corner of the pit; remove it with the Song of Time to unveil a hidden Gold Skulltula. Kill it and take it's token, then return to the start of the dungeon with Farore's Wind (or more conventional methods if you don't have the spell).

Once you're back outside the dungeon, return to the Sleeping Waterfall on the east side of Zora's River.

Zora's River

From the sleeping waterfall, look to the south where there is a deep pool of water built into an alcove in the wall. Swim to it's bottom, and enter the tunnel at the bottom to warp to Lost Woods.

Lost Woods

Get out of the pool, and go right through the log tunnel, then take a left through another log on the other side. Defeat the Business Scrub on the right as you leave the tunnel, then make him leave by refusing his wares. Drop a Bottled Bug into the patch of soft earth to reveal a Gold Skulltula (if you didn't get it last time you were here), and remember to recapture one of the three bugs that appears. Plant one of the Magic Beans, then head for the large tree in the back of the clearing. In the grass, there is a cluster of butterflies. The butterflies are actually hovering over an invisible hole. Drop down into this hole to enter the Forest Stage.

Forest Stage

New Upgrade: Deku Nuts x40

Put on the Mask of Truth, then step forward. The Deku Scrubs down here will stare at you. Go and speak to their Chief (the Scrub with the "mustache") on the right side of the room, and he will increase the number of Deku Nuts you can carry. Enter the beam of light to return to the Lost Woods.

Lost Woods

Run forward through the log tunnel, and go right at the crossroads on the other side. Go right again at the pool of water, and left at the stone arch. Turn right again at the next crossroads, and go straight at the next. Enter the tunnel in the southwest corner of the next area. Drop a Bottled Bug into the patch of soft earth to get the Gold Skulltula (if you didn't get it last time), and remember to recapture one of the bugs who comes out. Plant one of your Magic Beans in the patch. If you still haven't bought the Deku Stick Upgrade from the Business Scrub in the rear of this valley, then do so now.

Turn around, and go back through the log tunnel. Hang a right and go through the next log tunnel, then go to the right to enter Kokiri Forest.

Kokiri Forest

New Quest Item: Gold Skulltula Token x1 [GSMQ043]

Jump down to the bottom level of Kokiri Forest and head for the shop on the east end. Look for patch of soft earth behind the shop. Drop a bug in it (remember to recapture one), and kill the Gold Skulltula that appears. Take it's token, then plant the Magic Beans. You're done planting Beans for a while - if you bought all of them from the Bean Man, then you should have two left. It will be a very long time before you get rid of both of them.

Head for the Deku Tree in the east side of the area, and enter the dungeon. It's time for three final Gold Skulltulas.

Inside the Deku Tree - The Trunk

If you like, use Farore's Wind at the start of the dungeon so that you can warp right back to the start as soon as you have claimed the Gold Skulltula.

Climb up the ladder to the left as you enter, and run along the ledge which moves clockwise around the perimeter of the room. At the end of the ledge, you'll reach a door on the southwest wall. Go through it.

Inside the Deku Tree - Scrub Room #1

Defeat or dodge the enemies in this room, and go through the door on the other end of the hall.

Inside the Deku Tree - Slingshot Room
New Quest Item: Gold Skulltula Token x1 [GSMQ002]

Watching out for the numerous enemies in the room, climb up onto the upper ledge in this room. Look on the south wall from this point, and you'll see ivy climbing up into the air. Drop a Bombchu onto the ground while facing the ivy, and it will climb the wall, destroying boulders that block an alcove higher up. Alternatively, you can also play the Song of Time to make a Block of Time appear, and throw standard Bombs at the boulders.

The alcove that the boulders hide holds a Gold Skulltula. Kill it and take it's token, then return to the Trunk.

Inside the Deku Tree - The Trunk

Drop down the hole in the middle of the first floor to reach the sub-basement. Climb up onto the stone block on the north side of the room, jump onto the upper ledge, and crawl through the tunnel on the west side.

Inside the Deku Tree - Small Nest

New Quest Item: Gold Skulltula Token x1 [GSMQ003]

Kill all of the enemies in the room (especially the Keese on the unlit torches), and then head for the gravestones in the northwest corner of the room. Navi will float over into midair here, and turn bright green. When she does this, it indicates a hidden spot where either a Block of Time or the Scarecrow's Song can be used (you'll discover the Scarecrow's Song later on).

Play the Song of Time to some Blocks of Time appear. Climb to the top of the first Block of Time, and jump from there to the next Block of Time (if only one Block appeared, play the Song again to make another appear). From the second block, play the Song of Time again to make more Blocks of Time appear. Jump up this next series until you run out of Blocks. Keep making Blocks of Time appear, and jumping up them until you reach the fifth block in the series.

From here, you can look up to see a Gold Skulltula on the ceiling. Use your Boomerang to kill it and take it's token (you'll need to use manual targeting to get the token).

Once you have the token, drop back down to the floor and stand on the blue switch in the middle of the torches. Quickly light a Deku Stick on the torches before they go out again, and then head for the northwest end of the room. Burn through the webbing with your Deku Stick, and through the door on the other side.

Inside the Deku Tree - Hidden Room

New Quest Item: Gold Skulltula Token x1 [GSMQ044]

Kill four Gohma Larva and a Big Deku Baba in this room, and then look on the wall opposite the door to see the last Gold Skulltula in the dungeon. Use your Boomerang to kill it and take it's token. You're now done in this dungeon, so use Farore's Wind to return to the entrance (if you set up a warp point, otherwise walk out).

Once back outside the dungeon, head for Hyrule Castle.

Hyrule Castle - Market

Go to the Temple of Time. It's to the right of the Happy Mask Shop.

Hyrule Castle - Temple of Time Exterior

Go around the path and enter the Temple of Time.

The Temple of Time

New Equipment: Master Sword

You'll find another one of those strange platforms here. Run forward to the black onyx pedestal with the red carpeting in front of the Door of Time. Stand on the red carpeting, take out the Ocarina of Time and play the Song of Time.

-----Upgrade Checklist-----			
X Super Spin Attack	X Magic Meter	_ Extended Magic Meter	
_ Enhanced Defense	X Deku Stick Cap. Up. #1	X Deku Stick Cap. Up. #2	
X Deku Nut Cap. Up. #1	X Deku Nut Cap. Up. #2	_ Epona	
-----Mask Checklist-----			
X Keaton Mask	X Skull Mask	X Spooky Mask	X Bunny Hood
X Mask of Truth	X Goron Mask	X Zora Mask	X Gerudo Mask
-----Trading Sidequest Checklist-----			
_ Pocket Egg	_ Pocket Cucco	_ Cojiro	_ Odd Mushroom
_ Odd Potion	_ Poacher's Saw	_ B. Goron's Sword	_ Prescription
_ Eyeball Frog	_ Biggoron's Eyedrops	_ Claim Check	

Before completing this chapter, also consider completing:

Obtaining Epona (Subchapter Zero-Three-Eight-Two)

The Temple of Time

New Quest Item: The Light Medallion

You've been tricked. Ganondorf, suspecting that you held the Spiritual Stones and the Ocarina of Time, followed you through the door to the Sacred Realm. When you pulled the Master Sword from it's pedestal, you were not yet ready for it's power. The Sword placed you in a magical form of sleep for seven years, and in that time Ganondorf took the Triforce of Power (one of the fragments of the Triforce) for his own, and took control of Hyrule. The other two fragments are missing.

When you awake, you will meet Rauru, the only awakened Sage. To defeat Ganondorf, the other five Sages must be found and awakened in their respective Temples. Rauru will give you the Light Medallion, a symbol of his power, and transport you back to the Temple of Time. Just to clarify, awakening Sages doesn't make you any more powerful. It's just a storyline element.

Once back at the Temple of Time, you will meet Sheik, the last of Impa's tribe of warriors. Sheik will act as a guide, of sorts, as you progress through the Temples, and has a very important role in the game's climax. You probably already know what it is, but I won't mention it on the rare offchance that you don't. Sheik will send you off to the first temple, The Forest Temple, and gives the cryptic hint that the Sage is someone you know (as it turns out, all of the Sages are people you meet as a Child, but that was probably fairly obvious from the beginning). Sheik also advises you that, before you run off to the Forest Temple, you head for Kakariko Village, where you will find an item of great value.

After you're finally released from this long bit of prose, head back out the Door of Time and return to The Temple of Time Exterior.

The Temple of Time - Exterior

After you're done goggling at Death Mountain's pretty new hood ornament, head east then south to the former Hyrule Castle Market.

Hyrule Castle - Market

Hyrule Castle Market is now filled with Redeads. This is actually a good thing - Redeads drop lots of Magic Pots, and this square is so full of them that refilling your Magic Pots is three easy kills away. Return to the Hyrule Castle Drawbridge.

Hyrule Castle - Drawbridge

If you want, you can enter the former Gatehouse to find a new Poe Shop, where the shopkeeper will buy your captured Poes and Big Poes. The most important function of the Poe Shop is it is the place where you acquire the game's fourth and final bottle. We'll get to that after the Forest Temple, when we have all of the required equipment. Head northeast and through the drawbridge, which is now shattered and remains open day or night.

Hyrule Field

There's still a bit to do before we head for the Forest Temple. The first order of business is to get your hands on a horse. Head north to Lon Lon Ranch.

Lon Lon Ranch
New Upgrade: Epona

Run forward and through the arch into the field. Ingo is standing next to the now fenced-off paddock. If you've been following my guide to the letter, then we haven't met Ingo yet, but he's the thin guy in the ruff. Speak with Ingo. He'll rant about what a victim he is, and how great Ganondorf is. He'll then offer to let you ride one of the horses. Pay him 10 rupees, and when you enter the paddock, ignore the horse that Ingo offers you. Play Epona's Song, and the now fully-grown Epona will run towards you. Aim Epona at one of the fences in the course, then begin tapping A to feed her carrots and move forward. Jump over both of the fences in the course to make back your ten rupees, then speak with Ingo.

Tell Ingo that you want to quit riding. Once you are back outside the paddock, speak with Ingo again and tell him that you want to ride again. Get on Epona again, then ride over both fences again to make back your money. Now, speak with Ingo WHILE you are riding Epona (L-Target him to make it easier), and Ingo will challenge you to a race for 50 rupees. Accept the challenge.

Defeat Ingo by getting in front of him, and carefully steering Epona so that you stay in front of his path. Alternatively, you can also use a steady amount of carrots and hug the inside the rail. Use your first four carrots quickly, then wait for one to regenerate, then use another carrot, then wait for it to regenerate, then use another, etc. etc.

Defeat Ingo, and he'll challenge you to another race. And this time, if you win, he'll let you keep Epona. Agree. On this race, Ingo will cheat, and start a second before the clock says Go. Because you're the good guy, you don't get this luxury. Repeat the same strategy you used to beat him last time; hug the inside rail, and use a steady amount of carrots, or get in front of him and keep him from progressing. The only thing harder about this race is Ingo cheats. He tends to take the corners very wide, so that's your opportunity to move in front of him.

Once you defeat Ingo for the second time, he'll honor his bet, but he'll also prevent you from leaving the Ranch by closing the gate. To make it over the

gate, you must run around the path around the paddock in a counter-clockwise pattern. Once you come around the corner and see the gate, burn all of your carrots at once and charge straight at the gate. It can take a few tries before you can coax Epona over; this is as much about luck as it is about aim. Once you make it over the gate, then you will return to Hyrule Field and Epona will become yours.

If you want to have some fun, you can also trample on the Cuccos in the northeast corner of the pasture, and a flock of Cuccos will appear and begin to attack you. But because you're on Epona, they can't hurt you.

Hyrule Field

Now that you have Epona, you can spot the Big Poes that appear around Hyrule Field. You can't actually kill them until you get the Fairy Bow from the Forest Temple, however. Head for Kakariko Village in the northeast corner of the Field. Come to a complete stop and press A to get off Epona. Enter Kakariko Village.

Kakariko Village

Head for Kakariko Graveyard in the east side of the map. Notice that the unfinished building is now finished; it contains the new Shooting Gallery. We'll return here once we get the Fairy Bow for the first Bow Upgrade.

Kakariko Graveyard
New Upgrade: Piece of Heart x1 [HPMQ18]

Head for the left side of the graveyard. Remember where we planted one of the Magic Beans as Young Link? A Magic Leaf has now appeared there. Step onto the Leaf to ride up to a high cliff, which contains a crate. Roll into the crate to find a Piece of Heart. Right next to the Magic Leaf, there is a gravestone with flowers on it. Grab this gravestone from behind and pull it away to reveal a pit. Drop down into the pit.

Dampe's Amazing Cave Race Game
New Item: Hookshot

Step forward a few feet to find the ghost of Dampe. He will challenge you to a race, and will start without notice. Immediately run forward, dodging the flames that Dampe drops (he'll drop them the entire race - keep an eye out for them). Turn right at the halls end, taking the corner tight to dodge a flame. Turn left at the next corner, taking the turn wide to dodge another flame.

Run forward between the pair of flames, running along the left side of the gap. Turn left and then right immediately on the other side, taking the turn wide to dodge another flame. Turn right, then left, then left again, taking the turn tight. Take another tight turn on the other side, and go through the door.

Take a right on the other side, and another right, and then a wide left. Run along the left or right side of the tunnel, then enter the wide room. Go through the door on the right. Take a left, then a wide right, then through another door. Run to the wall on the other side, then a right, then a tight left.

Jump onto the ledge to your left, and hug the left wall as you run forward to

dodge more flames. Take a wide left, then a tight left to enter a tall room with a large pit in the middle. Run along the path around the perimeter of the room and through the door at the top.

Speak with Dampé in this room, and he will give you the Hookshot. This has the functionality of Young Link's Boomerang, and also let's you latch onto certain objects and pull yourself towards them. Run straight forward and through the door.

Once the door from the Cave Race closes, you are locked in this tiny space with two blue blocks. Play the Song of Time to make them disappear, then climb up the staircase on the other side to find yourself back in the Windmill.

Kakariko Village - Windmill
New Song: The Song of Storms

If you didn't get the Piece of Heart from the Windmill as Young Link, then you'll get it now at the top of the staircase. Drop down onto the main floor, and then stand in front of the Organ Grinder in the Windmill. Take out your Ocarina of Time, and he'll teach you the Song of Storms. Among other uses, the Song of Storms lets you access the Bottom of the Well dungeon a little later in the game. Leave back out the door.

Kakariko Village
New Upgrade: Piece of Heart x1 [HPMQ19]
New Quest Item: Gold Skulltula Token x1 [GSMQ045]

Now that you have Epona and the Hookshot, you can do the first few parts of the quest string for the Biggoron Sword. In fact, you can do the whole thing right away if you like, but I'll direct you to which parts to do and when throughout the rest of the guide as it is convenient. In case you don't know, the Biggoron Sword is the single most powerful weapon in the game, but also removes the ability to use your Shield. If you would like to start on the Biggoron Sword quest, then go to the appropriate Subchapter, and do Part I. If you do choose to do the entire Trading Sequence in one go, then I advise you to ignore any Heart Pieces or Gold Skulltulas you find along the way in order to avoid confusion later.

Jump onto the fence in front of the Windmill door, and look to the right to see a tall building with a blue roof. Use the Hookshot to latch onto the blue roof (you should see a red targeting reticule on the roof). You may need to adjust your aim slightly by moving to the left or right as needed. Once you are on the roof, speak with the man gazing up at Death Mountain to get another Piece of Heart.

Play the Sun's Song to make it nighttime. At this point, you can head into the House of Skulltula to get the 40 Skulltula Token reward if you like (it's just some lousy Bombchus, so it's no big deal if you skip it). Climb up to the entrance to Impa's House (the large house at the southern edge of town), and use the Hookshot to get onto the roof of House of Skulltula. Once there, use the Hookshot again to reach the roof of Impa's House. Head to the southern wall of Impa's House, and kill the Gold Skulltula on the wall. Take it's token.

Now, head back to Hyrule Castle Market.

Hyrule Castle - Market

X Goron Bracelet	_ Silver Gauntlets	_ Gold Gauntlets	
X Child's Wallet	X Adult's Wallet	X Giant's Wallet	
X Silver Scale	_ Gold Scale	X Stone of Agony	
+-----Upgrade Checklist-----+			
X Super Spin Attack	X Magic Meter	_ Extended Magic Meter	
_ Enhanced Defense	X Deku Stick Cap. Up. #1	X Deku Stick Cap. Up. #2	
X Deku Nut Cap. Up. #1	X Deku Nut Cap. Up. #2	X Epona	
+-----Mask Checklist-----+			
X Keaton Mask	X Skull Mask	X Spooky Mask	X Bunny Hood
X Mask of Truth	X Goron Mask	X Zora Mask	X Gerudo Mask
+-----Trading Sidequest Checklist-----+			
X Pocket Egg	X Pocket Cucco	X Cojiro	_ Odd Mushroom
_ Odd Potion	_ Poacher's Saw	_ B. Goron's Sword	_ Prescription
_ Eyeball Frog	_ Biggoron's Eyedrops	_ Claim Check	
+-----+			

Before completing this chapter, also consider completing:

Obtaining Epona (Subchapter Zero-Three-Eight-Two)

Biggoron Sword Sidequest (Subchapter Zero-Three-Eight-Three)

Hyrule Field

It's time to move on with the journey. Head for the Kokiri Forest.

Kokiri Forest (nighttime)

New Quest Item: Gold Skulltula Token x1 [GSMQ047]

The Kokiri Forest is now populated by Mad Scrubs, Octoroks and massive Deku Babas. Change it to nighttime if you need to, then head for the east side of the forest to the Kokiri Twin's house. It's the house on the south side of the pond with the twin branches coming out of it's top. Kill the Gold Skulltula on the back of the tree and take it's token with the Hookshot.

If you planted the Magic Bean behind the Shop as Young Link, then you can now ride the Magic Leaf on a scenic tour around the forest, finally ending near a hidden alcove full of Rupees. Once you have the Rupees, head for the Lost Woods via the entrance behind Mido's House (the tree house closest to the west entrance of Kokiri Forest).

Lost Woods (nighttime)

New Quest Item: Gold Skulltula Token x1 [GSMQ048]

If you're doing the Biggoron Sword Trading Sequence, then you should now do Part II through V in the appropriate Subchapter. If you've already done the whole thing, or if you're not doing it at all, then continue on with the guide from this point.

Make sure it's nighttime before your progress very far into the Lost Woods.

You're now going to have navigate the Lost Woods without the aid of Saria's music to guide you. You can either try it from memory, trial-by-error, or you can just follow my directions. Go right from the entrance to Kokiri Forest, and then left on the other side (if you want, you can jump down into the valley

where the twin Skull Kids who played the Ocarina game with Young Link, who will now attempt to kill you). At the stone arch, go right to find yourself at the Pond. A still-childlike Mido will block your path to the left. Play him Saria's Song, and he'll let you pass.

At the crossroads after Mido, go left to find yourself back in the Forest Stage clearing. If you planted the Magic Beans here as a Child, then there will be a Magic Leaf on the right side of the clearing. Ride the Magic Leaf up to the cliff above the clearing, where you will find a Gold Skulltula. Kill it and take it's token, then return to the previous crossroads.

Go left (straight if you're coming from the Pool), and left again on the other side. Take a right at the next crossroads to reach the Sacred Forest Meadow.

The Sacred Forest Meadow (nighttime)

New Quest Item: Gold Skulltula Token x1 [GSMQ049]

New Song: The Minuet of Forest

Run forward to the entrance to the maze-like area which you navigated as Young Link. The Mad Scrubs are gone, replaced by Moriblins. Moriblins are huge goblin-like creatures who patrol the passages in the Sacred Forest Meadow. If you pass into the sight of one, then he will charge you down and push you into the pools of water at the end of each passage. To defeat the Moriblins, wait for them to face away from you and shoot them in the back with the Hookshot.

At the first passage in the maze, use the Z-Button to adjust the camera's view so you can see the Moriblin around the corner. Wait for it to face away from you, and jump out and quickly nail it in the back with the Hookshot. Move slowly, otherwise the Moriblin will hear you and charge you down. Once it is dead, go to the right and around the corner. Wait for the Moriblin in this passage to face away from you, then kill it with the Hookshot as well.

Run to the end of this passage, and go right at the end. Peek around the next corner, and nail the Moriblin here when the opportunity arises. Run down this passage, and turn left at the flowery passage. Peek around this corner, and kill the Moriblin as it passes by you. Go right, and left at the end of the passage and into the pool of water. Climb up out of the pool, and climb up the ladder on the left (if you see a Moriblin here, then wait for him to turn away before climbing out of the pool). At the top of the ladder, go to the left a short ways to find a Gold Skulltula. In the center of the maze, there is a pit which contains a handy Fairy Fountain. This Fountain is extremely useful during the following dungeon if you're still new to the game, and is also one of the most easily accesible Fairy Fountains in the game once you get the Minuet of Forest.

Turn around and go back down the ladder you just climbed up. Go up the stairset opposite the ladder, and at the top you'll see a Monblin. The Monblin will attack you by sending shockwaves down the long passage. Dodge the shockwaves by running to the left and right between each shockwave, and running around behind the Monblin when you reach him. Kill the Monblin by performing two Jump Attacks against his backside, whereupon he will drop a large number of Rupees.

Once the Monblin is dead, go up the stairset behind him and step onto the large pedestal inscribed with the Triforce, where a cutscene will introduce you to Sheik once more. Sheik will teach you the Minuet of Forest, which will transport you to this location everytime you play the song.

After Sheik departs, use the Hookshot on the large tree branch which hangs

X Keaton Mask	X Skull Mask	X Spooky Mask	X Bunny Hood	
X Mask of Truth	X Goron Mask	X Zora Mask	X Gerudo Mask	
+-----Trading Sidequest Checklist-----+				
X Pocket Egg	X Pocket Cucco	X Cojiro	X Odd Mushroom	
X Odd Potion	X Poacher's Saw	X B. Goron's Sword	X Prescription	
X Eyeball Frog	X Biggoron's Eyedrops	X Claim Check		
+-----+				

Before completing this chapter, also consider completing:
 Obtaining Epona (Subchapter Zero-Three-Eight-Two)
 Biggoron Sword Sidequest (Subchapter Zero-Three-Eight-Three)

 The Forest Temple - Entrance
 New Dungeon Item: Small Key x1

If you got the Biggoron Sword, then I strongly recommend that you stick with the Master Sword and Hylian Shield for the majority of the dungeon. The Biggoron Sword is an excellent choice against any Boss in the game, however, particularly the Forest Temple's boss.

Look to the right as you enter, and you'll see a large tree growing against the wall. There is ivy growing on the left and right sides of this tree; climb up the ivy on the left side of the tree (the right side is infested with Skullwalltulas).

When you reach the top of the tree, hop off the ivy wall and onto the tree. Move slowly along the tree limb which extends from the tree, and defeat the Big Skulltula which hangs from the ceiling. Luckily, your Hookshot can penetrate it's armored frontside. No more waiting around for the Big Skulltula to reveal it's weak underside. Once the Big Skulltula is out of the way, jump from the tree branch to the adjacent one, and then step on the switch on the opposite tree.

The switch will make a chest appear back on the first tree. Return there and open the chest to get a Small Key, which can open any locked door in the dungeon (except the Boss Door, for that you need the Boss Key). Small Key in hand, drop back down to the floor and go through the door beneath the arch.

 The Forest Temple - South Passage
 New Quest Item: Gold Skulltula Token x1 [GSMQ050]

Kill the three Big Skulltulas in the room as move to it's other end. Before you go through the locked door, defeat the Gold Skulltula which hangs above the door and to the left. Take it's token with the Hookshot, then go through the locked door.

 The Forest Temple - The Torch Room

Run into the room, and a cutscene will show four colorful Poes stealing the flames from an altar, which makes an elevator in the center of the altar disappear. You need that elevator, so you have to get back the four flames first. This quest will dominate the majority of the dungeon.

Run straight across the room, and through the door on the adjacent wall.

The Forest Temple - North Passage

Run to the other end of the hall, where a doorway is blocked by a Block of Time. Use the Song of Time to remove the Block, and then go through the door on the other side.

The Forest Temple - Lower Stalfos Chamber
New Dungeon Item: Small Key

Enter the room, and two Wolfos will appear. These guys could be defeated in one hit with the laughably weak Kokiri Sword, so you can imagine how hard they are with the Master Sword on your side. Use the same strategy you used as Young Link; L-Target one of them, wait for them to attack, quickly backflip out of their range, and then use a Jump Attack while their back is turned. One hit kill and both.

Once both of the Wolfos are dead, a chest will appear in the center of the room. Open it to get a Small Key. Smash both of the pots in the rear of the room to find a Fairy and some random item, then return to the Torch Room (the room where the Poe Sisters stole the flames).

The Forest Temple - The Torch Room

There is another door at the top of a stairset to your right as you come out of the North Passage. Go through this door.

The Forest Temple - West Passage

As you enter the room, the door will seal behind you. Run further into the room, and a Stalfos will appear. These guys are the single most powerful non-boss enemy you'll encounter in the game, but that still doesn't make them very hard. L-Target them and circle them, keeping your shield held up to block their attacks. Wait for the Stalfos to jump or attack, and attack immediately afterwards. This is the only time that a Stalfos is vulnerable.

When the Stalfos is defeated, both of the doors in the hall will unseal themselves. Go through the door with the red carpeting beneath it.

The Forest Temple - Stone Block Room
New Quest Item: Gold Skulltula Token x1 [GSMQ051]

Run to the left as you enter, where you will find a Gold Skulltula stashed away in a remote corner of the room. Defeat it and take it's token, then return to the door.

Across from the door, there is a ladder. Climb up it, and you'll find another ladder. Climb this one as well. Go left and through a small doorway at the top of the second ladder. Run forward until you reach the arrows painted on the ground, and hang a left. A colossal stone block dominates the hallway here; grab onto it and pull it backwards until it aligns with the hallway on the right.

Run around to the left side of the block, and push it forward once. There is now a small gap, letting you into the hallway which was formerly blocked. Leave the stone block exactly where it is, and enter this small gap. There is

a ladder on the left when you enter the new hallway; climb up it.

At the top of the ladder, run down the hall and hang a right. There is another hallway here; enter the hallway to find another stone block. Pull it backwards until it stops, then drop back down the ladder.

Back at the bottom of the ladder, look left to see a doorway. Go through this doorway, and hang a right. You'll see another doorway. Go through this, and you'll find your progress blocked by yet another stone block. Grab onto it and push it forward, where it will fall into a depression in the ground. If the block gets jammed on something, then you pushed the first stone block too far forwards. Return there and pull it backwards to make room.

When the stone block falls into the depression, it will create a step which you can use to return to the third level of the room. Climb up onto the stone block, and then onto the ledge. On the ledge, you'll find another doorway, and another hallway blocked by another stone block. Grab onto the block, and push it forward until it falls into a second depression. If the block gets jammed on something, then you didn't pull the second stone block backwards far enough.

This fourth stone block creates yet another step, which you can use to reach the fourth level of the room. Climb up onto the stone block, and then onto the ledge, where you'll find a Crystal Switch. Slash it, and an odd obelisk will emerge from the ground. This is actually a Hookshot Target; you can use it to quickly climb back up to this level of the dungeon on future visits.

Go to the right from the Crystal Switch, climbing up another ladder to the top floor of the room. Around the corner at the top of the ladder, you'll encounter a new enemy: Blue Bubbles. These floating skull enemies are invulnerable while they have their Blue Bubble force field in place. Walk into them with your shield raised to nullify the shield, and then defeat them with sword attacks.

Defeat or ignore the Blue Bubbles, and go through the locked door.

The Forest Temple - West Twisted Hallway

New Dungeon Item: Boss Key

Run to the end of the hall, where you will enter a large room. This room contains a Wall Master, who will drag you back to the start of the dungeon if you let him fall on you. Drop off the right side of the ledge, and when you land wait for the Wall Master to land. Run around in small circles to avoid it, but be very careful that you don't fall into the hole in the room.

Once you have killed the Wall Master, open the ornate chest to get the Boss Key. Now, drop down the pit in the room. In the room at the bottom of the pit, you'll fight a Floor Master. These are similar in appearance to Wall Masters, but are more combat-focused. When they turn green, they are about to attack, so hold your shield up to block. They are also invulnerable while green. After killing the Floor Master, it will split into three mini Floor Masters. Use Din's Fire to quickly kill them all, or else they will grow into full-grown Floor Masters very quickly.

Defeating the Floor Master and his offspring will unseal the door in the room. Go through it.

The Forest Temple - West Courtyard

Be careful you don't fall of the ledge here. If you do, enter the door in the middle of the Courtyard to return to the Torch Room, and backtrack back to this ledge.

Run along the ledge, looking into the alcoves on the right as you go. In the third alcove, you'll see a door. Go through it.

The Forest Temple - Floormaster Room
New Dungeon Item: Small Key x1

Redeads should be old hat for you by now. Kill it, and a chest will appear. Open the chest to get a Small Key. Return through the door you came through.

The Forest Temple - West Courtyard

Go through the door to your right as you come out of the Floormaster Room.

The Forest Temple - Stone Block Room

Slash the Crystal Switch in this enclosed space, and you'll see a cutscene of the West Twisted Hallway changing shape. When you cut back to Link, you'll see that the walls of the enclosed space have reformed themselves into platforms which climb to the top of the room.

Return to the top of the Stone Block Room, to the area with the pair of Blue Bubbles. Go back through the door.

The Forest Temple - West Twisted Hallway

Run down the hall, and try not to think about the physics of the whole situation. When you reach the large room at the other end of the hall, note that it's now in a very different configuration than your last visit.

Watching out for the Wall Master, jump out to the platform in the middle of the room, and from there jump to the right to a locked door. Go through this door.

The Forest Temple - West Stairwell

This stairwell contains two stairsets and three portraits. One of the Poe Sisters hides in these portraits. You can't do much about her at the moment; ignore her and climb to the bottom of the stairs. Go through the door at the bottom of the second stairset.

The Forest Temple - Upper Stalfos Room
New Item: Fairy Bow
New Equipment: Quiver x30

Run into the room, watching out for the large pit in the center which drops back down to the Lower Stalfos Room. A Stalfos will appear, one who has the magical ability to walk over the pit as though it weren't there. Don't be fooled; you do not share this power. Defeat the Stalfos, and an elevator will drop down from above, covering the pit. This elevator carries two more Stalfos. You must defeat both of them quickly; if you take too long on the second one after defeating the first one, then they will both regenerate.

Defeat both of them, and a Chest will appear which contains the Fairy Bow (as well as the smallest quiver, which holds thirty arrows). Take it, then return to the West Stairwell.

The Forest Temple - West Stairwell
New Dungeon Item: Dungeon Map

You'll know if this is the West Stairwell, since the stairs will be on the left side and the Poe Sister will be colored red. If the stairs are on the right and the Poe Sister is colored blue, then you're in the wrong stairwell. Return to the Upper Stalfos Room and use the other door.

You must now shoot the portrait which contains the Poe Sister using the Fairy Bow. If you get too close, then the Poe Sister will vanish, and move to another painting. So you want to shoot the portrait from as far away as possible. Standing at the bottom or top of the stairwell is your best bet. Once you shoot out the picture containing the Poe, then the portrait will burn into ashes, and the Poe will move to another picture. Destroy all three pictures in the stairwell, and the Poe Sister will appear at the bottom of the stairwell.

Go down the stairs and shoot her with an Arrow, whereupon she will disappear. Wait for her to appear again, then shoot her with another Arrow. Repeat until she dies. If you attempt to L-Target her, then she will vanish. So don't even attempt to L-Target her. If you draw too close to her, visible or invisible, then she will perform a spinning attack with her torch. Once she is dead, then her Flame will return to the torch in this room, as well as to the torch back in the Torch Room, and a large chest will appear. Open it to get the Dungeon Map. Climb back to the top floor of the stairwell, and backtrack all the way to the Torch Room (the room where the Poe Sisters first stole the flames).

The Forest Temple - The Torch Room

There are two hallways in this room with Golden Eye Switches above them: one on the left, and one on the right side of the room. Shot both of the Golden Eye Switches, and then go through the door on the right first.

The Forest Temple - East Courtyard
New Dungeon Item: Small Key x1
New Quest Item: Gold Skulltula Token x1 [GSMQ052]

Defeat the pair of Big Deku Babas in the courtyard, and then look on the arch above the door. There is another one of those circular Hookshot Targets on the arch, with a Gold Skulltula sitting on it. Kill the Gold Skulltula, and then use the Hookshot to take the Token. Now, pull yourself up to the Hookshot Target with the Hookshot.

Run to the right edge of the arch, where Navi will flutter over into midair. Use the Song of Time when she does this, and a Block of Time will appear. Jump onto this Block of Time, and then jump to a second one (which was already there when you first entered the room). Stand on the corner of the Block of Time, where Navi will flutter over into midair once more. Play the Song of Time again, which will move the first Block of Time into a new position. Jump onto it, and then look for the ivy on the wall.

Use your Fairy Bow to kill the Skullwalltula on the ivy wall, and then climb up onto the ivy wall. Climb up the ivy and to the right, where there is a balcony

with a chest on it. Open the chest to get a Small Key. Jump off the balcony, back to ground level.

Now, look for the wall in the corner of the courtyard. If you stand on the edge of the well and look into the water, you'll see a Golden Eye Switch. Stand on the lip of the well opposite the switch, and shoot it with the Fairy Bow. The water in the well will recede.

Jump down into the well.

The Forest Temple - The Well

New Dungeon Item: Small Key x1

New Quest Item: Gold Skulltula Token x1 [GSMQ053]

Open the chest in front of you as you land, and then run to the other end of the well. There is a Gold Skulltula on the grating in the stream of water; jump down into the stream and kill the Gold Skulltula. Take it's token, then climb up the ivy wall here.

The Forest Temple - West Courtyard

New Quest Item: Gold Skulltula Token x1 [GSMQ054]

Climb all the way to the top of the ivy wall, and onto a small ledge at the top of the West Courtyard's well entrance. Another Gold Skulltula waits here. Kill it and take it's token, then drop down to ground level. Go through the door beneath the arch to return to the Torch Room.

The Forest Temple - The Torch Room

Make your way back to the room where you got the Fairy Bow.

The Forest Temple - Upper Stalfos Room

Go through the door on the opposite side of the room (it has a blue carpet in front of it, and a black swirling plaque above it).

The Forest Temple - East Stairwell

New Dungeon Item: Compass

This area is pretty much identical to the West Stairwell. There are three portraits in the room, which one of the Poe Sisters will move around in. Stand at the top or bottom of the stairsets and shoot a portrait that the Poe is hiding in to destroy it. Destroy all of the portraits, and the Poe Sister will appear at the bottom of the room. Defeat the Poe Sister with manually-aimed Fairy Bow shots (L-Targeting makes her vanish).

When the Poe Sister is defeated, the second flame will be recovered, and a large chest will appear. Open the chest to get the Compass. Climb to the top of the room, and go through the locked door there.

The Forest Temple - East Twisted Hallway

Drop off the left side of the ledge as you enter the room, and defeat the Wall Master who guards the room. Head for the south side of the area, where there

is a ladder climbing up to a long hallway. Climb up the ladder and go to the south end of the hall. Two Green Bubbles guard the hall. These are identical to Blue Bubbles, but their force fields toggle on and off, and they are stationary.

Defeat or bypass the Green Bubbles, and go through the locked door at the south end of the hall.

The Forest Temple - The Flaming Arrow Room

The Silver Eye Switch in this room activates the hall-twisting procedure in the previous area. The only problem is, the Eye Switch is covered by a block of ice. Hop onto one of the rotating platforms in the room, and ride it to the west side of the room. There is a small crate here; pick it up, and carry it to the blue switch in the center of the room.

Step onto the switch, and the torch near it will come to life. Leave the crate sitting on the switch to keep it pressed down. Now, get on one of the spinning platforms, and ready an arrow. You must now fire an arrow through the torch (the arrow must pass through the golden "aura" that the flame generates), and into the frozen Eye Switch. Just stand on one of the rotating platforms and wait for it to move into the proper position.

Once the Silver Eye Switch is activated, look towards the door you came through. It's now sealed. Smash the small crate pressing down the blue switch, and the door will unseal itself. Go back through it.

The Forest Temple - East Twisted Hallway

Run back down the hall, which has twisted itself. When you reach the large room at the end of the hall, notice that it has changed it's configuration. Defeat the Wall Master who guards the room, then drop down the pit in the corner of the room.

The Forest Temple - Crushing Ceiling Room

Step forward as you land, and the ceiling will come crashing down. Notice that there are gaps in it, though. Wait for the ceiling to begin rising again, and quickly run forward. You can see the shadows of Big Skulltulas who hang from the ceiling as you progress. Quickly kill these Big Skulltulas and stand on their vacated squares, where you will be safe from the crushing ceiling.

Work your way to the south end of the hall, where there are two switches. Stand on them both to unseal a door in the northwest corner of the area, and to also make a chest appear on the east side of the area. Open the chest to get five arrows, and then run to the door in the northwest corner. Go through it.

The Forest Temple - East Courtyard

New Dungeon Item: Small Key x1

Move slowly forward, and step off the ledge to land on a small island in the pond. Be careful you don't fall off the island, otherwise you'll have to backtrack through the entire dungeon.

Defeat the Deku Baba on the island, and then open the small chest near the wall to get a Small Key. Go to the Blocks of Time on the east end of the island.

Climb onto the first one, and play the Song of Time. The second block will disappear, but a third one will appear. Climb onto the third one, and play the Song of Time once more. Now, the first block will disappear, but the second will reappear. Climb to the next Block of Time, and go back through the door.

The Forest Temple - Crushing Ceiling Room

Head back towards the south end of the room, remembering to eliminate the Big Skulltulas and use their squares as safe spots. Go through the locked door at the south end of the hall.

The Forest Temple - Puzzle Block Room

Shoot the portrait of the Poe Sister on the wall with an arrow, and the puzzle blocks hanging above will come down. Four of the blocks can be pushed together to form a picture of the yellow Poe Sister. The fifth is superfluous. Find the block which doesn't match (the color should be fairly easy to distinguish), and push it out of the way before pushing the other blocks together to make the Poe Sister appear. Kill her the same way you defeated the other two.

Once the Green Flame is back in place, climb up the ledge near the torch and go through the door.

The Forest Temple - East Hallway

Go through the door at the other end of the hall.

The Forest Temple - The Torch Room

Jump off the balcony and into the middle of the room to meet the final Poe Sister, Amy.

-M-I-N-I--B-O-S-S-

Amy Poe

Amy is very different from her sisters. She will split into four different versions. One is the real Amy, the other three are fakes. There are two different methods to finding the real Amy. The first, is to randomly shoot the different Poes until you hit the real Amy. The second, is just to pay attention. The real Amy does a little spin when she first splits up. Shoot this Amy with an arrow, and she will split into four new Amys. Wait for the real Amy to spin, and shoot her again. Amy doesn't really attack unless you give her the opportunity by taking too long to shoot the real Amy. Just stand still in the middle of the room while the four Amys dance around you, and shoot when you get the chance. It's okay to L-Target Amy; she doesn't disappear like her sisters.

Once Amy dies, then the last flame will come into place, and the elevator in the floor will rise up. Go down this elevator.

The Forest Temple - Spinner Room

The walls in this room can literally be spun around on a giant circular track, creating new openings in the different corners of the room. You can do this by pushing or pulling on the large protrusions on the left and right sides of the

room.

Go to the west protrusion first, and push it south. Enter the new room in the northwest, and open the chest to get five arrows. Run back to the west protrusion, and push it south again. A new room has appeared on the east side. Go over to it, and activate the Crystal Switch on the ceiling to open the grating. Stand on the switch inside the room, and another grating in the room will open.

Go to the protrusion on the north side of the room, and push it west. The new room in the southwest corner contains two Big Skulltulas, and pots which contain nothing of great value. Last, go to the southeast protrusion, and push it north. A new room has appeared in the south. Enter the room, and look on the ceiling above the door. There is a Golden Eye Switch. Shoot it with the Fairy Bow, and the grating on the north end of the hall will open.

Go to the north end of the room, where a new hallway has appeared. Run to the end of the hall and enter the Boss Door to begin Adult Link's first boss (and my personal favorite boss, not that you care).

-----B-O-S-S-----

Evil Spirit from Beyond PHANTOM GANON

New Upgrade: Heart Container x1

New Quest Item: Forest Medallion

Go to the right and up the stairs. Run into the middle of the large stage, and then turn around and try to leave the way you came in. Spears will erupt from the floor trapping you on the stage, and Phantom Ganon will appear.

At the start of the fight, Phantom Ganon will be mounted on a flying horse, and will retreat into one of the paintings that encircle the room. He will then appear in two of the paintings, charging towards you down the path; one of them is the real Phantom Ganon, the other is fake. The fake one will turn back at the last minute, the real one will emerge from the painting and scatter the field with electricity. To damage Phantom Ganon in this phase, you must shoot him with an arrow as he emerges from the painting. The real Phantom Ganon will make the painting slightly brighter. Even if you mess up and choose the fake Ganon, then there is still enough time to change targets.

After you have shot Phantom Ganon three times in his first phase, then he will enter his second phase. If you have the Biggoron Sword, then switch to it now. The Shield is worthless in this phase, and the Biggoron Sword's wider reach is a significant advantage in this next part.

Phantom Ganon will now begin throwing balls of lightning at you. To damage him now, you must stun him by reflecting these lightning balls back at him using sword strikes (if you're feeling silly, you can also use Bottles). The ball moves faster with each successive hit. If you're feeling reckless, then you can stand closer to Phantom Ganon. This makes it harder to reflect shots, but can get the fight over faster if you're good. Conversely, you can stand on the opposite end of the field to reflect the shots. This is easier, and recommended for newer or uncoordinated players.

Once the ball strikes Phantom Ganon, then he will be stunned briefly and fall to the ground. At this point, you should run in and begin pummeling him to death with the Biggoron Sword (or Master Sword if you don't have the Biggoron Sword yet). Only do one Jump Attack, then proceed to regular strikes. Doing repeated Jump Attacks takes too long, and the close range may make several of them miss. Once Phantom Ganon recovers from the stun, then he returns to throwing balls of lightning at you. Repeat reflecting and attacking Phantom

-----Upgrade Checklist-----			
X Super Spin Attack	X Magic Meter	_ Extended Magic Meter	
_ Enhanced Defense	X Deku Stick Cap. Up. #1	X Deku Stick Cap. Up. #2	
X Deku Nut Cap. Up. #1	X Deku Nut Cap. Up. #2	X Epona	
-----Mask Checklist-----			
X Keaton Mask	X Skull Mask	X Spooky Mask	X Bunny Hood
X Mask of Truth	X Goron Mask	X Zora Mask	X Gerudo Mask
-----Trading Sidequest Checklist-----			
X Pocket Egg	X Pocket Cucco	X Cojiro	X Odd Mushroom
X Odd Potion	X Poacher's Saw	X B. Goron's Sword	X Prescription
X Eyeball Frog	X Biggoron's Eyedrops	X Claim Check	

Before completing this chapter, also consider completing:
Happy Mask Trading Sidequest (Subchapter Zero-Three-Eight-One)
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Biggoron Sword Sidequest (Subchapter Zero-Three-Eight-Three)
Big Poe Hunting (Subchapter Zero-Three-Eight-Six)

----- Kokiri Forest

This chapter title is misleading. We're actually going to a number of places before we even go anywhere near Death Mountain. SO SUE ME. For starters, return to Hyrule Field and go to Lake Hylia.

----- Lake Hylia

New Song: Scarecrow's Song

If you remember, the last time you were here as Young Link, then you invented a song and played it for the Scarecrow on the northeastern shore of the Lake. Return to this Scarecrow now, and play the song for him again. This song will now become the Scarecrow's Song, which will summon Pierre the Scarecrow to various points throughout the game. This skill will be instrumental in obtaining several Gold Skulltulas which appear from this point on in the game.

If you've forgotten the song that you played for the Scarecrow (or never played a song for him in the first place), then return to the Temple of Time, where Sheik will teach you how to return to Link's childhood, letting you teach Pierre a new song.

Once you have the Scarecrow's Song, head for Lon Lon Ranch (but only if you've awoken Talon as Adult Link, otherwise... head back to the Temple of Time).

----- Lon Lon Ranch (daytime)

New Upgrade: Your Own Personal Uh... Cow

If you've awoken Talon as part of the Biggoron Sword Trading Sequence, then he will have returned to the Ranch, and Malon will now let you participate in a time trial run around the course on Epona. Complete the course and beat Malon's best time, and Malon will reward you with your own personal Cow back at Link's House in Kokiri Forest. Slightly useless? Yes. Completely awesome? Absolutely.

To complete the course, hug the inside wall and use a Carrot just before each

hurdle in the fence (for the pair of extremely low hurdles one-third of the way through the course, only use one carrot to clear them both). Use the long, empty stretch before the last hurdle to recover your carrots. On the last leg of the second lap, burn all of your carrots in one go. If Epona refuses to jump over the fence (which seems to happen a lot more than it should), then you'll basically have to forfeit and start over. Run back to the checkpoint to reset the match. If you can't manage it or just don't want to deal with it, then go ahead and skip this. It's an incredibly tough challenge for a relatively worthless award, so it's no big deal.

Once you have the Cow (or don't), head back to the Temple of Time in Hyrule Castle Market.

Temple of Time

New Song: The Prelude of Light

Run back into the Master Sword chamber, and Sheik will teach you the Prelude of Light. This song will warp you straight to the Temple of Time, much in the same way that the Minuet of Forest takes you straight to the Forest Temple. This is useful later in the game as it will let you return to the Temple of Time and return to Link's Childhood quickly. We get it now since we're going to be returning to Link's childhood briefly in a little while.

Once you have the song, head back out of the Temple and Hyrule Castle, and make your way to Kakariko Village. If you still haven't done the Big Poe sidequest, then you may want to consider doing that now.

Kakariko Village

You should have broken the fifty mark on Gold Skulltulas while you were in the Forest Temple, so you should now go to the House of Skulltula.

House of Skulltula

New Quest Item: Piece of Heart x1 [HPMQ20]

Get the reward for Fifty Skulltulas, which is a Piece of Heart. Also, if you skipped the 40 Skulltula reward, get it now. Which is Bombchus. Exciting. Once you have the items, return to Kakariko Village. You're now done gathering Skulltula rewards for a while. You won't have to return until you have all one hundred Skulltulas.

Kakariko Village

Head for the building across from the Windmill, which was the unfinished structure in Link's childhood. Enter it.

Kakariko Village - Shooting Gallery

New Equipment: Arrow Quiver x40

This shooting game is identical to the Shooting Gallery from Link's childhood, only now the order is completely random. Keep playing the game until you nail all of the targets in one go, and the clerk will reward you with the first Quiver upgrade. Cherish it, as it will be the only Quiver upgrade you get until almost the end of the game.

The order is as follows:

- 1.) In the middle
- 2.) From the left, then from the right
- 3.) Jumps from the middle
- 4.) From the left AND right
- 5.) Two rupees coming from the right, going left
- 6.) Two rupees coming from the left, going right

Note number 2: if a single blue rupee comes from the left, then the next one will ALWAYS come from the right, despite the randomness of the rest of it. Keep this in mind. Also, if you memorize the patterns that the targets appear in, then you can predict what will appear next, and you can always tell what the last pattern will be by simply looking at what has already appeared.

Once you have the quiver, return to Kakariko Village.

Kakariko Village

Head north out of the village to Death Mountain Trail.

Death Mountain Trail

Go up the path from the foot of Death Mountain Trail, dodging the boulders that come crashing down along the way. Make your way all the way up to Goron City (use the Magic Leaf if you planted the Magic Beans as Young Link).

Goron City (nighttime)

New Equipment: Goron Tunic

New Quest Item: Gold Skulltula Token x1 [GSMQ056]

Play the Sun's Song to make it nighttime if you need to, then run down the rope bridges to the platform suspended over the middle of Goron City. There is a Gold Skulltula clinging to the back of this platform. Go to one of the ropes on the left or right sides of the platform, and climb out far enough so that you can see the Skulltula on the back of the platform. Kill it and take it's token with the Hookshot.

Look down to the third floor (the level immediately beneath Goron City's top floor), and you'll see a tiny little Goron rolling around there, much like the Biggoron used to do as Young Link. Jump down, and try to blow up the Goron using Bombs to make him stop. He's a coward though, and will roll in the opposite direction if he gets too close to you. Litter the ground with bombs (or even use Bombchus) to hit him. You may even have to drop a bomb, let him roll past it, and then force him to roll in the opposite direction and right into the bomb. Sometimes this works better than the more straight-forward method. When he stops, speak to him.

He'll reveal himself to be Link, Darunia's Son. After a while, he'll begin crying. Ask him about the Dragon when prompted, and he'll stop crying long enough to explain. He'll then start crying again. Ask him about the Gorons, and he'll stop crying again, and ask you to save them. He'll then give you the Goron Tunic, and the door to Darunia's Chamber will open. Put on the Goron Tunic, which removes the time limit in Death Mountain Crater and the Fire Temple. Drop down to the bottom floor and enter Darunia's Chamber.

In the back of Darunia's Chamber, there is a large stone block with a crude carving of a Goron on it. Grab onto the block and pull back to reveal a

doorway. Go through it.

Death Mountain Crater

New Song: The Bolero of Fire

Go to the left as you enter the Crater, and you will find a broken bridge. Stand on the edge of the bridge, and use the Hookshot to pull yourself across using the wooden beam hanging above the other side of the bridge as an anchor. Run down the bridge a short ways, and Sheik will appear to teach your the Bolero of Fire, the song that warps you to the Fire Temple at any time.

You're probably anxious to go on to the Fire Temple, but if you can spare the time... head back to the Temple of Time using the Prelude of Light.

The Temple of Time

Run back into the Master Sword chamber, and replace the Master Sword on it's pedestal to return to Link's childhood. Once you are back as Young Link, head out of Hyrule Castle to the Market, and go back to the Garden (the large field with the guards you snuck by earlier in the game).

Hyrule Castle - Garden

New Quest Item: Gold Skulltula Token x1 [GSMQ057]

You'll now have to sneak around back to the area where you first met Talon and pushed around the Milk Crates so you could sneak into the Courtyard and meet Zelda. If you don't remember how to get by the guards, here's a lazy cut and paste from earlier in the guide:

Climb up the ivy wall to the top (it has some rough spots where if you don't climb up in just the right place, you'll fall off). At the top, run forward a bit, past the gossip stone, to the top of the large marble arch. Drop down to the ground on the other side of the arch, where you will land on the other side of the gate which formerly blocked your path. You probably don't realize it, but you've already snuck past two of the guards.

This next part is the easily the hardest part of sneaking through the Garden. You need to run up the hill to the left at an exact angle. There are three graphical breaks in the hill (thank god for N64's visible sprites, otherwise this would be nearly impossible to describe). The place you need to run up is the third break in the hill, approximately near it's center. Go straight up the hill, and at the top there is a cluster of flowers. Run straight at these flowers, then begin running forward and slightly to the left until you reach a wall. Part of the wall is tiled with some bricks; climb up these bricks.

At the top of the brick wall, run straight forward, past another gossip stone. Jump straight off the cliff, and go right into the moat. Swim down to the end of the moat until it breaks left, then climb up onto the small patch of dirt, and from there climb up to the stone platform.

As you climb out of the moat, there is a tree to your right sitting at the corner of the fence. Stand beneath this tree and play the Song of Storms to make a pit appear. Drop down into this pit. There are three bombable walls in this pit, one in front of you as you enter, one to the left and one to the right. Bomb the wall on the left (it's slightly behind you from where you land), to reveal a Gold Skulltula. Kill it and take it's token, then return to the Garden. Run back in the opposite direction you came from while riding the

moat and allow one of the Guards to spot you. The guard will throw you back outside the gate. Head for Hyrule Field and go to Zora's River in the east part of the zone.

Zora's River

New Upgrade: Piece of Heart x2 [HPMQ21] [HPMQ22]

Go upstream to the Musical Frogs, and play them the Song of Storms, plus any other songs which you haven't played for them yet. When you play the Song of Storms, then they will give you a Piece of Heart. But wait, it's not over yet! You can also play a minigame with the Frogs to win ANOTHER Piece of Heart. Play the rest of the basic songs (Zelda's Lullaby, Epona's Song, Sun's Song, Saria's Song, Song of Storms and Song of Time), and the Musical Frogs will challenge you with another minigame. Stand on the log and whip out the Ocarina to play the game.

Flies will appear above the Frog's heads, and you must press the button associated with that frog to make him eat it. The lowest frog is matched with the A Button, and the remaining four frogs in the cross-shape are matched to each direction on the C-Pad. You've got to go fast. VERY fast. Ridiculously fast. It takes practice, and persistence. Memorizing the order is very helpful. Luckily, I have transcribed the order for you.

The order is as follows:

A Button, C-Left, C-Right, C-Down, C-Left, C-Right, C-Down, A Button, C-Down, A Button, C-Down, C-Right, C-Left, A Button

Once you have both Pieces of Heart from the Musical Frogs, play the Bolero of Fire to warp to Death Mountain Crater.

Death Mountain Crater

New Quest Item: Gold Skulltula Token x1 [GSMQ058]

Without the protection of the Goron Tunic, your time here is limited before you die from the heat, so let's be quick. Begin by looking to the left from where you warp in, where you will find one of those elusive patches of soft earth. Drop a Bottled Bug into it (you haven't thrown it away, have you!?), but remember to recapture one of the three who comes out. Kill the Gold Skulltula and take it's token, then plant one of your two remaining Magic Beans in the patch. Play the Prelude of Light to return to the Temple of Time.

The Temple of Time

Take the Master Sword once more to return to Adulthood, and play the Bolero of Fire to head back to Death Mountain Crater.

Death Mountain Crater

New Upgrade: Piece of Heart x2 [HPMQ23] [HPMQ24]

The Magic Beans you planted not five minutes ago have sprouted into a Magic Leaf already. Hurray for Time Travel! Board the Magic Leaf and ride it up. Near the start of it's path, it will pass by a tall pile of rubble with a Piece of Heart on top and loop around it several times. Jump off the leaf onto the pile of rubble to get the Heart Piece.

Drop back down to the Triforce Pedestal, and board the Magic Leaf once more.

X Kokiri Boots	_ Iron Boots	_ Hover Boots	
X Ammo Pouch	X Big Ammo Pouch	X Biggest Ammo Pouch	
X Quiver	X Big Quiver	_ Biggest Quiver	
X Bomb Bag	X Big Bomb Bag	X Biggest Bomb Bag	
X Goron Bracelet	_ Silver Gauntlets	_ Gold Gauntlets	
X Child's Wallet	X Adult's Wallet	X Giant's Wallet	
X Silver Scale	_ Gold Scale	X Stone of Agony	

-----Upgrade Checklist-----

X Super Spin Attack	X Magic Meter	_ Extended Magic Meter	
_ Enhanced Defense	X Deku Stick Cap. Up. #1	X Deku Stick Cap. Up. #2	
X Deku Nut Cap. Up. #1	X Deku Nut Cap. Up. #2	X Epona	

-----Mask Checklist-----

X Keaton Mask	X Skull Mask	X Spooky Mask	X Bunny Hood	
X Mask of Truth	X Goron Mask	X Zora Mask	X Gerudo Mask	

-----Trading Sidequest Checklist-----

X Pocket Egg	X Pocket Cucco	X Cojiro	X Odd Mushroom	
X Odd Potion	X Poacher's Saw	X B. Goron's Sword	X Prescription	
X Eyeball Frog	X Biggoron's Eyedrops	X Claim Check		

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Big Poe Hunting (Subchapter Zero-Three-Eight-Six)

The Fire Temple - Entrance Hall

Smash the pots on your left and right to find Magic Power, and then run towards the stairset in the center of the room. A wall of flames will erupt as you approach the steps, blocking your passage. Climb up onto the ledges on the left and right side of the stairs to bypass the wall.

At the top of the steps, you'll find two unlit torches, as well as three statues; one has a lit flame in it's mouth, the other two do not. Stand in between the two torches and the three statues, and use Din's Fire to light all of them at the same time. The door to the left of the statues will unseal itself. Go through it.

The Fire Temple - Pillar Room
New Dungeon Item: Small Key x1

As you enter the room, you'll see Darunia. He'll beg you to go and free the captured Gorons in the dungeon, while he goes off to face Volvagia alone. You'll have to wait until the end of the dungeon to find out his fate (here's a hint: he survives).

After Darunia leaves, look to the right to see a tall platform in the middle of the lava. Jump out to it (you'll barely make it... in fact, get used to jumps you can barely make in this dungeon). From there, jump to the left to another, broader ledge. From here, you can see a Hookshot Target on a ledge in the corner of the room. Pull yourself over to it.

Note the unlit torch on top of the Hookshot Target, and then smash the pots in

the corner to get Magic Power and Arrows. Now, climb up onto the elevated platform, rolling into the crate on it's highest level to reveal another unlit torch. Standing near the unlit torch, use Din's Fire, which will light both the torch near you, and the one on top of the Hookshot Target.

Now, look to the other end of the room, where you will see a third, unlit torch. Fire an arrow through one of the lit torches near you, and into the torch on the far side of the room, lighting it. With all three of the torches burning, a cell on the far side of the room will open up. Jump off the ledge and into the lava (Adult Link can survive in the lava for some time while wearing the Goron Tunic). Run back to the platform at the entrance of the room, and climb back up.

Now, use the platforms in the lava to jump over to the cell. Once there, open the chest inside the cell to get a Small Key. Make your way back to the room's entrance, and return to the previous room.

The Fire Temple - Entrance Hall

Drop back down to the lower half of the room, and face the stairset. To the right of the stairs, there is a locked door. Go through this door.

The Fire Temple - The Room of Fiery Enemies

Watch out for Keese in this room. Run into the room, where there is a large circle encribed into the floor. Two Stalfos will appear here; this fight is similar to the one you experienced in the Forest Temple while trying to earn the Fairy Bow, except the Stalfos won't regenerate. Remember, Stalfos are vulnerable immediately after they attack or jump.

Defeat both of the Stalfos and the single Keese in the room, and the door near the large circle in the floor will unseal itself. Go through this door.

The Fire Temple - Deja Vu Room

This room contains a suit of armor sitting on a throne, and a number of oddly-colored tiles on the floor. Both of these features are actually enemies. Deal with the tiles first; they will begin rising into the air and hurling themselves at you almost as soon as you enter. Simply stand in the corner and keep your shield out to defeat them. Once all of the Magic Tiles are gone, turn your attention to the suit of armor. Strike it with your sword, and it will come to life.

-M-I-N-I--B-O-S-S-
Iron Knuckle

Iron Knuckles are tough, massive, and deal loads of damage. You have two methods of attack: either take the Stalfos method, by dodging the Iron Knuckles relatively slow attacks, and then attacking in the aftermath of the Iron Knuckles own attacks. Or the easier, faster method is to just use Nayru's Love and go kamikaze while you are invulnerable (you don't have access to this option just yet, so tough noogies to you). Even though you're invulnerable while under the effects of Nayru's Love, you can still be knocked around, so make some effort to avoid the Knuckle's attacks.

If you choose the Stalfos method, then watch out for the Iron Knuckle's ability to attack multiple times in a row. If you run low on health, then smash the

pots around the room, which contain Fairies and other items. Once you whittle it down to half health, then part of it's armor will break off and his movement and attack speed will increase. Don't bother blocking; it doesn't do much good against that massive axe. Use the Biggoron Sword for best results.

When you have defeated the Iron Knuckle, the door to the left of the throne will unseal itself. Go through it.

The Fire Temple - Lower Flare Dancer Room

New Item: Megaton Hammer

As soon as you enter the room, a Flare Dancer will appear.

-M-I-N-I--B-O-S-S-

Flare Dancer

These unique enemies aren't that hard, since they can be defeated without them ever getting the chance to attack you. If you have the Biggoron Sword, then use it for a faster victory.

To damage the Flare Dancer, the first thing you must do is separate it's heart from it's flaming body using the Hookshot. Once this is done, the heart will literally begin running around the room very quickly. Begin circling the room in the opposite direction so that you intercept it halfway around the room, and use a jump attack to deal damage to it (use a regular strike if you have difficulty timing the jump attack).

After a time, the Flare Dancer will jump back into the pillar of flames in the middle of the room, and reignite his flaming body. Steal his heart with the Hookshot again, and the process starts over. The Flare Dancer progressively changes colors depending on how much damage he has taken. When he sprouts green flames, then he is nearly dead. If the Flare Dancer does manage to get off an attack, then he will create a bunch of tiny flames which will pursue you around the room. Not terribly dangerous.

When the Flare Dancer dies, a large chest will appear on it's altar. Climb up onto it, and open the chest to get the Megaton Hammer. This is similar in power to the Biggoron Sword, but is significantly slower, and has a reach closer in comparison to the Kokiri Sword.

Megaton Hammer in hand, go through the door behind the chest.

The Fire Temple - Boss Key Prison Room

As you enter the room, you will see a rusted switch sitting in front of a cell. Use the Megaton Hammer to activate the switch. Defeat the Like-Like before speaking with the Goron you freed. Be very careful that you aren't swallowed by the Like-Like; it can steal BOTH your Hylian Shield and Goron Tunic. You'll always get the Goron Tunic back, but your Hylian Shield will be gone forever. Defeating the Like-Like will cause a small chest to appear, which does contain a Hylian Shield (a Blue Rupee if you already have one).

Open the large chest which was in the Goron's Cell to get the Dungeon Map, then go through the door that the Like-Like guarded.

The Fire Temple - Entrance Hall

Climb back up to the second level of the dungeon, and go to the right of the three statues. There is a totem pole here; stand on the left or right side of the pole, and start beating on it with the Megaton Hammer. After destroying all three fragments of the pole, a door will be revealed. Go through the door.

The Fire Temple - Lava Cavern

Look to the left as you enter, and you'll see a stone ledge on the far left side of the area. Either work your way along the moving platforms that dominate this room, or else just march through the lava (the damage you'll take is minimal). There are two doors on the ledge, one on the upper and on the lower half of it. Go through the lower door first.

The Fire Temple - Prison Corridor #1
New Quest Item: Gold Skulltula Token x1 [GSMQ059]

Run to the end of the hall. There is a rusted switch on the ground in front of a locked Goron's cell. Slam down on the switch with the Megaton Hammer to activate it. After the cell opens, speak with the Goron to free him. Kill the Gold Skulltula on the wall and take its token, then return to the previous room.

The Fire Temple - Lava Cavern

It's now time to get through the door above you, which is sealed for the moment. Run to the edge of the ledge, and you'll see two blocks sitting in the lava, off to the left. Jump onto the second one, and it will rise into the air, drawing level with an alcove high on the wall. Jump into the alcove.

There is a pot and an unlit torch in this alcove. Smash the pot to get Magic Power, then use Din's Fire to light the torch. Now, look through the torch, back towards the ledge you just came from. On the second level of the ledge is another unlit torch. Fire an arrow through the lit torch, and into the unlit one. With both torches lit, the door will unseal itself.

Return to the stone ledge, and stand as close to the edge as you can. Look up towards the second torch, and nail it with your Hookshot. You'll pull yourself up to the torch. Go through the door.

The Fire Temple - Killer Tile Room
New Dungeon Item: Boss Key

More Magic Tiles will hurl themselves at you in this room. Block all of them, and then make your way to the back of the room. There is a small alcove here, blocked by a wall of flame. The ornate chest which holds the Boss Key is stashed back here. Pull yourself through the wall of flames by Hookshotting the torch on the other side. Open the chest to take the Boss Key, and then Hookshot the other torch to pull yourself back through the wall of flames.

Boss Key in hand, return to the previous room.

The Fire Temple - Lava Cavern

Make your way to the opposite end of the cavern, where there is a huge wall of flames blocking access to the far wall. There is a moving platform going to

the left and right in front of the wall of flames; get onto this platform, and then use the Hookshot on the torch behind the wall to get through it.

There is an oddly-colored bit of wall back here. Use a Bomb to destroy it, revealing a door. Go through the door.

The Fire Temple - Prison Corridor #2
New Dungeon Item: Small Key x1

Run to the end of the hall, where you will find another Goron locked in a cell. Notice that one of the torches on the right is unlit; use Din's Fire to light it. The cell door will open. Speak with the Goron inside to free him, then open his chest to get a Small Key.

Return to the previous room.

The Fire Temple - Lava Cavern

Jump forward, straight over the wall of flame. On the right side of the room from your current position is a locked door. Climb up to the wooden drawbridge, and go over to the locked door. Go through it.

The Fire Temple - Lava Column Room

Whip out your Hookshot, and use it to pull yourself onto the chain-link fence which divides the room in half. Climb to the top of the fence, and then jump to one of the platforms which extends over the top of the room. From there, hop down to one of the broken pillars below.

Near the edge of the broken pillars, there is a stone block which is routinely thrust into the air by a lava column beneath it. Unfortunately, there is a fire pillar beneath the stone block which also prevents you from standing on it when it is resting on the ground. Time it so that you jump onto the block just as it rises into the air, avoiding the fire column entirely.

Ride the block to the top of it's path, where it comes to rest in a small alcove. Step off the block when it reaches this point, and go through the door located there.

The Fire Temple - Three-Tiered Room

Look to the left as you enter the room, and you'll see a series of ledges rising into the air. Climb up onto the first ledge, and then up to the second. There is a large torch sitting here. Use Din's Fire to light it, and a Hookshot Target will appear on a ledge adjacent to the torch.

Pull yourself over to the Hookshot Target. Climb onto the Target, and then jump from there to the ledge above. Jump up one more ledge, and run over to the chain-link fence. A Lizalfos will jump down from above. These guys were easy as Young Link; with Adult Link, they're cake. With ice cream. Once the Lizalfos is dispatched, climb the fence go through the door at it's top.

The Fire Temple - Boulder Maze

Look to the left as you enter, and start running forward. Keeping your right-

side to the wall, start moving forward, only turning when the wall does. After two or three turns, you'll reach a dead-end, but you mysteriously has the ability to L-Target through the wall. Use a Bomb to destroy the left side of the wall.

In the area that is revealed behind the bombable wall, there is a Skullwalltula and a rusty switch. Use the Megaton Hammer to activate the switch, which will create a network of Hookshot Targets on the tops of the walls in the Maze. Pull yourself up to any one of these Hookshot Targets, and then start jumping along the tops of the walls to the largest platform. This platform has a huge gash in it; use a Bomb on the gash to blast it open. Drop down the opening that is revealed.

The Fire Temple - Three-Tiered Room
New Dungeon Item: Compass

Run to the end of the hall, where you will find several large crates crowded in the corner. Roll into them to smash them. Underneath one of them, you will find a rusty switch. Use the Megaton Hammer to activate it, opening the cell at the end of the hall. Open the large chest inside the cell to get the Compass.

Run north, back to the end of the hall, and climb back up the chain-link fence to the Boulder Maze.

The Fire Temple - Boulder Maze

As you come to the top of the fence, Navi will flutter out into mid-air and turn green. Play the Song of Time when she does this, and a Block of Time will appear. Climb up onto the Hookshot Target, and then jump out to the top of the Block of Time.

Once on the Block of Time, look to the west. There is a small ledge here, with a Hookshot Target built into the wall. Pull yourself over to this Hookshot Target. Now, look north, where there is another Hookshot Target on a small platform. Pull yourself over to it. As soon as you land, the platform will begin to rise; it's actually an elevator.

At the top of the elevators path, you will reach a small room. Enter the door located here.

The Fire Temple - Two-Tiered Room

Look on the wall to your right as you enter the room. Navi will flutter up in front of a face carved into the wall. L-Target the face, and shoot it with your Hookshot. A door at the top of the room will unseal itself when you do this.

Climb up both of the chain-link fences in this room, and go through the door at the top of the second one. Watch out for the Fire Slugs on the way; they're relatively harmless, but can be a pain to kill. When they constrict, they're about to attack.

The Fire Temple - Time Trial Room
New Quest Item: Gold Skulltula Token x1 [GSMQ060]

There is a switch around the corner to the right as you enter the room. Ignore it for now, but keep it in mind. Begin running counter-clockwise around the room, hugging the perimeter of the wall (the inside wall is too steep in several areas to be climbed).

When you reach the highest area of the room, you will find a pillar of flames protecting a stone block. The stone block hides a Gold Skulltula. Behind the pillar of flames is a rusted switch. Smash it with the Megaton Hammer, and Hookshot Targets will appear around the room.

Keep going counter-clockwise around the room, and you will come to a ledge which overlooks the switch we passed earlier. Note that there is a Hookshot Target directly above the switch. Hop down and step onto the switch, which temporarily deactivates the pillar of flames. Quickly pull yourself back up to the Hookshot Target. Run over to the stone block and pull it as far away as you can from the pillar of flames. You will probably have to deactivate the pillar several times to get the stone block moved sufficiently far away to reveal the Skulltula.

Once you can see the Skulltula's torso, use the Hookshot to kill it and take it's token through the flames. Once you have the Token, return through the Two-Tiered Room to the Boulder Maze.

The Fire Temple - Boulder Maze

Drop through the hole in the floor to return to the main area of the Boulder Maze. If you look on your map, you can clearly see where there is a room at the north end of the maze. Go to that location on the bottom level of the maze, and you will find an oddly-colored wall. Use a Bomb to blast it open, revealing a small area with a sealed door and a blue switch. By now, you've probably figured out that you need something to hold down blue switches.

Pull yourself back onto the tops of the Maze using one of the Hookshot Targets, and hop your way across to the south end of the room. Once there, you will find a prison cell filled with crates, and a Crystal Switch inside the cell. Use a fully charged Spin Attack to activate the Crystal Switch, opening the cell.

Grab one of the small crates from the cell, and carry it back to the blue switch at the north end of the maze. Step onto the switch to activate it, and then leave the crate lying on the switch. The door will unseal itself. Go through it.

The Fire Temple - Prison Corridor #3
New Dungeon Item: Small Key x1

Run to the end of the corridor, and step on the switch to open the prison cell. Speak with the Goron to free him, and open his chest to get a Small Key. Return to the Boulder Maze.

The Fire Temple - Boulder Maze

Pull yourself up to the second level of the Maze, and go to the northwest corner. There is a locked door here. Go through it.

The Fire Temple - Lava Curtain Room

Jump down onto the platforms suspended over the lava, and go down to the southwest corner of the room. From here, you can jump to a ledge to the northeast, which has a large crate and a small crate sitting on it. It's very important that you leave both of these crates in tact; if you have destroyed either of them, then leave the room and re-enter to start over.

Grab the small crate, and drop down into the enclosed space behind the fence. It's just to the north of the large crate. There is a blue switch in here. Step on the switch, and the torches in the room will light up. Leave the crate sitting on the switch to keep it activated.

Return to the place where you dropped down, and pull yourself out of the caged area by Hookshotting the large crate. Return to the center of the room, and then look high on the east wall. There is an unlit torch sitting way up there. Fire an arrow through one of the lower torches in the room, into the unlit torch. Once it's lit, the door on the west side of the room will open. Jump up to it, and go through it.

The Fire Temple - West Corridor

Run to the west end of the hall, and through the door there.

The Fire Temple - Fire Trap Room

To your right as you enter, there is a huge pillar set into the ground. Jump over to the platform that surrounds the pillar, and stand BESIDE THE PILLAR. NOT ON IT, STAND BESIDE IT. Use the Megaton Hammer to slam the pillar down, where it will fall through a hole in the ground.

Believe it or not, you can now actually go and fight Volvagia and finish the dungeon. Everything else in the dungeon from this point on is just Gold Skulltulas. If you want to skip the Skulltulas, then drop through the hole in the ground, and jump from the pillar to the Boss Door.

Otherwise, we carry on. To the west of the pillar platform, there is a door on a ledge. Go through it.

The Fire Temple - Two-Floored Prison

Two walls of flame block access to much of the room. Pull yourself through both of them using the Hookshot Target on the other side of the room. Slam down the rusted switch located there with the Megaton Hammer, which will open a cell beneath you. Return to the room's entrance using another Hookshot Target. Head back to the previous room.

The Fire Temple - Fire Trap Room

As you come back into the room, go to the north end of the ledge. Navi will flutter out into midair here. Play the Song of Time, and a Block of Time will appear. Jump out to the top of the Block of Time, and then jump from there over the walls of flame below.

From where you land, go directly northeast, passing numerous flame walls on the left and right as you go. When you reach the northeast wall, you'll find a door. Go through it.

The Fire Temple - Compass Corridor

New Quest Item: Gold Skulltula Token x1 [GSMQ061]

A Gold Skulltula is clearly visible at the end of the hall. Run towards it, and a Lizalfos will jump down from above. Defeat it, and then kill the Skulltula. Take it's token, then return to the previous room.

The Fire Temple - Fire Trap Room

Head southeast, hugging the left wall, until Navi flutters forward and turns green. Play the Song of Time when she does this, and a Block of Time will appear (if it doesn't appear, then you're standing too close). Climb onto the Block of Time, and jump to the southeast, passing over more flame walls as you do.

Keeping your left side to the wall, keep heading south until a wall of flame erupts in your path, blocking passage. The posts that dot the area mark the perimeters of the flame traps; simply walk around the post closest to the wall, and then walk straight back to the wall. Start going west along the wall, keeping your left side to it again.

Keeping following the wall until your path is blocked by yet another fire wall. Go to the right here, passing two posts. When you reach the second post, loop around it and go straight back towards the wall. Continue following the wall, once again keeping your left side to it.

When you hit yet another flame wall, you'll have reached a cluster of posts in a triangular position. Pass through the bottom side of the triangle, and then through the right side of the triangle. You're now level with a door. Go through it.

The Fire Temple - Two-Floored Prison

New Quest Item: Gold Skulltula Token x1 [GSMQ062]

The cell that you opened earlier is to your right. Enter it, and you'll see an apparent dead end. Use a Bomb on the wall to destroy it, revealing a larger area with a Gold Skulltula on the wall. Kill it and take it's token, then go through the door on the north end of the hall.

The Fire Temple - Fire Trap Room

We've just bypassed a solid barrier of fire walls, if you're wondering why we took this route. Head to the left as you come out of the door, and you will hit a huge fire wall. Keeping your left side to this fire wall, start following it until you hit the wall. Go right from here, and you'll reach a small space with a switch in it. Step on the switch, and the fire wall will descend temporarily.

Quickly run back to the place where the fire wall appears, and jump past it before it regenerates. Smash the pots in this small area to get items, and then go through the door.

The Fire Temple - Upper Flare Dancer Room

New Dungeon Item: Small Key x1

-M-I-N-I--B-O-S-S-

Flare Dancer

Defeat another Flare Dancer here. This one is identical to the last one. Remember to use the Biggoron Sword if you have it. Don't bother with the Megaton Hammer; it attacks too slowly.

When the Flare Dancer is defeated, the fires on it's altar will die away. Climb up onto it's altar, and it will begin to rise into the air. But you don't want to be rising just yet; hop off the elevator before it gets too high. Look on the ground beneath the elevator; there is a Small Key hidden there. Take it.

Now, wait for the elevator to come back down. Board it, and ride it to the top of it's path. You'll be in a small room. Go through the door here

The Fire Temple - The Diamond Switch Room

There are two chain-link fences in this room. Climb up them both, and at the top of the second you'll reach a locked door. Go through it.

The Fire Temple - The Tippy-Top Room

Run towards the center of the room, and look for a ledge running around the inside of the pit. It resembles a staircase. Begin climbing up this staircase. When you reach the 4 o'clock position on the circle, look into the pit to the left. There is a switch down here. Don't step on it yet; Navi will also flutter over to the other side of the pit when you reach this point. Play the Scarecrow's Song when she does this, and Pierre the Scarecrow will appear near Navi.

Now, drop down into the pit and step onto the switch. The pillar of flames guarding the chest at the top of the room will disappear temporarily. Use Pierre the Scarecrow as a Hookshot Target to pull yourself out of the pit, then run up to the chest and open it. Inside is a Small Key.

Now, return to the door you came through. Around the corner from the door is an elevated tile sticking out of the floor. Smash this tile with the Megaton Hammer, and it will fall into the ground, leaving a pit. Drop down into the pit, and go through the locked door inside.

The Fire Temple - Hidden Staircase Room

Step into the room, and a Stalfos will appear. Defeat it, then look at the depression in the southeast area of the room. There is a pillar with a face on it, sticking out of the ground. Smash the top of this pillar with the Megaton Hammer, and the depression will turn into a staircase. Head down the stairs, defeating another Stalfos who appears on the way.

At the bottom of the stairs, there is a huge tile set on the ceiling, with a face on it. Shoot this tile with the Hookshot, and the door at the bottom of the stairs will unseal itself. Go through this door.

The Fire Temple - Fire Trap Room

New Quest Item: Gold Skulltula Token x1 [GSMQ063]

There is a Gold Skulltula on the wall in this small enclosure. Kill it, and take it's token with the Hookshot. Stand on the tile encribed with the face, and smash it with the Megaton Hammer. Drop down through the gap that is created.

You've now killed all of the Gold Skulltulas in the dungeon, and claimed their tokens. Drop down through the gap created by the pillar you knocked down earlier to return to the Pillar Room, the room where you met Darunia earlier.

The Fire Temple - Pillar Room

Jump to the west end of the room, where the Boss Door is. Go through it to begin the next Boss Fight.

-----B-O-S-S-----

Subterranean Lava Dragon VOLVAGIA

New Upgrade: Heart Container x1

New Quest Item: Fire Medallion

Volvagia isn't so much a Subterannean Lava Dragon as he is a Giant Flaming Whack-A-Mole Dragon. Nevertheless, this is one of the coolest and most cinematic fights in the whole game, so enjoy it while you're here. Jump out to the large slab of rock in the middle of the cavern, and run to the middle of the platform to begin the fight.

In Volvagia's first phase, he appears randomly in one of the nine pits that dot the battlefield. You'll know which pit he'll appear in, as a large amount of smoke and cinders will appear around the pit. Run towards this pit, and Volvagia's head will emerge. Smash his head with the Megaton Hammer (use a Jump Attack with the Megaton Hammer for best results), and it will briefly stun Volvagia. At this point, you can get one more attack in on him. So make it a Jump Attack with the Biggoron Sword for best results (if you don't have the Biggoron Sword, then the Megaton Hammer is a decent substitute). If you take too long to stun Volvagia, then he will attack you, and appear in a different pit so you can try again.

In his second phase, Volvagia will emerge from one of the pits (again, you can tell which ones by the smoke and cinders that appear around the pit) and fly around the room, chasing you and trying to breath fire on you. The easiest way to avoid damage in this phase is to just run continuously to the left or right in a small circle, preferably near the center of the battlefield. After a time, Volvagia will dive back into one of the pits and revert to his first phase. This time, however, he'll try to trick you by changing which pit he comes out of just before he emerges.

After you damage Volvagia again, then he will emerge from the pits once more and begin flying towards the ceiling. The roof will begin to fall, raining the battlefield with boulders. Easily the best way to avoid this form of attack is to just run to the edge of the battlefield and hang off the edge. After the boulders stop falling, then Volvagia will dive back into a pit in the ground, and revert to his first phase, this time bouncing between even more pits before finally emerging from one. If Volvagia is not dead by this point, then he will begin changing back and forth between Phase 2 and Phase 3, always alternating back to Phase 1 so you can damage him.

After Volvagia dies, then take the Heart Container that appears and enter the ring of light to meet the Sage of Fire, Darunia. Death Mountain will also be healed from it's curse. With the unfortunate side effect being that it no

X Mask of Truth	X Goron Mask	X Zora Mask	X Gerudo Mask	
+-----Trading Sidequest Checklist-----+				
X Pocket Egg	X Pocket Cucco	X Cojiro	X Odd Mushroom	
X Odd Potion	X Poacher's Saw	X B. Goron's Sword	X Prescription	
X Eyeball Frog	X Biggoron's Eyedrops	X Claim Check		
+-----+				

Before completing this chapter, also consider completing:
Happy Mask Trading Sidequest (Subchapter Zero-Three-Eight-One)
Obtaining Epona (Subchapter Zero-Three-Eight-Two)
Biggoron Sword Sidequest (Subchapter Zero-Three-Eight-Three)
Big Poe Hunting (Subchapter Zero-Three-Eight-Six)

Death Mountain Crater

There's still one last thing in Death Mountain Crater to be found before we leave here forever. From the triforce pedestal where you land after freeing Darunia, head to the left towards the shattered plank bridge. Use the Hookshot to pull yourself over to the other side of the bridge (target the planks hanging off the cliff and climb up them like a ladder). Run to the left on the other side of the bridge, past the door that leads from Goron's City. Head across the drawbridge here.

On the other side of the drawbridge, there are two rocks which can be seen covering the entrance to a doorway, which is only partially visible. Use the Megaton Hammer to smash the rocks and enter the doorway (you may have to smash the rocks multiple times), which turns out to be a Great Fairy Fountain.

Great Fairy's Fountain
New Upgrade: Doubled Magic Meter

Run into the fountain and stand on the triforce symbol. Play Zelda's Lullaby while standing on the symbol, and the Great Fairy of Bondage will appear and double the size of your magic meter. Return to Death Mountain Crater.

Death Mountain Crater

As you come out of the Great Fairy's Fountain, you'll find yourself practically thrown right into another gray rock. Smash it with the Megaton Hammer, and you'll open a path leading up to upper Death Mountain Crater. Jump over to the ladder and climb to it's top. At the top of the ladder, head for the southwest corner of the map and go down the tunnel. Head out the cave mouth on the other side.

Death Mountain Trail (nighttime)
New Quest Items: Gold Skulltula Token x2 [GSMQ064] [GSMQ065]

You're done in Death Mountain Crater and the Fire Temple now, so if Link's stylish red threads aren't your thing, you can switch back to the Kokiri Tunic if you like.

If you are choosing to do the Biggoron Sword Trading Sequence as you play through the game, then do Part VI in the appropriate Subchapter, then continue on with the guide from this point.

Drop down from the peak of Death Mountain to the long path leading up to the cliff face, where you are normally pelted with burning rocks while trying to make your way up. Smash the first red rock on the left with the Megaton Hammer, and you'll find a Gold Skulltula (if it isn't there, then make sure it's nighttime). Take it's token, then continue down Death Mountain to the area near Goron's City.

Head for the cliff above Dodongo's Cavern (where you threw the Bomb Flower down as Young Link to unseal Dodongo's Cavern). There's another red rock here. Smash it with the Megaton Hammer to find another Gold Skulltula (again, it must be nighttime). Kill it and take it's token. You're done on Death Mountain now, so play the Prelude of Light to return to the Temple of Time.

The Temple of Time

Return to Hyrule Field and make your way to Zora's River, on the east side of Hyrule Field.

Zora's River (nighttime)

New Quest Items: Gold Skulltula Token x2 [GSMQ066] [GSMQ067]

There are a pair of Gold Skulltulas here in Zora's River, so if you planted the Magic Beans as a child then ignore the Magic Leaf for the moment (the Leaf bypasses most of Zora's River, dropping you off at the wooden bridge just before the Sleeping Waterfall).

Run forward from where you enter, and jump across the river at the same place you used to jump across as a kid (you may have to kill the Octorok first). Run upstream to the next point where you must jump across the river, but don't jump across yet. If it isn't nighttime, then play the Sun's Song now, face the south wall and look up. You'll see a Gold Skulltula high on the wall. Unfortunately, you can't reach it from here.

Turning back north, jump across the gap in the river. Run forward towards the Octoroks in the water, and just wade straight into the river. Adult Link is tall enough that he can walk in most places of the river without being swept downstream. Run east upstream, past the former home of the Musical Frogs. Run around the corner and start heading back west, and onto the small ledge which you used Cuccos to reach with Young Link. Climb onto the ledge and up the ladder. At the top, face south again where you will see a cliff with a pit in it. Jump out to this ledge, but avoid the pit. You're now in range of that Gold Skulltula that we passed earlier. Make it nighttime if you need to, then nail the Gold Skulltula and take it's token with the Hookshot.

Make your way back upstream until you near the Zora's Domain waterfall. Near the end of the wooden drawbridge just before the waterfall, if you look on the northwestern wall you will find another Gold Skulltula. You may need to stand on the fence to reach it with the Hookshot. Shoot for the Gold Skulltula even if you can't get the targeting reticule to appear; the Hookshot travels slightly farther than it's targeting system shows.

Once you have both of the Skulltulas in this zone, head to the Zora's Domain waterfall, play Zelda's Lullaby to open the waterfall and enter Zora's Domain.

Zora's Domain (nighttime)

New Quest Item: Gold Skulltula Token x1 [GSMQ068]

X Fairy Bow	_ Fire Arrow	_ Ice Arrow	_ Light Arrow	
X Hookshot	_ Longshot	_ Lens of Truth	X Megaton Hammer	
X Bottle #1	X Bottle #2	X Bottle #3	X Bottle #4	
+-----Song Checklist-----+				
X Zelda's Lullaby	X Epona's Song	X Saria's Song		
X Sun's Song	X Song of Time	X Song of Storms		
X Minuet of Forest	X Bolero of Fire	_ Serenade of Water		
_ Requiem of Spirit	_ Nocturne of Shadow	X Prelude of Light		
+-----Equipment Checklist-----+				
X Kokiri Sword	X Master Sword	X Biggoron Sword		
X Deku Shield	X Hylian Shield	_ Mirror Shield		
X Kokiri Tunic	X Goron Tunic	_ Zora Tunic		
X Kokiri Boots	_ Iron Boots	_ Hover Boots		
X Ammo Pouch	X Big Ammo Pouch	X Biggest Ammo Pouch		
X Quiver	X Big Quiver	_ Biggest Quiver		
X Bomb Bag	X Big Bomb Bag	X Biggest Bomb Bag		
X Goron Bracelet	_ Silver Gauntlets	_ Gold Gauntlets		
X Child's Wallet	X Adult's Wallet	X Giant's Wallet		
X Silver Scale	_ Gold Scale	X Stone of Agony		
+-----Upgrade Checklist-----+				
X Super Spin Attack	X Magic Meter	X Extended Magic Meter		
_ Enhanced Defense	X Deku Stick Cap. Up. #1	X Deku Stick Cap. Up. #2		
X Deku Nut Cap. Up. #1	X Deku Nut Cap. Up. #2	X Epona		
+-----Mask Checklist-----+				
X Keaton Mask	X Skull Mask	X Spooky Mask	X Bunny Hood	
X Mask of Truth	X Goron Mask	X Zora Mask	X Gerudo Mask	
+-----Trading Sidequest Checklist-----+				
X Pocket Egg	X Pocket Cucco	X Cojiro	X Odd Mushroom	
X Odd Potion	X Poacher's Saw	X B. Goron's Sword	X Prescription	
X Eyeball Frog	X Biggoron's Eyedrops	X Claim Check		
+-----				

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Biggoron Sword Sidequest (Subchapter Zero-Three-Eight-Three)
Big Poe Hunting (Subchapter Zero-Three-Eight-Six)

The Ice Cavern

New Quest Items: Gold Skulltula Token x3 [GSMQ069] [GSMQ070] [GSMQ071]

New Upgrade: Piece of Heart x1 [HPMQ26]

New Dungeon Items: Dungeon Map, Compass

New Item: Iron Boots

Since the Ice Cavern is not divided by doors or other zones the way the rest of the game is, I'm going to be diverting from my usual format for the guide. The Ice Cavern is going to be all one area, not divided up by separate rooms. Sorry if this confuses you, but it was even more confusing when this part of the walkthrough was divided up into separate rooms when the entire area is technically one big room.

Go down the frozen corridor, destroying any stalagmites with your sword and watching out for stalactites that fall from the ceiling. Also watch out for

the boulders that come rolling down the hall. Hug the walls when these appear to avoid them.

When the room widens out into a large room with a frozen floor, you'll meet two Tektites and a Freezzard enemy. Defeat the Tektites using the same tricks you used on them in Death Mountain. Kill the Freezzard with sword strikes or Din's Fire. Don't try to struggle towards it on the frozen ice; just use the Hookshot on it to pull yourself right to it. The Freezzards can freeze you solid using an ice breath attack, and can move slowly around on the frozen floors, but are otherwise relatively harmless.

Look towards the doorway on the other end of the room, and you'll see that it's blocked by several sheets of ice. Look on the ledge to the right of these, and you'll see a Crystal Switch nestled amongst two other, normal crystals. Activate it with your Hookshot to remove the blocks of ice, then head down that tunnel.

Slash your way through the four stalagmites blocking your path and keep going down the path, watching out for more boulders that appear in the area. The next time the hall widens out, it will reveal a large room. Run to it's center, and a White Wolfos will appear. These guys are quite a bit larger than the Grey Wolfos you've encountered so far, but statistically identical. Use the same old trick: backflip to dodge their attack, and then use a Jump Attack when their back is turned. One hit kill.

Defeat the Freezzards that appear after the White Wolfos is defeated, and a tunnel in the room will unseal itself, hidden away behind a row of stalagmites. Smash the stalagmites with your sword, and go down the hallway that is revealed.

At the end of the hall, you'll reach a small room guarded by a pair of Gray Wolfos. Remember, backflip then jump attack to defeat them. Once they're out of the way, look towards the column of blue fire behind the stalagmites. Destroy the stalagmites to give yourself access to it, then free up two of your bottles. Fill them with Blue Fire from the column.

Turn around, and go to the alcove to the right. Kill the Skullwalltula on the wall, and then look beneath where it used to sit to find a Crystal Switch. Activate it, and a chest will appear beneath a chunk of red ice on the other side of the room. Go over to this red ice, and dump a bottle of Blue Flame on it to destroy it. Open the chest to get the Dungeon Map. Make sure you have at least two bottles of Blue Flame, then return to the previous room.

Look to the right as you re-enter the room which housed the White Wolfos, and you'll see a series of ledges. On the highest ledge, there is a doorway covered by several chunks of red ice. Climb up here, and use a bottle of Blue Fire to melt the ice. Go down the hallway that is revealed.

Halfway down the hall, you'll reach a small area with two Freezzards and two sets of rolling boulders. Use the area occupied by the Freezzards to dodge the boulders (Hookshot them to make life easier). Once the Freezzards are dead and the boulders are bypassed, keep heading down the hall.

You'll come to another large room. Ignore the ledge to the right for now; run to the middle of the room, where there you can just barely see the tip of a Crystal Switch emerging from the ice. Use a Bomb to activate the Crystal Switch.

Now, climb up onto the ledge, and run along the narrow span. You'll come to a Piece of Heart; pick it up (the Crystal Switch deactivated a chunk of ice which

blocked this Heart Piece). Jump back across to the ledge, and look for the Freezzard who occupies another ledge to the right. Chuck Bombs at it to kill it (there isn't enough room on the ledge for sword combat).

Jump over to the Freezzard's now-unoccupied ledge, and then jump from there to another ledge with more Blue Fire. Refill any bottles of Blue Fire you may have used before now. Now, run along the narrow span that extends from the Blue Fire. At the end of the span, you'll see an adjacent ledge, with a Gold Skulltula trapped by Blue Fire. Navi will also turn green and float off into midair. Play the Song of Time when Navi does this, and a Block of Time will appear.

Jump over to the Block of Time, and Navi will once again flutter over into midair and turn green. Play the Song of Time again, and another Block of Time will appear, this one right next to the trapped Gold Skulltula. Stand on the edge of the Block of Time, and dump some Blue Fire onto the red ice to melt it. Kill the Gold Skulltula that is revealed, then jump back to the pillar of Blue Flame.

Refill at least two of your bottles with Blue Flame, then head back along the entire length of the narrow spans. There is a Freezzard in the back of the room; kill it, then open the chest near it to find the Compass. With the Compass and at least two of your bottles filled with Blue Fire, head south back to the previous room.

Head for the west side of the room, where there is more red ice covering another hallway. Melt away the red ice with another bottle of Blue Fire, then go down the hallway that is revealed. Hug the right wall to avoid more boulders that roll down the hallway.

Enter the room, and defeat a pair of White Wolfos and another pair of Ice Keese. Use manual aiming against the Ice Keese, if possible. Go to the north end of the room first, where Navi will flutter up into a small alcove and turn green. Play the Scarecrow's Song, and Pierre will appear in the alcove. Use the Hookshot to pull yourself up into the alcove. Defeat the Gold Skulltula who rests against the wall, and take it's token.

Now, return to the entrance to the room, and look on the ceiling inside the tunnel's mouth. There is a Crystal Switch here, blending in with the ice. Activate it, and the chunk of ice on the west side of the room will vanish, revealing a Gold Skulltula. Kill the Gold Skulltula and take it's token, then re-activate the Crystal Switch. The chunk of ice will return.

Climb up onto the chunk of ice, and burn away the red ice with more blue fire. But you're not done yet; go to the west side of the room, where there is a pillar of blue fire. Stand beneath it and look for the spot where Navi will turn green. Play the Song of Time, and a Block of Time will appear. Climb up onto it, and then jump up to the Blue Fire. As always, make sure you have at least two bottles full. Now, run back to the west hallway and go down it.

Run down the hall, watching out for Ice Keese and falling stalactites. At the end of the hall, you'll reach an apparent dead end. But if you look carefully, one part of the wall is an oddly-colored rectangle. It's actually a door; go through it.

In this room, you will face a Stalfos. You fought these guys previously in the Forest Temple, so they should be old hat by now. Remember, to defeat a Stalfos, keep it L-Targeted and circle it continuously while keeping your shield upheld. Attack immediately after the Stalfos attacks or jumps; these are the only times that it is vulnerable.

X Kokiri Boots	X Iron Boots	_ Hover Boots	
X Ammo Pouch	X Big Ammo Pouch	X Biggest Ammo Pouch	
X Quiver	X Big Quiver	_ Biggest Quiver	
X Bomb Bag	X Big Bomb Bag	X Biggest Bomb Bag	
X Goron Bracelet	_ Silver Gauntlets	_ Gold Gauntlets	
X Child's Wallet	X Adult's Wallet	X Giant's Wallet	
X Silver Scale	_ Gold Scale	X Stone of Agony	

-----Upgrade Checklist-----

X Super Spin Attack	X Magic Meter	X Extended Magic Meter	
_ Enhanced Defense	X Deku Stick Cap. Up. #1	X Deku Stick Cap. Up. #2	
X Deku Nut Cap. Up. #1	X Deku Nut Cap. Up. #2	X Epona	

-----Mask Checklist-----

X Keaton Mask	X Skull Mask	X Spooky Mask	X Bunny Hood	
X Mask of Truth	X Goron Mask	X Zora Mask	X Gerudo Mask	

-----Trading Sidequest Checklist-----

X Pocket Egg	X Pocket Cucco	X Cojiro	X Odd Mushroom	
X Odd Potion	X Poacher's Saw	X B. Goron's Sword	X Prescription	
X Eyeball Frog	X Biggoron's Eyedrops	X Claim Check		

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Zora's Fountain
New Upgrade: Piece of Heart x1 [HPMQ27]

As soon as you come out of the Ice Cavern, don your Iron Boots and drop down into the pool of water. Float to the bottom where you will find a Piece of Heart. Unequip the Iron Boots and float back to the surface, then head back to Zora's Domain through the west entrance.

Zora's Domain
New Equipment: Zora Tunic

Use your last remaining bottle of Blue Fire on King Zora to unfreeze him. Out of gratitude, he will give you the Zora Tunic, which lets you breath underwater. In essence, it removes the Timer while underwater, much in the same way that the Goron Tunic removes the timer while in superhot areas. This isn't really REQUIRED in the Water Temple (plenty of people complete the temple without even being aware that the Zora Tunic even exists), but it helps take the pressure off in some of the harder areas. If you have an extra bottle of Blue Fire, then you can use it to unfreeze the entrance to the Zora's Shop, which sells extra Zora Tunics, in addition to other useless trinkets.

Now that King Zora is unfrozen, then I strongly recommend that you complete the rest of the Biggoron Sword Trading Sequence in the appropriate Subchapter, if you haven't already. If you've been doing it as you progress through the game, then do Parts VII through X now. If you haven't done any of it (you lazy bum), then I STRONGLY recommend you do the whole thing now. It is very easy to complete at this point in the game, and relatively quick (fifteen minutes, tops, if you know exactly where you need to go). Remember not to use any

transportation songs. This means that you can't use the Serenade of Water when you're delivering the Eyeball Frog, or the Bolero of Fire when you're delivering the Eyedrops. You have been warned...

I know you're probably itching to use the Serenade of Water to go straight to Lake Hylia, but if you're willing to take the long way then we'll get a Piece of Heart on the way. Return to Hyrule Field via Zora's River.

Hyrule Field

New Upgrade: Piece of Heart x1 [HPMQ28]

Hop on Epona, and ride her to an area northwest of Lon Lon Ranch. The area in question is a single golden tree, which stands alone northwest of Lon Lon Ranch and slightly south of the river in northwest Hyrule (it's actually very near Big Poe #09, if you've done the Big Poe Hunting sidequest yet). Drop a bomb on the tree's south side to open a pit. Drop down the pit, and you'll find a deep pool of water with a Piece of Heart at its bottom. Use the Iron Boots to sink down and reach the Piece of Heart. You can now submerge and play the Serenade of Water to warp to Lake Hylia, though I recommend that you visit the Fairy Fountain near the Forest Temple first to restock on Fairies.

Lake Hylia

New Upgrade: Piece of Heart x1 [HPMQ29]

You've probably already been here before as Adult Link (I've directed you here no less than twice previously in the guide), but in case you're just jumping in the middle of the guide let me reiterate the astonishing fact: Lake Hylia is now dried up! Like, oh my god!

Okay, now that that's out of the way, head for the Observatory near the southwestern shore of Lake Hylia. If you planted the Magic Beans as a child, then there will now be a Magic Leaf here that can be used ride to the roof of the Observatory (alternatively, you can also use the Scarecrow's Song). Once on the roof of the Observatory, you can begin climbing the ladder to the top of the high tower. Your old friends from Lon Lon Ranch, the Guays, return here to harass you on your way up. They may accost you on the way up, they may not. It depends on chance, really. On top of the tower is a Piece of Heart.

Once you have the Piece of Heart, drop back to the shore of the lake, and head over to the Fishing Pond on the northeast shore. Normally the Fishing Pond is inaccessible until you've restored Lake Hylia, but with the help of the Scarecrow's Song you can cheat a little bit. Go to the northern edge of the Fishing Pond's island, and Navi will flutter up and turn green. Play the Scarecrow's Song, and Pierre will appear. Pull yourself up to him with the Hookshot and enter the Fishing Pond. If you don't have the Scarecrow's Song, then you can also reach here using the Magic Leaf.

Lake Hylia - Fishing Pond
New Equipment: Gold Scale

I know what you're going to say: We've just gotten the Iron Boots, which let us WALK underwater. So why the hell are we coming here to get an item that lets us dive deeper? What the hell use is that? Well, Mr. Impatient, the answer is simple. It lets you obtain another of the better hidden Pieces of Heart in the game. So next time, don't be so impertinent. To those of you who weren't going to say that, I register my apologies, and offer cookies as compensation.

Obtaining Epona (Subchapter Zero-Three-Eight-Two)

Biggoron Sword Sidequest (Subchapter Zero-Three-Eight-Three)

Big Poe Hunting (Subchapter Zero-Three-Eight-Six)

The Water Temple - The Vertical Hallway

Take off your Iron Boots as you enter, and float to the surface of the water. Climb up onto the ledge, and run forward until you reach a large chamber which is flooded with water. Jump into this water, and equip the Iron Boots again to sink down to the bottom level of the room.

Look towards the large structure that dominates the center of the room. On one side of the structure, there is a door built into the wall, slightly out of your reach. Head to the right from this door, and you will see a tunnel on the wall. Go down this tunnel.

After several turns, you'll meet Ruto again. She'll beg you to help her destroy the monster in the Water Temple, then she'll explain the process of adjusting the water level in the dungeon. Ruto will then float upwards; equip the Kokiri Boots and follow her up.

Halfway up the shaft, you'll reach a small ledge with a huge hole in the wall. Ignore it for the moment, and keep floating up to the highest level of the room. Climb out of the water at the top, and look for the plaque on the wall, inscribed with a Triforce. Stand in front of it, and play Zelda's Lullaby. The water level in the Vertical Hallway will now be set to it's lowest level.

Now, look into the corners of the room, where you will see several unlit torches. Use Din's Fire to light them all, and the door in the room will unseal itself. Go through it.

The Water Temple - Spike Room
New Dungeon Item: Dungeon Map

The door seals itself behind you as you enter, trapping you inside. Run into the middle of the room, where three (III, 3, tres, THREE) Stalfos will appear. But don't panic; remember, only the one that you have L-Targeted will actually attack you. Strike immediately after they do, or when they jump, to damage them. Defeat all three of the Stalfos, and the door you came through will unseal itself.

Before you go back through the door, look to the window-shaped plaque on the wall. L-Target it, and nail it with your Hookshot. A large chest will appear; open it to get the Dungeon Map. Return to the Vertical Hallway through the room's only door.

The Water Temple - The Vertical Hallway

Drop back down the pit in the room, landing back on the bottom floor near where you met Ruto (who has somehow managed to vanish in a dead end... go figure). At the bottom of the pit, you'll find two unlit torches, and a lit one. Either use Din's Fire to light the torches, or fire an arrow through the lit torch and into the unlit ones. Lighting the torches will unseal the door that lies between them; go through it.

The Water Temple - Shell Blade Room

New Dungeon Item: Compass

This room contains a Spike; nail it once with the Hookshot to stun it. Hit it again with same to destroy it. This room contains another one of those window-shaped plaques; move towards it, and two Lizalfos will appear. Defeat them both, and a large chest will also appear. Open it to get the Compass.

Head back through the door that you came through. Notice the two Hookshot Targets which have appeared near the door; this is important.

The Water Temple - The Vertical Hallway

New Item: Longshot

Two more Hookshot Targets have appeared here as well. Climb up on top of one of them, and then look back up the shaft which you swam up earlier. Another Hookshot Target has appeared on the ledge which you passed earlier (the one with the hole in the wall). Pull yourself up to the ledge using the Hookshot Target, then enter the hole in the wall. Run to the opposite end of the room, where you can L-Target a plaque on the wall. Do so, and nail it with your Hookshot. A large chest will appear; open it to get the Longshot. This juicy item has twice the range of your Hookshot.

Drop back down to the room where you met Ruto, and return to the main section of the Vertical Hallway. Head around to the south side of the structure in the middle of the room. Notice that a block (which normally floats on the water) has created a platform, which you can use to reach that door which was just out of reach on your last visit here. Go through this door.

The Water Temple - The Central Tower

Look up and to the north as you enter, and you'll see a Hookshot Target attached to one of several ledges in the room. Pull yourself up to it, and you'll land in front of a door. Ignore it; turn around, and you'll see another Triforce Plaque on the wall. This is the second Water Switch, which sets the water in the dungeon to the second level. Jump over to the plaque, and use Zelda's Lullaby to activate it.

When the water level rises, another floating block will be lifted into the air, revealing a grating beneath it. Climb up onto the floating block (which has come to rest right next to you), and from there pull yourself up to a Hookshot Target attached to the ceiling of the room.

Stand on the corner of the ledge you land on, and play the Song of Time. A Block of Time will appear near you. This is all you can do here for now; drop back down to the door on the second level of the Tower, and go through it.

The Water Temple - The Vertical Hallway

Look up as you come out the door, and you'll see a Hookshot Target attached to a statue. Pull yourself up to it. Turn around from there, and you'll see another Target on the wall of the Central Tower. Pull yourself over to this one as well.

Move slowly along the ledge to it's southwest corner, and look on the opposite wall. Another Water Switch is visible here, placed right next to a Hookshot Target. Pull yourself over to it, and use Zelda's Lullaby to activate the switch. The water level in the Hallway will return to it's highest level.

Jump back down into the water, and equip the Iron Boots. Alternate between the Kokiri and Iron Boots until you are floating over the ledge on the second level of the Central Tower. Use the Iron Boots to stand on the ledge, and then go back through the door in the north end of the tower.

The Water Temple - The Central Tower
New Dungeon Item: Small Key x1

Equip your Kokiri Boots once more to float back to the top level of the tower. The floating block in the room has risen up, allowing you to climb onto it, and from there climb to the top of the Block of Time. Look in the corners of the room, and you'll see four torches near the ceiling. Use Din's Fire while standing on the Block of Time to light all of the torches. The grating at the bottom of the room will open.

Re-equip the Iron Boots, and jump into the water. Sink all the way to the bottom of the room, and drop down through the newly-opened hole. At the bottom of the hole, there is a tunnel. Run down the tunnel, and around a corner, until the room widens.

Though this room appears wide, it's actually divided up into several long tunnels because of the stone blocks that dominate the room. Run around the stone blocks (it's a linear path), noting the gratings that appear in the ceiling on the way. When you reach the northwest corner of the room, you'll find two odd protrusions coming out of the ground. Jump up onto them, and they will retract into the floor. Behind the second one is a Crystal Switch. Activate it by shooting it with your Hookshot.

The Crystal Switch will open the grating in the southeast corner of the room. Go there, and look up through the tunnel that was opened. A Hookshot Target is visible on the ceiling; pull yourself up to it. Another window-shaped plaque waits in this small room. Shoot it with the Longshot, and a small chest will appear. Open it to get a Small Key.

Drop back down into the water, and return to the main area of the Central Tower (there is nothing of interest behind the other grating in this room). Float back up to the second level of the Tower, and go through the door there.

The Water Temple - The Vertical Hallway

Return to the top level of the Vertical Hallway, and head for the west end of the room. One of the floating blocks in this area has positioned itself beneath a locked door; swim over to this block, and go through the locked door.

The Water Temple - The Waterfall-Elevator Room

Run forward to the end of the tunnel, and look down into the pit below. You can see a ledge far below; jump down onto this ledge. Once there, it will begin to lower (don't worry, it doesn't fall anywhere fatal). Turn around, and look back above the tunnel you jumped down from. There is a Crystal Switch above the doorway; shoot it with an arrow.

The Crystal Switch will create numerous Hookshot Targets in the waterfall on the opposite wall. The two targets you want to pay attention to are on the left side of the waterfall. Aim for the higher up of the two, and pull yourself over to it. The waterfall will push you back down when you land, but

you'll land firmly on the lower of the two Hookshot Targets.

Now, look up to the top of the waterfall. There is a plaque on the wall, to the left of the tunnel. Nail this plaque with the Longshot, and another Hookshot Target will appear at the top of the room. This one is tall enough that you can climb onto it; use the Longshot to pull yourself up to it, and aim high enough that Link climbs onto the top of the Target.

Pull yourself up to the door, and go through it.

The Water Temple - The Dragon's Head Room

Jump off the edge and into the pool of water at the bottom of the room. When you land, three Stalfos will appear. Defeat them all, and you'll hear a grinding sound; it's actually the sound of one of the Dragon's Heads in the room rising.

Pull yourself back up to the door using the Hookshot Target near it, and then look to the west. You'll see the Dragon's Head that rose, revealing a Hookshot Target beneath it. Pull yourself over to it. Look to the north from there, and you'll see another Dragon's Head sticking out of the ground. A Hookshot Target is just visible beneath it; ignore this Target, and pull yourself over to the Target to the left of the statue.

Jump up onto the Dragon's Head, and drop down off it's other side. Following the ledge, run around the corner, and look to the east. There is another Dragon's Head here, with a Hookshot Target beneath it. Pull yourself over to it. Run around to the south side of the Dragon's Head, and look up above it. There's a tunnel here, which extends to the north. Pull yourself into this tunnel using the Dragon's Head inside.

Once in the tunnel, run to the north end of the hall. Pull yourself over the line of spikes on the opposite wall using the Hookshot Target on the ceiling. Go through the door on the other side.

The Water Temple - Tranquil Pond

This room is famous. For good reason. For one, it looks great graphically. For another, it features the return of Zelda II bad guy Dark Link. Run to the island in the middle of the area, and keep running around the island until Dark Link appears near the tree.

-M-I-N-I--B-O-S-S-
Shadow Link

The first thing to know when fighting Shadow Link: do not perform a Stab attack (forward + attack while L-Targeted). It's tempting to use this attack a lot (because let's face it, it works really well on most other enemies). But Shadow Link will just... well, you'll just have to see what he does. In fact, fighting Shadow Link with a Sword isn't really recommended at all. Attacking him with pretty much any basic sword attack will cause him to retaliate with the exact same attack. Pretend that Shadow Link and Hero Link's sword attacks are magnets, each with the same polarity. The same attacks will just deflect one another.

So the trick is to use an attack with a negative polarity; i.e., an attack that Dark Link can't perform. This means using the Megaton Hammer. He can't deflect the Megaton Hammer. He won't even try. Just smack him around with it

until he dies. Okay, a cool fight, but really easy and almost laughably pointless. If you're a combat purist and refuse to use such an easy tactic, then the second-best way to beat him is to use regular sword attacks, but don't L-Target him.

After Shadow Link is defeated, then the pretty little pool will disappear and the door on the north side of the room will unlock. Go through it.

The Water Temple - Longshot Room

Smash the pots in this room, revealing restorative items. Whip out your Longshot afterwards, and nail the stone tablet on the back wall. The grating in the floor on the north side of the room will retract. Drop down the newly opened opening.

The Water Temple - The River Wild
New Quest Item: Gold Skulltula Token x1 [GSMQ073]

Navi, once again demonstrating her knack for the obvious, will warn you not to get sucked down the whirlpools in this area. Thanks for that, Sherlock.

Start heading along the winding river path, pulling yourself from Longshot Target to Longshot Target using the Longshot. Be sure to aim for the top edge of each Target, and climb onto the top before pulling yourself to the next one. If you fall into the water, equip your Iron Boots and use the Longshot to pull yourself back on top of one of the targets. The game is extremely picky about when it will let you use the Longshot. If initially it won't let you use it even when you're using the Iron Boots, then shift around slightly until you are COMPLETELY submerged.

When you reach the third Longshot Target, stop on top of it, and look east. On the ceiling above the fourth Longshot Target is the a Gold Skulltula, whose scuttling is all but drowned out by the noisy water. Kill it and take it's token with the Longshot, then continue your progress along the river.

After you have pulled yourself along a long series of Longshot Targets, you'll arrive at a small alcove in the southeast corner of the room. Run to the south end of this alcove, and jump off the edge into the rushing water below.

The Water Temple - Whirlpool Room

Drop all the way down to the bottom of the whirlpool, and look high on the wall on the west side. Pull yourself into the tunnel here using the Longshot Target on the ceiling. Smash the boxes in this tunnel, revealing rupees, then run to the west end of the hall. Remove the Iron Boots, and rise to the surface of the water, into a small alcove.

Climb out of the water, and use Din's Fire. Smash the boxes in the alcove if you need Magic Power. The ring of fire will light two torches which sit high on the wall, and unseal a door back on the east side of the area. Sink back down into the whirlpool, rise to it's surface, and get out of it's east side. Go through the newly unsealed door.

The Water Temple - Vertical Hallway
New Dungeon Item: Boss Key
New Quest Item: Gold Skulltula Token x1 [GSMQ074]

Run into the room, dropping down into the deep pit below. Note the Crystal Switch on the right as you go. When you land, you'll find a small square hole with a pillar of water in it. Stand on top of the pillar, and then hit the Crystal Switch with the Longshot. The water pillar will then rise into the air, carrying you with it. When the water pillar reaches it's apex, use Din's Fire, and two torches on the other side of a metal grating will be lit.

Once both of the torches are lit, the grating will retract into the ceiling. Jump from the top of the water pillar to the other side of the grating. You'll find this dungeon's gilded chest here. Open it up to get the Boss Key.

Run around behind the gilded chest and to the end of the hall, jumping into a pool of water. Equip the Iron Boots, sinking to the bottom of the pool. Run to the end of the submerged hallway, switching to the Kokiri Boots at the end. You'll float up, until you hit your head on the ceiling.

To the east from this point, you'll find another metal grating, with a switch in front of it. Swim out over the top of the switch, and put the Iron Boots back on. You'll sink back down onto the switch, opening the grating. Run through the new opening, and you'll find yourself back in the main area of the dungeon.

Now with the Longshot and the Boss Key in hand, you can, in fact, go to the dungeon boss and finish the dungeon. The remainder of this dungeon is nothing but Gold Skulltulas. If you don't care about them, then head for the north side of the third level. The door there leads to the Boss Door.

If you actually do care about the Gold Skulltulas, then off we go.

Return to the Water Switch on the east wing of the dungeon, and lower the water level to it's lowest level. Return to the tower in the center of this area, and use the Water Switch in there to set the water level to it's second level (you HAVE to do it in this order, unfortunately). Once the water level is at the second level, return to this area.

Remove your Kokiri Boots, and rise to the second floor of the room (use your map to check your level). Go to the south side of the room, and you'll find a grating with a switch in front of it. Step onto the switch to open the grating, and run through it before the grating shuts again.

Run down the hall, and around several corners. You'll eventually reach a point where the hall splits left and right, with a grating between the split. Watching out for Lizalfos, cast Din's Fire while standing in front of the grating. Din's Fire will light a torch on the other side of the grating, opening the grating. The fire should also kill a Gold Skulltula; take the token that it leaves behind.

Head back to the split, and go north. Kill a Lizalfos who drops down here, then look up. There's a Longshot Target high above your head here. Pull yourself up to it. Run around the corner, stepping on another switch to open another grating. Run through the grating before it closes again.

You're now back in the center of the Vertical Hallway. Head to the southwest corner of the room, and use the Longshot Target on the wall near the ceiling to pull yourself up to the Level 3 Water Switch. Return the water level in the dungeon to it's highest level, sink to the bottom level of the dungeon, then head for the north end of the hall.

Head down the tunnel here, dropping down into a lower tunnel. Run to the end

of this tunnel, removing your Iron Boots to float to the surface of the water. Climb onto the ledge on the south side of the pool, then look to the north. A line of spikes blocks access to the north; pull yourself over the spikes using the Longshot Target above them. Go through the door on the other side.

The Water Temple - The Not-As-Hard-As-It-Looks Room

Run forward to the edge of the water, and look off to the left. There's a tunnel off here, which Navi will flutter over to when you come close enough. Play the Scarecrow's Song when Navi does this, and Pierre the Scarecrow will appear in the tunnel. Pull yourself over to Pierre with the Longshot.

Run to the west end of the tunnel, ignoring the opening you pass on the right. At the end of the tunnel, you'll step into a deep pool of water. Equip the Iron Boots to sink to the bottom of this pool. Run around several corners until you reach another dead end, then switch to the Kokiri Boots to rise up.

Climb out of the water here, and go through the door in this tiny opening.

The Water Temple - Boss Key Room
New Dungeon Item: Small Key x1

The door seals itself shut as you enter, and a Stalfos appears. Defeat it, then smash the crates in the room. One of them hides a Small Key. Return to the previous room.

The Water Temple - The Not-As-Hard-As-It-Looks Room

Return to the tunnel which you used Pierre to enter. Now is the time to enter that hall we passed earlier. Go to the end of this hall, and through the door.

The Water Temple - Water Pillar Triplets Room

There's a Crystal Switch to the right as you enter; ignore it for now. Light the torch nearest you with Din's Fire, then light the other three torches in the room by shooting arrows through the flame and into the unlit torches. The other three torches are to the left and right, and directly across from the first torch. Once all four torches are lit, then the door on the opposite end of the room will open.

Now, activate the Crystal Switch, and three water pillars in the floor below will rise into the air. Jump across the water pillars to the other side of the room, and through the newly opened door. If you fall, then stand on one of the water pillars, and shoot the Crystal Switch again with an arrow. Alternatively, you can just use the torch as an anchor for the Longshot.

The Water Temple - Stone Block Room

Jump down a series of ledges, landing in a shallow pool of water which is positively packed with Dodongos. Use rapid Spin Attacks to kill some of them, and once you've cleared a little room out, start aiming for their tails. Pull yourself out of the pool using the Longshot Target on the west wall.

Two more Dodongos lurk in the tunnels to the south (it's possible they've already wandered out). Kill this pair as well, and all of the Dodongos in the

room will now be dead. Once they're all dead, a door to the south will unseal itself. Pull yourself up to the door using the Longshot Target on the south ceiling, then go through the newly opened door.

The Water Temple - The Not-As-Hard-As-It-Looks Room
New Quest Item: Gold Skulltula Token x1 [GSMQ075]

Smash all of the crates in this small space. You'll find a Gold Skulltula inside one of them. Kill it and take it's token, then backtrack to the Vertical Hallway (the three-tiered room at the beginning of the dungeon). There are still three Gold Skulltulas lurking in this dungeon, but you'll have to return later with new items to get them.

The Water Temple - Vertical Hallway

You're going to need the dungeon's water level set at it's highest level. If it's not, then use the Longshot to pull yourself up to southwest corner, near the ceiling. Use the Water Switch here to raise the water level to it's highest level.

Climb up to the third level of the central tower, and go to it's north side. There's a Dragon Head with a Longshot Target on it's front, placed in an alcove to the north of the tower. Pull yourself up to the Dragon Head with the Longshot, then go through the door behind the Head.

The Water Temple - Blade Trap Room

The Blade Traps that guard the ramp to the Boss Door are moving far too quickly for you to do much about them. Look above the Boss Door, and you'll see a Crystal Switch. Shoot it, and two Longshot Targets will appear on either side of the Boss Door. Pull yourself up to one of the Targets, then enter the Boss Door.

-----B-O-S-S-----
Giant Aquatic Amoeba MORPHA
New Upgrade: Heart Container x1
New Quest Item: Water Medallion

I often hear this boss described as "hard." I can only assume one of two things: people assume that since the dungeon is fairly difficult and confusing, then the boss must also be so. The only other theory I can come up with (and the one that I tend to favor) is that most people suck. The only thing "hard" about Morpha is it's ability to deal quite a large amount of damage in one attack (which deal four to six hearts of damage... but since you should have fourteen or fifteen heart containers by now, that's no big deal).

For the duration of this boss fight, it's very important that you avoid entering the water, since this will give the boss easy opportunity to attack you. You should also avoid standing on the four platforms on the inside of the room, since this will allow Morpha to attack you from several sides (this takes more precedence later in the fight when Morpha has several arms to attack you with), and also gives you very little room to move, making it even easier for Morpha to grab you. If you fall in the water or somehow end up on one of the inner platforms, then get back to the perimeter of the room posthaste. There are ladders on the platforms in the middle of the room you can climb up if you happen to fall in the water.

X Deku Stick	X Deku Nut	X Fairy Slingshot	X Fairy Ocarina	
X Bombs	X Bombchus	X Magic Beans	X Boomerang	
X Ocarina of Time	X Din's Fire	X Farore's Wind	_ Nayru's Love	
X Fairy Bow	_ Fire Arrow	_ Ice Arrow	_ Light Arrow	
X Hookshot	X Longshot	_ Lens of Truth	X Megaton Hammer	
X Bottle #1	X Bottle #2	X Bottle #3	X Bottle #4	

+-----Song Checklist-----+

X Zelda's Lullaby	X Epona's Song	X Saria's Song	
X Sun's Song	X Song of Time	X Song of Storms	
X Minuet of Forest	X Bolero of Fire	X Serenade of Water	
_ Requiem of Spirit	_ Nocturne of Shadow	X Prelude of Light	

+-----Equipment Checklist-----+

X Kokiri Sword	X Master Sword	X Biggoron Sword	
X Deku Shield	X Hylian Shield	_ Mirror Shield	
X Kokiri Tunic	X Goron Tunic	X Zora Tunic	
X Kokiri Boots	X Iron Boots	_ Hover Boots	
X Ammo Pouch	X Big Ammo Pouch	X Biggest Ammo Pouch	
X Quiver	X Big Quiver	_ Biggest Quiver	
X Bomb Bag	X Big Bomb Bag	X Biggest Bomb Bag	
X Goron Bracelet	_ Silver Gauntlets	_ Gold Gauntlets	
X Child's Wallet	X Adult's Wallet	X Giant's Wallet	
X Silver Scale	X Gold Scale	X Stone of Agony	

+-----Upgrade Checklist-----+

X Super Spin Attack	X Magic Meter	X Extended Magic Meter	
_ Enhanced Defense	X Deku Stick Cap. Up. #1	X Deku Stick Cap. Up. #2	
X Deku Nut Cap. Up. #1	X Deku Nut Cap. Up. #2	X Epona	

+-----Mask Checklist-----+

X Keaton Mask	X Skull Mask	X Spooky Mask	X Bunny Hood	
X Mask of Truth	X Goron Mask	X Zora Mask	X Gerudo Mask	

+-----Trading Sidequest Checklist-----+

X Pocket Egg	X Pocket Cucco	X Cojiro	X Odd Mushroom	
X Odd Potion	X Poacher's Saw	X B. Goron's Sword	X Prescription	
X Eyeball Frog	X Biggoron's Eyedrops	X Claim Check		

Before completing this chapter, also consider completing:
Happy Mask Trading Sidequest (Subchapter Zero-Three-Eight-One)
Obtaining Epona (Subchapter Zero-Three-Eight-Two)
Biggoron Sword Sidequest (Subchapter Zero-Three-Eight-Three)
Big Poe Hunting (Subchapter Zero-Three-Eight-Six)

You can change back to the Kokiri Tunic or Goron Tunic at this point, if the dark blue hue of the Zora Tunic isn't your thing.

Lake Hylia
New Item: Fire Arrows
New Quest Item: Gold Skulltula Token x1 [GSMQ078]

After the cutscene upon finishing the Water Temple, you will find yourself back on the island in the middle of Lake Hylia at sunrise. This is convenient, as there is an item that can be obtained at Lake Hylia only at this time of day. Run to the east side of the island, where you will find a plaque set into the ground. If you read the plaque, then it reads,

"When water fills the lake, shoot for the morning light."

With the Water Temple finished, the Lake will be refilled. So fire an arrow directly into the sun, and the Fire Arrows will fall from the sky onto the smaller island east of the larger one. Swim out to it and take it. It must be at sunrise for this to work, so if you happen to be here at a different time of day, then play the Sun's Song to make it nighttime, then hang around until the sun rises (the Sun's Song makes it noon if you make it daytime, several Hyrulean hours past when you can get the Fire Arrows). You're going to need the Fire Arrows later on in the Shadow Temple, which we'll get to after a brief excursion back to childhood.

We're not quit done here yet. Return to the larger island, and use the Longshot to pull yourself up to the top of the dead tree. It helps if you stand to the left so that you can see the left side of the trunk, and pull yourself up by aiming just above the large branch which sticks out near the top of the tree. Once you're at the top of the tree, make it nighttime to make a Gold Skulltula appear on the top of the trunk. Don't try to jump up and kill it; just stand on the branch and use the Longshot.

Once you have the Token, put your Iron Boots back on and return to the Water Temple. Now that you have the Fire Arrows, there's another Gold Skulltula which we can reach in there.

The Water Temple - Vertical Hallway

New Quest Item: Gold Skulltula Token x1 [GSMQ076]

Staying on the sandy, bottom level, head around to the south end of the room, and through the tunnel there. Run down the hallway, sinking to the bottom of a pit. Run to the end of this new tunnel, then float up at it's end.

When you return to the surface of the water, you'll be in a small room with a platform rising out of the water. Climb up onto the second level of the platform, and look down the west end of the hall. Navi will flutter down the hall, and turn green. Play the Scarecrow's Song, and Pierre will appear down the hall.

Pull yourself over to Pierre with the Longshot. Keep heading west down the hall, killing a pair of Stalfos who appear. There's a grating here, with the clear sounds of a Gold Skulltula heard behind it. Turn around and face the opposite end of the hall. There are three unlit torches high on the wall here, just out of range of Din's Fire (which is why you need the Fire Arrows). Fire a single Fire Arrow into each of the torches. Once all three are lit, the grating will lift.

Smash the pots and the crates in the newly opened room, then look on the ceiling to see the Gold Skulltula. Kill it and take it's token with the Longshot. That's about all you can do here for the moment; you'll have to return later to get the remaining Gold Skulltulas. Play the Prelude of Light to warp to the Temple of Time.

The Temple of Time

We'll head back to childhood in a moment. For right now, return to Hyrule Field and go to Kakariko Village.

Kakariko Village

New Song: Nocturne of Shadow

A cutscene will take place as you enter the village, whose awesomeness cannot be described in mere words. Afterwards, Sheik will teach you the Nocturne of Shadow. This transportation song is the ONLY way to reach the Shadow Temple. Once you have learned the Nocture of Shadow, head for Kakariko Graveyard.

Kakariko Graveyard

Head for Dampe's Grave (it's the only gravestone with flowers on the left aisle). Pull it backwards to reveal a pit, and drop back down to Dampe's Amazing Cave Race Game.

Dampe's Amazing Cave Race Game

New Item: Piece of Heart x1 [HPMQ31]

Before you ask, yes, you have done this before. Except that last time, you probably didn't win the Piece of Heart you get for finishing the race in under 1:00. To accomplish this, you're going to have to follow the exact route you followed before, only you'll have to roll the whole way (which is slightly faster). The other difference is, when you reach the last room (the large room with the spiral ramp that rises up), use the Longshot from the bottom of the room to pull yourself up to the door.

Here's the instructions on how to beat the race again, for your convenience:

Step forward a few feet to find the ghost of Dampe. He will challenge you to a race, and will start without notice. Immediately run forward, dodging the flames that Dampe drops (he'll drop them the entire race - keep an eye out for them). Turn right at the halls end, taking the corner tight to dodge a flame. Turn left at the next corner, taking the turn wide to dodge another flame.

Run forward between the pair of flames, running along the left side of the gap. Turn left and then right immediately on the other side, taking the turn wide to dodge another flame. Turn right, then left, then left again, taking the turn tight. Take another tight turn on the other side, and go through the door.

Take a right on the other side, and another right, and then a wide left. Run along the left or right side of the tunnel, then enter the wide room. Go through the door on the right. Take a left, then a wide right, then through another door. Run to the wall on the other side, then a right, then a tight left.

Jump onto the ledge to your left, and hug the left wall as you run forward to dodge more flames. Take a wide left, then a tight left to enter a tall room with a large pit in the middle. Use the Longshot to latch onto one of the torches near the top of the room, and pull yourself up. If you make it under one minute, then Dampe will give you a Piece of Heart for your efforts.

Go through the door on the other side of the room, climb up the stairs and you'll find yourself back in the Windmill. If you still haven't learned the Song of Storms from the Organ Grinder, then do so now by pulling out the Ocarina in front of him. Once you have both the Song of Storms and the Nocturne of Shadow, return to the village and play the Prelude of Light to return the Temple of Time and return to Link's Childhood.

_ Requiem of Spirit	X Nocturne of Shadow	X Prelude of Light	
+-----Equipment Checklist-----+			
X Kokiri Sword	X Master Sword	X Biggoron Sword	
X Deku Shield	X Hylian Shield	_ Mirror Shield	
X Kokiri Tunic	X Goron Tunic	X Zora Tunic	
X Kokiri Boots	X Iron Boots	_ Hover Boots	
X Ammo Pouch	X Big Ammo Pouch	X Biggest Ammo Pouch	
X Quiver	X Big Quiver	_ Biggest Quiver	
X Bomb Bag	X Big Bomb Bag	X Biggest Bomb Bag	
X Goron Bracelet	_ Silver Gauntlets	_ Gold Gauntlets	
X Child's Wallet	X Adult's Wallet	X Giant's Wallet	
X Silver Scale	X Gold Scale	X Stone of Agony	
+-----Upgrade Checklist-----+			
X Super Spin Attack	X Magic Meter	X Extended Magic Meter	
_ Enhanced Defense	X Deku Stick Cap. Up. #1	X Deku Stick Cap. Up. #2	
X Deku Nut Cap. Up. #1	X Deku Nut Cap. Up. #2	X Epona	
+-----Mask Checklist-----+			
X Keaton Mask	X Skull Mask	X Spooky Mask	X Bunny Hood
X Mask of Truth	X Goron Mask	X Zora Mask	X Gerudo Mask
+-----Trading Sidequest Checklist-----+			
X Pocket Egg	X Pocket Cucco	X Cojiro	X Odd Mushroom
X Odd Potion	X Poacher's Saw	X B. Goron's Sword	X Prescription
X Eyeball Frog	X Biggoron's Eyedrops	X Claim Check	
+-----+			

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Biggoron Sword Sidequest (Subchapter Zero-Three-Eight-Three)
Big Poe Hunting (Subchapter Zero-Three-Eight-Six)

The Bottom of the Well - Entrance

Run forward as you enter, and crawl through the small tunnel to it's other side.

The Bottom of the Well - Reservoir
New Item: Dungeon Map

Drop down the cliff on the other side, and kill the Redead that stumbles towards you. These guys are a much bigger deal when you're still Young Link, since his Kokiri Sword has neither reach or power of the Master Sword. But you've got enough hearts now, that you should be able to kill it. There's a doorway at the end of the hall, just to the right of a skeleton. Run through this doorway.

You'll pass by a deep pool of water as you come through the door. We'll be investigating this later, but we need to drain the water first. Leading into the pool is a stream of water, which makes a big loop around this entire area. Run along this stream, going to the left or right (it doesn't matter which). If you go counter-clockwise, then watch out for a hole near the outer wall. If you do fall into the pit, then look for the ladder near the green pool, and climb up it. The door at the top leads back to the Reservoir.

Ignore any new openings you come to on the left or right. Keep following the path of the stream, and you'll reach a Triforce painted on the ground. Stand on this Triforce and play Zelda's Lullaby. A grating will open behind you. There's also a statue of a monster's head near the Triforce, with a Crystal Switch on it's right side. Shoot the Crystal Switch with the Fairy Slingshot, and the water will drain.

With the water drained, you can now access that deep pool near the dungeon's entrance. There's a chest directly across from the monster's head, through the grating you opened earlier. Run straight at it, and open it to get the Dungeon Map. Watch out for a Wall Master who guards the area around the chest. With the Dungeon Map in hand, backtrack to the now-drained pool, and drop into it. There's a tunnel on one side of the pool, just to the left of an iron grating. Crawl through this tunnel.

The Bottom of the Well - Deadhand Hallway

Run forward, and climb up the ivy-covered wall to the next level. Go through the door on the other end of the room.

The Bottom of the Well - Deadhand Room
New Dungeon Item: Compass, Small Key x1

When you enter the room, the door will seal behind you. Notice the four giant hands sticking out of the ground in the room. Run near one, and it will grab you, summoning Deadhand.

-M-I-N-I--B-O-S-S-
Deadhand

Deadhand is relatively basic, and follows an easy pattern. Allow one of his hands to grab you, and Deadhand's body and head will appear and move slowly towards you. Struggle free of the hand holding you by rotating the control stick and slamming buttons, then L-Target Deadhand's head. Stand still (out of the range of the hands), and wait for Deadhand to get near you, at which point his head will lower to attack. Execute a Jump Attack before Deadhand can attack, and he will begin to run away, eventually sinking back into the ground. Allow another hand to grab you, and repeat the process until Deadhand dies.

Once Deadhand has died, open the chest that appears to find the Compass. Next, bomb the rubble in the northwest corner, and you'll find a key underneath it. Take the Small Key, then backtrack to the Reservoir part of the dungeon.

The Bottom of the Well - Reservoir

Head for the northeast corner of the area, again watching out for the pit which resides there. If you do fall into the pit, then look for the ladder near the green pool, and climb up it. The door at the top leads back to the Reservoir.

In the northeast corner, you'll find a tunnel. Crawl through it. The other side is an apparent dead end with a sealed door. Look at the plaque of the face on the wall. The right eye is actually a barely-visible Crystal Switch. Shoot it with the Fairy Slingshot, and the door will unseal itself. Go through it.

The Bottom of the Well - Pit Room

In a new twist, you will now face both a Wall and a Floor Master in the same room. The Wall Master is a far greater threat; dodge the Floor Master's charging attacks until you have eliminated the Wall Master, then turn to the Floor Master. As always, kill it, then defeat it's offspring with Din's Fire.

It's actually easier just to avoid the Hands altogether, though. Head for the locked door on the other side of the room, and use the Small Key you picked up in Deadhand's Room to open the door.

The Bottom of the Well - Reservoir

Drop a Bomb on the rubble in this area. Once it is cleared away (taking the two Skullwalltulas with it), a switch will be revealed. Step on it, and a grating near where you picked up the Dungeon Map (in the center of the dungeon) will open. Return to that area, and drop through the new hole.

The Bottom of the Well - The Cess Pool

New Item: Lens of Truth

New Quest Item: Gold Skulltula Token x1 [GSMQ079]

Don't hold any directions as you fall, otherwise you'll roll right off a concealed platform near the ceiling, and you'll have to climb back up. Watching out for the Wall Master that patrols the area, step on the switch on the platform. It makes a chest appear in the southeast corner of the area. Drop off the edge of the platform, and head for the southeast corner.

A huge group of Redeads guards the chest. Don't bother fighting them; stun them with the Sun's Song, push your way through to the chest, open it to get the Lens of Truth, then run away before they recover. The Lens makes invisible objects and enemies visible, and also reveals fake walls and floors. It steadily uses magic while activated, but there's a cool trick you can use to avoid this: rapidly turn the Lens of Truth on and off by tapping the assigned c-button, and it won't use any Magic Power.

Guess what. Now you can leave. The rest of this dungeon in the Walkthrough is the Gold Skulltulas. Play the Prelude of Light to return to the Temple of Time and adulthood, if you don't care about Gold Skulltulas. If you do care, then off we go.

Return to the green pool, and then head for the southwest corner of the room. Use your Lens of Truth to see Big Skulltulas hanging from the ceiling. At the end of the tunnel and past three invisible Big Skulltulas, you'll find a lone Gold Skulltula on the floor. Kill it and take it's token, then return to the green pool.

West of the green pool, there are two ladders that climb up. At the top, you'll find a door. Go through it, and you'll be back in...

The Bottom of the Well - Reservoir

As you come out of the door, run into a small opening on the left (not the tunnel, it's a tiny room lined with skulls). Use a Bomb or Bombchu to destroy the boulder on the wall. A Golden Eye Switch is revealed beneath the boulder; activate it with the Fairy Slingshot. This opens a grating in the southeast corner of the dungeon (which contains only a Fairy).

Start going clockwise around the dried-up stream. On the right, you'll find a tunnel blocked by two boulders. Blow them out of the way with a Bomb, and kill the Big Skulltula who guards the other side. Skirting the pit (which drops back down to the Cess Pool), step on the switch. A door just outside the prison cell will unseal itself.

Step back outside the cell, and return to where you got the Dungeon Map. East of the Dungeon Map's chest, there is another cell, with a Crystal Switch on the wall. Shoot the Crystal Switch with the Fairy Slingshot, and a door on the east side will open. Now with the doors on the east and west sides of the Dungeon Map open, you can access a few new rooms.

Enter the east door first.

The Bottom of the Well - Skulltula Room East
New Dungeon Item: Small Key x1

Use the Lens of Truth to see a path that cuts across the pit in the room. Follow it to a small alcove, which houses a Small Key. Take the Key, then return to the previous room. Watch out; the invisible platform has conveniently resized itself.

The Bottom of the Well - Reservoir

Run to the right. On the other side of this small prison, there is another locked door. Go through it.

The Bottom of the Well - Skulltula Room West
New Quest Item: Gold Skulltula Token x1 [GSMQ080]

Use the Lens of Truth to see that this room is packed with Big Skulltulas and Keese. Defeat them all, then pull aside the gravestone in the room. You'll find another Gold Skulltula underneath it. Kill it and take it's token, then return to the previous room.

The Bottom of the Well - Reservoir

Leave the prison area, and return to the outer hallway. On the far west side of the area, you'll find a pit, with a locked door on the other side of it. Drop down into the pit, then climb up the ivy-covered wall which leads to the door. Go through the door using the key you picked up in the east prison room.

The Bottom of the Well - Coffin Room
New Quest Item: Gold Skulltula Token x1 [GSMQ081]

Watch out for the Gibdos in this room. They're pretty much the same as Redeads, only more annoying. Ignore the torches in the room; you'll just make life more difficult if you activate them. Behind one of the statues at the west end of the room, you'll find another Gold Skulltula, the dungeon's last. Kill it and take it's token.

You're done in the Well now (thank goodness). Play the Prelude of Light to return to the Temple of Time.

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Master Quest
After the Well...
[0363]

Status Report -

New Things This Chapter -

Heart Containers: 017/020	Heart Containers: 000
Heart Pieces : 032/036	Heart Pieces : 001
Gold Skulltulas : 079/100	Gold Skulltulas : 001

+-----Inventory Checklist-----+

X Deku Stick	X Deku Nut	X Fairy Slingshot	X Fairy Ocarina	
X Bombs	X Bombchus	X Magic Beans	X Boomerang	
X Ocarina of Time	X Din's Fire	X Farore's Wind	_ Nayru's Love	
X Fairy Bow	X Fire Arrow	_ Ice Arrow	_ Light Arrow	
X Hookshot	X Longshot	X Lens of Truth	X Megaton Hammer	
X Bottle #1	X Bottle #2	X Bottle #3	X Bottle #4	

+-----Song Checklist-----+

X Zelda's Lullaby	X Epona's Song	X Saria's Song	
X Sun's Song	X Song of Time	X Song of Storms	
X Minuet of Forest	X Bolero of Fire	X Serenade of Water	
_ Requiem of Spirit	X Nocturne of Shadow	X Prelude of Light	

+-----Equipment Checklist-----+

X Kokiri Sword	X Master Sword	X Biggoron Sword	
X Deku Shield	X Hylian Shield	_ Mirror Shield	
X Kokiri Tunic	X Goron Tunic	X Zora Tunic	
X Kokiri Boots	X Iron Boots	_ Hover Boots	
X Ammo Pouch	X Big Ammo Pouch	X Biggest Ammo Pouch	
X Quiver	X Big Quiver	_ Biggest Quiver	
X Bomb Bag	X Big Bomb Bag	X Biggest Bomb Bag	
X Goron Bracelet	_ Silver Gauntlets	_ Gold Gauntlets	
X Child's Wallet	X Adult's Wallet	X Giant's Wallet	
X Silver Scale	X Gold Scale	X Stone of Agony	

+-----Upgrade Checklist-----+

X Super Spin Attack	X Magic Meter	X Extended Magic Meter	
_ Enhanced Defense	X Deku Stick Cap. Up. #1	X Deku Stick Cap. Up. #2	
X Deku Nut Cap. Up. #1	X Deku Nut Cap. Up. #2	X Epona	

+-----Mask Checklist-----+

X Keaton Mask	X Skull Mask	X Spooky Mask	X Bunny Hood	
X Mask of Truth	X Goron Mask	X Zora Mask	X Gerudo Mask	

-----Trading Sidequest Checklist-----			
X Pocket Egg	X Pocket Cucco	X Cojiro	X Odd Mushroom
X Odd Potion	X Poacher's Saw	X B. Goron's Sword	X Prescription
X Eyeball Frog	X Biggoron's Eyedrops	X Claim Check	

Before completing this chapter, also consider completing:
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Biggoron Sword Sidequest (Subchapter Zero-Three-Eight-Three)
Big Poe Hunting (Subchapter Zero-Three-Eight-Six)

The Temple of Time

It's not quite time to return to adulthood yet. Head out to Hyrule Castle Market.

Hyrule Castle - Market (nighttime)

Play the Sun's Song to make it nighttime if you have to, then head for the door in the southeast corner of the area. It's to the left of the Bombchu Bowling Alley, near the entrance to the back alley. Go through it.

Hyrule Castle - Treasure Chest Game
New Upgrade: Piece of Heart x1 [HPMQ32]

Speak with the clerk, and pay the fee to play the game. He'll give you a Small Key, which you can use to open the first door. Go through it. There are two chests in this room, one of which contains a Small Key, the other of which contains a Rupee. The Key lets you progress, the rupee is a booby prize. Normally, you'd have to guess which chest contains the Key. But the Lens of Truth makes things easier. Simply use the Lens of Truth to see the contents of each chest, and take the Small Key in each room. When you reach the last room in the minigame, you will find a lone chest which contains a Piece of Heart.

You can actually complete this minigame as soon as you access Hyrule Castle. But the chances of making it all the way through the game without the Lens is one in thirty two. Which is three hundred and twenty rupees and several tedious hours. And that's not even a guarantee. It could take LONGER. Some people might have that kind of patience, but I'm not one of them, and I'm fairly positive most would agree with me. So we got it now.

You're still not quite done as Child Link yet. It's time to, finally, return to Jabu-Jabu's Belly and get the single Gold Skulltula still to be found there. Head back to Zora's Domain, and re-enter Jabu-Jabu's Belly.

Inside Jabu-Jabu's Belly - Entrance

Make your way back to the two-tiered room, with the many sinkholes on it's second level. It's the same room where you first met Ruto. On the lower level of this room, in the southwest corner, is a door. Go through it.

Inside Jabu-Jabu's Belly - Invisible Enemy Room
New Quest Item: Gold Skulltula Token x1 [GSMQ033]

Defeat the enemies who lurk in the water (use Deku Nuts to coax them out), then use the Lens of Truth to spot the invisible Keese that habitate the room. Try activating the switch that is under the water to coax them out. Once all of the enemies in the room are dead, a Longshot Target appears in the water. Climb onto the target, then onto the far-west platform.

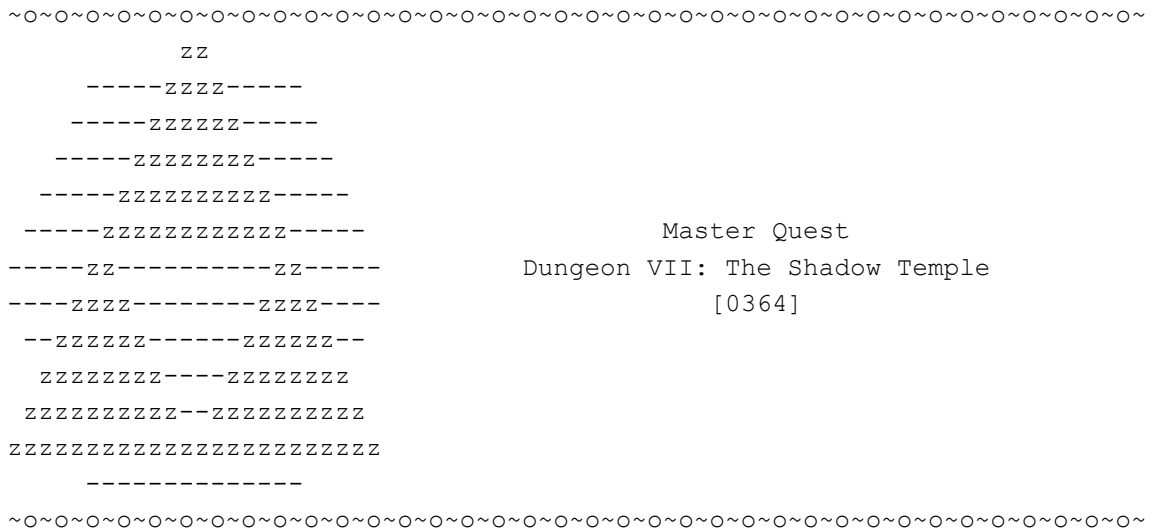
Burn away the webbing on this platform with Din's Fire, then claim that last pesky Gold Skulltula with the Boomerang. You can now return to the Temple of Time with the Prelude of Light.

The Temple of Time

Back on Adult Link, play the Nocturne of Shadow to return to the outside of the Shadow Temple.

Kakariko Graveyard

Run east down the stairs near the warp point to reach a large room filled with torches. Stand on the pedestal in the middle of the torches and use Din's Fire to light all of the torches (if you don't have Din's Fire, then return to childhood and get it from the Great Fairy in Hyrule Castle Garden. Also, you suck). All of the lit torches will open the door to the Shadow Temple. Go through it.



Status Report -	New Things This Chapter -
Heart Containers: 017/020	Heart Containers: 001
Heart Pieces : 033/036	Heart Pieces : 000
Gold Skulltulas : 080/100	Gold Skulltulas : 005

-----Inventory Checklist-----			
X Deku Stick	X Deku Nut	X Fairy Slingshot	X Fairy Ocarina
X Bombs	X Bombchus	X Magic Beans	X Boomerang
X Ocarina of Time	X Din's Fire	X Farore's Wind	_ Nayru's Love
X Fairy Bow	X Fire Arrow	_ Ice Arrow	_ Light Arrow
X Hookshot	X Longshot	X Lens of Truth	X Megaton Hammer
X Bottle #1	X Bottle #2	X Bottle #3	X Bottle #4

-----Song Checklist-----			
X Zelda's Lullaby	X Epona's Song	X Saria's Song	
X Sun's Song	X Song of Time	X Song of Storms	
X Minuet of Forest	X Bolero of Fire	X Serenade of Water	
_ Requiem of Spirit	X Nocturne of Shadow	X Prelude of Light	
-----Equipment Checklist-----			
X Kokiri Sword	X Master Sword	X Biggoron Sword	
X Deku Shield	X Hylian Shield	_ Mirror Shield	
X Kokiri Tunic	X Goron Tunic	X Zora Tunic	
X Kokiri Boots	X Iron Boots	_ Hover Boots	
X Ammo Pouch	X Big Ammo Pouch	X Biggest Ammo Pouch	
X Quiver	X Big Quiver	_ Biggest Quiver	
X Bomb Bag	X Big Bomb Bag	X Biggest Bomb Bag	
X Goron Bracelet	_ Silver Gauntlets	_ Gold Gauntlets	
X Child's Wallet	X Adult's Wallet	X Giant's Wallet	
X Silver Scale	X Gold Scale	X Stone of Agony	
-----Upgrade Checklist-----			
X Super Spin Attack	X Magic Meter	X Extended Magic Meter	
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----- The Shadow Temple - The Raven Room

Run forward, and around the corner to the right you'll find a long pit. Use the Longshot Target on the other side of the pit to pull yourself over. Aim high on the target to ensure that you grab onto the cliff on the other side.

After you have climbed up, you will reach an apparent dead end. If you use the Lens of Truth that you picked up in the Bottom of the Well (see the appropriate Subchapters if you haven't gotten in yet), and the face on the wall will disappear. Step through this new opening.

This large room you have just entered has a large Raven's statue as it's centerpiece. Notice the skulls that surround the statue, affixed to posts. Use the Lens of Truth on the skulls, and you'll find that all but one of them disappear. Use the protruding chunk of the statue to make the Raven face this single, non-disappearing Skull. When properly aligned, the grating on the other side of a pit will open up.

Turn your attention to this pit. The "door" on the other side is actually a

giant monster's face. Look at the hands of the monster, and you'll spot two unlit torches. Light them with Fire Arrows (which you should have gotten from Lake Hylia immediately after the Water Temple).

When both of the torches are lit, a platform will appear in the pit, letting you cross over to the "door." Do so, and run down the tunnel on the other side. At the bottom, defeat a Beamos Statue but chucking a couple Bombs at it's eye.

Just past the Beamos, there are three odd-colored walls. Use the Lens of Truth, and look to the one on the left first (left, as though you were facing the center wall). A door is revealed on the other side. Go through this door.

The Shadow Temple - Scythe Room
New Dungeon Item: Dungeon Map

While watching out for the gigantic, two-sided scythe statue which dominates the room, you'll need to gather the five Silver Rupees around the area to unseal the doors once more. Two are in plain sight, directly in the path of the scythes. You can roll under the scythes if you time it properly.

Two more Silver Rupees are found in the alcoves around the room, guarded by Big Skulltulas. The last hangs suspended in midair in a corner of the room. Pull yourself up onto the pile of wood near the Rupee using the Longshot Target on top of the wood pile, then jump out to the Rupees.

Once you have gathered all five of the Silver Rupees, a grating will open, letting you access the last alcove in the room. A large chest in the alcove is guarded by a Big Skulltula. Kill it's guard, then open the chest to get the Dungeon Map. Eliminate all of the Big Skulltulas in the room to re-open the door you came through, but don't go through yet. One of the alcoves in the room has a face drawn on it's wall. Run towards this face, and you'll fall through an invisible barrier.

The Shadow Temple - The Cursed Boat
New Dungeon Item: Small Key x1

Use the Lens of Truth to find a small chest right near where you landed. Open this chest to get a Small Key, then climb back up the shaft you fell down, using the chain link fence on the wall.

The Shadow Temple - Scythe Room

Eliminate all of the Big Skulltulas in the room, if you haven't yet, to unseal the door. Return to the room with the giant Raven.

The Shadow Temple - The Raven Room

Run back through the fake wall, and activate your Lens of Truth on the other side. The wall directly opposite you is also fake. Go through the door on the other side of this wall.

The Shadow Temple - Gibdos Room
New Dungeon Item: Small Key x1

Defeat both of the Gibdos in this room (if you missed them in Bottom of the Well, they're just more aggressive versions of Redeads). Open the chest that appears when they succumb, and a chest will appear, and the door will unseal itself. Open the chest to get a Small Key, then return to the previous room.

The Shadow Temple - The Raven Room

Backtrack to the large Raven statue. Use the Lens once more to look at the faces fixed into the wall. One of them will disappear, revealing a rough patch of stone. Use a Bomb to blow away this stone patch, revealing a locked door. Go through this locked door.

The Shadow Temple - Catacombs

Run to the end of the hall, where there is a patch of wall, with a skull embedded in the wall. And, of course, the skull's eyes are glowing. Use your Lens of Truth (are you picking up a theme in this dungeon yet?), and the wall will disappear. Step through the new opening.

Go to the right on the other side, and look for another glowing skull. Use your Lens of Truth again to spot on another opening. Step through this opening, and through the door on the other side.

The Shadow Temple - Redead Room

New Dungeon Item: Compass

Defeat all of the Redeads in the room (easy pickings for Adult Link), then open the chest that appears. You'll get the Compass. Return to the previous room.

The Shadow Temple - Catacombs

Step back through the wall, and go to the right on the other side. Look for another glowing-eye skull, and use the Lens of Truth when you spot it. A Block of Time blocks the way; use the Song of Time to remove the Block, then pass through the revealed-tunnel. You'll enter another square room lined with skulls.

If you look to the left as you enter this new area, you'll spot Silver Eye Switches on the wall. They periodically spit fireballs at you, so watch out for that. They are vulnerable to arrows when they open their eyes, which is unfortunately also when they fire their projectiles. Eliminate the Silver Eye Switches on the left and right, then look towards the center one. It doesn't move; shoot it with an arrow (even though it's eye is closed), and you'll hear that obnoxious "Success" sound.

Look around the square for another glowing skull (there's only one other one, besides the one you just came through). If you de-activated the Silver Eye Switch, then the tunnel will be open. Otherwise, it will be blocked by a chunk of ice. Enter the door at the end of this new tunnel.

The Shadow Temple - Deadhand Room

New Equipment: Hover Boots

-M-I-N-I--B-O-S-S-

Deadhand

Another fight against another Deadhand. It was easy with Young Link, but now with Adult Link's superior offensive ability, the Deadhand will be a snap. Remember, allow one of his hands to grab you, and Deadhand's body and head will appear and move slowly towards you. Struggle free of the hand holding you by rotating the control stick and slamming buttons, then L-Target Deadhand's head. Stand still (out of the range of the hands), and wait for Deadhand to get near you, at which point his head will lower to attack. Execute a Jump Attack before Deadhand can attack, and he will begin to run away, eventually sinking back into the ground. Allow another hand to grab you, and repeat the process until Deadhand dies. The Biggoron Sword can kill him in only a few hits. The only problem with the Biggoron's Sword is that Jump Attacks tend to fly right past the Deadhand. Go figure.

After the Deadhand dies, then a chest will appear in the room. Open them to get the Hover Boots, which let you walk on thin air for limited periods of times. Return through the Catacombs to the Raven Room.

The Shadow Temple - The Raven Room

Head back to the area with the Beamo Statue. On your last visit, you should have investigated two of the three walls. Bomb your way through the east wall, and go through the locked door on the other side.

The Shadow Temple - Guillotine Chamber

Run down several ramps, watching out for enemies on the way. After several cut-backs, you'll drop off a ledge into a pit. Run along this pit, watching out for giant blades that drop down from the ceiling. After several turns past these blades, you'll enter a much larger area.

Run south along a narrow path, watching out for the gaps that appear after each blade. If you roll under the blade just as it lifts in the air, and have a good running start, then you'll clear the gaps easily. Watch out for a Bubble that appears near the last blade in the series.

Defeat or dodge the Beamos Statues that you can encounter near the south wall, and activate your Lens of Truth. Look to the east to see a series of invisible platforms. Jump along these platforms, but stop on the first one. Look on the side of the second platform in the series, and you'll spot a frozen Golden Eye Switch. Use a Fire Arrow to melt the ice, and activate the switch. What does it do? You'll have to wait and see.

Continue running along the invisible platforms to the far east end of the room. There is a door here. Go through it.

The Shadow Temple - Invisible Scythe Room
New Dungeon Item: Small Key x1

This is pretty much identical to the last room with the giant Scythes, only these are invisible. There are ten Silver Rupees total to be gathered in this room, nine of them scattered around the invisible Scythe. Use the Lens of Truth to see the Scythes, and watch out for a Like-Like near the back of the room. The final Silver Rupee is just out of reach in the southeast corner.

Use the Song of Time while standing near this Silver Rupee, and a Block of Time appears beneath it. It's now a simple matter of climbing up to the Rupee.

With all ten of them pocketed, a grating at the east end of the room will open. Inside the room are two chests - one is invisible. Use the Lens to see it. Open the chests to get a Blue Rupee and a Small Key.

Return to the previous room.

The Shadow Temple - Guillotine Chamber

New Dungeon Item: Small Key x1

New Quest Item: Gold Skulltula Token x1 [GSMQ082]

Backtrack to the ledge with the two Beamos Statues on it. Off the west end of that ledge, you'll find a string of ice platforms (if they're not there, then activate the Golden Eye Switch in the southeast corner of the room). Jump along the ice platforms until you reach the southwest end of the room.

More Silver Rupees wait for you here; all they get you is a lousy box of Arrows. Ignore them. Head to the west, where you'll find a grating with a Crystal Switch just on it's other side. Charge up a Spin Attack and use it to activate the Crystal Switch. Run down the tunnel after the grating opens.

At the end of the tunnel, you'll find a large room with several crushing ceilings. Use the Lens of Truth and look to the right, and you'll see a stone block embedded in the wall. Pull it out of the wall, and align it with the track on the floor.

Start pushing the block along this track, sliding it underneath the two crushing ceilings, but no further. Once the block is safely placed beneath both of the crushing ceilings, you'll have a clear path to the rest of the room. Check out a cell on the south side of the room, and you'll find a Gold Skulltula.

Return to the stone block, and this time, instead of pushing it to the west, starting PULLING it. Keep pulling until the block stops, then climb on top of it. Jump from the block to the north, where there is a platform on the second level of the room. Now, wait for the western-ceiling to crash down, and climb on top of it. Run along it to another platform to the south.

The chest to the south-west contains a blue rupee. Step on the switch to the east, and a chest appears in the northeast corner of the room. Use the chest as a base for the Longshot to pull yourself over to it, then open it to get a Small Key. Drop off the cliff and return to the large room with the giant Guillotines.

Look to the northeast from the collection of Silver Rupees clustered around the Beamos Statue, and you'll spot a narrow path leading to a Guillotine marked by a sign. Move carefully towards it, and read the sign to learn that you'll need the Hover Boots to progress. You already have them, so no problem.

Equip the Hover Boots and use the Lens of Truth to see a pair of platforms. Move along them, and then look for a door to the north. Use the Hover Boots to literally run over the thin air between the platform and the locked door. Go through the door.

The Shadow Temple - Silver Rupee Room

This room has another one of those annoying Silver Rupee puzzles (and they get worse... much worse). Use the Lens of Truth to spot the invisible spikes that dot the room, and gather the Silver Rupees up by running through them, or using

the Longshot Targets dotted around the room to either pull yourself into them, or drop onto them. Several of the Longshot Targets are invisible; use the Lens of Truth to see them.

Getting all ten of the Silver Rupees will unseal the west door, and create a series of ice platforms you can use to reach the north door. Ignore the west door (it leads nowhere interesting), and use one of the Longshot Targets on the ceiling to get onto the ice platforms. Jump along them to the north end of the room, using the Hover Boots to reach the locked door. Go through it.

The Shadow Temple - The Fan Room

Move down the hallways, using the Iron Boots to resist the blow of the fans. The Blade Traps you encounter on the way move far too slowly to be any real threat. Watch out for Big Skulltulas that hang from the ceiling, as well. After two fans, you'll reach a wide pit, with another fan guarding it. Wait for the fan to stop blowing, then switch to the Hover Boots. Run across the pit, then switch back to the Iron Boots before the fan starts blowing again. Drop off a ledge to a lower platform just below, just past this fan.

Start moving east along the bridge, keeping the Iron Boots equipped to resist the force from fans on the left and right. At the end of the hall is a door. Go through it.

The Shadow Temple - The Other Redead Room

New Dungeon Item: Small Key x1
New Quest Item: Gold Skulltula Token x1 [GSMQ083]

Defeat all of the Redeads in the room to make things a bit easier to do. A Gold Skulltula is very obvious, hanging on the wall. Kill it and take it's token with the Longshot, and then use the Lens of Truth to spot a chest in the corner of the room. Open it to get a Small Key. Return to the previous room.

The Shadow Temple - The Fan Room

Re-equip the Iron Boots as you enter the room to resist the Fans, and then look to the north of the east-most fan with the Lens of Truth. You'll see a hidden pathway. If you stand in front of the fan and equip the Hover Boots, it will blow you right into this hidden pathway. Go through the door inside it.

The Shadow Temple - The Other Gibdos Room

New Quest Item: Gold Skulltula Token x1 [GSMQ084]

Defeat the Gibdos in this room (the chest that appears just contains a lousy blue rupee). Bomb the rubble in the northwest corner of the room, and you'll uncover a Gold Skulltula (the explosion will very likely kill the Skulltula, as well). Take it's token, then go through the locked door to the north.

The Shadow Temple - The Cursed Boat

New Quest Item: Gold Skulltula Token x1 [GSMQ085]

Off to the west as you enter, you'll find a stone block. Pull it onto the track marked in the floor, and then push it along the track until it falls into a small ditch on the east end of the track. Climb onto the block, then climb up the ladder, then jump onto the boat.

The boat has a large Triforce painted on it. Stand on this mark, and play Zelda's Lullaby. The boat will set sail along a track, going to the far west of the area. You'll have to fight off several Stalfos on the way. When the boat reaches the far west of the area, it will sink. Watch the left side of the boat for dry land, and jump off the boat as soon as you see it. Navi will give you a warning if it starts to sink.

Move to the east side of from where you land, and you'll hear that familiar Skulltula scuttling sound. The Gold Skulltula is off the cliff to the south. Use the Longshot to kill it and take it's token; you won't be able to line the targeting reticule up, but you can still hit it.

Look south from the east end of the landing area, and you'll see a cluster of Bomb Flowers around a stone tower. Hit these Bomb Arrows with a Fire Arrow, and the tower will crumble, creating a bridge across the large gap to the south. Run across this new bridge, and through to the west side of the south ledge.

There's a Block of Time here. Remove it with the Song of Time, and you'll reveal a Golden Eye Switch. Shoot it with an arrow to activate it, creating a Longshot Target on a ledge high on the west wall. Make the Block of Time reappear with the Song of Time (make sure you're standing far enough away), climb on top of it, then climb onto the broken pillar.

Look for the newly created Longshot Target high on the west wall, and pull yourself up to it. Step on the switch near the Longshot Target, and a door back on the north ledge will unseal itself. Run to this door and go through it.

The Shadow Temple - Floor Master Room

This room contains a small, extremely simple maze. Use the Lens of Truth to see the walls, and watch out for Blue Bubbles and Like-Likes who habitate the area. The maze isn't complex at all, so I won't give directions. If you get lost, then perhaps video-gaming (or living) isn't the right choice for you. Make your way to the west end of the area first, and go through the door you find there.

The Shadow Temple - Triple Skull Room

New Dungeon Item: Small Key x1

There are three rotating skulls in the center of this room. Look behind them to get a Small Key. Once you have the Key, return to the previous room.

The Shadow Temple - Floor Master Room

Head for the north end of the room, and go through the locked door you find there.

The Shadow Temple - Crushing Walls Room

New Dungeon Item: Boss Key

As soon as you enter, two walls with spikes on them will begin to press towards you. Use Din's Fire or Fire Arrows to burn the wooden walls away (check the pots in the room if you need Magic Power). If you use Din's Fire, watch out,

as the Keese in the room will become Fire Keese.

Check the east side of the room to find the gilded chest, which contains the Boss Key. The west end of the room has a small chest with a Blue Rupee. Nothing special. Now that you have the Boss Key, return to the room with the Boat.

The Shadow Temple - The Cursed Boat

Cross back over the stone bridge, and go through the south-central door.

The Shadow Temple - Geometric Shape Room
New Quest Item: Gold Skulltula Token x1 [GSMQ086]

Use the Lens of Truth to see a number of platforms in this room. Use the Hover Boots to run along the platforms to the north end of the room (if you use the west platforms, you'll cross easier). At the north end of the room is the Boss Door. Before you go through it, stop and look on the east end of the room. You'll see the dungeon's last Gold Skulltula clinging to the side of one of the invisible platforms. Use the Hover Boots and the Lens of Truth to cross over to the Skulltula's platform, kill it, and take it's token with the Longshot, then enter the Boss Door.

-----B-O-S-S-----
Phantom Shadow Beast BONGO BONGO
New Upgrade: Heart Container x1
New Quest Item: Shadow Medallion

Pure evil has a name. And that name is: Bongo Bongo. Drop down the pit in the middle of the room to begin the fight.

The entire boss fight is fought on a giant drum. A giant Bongo Drum. Yep, that's right. Bongo Bongo will attack you with his hands, or try to knock you off the drum by pounding it hard. Just use basic dodging to avoid these attacks. There's really no trick to it. Just make sure you're using the Kokiri Boots, otherwise this fight will be unnecessarily difficult.

To damage Bongo Bongo, you must make his eye appear. To do this, shoot both of his hands with arrows to stun them. They recover quickly, so shoot fast. Use L-Targeting; the hands move much too fast, and the constant movement of the drum makes manual aiming pretty much impossible. Once you stun both hands, use the Lens of Truth to look at the space between the hands, and you'll see Bongo Bongo's eye. Shoot it with an Arrow as well, and Bongo Bongo's torso will fall to the floor, letting you attack it. As always, that attack should be a Jump Attack from the Biggoron Sword (which you can, and should, have by now). The boss fight then resets. Repeat until Bongo Bongo dies. If you run low on magic or arrows, Bongo Bongo's hands drop more when you stun them.

Yeah, that boss was easy. But he was just bizarre enough for it not to matter. Take the Heart Container that Bongo Bongo leaves behind, then enter the beam of light to meet the Sage of Shadow: Impa (who ran into the Shadow Temple ahead of you, and was captured long before you even entered the dungeon). As a last request, Impa will request that you "Look out for the Princess." If you've been wondering where she is, or you somehow managed to live through the year 1997 and not hear the spoiler, then just know that you're close to finding out.

X Odd Potion	X Poacher's Saw	X B. Goron's Sword	X Prescription	
X Eyeball Frog	X Biggoron's Eyedrops		X Claim Check	

+-----+

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Big Poe Hunting (Subchapter Zero-Three-Eight-Six)

Kakariko Graveyard

The final sage resides in Gerudo Valley, in the far west of Hyrule. But, now that you have the Hover Boots, you can get the final Gold Skulltulas in the Water Temple. Return there now.

The Water Temple - Vertical Hallway

You're going to want the water level in the dungeon to be set to the second level. Use the Water Switch on the east end of the dungeon to set the water to it's lowest level, then use the Water Switch inside the central tower to get the water to the second level. Once you're all set up, climb to the second level of the central tower's outer part.

There's a tunnel on the east end of the tower, on the second level of the room. Run down this tunnel to it's end. At the end of the tunnel, you'll be able to climb up using two sets of Longshot Targets; the first set is on the wall, the second is on the ceiling (on the second set of Longshot Targets, aim for the one closest to the top of the screen).

In this small room you have gotten into, you'll find lots of pots, crates, and small crates. Pick up one of the small crates, and carry it back to the central area with the tower. Equip the Hover Boots when you reach the tower, and use it to cross the body of water (if you try to jump, you'll drop the crate, causing it to shatter, and the same happens if you try to throw it).

Now on the outer sections of the central tower, carry the crate to the tower's west side. There's a switch here. Activate the switch to open a door to the west, and leave the small crate sitting on the switch to keep it activated. Go through the door you have just opened.

The Water Temple - The Water Pillar Room

New Quest Item: Gold Skulltula Token x1 [GSMQ077]

Another room filled with crates. Run to the south end of the room, killing a Lizalfos that appears from above. Start smashing the crates in the room by rolling into them, and you'll find a Crystal Switch underneath one of them. Activate it, and you'll create several Longshot targets around the area.

There's a large hole in the ceiling, near where the Lizalfos appeared. Stand on the south side of the hole, and look up through this hole while facing north, and you'll find a Longshot Target you can pull yourself up to (but only if you activated the Crystal Switch).

Up top, start smashing crates. You'll find a Gold Skulltula underneath one of them. Go back out the door, which leads back to the Vertical Hallway. You can

now leave the Water Temple, and return to Hyrule Field.

Hyrule Field

Head for Gerudo Valley, using the west exit of the area.

Gerudo Valley (nighttime)

New Quest Item: Gold Skulltula Token x2 [GSMQ087] [GSMQ088]

This part of the guide can be finished immediately after obtaining the Fairy Bow and Epona, so you may have finished it already. If you have, then head for the Haunted Wasteland through the gate in the northwest corner of the Gerudo Fortress immediately. Otherwise, proceed from this point.

Go up the log bridge near the entrance of the Valley, and when you reach the fallen bridge spanning the canyon, either use Epona to jump over the gap or the Longshot to pull yourself over. If you speak with the Carpenter on the other side of the canyon, he'll report that he came to the Valley to repair the bridge. But, his assistants ran off to join the Gerudo Thieves, and were captured. Rescuing the Carpenters and getting the bridge repaired may seem trivial, but you're going to have to do it to progress anyway.

Head around to the backside of the Carpenter's Tent, and make it nighttime. There is a Gold Skulltula on the wall behind the Tent. Kill it and take it's token with the Longshot. Head south to the wall opposite the tent, where there is an arch formed from the natural stone. Look on the back of the arch to see another Gold Skulltula (it has to be nighttime). Kill the Skulltula and take it's token with the Longshot.

After you have both of the Skulltula Tokens, go west through the valley and through the pass on the west side.

Gerudo's Fortress

The Gerudo Thieves will give you a similar greeting that they gave the Carpenters... if they see you, they'll throw you into a prison. Run north from the entrance to the fortress until you reach a stairset on the right. Climb up the stairs, where you will find purple-suited Gerudos patrolling the area. Allow one of them to see you, and you will be thrown into a prison.

If you are ever seen by a guard in the Fortress, then you will be sent back here. Look south in the prison cell, and look high on the wall to find a window. Pull yourself up to the window by shooting the wooden awning with the Longshot. Standing on the window sill, look far down below to see the patrolling Gerudos who threw you in prison. Also, to the left there is a doorway. Stun the Gerudo closest to this door with an arrow (you can use the Longshot if you run out of arrows, but it doesn't stun the guards for nearly as long), then quickly jump down from the window sill and into the door before the Gerudo recovers.

Thieves' Hideout - Ichiro's Cell
New Dungeon Item: Small Key

Run around the corner to find the first of the captured Carpenters, Ichiro. Speak with him through the cell bars, and you'll be attacked by a Gerudo Thieves. Fighting Gerudo Thieves is actually a lot like fighting a Stalfos,

but they are much faster. Attack them immediately after they attack you, but watch out for the Gerudo's Stun Attack. You'll know that the Gerudo is going to do this when she crouches slightly and holds her swords far apart. If you get hit by this attack, you will instantly lose the fight and return to the prison cell back in the Fortress. If you're not very good at swordplay, then arrows work extremely well, but it takes a lot of them to defeat a Thief.

Once the Gerudo Thief is defeated, take the Small Key she leaves behind and open Ichiro's cell. Run inside and speak with him to free him. Go back outside his cell and head to the left, and out the door there.

Gerudo's Fortress

There is a door to the east as you come out of Ichiro's Cell. Go through it now.

Thieves' Hideout - The Kitchen

Head up the ramp and go right. Run down the hall until you reach a passage leading to the right, and go down it.

Gerudo's Fortress

Run towards the corner of the roof that you come out on, and stop before you go all the way around the corner. Peek around the corner using the Z-Focus maneuver you learned back in Sacred Forest Meadow, and you'll see a patrolling Gerudo Guard. Wait for her to face away from you, then nail her in the back with an arrow. Run around the corner, jump up the ledge and go through the door on the right.

Thieves' Hideout - Sabooro's Cell

New Dungeon Item: Small Key

Run up to the top of the ramp, and speak with Sabooro in his cell at the far end of the room (the closer cell contains pots, which contain junk). Defeat the Gerudo Thief that appears, and then open Sabooro's Cell. Speak with him again to free him, then head back out of the cell. Head to the right and up around the corner, and through the doorway there.

Gerudo's Fortress

There is a door to the left as you come out of the door leading to Sabooro's Cell. Go through it.

Thieves' Hideout - The Kitchen

You're now in the large room at the end of the hall, which we passed on our last visit here. From the doorway, look to the right and down the ramp to see a pair of guards. Shoot both of the guards in the room with arrow to stun them, then equip the Hover Boots. Use them to run out to the ledge directly in front of you from the doorway. From the ledge, run across to the ramp on the other side of the kitchen. Change back to the Kokiri Boots, then go around the corner and through the doorway.

Gerudo's Fortress (nighttime)

New Upgrade: Piece of Heart x1 [HPMQ33]

New Quest Item: Gold Skulltula Token x1 [GSMQ089]

If it isn't nighttime when you return to Gerudo's Fortress, then play the Sun's Song to make it so. As you come out of the door, look to the south and jump up the ledge to the next roof. Run along the roof until you reach it's end, then face the west. Jump over the gap here to the adjacent roof, then around the corner to find a wall covered with ivy. Climb the ivy to the top level of the Fortress.

Run around the roof, following the wall so that you are eventually running back north. When you reach the north end of the roof, you will see an adjacent roof with a chest sitting on it. If it's nighttime, then you will also see a Gold Skulltula clinging to the wall on the east side. Use the Longshot to kill it and take it's token. The gap between the roofs is too far to jump, so use the Longshot on the chest to pull yourself over to it (the Longshot's range is just barely far enough to reach it). Alternatively, you can also use the Scarecrow's Song to make Pierre appear, presenting a closer target.

Open the chest to get a Piece of Heart, then play the Sun's Song to warp back to the doorway from the Kitchen. Back at the door, look to the north where there is a small jump down to a ledge below, which contains a single door. Drop down to this ledge and go through the doorway.

Thieves' Hideout - Jiro's Cell

New Dungeon Item: Small Key

As soon as you enter, pull out your Fairy Bow and stand still. Wait for the Guard to appear from around the corner, and nail her before she can see you. Run around the corner and to the right, then left at the next corner. Run down the hall, and around another corner to reach another cell at a dead end. Speak with Jiro, and defeat the next Gerudo Thief that appears.

Take the Small Key that the Gerudo Thief leaves behind, then open the Jiro's Cell. Speak with him, and he'll escape. Head back out the same way you came in, and watch out for the Gerudo Thief near the entrance (who may be unstunned by now).

Gerudo's Fortress

As you come out of the door from Jiro's Cell, look to the west and drop off the cliff to the roof below. There is a door on the right as you land on this level of the rooftop. Go through it.

Thieves' Hideout - Shiro's Cell

New Dungeon Item: Small Key

New Quest Item: Gerudo's Membership Card

Run down the hall and around the corner, where you will find the last Carpenter, Shiro, locked in his cell. Speak with him, and defeat the Gerudo Thief that appears. Use the Small Key that the Thief drops to open Shiro's cell, then run inside and speak with him to free him. After Shiro is freed, a Gerudo Lieutenant will appear and speak with you. She is so impressed by your abilities to sneak around the Fortress, that she'll make you an Honorary Gerudo Thief, and present you with a Gerudo Membership Card.

This Card does many things. For one, it lets you move around Gerudo Fortress freely without the guards harassing you. It also lets you access the Gerudo Training Ground and the Horseback Archery Range, letting you win the Ice Arrows (Gerudo Training Ground), the Biggest Quiver, and a Piece of Heart (both from the Horseback Archery Range). The Card's most important function, however, is that it lets Link open the gate in the northwest end of the Fortress, letting him access the Haunted Wasteland, the Desert Colossus and the Spirit Temple. Also, the bridge back in Gerudo Valley is now repaired. Whoopee.

Now that you're an official Gerudo, then head back out to the Fortress.

Gerudo's Fortress (nighttime)

New Upgrade: Arrow Quiver x50, Piece of Heart x1 [HPMQ34]

New Quest Item: Gold Skulltula Token x1 [GSMQ090]

You can move on with the game now if you like, if another Gold Skulltula and several upgrades don't interest you. To open the gate in the northwest corner of the Fortress by climbing to the top of the tower and speaking with the Gerudo there. Then, skip down to the next chapter. Otherwise, carry on from this point.

Make sure it's nighttime before progressing from here.

From this point on, you can complete the Gerudo's Training Ground at any time. It's in the southeast corner of the Fortress. Speak with the guard out front of the door blocked by a metal grating, pay the entrance fee and she'll let you inside. You can complete the Training Ground and get the Ice Arrows now, but you won't be able to finish every room in the Training Ground with the Silver Gauntlets from the Spirit Temple. If you're going to do the Training Ground now, then move on down to the chapter on the Training Ground.

Whether you choose to do the Training Ground or not, you at least want to do the highly lucrative (but very challenging) Horseback Archery Range. You're going to need Epona up here, so use Epona's Song to summon her if you need to. If you do have to use the Song to summon her, then she'll appear near the south entrance to the Fortress, near the entrance from the Valley. If you don't have Epona, then don't fret; the Gerudo's will sportingly let you borrow one of their horses for the Shooting Range.

On Epona, ride up the passage that leads east from reach the massive Horseback Archery Range. If you're after the Gold Skulltula here, then it's high on the target on the north side of the area. Use the Longshot to kill it and take it's token, then return to the awning near the south side of the gallery. Speak with the Gerudo dressed in white beneath the awning (she only appears during the daytime, so use the Sun's Song if you need to), and pay her the fee to play the game. You must be riding Epona before you speak to her (unless you don't have Epona, in which case you just speak to her on foot).

The Gerudo Archery Range is by far the hardest shooting range in the game, though if you managed to do the Big Poe Hunting sidequest then it shouldn't be much of a problem. You get twenty arrows to use, and in order to win the Piece of Heart from this game you must score at least 1,000 points. There are huge wooden targets set up along the course as well pots that appear on the way. Shoot the pots for 100 points each, and the targets are worth varying amounts depending upon how close to the center you are (the exact middle of the target is worth 100 points).

Epona will automatically run up and down the course (you get one pass in each

X Deku Shield	X Hylian Shield	_ Mirror Shield	
X Kokiri Tunic	X Goron Tunic	X Zora Tunic	
X Kokiri Boots	X Iron Boots	X Hover Boots	
X Ammo Pouch	X Big Ammo Pouch	X Biggest Ammo Pouch	
X Quiver	X Big Quiver	X Biggest Quiver	
X Bomb Bag	X Big Bomb Bag	X Biggest Bomb Bag	
X Goron Bracelet	_ Silver Gauntlets	_ Gold Gauntlets	
X Child's Wallet	X Adult's Wallet	X Giant's Wallet	
X Silver Scale	X Gold Scale	X Stone of Agony	

+-----Upgrade Checklist-----+

X Super Spin Attack	X Magic Meter	X Extended Magic Meter	
_ Enhanced Defense	X Deku Stick Cap. Up. #1	X Deku Stick Cap. Up. #2	
X Deku Nut Cap. Up. #1	X Deku Nut Cap. Up. #2	X Epona	

+-----Mask Checklist-----+

X Keaton Mask	X Skull Mask	X Spooky Mask	X Bunny Hood	
X Mask of Truth	X Goron Mask	X Zora Mask	X Gerudo Mask	

+-----Trading Sidequest Checklist-----+

X Pocket Egg	X Pocket Cucco	X Cojiro	X Odd Mushroom	
X Odd Potion	X Poacher's Saw	X B. Goron's Sword	X Prescription	
X Eyeball Frog	X Biggoron's Eyedrops	X Claim Check		

Before completing this chapter, also consider completing:

Happy Mask Trading Sidequest (Subchapter Zero-Three-Eight-One)

Obtaining Epona (Subchapter Zero-Three-Eight-Two)

Biggoron Sword Sidequest (Subchapter Zero-Three-Eight-Three)

Big Poe Hunting (Subchapter Zero-Three-Eight-Six)

Optional Dungeon: The Gerudo Training Ground (Subchapter Zero-Three-Eight-Five)

The Haunted Wasteland

New Quest Item: Gold Skulltula Token x1 [GSMQ091]

The Haunted Wasteland is a short obstacle course, requiring you to cross the desert to reach the Desert Colossus. On the way, you will be challenged to cross a series of goals.

To begin with, you will appear between a pair of flags. Run forward through the flags, and past the crate until you reach a large gap filled with sinking sand. Use the Longshot on the crate on the other side of the gap to pull yourself over.

Start running to the next flag you can see to the northwest, and continue in a similar fashion from flag to flag. If you stray too far from a flag, then you will be warped back to the start of the Wasteland. If you can't see where the next flag is, then you can play the Song of Storms. The lightning caused by the storm will briefly light up the horizon, revealing the next flag. After the second flag in the series, you will reach a sign which points you to the Carpet Merchant. Follow the sign to the Merchant if you like, but all he sells is Bombchus.

At the end of the path of flags, you will reach a large stone structure surrounded by a circle of red flags. Near the south side of the structure is an opening. Go through it, and drop down the cliff to it's bottom. Kill the Gold Skulltula at the bottom of the pit, and take it's token with the Longshot. If you light both of the torches with Din's Fire or Fire Arrows, then a chest

containing a Purple Rupee will appear. Once you have the Gold Skulltula and it's token, climb back up to the surface using the ladder on the south side of the room.

Back on the Haunted Wasteland, climb to the top of the structure using the ramp that begins on the north side of the structure. At the top, there is a monument which reads "One with the EYE OF TRUTH shall be guided to the Spirit Temple by an inviting ghost."

Standing on top of the structure and facing north, turn on the Lens of Truth to see a ghost. Keep the Lens activate whiled following the ghost; if you use the tapping trick which prevents the Lens from using magic power, you can easily lose track of the ghost. Follow the ghost on it's winding path through the desert, and you will eventually see a pair of flags. You'll know you're getting close when Leever's start coming out of the ground to harass you. Dodge out of the way of the Leever's by rolling forward, and head towards the flags when you see them. From the pair of double flags, you'll see another flag to the west. Run towards it to enter the Desert Colossus.

Desert Colossus (nighttime)

This area is crawling with Guays and Leever's, both of whom you should ignore (unless you like torturing yourself, you silly masochist you). The Leever's can't be L-Targeted, and are a pain to kill. I don't even try. The Leever's are weak and can only appear in the sand, so if you run quickly to any part of the ground that isn't sand then you're safe from them. Head for the pair of trees to your right as you enter from the Haunted Wasteland. There is a crack in the wall between the two trees. Use a bomb to blow it open, then enter the doorway you created.

Great Fairy's Fountain
New Item: Nayru's Love

Run into the fountain and stand on the triforme symbol. Play Zelda's Lullaby, and the Great Fairy of Sexual Dominance will appear to give you Nayru's Love, the final magic spell in the game. By far the most useful of the three, Nayru's Love makes you invulnerable to all damage. There are a few points in the game where this comes in great handy, several of which are coming up in the near future. The only downside to Nayru's Love is it uses one-quarter of your magic bar to cast (half of it if you haven't gotten the Magic Bar Upgrade).

Once you have Nayru's Love, go back out to Desert Colossus.

Desert Colossus (nighttime)
New Quest Item: Gold Skulltula Token x1 [GSMQ092]

If it still isn't nighttime, then make it so now. Head for the dried up oasis in the south of the area. If you stand on the pile of flat rocks near the oasis and play the Song of Storms, then the oasis will be refilled with water and becomes a Fairy Fountain. A Fairy Fountain right outside a temple! How useful!

On one of the palm trees near the Oasis is a Gold Skulltula. It's near the top, near the fronds. Kill it and take it's token with the Longshot. The Leever's will probably give you a hard time; if you stand in the shallows of the water then you can fire the Longshot undisturbed, but you'll have to move around to the front of the tree to actually get the Token, putting you back in

Heart Containers: 018/020
Heart Pieces : 035/036
Gold Skulltulas : 093/100

Heart Containers: 000
Heart Pieces : 000
Gold Skulltulas : 000

+-----Inventory Checklist-----+

X Deku Stick	X Deku Nut	X Fairy Slingshot	X Fairy Ocarina	
X Bombs	X Bombchus	X Magic Beans	X Boomerang	
X Ocarina of Time	X Din's Fire	X Farore's Wind	X Nayru's Love	
X Fairy Bow	X Fire Arrow	X Ice Arrow	_ Light Arrow	
X Hookshot	X Longshot	X Lens of Truth	X Megaton Hammer	
X Bottle #1	X Bottle #2	X Bottle #3	X Bottle #4	

+-----Song Checklist-----+

X Zelda's Lullaby	X Epona's Song	X Saria's Song	
X Sun's Song	X Song of Time	X Song of Storms	
X Minuet of Forest	X Bolero of Fire	X Serenade of Water	
X Requiem of Spirit	X Nocturne of Shadow	X Prelude of Light	

+-----Equipment Checklist-----+

X Kokiri Sword	X Master Sword	X Biggoron Sword	
X Deku Shield	X Hylian Shield	_ Mirror Shield	
X Kokiri Tunic	X Goron Tunic	X Zora Tunic	
X Kokiri Boots	X Iron Boots	X Hover Boots	
X Ammo Pouch	X Big Ammo Pouch	X Biggest Ammo Pouch	
X Quiver	X Big Quiver	X Biggest Quiver	
X Bomb Bag	X Big Bomb Bag	X Biggest Bomb Bag	
X Goron Bracelet	_ Silver Gauntlets	_ Gold Gauntlets	
X Child's Wallet	X Adult's Wallet	X Giant's Wallet	
X Silver Scale	X Gold Scale	X Stone of Agony	

+-----Upgrade Checklist-----+

X Super Spin Attack	X Magic Meter	X Extended Magic Meter	
_ Enhanced Defense	X Deku Stick Cap. Up. #1	X Deku Stick Cap. Up. #2	
X Deku Nut Cap. Up. #1	X Deku Nut Cap. Up. #2	X Epona	

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X Keaton Mask	X Skull Mask	X Spooky Mask	X Bunny Hood	
X Mask of Truth	X Goron Mask	X Zora Mask	X Gerudo Mask	

+-----Trading Sidequest Checklist-----+

X Pocket Egg	X Pocket Cucco	X Cojiro	X Odd Mushroom	
X Odd Potion	X Poacher's Saw	X B. Goron's Sword	X Prescription	
X Eyeball Frog	X Biggoron's Eyedrops	X Claim Check		

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Optional Dungeon: The Gerudo Training Ground (Subchapter Zero-Three-Eight-Five)

The Spirit Temple - Entrance
New Dungeon Item: Small Key x1

Young Link is going to be facing a lot of fire-based enemies in here, so switch to the Hylian Shield if you happen to be using the Deku Shield.

Go up the stairs and look on the backs of the two giant snake statues. One of them has a boulder behind it. Destroy the Boulder by chucking a Bomb at it, timing it so that the Bomb explodes just before it hits the boulder. A Golden Eye Switch is revealed beneath it. Activate it with the Fairy Slingshot, and a small chest will appear. Open it to get a Small Key. The other chest contains Bombchus.

Look off to the left from these chests, and you'll spot a Gerudo crouching near a small tunnel. Run over and speak with her. Answer her questions, "Nothing, really," and "What if I am?" The Gerudo will introduce herself as Nabooru, the same Nabooru who is supposed to be Ganondorf's lieutenant in the future. She's not sounding particularly loyal at the moment, though.

After Nabooru moves aside, crawl through the small tunnel to it's other side.

The Spirit Temple - Armos Knight Room

If you're still using the Deku Shield, then switch to the Hylian Shield now.

You'll face Fire Slugs for the first time as Young Link in this room. These guys were no sweat with Adult Link and his heavy duty weaponry, but Young Link has that worthless twig, the Kokiri Sword. Use Spin Attacks to damage them. If the pillars of fire around the room are giving you trouble, you can deactivate them by shooting a Golden Eye Switch between the two doors in the room.

Defeat both of the Fire Slugs in the room, and the two doors in the room will unseal themselves. Face the wall between the doors, and go through the one to the right.

The Spirit Temple - Lower Silver Rupee Chamber

Gibdos are old hat to you by now, and this one should pose no problem, even with the awful Kokiri Sword. Once the Gibdos is no longer a threat, pull aside the two gravestones in the room. You'll find a switch underneath one of them. Activate it, and a part of the opposite wall will fall open.

Stand before this new opening, and look to the far end of the room. There is a boulder visible on the other side of the grating. Pull out a Bombchu, and drop it while facing the opening. The Bombchu will go down into the pit, and then come up the other side (even though the pit is "bottomless..." go figure), and then collide with the boulder. With the boulder gone, a Golden Eye Switch is revealed. Activate it with the Fairy Slingshot.

The Golden Eye Switch will create an ice platform that lets you cross to the other side of the room. Kill the Gibdos that patrol the area, and the door near the Golden Eye Switch will unseal itself. Go through this door.

The Spirit Temple - Anubis Pit Room

A giant spinning disc is the centerpiece of this room, surrounded by pillars of flame. Jump onto the disc, and a Stalfos will appear. These guys were massive to Adult Link; now you're less than one-quarter it's size. Don't let the size difference alter your strategy. Dodge the Stalfos' attacks, and attack immediately after he does. If you're unsure of your ability to beat it, then use Nayru's Love before the fight begins. Another possibility is to aggressively drive the Stalfos towards the edge, whereupon it will walk off

when it begins to strafe.

When the Stalfos is defeated, the flames in the room will die, and the doors will unseal themselves. Check the pots around the room for recovery items (including a Fairy), then go through the door opposite the one you came through.

The Spirit Temple - Stalfos Room

New Dungeon Item: Dungeon Map, Small Key x1

You'll face a new kind of enemy in this room, an Anubis. These floating mummies will spit projectiles at you. As Adult Link, you can kill them with Fire Arrows, but as Young Link, you'll have to use Din's Fire. Alternatively, you can just lure them into fires that exist in the dungeon, but Din's Fire is the preferable method.

Hold off on Din's Fire for the moment; eliminate the Keese in the room first. If you use Din's Fire before killing the Keese, then they will become Fire Keese, which are infinitely more dangerous than a single Anubis. Pull aside the gravestone near the door, and step on the switch that is revealed. The grating in the room will fall, creating a bridge.

Finish killing off any Keese as well as the Anubis which may be in the room, and a chest will appear near the grave. Open it to get a Small Key. Cross the newly-created bridge, and open the Large Chest to get the Dungeon Map. Go through the door near the chest to return to the Armos Knight Room.

The Spirit Temple - Armos Knight Room

Look for a tunnel in the room, directly beneath the Golden Eye Switch. It's opposite end is blocked by a boulder. Face the tunnel, and drop a Bombchu. It will shoot down the tunnel, destroying the boulder. Enter the tunnel and crawl to it's other end.

There's a rusty switch in this room, but without the Megaton Hammer, there isn't much you can do with it. Enter the locked door opposite the tunnel.

The Spirit Temple - The Sun Cavern

Activate the Crystal Switch directly in front of you as you enter, which will open a grating above your head. Back away quickly, though; it also makes a Like-Like fall on you. Kill the Like-Like. The wall to the right of the Switch has an odd, rough tiling. You can climb it. Do so.

At the top, defeat a pack of Baby Dodongos (remember that they explode when they die), as well as a Beamos Statue. Once they're all dead, a chest appears in the room. Open it to get Bombchus. There are still a few puzzles in this room, but solving them is pointless, as you lack the tools to claim the rewards. Go through the locked door.

The Spirit Temple - The Colossus Room

New Dungeon Item: Compass

Look off to the left as you enter, and you'll spot a smaller (but still gigantic) version of the Desert Colossus dominating most of the room. Check the left side of the Colossus' snake coils, and you'll spot a Golden Eye

Switch. Jump down and stand directly in front of the switch, and shoot it with the Fairy Slingshot (for some reason, you can't activate it from an angle). Watch out for a Wall Master that guards the floor area.

The Switch, once activated, makes a large chest appear in front of the Colossus Statue. Open it to get the Compass. Head for the sealed door to the south of the Compass Chest. There's a frozen Golden Eye Switch above the door. Stand in front of the sealed door, and use Din's Fire to melt the ice on the switch, and activate it. Go through the newly-unsealed door.

The Spirit Temple - Entrance
New Dungeon Item: Small Key x1

Head to the left as you enter, until you reach a pit. Look on one of the walls of a pit to spot a Golden Eye Switch. Activate it with the Fairy Slingshot, and a chest will appear near the door. Open it to get a Small Key, then return through the door you came through.

The Spirit Temple - The Colossus Room

Now, look for a Block of Time suspended in midair near the Compass Chest. Get on top of this Block by climbing back up to the door, going to the stairs above the Block, and then backflipping off the stairwell, over the railing, and onto the Block.

You'll find a small crate sitting on the Block. You want this, so be careful you don't break it, or drop it to the bottom level. If you mess up, then leave the room, and re-enter to respawn the crate. Stand on the west edge of the Block, and Navi will flutter over into midair, and turn green. Play the Song of Time when she does this, and a second Block of Time will be created. Grab the small crate, jump to the Second Block, then jump to the door. DROP the crate here (DROP, don't throw, you want it in tact).

Leaving the small crate near the door, drop back to the ground level. Stand directly beneath the larger of the two Blocks of Time, and play the Song of Time. The larger Block will disappear, reappearing near the top of the room (if you just end up removing the smaller block, then reposition yourself, and play the Song of Time again... the game is incredibly picky about where you must stand to move the larger block). Climb back up to the door, grab the small crate, and climb up the two flights of stairs on the upper-west end of the room.

The Block of Time now sits to the north of this point. Carrying the crate over your head, jump out to the Block, and then to the platform at the far northwest end of the room. Watch out for a Poltergeist Pot which will hurl itself at you. From this point, you can jump down to the outstretched hand of the Colossus Statue, where sits a blue switch. Activate the switch, then leave the crate sitting on it to keep it activated.

The Switch will open the door at the southwest end of the room. Jump off the statue's hand, climb up to the door, and go through it.

The Spirit Temple - West Stairwell

Watching out for a pair of fire traps, climb the stairs, and go through the door at the top.

The Spirit Temple - Upper Silver Rupee Chamber

You'll fight several Red Bubbles in this room. As with the Fire Slugs downstairs, Young Link's Deku Twig is too weak to actually hurt them through normal means. Break the Bubble's barrier by letting it land on the Hylian Shield, then use Spin Attack spam to kill it.

Do a thorough search of the room, eliminating all of the Red Bubbles, which will make life much easier for you while solving the puzzles in the room. Activate the Crystal Switch in the middle of the room to remove the walls of fire.

Notice that there are several stone blocks around the room (five total, in fact), with sun panels on top of them. A beam of sunlight is visible on the west end of the room. Activating the correct Sun Panel will solve one of two puzzles in the room. The wrong Sun Panel will spawn a Wall Master in the room.

The Sun Panel that opens the sealed door on the south end of the room, is the Sun Panel just to the east of the beam of light. Pull it away from the block it is sitting next to, then push it into the beam of light (if you're curious, the other Sun Panel right next to it spawns a chest, which contains a Recovery Heart... exciting).

There's a Gold Skulltula in this room too, but you need the Longshot to reach it. Once the south door is opened, go through it.

The Spirit Temple - Upper West Stairwell

Watching out for the Big Skulltula who guards the stairwell, run up the stairs and through the locked door at the top.

The Spirit Temple - West Iron Knuckle Room

Run left as you enter the room to find a suit of armor sitting on a throne. Strike the suit of armor to begin a miniboss fight.

-M-I-N-I--B-O-S-S-
Iron Knuckle

Iron Knuckles are tough, massive, and deal loads of damage. You have two methods of attack: either take the Stalfos method, by dodging the Iron Knuckles relatively slow attacks, and then attacking in the aftermath of the Iron Knuckles own attacks. Or the easier, faster method is to just use Nayru's Love and go kamikaze while you are invulnerable. Even though you're invulnerable, you can still be knocked around, so make some effort to avoid the Knuckle's attacks.

If you choose the Stalfos method, then watch out for the Iron Knuckle's ability to attack multiple times in a row. If you run low on health, then try to get the Iron Knuckle to knock over the pillars in the room, which contain health and other items. Once you whittle it down to half health, then part of it's armor will break off and his movement and attack speed will increase. Don't bother blocking; it doesn't do much good against that massive axe.

Once the Iron Knuckle is dead, then the door behind it's throne will open. Go through the door, and through the tunnel on the other side to find yourself back in the Desert Colossus, high up in one of it's arms.

X Ammo Pouch	X Big Ammo Pouch	X Biggest Ammo Pouch	
X Quiver	X Big Quiver	X Biggest Quiver	
X Bomb Bag	X Big Bomb Bag	X Biggest Bomb Bag	
X Goron Bracelet	X Silver Gauntlets	_ Gold Gauntlets	
X Child's Wallet	X Adult's Wallet	X Giant's Wallet	
X Silver Scale	X Gold Scale	X Stone of Agony	

+-----Upgrade Checklist-----+

X Super Spin Attack	X Magic Meter	X Extended Magic Meter	
_ Enhanced Defense	X Deku Stick Cap. Up. #1	X Deku Stick Cap. Up. #2	
X Deku Nut Cap. Up. #1	X Deku Nut Cap. Up. #2	X Epona	

+-----Mask Checklist-----+

X Keaton Mask	X Skull Mask	X Spooky Mask	X Bunny Hood	
X Mask of Truth	X Goron Mask	X Zora Mask	X Gerudo Mask	

+-----Trading Sidequest Checklist-----+

X Pocket Egg	X Pocket Cucco	X Cojiro	X Odd Mushroom	
X Odd Potion	X Poacher's Saw	X B. Goron's Sword	X Prescription	
X Eyeball Frog	X Biggoron's Eyedrops	X Claim Check		

+-----+

Before completing this chapter, also consider completing:
 Happy Mask Trading Sidequest (Subchapter Zero-Three-Eight-One)
 Obtaining Epona (Subchapter Zero-Three-Eight-Two)
 Biggoron Sword Sidequest (Subchapter Zero-Three-Eight-Three)
 Big Poe Hunting (Subchapter Zero-Three-Eight-Six)
 Optional Dungeon: The Gerudo Training Ground (Subchapter Zero-Three-Eight-Five)

 The Temple of Time

Retake the Master Sword to become Adult Link once again. Once you're back as Adult Link... nope, we're not going back to Desert Colossus just yet. Now that we have the Silver Gauntlets, it's time to get the final two Overworld Gold Skulltulas. Head for Hyrule Field, and go to Zora's Domain through Zora's River.

 Zora's Domain

Climb up to King Zora's throne room, and go through the opening behind his throne to Zora's Fountain.

 Zora's Fountain (nighttime)

New Quest Item: Gold Skulltula Token x1 [GSMQ097]

Use the Sun's Song to make it nighttime if you need to. Head for the southeast area of the zone, to the entrance of the cave that leads to the Great Fairy's Fountain (if you haven't opened that particular Fairy's Fountain, then it's on the small island in the southeast area of the zone). Now that you have the Silver Gauntlets, you can lift the large gray rock in the middle of the cave mouth (it was formerly invulnerable to bombs). Underneath, you'll find another rock. Bomb this rock to destroy it and find a pit (sometimes this rock is already destroyed). Drop down the pit.

You'll land at the bottom of a ramp, winding up through the outer walls of Zora's Fountain to an alcove high above. Use the Lens of Truth as you climb up

Heart Pieces : 036/036
Gold Skulltulas : 095/100

Heart Pieces : COMPLETE
Gold Skulltulas : 005

-----Inventory Checklist-----			
X Deku Stick	X Deku Nut	X Fairy Slingshot	X Fairy Ocarina
X Bombs	X Bombchus	X Magic Beans	X Boomerang
X Ocarina of Time	X Din's Fire	X Farore's Wind	X Nayru's Love
X Fairy Bow	X Fire Arrow	X Ice Arrow	_ Light Arrow
X Hookshot	X Longshot	X Lens of Truth	X Megaton Hammer
X Bottle #1	X Bottle #2	X Bottle #3	X Bottle #4
-----Song Checklist-----			
X Zelda's Lullaby	X Epona's Song	X Saria's Song	
X Sun's Song	X Song of Time	X Song of Storms	
X Minuet of Forest	X Bolero of Fire	X Serenade of Water	
X Requiem of Spirit	X Nocturne of Shadow	X Prelude of Light	
-----Equipment Checklist-----			
X Kokiri Sword	X Master Sword	X Biggoron Sword	
X Deku Shield	X Hylian Shield	_ Mirror Shield	
X Kokiri Tunic	X Goron Tunic	X Zora Tunic	
X Kokiri Boots	X Iron Boots	X Hover Boots	
X Ammo Pouch	X Big Ammo Pouch	X Biggest Ammo Pouch	
X Quiver	X Big Quiver	X Biggest Quiver	
X Bomb Bag	X Big Bomb Bag	X Biggest Bomb Bag	
X Goron Bracelet	X Silver Gauntlets	_ Gold Gauntlets	
X Child's Wallet	X Adult's Wallet	X Giant's Wallet	
X Silver Scale	X Gold Scale	X Stone of Agony	
-----Upgrade Checklist-----			
X Super Spin Attack	X Magic Meter	X Extended Magic Meter	
_ Enhanced Defense	X Deku Stick Cap. Up. #1	X Deku Stick Cap. Up. #2	
X Deku Nut Cap. Up. #1	X Deku Nut Cap. Up. #2	X Epona	
-----Mask Checklist-----			
X Keaton Mask	X Skull Mask	X Spooky Mask	X Bunny Hood
X Mask of Truth	X Goron Mask	X Zora Mask	X Gerudo Mask
-----Trading Sidequest Checklist-----			
X Pocket Egg	X Pocket Cucco	X Cojiro	X Odd Mushroom
X Odd Potion	X Poacher's Saw	X B. Goron's Sword	X Prescription
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Big Poe Hunting (Subchapter Zero-Three-Eight-Six)

Optional Dungeon: The Gerudo Training Ground (Subchapter Zero-Three-Eight-Five)

----- The Spirit Temple - Entrance

Run forward up the stairs to the red-carpeted area. Look on the ceiling here, and you'll spot an opening with a boulder in it. Stand beneath the boulder, face the north wall, and drop a Bombchu. If you are lined up properly, it will climb the wall, collide with the boulder, destroying it.

Look up through the hole, and you'll spot a Longshot Target. Pull yourself up to this target with the Longshot, and you'll find yourself in the central hallway where you got the final Small Key as Young Link. Run to the end of the hall, and you'll find a gigantic stone block. Embued with the power of the Silver Gauntlets, you can push the block forward until it falls into a pit.

Go around the newly-revealed corner, and through the door.

The Spirit Temple - The Colossus Room

Run out into the room, and climb up the rough wall on the east side of the area. Go through the door at the top.

The Spirit Temple - The Sun Cavern
New Dungeon Item: Small Key x1

Go and stand by the small statue of the sun embedded into the floor. Navi will flutter up to a boulder embedded in the wall. Z-Target this boulder, and release a Bombchu at it. When the Bombchu destroys the boulder, it will shine sunlight down onto the Sun Panel, creating a small chest on a high ledge in the room.

Pull yourself up to the chest using the Longshot, and open it to get a Small Key. Drop down, and hit the Crystal Switch on the far side of the room. A grating at the bottom of the pit will open; drop down this pit, and go through the door at the bottom.

The Spirit Temple - Armos Knight Room
New Dungeon Item: Small Key x1

Hit the rusty switch in this area with the Megaton Hammer, and a chest will appear on the south end of the room, on the other side of a small tunnel. This next part is kind of weird, so pay attention:

Warp back to the Temple of Time, and become Young Link again. Re-enter the Spirit Temple, and go through the tunnel on the left side of the dungeon's first room. On the other side, you'll find, in the past, the chest you just created in the future. Hurray for temporal paradox! Open it to get a Small Key.

Become Adult Link again, return to the dungeon, and head back to the room with the giant Colossus Statue.

The Spirit Temple - The Colossus Room

Repeat the puzzle sequence to open the door on the high-southwest end of the room, then go through that door. Here's the explanation again, in case you've forgotten:

Now, look for a Block of Time suspended in midair near the Compass Chest. Get on top of this Block by climbing back up to the door, going to the stairs above the Block, and then backflipping off the stairwell, over the railing, and onto the Block.

You'll find a small crate sitting on the Block. You want this, so be careful you don't break it, or drop it to the bottom level. If you mess up, then leave

the room, and re-enter to respawn the crate. Stand on the west edge of the Block, and Navi will flutter over into midair, and turn green. Play the Song of Time when she does this, and a second Block of Time will be created. Grab the small crate, jump to the Second Block, then jump to the door. DROP the crate here (DROP, don't throw, you want it in tact).

Leaving the small crate near the door, drop back to the ground level. Stand directly beneath the larger of the two Blocks of Time, and play the Song of Time. The larger Block will disappear, reappearing near the top of the room (if you just end up removing the smaller block, then reposition yourself, and play the Song of Time again... the game is incredibly picky about where you must stand to move the larger block). Climb back up to the door, grab the small crate, and climb up the two flights of stairs on the upper-west end of the room.

The Block of Time now sits to the north of this point. Carrying the crate over your head, jump out to the Block, and then to the platform at the far northwest end of the room. Watch out for a Poltergeist Pot which will hurl itself at you. From this point, you can jump down to the outstretched hand of the Colossus Statue, where sits a blue switch. Activate the switch, then leave the crate sitting on it to keep it activated.

The Switch will open the door at the southwest end of the room. Jump off the statue's hand, climb up to the door, and go through it.

The Spirit Temple - West Stairwell

Watching out for fire traps, climb the stairs and go through the door at the top.

The Spirit Temple - Upper Silver Rupee Chamber
New Quest Item: Gold Skulltula Token x1 [GSMQ094]

Last time you were here, you had to push a Sun Panel near the center of the room into a beam of light to open a door. Now, your goal is to get the Gold Skulltula on the west end of the room using the same method. The Sun Panel you need to push into the light is the one closest to the east door. Remember, to shoot the Crystal Switch to deactivate the fire walls around the room, but only temporarily.

When properly placed in the light, a new ice platform will appear near the ceiling in the center of the room. Pull yourself up to this using the Longshot Target on the ceiling, and then claim the Gold Skulltula in the southwest corner of the room using the Longshot. Once you've got it, return to the room with the Colossus Statue (you'll need to push another Sun Panel, located near the middle of the room, into the light before the door will open).

The Spirit Temple - The Colossus Room

You're now going to need to get up to the southeast side of the room. You have two options: either use Scarecrow's Song in the southeast corner of the room, or else climb up to the point where the southwest and southeast stairs draw close to each other, and pull yourself over to the other side using the torch as a Longshot target.

Watch out for the Floor Master who guards the stairs. Climb up to the top of the stairs, and go through the locked door there.

The Spirit Temple - Lower East Stairwell

A wall of fire blocks access up the stairs. Pull yourself over the wall using the Longshot Target on the ceiling, and then go through the door at the top of the stairs.

The Spirit Temple - Treble Anubis Room

Four Beamos Statues dominate this room. Chuck Bombs at them to destroy them, letting you explore the room freely, and also creating a new chest, and unsealing the door back to the previous room. Open the chest to get to get some Arrows, if you need them.

This next part is kind of complicated, so pay attention. There are two Blocks of Time in the room, one in the north, and one in the south. The one in the south has a small crate sitting on it, which you need to open the sealed door in the room. Go and stand by the south Block first, and play the Song of Time when Navi turns green. Both of the Blocks of Time will rearrange themselves.

Now, go and stand by where the south block used to sit. Navi will turn green here. Play the Song of Time again, and one of the Blocks will revert to it's original position. Now, return to the north block, and play the Song of Time once more. Both of the blocks will rearrange themselves once more, and the small crate will have appeared on the lower block. Jump over to it, grab the crate, and carry it to the blue switch at the north end of the room.

Step on the switch to activate it, opening the door. Leave the small crate sitting on the switch to keep the door open, then go through it.

The Spirit Temple - Quad Armos Room

You'll face a pair of Dinolfols in this room. These are like beefed up versions of Lizalfos enemies, and even though they can take more hits and deal more damage, your attack strategy should be the same. Kill them both, then open the chest in the room. An ice trap will deal some damage to you. Attack the check, and the door on the south side of the room will unseal itself. Go through it.

The Spirit Temple - Upper East Stairwell

Use the Lens of Truth to see an invisible Floor Master in this room. Kill it, and use Din's Fire to kill it's offspring. The doors will unseal themselves after you have killed off the Floor Master. Go to the top of the stairs and through that door.

The Spirit Temple - East Iron Knuckle Room

Run into the room and to the right, and slash the suit of armor sitting on the throne to begin a miniboss fight.

-M-I-N-I--B-O-S-S-
Iron Knuckle

Another Iron Knuckle guards the next of the dungeon's treasures. Except now

you're twice as big, deal twice the damage, and have a sword which rivals the Knuckle's axe, instead of that lousy twig, the Deku Sword. The only downside to being Adult Link it is much more difficult to dodge it's attacks. Trying to block the Iron Knuckle's attacks with the shield is (still) worthless, so use the Biggoron Sword (which you can, and should, have by now). As with the last time you faced one of these guys, use Nayru's Love if the battle gets too hot.

A tactic that seems to work particularly well, but only works with Adult Link, is to repeatedly perform a Jump Attack followed by a backflip, followed by a Jump Attack, followed by a backflip, etc. This doesn't work with Young Link, but is practically fool proof with Adult Link.

Once the Iron Knuckle is dead, then the door behind it's throne will open. Go through it and through the tunnel on the other side.

The Spirit Temple - Desert Colossus (right arm)
New Equipment: Mirror Shield

As you come out onto the Colossus statue's outstretched hand, a chest will appear. Open it to get the Mirror Shield. This is more or less the same as the Hylian Shield, but comes with a number of useful perks: one, it looks significantly cooler. Two, it can reflect light. Three, it can absorb certain kinds of magic (this actually only works in one boss fight, but it's worth mentioning). Lastly, it can't be stolen by Like-Likes. With the Mirror Shield and the Kokiri Tunic equipped, Like-Likes suddenly aren't a problem.

Being careful not to fall (if you do you'll have to run back through the whole dungeon), equip the Mirror Shield and return through the door you came through.

The Spirit Temple - East Iron Knuckle Room

Run through the door in front of you, then through the door in the northeast corner of the room.

The Spirit Temple - Upper East Stairwell

Run down the stairs and through the door on the north side of the room.

The Spirit Temple - Quad Armos Room

You'll have to kill the Dinolfols again. Do so, then remove the Block of Time in the room by using the Song of Time. A beam of sunlight is now free to shine on the floor. Stand in the light, and use your new Mirror Shield to shine light on the Sun Panel (hold down R and aim the light with the joystick).

Once you've lit up the Sun Panel, the door on the north end of the room will unseal itself. Move the Block of Time again using the Song of Time, freeing the door, then go through it.

The Spirit Temple - Small Key Room
New Dungeon Item: Boss Key Room

Kill the Gibdos who guards the gilded chest, then open it to get the Boss Key. Head back to the room with the giant Colossus Statue.

The Spirit Temple - The Colossus Room

Climb down to the main floor of the room, watching out for the Wall Master who guards the area. There are three torches situated around the giant Colossus Statue, sitting atop tall pillars. Use Fire Arrows to light these. You've got to be quick, as the torches don't stay lit for very long. Successfully lighting all three of the torches in the room will open a door on the southeast side of the room. Climb back up to this door, and go through it.

The Spirit Temple - Lower Mirror Chamber

You'll face two Stalfos and a Wall Master in this room. Eliminate the Wall Master first, then take out the Stalfos.

Now, turn your attention to the three sun panels in the room. Use the Mirror Shield to reflect the beam of light in the room into the three Sun Panels. Go one at a time, though, as each Sun Panel will summon in a Wall Master. Kill all three of them to open a grating on the north side of the room. Drop through this grating.

Head south when you land, going through the door there. Watch out for the Blade Traps that strafe the room.

The Spirit Temple - Entrance

New Dungeon Item: Small Key x1

On your last few visits to this room, you probably found a few Silver Rupees. But, this is the first time you've actually been able to solve that puzzle. Find the two Silver Rupees in this small space. Then, bomb the boulder directly in front of you, revealing a Rusted Switch. Activate it with the Megaton Hammer.

The switch will temporarily remove the Water Pillar to the west. Quickly run through the Water Pillar before it reactivates, grabbing the Silver Rupee which sits in the middle of the hallway on your way through. Once you're on the other side, you'll be stuck back at the start of the dungeon.

Head back towards the entrance to the dungeon, and look for the two boulders on either side of the stairs. Bomb them, revealing the final two Silver Rupees. Take them, and a chest appears on the north end of the room which contains a Small Key.

Now, loop back around through the dungeon, back to the other side of the Water Pillar. There are two doors here; one to the west, and one to the east. Go through the west door first.

The Spirit Temple - Triforce/Compass Room

New Quest Item: Gold Skulltula Token x1 [GSMQ095]

First, get the Gold Skulltula on the ceiling using the Longshot. Sometimes the Token appears half inside the ceiling; aim for the bottom of the token to take it. Now, look for the Triforce Mark on the floor. Stand on it, and play Zelda's Lullaby. The door will unseal itself. Go back through it to the previous room.

The Spirit Temple - Entrance

Go through the locked door to the east this time.

The Spirit Temple - Rolling Boulder Room

There's a rusted switch right in front of you as you enter. Use the Megaton Hammer to activate the switch, opening a grating further down the room. Jump down into the pit, which is patrolled by boulders. There's also a Moblin, your old friend from the Sacred Forest Meadow. Watching out for the boulders, stun the Monblin using the Longshot, then take him out with the Master Sword.

Now, run over to the alcove you opened by activating the rusted switch. Play the Song of Time while standing in here, and you'll open a grating on the other end of the room. Run over into this alcove, and play Epona's Song. Another grating in the room will open. Stand in this grating, and play the Sun's Song.

Yeah, another grating. Stand in here, and play the Song of Storms. Another grating. Stand in this new alcove, and play Zelda's Lullaby. The door on the north end of the room will unseal itself. Go through this door.

The Spirit Temple - Small Chest Room

New Quest Item: Gold Skulltula Token x1 [GSMQ096]

This room is packed with Big Skulltulas. Take them out with the Longshot, then look for a Gold Skulltula on the east end of the room. The chest has a Purple Rupee; don't get excited. Once you've got the Gold Skulltula, head back to the room with the Colossus Statue.

The Spirit Temple - The Colossus Room

Climb back up to the top level of the southeast staircase, and go back through the door you find there.

The Spirit Temple - Lower East Stairwell

Pull yourself over the fire traps in the room using the Longshot Target on the ceiling, and go through the door on the other end of the hall.

The Spirit Temple - Treble Anubis Room

There's another locked door on the southwest end of the room. Jump over to the door, and go through it.

The Spirit Temple - Sliding Panels Room

Look up as you enter to see a group of Fire Keese. Shoot them down with the Fairy Bow to make life easier.

If you look on the north wall, you'll see some climbable walls, which are sliding left and right, potentially dragging you into some spikes. The situation is made more complicated by the five Silver Rupees gathered around the panels.

When gathering the Silver Rupees, don't try to struggle against the sliding panels. Use the Longshot to pull yourself up to the highest panel in the series (the ones in between can't be Longshotted), and then drop down from there to the Silver Rupees below. Repeat until you have all of them.

When you have all of the Silver Rupees, the door at the top of the room will open. Longshot the highest panel again, climb up to the top, and go through the door. Watch out for the Fire Slug at the top.

The Spirit Temple - Triforce Door Room

Run up the stairs, and stand on the Triforce Mark on the floor. Play Zelda's Lullaby to unseal the door to the west. Go through it.

The Spirit Temple - Upper Sun Chamber

New Dungeon Item: Small Key x1

Jump down into a sunken area to the right, and roll into the crates to destroy them. You'll find a rusted switch underneath one of them. Use the Megaton Hammer to activate it, unsealing the door in the southwest of the room. Go through this door.

Watch out for the enemies in this area, which include Green Bubbles, Fire Slugs and Dinolfols. In the southeast room of this area, there is a chest hidden in an alcove. Use the Lens of Truth to see the chest, and open it to get a Small Key. Return to the small room with the Triforce symbol, just before this cluster.

The Spirit Temple - Triforce Door Room

Use your new Small Key to go through the locked door in this room.

The Spirit Temple - Boss Key Room

New Quest Item: Gold Skulltula Token x2 [GSMQ099] [GSMQ100]

You'll face another Iron Knuckle in this room. You should have these guys down pat by now, so I'll dispense the explanation. Don't be so quick to defeat the Knuckle, though. Behind two of the three stacks of bricks in the room are Gold Skulltulas. Stand near the stack of bricks and allow the Knuckle to swing at you, destroying the bricks and freeing the Skulltula.

Make sure you have freed both of the Skulltulas before defeating the Iron Knuckle, then kill the Skulltulas. Take their tokens (which should get you all 100 - congratulations), then return to the room where you picked up the last Small Key.

The Spirit Temple - Upper Sun Chamber

Head back into the area with the three small caves with mirrors in them. In the third room of the series (the southeast room), there should be a mirror surrounded by a pillar of flame. To deactivate this flame, you must shine light onto a Sun Panel in the northwest cavern.

In the southwest cavern, there is a mirror. Point it north (which should be where it is by default), and then stand in the beam of light. Look for the Sun

Panel above the doorway, and use the Mirror Shield to shine light on it. The fire pillar around the second mirror will deactivate temporarily.

Quickly run over to this mirror, and point it north before the flame pillar deactivates. Now, go back to the first mirror, and point it east. Light should now reflect off the first mirror, into the second mirror, then into the giant mirror in the first room of the area (when I was writing this chapter, I did this exact method once, and nothing happened... it's possible this is bug. If the solution does not work, then leave the room and try it again).

Once the light is shining on the giant mirror in the first room, go back to that giant mirror and stand beneath it. There's a Sun Panel on the wall near the Giant Mirror. Shine light on it, and the floor you are standing on will lower in the room below, which is...

The Spirit Temple - The Colossus Room

Navi will warn you about Wall Masters as you arrive in the room. There isn't a whole lot of room to maneuver, so if you spot the shadow of a Wall Master, then enter first-person mode (C-Up or use the Longshot or Fairy Bow) to make the Wall Master disappear.

Standing in the beam of light cast by the Giant Mirror above, shine light onto the face of the Colossus Statue. After you have completely burned away the fact, an alcove will be opened, with a metal grating inside it. Pull yourself over to this grating using the Longshot, and the Boss Door will appear. Enter the Boss Door.

The Spirit Temple - Nabooru's Throne Room

After a cutscene, you'll face off against yet another Iron Knuckle.

-M-I-N-I--B-O-S-S-
Iron Knuckle

This Iron Knuckle looks a little different than the others, but is really basically identical. Use the same strategies as before. Remember to use the Biggoron Sword if you have it (which you can, should, by now), since the shield is basically worthless against the Iron Knuckle's attacks. Again, if the battle gets too hot, then use Nayru's Love. The Backflip/Jump Attack trick works really well on this Iron Knuckle as well.

After a relatively quick battle, the Knuckle's armor will fall off, revealing Nabooru. Koume and Kotake had brainwashed her, which was how she ended up as Ganondorf's loyal servant. The twins will appear again and capture Nabooru using some kind of spell, whereupon she disappears, then teleport away themselves. Go through the door behind Nabooru's throne after this happens.

The Spirit Temple - North Hall

Run down the hall and through another door at the end.

-----B-O-S-S-----
Sorceress Sisters TWINROVA
New Upgrade: Heart Container x1
New Quest Item: Spirit Medallion

When you enter Koume and Kotake's boss chamber, you'll be on a bottom floor beneath a series of tall ledges. Run forward and climb up the tiled wall to the center, and largest, of these ledges. Run to the center of the platform, and after a cutscene the fight will begin.

The Sorceress Sisters have two distinct phases, both of which are very fun and very exciting. This is possibly the best boss fight in the game, so enjoy it while you're here. The Sisters each have their own element which opposes the other. Kotake is Ice, and Koume is Fire. The first thing to know when fighting them in this phase is that L-Targeting is not your friend, and having your sword out is not necessary.

Run around the platform, and try to get both of the sisters in your range of vision at the same time. That's the key to this part of the fight; keeping both of them visible. This is why L-Targeting is not helpful. After a while, one of them will begin charging up an attack (you'll know they're doing it as weird shapes will appear in front of them while they cast the spell). Very quickly, a beam will appear. You have to now use the Mirror Shield to reflect this beam into the other sister, much as you reflected the beams of light earlier in the dungeon. It's not easy to do, and will indeed take much practice. Don't even TRY to L-Target to aim the beam; if you do, the beam will just fire off in some random direction and won't even get near the other sister. No other methods of attack work (though the Fire Arrows and Ice Arrows seem like they should... but they don't).

If you fail to reflect one of the beams, then it will impact on the floor, creating a ring that damages you (and in the case of Kotake's ice beam, freezes you... which sucks). For this reason, if you know you can't reflect the beam into the other sister, reflect it anyway. It's better than the alternative. After you reflect a few beams into each of the Sisters, then the boss enters it's next phase.

Now truly Twinrova, the Sorceress Sisters form one entity. So you can now L-Target. If you have the Biggoron Sword (which you can, and should, have by now), then use it for this stage of the fight, but keep it "Put Away" until you're ready to damage Twinrova. To "Put Away" the Biggoron Sword, stand still until the A-Button on the command menu reads Put Away. Then press the A-Button. After you've attacked Twinrova, you want to put the Biggoron Sword away again. You can only Put Away when you are not L-Targeted. If all of this is too much for you, just use the Master Sword

As Twinrova, the sisters gain the ability to fire both Fire and Ice. In order to stun Twinrova and make her vulnerable to attack, you have to absorb three spells of the same alignment IN A ROW. This means that, if you absorb two fire spells, then an ice spell, then the two fires will be negated and you have to absorb two more ice spells. Near the start of this phase, Twinrova will generally use three shots in a row of the same alignment. But later on, she'll start mixing things up. For this reason, only hold down the R Button to absorb attacks you actually want. Otherwise, release the R Button and dodge the beams (dodge twice to the right or left to avoid most beam attacks, but make sure you don't dodge right off the ledge). You can tell which beam Twinrova is about to use by looking at which wand she waves - the right is Ice, the left is Fire. You can also tell which beams your Mirror Shield has absorbed by looking at it - it flashes red for fire, and white for ice. The faster it flashes, the more beams absorbed.

After you absorb three beams of the same alignment in a row, then the Mirror Shield will unleash a massive beam back at Twinrova (keep the shield drawn to make sure the beam connects). This will stun her momentarily, causing her to fall to the platform below her. At this point, quickly equip the Hover Boots

X Deku Shield	X Hylian Shield	X Mirror Shield	
X Kokiri Tunic	X Goron Tunic	X Zora Tunic	
X Kokiri Boots	X Iron Boots	X Hover Boots	
X Ammo Pouch	X Big Ammo Pouch	X Biggest Ammo Pouch	
X Quiver	X Big Quiver	X Biggest Quiver	
X Bomb Bag	X Big Bomb Bag	X Biggest Bomb Bag	
X Goron Bracelet	X Silver Gauntlets	_ Gold Gauntlets	
X Child's Wallet	X Adult's Wallet	X Giant's Wallet	
X Silver Scale	X Gold Scale	X Stone of Agony	

+-----Upgrade Checklist-----+

X Super Spin Attack	X Magic Meter	X Extended Magic Meter	
_ Enhanced Defense	X Deku Stick Cap. Up. #1	X Deku Stick Cap. Up. #2	
X Deku Nut Cap. Up. #1	X Deku Nut Cap. Up. #2	X Epona	

+-----Mask Checklist-----+

X Keaton Mask	X Skull Mask	X Spooky Mask	X Bunny Hood	
X Mask of Truth	X Goron Mask	X Zora Mask	X Gerudo Mask	

+-----Trading Sidequest Checklist-----+

X Pocket Egg	X Pocket Cucco	X Cojiro	X Odd Mushroom	
X Odd Potion	X Poacher's Saw	X B. Goron's Sword	X Prescription	
X Eyeball Frog	X Biggoron's Eyedrops	X Claim Check		

Before completing this chapter, also consider completing:

Happy Mask Trading Sidequest (Subchapter Zero-Three-Eight-One)

Obtaining Epona (Subchapter Zero-Three-Eight-Two)

Biggoron Sword Sidequest (Subchapter Zero-Three-Eight-Three)

Big Poe Hunting (Subchapter Zero-Three-Eight-Six)

Optional Dungeon: The Gerudo Training Ground (Subchapter Zero-Three-Eight-Five)

The Desert Colossus

Play the Prelude of Light to warp back to the Temple of Time.

The Temple of Time

New Item: Light Arrows

As soon as you enter the Temple of Time, a cutscene will take place. Zelda's whereabouts are finally revealed - but she is captured by Ganondorf seconds later. What is also revealed is the location of the other two Triforce pieces - Ganondorf only had one all along, which was why he was only able to really screw up Hyrule instead of recreating it in his own image. The last big revelation in this cutscene is that there is a Seventh Sage - the Sage of Time, Princess Zelda. Zelda manages to give you the Light Arrows (the only weapon, apart from the Master Sword, which can truly hurt him) just before she is captured. It's now time to head for Ganon's Tower (in the same place that Hyrule Castle Garden was as Young Link) for the final dungeon and the final showdown.

BUT FIRST!

Have you finished the Happy Mask Trading Sequence? If you haven't, consider checking the appropriate Subchapter.

Have you gotten the Biggoron Sword? If you haven't, consider checking the

appropriate Subchapter.

Have you gotten the Ice Arrows? If you haven't, consider checking the appropriate Subchapter.

Have you gotten the Fourth Bottle? If you haven't, consider checking the appropriate Subchapter.

Have you found all of the Items, Songs and Upgrades? If you haven't, considering checking the appropriate Subchapter. Note that the Gold Gauntlets and the Half Damage Upgrade are available in Ganon's Tower, so you won't be able to get them yet.

Have you found all 36 Pieces of Heart? If you haven't, consider checking the appropriate Subchapter.

Have you found all 100 Gold Skulltulas? If you haven't, consider checking the appropriate Subchapter.

If you've gotten all 100 Gold Skulltulas, have you gotten the reward from the House of Skulltula? If you haven't, then go get it now. Because everyone can use two hundred rupees. Except the people who already have five hundred.

Once you're done deciding if you care about any of the above things, then head for Ganon's Castle using the upper entrance in Hyrule Castle Market. The Sages will automatically create a bridge of light into the castle for you when you near it's front entrance. Enter the castle to begin the game's final dungeon.

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Master Quest
Dungeon IX: Inside Ganon's Castle
[0371]

Status Report - Heart Containers: 020/020 Heart Pieces : 036/036 Gold Skulltulas : 100/100	New Things This Chapter - Heart Containers: COMPLETE Heart Pieces : COMPLETE Gold Skulltulas : COMPLETE
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+-----Inventory Checklist-----+
|X Deku Stick      X Deku Nut      X Fairy Slingshot  X Fairy Ocarina   |
|X Bombs           X Bombchus     X Magic Beans      X Boomerang       |
|X Ocarina of Time X Din's Fire   X Farore's Wind    X Nayru's Love    |
|X Fairy Bow       X Fire Arrow   X Ice Arrow        X Light Arrow     |
|X Hookshot        X Longshot     X Lens of Truth    X Megaton Hammer |
|X Bottle #1       X Bottle #2    X Bottle #3        X Bottle #4       |

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-----Song Checklist-----			
X Zelda's Lullaby	X Epona's Song	X Saria's Song	
X Sun's Song	X Song of Time	X Song of Storms	
X Minuet of Forest	X Bolero of Fire	X Serenade of Water	
X Requiem of Spirit	X Nocturne of Shadow	X Prelude of Light	
-----Equipment Checklist-----			
X Kokiri Sword	X Master Sword	X Biggoron Sword	
X Deku Shield	X Hylian Shield	X Mirror Shield	
X Kokiri Tunic	X Goron Tunic	X Zora Tunic	
X Kokiri Boots	X Iron Boots	X Hover Boots	
X Ammo Pouch	X Big Ammo Pouch	X Biggest Ammo Pouch	
X Quiver	X Big Quiver	X Biggest Quiver	
X Bomb Bag	X Big Bomb Bag	X Biggest Bomb Bag	
X Goron Bracelet	X Silver Gauntlets	_ Gold Gauntlets	
X Child's Wallet	X Adult's Wallet	X Giant's Wallet	
X Silver Scale	X Gold Scale	X Stone of Agony	
-----Upgrade Checklist-----			
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_ Enhanced Defense	X Deku Stick Cap. Up. #1	X Deku Stick Cap. Up. #2	
X Deku Nut Cap. Up. #1	X Deku Nut Cap. Up. #2	X Epona	
-----Mask Checklist-----			
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X Mask of Truth	X Goron Mask	X Zora Mask	X Gerudo Mask
-----Trading Sidequest Checklist-----			
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Big Poe Hunting (Subchapter Zero-Three-Eight-Six)

Optional Dungeon: The Gerudo Training Ground (Subchapter Zero-Three-Eight-Five)

Inside Ganon's Castle - Entrance

Run forward down the stairs, holding down the L-Button and running forward with your shield held up to remove the barriers protecting a pair of Green Bubbles. Kill them, then proceed all the way to the bottom of the stairs. An Iron Knuckle sits here before a sealed door. Skirting around the Blade Trap and the pair of Armos Knights, bring the Iron Knuckle to life, and kill it. Lastly, use Bombs to bring the Armos Knights to life, then kill them with more bombs. They aren't very threatening, as they can't leave the pillars they stand on.

Once all of the enemies are defeated, the door near the Blade Trap will unseal itself. Go through it.

Inside Ganon's Castle - Keep

As you enter the large circular chamber that serves as the hub of Ganon's

Castle, you'll see a huge tower in the center, which is protected by a massive force field. You'll need to disable the force field by traveling to the end of each wing of the dungeon, each of which acts as a miniature version of the other Temples you've faced as Adult Link (plus the Light Temple, which is yet to be featured in a Zelda title).

Head to the right, and you'll find a door with the Forest Medallion above it. Go through it.

Inside Ganon's Castle - Forest Seal Room One

New Dungeon Item: Small Key x1

The Forest Temple was all about the Stalfos fights, and you'll face two more of them in the first room of the Forest Seal. Defeat them both, and the door to the second room will open. Before you go through it, look on the arch above to see a Small Key near a fan and a torch. Equip the Iron Boots, then pull yourself up to the torch using the Longshot. Pick up the Small Key (protected from the fan thanks to the Iron Boots), then go through the door beneath the arch.

Inside Ganon's Castle - Forest Seal Room Two

More fans await you in a room filled with numerous pits. Look inside the fan to the right of the door to see a Golden Eye Switch. Activate it with the Fairy Bow, creating a chest near the door. It only contains arrows, but more importantly, you can use this chest as a Longshot Target if you need to.

Look at one of the fans on the opposite end of the room, and you'll see a frozen Golden Eye Switch. Fire a Fire Arrow into the fan to activate this new switch, creating another chest off to the left side of the room. Equip the Iron Boots before using it as a Longshot Target. You'll have to pull yourself over and face the Beamos Statue and Armos Knight at point blank range; you don't have much choice. The Iron Boots will keep you the ledge, and don't be afraid to blow yourself up with Bombs to defeat your roommates.

Back on the Kokiri Boots and safe on your own private ledge, start chucking Bombs at the nearby Beamos Statues, using the newly vacated platforms to go to the sealed door on the other end of the room. Once you reach the door, destroy the Beamos Statue sitting near it, then wait for the fan guarding the platform to stop blowing. Once it does, jump out to the platform, and equip the Iron Boots. Play the Song of Time.

A Block of Time above will lower one level, revealing an Armos Knight. Without moving, play the Song of Time again. The Armos Knight will fall onto the Blue Switch below, activating it and unsealing the door. Wait for the fan to stop blowing again, switch back to the Kokiri Boots, jump back to the door, and go through it.

Inside Ganon's Castle - Forest Seal Room Three

There's a huge glowing orb in this room. Nail it with a Light Arrow to destroy it, breaking one of the six Seals protecting Ganon's Tower. Saria will appear, and warp you back to the Keep.

Inside Ganon's Castle - Keep

Head to the right, down a long staircase. At the bottom, you'll find a door with the Water Medallion hanging above it. Enter this door.

Inside Ganon's Castle - Water Seal Room One

All of your Bottles are likely full of Fairies, but you're going to need to free up one or two of them in this room. Kill all of the Freezards in the room. The Freezards are relatively basic (Fire Arrows make short work of them). There's a Deadhand's Hand in the corner of the room. Use Spin Attacks near it, and you'll activate a hidden Crystal Switch in the wall, which lowers the Water Pillar.

The water pillar only stays lowered for a brief time, so quickly run over to the Blue Flame and fill up a Bottle with it. Use the Blue Fire to melt the Red Ice blocking the next door, but be sure to grab another Bottle of Blue Fire immediately afterwards. The door is locked; use the key you picked up in the Forest Seal to go through it.

Inside Ganon's Castle - Water Seal Room Two

Another Silver Rupee puzzle. Ugh. This room is protected by Keese of all varieties (including an invisible one; use the Lens of Truth). Snipe them from the doorway before jumping into the room.

Ignore the ice blocks in the room, at least at first. If you move them around, you could potentially block a Silver Rupee and keep you from accessing it. If you do mess up, leave the room and re-enter to reset the Ice Blocks. The two Silver Rupees you can accidentally block are hidden inside a pit in the middle of the room, and another one in an alcove on the opposite wall from the pit.

There is also a Silver Rupee suspended over a bottomless pit. Use the Hover Boots, and run over the bottomless pit at an angle to grab it. Another Silver Rupee is found suspended between the two ice blocks in their default position. Again, without pushing them, climb onto one of them, and jump over the gap between them, grabbing the Silver Rupee on the way.

The last Silver Rupee is more trickily placed, and you'll actually need to move the Ice Blocks to reach it. The first Ice Block you want to interact with is the one closest to the next door (which is blocked behind another line of Red Ice). Push it towards a boulder near the pit in the center of the room, then push it right into the pit.

Now, go to the other Ice Block, and push it over the recently-filled pit, where it will stop on another boulder. From there, push the ice block into the first boulder, and then push it into the alcove in the wall where one of the Silver Rupees used to sit. Once it's in this position, you can climb on top of it, and use another Bottle of Blue Fire to melt the Red Ice, and claim the last Silver Rupee.

With all five Silver Rupees, the door to the third room of the Water Seal will open. Backtrack to the first room, grab another bottle of Blue Fire, then return here. The Ice Blocks will have reset. Push one of them to the wall in front of the Red Ice that blocks the door, then melt the Red Ice to free the door. Go through it.

Inside Ganon's Castle - Water Seal Room Three

Use another Light Arrow to destroy the Seal. Ruto will appear and warp you back to the Keep.

Inside Ganon's Castle - Keep

Head to the right as you return from the Water Seal, going up a long staircase. At the top, you'll find a door with the Shadow Medallion above it. Enter this door.

Inside Ganon's Castle - Shadow Seal Room One
New Dungeon Item: Small Key x1

A Green Bubble hovers around in front of you as you enter. First order of business is killing it. Wait for it's barrier to turn off, then fire an arrow into it to kill it. And ready yourself for another lousy Silver Rupee Puzzle.

Look off to the right, and you'll see a Bomb Flower. Shoot it with an arrow, detonating it, and activating an invisible switch. A chest is created on the left side of the room. Use the Longshot to pull yourself over to it (the chest contains only Arrows). Activate the Lens of Truth, and look towards the end of the room. You'll spot an invisible, moving platform spanning the huge gap between this platform and the next. Jump out to it when it grows near.

Grab the Silver Rupee in the path of the moving platform, then stand on it's edge nearest the platform with the Bomb Flower. Use the Hover Boots to run over to the ledge, grab the Silver Rupee, then run back to the moving platform. Ride the platform to the next, stationary, visible platform in the room, guarded by a Beamos Statue.

Use a Bomb to kill the Beamos Statue, revealing another Silver Rupee. Look for an odd object on the ground near where the Silver Rupee used to be. It's actually the top end of a torch. Light it with a Fire Arrow, creating an ice platform between this ledge and the next. Jump over to the next ledge.

Use Bombs to destroy the Beamos Statues guarding this ledge, then turn around and check out the lower half of the previous ledge. There's a Golden Eye Switch there, probably hidden by the ice platform you created to span the gap. Sidestep out of the way of the ice platform, and shoot the Golden Eye Switch with the Fairy Bow. A chest will appear near you; open it to get a Small Key.

Activate your Lens of Truth again, and check out the back of the room. You'll spot two invisible paths; one beginning on the left side of the platform, the other on the right side. Go along the left one first, destroying the Beamos Statue at the other end to reveal another Silver Rupee. Backtrack from there, and head along the right path instead.

Halfway along this path, you'll reach a gap guarded by a guillotine. Wait for the guillotine to begin to raise in the air, then jump over the gap. You'll grab the last Silver Rupee on the way, opening the door on the far end of the room. Follow the invisible path to it's end, and through the newly-opened door.

Inside Ganon's Castle - Shadow Seal Room Two

This Seal only has two rooms. Use a Light Arrow to destroy the Seal, and Impa will appear to send you back to the Keep.

Inside Ganon's Castle - Keep

As you come out of the Shadow Seal, head to the right, where you will come to a door with the Fire Medallion above it. IGNORE IT. You lack the tools you need to do anything in there. Keep heading to the right, passing a black obelisk, and you will reach a door with the Spirit Medallion above it. Enter this door.

Inside Ganon's Castle - Spirit Seal Room One

Eliminate the Fire Keese and Fire Slug in this room, then look above the door that you just came through. There's a Silver Eye Switch there, with its eye closed. Shoot it with an arrow to make the Eye open, causing an Iron Knuckle to appear on the other end of the room. Wake up the Iron Knuckle, and stand near the pile of bricks in the center of the room. Allow the Iron Knuckle to smash the bricks before killing it.

Beneath the brick pile, you'll find a rusted switch. Activate it with the Megaton Hammer, and the door to the next room will unseal itself. Go through this door.

Inside Ganon's Castle - Spirit Seal Room Two

New Equipment: Golden Gauntlets

New Dungeon Item: Small Key x1

Kill the Green Bubble in front of you, then open the chest it guards to get some Bombchus. If you check out the bars in front of you, you'll see a Crystal Switch on the ceiling above. There's also a small opening on the ceiling that a Bombchu can slip through. Face this opening, then turn around and face the wall directly opposite. Drop a Bombchu from this position.

If you're properly aligned, then the Bombchu will climb the wall, go along the ceiling, and impact the Crystal Switch, activating it and unsealing the door to the rest of the room. Go through it.

Run down the new-found hall, killing a Green Bubble, a Gibdos, and a pair of Redeads who guard the area. You'll reach a circular room lined with Sun Panels. Look on the ceiling to see a bit of webbing there. Use a Fire Arrow to burn away the webbing, letting light into the room.

Use the Mirror Shield to reflect light into the Sun Panels around the room. Most of them reveal small chests (open them - one of them has a Small Key in it). One of the Sun Panels summons a Wall Master. The most important thing here is the large chest that appears, which yields the Golden Gauntlets when opened. The final dungeon's big item, the Golden Gauntlets replace your only-recently-acquired Silver Gauntlets, and allow you to move those huge black obelisks you've probably seen around the area.

You probably haven't seen it, but there's another Sun Panel behind the Spirit Medallion above the sealed door in the room. Shine light onto the Spirit Medallion, and the Sun Panel will activate, unsealing the door. Go through it.

Inside Ganon's Castle - Spirit Seal Room Three

Destroy the Seal with a Light Arrow, and Nabooru will appear to warp you back to the Keep.

Inside Ganon's Castle - Keep

Before we move on with the dungeon, head back outside the castle. It's time to unearth one last fairy fountain.

Ganon's Castle

Head back across the bridge of light, and go left under the arch on the other side. Climb over the rubble here and go to the end of the small canyon. With the Golden Gauntlets, you can pick up the black obelisk here and hurl it aside, revealing a Fairy Fountain (in fact, the same Fairy Fountain where you got Din's Fire as Young Link, though it's a different Great Fairy inside). Go into it.

Great Fairy's Fountain
New Upgrade: Half Damage

Run forward and stand on the Triforce Symbol, and play Zelda's Lullaby to make the Great Fairy appear (sorry, I'm out of bondage jokes. Wait! I think there's a joke in there somewhere... nope, got nothing). She'll enhance your defenses - in essence, doubling your health. Notice how your heart containers now have a white border. Head back into Ganon's Castle and return to the Keep. If you've got the Ice Arrows, the three optional Bottles, all 20 Heart Containers and all 100 Gold Skulltulas, then you now have every single thing in the game. Congratulations.

Now fortified with enhanced defenses, return to Ganon's Castle, head back to the door with the Fire Medallion above it, and go inside.

Inside Ganon's Castle - Fire Seal Room One

Switch to the Goron Tunic, if you're not already wearing it. If you don't have one, then go buy one in Goron City, because I seriously doubt even the best player's ability to beat this seal without it.

ANOTHER Silver Rupee Puzzle. And you thought the developers went overboard on these stupid things in the original OOT. There are several platforms moving around in the fire in front of you as you enter. Jump out to the first one when it nears you, and ride it to the right.

You'll come to a series of four blocks. Jump onto the top-right one, and stand on it. It will launch into the air, coming to a brief halt near the first Silver Rupee. Grab it. The Rupee is kind of picky; you may have to backflip into it before you'll actually get it. Ride the jumping platform back to the ground, then jump out to a platform that arrives near the top of the cluster. Ride this new platform forward, watching for a new ledge on the right. Chuck Bombs at the Beamos Statue who guards the platform before jumping out to it. Use the Golden Gauntlets you picked up in the Spirit Seal to toss aside the black obelisk, revealing another Silver Rupee (and also creating a new, albeit completely useless, island in the lava).

Jump back to the previous platform in the lava, and look for a string of three platforms that heads off to the left side of the room. Jump to the second platform in this string, which is another jumping one (the other two sink into the lava). Ride the platform to it's apex, then jump to the more stable platform, with the Longshot Target sitting on it.

Grab the Silver Rupee sitting on the circular part of this ledge, and then look for another moving platform in the lava. Jump onto it, grabbing another Silver Rupee when you land. Jump from there to a new island with Fire Slugs on it. Kill the Slugs, then toss aside the black obelisk. This will create a new island, one you can actually use.

Pull yourself over to the Longshot Target, and jump from there to the jumping platform in the lava (remember, it's the middle platform in the string of three). Making the jump to the jumping lava platform is easiest if you perform a rolling jump from the top of the Longshot Target to the platform.

At the apex of the lava platform's jump, jump out to the new island created by the black obelisk. Grab the last Silver Rupee, unsealing the door on the far end of the room. Use the new Longshot Targer near the far door to pull yourself over, then enter the door.

Inside Ganon's Castle - Fire Seal Room Two

Use a Light Arrow to destroy the seal, and Darunia will appear to warp you back to the Keep.

Inside Ganon's Castle - Keep

The last Seal is the Light Seal, and is hidden behind a black obelisk, which lies between the doors to the Fire Seal and the Spirit Seal. Go to the obelisk, toss it aside, and go through the door revealed on the other side.

Inside Ganon's Castle - Light Seal Room One

Kill the Dinolfols and two Fire Slugs in this room, and the next door will unseal itself. Go through it.

Inside Ganon's Castle - Light Seal Room Two

Use one of your Keys to open the door (you should still have at least two, found in either the Spirit Seal, Shadow Seal or Forest Seal). Use it to open the next door.

Inside Ganon's Castle - Light Seal Room Three

Look on the ceiling of this large circular room (which is patrolled by a boulder and guarded by numerous fire walls, so be careful). There's a Longshot Target on the ceiling. Pull yourself up to the Target, then jump down and use your single remaining key to go through the locked door on the other end of the room.

Inside Ganon's Castle - Light Seal Room Four

You'll arrive in a room that looks just like the other Seal Rooms, but is apparently empty. Use your Lens of Truth to see that the altar has a false wall, blocked by ice. Look inside the sconce to your right as you enter, and you'll see a Crystal Switch. Stand near the sconce, and use a Spin Attack to activate the Switch, removing the ice. Enter the newly-opened doorway.

Use a Light Arrow to destroy the final seal. Rauru will appear and warp you back to the Keep.

Inside Ganon's Castle - Keep

As you leave the Light Seal, the barrier protecting Ganon's Tower will lower. Climb back up to where you entered the dungeon, and cross the bridge into the opening in the tower.

Inside Ganon's Castle - Tower Floor One

Kill the quad of Fire Keese in this room, then head up the spiral staircase to the left. Watch out for the Fire Keese on your way up the stairwell. At the top, go through the door on the right.

Inside Ganon's Castle - Tower Floor Two

When you enter the room, both of the doors in the room will seal themselves. You'll have to defeat both of the Dinolfos in the room before it will open. Remember, treat them like Lizalfos and attack aggressively. The same defensive strategies that worked against Lizalfos will also work on these guys.

Once both of the Dinolfos are defeated, then the doors will unseal. Go through the one on the other side of the room (the door that the camera focuses on when the doors unseal).

Inside Ganon's Castle - Tower Floor Two Staircase

Climb up the stairs, and at landing on top, go through the door on the left.

Inside Ganon's Castle - Tower Floor Three

New Dungeon Item: Boss Key

Step into the room, and two Stalfos will appear. The large pillar of flames in the middle of the room makes fighting this pair of Stalfos a delicate matter. Remember, to defeat Stalfos, dodgetheir attacks, and attack back immediately after the Stalfos attack.

Once both of the Stalfos are dead, then the pillar of flames in the middle of the room will die away, revealing an orante chest. Open it to get the Boss Key. Go through the door behind the chest.

Inside Ganon's Castle - Tower Floor Three Staircase

Climb up the stairs, and at the landing on top, go through the door on the left.

Inside Ganon's Castle - Tower Floor Four

As you enter the room, the doors will once again seal themselves. On the other end of the room, there is not one... but two Iron Knuckles. Use the usual strategy to defeat them: dodge their attacks, and use Jump Attacks with the

Biggoron Sword to deal damage. If you shoot one of them with an arrow, then it will come to life and come towards you without disturbing the other. If you wake them up one at a time in this fashion, then you can do the Backflip-Jump Attack trick, which they still haven't learned to defend against.

If you missed my explanation of this trick in the Spirit Temple, it basically works like this: wait for the Iron Knuckle to attack, then backflip, then use a Jump Attack, then backflip, then Jump Attack, etc. etc. If you accidentally awaken both of the Iron Knuckles, then using Nayru's Love is an excellent idea.

Once both of the Iron Knuckles are defeated, then the doors will unseal themselves. Go through the door that the camera focuses on.

Inside Ganon's Castle - Tower Floor Four Staircase

Climb up the stairs, and at the landing on top, go through the boss door on the left.

Inside Ganon's Castle - Tower Floor Five

This room contains a ton of pots. Smash them to find Magic Power and Recovery Hearts, if you need them. Go through the door to the right of where you came in to head further up the tower.

Inside Ganon's Castle - Tower Floor Five Staircase

Climb up the stairs, and at the landing on top, go through the boss door on the left.

-----B-O-S-S-----

Great King of Evil GANONDORF

Navi is unavailable during this fight, meaning you can't L-Target and she can't give you advice with C-Up. Once Ganondorf is stunned with a Light Arrow, then Navi can L-Target again, but Navi becomes unavailable once more when Ganondorf recovers.

Those of you who liked the Phantom Ganon fight (which should be everyone) will be very pleased to hear that this is very similar. There are a few nuances to this fight that are quite different, though. For one, Ganondorf remains stationary in the center of the room. He also has a Shockwave attack, which will collapse bits of the floor, creating pits that lead back down to the Tower Floor Five area. For this reason, don't go near Ganondorf until he is stunned, or else he will use the Shockwave and make this fight more difficult than it needs to be.

Ganondorf will throw balls of lightning at you, which you must reflect back at him with sword strikes (or you can use Empty Bottles if you're feeling creative). If you miss a ball of lightning and it doesn't hit you, then it will destroy whatever floor panel you happen to be standing on, knocking you down to a lower floor. You'll have to climb back up using the tiles on the pillar in the middle of the room.

Ganondorf will reflect the balls back at you as well, so keeping reflecting them until one strikes and stuns Ganondorf. There is a new wrinkle to the fight at this point; you must now shoot Ganondorf with a Light Arrow, whereupon he will become stunned. You can now L-Target him. Quickly equip the Hover

Boots and use them to cross the pit in the middle of the floor. Just like in the Twinrova fight, use a Jump Attack when you're halfway across the pit to deal extra damage to him, then switch to normal attacks. When Ganondorf recovers, run back to the perimeter of the room and switch back to the Kokiri Boots.

Ganondorf will occasionally use a new attack where he will charge up a lot of power (you'll know when he's doing it, as he will hold up both arms to create the spell instead of just one arm for the Lightning Ball). To stop him from using this attack, shoot him with a Light Arrow. This will instantly stun him, letting you get in more attacks. As always, use the Biggoron Sword if you have it. Which you can, and should, have it by now. Ganondorf's cape acts as his life meter; the more tattered it becomes, the closer to death he is. Once Ganondorf is defeated, keep that controller ready - the game isn't over yet.

Inside Ganon's Castle - Tower Exterior

Ganondorf's apparent demise has destroyed the tower. You and Zelda must now race down the tower before it crumbles. You've got three minutes to escape the tower before it is destroyed... with you inside.

Follow Zelda down the tower. Only she can open the sealed doors on the way down, so there's no point getting too far ahead of her. When she opens the door at the bottom, go through it.

Inside Ganon's Castle - Tower Floor Five

Go to the left, keeping near Zelda to ensure that she keeps moving. When she gets to the other side of the room, she'll open the door. Go through it.

Inside Ganon's Castle - Tower Exterior

Jump over to the ledge that Zelda stands on, and keep following her down the tower. At the bottom, she'll unseal another door. Go through it.

Inside Ganon's Castle - Tower Floor Four

Follow Zelda to the right, around the burning rubble in the middle of the room. Go through the door after Zelda opens it.

Inside Ganon's Castle - Tower Exterior

Keep following Zelda down the tower. When she opens the door at the bottom, go through it.

Inside Ganon's Castle - Tower Floor Three

Keep near Zelda in this room, and when she reaches the middle of the room she'll be trapped behind a pillar of flame. Two Stalfos will appear, and you've got to defeat them to progress. You don't have time to play it carefully, so use Nayru's Love and the Biggoron Sword and just go kamikaze on the Stalfos. Once they are both dead, Zelda will be freed. Run near her, and she'll proceed to the opposite door and open it. Go through it.

Inside Ganon's Castle - Tower Exterior

Keep following Zelda down the tower. When she opens the door at the bottom, go through it.

Inside Ganon's Castle - Tower Floor Two

Follow Zelda through the burning rubble, and when she reaches the door she'll open it. Go through the door here, and keep following Zelda down the stairs. At the bottom, Zelda will open the door on the left. Go through it.

Inside Ganon's Castle - Keep

Run along to the end of the bridge. Run past the Redead (whose sole purpose seems to be to waste whatever precious seconds you may have remaining), or kill it with the Biggoron Sword. At the other end of the bridge, Zelda will open the door. Go through it and up the stairs on the other side, and wait for Zelda to open the final door to escape the tower.

--B-O-S-S--

GANON

After a cutscene, run forward towards the ruins of the tower, where Ganondorf will emerge. Except now he has been transformed into the evil demon Ganon. Thanks, Triforce of Power!

At the start of the fight you won't have access to the Master Sword. Which doesn't really matter, since Shields are useless against Ganon, and you should have the Biggoron Sword by now. If for whatever reason you don't have the Biggoron Sword, then the Megaton Hammer will have to make due. For this ultimate showdown, Navi will be available for you to L-Target Ganon, unlike in the previous fight against him.

Like all evil demons of the underworld, Ganon's weakspot is his tail. In his first phase, you'll have to L-Target Ganon and then begin performing side dodges (hold right or left and press A) to speed around behind Ganon. When you get behind him, do a Jump Attack with the Biggoron Sword or Megaton Hammer to deal a hefty amount of damage to Ganon. After you hit his tail, he will raise it up out of your reach. Begin strafing around back to his front side, and his tail will lower, letting you strafe back around to attack his tail again. Repeat this method until a cutscene shows the flames around the perimeter of the arena lowering. Run over to Zelda and retake the Master Sword when this happens.

If you have the Biggoron Sword, then stay with it for now. If you were using the Megaton Hammer as your weapon, then switch back to the Master Sword now. Return to Ganon to begin the final phase of the fight. Your goal is still the same: attack the evil fiend's tail. Except now, you can't just strafe around to it. You have two options: shoot him in the face with a Light Arrow, or release your L-Target and roll between his legs. Whichever path you choose, once you are on his backside, L-Target him and perform a Jump Attack on his tail. If you are using the Biggoron Sword, do ten or so Jump Attacks, then switch to the Master Sword. Only the Master Sword can defeat Ganon. After a cutscene, you will be prompted to attack Ganondorf while he is being held in place by Zelda's magic. Do this, and the game is over. Too bad the final boss wasn't that creative.

Sold To: Dampe's Fanboy in the Kakariko Graveyard (daytime only)
Borrow Price: 30 Rupees
Sell Price: 30 Rupees

This mask is sold to Dampe's Fanboy, the little kid who walks around Kakariko Graveyard and pretends to be Dampe (he only appears during the day). You break even on this one; the mask sells for thirty rupees, and the boy buys it for thirty.

Mask #4: The Bunny Hood

Sold To: The Running Man in Hyrule Field (only after Jabu-Jabu's Belly is finished)
Borrow Price: 50 Rupees
Sell Price: 500 Rupees

The Running Man appears in Hyrule Field after Dungeon III, Jabu-Jabu's Belly, has been finished. Once you find him, you'll have to chase him until he stops (the Sun's Song is no help). He'll buy the Hood for five hundred rupees, but if you don't have the Giant's Wallet then you'll only get 99 or 200 out of that five hundred.

Mask #5: The Mask of Truth

The Mask of Truth, the best of the available masks, lets you use the Gossip Stones around Hyrule to receive hints. Which would be cool, except only Young Link can wear the Mask of Truth, and by the time you get the Mask, you're practically done with Young Link. The Mask of Truth can also be used in the Forest Stage to earn a Deku Nut capacity upgrade.

Mask #6: The Goron Mask

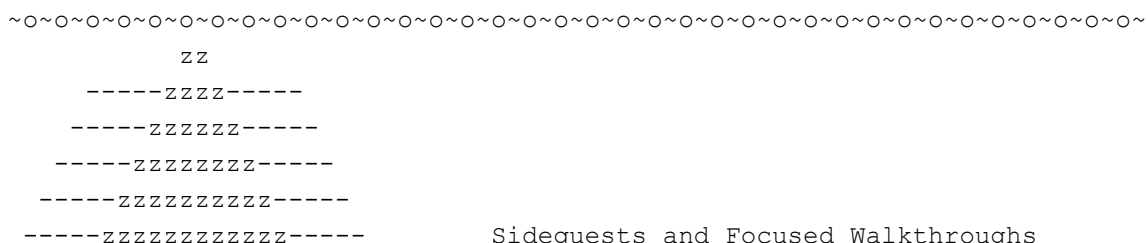
When worn, this Masks makes those lovably foolish Gorons mistake you for an actual Goron.

Mask #7: The Zora Mask

If you speak to Zoras while wearing this mask, they will sarcastically treat you the way you'd expect a little kid running around in a mask to be treated.

Mask #8: The Gerudo Mask

If you thought this mask would actually fool any of the Gerudos, then go jump off a cliff.



personal Cow). Otherwise, he'll just stand around. Return to the Cucco Lady and show her the Pocket Cucco, and she'll give you Cojiro, the Blue Cucco.

Part II: Cojiro

Now that you have Cojiro, head for the Kokiri Forest and into the Lost Woods using the entrance behind Mido's House. Go left at the first crossroads to reach the clearing where the Lone Skull Kid used to dance as Young Link. The Skull Kid is gone, replaced by the Carpenter's Son. Show him Cojiro, and the Carpenter's Son will admit that he has been cursed, and the only cure is a Potion which must be made from an Odd Mushroom. He'll give you the Odd Mushroom.

Part III: The Odd Mushroom
Time Limit: 3:00

The Odd Mushroom is on a three minute time limit, so you have to high tail it back to Kakariko Village. If you planted the Magic Bean at the valley behind the Carpenter's Son, then use it to reach the bridge leading to Hyrule Field more quickly. Otherwise, return to Hyrule Field via Kokiri Forest. Back in the Field, get on Epona and ride her to Kakariko Village in the northeast corner of the Field.

Once inside the village, head for the Potion Shop near the north edge of town (it has a picture of a large boiling cauldron above it's door). Enter the shop (it must be daytime to work), and go through the passage on the left side of the store to reach the grotto behind the buildings. Jump down from the ledge as you come out of the door, and climb up the stairs on the opposite side of the grotto. Enter the building and show the Hag inside the Odd Mushroom. She will turn it into the Odd Potion.

If you fail to reach the Hag before the time limit runs out, then return to the Carpenter's Son to get another Odd Mushroom.

Part IV: The Odd Potion

Return to the Carpenter's Son in the Lost Woods. Remember, he is to the left as you enter the Lost Woods from the entrance behind Mido's House in Kokiri Forest. When you reach the clearing, however, the Carpenter's Son is gone, and is replaced by a Kokiri Girl. You arrived too late to save him from the curse. Give the Kokiri Girl the Odd Potion, and she'll give you the Poacher's Saw.

Part V: The Poacher's Saw

Return to Hyrule Field, and head for Gerudo Valley on the west side of Hyrule Field (nine o'clock on the clock face). Ride Epona up the log bridge, and charge straight at the broken bridge using Epona at maximum speed to leap over it. Alternatively, you can also use the Longshot, if you have progressed that far in the game.

Speak with the Carpenter on the other side of the bridge, standing outside of the tent, and then show him the Poacher's Saw. He'll recognize it as his own, and give you the Broken Goron's Sword.

Part VI: The Broken Goron's Sword

There is only one craftsman in all of Hyrule who can repair this once mighty weapon: The Biggoron of Death Mountain. Head for Kakariko Village and then go up Death Mountain Trail. If you planted a Magic Bean at the entrance to Dodongo's Cavern, then use the Magic Leaf to ride to the halfway point of Death Mountain. If you didn't plant the Magic Bean, then you'll have to take the long way.

Once you're at the peak, arouse Biggoron's attention by standing on the right side of the cliff, and then show him the Broken Goron's Sword. He'll admit that he'd love to repair the Sword, but he can't because the last eruption blinded him. You'll have to get some medicinal eyedrops from the King Zora first.

Part VII: The Prescription

Return to Hyrule Field, and go to Zora's River (three o'clock on the clock face). If you planted the Magic Bean near the start of the River, then ride it to the end. Enter Zora's Domain, and climb to the top of the cavern to reach the King Zora. If you haven't done the Ice Cavern yet, then King Zora will still be encased in red ice. But you can still unfreeze him if you're doing the entire quest string as soon as you have obtained Epona. If you have already unfrozen the King Zora, then give him the Prescription and skip to the next step.

You have two options to unfreeze King Zora: you can either go to Kakariko Village and purchase a Blue Flame from the Potion Shop there (for a hefty 300 rupee price tag), or you can head for the Ice Cavern ahead of schedule and get a Blue Flame for free. The Ice Cavern is a little ahead of you chronologically, but the mini-dungeon is incredibly easy, so don't be afraid to enter it.

Go to Zora's Fountain using the entrance behind King Zora's throne, and enter the Ice Cavern by standing on Jabu Jabu's altar, and jumping along the frozen platforms in the pond until you reach the northern edge of the Fountain. Enter the Ice Cavern through the huge cave opening on the north wall.

Once you have the Bottle of Blue Fire, use it while standing next to the King to unfreeze him. Show him the Prescription, and he'll give you the ingredients needed. But you'll have to take them elsewhere to get the Eyedrops made.

Part VIII: The Eyeball Frog

Time Limit: 3:00

The Eyeball Frog must be delivered to the scientist in the Observatory at Lake Hylia in less than three minutes. This would be no problem with the Lake Hylia shortcut in Zora's Domain... except that the entrance is blocked as Adult Link. Curses!

Quickly run back out to Zora's River, and ride the river back to Hyrule Field. Hop aboard Epona and hightail it to Lake Hylia, which is in the southwest corner of the Field. Use Epona to hop over the fences and save time wasted trying to climb over them on foot. Ride Epona right into the Lake Hylia area and right to the doorstep of the Observatory. Step inside and show the Scientist the Eyeball Frog, and after mistaking them for his dinner, he'll make you the Eyedrops.

If you run out of time, then speak with King Zora again to get another Eyeball

Frog.

Part IX: Biggoron's Eyedrops

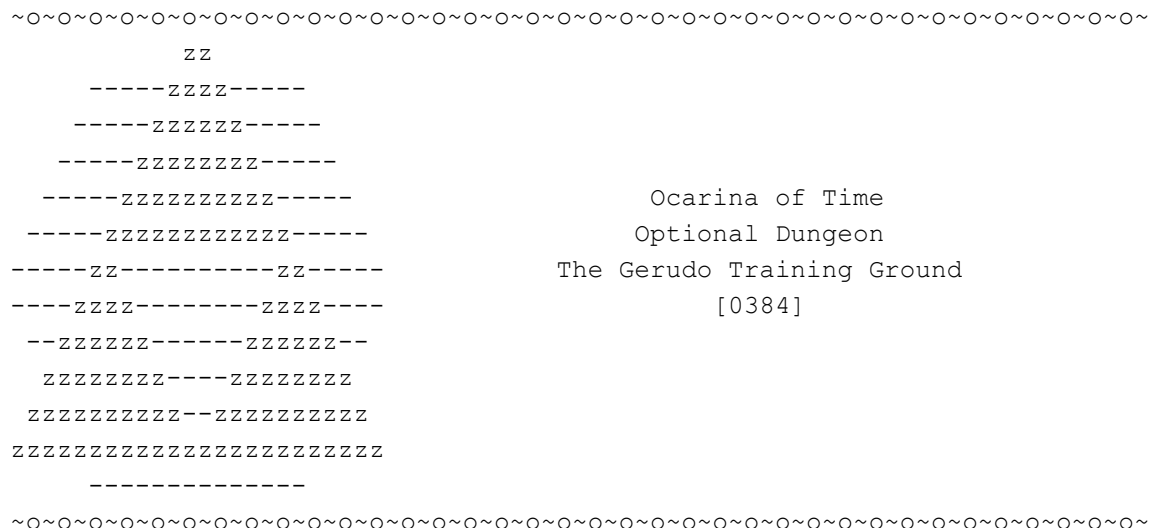
Time Limit: 4:00

You've now got to run clear across Hyrule and climb Death Mountain in less than four minutes. No problem, right? With Epona and the Magic Leaf out front of Dodongo's Cavern, you should make it with plenty of time. Without the Magic Leaf, you'll be pushing it, and without Epona, you don't stand a chance.

Step outside the Observatory and get back on Epona. Ride her back to Hyrule Field, and jump back over the fences. Go to Kakariko Village in the northeast corner of the zone. Get off Epona and enter the Village, then go to Death Mountain Trail in the north of the Village. If you planted the Magic Beans as a child, then ride the Magic Leaf at the entrance to Dodongo's Cavern to the halfway point of the mountain, then climb the rest of the way. Otherwise, you'll have to take the long way up, and you'll be pushing the clock if you do. Give Biggoron the Eyedrops.

Part X: The Claim Check

Now that he can see again, the Biggoron will repair the sword. Free of charge. What a guy. Play the Sun's Song six times to force three days to pass, then show Biggoron your Claim Check. He'll give you the Biggoron Sword for all your trouble. The Biggoron Sword deals twice the damage that the Master Sword does, but is so large that you can't handle a Shield while using it.



The Gerudo Training Ground is a series of obstacle courses and timed challenges, built in a rough square around a central "Treasure Room." This Treasure Room contains, among other useless trinkets, the Ice Arrows. These arrows are absolutely worthless in progressing the game forward, but are a fun item to have and use nonetheless.

In this walkthrough for the Gerudo Training Ground, instructions are given on how to complete each room, though no specific order is given on when to complete each room. Traditionally the rooms are completed clockwise from the entrance hall, and the order of the rooms in this guide reflects this. You can tackle them in any order you wish, however. You need a minimum of seven keys

to reach the Ice Arrows, and once you have acquired this number of keys the dungeon is essentially "finished" and you can go about your business elsewhere. The remaining chests in the Treasure Room, especially those going to the right from the main entrance, contains useless junk which isn't really worth bothering with.

The dungeon cannot be completed "fully" without the Silver Gauntlets from the Young Link portion of the Spirit Temple. However, the Ice Arrows can be obtained without the Silver Gauntlets. Go left through the first door in the treasure room from it's main entrance, and you will reach the Ice Arrows before you run out of keys. Remember, you need a minimum of seven keys to reach the Ice Arrows. Since there is a hidden key in the Treasure Room itself on the way to the Ice Arrows, once you have six keys then you can head for the Treasure Room to get your reward and leave the dungeon.

The Gerudo Training Ground is only available after Adult Link rescues the captured Carpenters in Gerudo Fortress and becomes an honorary Gerudo Thief. For instructions on how to accomplish this, see the appropriate Subchapter, "Return to Gerudo Valley." The entrance to the Training Ground is on the southeastern edge of the Gerudo Fortress. Speak with the Gerudo Lieutenant standing near the steel grating, pay the entrance fee, and she will let you in.

The Gerudo Training Ground - Entrance

Run forward up the stairs as you enter the Training Ground. At the top of the stairs, turn around and look up above the door frame to see a golden eye switch. Shoot the eye switch with an arrow, and a chest will appear in between two of the pillars in the room. Open it to get a bundle of arrows. Another chest in between the pillars opposite contains a Blue Rupee.

There are three doors in this room. The one directly opposite the entrance leads to the Treasure Chamber, which should be your last destination. The doors to the left and right of the Treasure Chamber go to the Gerudo Training Ground. The entire Training Ground loops around, connecting back to this room. You can go left or right. This guide starts on the left side. If you choose to go right first, then skip to the last heading of this subchapter, and follow the guide backwards.

The Gerudo Training Ground - Sand Stalfos Room

New Dungeon Item: Small Key

Required Items: None

Hint: Defeat all the enemies in a LIMITED TIME!

Time Limit: 1:00

This room contains a sand pit and a pile of rocks. Run past the Blade Trap and into the room, and a pair of Stalfos will appear. Defeat them in the usual fashion, and in under 1:00, and a chest containing this room's Small Key will appear. Keep moving at all times; you will slowly sink into the sand, making it harder to move, if you don't stay moving. Go through the door to the right of the treasure chest containing the Key, and into the next room.

The Gerudo Training Ground - Silver Rupee/Rolling Boulder Room

Required Items: Hookshot

Hint: Gather the JEWELS OF WHITE, while avoiding traps and danger!

Time Limit: 1:30

This room is made of three hallways, which has a number of Silver Rupees

scattered around it. The outer halls contain rolling boulders which will try to knock you into cliffs near the bottom half of the room. The small passages connecting the halls contain Wall Masters. Remember, if you enter First Person Mode, then the Wall Masters will disappear temporarily.

Look up as you enter the room, and you will see a Longshot target on the ceiling. Pull yourself up to it with the Longshot (the Hookshot if you still haven't done the Water Temple). You may have to run down the hall a bit and then turn around before you can get a good shot off.

Run down the hall, and take the first passage on the left (ignore the passages on the right). In this passage, wait for a boulder to pass by in the hall in front of you, then quickly run left around the corner. Grab the Silver Rupee near the cliff edge before a boulder comes along and knocks you off the cliff. Turn around and run up the cliff, all the way to the top. Grab the Silver Rupee in the alcove here. Turn around, head back down the hill and take the second left. At the top of the hill, look to the right and off the cliff to see another Silver Rupee. Jump out and grab it.

At the bottom of the cliff, look to the left to see a ramp leading up. Run up the ramp, and take a right at the top. Run down the hill (watching for rolling boulders), and take a right at the bottom of the hill into the next passage. Grab the Silver Rupee here, but watch out for the sheet of flame that will erupt just behind the Silver Rupee. This Silver Rupee will unseal the door at the back of the room.

Turn around and run back up the hill, all the way to the last passage on the left. At the top of the ramp, look to the right and on the ceiling to see a Longshot target. Pull yourself up to it with the Hookshot/Longshot, and over another curtain of flame. Go through the door here.

The Gerudo Training Ground - Large Block Room

New Dungeon Item: Small Key x1

Required Items: Bombs, Hookshot, Lens of Truth, Silver Gauntlets

Hint: Without the necessary items, one will be confounded by impossible mysteries.

Step into the room, and a Wolfos will appear. Use the Backflip to Jump Attack maneuver to defeat it quickly, and a second Wolfos will appear. Defeat it, and run deeper into the room, where a White Wolfos will appear. These Wolfos are larger, but are still identical to Gray Wolfos in terms of strategy. Another White Wolfos will appear in the corner of the room if you pass near it. Once all four Wolfos are dead, a chest will appear which contains a bundle of arrows.

Against the far wall, there is the outline of a doorway which is blocked by a blue stone block. If you have the Silver Gauntlets, then you can push it forward to find a door to a small room. Enter this door to find a small room which houses three Like-Likes. Kill them all, and two chests will appear. Use the Lens of Truth and look in one of the small pits in the room to find an invisible chest, which contains a Small Key. Open the chest, then return to the previous room.

Destroy the False Door against the wall using Bombs or the Megaton Hammer, then look on the wall above it with the Lens of Truth to see an invisible passage. Pull yourself up to the Longshot Target with the Hookshot/Longshot. If you step on the switch inside this hallway, then the door that you came through will unseal itself. Go through the door at the end of the hall.

The Gerudo Training Ground - Totem Room

New Dungeon Item: Small Key x2

Required Items: Fairy Bow

Hint: Blind the EYES OF THE STATUE!

When you enter the room, you will be on a high ledge. Run along the ledge to the right, where there is a door. Go through it and open the chest inside to get a Small Key, then return to the Totem Room.

Jump off the ledge, landing on a rotating platform on the lower level. Pull your Fairy Bow and fire arrows into the eyes of the statue in the middle of the room. Let the rotating platform carry you into the range of the next eye, don't move yourself. You'll know you've hit the eyes properly if the statue makes a groaning noise and the eye turns red. The eyes will reset after a short time, so you have to hit them all in one pass.

After all of the eyes are pierced with arrows, then a chest will fall down in front of the statue, and the door on the lower level will unlock. Pull yourself over to the chest with the Longshot (just jump if you don't have the Longshot), and then open the chest to get a Small Key. Jump into the lava to warp back to the beginning of the room if you don't have the Longshot.

Go through the door on the lower level of the room once you're done. The door on the upper level leads to one of the side entrances of the Treasure Room.

The Gerudo Training Ground - Flaming Enemy Room

New Dungeon Item: Small Key x1

Required Items: Megaton Hammer, Fairy Bow

Hint: Find a secret passage in this room!

Run into the room and start massacring all of the numerous Fire Slugs and Fire Keese who run around here. Once all of them are dead, a door will unseal itself and a chest will appear. Open the chest to get another bundle of arrows.

Using the Megaton Hammer, smash all of the statues around the perimeter of the room. The two statues to the right of the chest of arrows hide a switch and a golden eye. Shoot the eye with an arrow, and the other door in the room will unseal itself. Step onto the switch, and the pillar of flames guarding the chest in the center of the room will deactivate. Open it to get a Small Key. Go through the door to the left of the chest (it's the door which isn't at the end of a hallway).

The Gerudo Training Ground - The Sea of Fire

New Dungeon Item: Small Key x1

Required Items: Hookshot, Song of Time

Hint: Cross the Sea of Fire!

Another Silver Rupee puzzle. If you fall in this room at any time, you will have to get all of the Silver Rupees over again.

Run forward as you enter, and turn around and look above the doorway when you reach the end of the cliff. Pull yourself up to the Longshot target here with the Hookshot/Longshot to get the first Silver Rupee.

Walk to the edge of the cliff, and on the left you will see a platform with another Silver Rupee on it. Jump down to it. To the right is another

platform. Jump out to it. Navi will flutter out into an empty space in the middle of the room; play the Song of Time here to make two Blocks of Time appear (if only one appears, you didn't get close enough - but one is enough). Climb up onto the Blocks of Time, and from there jump to the high ledge against the right wall. Take the Small Key that lies up here. The doorway leads to one of the Treasure Chamber side entrances; ignore it.

Jump back out to the lower Block of Time, and from there jump to the left to get another Silver Rupee. Jump back to the Block of Time, and then jump out to the next platform with a Silver Rupee on it. Look to the right here to see another platform, which has a switch on it. This switch deactivates the pillar of flames on the other side of the room, letting you get the last Silver Rupee. To reach it, jump back to the Blocks of Time, and jump up to the upper ledge. From there, jump to the platform containing the Silver Rupee before the pillar of flames returns.

Once you have all five Silver Rupees, the door on the left side of the room will unseal. The pillar of flames will reactivate after you get the Silver Rupee, knocking you off the ledge. But the door will remain unsealed. Go through that door.

The Gerudo Training Ground - Underwater Rupee Room
New Dungeon Item: Small Key x1
Required Items: Iron Boots, Song of Time, Hookshot
Hint: Gather the UNDERWATER GEMS!

Run into the middle of the room, and play the Song of Time to make the Blocks of Time in the floor vanish. Equip the Iron Boots and the Zora Tunic, and then sink into the pool of water beneath the Blocks of Time.

Defeat all of the Shell Blades at the bottom of the pool with the Hookshot, and watch out for the Blade Trap. You have two choices on gathering the Silver Rupees in the room: one, you can try to use the Longshot targets in the room to pull yourself into the rupees, or you can alternate between the Iron Boots and the Kokiri Boots to get them. I prefer the latter method, even though the pool's winding current makes this slightly tricky.

Once you have all five Silver Rupees, a chest will appear back above the pool of water. Climb out of the pool and open the chest to get a Small Key. Change back to the Kokiri Boots and whichever Tunic you like, and return to the Sea of Fire.

The Gerudo Training Ground - The Sea of Fire

From the door to the Underwater Rupee Room, head to the left side of the Sea of Fire and go through the door there.

The Gerudo Training Ground - Dinolfos Room
New Dungeon Item: Small Key x1
Required Items: Bombs,
Hint: Defeat all the enemies in a LIMITED TIME!
Time Limit: 1:30

In this room, you will face a powered-up version of the Lizalfos, the Dinolfos. Treat them like regular Lizalfos, just be wary of their increased attack ability.

Hint: Gather the JEWELS OF WHITE, while avoiding traps and danger!

Time Limit: 1:30

This room is made of three hallways, which has a number of Silver Rupees scattered around it. The outer halls contain rolling stalactites, which will drop from the ceiling in an attempt to impale you. Some of the small passages are guarded by fire traps; watch out for these as well.

You'll see a Silver Rupee directly in front of you as soon as you enter. Keep it in mind for now, but don't get too excited over it; you can't reach it from here. There are two passages on the right as you enter. The first one is blocked by a fire trap, so go down the second one.

Start running back in the direction of the door, watching out for stalactites that will plummet down from the ceiling. At the end of the passage, at the bottom of a sloping hill, is a small pit. One of the Silver Rupees is just inside this pit. Hang off the ledge to grab it, then climb back out and look in the tunnel right near the pit.

The tunnel is blocked by a fire trap which only activates when you get near it. Look up, and you'll see another Silver Rupee, hanging high above. There's a Longshot Target on the ceiling just past the Rupee. Line yourself up so that way the Silver Rupee and the Longshot Target both fall into the path of your Longshot. Fire the Longshot to pull yourself through the Rupee and into the target.

You'll land back near the entrance to the room. Head back to the passage to the right, and climb to the top of the ramp there. Cut your way through the stalagmites here to reveal another Silver Rupee. Take it, then backtrack to the path which cuts off to the left just before the stalagmites. Climb up this path, and take a left at the top. You're now high on a ledge, directly above that first Silver Rupee you saw. Drop down into the Rupee to get it.

As you land, there's a single passage to your right (it's to your left as you come in from the previous room). Go down this passage, and kill a Freezard who lurks just on the other side. His corpse will reveal another Silver Rupee, and the room's last. The timer will deactivate, and the next door will unseal itself.

Climb up to the top of the slope, taking the second right you come to. You'll find the newly-opened door just on the other side.

The Gerudo Training Ground - Large Block Room

Required Items: Hookshot, Lens of Truth, Song of Time

Hint: Defeat all of the enemies in a LIMITED TIME!

Time Limit: 1:00

You'll have to defeat three Big Skulltulas and a pair of Stalfos in this room. Use the Longshot to defeat the Big Skulltulas quickly, and clear some space to beat the Stalfos in the process. Using the Biggoron Sword on the Stalfos to speed up the process, if you have time.

Defeating all of the enemies in the room will cause an unseen-door to unseal itself, and a chest will appear. The chest contains worthless arrows. Go and check out the blue torch in the corner of the room. It's actually a Pillar of Blue Fire; capture some Blue Fire in an Empty Bottle. If you're curious, the huge block near the Blue Fire, which can only be pushed aside with the Silver Gauntlets, hides a room with a Purple Rupee inside it.

After you've filled a bottle with Blue Fire, whip out the Lens of Truth and use it to check out the high walls in the room. High on one of the walls, you'll spot an opening. Beneath this opening is a spot where you can summon in a Block of Time using the Song of Time. Create the Block of Time, then use it to climb up through the fake wall.

At the end of this hidden hall, you'll find a chunk of red ice blocking passage to the door. Use your Blue Fire to melt away the Red Ice, then go through the door.

The Gerudo Training Ground - Totem Room

When you enter the room, jump off the ledge, landing on a rotating platform on the lower level. Look for a door down here. Go through it.

The Gerudo Training Ground - Flaming Enemy Room

New Dungeon Item: Small Key x1

Required Items: Fairy Bow

Hint: Defeat all of the enemies in a LIMITED TIME!

Time Limit: 1:00

Another Iron Knuckle, joined by several Fire Slugs. Carefully kill the Fire Slugs before bringing the Iron Knuckle to life. Watch out for the fire column in the center of the room, and remember to use the Backflip-Jump Attack trick to quickly defeat the Iron Knuckle.

Defeating all of the enemies will unseal the next door, and create a small chest (which contains arrows). Before going through the door, look at the plaque above the door. You can clearly see the tip of a Crystal Switch protruding from the plaque. Use the Fairy Bow to hit it (the Longshot lacks the precision aim of the Fairy Bow), creating a chest in the center of the room, protected by the fire pillar.

Look for a switch in a small depression near one of the corners of the room. Activate the switch, which will temporarily deactivate the fire pillar in the room, letting you access the chest. Open it to get a Small Key, then go through the next door.

The Gerudo Training Ground - The Sea of Fire

Required Items: Megaton Hammer, Hover Boots, Fire Arrows, Longshot

Hint: Cross the Sea of Fire!

Another Silver Rupee puzzle. If you fall in this room at any time, you will have to get all of the Silver Rupees over again.

Activate the Rusty Switch near you as you enter with the Megaton Hammer, creating a Longshot Target on the right side of the room (right as you enter from the previous room). Pull yourself over to this new target, but don't bother going through the shadowy tunnel (it just leads to two chests that contains six rupees total).

Look on the opposite side of the room, and you'll spot a sealed door with an unlit torch near it. Use a Fire Arrow to light the unlit torch, removing the fire pillars around the room. Drop down to the many pillars in the lava, and use the Hover Boots to jump from pillar to pillar, grabbing the Silver Rupees you find on them. Go fast, as the fire pillars are only going to remain turned off temporarily.

Gathering all of the Silver Rupees will unseal the door near the torch you just lit. Pull yourself over to the torch using the Longshot, and then go through the newly opened door. If you happen to fall into the lava, but still manage to get all of the Silver Rupees, then the door will remain unsealed.

The Gerudo Training Ground - Underwater Rupee Room
Required Items: Iron Boots, Fire Arrows, Hookshot
Hint: Gather the UNDERWATER GEMS!

Run into the middle of the room, watching out for a Bari that drops from the ceiling. Use the Longshot to kill it, as well as it's Biri offspring. Use Din's Fire or Fire Arrows to burn away the webbing on the floor. Equip the Iron Boots and the Zora Tunic, and then sink into the pool of water in the new opening.

Defeat all of the Stingers at the bottom of the pool with the Hookshot, and watch out for the Shell Blade. You have two choices on gathering the Silver Rupees in the room: one, you can try to use the Longshot targets in the room to pull yourself into the rupees, or you can alternate between the Iron Boots and the Kokiri Boots to get them. I prefer the latter method, even though the pool's winding current makes this slightly tricky.

Once you have all of the Silver Rupees, a chest will appear back above the pool of water. Climb out of the pool and open the chest to get a Small Key. Change back to the Kokiri Boots and whichever Tunic you like, and return to the Sea of Fire.

The Gerudo Training Ground - The Sea of Fire

Use the Longshot to pull yourself to the torch on the left side of the room, going through the door found there.

The Gerudo Training Ground - Dinolfos Room
New Dungeon Item: Small Key x1
Required Items: Bombs
Hint: Defeat all the enemies in a LIMITED TIME!
Time Limit: 1:30

Defeat several Dinolfos, a Lizalfos, some Dodongos, and a single Armos Knight as fast as you can. Spamming Spin Attack with the Biggoron Sword makes the first three easy, and two Bombs chucked at the Armos Knight (who is sitting on a ledge in the corner of the room) will make short work of him.

Killing all of the enemies will make a chest appear, which contains the dungeon's final Small Key. Take it, then head through the next door.

The Gerudo Training Ground - Entrance

You're now back in the first room of the dungeon. Go through the door across from the entrance and into the Treasure Room (it's to the right as you come out of the previous room).

The Gerudo Training Ground - Treasure Room

The time of day is meaningless for this sidequest. Big Poes all appear in Hyrule Field, and each individual Poe appears in the same place, no matter what time of day. Riding near a Big Poe will cause it to become visible and start to run away. If it gets too far away from you or if it makes it to a cliff wall, then the Big Poe will disappear and you'll have to try again. After killing a Big Poe with two arrows, then it will become a Wisp which can be captured like a normal Poe in an Empty Bottle. Deliver captured Big Poes to the Poe Shop in Hyrule Castle (the building on the left as you first enter Hyrule Castle). Once you capture all ten and take them to the Poe Man, he'll give you the game's final bottle.

If you run out of arrows while attempting this sidequest, then return to Kakariko Village and buy more from the Bazaar there (rupees are essentially irrelevant at this point in the game, so go ahead and blow your wad), or get them from the bushes that grow throughout Hyrule Field.

Regular Poes appear in the same places that Big Poes do while on foot. These can be killed while on foot, but don't be fooled; they don't count as Big Poes. Big Poes only appear while on horseback, though once they are killed you can get off Epona to capture them in an empty Bottle.

Big Poe #01

Location: The signpost immediately south of Hyrule Castle.

The best way to get this Poe is to ride west from the stone bridge near Kakariko Village straight at the signpost south of Hyrule Castle. This sends the Poe running into open fields in pretty much all directions, making it very easy to shoot down and capture.

Big Poe #02

Location: The cliff overlooking the entrance to Kakariko Village.

This is hands-down the hardest Big Poe in the game to kill. Pretty much the only way to make it appear is to ride right up to the edge of the cliff, at which point the Poe will appear and begin to fly away. You now have to kill it before it gets out of range, because Epona refuses to jump off the cliff. Pulling out your Fairy Bow as you ride up to the cliff, before the Poe appears, helps a lot on this one. Honestly, your best bet is to just fire arrows rapidly and randomly to kill it. Good luck on this one, because that's what it takes. Luck. Once you manage to shoot down the Poe, quickly get off Epona and jump off the cliff to go after it. Don't try to ride down and across the bridge with Epona, or else the Poe will vanish before you get there.

Big Poe #03

Location: The stone wall east of Lon Lon Ranch.

This one is much easier than Big Poe #02. Simply ride south along the wall's eastern edge, and the Big Poe will appear at the point where the wall breaks to the left. This also works going east along the wall's southern edge. Don't try to take the Poe on from the northern side of the wall, otherwise you will be stuck behind the wall in a situation very similar to Big Poe #02.

Big Poe #04

Location: The intersection of the Y-Shaped Road southeast of Lon Lon Ranch.

This Big Poe is quite easy. The best way to get it is to ride west from the entrance to Kokiri Forest, straight for the gray stone near the crossroads of the Y-Shaped road (the road is easily recognizable on the map). Keep heading west past the stone, and the Big Poe will appear. Steer Epona through the gap in the fence west of the stone, and kill the Poe with arrows as you pass through the gap.

Big Poe #05

Location: The center of the grove of golden-leaved trees in Southeast Hyrule Field.

This Poe isn't that hard to shoot, but can be tricky to force him to come out of hiding. Head for the grove of trees in southeast Hyrule Field with the golden leaves. Go right up to the wall, and turn around. Look for the tan-colored stone in the middle of the grove of trees, and start riding at the gap to the right of the stone. The Poe will appear in this gap, with a long stretch of empty field behind him. This will be another easy capture.

Big Poe #06

Location: South of the tree at the bottom tip of the Y-Shaped Road.

Head for the bottom tip of the Y-Shaped Road, and you will find a tall tree standing by itself. Riding from the east to the west, pass by the south side of this tree to make the Big Poe appear. There isn't a whole lot of room left before the Poe reaches the wall, but there is still enough that you can miss a few shots.

Big Poe #07

Location: The intersection of the three-way road near Gerudo Valley.

The hardest thing about this Poe is getting it to not appear inside a wall. The key to this Poe is keeping in mind that the direction they move in is entirely dependant on the way your character is facing when the Poe first appears. So if you are facing a wall when it appears, then it will run right into a wall as soon as it appears. That's the fun (or is that "fun") part of about this one: all the frickin' walls all over the place.

The easiest way to get it is to approach from the south, hugging the west wall. As you approach the three-way split near the Gerudo Valley road, slowly turn Epona so that you are facing towards the gap and headed more or less down the road. If you do it correctly, then you will pass right over the point that makes the Poe appear, and the Poe will move in the perfect direction for you to easily kill it.

Big Poe #08

Location: The lone tree west of Lon Lon Ranch.

This one is easy. Simply ride north from the road near Gerudo Valley (the same road that you got Poe #07 from), and pass by the west side of the tree to make the Big Poe appear. The only disadvantage to this one is the Poe will be going uphill, making this an extremely difficult shot. Your best bet is to not even try to shoot it when it first appears, but just follow it to the top of the hill, and then shoot it when the hill levels out further up.

in Lon Lon Ranch after you have awoken him in the Hyrule Castle Garden. Find all three of his "Special Cuccos" in the flock of Normal Cuccos, and he'll award you with an Empty Bottle, the first of four.

The second bottle in the game is also obtained by Young Link. In Kakariko Village, gather all of the Cuccos in town and return them to the Cucco Pasture near the entrance to Kakariko Graveyard. Three of the Cuccos can only be reached by gliding off of cliffs and over fences using other Cuccos.

The third bottle in the game is, again, obtained by Young Link, and is also the only Bottle that you HAVE to get. Once you have earned the Silver Scale, head for Lake Hylia and dive down to retrieve the Bottle from the Lake's bottom.

The last bottle in the game is the only one found by Adult Link. Once you have Epona and the Fairy Bow, hunt down and capture all ten of the Big Poes in Hyrule Field and deliver them to the Poe Shop in Hyrule Castle. The Poe Man will give you the fourth bottle when you do. For information on completing this sidequest, see the "Walkthroughs and Sidequests" chapter.

Bombs

First Found: Dodongo's Cavern

Used By: Young Link, Adult Link

The "Goron's Special Crop" is stored in a special pouch made from a Dodongo's Stomach. Bombs can be used to blow open weakened walls, and are required to defeat certain armored enemies and solve a number of other minor puzzles. They are also instrumental in defeating the King Dodongo. The Bombs are first found as the dungeon item in Dodongo's Cavern.

Bombchus

First Found: Hyrule Castle Market

Used By: Young Link, Adult Link

An item which is used only three times in the whole game (once in a minigame, once in the Spirit Temple, and once in Ganon's Castle), Bombchus are mobile bombs which follow a straight line and then explode when they contact something. They have the ability to climb along walls, and to a lesser extent ceilings. The earliest time that you can obtain them is in the Hyrule Castle Market, immediately after finishing Dodongo's Cavern. You can either buy them from the shop in the Back Alley, or win them from the Bombchu Bowling Alley.

Din's Fire

First Found: Hyrule Castle Garden

Used By: Young Link, Adult Link

When used, this spell creates a ring of fire that expands out and encompasses everything in the room. It will burn any enemies it makes contact with, and also lights any unlit torches it makes contact with. Din's Fire is used primarily to solve several torch-lighting puzzles throughout the game, but is also useful against several smaller, weakened enemies, such as the Mini-Floor Masters. Din's Fire can be obtained from the dead end in Hyrule Castle Garden immediately after obtaining the Bombs from Dodongo's Cavern.

Magic Beans

First Found: Zora's River

Used By: Young Link

The Magic Beans can be planted in the plots of soft earth that dot the Hyrule countryside as Young Link. Once planted, these beans begin to grow, and when you return to these areas with Adult Link, you will find a flying Magic Leaf that can be used to access out-of-reach areas. The Magic Beans are purchased from the Bean Man upstream from the entrance to Zora's River. He has ten total to sell. The Magic Beans cost 10 Rupees initially, but raise in price by 10 rupees for each successive purchased Bean, until the final Bean reaches 100 rupees. All 10 Beans cost a grand total of 550 rupees. Since most of the Magic Leaves that you use as Adult Link to lead to either Heart Pieces or Gold Skulltulas, then the price is more than worth it.

Farore's Wind

First Found: Zora's Fountain

Used By: Young Link, Adult Link

Farore's Wind is a really great spell, the only problem with it is most people forget to use it. With it, you can set a Waypoint somewhere in a Dungeon, and using the spell again elsewhere in the dungeon will let you return to the original waypoint. Farore's Wind is obtained from a Great Fairy in Zora's Fountain. Use a bomb to open the wall in the southeast area of the fountain, which leads to the Fountain.

Boomerang

First Found: Jabu-Jabu's Belly

Used By: Young Link

An important item for Young Link, as it is the first item in the game which has the ability to grab items and return them to you from a distance. Namely, Gold Skulltulas. The Boomerang also has the ability to defeat certain enemies, and stun others. It essentially replaces the Fairy Slingshot as soon as you get it, but still isn't used much since you are practically to the Adult Link part of the game when you first obtain it, and Adult Link can't use it. Sucks to be you. When aiming the Boomerang, you can use Link's head as a targeting reticule. Just line up your target with the back of Link's head, and let go. The Boomerang is the dungeon item in Jabu-Jabu's Belly.

Ocarina of Time

First Found: Hyrule Field

Used By: Young Link, Adult Link

The Ocarina of Time replaces the Fairy Ocarina that Young Link gets from Saria, and its magical qualities allow you to open the Door of Time and access the Sacred Realm. Which, it turns out, wasn't such a good idea after all. The Ocarina of Time is obtained from the moat outside Hyrule Castle, but only appears there once you have obtained all three of the Spiritual Stones.

Hookshot

First Found: Kakariko Graveyard

Used By: Adult Link

The Hookshot is Dampé's "Stretching, shrinking keepsake." With it, you can latch onto certain objects in the environment (mostly things made of wood, but also special targets) and pull yourself up to it. The Hookshot is also a powerful ranged tool, and is able to penetrate certain hard armors (such as the armor of the Big Skulltula). It can also retrieve distant Skulltula Tokens in

the same fashion as the Boomerang. It later replaced by the Longshot, which features significantly increased range. The Hookshot is found almost immediately after Link enters adulthood, and is won from Dampé's Ghost underneath his gravestone in Kakariko Graveyard.

Fairy Bow

First Found: The Forest Temple

Used By: Adult Link

The most powerful ranged weapon in the game, the Fairy Bow is found quite early in Adult Link's journey to awaken the Sages. It is similar to the Fairy Slingshot in function, and is in fact only different in it's amount of strength. The arrows that the Fairy Bow fires can be enhanced with the powers of Fire, Ice and Light, to deal additional damage to enemies or solve other puzzles. The Fairy Bow is the dungeon item from The Forest Temple.

Megaton Hammer

First Found: The Fire Temple

Used By: Adult Link

Similar to the Biggoron Sword in terms of power, the Megaton Hammer is made significantly less useful by it's extremely slow attack speed. The Megaton Hammer is used to solve numerous puzzles and defeat the Fire Temple's boss, Volvagia, but otherwise it's existence is easily forgotten. The Megaton Hammer is the dungeon item from the Fire Temple.

Longshot

First Found: The Water Temple

Used By: Adult Link

An upgraded version of the Hookshot, the Longshot is functionally the same but has double the range. The Longshot is the dungeon item from the Water Temple.

Fire Arrow

First Found: Lake Hylia

Used By: Adult Link

The first arrow enhancement you obtain, the Fire Arrow is also the most frequently used. The Fire Arrow can be used to light far off torches, or to burn certain other objects (such as spider webs). The Fire Arrow is also required to defeat certain enemies. To obtain them, complete the Water Temple, then stand on the large island in south of Lake Hylia. Wait for the sun to rise (the Sun's Song won't work, you'll just have to wait for time to pass normally), then fire an arrow into the sun. The Fire Arrows will appear on the smaller island.

Lens of Truth

First Found: The Bottom of the Well

Used By: Young Link, Adult Link

The Lens makes a small ring appear on the screen, and invisible objects or fake (but visible) objects that pass into this ring are revealed for what they truly are. The Lens constantly drains a small amount of your magic meter while using it, however rapidly turning the Lens on and off prevents the magic meter from being drained. The Lens of Truth is found by Young Link in the Bottom of the

Well, and though he has access to it, there is rarely cause for Young Link to use it. It is required to defeat the Shadow Temple's boss, as well as to access the entrance to the Spirit Temple.

Ice Arrow

First Found: The Gerudo Training Ground

Used By: Adult Link

The second arrow upgrade you can acquire, the Ice Arrows are completely optional. This is because the Ice Arrows have no real use in the game, though they are incredibly powerful against Fire-based enemies. It's just a shame that you can't get the Ice Arrows until after you've beaten the Fire Temple. The Ice Arrows are obtained from the Gerudo Training Ground by taking the left door in the Treasure Room.

Nayru's Love

First Found: The Gerudo Training Ground

Used By: Young Link, Adult Link

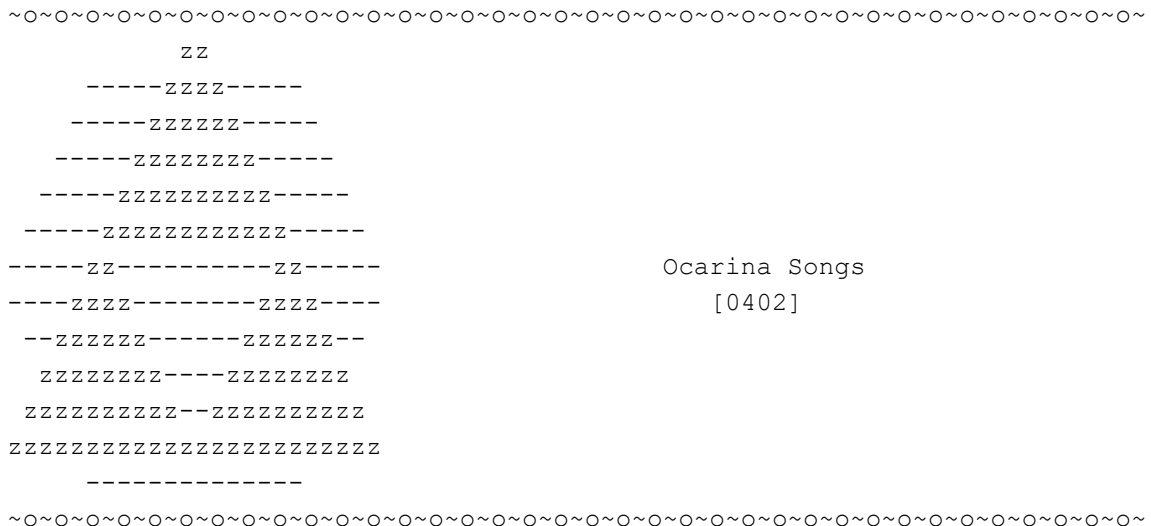
The last, most powerful and most expensive of the three magic spells you obtain from the Great Fairy of Magic, Nayru's Love makes you invulnerable for a period of time (around a minute, I believe, but I haven't timed it). You can get it from a cave in the Desert Colossus just before entering the Spirit Temple, which is good timing since the Iron Knuckles inside the Spirit Temple are vicious competitors. This item is particularly useful for Young Link, as he must face both a Stalfos and an Iron Knuckle in the Spirit Temple's West Wing.

Light Arrow

First Found: The Temple of Time

Used By: Adult Link

A gift from Princess Zelda when you finally find her near the end of the game, the Light Arrows are the only weapons in all of Hyrule that can make Ganondorf vulnerable to the power of the Master Sword. The Light Arrows are also required to destroy the Seals in Ganondorf's Keep. The Light Arrows are given to Link in the Temple of Time after he has obtained all six Medallions from the Spiritual Sages.



Zelda's Lullaby

First Found: Hyrule Castle Garden

Sequence : C-Left, C-Up, C-Right, C-Left, C-Up, C-Right

Alternate: Y Button, C-Up, X Button, Y Button, C-Up, X Button

Taught to you by Impa after you first meet Princess Zelda, Zelda's Lullaby is easily the song you will play most throughout the game. You need to use it to access the Great Fairy Fountains, you must use it to open the door to Darunia's Chamber, you must use it to enter Zora's Domain, you must use it to raise and lower the water levels in the Water Temple... the list goes on.

Epona's Song (Young Link)

First Found: Lon Lon Ranch

Sequence : C-Up, C-Left, C-Right, C-Up, C-Left, C-Right

Alternate: C-Up, Y Button, X Button, C-Up, Y Button, X Button

Taught to you by Malon in Lon Lon Ranch, Epona's Song has two primary functions: one, it lets you ride Epona as Adult Link, and two, gets you free milk from any cow in the game. Learning this song is as optional as getting Epona is. If you can call significantly increased running speed in Hyrule Field, free milk, and access to the fourth bottle "optional."

Saria's Song

First Found: Sacred Forest Meadow

Sequence : C-Down, C-Right, C-Left, C-Down, C-Right, C-Left

Alternate: Z Button, X Button, Y Button, Z Button, X Button, Y Button

Taught to you by Saria when you visit her in the Sacred Forest Meadow, Saria's Song is required to get Darunia to trust you, and is later needed to get past Mido in the Lost Woods as Adult Link. It also lets you telepathically communicate with Saria at any time, who will generally give you vague hints about where you should go next. You can get through the whole game only playing this song twice.

Sun's Song

First Found: Kakariko Graveyard - Royal Family's Tomb

Sequence : C-Right, C-Down, C-Up, C-Right, C-Down, C-Up

Alternate: X Button, Z Button, C-Up, X Button, Z Button, C-Up

Learned in the Royal Family's Tomb in Kakariko Graveyard, the Sun's Song alternates the time of day between 12:00 (noon) and 0:00 (midnight). For this reason, it is useless for obtaining sunrise or sunset, but works fine for getting to daytime or nighttime. In a zone where the passage of time is normal, then it will work normally. In a zone where the passage of time is fixed, then you will be warped back to where you first entered the zone when time changes.

Song of Time

First Found: Hyrule Field

Sequence : C-Right, A Button, C-Down, C-Right, A Button, C-Down

Alternate: X Button, A Button, Z Button, X Button, A Button, Z Button

First taught to you by Zelda when you first obtain the Ocarina of Time, the Song of Time is initially used to open the Door of Time in the Temple of Time. Later on, as Adult Link, the Song of Time is used to interact with Blocks of

Time. Arguably the most important song in the game, after Zelda's Lullaby.

Song of Storms

First Found: Kakariko Village - Windmill (Adult Link)

Sequence : A Button, C-Down, C-Up, A Button, C-Down, C-Up

Alternate: A Button, Z Button, C-Up, A Button, Z Button, C-Up

Taught to Adult Link in the Windmill by the Organ Grinder, you must then use the song to make the story that the Organ Grinder tells you come true. The Song of Storms is required to gain access to the Bottom of the Well dungeon as Young Link, but this is it's only required used. It can optionally be used to fill the dried up oasis in Desert Colossus, and the storm it creates makes crossing the Haunted Wasteland easier.

Minuet of Forest

First Found: Sacred Forest Meadow

Sequence : A Button, C-Up, C-Left, C-Right, C-Left, C-Right

Alternate: A Button, C-Up, Y Button, X Button, Y Button, X Button

The first of the magical transportation songs that Adult Link learns, the Minuet of Forest is taught to Link by Sheik when he reaches the back of the Sacred Forest Meadow. The Minuet transports Link (Young or Adult) to the Sacred Forest Meadow at any time, giving easy access to the Forest Temple and a nearby Fairy Fountain.

Bolero of Fire

First Found: Death Mountain Crater

Sequence : C-Down, A Button, C-Down, A Button, C-Right, C-Down, C-Right, C-Down

Alternate: Z Button, A Button, Z Button, A Button,
X Button, Z Button, X Button, X Button

The third of the magical transportation songs that Adult Link can learn, the Bolero of Fire is taught to Link by Sheik when he reaches the bottom level of the Death Mountain Crater (use the door in Darunia's Chamber). The Bolero transports Link (Young or Adult) to Death Mountain Crater, giving easy access to the Fire Temple. Young Link must use the transportation song to reach one of the most cunningly hidden earth patches in the game.

Serenade of Water

First Found: Ice Cavern

Sequence : A Button, C-Down, C-Right, C-Right, C-Left

Alternate: A Button, Z Button, X Button, X Button, Y Button

The fourth of the magical transportation songs that Adult Link can learn, the Serenade of Fire is taught to Link by Sheik after he obtains the Iron Boots from the Ice Cavern. The Serenade transports Link (Young or Adult) to Lake Hylia, giving easy access to the Water Temple.

Requiem of Spirit

First Found: Desert Colossus

Sequence : A Button, C-Down, A Button, C-Right, C-Down, A Button

Alternate: A Button, Z Button, A Button, X Button, Z Button, A Button

The sixth of the magical transportation songs that Adult Link can learn, the Requiem of Spirit is taught to Link by Sheik after he enters, and then leaves

Deku Shield

First Found: Kokiri Forest

Used By: Young Link

Purchased from the Kokiri Shop for forty rupees, this is the other item that Mido requires you to get before he'll let you visit the Deku Tree. The Deku Shield is made of sturdy wood, and though it cannot be shattered by force it is easily burned by fire. The Deku Shield is small enough that Young Link can use it like an actual shield, unlike the Hylian Shield. The Deku Shield can be purchased and found in several areas throughout the game, which is helpful since it is so easily lost in fire-based environments.

----- Hylian Shield

First Found: Kakariko Graveyard

Used By: Young Link, Adult Link

The Hylian Shield is made of metal (probably steel), and does not have the weakness to fire that the Deku Shield has. This makes it a worthy replacement for Young Link when in fire-based environments (such as Dodongo's Cavern), but the shield is so large that Link can't wield it normally. Instead, it straps to his back, and Young Link rolls up into a turtle-like position for defense. Though you can't move, you're essentially invulnerable while in this position. Once you reach adulthood, then Adult Link can wield the shield normally along with the Master Sword.

One of your first opportunities to acquire the shield is underneath one of the gravestones in Kakariko Graveyard, though you can also purchase it from the Bazaar in Hyrule Castle Market and Kakariko Village later on. Hylian Shields are easily stolen by Like-Likes, so be careful when combating these foes. Though most people don't realize it, you can actually avoid the Hylian Shield and finish most of Adult Link's quest without ever getting it. Why you'd want to do this is beyond me, but keep it in mind if you're looking for a challenge.

----- Mirror Shield

First Found: Spirit Temple, East Wing

Used By: Adult Link

A replacement for the Hylian Shield which comes very late in the game, the Mirror Shield is a highly-polished shield. It's surface can reflect beams of light to other areas of the room, which is required to solve certain puzzles. The Mirror Shield can also reflect Twinrova's magic beams, which is the only way to defeat that boss. The best thing about the Mirror Shield is that it cannot be stolen by Like-Likes.

----- Kokiri Tunic

First Found: Default

Used By: Young Link, Adult Link

The standard clothing worn by Link, the Kokiri Tunic is green in color and has no enhancements. You begin the game wearing this tunic, and it's the only tunic in the game which cannot be lost.

----- Goron Tunic

First Found: Goron City

Used By: Adult Link

The Goron Tunic is made from Goron Skin, and is highly resistant to heat. When worn, Link becomes invulnerable to the overwhelming heat of Death Mountain Crater and the Fire Temple. In essence, it cancels the time limit you have to remain in these areas. A free Goron Tunic is given to you after you meet Link the Goron in Goron City. Additional tunics can be purchased from the Goron Shop for 300 rupees (which means you'll need the Giant's Wallet). The Goron Tunic is red in color, and can be stolen by a Like-Like. You don't really have a choice obtaining the Goron Tunic... but you do have the choice of wearing it.

Zora Tunic

First Found: Zora's Domain

Used By: Adult Link

The Zora Tunic is made from Zora Skin, and allows the wearer to breath underwater in the same manner that the Zora do. In essence, it cancels the time limit you have to remain underwater while wearing the Iron Boots. A free Zora Tunic is given to you by King Zora after unfreezing him from the Red Ice (use a bottle of Blue Fire). Additional tunics can be purchased from the Zora Shop for 300 rupees (which means you'll need the Giant's Wallet). You'll have to unfreeze the door to the Zora Shop the same way you unfroze the King Zora. The Zora Tunic is blue in color, and can be stolen by a Like-Like. Unlike the Goron Tunic, obtaining the Zora Tunic is entirely optional.

Kokiri Boots

First Found: Default

Used By: Young Link, Adult Link

The default boots that you begin the game with, the Kokiri Boots have good traction and react the way you would expect boots to act. They cannot be stolen by Like-Likes.

Iron Boots

First Found: Ice Cavern

Used By: Adult Link

Found in the Ice Cavern, the Iron Boots are needed in the Water Temple. While worn, it forces Link to sink to the bottom of pools of water. While on dry ground, the Iron Boots force Link to move very slowly, but he becomes invulnerable to strong gusts of wind from the fans in certain dungeons. While on the floor of pools of water, speed is increased, but still not on par with Kokiri Boots.

Hover Boots

First Found: Shadow Temple

Used By: Adult Link

The Hover Boots can be used to run over a pit as though it were solid ground for one second. Their usefulness is limited (easily the most underutilized item in the game). Hover Boots increase the effects of gusts of wind in the same way that Iron Boots decrease the effect. While wearing the Hover Boots, running around on solid ground is like running around on ice.

Fairy Slingshot Ammunition Capacity Upgrade #1

First Found: Inside the Deku Tree

Used By: Young Link

Found along with the Fairy Slingshot, this ammunition pouch holds 30 Deku Seeds (the Slingshot's preferred ammunition). This is the smallest ammo pouch, and is quickly upgraded after finishing the dungeon.

Fairy Slingshot Ammunition Capacity Upgrade #2

First Found: Hyrule Castle Market

Used By: Young Link

The first upgrade to the slingshot ammunition capacity is found in Hyrule Castle Market. Near the back of the Market there is a building with a target above the door. This is the Shooting Range. Go inside.

Speak with the rather large and hairy clerk, and agree to play the game. To win the Fairy Slingshot Ammunition Capacity Upgrade #2, you have to shoot every rupee that appears without missing a single one. If you miss two or less, then the clerk will let you try again for free. If you miss more than two, you have to pay to play again.

For this first run through the Shooting Gallery, the rupees appear in a preset order. The order is:

- 1.) In the middle
- 2.) From the left, then from the right
- 3.) Jumps from the middle
- 4.) From the left AND right
- 5.) Two rupees coming from the right, going left
- 6.) Two rupees coming from the left, going right

Keep playing the minigame until you successfully shoot all of the targets, and the clerk will award you with the first Bullet Bag upgrade, which increases the ammo capacity of your Slingshot by 10. If you run out of rupees trying to complete the game, then return to the Hyrule Castle Gatehouse and smash the pots to replenish your supplies.

Fairy Slingshot Ammunition Capacity Upgrade #3

First Found: Lost Woods

Used By: Young Link

The last Slingshot Ammunition upgrade is found in the southeast corner of Lost Woods. Hanging above the valley where the Twin Skullkids dance, there is a drum hanging from a tree. Shoot the center of this drum three times in a row (a large "100" appears when you hit it in the correct place), and a Deku Scrub will appear and give you the upgrade.

Fairy Bow Ammunition Capacity Upgrade #1

First Found: The Forest Temple

Used By: Adult Link

Found along with the Fairy Bow, this arrow quiver holds 30 arrows. This is the smallest quiver, and is quickly upgraded after finishing the dungeon.

Fairy Bow Ammunition Capacity Upgrade #2

First Found: Kakariko Village

Used By: Adult Link

In the future, Kakariko Village is now fully constructed and the shops from Hyrule Castle Market have relocated here. Including the shooting gallery. This shooting game is identical to the Shooting Gallery from Link's childhood, only now the order is completely random. Keep playing the game until you nail all of the targets in one go, and the clerk will reward you with the first Quiver upgrade. Cherish it, as it will be the only Quiver upgrade you get until almost the end of the game.

The order is as follows:

- 1.) In the middle
- 2.) From the left, then from the right
- 3.) Jumps from the middle
- 4.) From the left AND right
- 5.) Two rupees coming from the right, going left
- 6.) Two rupees coming from the left, going right

Note number 2: if a single blue rupee comes from the left, then the next one will ALWAYS come from the right, despite the randomness of the rest of it. Keep this in mind. Also, if you memorize the patterns that the targets appear in, then you can predict what will appear next, and you can always tell what the last pattern will be by simply looking at what has already appeared.

Fairy Bow Ammunition Capacity Upgrade #3
First Found: Gerudo Fortress
Used By: Adult Link

The second Quiver upgrade is found in the Gerudo Fortress, after obtaining the Gerudo's Card and becoming an official Gerudo Thief. Riding on Epona, head for the Horseback Archery Range on the east side of the Fortress and speak with the Gerudo Lieutenant standing there. The Quiver can only be won after obtaining the Piece of Heart from the same minigame.

The Gerudo Archery Range is by far the hardest shooting range in the game, though if you managed to do the Big Poe Hunting sidequest then it shouldn't be much of a problem. You get twenty arrows to use, and in order to win the Piece of Heart from this game you must score at least 1,000 points. There are huge wooden targets set up along the course as well pots that appear on the way. Shoot the pots for 100 points each, and the targets are worth varying amounts depending upon how close to the center you are (the exact middle of the target is worth 100 points).

Epona will automatically run up and down the course (you get one pass in each direction before the game ends). On your first pass, focus on hitting the pots as you pass by them. Once you nail all the pots, focus on the target on the far north side of the course. On your second pass, shoot for the targets on the east side of the course until you get near enough to accurately hit the target on the south side of the course. Once you do get near enough, aim for it.

Once you score 1,000 points, you'll win the Piece of Heart. Play the game again and score at least 1,500 to earn the Quiver. If you score 1,500 or more on your first attempt, then you have to play again to earn the Quiver and repeat the feat. Sorry, that's just how it works. You don't get anything for scoring a perfect 2,000, aside from a hearty pat on the back.

Bomb Ammunition Capacity Upgrade #1
First Found: Dodongo's Cavern
Used By: Young Link, Adult Link

This is the default Bomb Bag that you get along with the Bombs in Dodongo's Cavern. It holds only twenty bombs, but can quickly be upgraded to the maximum level as soon as you are finished with the dungeon.

Bomb Ammunition Capacity Upgrade #2

First Found: Goron City

Used By: Young Link, Adult Link

The first available Bomb Bag upgrade is in Goron City. Drop down to the third level of the city (the level directly beneath the top floor), where there is a Biggoron rolling around the level in a giant loop. You can stop him by placing a bomb in his path so that it explodes just as he passes over it. If you do this while he is passing through the tunnel in the northern part of the third floor, then he will give you the Bomb Bag x30 as a reward for your daring.

Bomb Ammunition Capacity Upgrade #3

First Found: Hyrule Castle Market

Used By: Young Link, Adult Link

The final Bomb Bag upgrade can be earned immediately after you get the first upgrade. Head for Hyrule Castle Market, and go to the newly-opened Bombchu Bowling Alley (it opens after you finish Dodongo's Cavern). In addition to the Bomb Bag, you can also win: Bombs, Bomchus, a Purple Rupee, and a Piece of Heart. Just keep playing the game until the clerk offers you the Bomb Bag as a reward.

The object of Bombchu Bowling is to send the Bombchu (a mobile bomb) into the hole on the opposite end of the course. The course has three different goals to obtain, each one becoming progressively more difficult. Completing all three goals successfully will win you whatever prize the clerk showed you at the start.

For the first goal, the target is always in the center of the field. Simply stand in the exact middle of the field (slightly to the right of the center arrow is the exact middle of the field) and time it so your Bombchu avoids the Blade Trap. The next level of the field can be on the top, left, or right, and adds a small Cucco to dodge. The Cucco isn't as predictable as the Blade Trap in it's movements, but is so small it almost isn't an issue. The last goal is always in the exact center, and adds a Fat Cucco who always stands roughly in the center of the field (but you can sneak a Bomchu by it if you're careful).

When you're playing Bombchu Bowling, always position yourself in the center of the field. The one exception is when the target appears on the right in the second round; you have to minorly adjust your position to the left or right, otherwise it's impossible to angle yourself properly for the Bombchu to enter the target. If the hole appears on the left side of the field, then adjust your angle so that the Bombchu goes along the floor, then the wall, then into the hole. For holes in the center or top of the playing field, simply wait until all of the targets are in the right position, and send a Bombchu straight down the middle. Absolutely never play anywhere except in the exact center of the field (again, except for when the target appears on the right in the second round). Bombchu Bowling is, ultimately, more a game of patience and timing than luck.

Goron Bracelet

First Found: Goron Bracelet

Used By: Young Link

The Goron Bracelet is a gift to Young Link from Darunia, after cheering him up with Saria's Song. The Goron Bracelet increases Young Link's strength, giving him the ability to pluck Bomb Flowers from the ground. He can also pick up weeds... not that you will ever have to.

Silver Gauntlets

First Found: Spirit Temple, West Wing

Used By: Adult Link

Obtained late in the adventure, the Silver Gauntlets are found by Young Link, though only Adult Link can use them. Once he has the Silver Gauntlets, then he can push and pull the huge blue blocks that appear in the Spirit Temple and Gerudo Training Ground.

Gold Gauntlets

First Found: Ganon's Castle

Used By: Adult Link

The second-to-last thing which can be obtained in the game, the Gold Gauntlets are used a grand total of three times in the adventure. With the Gold Gauntlets, Link can lift up the black obelisks that appear in Ganon's Castle and throw them aside. One of the black obelisks hides the game's last Fairy Fountain, another hides a door in the Keep, and the last is needed to finish the Fire Seal.

Silver Scale

First Found: Zora's Domain

Used By: Young Link, Adult Link

The Silver Scale doubles Link's diving depth from 3 meters to 6 meters. It is required to obtain the game's third bottle and access Zora's Fountain. The Silver Scale is won from the diving minigame at the top of the Zora's Domain waterfall. Go left through the tunnel in King Zora's throne room to reach it.

The Diving Minigame is relatively easy. The Zora will throw a handful of rupees off the waterfall, which you need to dive down and grab. Simply position yourself above the rupees, and hold down A as you dive down to grab them. Once you get better at it, you can grab multiple rupees in one dive. Once you have grabbed all of the rupees from around the waterfall, the Zora will call down for you to return to him and he'll give you a reward. He'll give you the Silver Scale, which doubles how deep you can go in a single dive.

Gold Scale

First Found: Lake Hylia

Used By: Young Link, Adult Link

The Gold Scale increases Link's diving depth to nine meters, it's maximum length. You get it around the same time as you get the Iron Boots, which makes it's use limited (or indeed, obsolete). But, the Gold Scale is required to get one of the more elusive Pieces of Heart in the game, so it's worth getting. The Gold Scale is won from the Fishing Pond with Adult Link, though Young Link can benefit from it's effects as well.

In order to win the Gold Scale, you have to capture a record breaking fish:

fifteen pounds. There really isn't much advice that can be given for this. It's all about patience. L-Target a fish, then hit B to cast. Use the B button, the A button and the joystick to play with the lure and attract fish to the fly. The biggest fish are found near the submerged log on the left side of the pond and the reeds on the right. Once a fish is on the line, hold down A and pull backwards on the control stick to reel the fish in. With that information in hand, get fishing.

The fish now are much larger as Adult Link, and can therefore break free of the line much easier. There isn't much you can do about this. If it happens, then it happens. The unfortunate downside to this is that once a fish breaks free from the line, it disappears permanently. If the pond starts running low on larger fish, then leave it and re-enter, and they will respawn. I find it also helps to alternate between holding back and to the left, and back and to the right every few seconds while you reel the fish in.

Epona

First Found: Lon Lon Ranch

Used By: Adult Link

Epona is won from Lon Lon Ranch, and can be obtained immediately after becoming Adult Link (it can, and should, be your first task as Adult Link). First, you're going to need Epona's Song, so if you didn't learn that as Young Link then you'll have to visit Lon Lon Ranch in the past and learn it. This means that you'll have to finish the first dungeon before you can return to the past.

Run into the ranch and speak with Ingo. He'll rant about what a victim he is, and how great Ganondorf is. He'll then offer to let you ride one of the horses. Pay him 10 rupees, and when you enter the paddock, ignore the horse that Ingo offers you. Play Epona's Song, and the now fully-grown Epona will run towards you. Aim Epona at one of the fences in the course, then begin tapping A to feed her carrots and move forward. Jump over both of the fences in the course to make back your ten rupees, then speak with Ingo.

Tell Ingo that you want to quit riding. Once you are back outside the paddock, speak with Ingo again and tell him that you want to ride again. Get on Epona again, then ride over both fences again to make back your money. Now, speak with Ingo WHILE you are riding Epona (L-Target him to make it easier), and Ingo will challenge you to a race for 50 rupees. Accept the challenge.

Defeat Ingo by getting in front of him, and carefully steering Epona so that you stay in front of his path. Alternatively, you can also use a steady amount of carrots and hug the inside the rail. Use your first four carrots quickly, then wait for one to regenerate, then use another carrot, then wait for it to regenerate, then use another, etc. etc.

Defeat Ingo, and he'll challenge you to another race. And this time, if you win, he'll let you keep Epona. Agree. On this race, Ingo will cheat, and start a second before the clock says Go. Because you're the good guy, you don't get this luxury. Repeat the same strategy you used to beat him last time; hug the inside rail, and use a steady amount of carrots, or get in front of him and keep him from progressing. The only thing harder about this race is Ingo cheats. He tends to take the corners very wide, so that's your opportunity to move in front of him.

Once you defeat Ingo for the second time, he'll honor his bet, but he'll also prevent you from leaving the Ranch by closing the gate. To make it over the gate, you must run around the path around the paddock in a counter-clockwise pattern. Once you come around the corner and see the gate, burn all of your

Gauntlet. Head down the path behind the shattered arch, where you will find one of the game's black obelisks. Pick it up and toss it aside to gain access to the fountain.

Deku Stick Capacity Upgrade #1
First Found: Lost Woods

The first Deku Stick Upgrade can be obtained as soon as the game begins. A Business Scrub in the southwest valley of the Lost Woods sells he upgrade for forty rupees. It raises your Deku Stick capacity from 10 to 20 (and also maxes your Deku Sticks).

Deku Stick Capacity Upgrade #2
First Found: Forest Stage

The second Deku Stick Upgrade can be obtained from the Forest Stage, but requires the Skull Mask. The Forest Stage is located in the clearing near the center of the Lost Woods. Head for the back of the clearing, where you will find a cluster of butterflies hovering around the tall grass. Near the butterflies, there is a pit which leads to the Forest Stage. Drop down into the Forest Stage, equip the Skull Mask, and stand on the platform before the Deku Scrubs. They'll award you with the Deku Stick upgrade, which raises your capacity to 30.

Deku Nut Capacity Upgrade #1
First Found: Lost Woods

The first Deku Nut Upgrade is found in the Lost Woods. Use a bomb to blow up the rock near the entrance to the Sacred Forest Meadow, and in the pit below you'll find a pair of Business Scrubs. One of them sells the upgrade for forty rupees.

Deku Nut Capacity Upgrade #2
First Found: Forest Stage

The second Deku Nut Upgrade is can be gotten in the Forest Stage, but requires the Mask of Truth. The Forest Stage is located in the clearing near the center of the Lost Woods. Head for the back of the clearing, where you will find a cluster of butterflies hovering around the tall grass. Near the butterflies, there is a pit which leads to the Forest Stage. Drop down into the Forest Stage, equip the Mask of Truth, and stand on the platform before the Deku Scrubs. The Scrubs will stare at you. Run over and speak with their leader (the tall one with the mustache), and he'll give you the Deku Nut upgrade.

This upgrade is unobtainable if you travel to Adulthood before getting it.

Child's Wallet
First Found: Default
Used By: Young Link, Adult Link

This is the default wallet that you begin the game with. It can hold only 99 rupees.

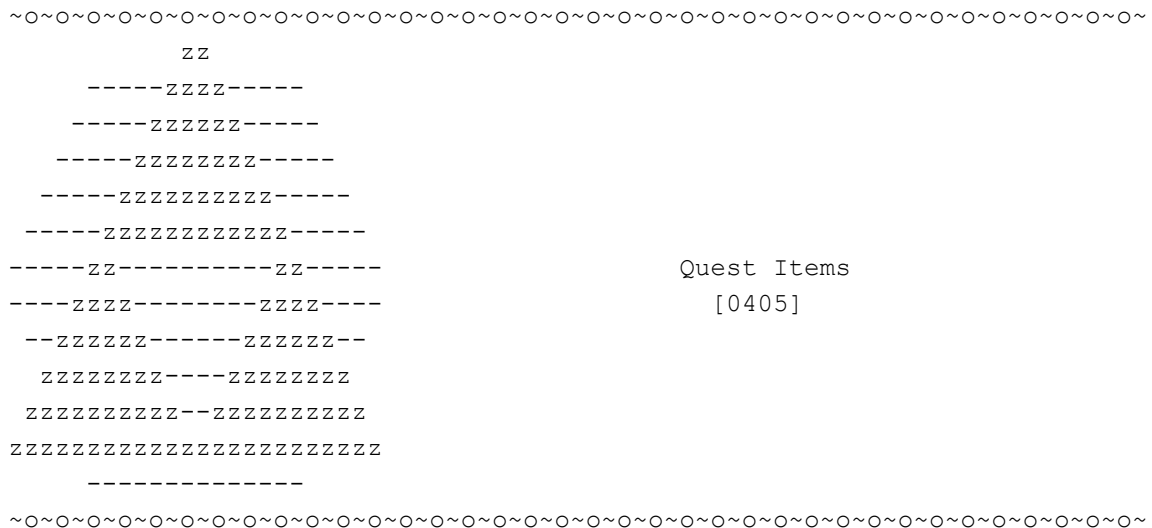
Adult's Wallet

First Found: House of Skulltula
Used By: Young Link, Adult Link

This is the second wallet you that you get. It is a reward from the House of Skulltula, and is obtained after you have killed 10 Gold Skulltulas and taken their tokens. The Adult's Wallet holds 200 rupees.

Giant's Wallet
First Found: House of Skulltula
Used By: Young Link, Adult Link

The largest wallet in the game is also obtained from the House of Skulltula. After you have killed 30 Gold Skulltulas, return to the House and get the reward. The Giant's Wallet holds 500 rupees.



Stone of Agony
First Found: House of Skulltula

A reward from the House of Skulltula for killing twenty Gold Skulltulas and taking their tokens, the Stone of Agony works in conjunction with the controller's rumble function to reveal hidden pits. When you pass over one of these pits, the pak will rumble slightly. This item is not required to finish the game, but getting all of the Gold Skulltulas and Heart Pieces would be a significantly harder accomplishment without it.

Gerudo's Card
First Found: Gerudo Fortress

The membership card for the Gerudo Thieves, the Gerudo's Card is obtained after you free the four carpenters from the Fortress (which can be done as early as when you first get the Hookshot, though it's easier with the Bow). The Gerudo's Card stops the Gerudo Guards from throwing you in jail, and also lets you access the Haunted Wasteland, the Gerudo Training Ground and the Horseback Archery Range.

Kokiri Emerald

First Found: Inside the Deku Tree

The first of three Spiritual Stones, the Kokiri Emerald is a gift from the Great Deku Tree.

Goron Ruby

First Found: Dodongo's Cavern

The second of the three Spiritual Stones, the Goron Ruby is a symbol of the pact of brotherhood that Link shares with the Gorons.

Zora Sapphire

First Found: Jabu-Jabu's Belly

The last of the three Spiritual Stones, the Zora Sapphire is a symbol of the engagement between Link and Ruto. Thankfully, he doesn't have to marry her in the end.

Light Medallion

First Found: Chamber of the Sages

A gift from Rauru, the Sage of Light, the Light Medallion is the symbol of Rauru's power. You obtain it in the Chamber of the Sages, immediately after taking the Master Sword from it's pedestal.

Forest Medallion

First Found: The Forest Temple

A gift from Saria, the Sage of Forest, the Forest Medallion is the symbol of Saria's power. You obtain it in the Chamber of the Sages after finishing the Forest Temple. Once the Forest Medallion, Fire Medallion and Water Medallion are obtained, then you can gain access to the Shadow Temple.

Fire Medallion

First Found: The Fire Temple

A gift from Darunia, the Sage of Fire, the Fire Medallion is the symbol of Darunia's power. You obtain it in the Chamber of the Sages after finishing the Fire Temple. Once the Forest Medallion, Fire Medallion and Water Medallion are obtained, then you can gain access to the Shadow Temple.

Water Medallion

First Found: The Water Temple

A gift from Ruto, the Sage of Water, the Water Medallion is the symbol of Ruto's power. You obtain it in the Chamber of the Sages after finishing the Water Temple. Once the Forest Medallion, Fire Medallion and Water Medallion are obtained, then you can gain access to the Shadow Temple.

Shadow Medallion

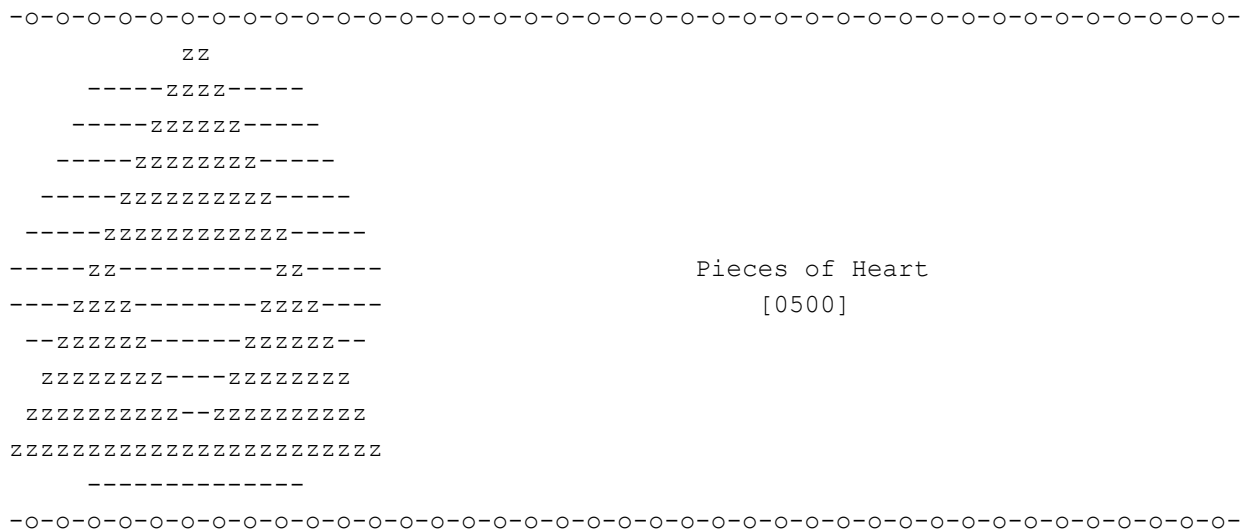
First Found: The Shadow Temple

A gift from Impa, the Sage of Shadow, the Shadow Medallion is the symbol of

Impa's power. Once you have obtained both the Shadow and Spirit Medallions, then the road to Ganon's Castle will be created.

Spirit Medallion
First Found: The Spirit Temple

A gift from Nabooru, the Sage of Spirit, the Spirit Medallion is the symbol of Nabooru's power. Once you have obtained both the Shadow and Spirit Medallions, then the road to Ganon's Castle will be created.



This chapter of the guide contains special find codes, all of which read in this format: [HPXX], or, Heart Piece, followed by that Heart Piece's number. You can use this find code to find that Heart Piece's specific location in the main walkthrough. In this way, if the general description provided in this chapter is not good enough for you to find the Heart Piece, then you can skip right to the more detailed description in the main Walkthrough. Simply set the Find search parameters to "Up," instead of the default "Down."

- [0501] Lost Woods Heart Pieces
- [0502] Hyrule Field Heart Pieces
- [0503] Hyrule Castle Heart Pieces
- [0504] Lon Lon Ranch Heart Pieces
- [0505] Kakariko Village Heart Pieces
- [0506] Kakariko Graveyard Heart Pieces
- [0507] Death Mountain Trail Heart Pieces
- [0508] Death Mountain Crater Heart Pieces
- [0509] Goron City Heart Pieces
- [0510] Zora's River Heart Pieces
- [0511] Zora's Domain Heart Pieces
- [0512] Zora's Fountain Heart Pieces
- [0513] Ice Cavern Heart Pieces
- [0514] Lake Hylia Heart Pieces
- [0515] Gerudo Valley Heart Pieces
- [0516] Gerudo Fortress Heart Pieces
- [0517] Desert Colossus Heart Pieces

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Lost Woods Heart Pieces
[0501]

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Heart Piece #1 [HPOOT03] [HPMQ03]
Goal: Complete the Ocarina Memory game with the Skullkid twins in southeast
Lost
      Woods.
Time Period: Young Link ONLY
Requires: Fairy Ocarina OR Ocarina of Time

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Stand on the tree trunk in front of the twin Skullkids and pull out your Ocarina. The Skullkids will play a memory-style game with you. Complete three rounds to earn the Piece of Heart. The Skullkids play each addition to the song twice; to learn the new part the fastest, watch the first Skullkid play the song, then play along with the second one. This way, you're in good shape when it's your turn to play the tune.

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Heart Piece #2 [HPOOT04] [HQMP04]
Goal: Play Saria's Song for the Lone Skullkid in southwest Lost Woods.
Time Period: Young Link ONLY
Requires: Fairy Ocarina OR Ocarina of Time; Saria's Song

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Stand on the tree trunk in front of the lone Skullkid, and play him Saria's Song. He'll give you a Piece of Heart.

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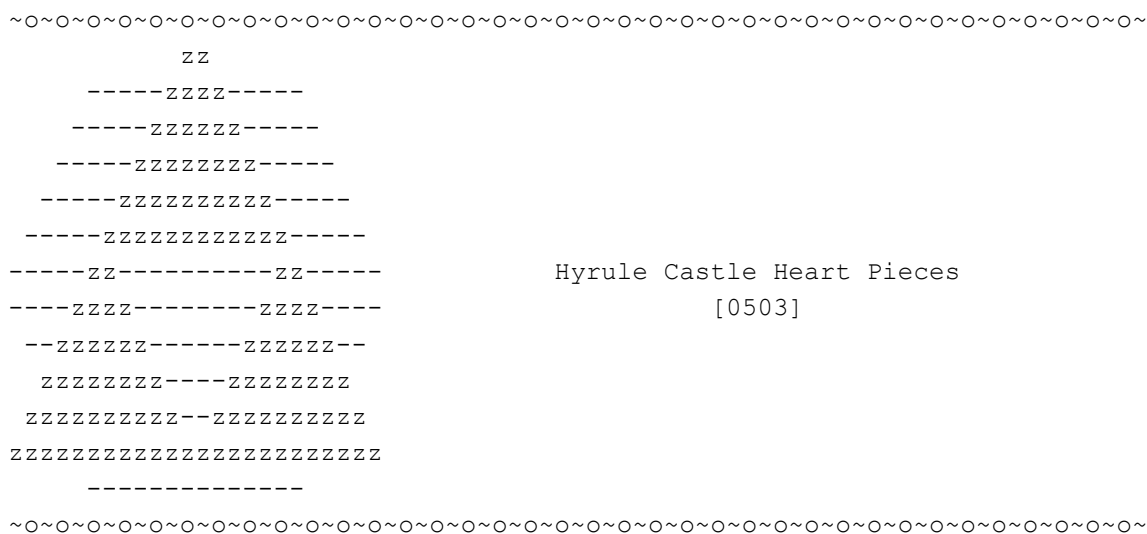
Hyrule Field Heart Pieces
[0502]

 Heart Piece #1 [HPOOT36] [HPMQ36]
 Goal: Buy from Business Scrub near Lake Hylia entrance
 Time Period: Young Link OR Adult Link
 Requires: Bombs

Head for the fenced-in square near the entrance to Lake Hylia. Jump into the middle of the fences, and head for the approximate center. Use a Bomb to blast open a hidden pit in the middle of the pasture (use the Stone of Agony to find it easier, if you have it. Buy the Piece of Heart from a Business Scrub down here for a mere ten rupees.

 Heart Piece #2 [HPOOT28] [HPMQ28]
 Goal: Retrieve from bottom of pool north of Lon Lon Ranch
 Time Period: Young Link OR Adult Link
 Requires: Bombs; Gold Scale OR Iron Boots

Look for a lone tree north of Lon Lon Ranch. Place a bomb near the tree to reveal a hidden pit (use the Stone of Agony to find it easier, if you have it). Jump into the pit, and kill the Tektite at the bottom. Either use the Steels Boots or the Gold Scale to go to the bottom of the pool and get the Piece of Heart.



 Heart Piece #1 [HPOOT01] [HPMQ01]
 Goal: Return the Lost Dog to it's owner
 Time Period: Young Link ONLY
 Requires: Nothing

Enter Hyrule Castle Market at nighttime. Use the Sun's Song if you have it, otherwise wait around Hyrule Castle Garden until nighttime then re-enter the Market. Look for a small white dog behind a stall near the entrance to the Gate. Run near it so that it follows you, then enter the back alley near the entrance to the Treasure Chest Game. Enter the second door on the left and speak with the fat lady inside. She'll recognize the dog as her own, and reward you with a Piece of Heart.

Heart Piece #2 [HPOOT10] [HPMQ10]

Goal: Win in Bombchu Bowling Alley

Time Period: Young Link ONLY

Requires: Nothing

Keep playing the Bombchu Bowling Alley game until the Piece of Heart is offered up as a prize.

The object of Bombchu Bowling is to send the Bombchu (a mobile bomb) into the hole on the opposite end of the course. The course has three different goals to obtain, each one becoming progressively more difficult. Completing all three goals successfully will win you whatever prize the clerk showed you at the start.

For the first goal, the target is always in the center of the field. Simply stand in the exact middle of the field (slightly to the right of the center arrow is the exact middle of the field) and time it so your Bombchu avoids the Blade Trap. The next level of the field can be on the top, left, or right, and adds a small Cucco to dodge. The Cucco isn't as predictable as the Blade Trap in it's movements, but is so small it almost isn't an issue. The last goal is always in the exact center, and adds a Fat Cucco who always stands roughly in the center of the field (but you can sneak a Bomchu by it if you're careful).

When you're playing Bombchu Bowling, always position yourself in the center of the field. The one exception is when the target appears on the right in the second round; you have to minorly adjust your position to the left or right, otherwise it's impossible to angle yourself properly for the Bombchu to enter the target. If the hole appears on the left side of the field, then adjust your angle so that the Bombchu goes along the floor, then the wall, then into the hole. For holes in the center or top of the playing field, simply wait until all of the targets are in the right position, and send a Bombchu straight down the middle. Absolutely never play anywhere except in the exact center of the field (again, except for when the target appears on the right in the second round). Bombchu Bowling is, ultimately, more a game of patience and timing than luck.

Heart Piece #3 [HPOOT32] [HPMQ32]

Goal: Win the Treasure Chest Game

Time Period: Young Link ONLY

Requires: Nothing (Lens of Truth strongly recommended)

Enter the Treasure Chest Game near the entrance to the Back Alley in Hyrule Castle Market (it's only open at night). Speak with the clerk, and pay the fee to play the game. He'll give you a Small Key, which you can use to open the first door. Go through it. There are two chests in this room, one of which contains a Small Key, the other of which contains a Rupee. The Key lets you progress, the rupee is a booby prize. Normally, you'd have to guess which chest contains the Key. But the Lens of Truth makes things easier. Simply use the Lens of Truth to see the contents of each chest, and take the Small Key in each room. When you reach the last room in the minigame, you will find a lone chest which contains a Piece of Heart.

You can actually complete this minigame as soon as you access Hyrule Castle. But the chances of making it all the way through the game without the Lens is one in thirty two. Which is three hundred and twenty rupees and several tedious hours. And that's not even a guarantee. It could take LONGER. Some people might have that kind of patience, but I'm not one of them, and I'm fairly positive most would agree with me.

Requires: Nothing; Hookshot Optional

There are numerous methods you can choose to get up here. One, as Young Link grab a Cucco and float out to the balcony from the top of the unfinished house. Two, as Young Link hitch a ride from Kaepora Gaebora on top of Death Mountain Trail. He'll drop you off on top of Impa's House. From there, drop down to the opening. Use the Sun's Song to return to the top of Impa's House if you miss. Lastly, with Adult Link simply use the Hookshot to get on top of Impa's House, then drop down to the doorway from there.

Heart Piece #2 [HPOOT17] [HPMQ17]
Goal: High ledge in Windmill
Time Period: Young Link OR Adult Link
Requires: Nothing; Boomerang Optional

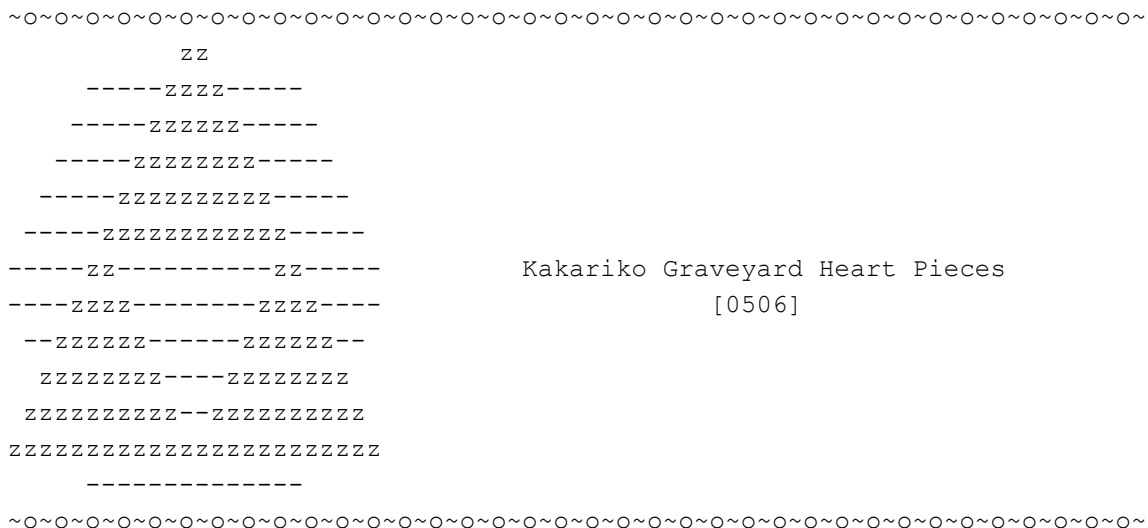
As Young Link, use the Boomerang to grab the Piece of Heart from the ledge. Or, with Adult Link you can finish Dampé's Cave Race, which will spit you out right next to the Piece of Heart when you finish.

Heart Piece #3 [HPOOT19] [HPMQ19]
Goal: Reach roof across from Windmill
Time Period: Adult Link ONLY
Requires: Hookshot

As Adult Link, pull yourself up to the blue roof across from the Windmill. Speak with the man gazing up at Death Mountain, and he'll give you a Piece of Heart. If you speak with him from the ground below, he'll just give his normal message.

Heart Piece #4 [HPOOT20] [HPMQ20]
Goal: Reward from House of Skulltula
Time Period: Young Link OR Adult Link
Requires: Fifty Gold Skulltula Tokens

Get fifty Skulltula Tokens, then get the Piece of Heart as a reward from the House of Skulltula.



Heart Piece #1 [HPOOT06] [HPMQ06]

Goal: Retrieve from under Gravestone in the rear row.

Time Period: Young Link OR Adult Link

Requires: Fairy Ocarina OR Ocarina of Time; Sun's Song

Pull aside the Gravestones in the rear of Kakariko Graveyard. One of them has a pit underneath it. Drop into this pit, and kill the Redead inside. Play the Sun's Song, and a chest appears which contains the Piece of Heart.

Heart Piece #2 [HPOOT07] [HPMQ07]

Goal: Win from the Heart-Pounding Grave Digging Tour

Time Period: Young Link ONLY

Requires: Nothing

From nightfall to 10:00, Dampe will operate a Grave Digging Minigame in the Graveyard. Dampe takes a circular route around the graveyard, following the path. If you stand directly in his path, then he will stop. In one of the twelve dirt patches dotted around the graveyard, there is hidden a Piece of Heart. In order to find the Piece of Heart, stand directly on that dirt patch so that way Dampe will stop directly in front of it, then speak to Dampe and pay him 10 rupees to dig up that patch of dirt. Most of the dirt patches contain at the very least some rupees. Keep playing the game until you dig up the Piece of Heart. The Piece of Heart randomly changes places every time you leave the zone, so if you have to leave to restock on Rupees, then just start over from the beginning.

The game only operates from nightfall to 10:00, so you can't use the Sun's Song to access it. You'll have to return to Hyrule Field or Death Mountain Trail and wait for the wolf's howl that indicates nightfall, then return to Kakariko Graveyard.

Heart Piece #3 [HPOOT18] [HPMQ18]

Goal: Use Magic Leaf to reach Heart Piece

Time Period: Young Link AND Adult Link

Requires: Magic Beans

As Young Link, plant a Magic Bean in the patch of soft earth on the west side of the Graveyard. Return to the Graveyard as Adult Link, and ride the Magic Leaf up to a high ledge. Roll into the crate on the ledge to find a Piece of Heart.

Heart Piece #4 [HPOOT31] [HPMQ31]

Goal: Complete Dampe's Cave Race Minigame in under 1:00

Time Period: Adult Link ONLY

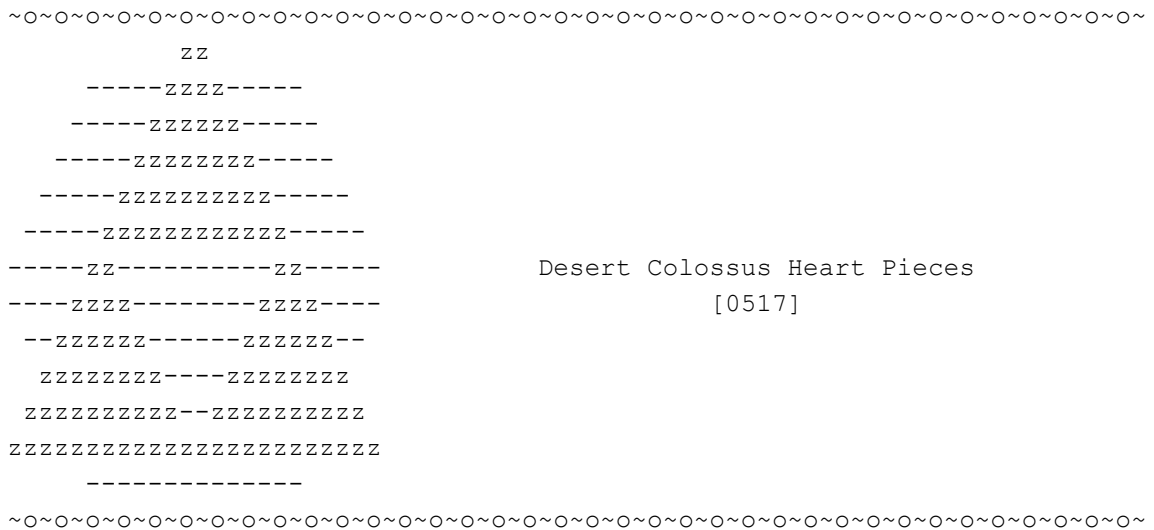
Requires: Longshot

Dampe's Cave Race Game can be found underneath a gravestone on the left side of Kakariko Graveyard. It's the only gravestone with flowers growing on it. Drop down the pit underneath the grave.

Step forward a few feet to find the ghost of Dampe. He will challenge you to a race, and will start without notice. Immediately run forward, dodging the flames that Dampe drops (he'll drop them the entire race - keep an eye out for them). Turn right at the halls end, taking the corner tight to dodge a flame. Turn left at the next corner, taking the turn wide to dodge another flame.

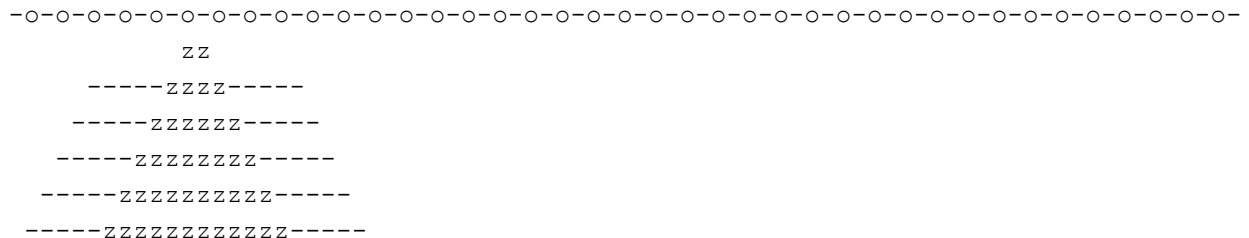
though if you managed to do the Big Poe Hunting sidequest then it shouldn't be much of a problem. You get twenty arrows to use, and in order to win the Piece of Heart from this game you must score at least 1,000 points. There are huge wooden targets set up along the course as well pots that appear on the way. Shoot the pots for 100 points each, and the targets are worth varying amounts depending upon how close to the center you are (the exact middle of the target is worth 100 points).

Epona will automatically run up and down the course (you get one pass in each direction before the game ends). On your first pass, focus on hitting the pots as you pass by them. Once you nail all the pots, focus on the target on the far north side of the course. On your second pass, shoot for the targets on the east side of the course until you get near enough to accurately hit the target on the south side of the course. Once you do get near enough, aim for it. Once you score 1,000 points, you'll win the Piece of Heart.



Heart Piece #1 [HPOOT35] [HPMQ35]
Goal: Use Magic Leaf to reach Heart Piece
Time Period: Young Link AND Adult Link
Requires: Magic Beans; Requiem of Spirit

As Young Link, play the Requiem of Spirit to warp to the Desert Colossus. Run to the entrance to the Spirit Temple, where you will find a patch of soft earth just to it's left. Plant the Magic Bean here. Become Adult Link, and return to the Desert Colossus. Use the Magic Leaf to float around the Desert Colossus, and near the end of it's path you'll pass by an archway. Jump on top of it, and you'll find the Piece of Heart on top of the arch.



Gold Skulltulas

[0600]

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This chapter of the guide contains special find codes, all of which read in this format: [GSXXX], or, Gold Skulltula, followed by that Skulltula's number. You can use this find code to find that Gold Skulltulas's specific location in the main walkthrough. In this way, if the general description provided in this chapter is not good enough for you to find the Gold Skulltula, then you can skip right to the more detailed description in the main Walkthrough. Simply set the Find search parameters to "Up," instead of the default "down."

A Note on Appendices: The Overworld Appendix applies to BOTH Ocarina of Time and Master Quest. The Ocarina of Time Appendix applies ONLY to Ocarina of Time, and covers only Ocarina's dungeons. The Master Quest Appendix applies ONLY to Master Quest, and covers only Master Quest's dungeons.

Overworld Appendix

- [0601] House of Skulltula Rewards
- [0602] Kokiri Forest Gold Skulltulas
- [0603] Lost Woods Gold Skulltulas
- [0604] Sacred Forest Meadow Gold Skulltulas
- [0605] Hyrule Field Gold Skulltulas
- [0606] Hyrule Castle Gold Skulltulas
- [0607] Lon Lon Ranch Gold Skulltulas
- [0608] Kakariko Village Gold Skulltulas
- [0609] Kakariko Graveyard Gold Skulltulas
- [0610] Death Mountain Trail Gold Skulltulas
- [0611] Death Mountain Crater Gold Skulltulas
- [0612] Goron City Gold Skulltulas
- [0613] Zora's River Gold Skulltulas
- [0614] Zora's Domain Gold Skulltulas
- [0615] Zora's Fountain Gold Skulltulas
- [0616] Lake Hylia Gold Skulltulas
- [0617] Gerudo Valley Gold Skulltulas
- [0618] Gerudo Fortress Gold Skulltulas
- [0619] Haunted Wasteland Gold Skulltulas
- [0620] Desert Colossus Gold Skulltulas

Ocarina of Time Appendix

- [0621] Dungeon I: Inside the Deku Tree Gold Skulltulas
- [0622] Dungeon II: Dodongo's Cavern Gold Skulltulas
- [0623] Dungeon III: Inside Jabu-Jabu's Belly Gold Skulltulas
- [0624] Dungeon IV: The Forest Temple Gold Skulltulas
- [0625] Dungeon V: The Fire Temple Gold Skulltulas
- [0626] Mini-Dungeon: Ice Cavern Gold Skulltulas
- [0627] Dungeon VI: The Water Temple Gold Skulltulas
- [0628] Mini-Dungeon: Bottom of the Well Gold Skulltulas
- [0629] Dungeon VII: The Shadow Temple Gold Skulltulas
- [0630] Dungeon VIII: The Spirit Temple Gold Skulltulas

Master Quest Appendix

- [0631] Dungeon I: Inside the Deku Tree Gold Skulltulas
- [0632] Dungeon II: Dodongo's Cavern Gold Skulltulas
- [0633] Dungeon III: Inside Jabu-Jabu's Belly Gold Skulltulas

- [0634] Dungeon IV: The Forest Temple Gold Skulltulas
- [0635] Dungeon V: The Fire Temple Gold Skulltulas
- [0636] Mini-Dungeon: Ice Cavern Gold Skulltulas
- [0637] Dungeon VI: The Water Temple Gold Skulltulas
- [0638] Mini-Dungeon: Bottom of the Well Gold Skulltulas
- [0639] Dungeon VII: The Shadow Temple Gold Skulltulas
- [0640] Dungeon VIII: The Spirit Temple Gold Skulltulas

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Overworld Appendix
House of Skulltula Rewards
[0601]

In Kakariko Village, there is an old building which is filled with people who are half-Hylian, half-Spider. This is the House of Skulltula, and it's six inhabitants are cursed. If you find and destroy the one hundred Gold Skulltulas around Hyrule, then you will free the family of it's curse. You get one reward for every ten Skulltulas that you kill, until you reach fifty skulltulas. At that point, you do not get another reward until you get all one hundred.

The rewards are as follows:

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10 Tokens - Adult's Wallet

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The Adult's Wallet raises your rupee capacity from 99 rupees to 200 rupees.

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20 Tokens - The Stone of Agony

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The Stone of Agony causes the Gamecube Controller to Rumble when you near a hidden pit.

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30 Tokens - Giant's Wallet

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The Giant's Wallet raises yur rupee capacity from 200 to 500 rupees.

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40 Tokens - Bombchus

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Yep. Lousy Bombchus.

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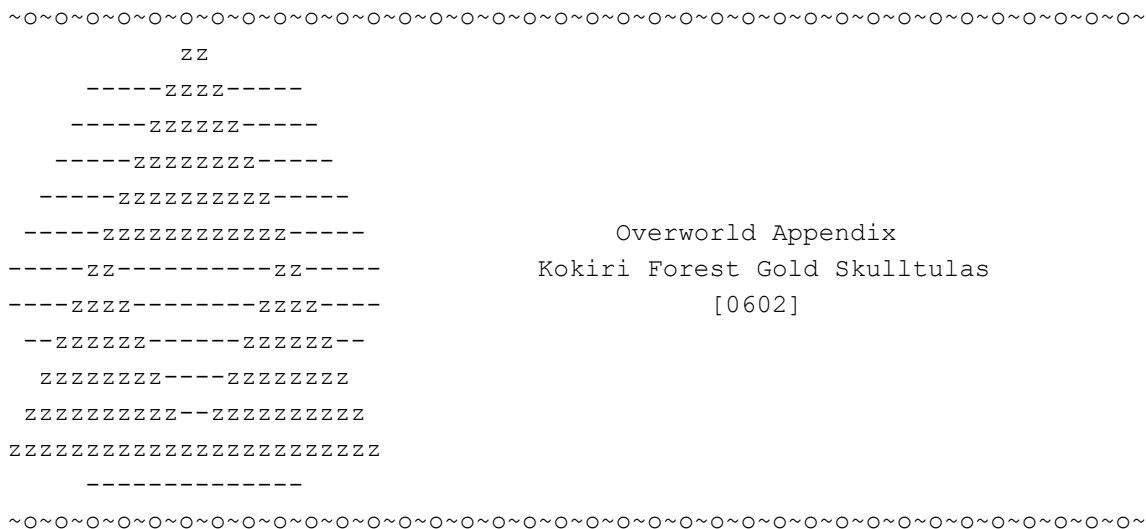
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50 Tokens - Piece of Heart

At 50, you get the best reward, a Piece of Heart.

100 Tokens - Huge Rupee

Yep. The ultimate reward for getting all 100 Gold Skulltulas is... 200 rupees. Sort of. You can keep leaving and re-entering the house, speaking with the Patriarch again to get another 200 rupees. This is kind of cool, if not for the fact that by the time you reach this point of the game, infinite rupees is about as useful as zero rupees. But oh well.



Gold Skulltula #1 [GSOOT008] [GSMQ008]
Found: Behind the Know-It-All Brothers House
Time Period: Young Link ONLY
Time of Day: Nighttime ONLY
Requires: Nothing

This Gold Skulltula is found behind the Know-It-All Brothers House during nighttime. The Know-It-All Brothers House is the building to the right as you enter Kokiri Forest from Hyrule Field. Kill it, and then face the opposite wall. Hold down Z and backflip into the Token to take it.

Gold Skulltula #2 [GSOOT043] [GSMQ043]
Found: Plot of Soft Earth Behind Kokiri Shop
Time Period: Young Link ONLY
Time of Day: Daytime OR Nighttime
Requires: Bottled Bug

Drop a Bottled Bug into the Patch of Soft Earth behind the Kokiri Shop. A Gold Skulltula will emerge.

Gold Skulltula #3 [GSOOT047] [GSMQ047]
Found: On top of the Twin's House
Time Period: Adult Link ONLY

Requires: Nothing

Roll into the tree southwest of the paddock in Lon Lon Ranch. The Gold Skulltula will fall from the branches and land on the ground near you.

Gold Skulltula #3 [GSOOT007] [GSMQ007]
Found: Back of awning behind the paddock
Time Period: Young Link ONLY
Time of Day: Nighttime ONLY
Requires: Nothing

Run around to the back of the paddock, to where there is a steel grating which makes up the back of the awning. The Gold Skulltula crawls around it here. You may need to backflip into the token to reach it.

Gold Skulltula #4 [GSOOT042] [GSMQ042]
Found: High on wall east of Mill
Time Period: Young Link ONLY
Time of Day: Nighttime ONLY
Requires: Boomerang

The Gold Skulltula is high on the wall to the east of the mill. Kill it and take it's token with the Boomerang.



Gold Skulltula #1 [GSOOT010] [GSMQ010]
Found: Tree near entrance to Kakariko Village
Time Period: Young Link ONLY
Time of Day: Daytime OR Nighttime
Requires: Nothing

Roll into the tree near the entrance to town. The Gold Skulltula falls from the branches above and lands near you.

Gold Skulltula #2 [GSOOT011] [GSMQ011]
Found: On a window on the backside of the House of Skulltula
Time Period: Young Link ONLY

Kakariko Graveyard Gold Skulltulas

[0609]

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Gold Skulltula #1 [GSOOT009] [GSMQ009]
Found: Patch of Soft Earth in northwest corner.
Time Period: Young Link ONLY
Time of Day: Daytime OR Nighttime
Requires: Bottled Bug

Drop a Bottled Bug into the patch of soft earth in the northwest corner of the Graveyard. A Gold Skulltula will appear. Kill it to get its token.

Gold Skulltula #2 [GSOOT039] [GSMQ039]
Found: On wall in southeast corner.
Time Period: Young Link ONLY
Time of Day: Nighttime ONLY
Requires: Boomerang

Use the Boomerang to kill the Gold Skulltula on the southeast wall. It's to the right of Composer Brother's tombs.

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Gold Skulltula #1 [GSOOT021] [GSMQ021]
Found: Bombable alcove on right wall
Time Period: Young Link ONLY
Time of Day: Daytime OR Nighttime
Requires: Fairy Slingshot; Bombs

Head up the trail from the Kakariko Village entrance. There is an odd formation on the wall to the right around the first corner. Use a bomb to blow it open. On the inside is a Gold Skulltula. Kill it with the Slingshot, then climb up the inside wall (yes, it's climbable) to get the token.

Gold Skulltula #2 [GSOOT017] [GSMQ017]

Found: Patch of Soft Earth near the Entrance to Dodongo's Cavern

Time Period: Young Link ONLY

Time of Day: Daytime OR Nighttime

Requires: Bottled Bug

Drop a Bottled Bug into the patch of soft earth outside Dodongo's Cavern. Kill the Gold Skulltula and take it's token after it appears.

Gold Skulltula #3 [GSOOT064] [GSMQ064]

Found: Red boulder near cliff above Dodongo's Cavern

Time Period: Adult Link ONLY

Time of Day: Nighttime ONLY

Requires: Megaton Hammer

Head for the red boulder, near the bomb flower that you used to blow open the entrance to Dodongo's Cavern. Smash the boulder with the Megaton Hammer. The Gold Skulltula is underneath it.

Gold Skulltula #4 [GSOOT065] [GSMQ065]

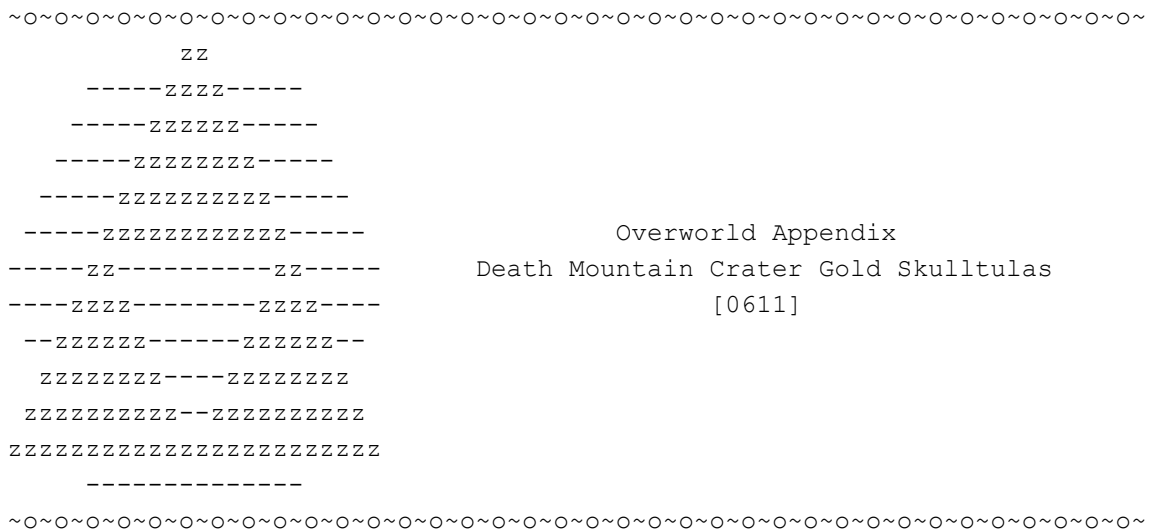
Found: Red boulder two-thirds up the Trail

Time Period: Adult Link ONLY

Time of Day: Nighttime ONLY

Requires: Megaton Hammer

Smash the last of the three boulders on the way up the portion of Death Mountain Trail where you are pelted with burning rocks. The Gold Skulltula lies underneath it.



Gold Skulltula #1 [GSOOT023] [GSMQ023]

Found: Inside a crate near upper entrance to Death Mountain Crater

Time Period: Young Link ONLY

Time of Day: Daytime OR Nighttime

Requires: Nothing

Use the entrance to Death Mountain Crater at the top of Death Mountain Trail. As you enter, there are two crates to the left. Smash into them. One of them contains the Gold Skulltula.

 Gold Skulltula #2 [GSOOT058] [GSMQ058]
 Found: Patch of soft earth in lower half of Crater
 Time Period: Young Link ONLY
 Time of Day: Daytime OR Nighttime
 Requires: Bolero of Fire; Bottled Bug

As Young Link, play the Bolero of Fire to warp to the lower half of Death Mountain Crater. As you arrive, look to the left of the warp-in point to see a patch of soft earth. Drop a Bottled Bug into it, and kill the Gold Skulltula that appears.



 Gold Skulltula #1 [GSOOT022] [GSMQ022]
 Found: Crate in northwest room filled with Boulders
 Time Period: Young Link ONLY
 Time of Day: Daytime OR Nighttime
 Requires: Bombs

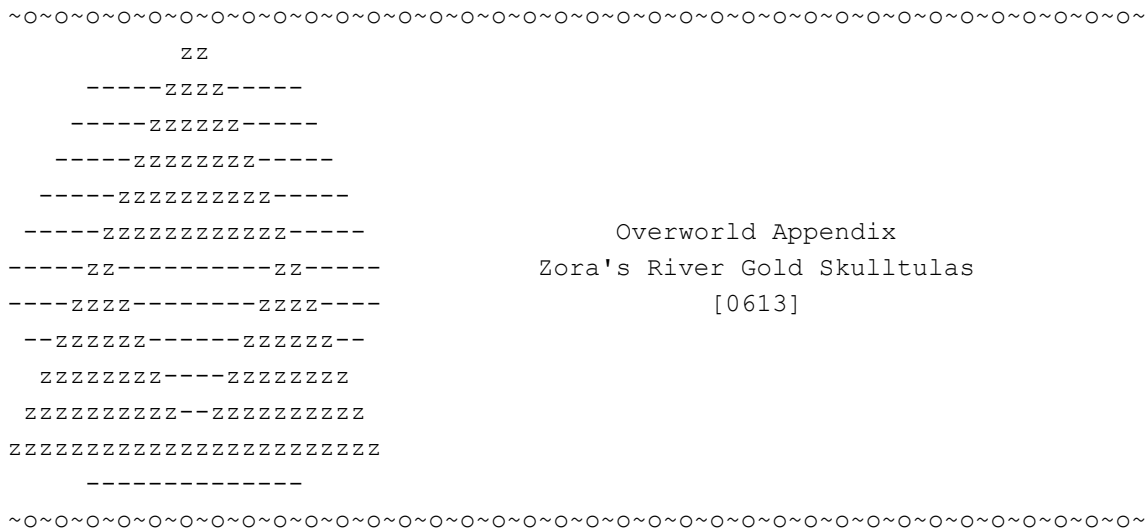
Go to the left from the entrance until you reach a barrier of boulders. Use a bomb to blow open a path, and go through the tunnel behind and to the left of the boulders.

You'll come to a room overflowing with boulders. The brown ones can be blown up with bombs; the silver ones cannot. Destroy the brown rock to your right as you enter the "rock maze," then the brown rock behind it. Go through the gap you have created, and destroy the brown rock on the left. Go through the new gap, and take a right. Destroy the brown stone directly in front of you, and you will reach the end of the "maze." In the corner of this small enclosure, there is a crate. Roll into it to reveal the Gold Skulltula.

 Gold Skulltula #2 [GSOOT056] [GSMQ056]
 Found: On back of suspended platform
 Time Period: Adult Link ONLY
 Time of Day: Nighttime ONLY

Requires: Hookshot

Head for one of the ropes that hold up the platform suspended above the middle of the room. Stand on the rope so that you can see the back of the platform, where there is a Gold Skulltula visible. Kill it and take it's token with the Hookshot.



 Gold Skulltula #1 [GSOOT024] [GSMQ024]
 Found: Tree near entrance from Hyrule Field
 Time Period: Young Link ONLY
 Time of Day: Daytime OR Nighttime
 Requires: Nothing

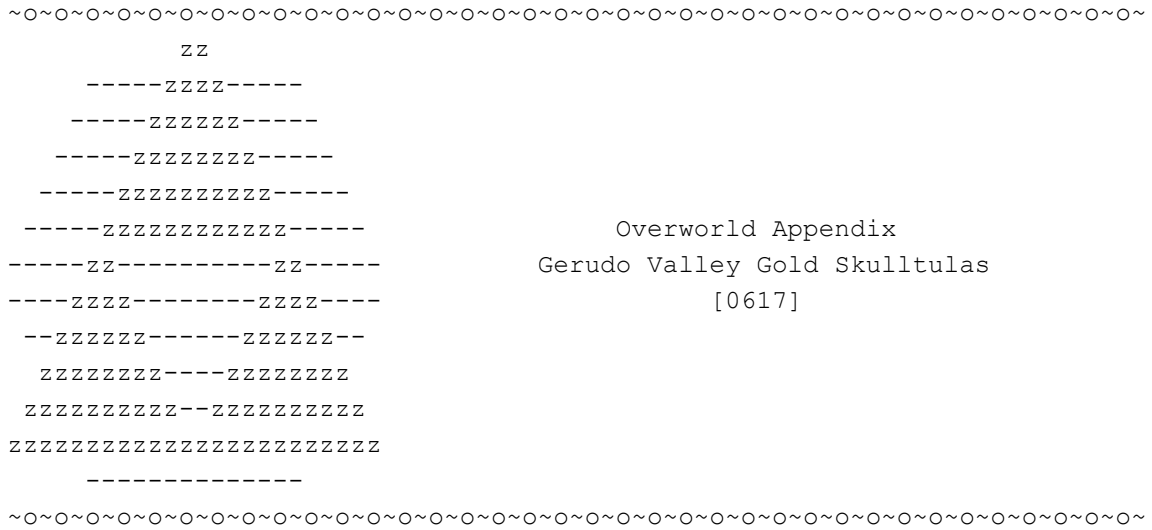
Roll into the tree to the left of the stone wall near the entrance to Zora's River. A Gold Skulltula will fall from the tree and land near you.

 Gold Skulltula #2 [GSOOT025] [GSMQ025]
 Found: Ladder near entrance to Zora's Domain
 Time Period: Young Link ONLY
 Time of Day: Nighttime ONLY
 Requires: Slingshot

Head upstream to the entrance to Zora's Domain. Near the bottom of the land bridges, there is a ladder which dips down into the river. The Gold Skulltula sits on this ladder. Jump down into the shallow part of the river, and shoot the Skulltula with the Slingshot before climbing up the ladder to take it's token.

 Gold Skulltula #3 [GSOOT066] [GSMQ066]
 Found: High on south wall near second gap in the river
 Time Period: Adult Link ONLY
 Time of Day: Nighttime ONLY
 Requires: Hookshot OR Longshot

Near the part of the river where you jump over it for the second time, there is a Gold Skulltula high on the south wall. You can shoot it from there with the Longshot, but if you still have only the Hookshot then you'll have to climb up



Gold Skulltula #1 [GSOOT037] [GSMQ037]
Found: Above the waterfall to the right of the first bridge
Time Period: Young Link ONLY
Time of Day: Nighttime ONLY
Requires: Boomerang

Head up the log bridge near the entrance from Hyrule Field. Halfway up the bridge, stop and look above the waterfall to the right to see the Gold Skulltula. Use the Boomerang to kill it and take it's token.

Gold Skulltula #2 [GSOOT028] [GSMQ028]
Found: Patch of soft earth on narrow ledge at bottom of canyon
Time Period: Young Link ONLY
Time of Day: Daytime OR Nighttime
Requires: Bottled Bug

Head for the narrow strip of earth near the river at the bottom of the canyon. On the west side of the strip of earth, there is a patch of soft earth. Drop a Bottled Bug into it, and kill the Gold Skulltula that emerges to get it's token.

Gold Skulltula #3 [GSOOT087] [GSMQ087]
Found: On wall behind Carpenter's Tent
Time Period: Adult Link ONLY
Time of Day: Nighttime ONLY
Requires: Hookshot

Look on the wall behind the Carpenter's Tent to see the Gold Skulltula. Kill it and use the Hookshot to take the token.

Gold Skulltula #4 [GSOOT088] [GSMQ088]
Found: On inside of stone arch near the Carpenter's Tent
Time Period: Adult Link ONLY
Time of Day: Nighttime ONLY
Requires: Hookshot

Head for the stone arch across from the Carpenter's Tent, to the left from the

Requires: Bombs, Boomerangs

Drop down through the hole in the middle of the Deku Tree's main level, then jump up to the upper area of the room. Crawl through the small crawlspace, then run to the bombable wall in the back of this room. Go through the door on the other side. Kill the Gold Skulltula in this room, and take it's token with the Boomerang.

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Ocarina of Time Appendix
Dungeon II: Dodongo's Cavern
Gold Skulltulas
[0622]

Gold Skulltula #1 [GSOOT018]
Found: Behind a bombable wall in southeast passage
Requires: Nothing; Bombs Optional

In the first hallway that you reach from the Dodongo's Cavern main chamber, you will be in a hall where Baby Dodongos erupt from the floor. Run halfway down the hall to find a sealed wall. Kill a Baby Dodongo so that it dies near the wall, and it will explode, opening the sealed wall. Go through the door on the other side. The Gold Skulltula is in this room.

Gold Skulltula #2 [GSOOT019]
Found: On ivy on second level of room with the collapsing stairs
Requires: Fairy Slingshot

In the room where you must use the ring of Bomb Flowers to lower the staircase, head for the second level and kill the Gold Skulltula on the ivy at the top of the ramp with the Slingshot. Climb up the ivy to claim it's token.

Gold Skulltula #3 [GSOOT020]
Found: In a room behind a sealed wall, in the northern-most most room on the other
side of the giant Dodongo's Head
Requires: Bombs

Head for the room with the multiple levels on the other side of the Dodongo's Heads. Near the back of the room, there is a sealed wall. Blow open the wall with a Bomb, and go through the door on the other side. The Gold Skulltula rests behind an Armos Knight.

Gold Skulltula #4 [GSOOT040]

Found: In an alcove on the second level of the room with the collapsing stairs

Requires: Boomerang

To access this Gold Skulltula, you have to activate the elevator in the main Dodongo's Chamber on a previous visit, then leave the dungeon and re-enter it. Ride this elevator to the second level of Dodongo's Cavern, then go backwards through the dungeon to the upper level of the collapsing stairwell room. In this fashion, you can reach the top of this room without making the stairs collapse using the Bomb Flowers.

Climb up to the top of the stairs using the Ivy on the walls, and enter the alcove. Kill the Gold Skulltula and take it's token with the Boomerang.

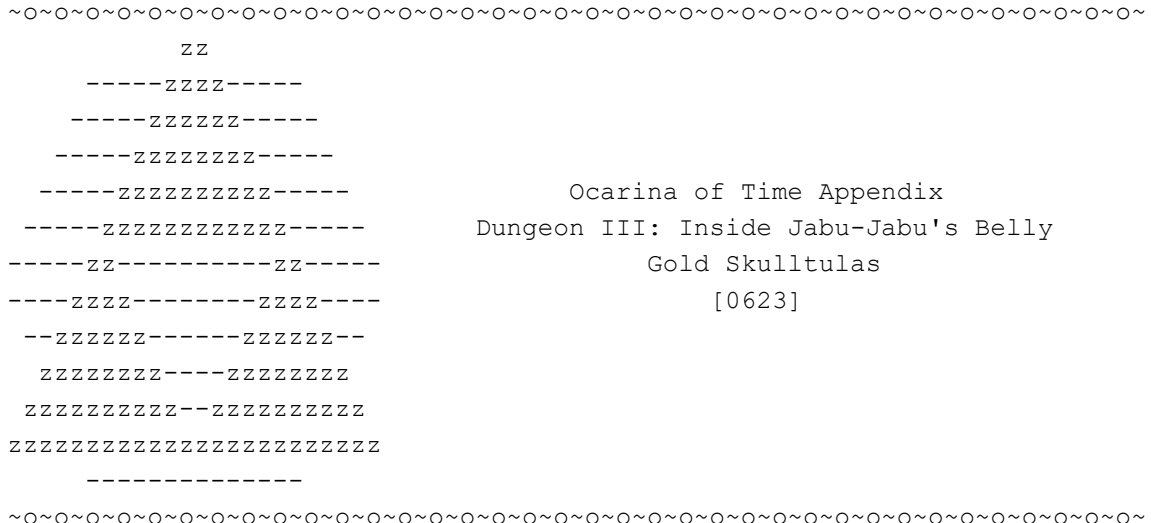
Gold Skulltula #5 [GSOOT055]

Found: On top of a ledge in the southeast hall

Time Period: Adult Link ONLY

Requires: Hookshot; Scarecrow's Song

Head for the southeast hall where you first encountered the Baby Dodongos. Head into the room until Navi flutters up towards the ceiling, then play the Scarecrow's Song. Pull yourself up to the Scarecrow with the Hookshot, and kill the Gold Skulltula in the alcove.



Gold Skulltula #1 [GSOOT030]

Found: On an ivy wall in the room with the switch that raises the water level

Requires: Slingshot

Head for the room in the lower level of Jabu-Jabu's Belly, which contains the pit with the water level that can be raised with the switch. Kill the Gold Skulltula on the ivy wall in the middle of the room using the Slingshot, then fill the water level in the room by stepping on the switch. Climb up to the ivy wall and take the Skulltula Token.

Gold Skulltula #2 [GSOOT031]

Found: On wall after dropping through hole formerly blocked by a Green Tentacle

Requires: Boomerang

Look on the wall to the right as you land from the room above. The Gold Skulltula hangs on the wall. Kill it and take it's token with the Boomerang.

Gold Skulltula #3 [GSOOT032]
Found: On wall after dropping through hole formerly blocked by a Green Tentacle
Requires: Boomerang

Look on the wall to the left as you land from the room above. The Gold Skulltula hangs on the wall. Kill it and take it's token with the Boomerang.

Gold Skulltula #4 [GSOOT033]
Found: In room with tall ivy wall, immediately before Barinade
Requires: Slingshot OR Boomerang

Look on the left side of the tall ivy wall in the room immediately before the Barinade boss fight. The Gold Skulltula hangs halfway up the ivy wall. Either kill it with the Slingshot, then climb up and grab it's token, or else kill it with the Boomerang and use the Boomerang to take it's token.

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Ocarina of Time Appendix
Dungeon IV: The Forest Temple
Gold Skulltulas
[0624]

Gold Skulltula #1 [GSOOT050]
Found: On the top and far-right of the ivy wall in very first room
Requires: Hookshot

Climb to the top of the ivy wall, and get off at the top of the tree at the top of the ivy wall. Look on the right side of the ivy wall to see the Skulltula. Kill it and take it's token with the Hookshot.

Gold Skulltula #2 [GSOOT051]
Found: To the right of the northern door in large chamber with four torches
Requires: Hookshot

Enter the room where the Poe Sisters appear and steal the flames from the torches. Head up to the northern door of the room, and look to the right to see the Gold Skulltula hanging on the wall. Kill it and take the token with

the Hookshot.

Gold Skulltula #3 [GSOOT052]
Found: On upper ledge in northeast courtyard
Requires: Hookshot

Head for the northeast courtyard; it's the courtyard with the Big Deku Baba, two Octoroks and a high ledge surrounded by a pool of water. Look on the high ledge to see a chest. Pull yourself up to it with the Hookshot, then look on the wall around the corner from the chest to see the Gold Skulltula. Kill it and take the token with the Hookshot.

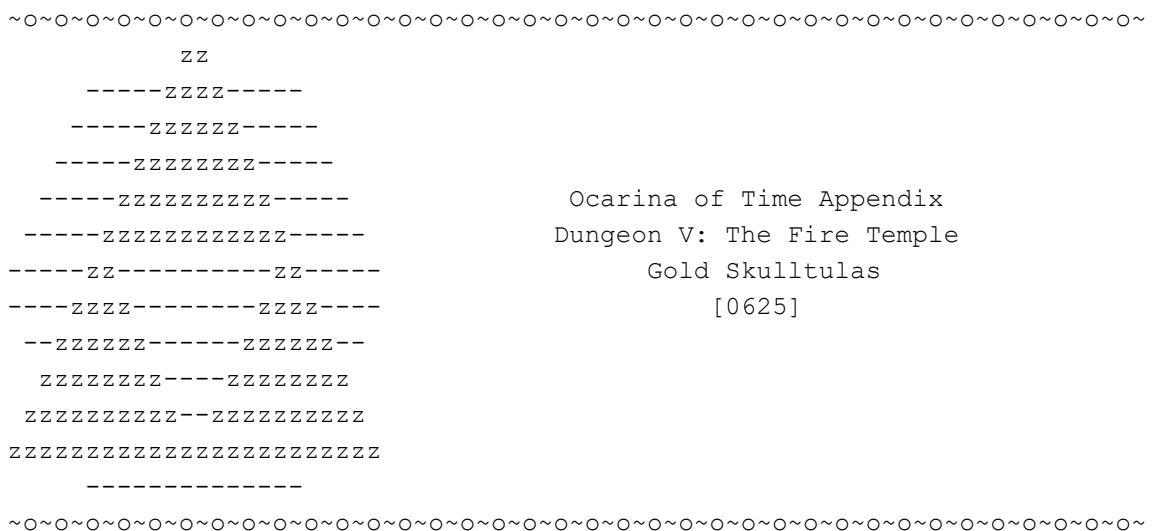
Gold Skulltula #4 [GSOOT053]
Found: On wall in northwest courtyard
Requires: Hookshot

You have to use the upper entrance to the courtyard from the falling ceiling room to reach this Skulltula.

Look to the right from the upper ledge, and you will see a series of broken pillars. Jump out along these pillars, and at the other end of the pillars look high on the wall to see a Gold Skulltula. Kill it and take it's token with the Hookshot.

Gold Skulltula #5 [GSOOT054]
Found: In a small room in the area with the spinning walls
Requires: Hookshot

Find the small room with the Gold Skulltula in it, and use the Hookshot to kill it and take it's token.



Gold Skulltula #1 [GSOOT059]
Found: In small room reached by the Block of Time in the large fire cavern
Requires: Song of Time

Head for the fire cavern, the first room to the right from the entrance hall of

Gold Skulltula #1 [GSOOT073]

Found: In southern tunnel, from the bottom level of the central chamber with the

tower

Requires: Iron Boots

Head down the southern tunnel on the bottom level of the central chamber. Head towards the end of the tunnel, and when you reach the grating, use a Super Spin Attack to activate the crystal switch on the other side. The Gold Skulltula is on the other side of the grating.

Gold Skulltula #2 [GSOOT074]

Found: In the river rapids room, on wall after second turn

Requires: Iron Boots; Longshot

Head down stream, and after the second corner equip the Iron Boots and use the Longshot to kill the Gold Skulltula from the wall near the corner. Take the token with the Longshot.

Gold Skulltula #3 [GSOOT075]

Found: In the central tower, at very top of the tower

Requires: Longshot

Light the unlit torch on the second level of the tower using either a Fire Arrow, or by shooting an arrow through the nearby lit torch and into the unlit torch. The door to the tower will unseal itself. Go through it, and look on the ceiling above to see the Gold Skulltula. Kill it and take it's token with the Longshot.

Gold Skulltula #4 [GSOOT076]

Found: In the room with the waterfall and rising Longshot targets

Requires: Longshot

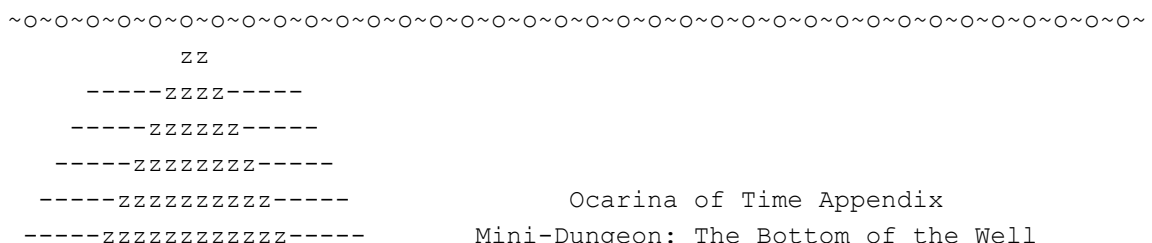
From the central room, go to the top level and go through the west door. Look on the right wall as you enter the room to see the Gold Skulltula. Use the Longshot to kill it and take it's token.

Gold Skulltula #5 [GSOOT077]

Found: Behind waterfall in tunnel immediately before the Boss Key

Requires: Longshot

Kill the Gold Skulltula behind the waterfall using the Longshot, then take it's token with the Longshot.




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Master Quest Appendix
 Dungeon I: Inside the Deku Tree
 Gold Skulltulas
 [0631]

Gold Skulltula #1 [GSMQ001]
 Found: The first room of the dungeon.
 Requires:

Run forward into the room, destroying the bushes around the room and taking their contents. To the left from the entrance, there is a ladder resting on a cliff face. Climb up this ladder to the top. Head right along the cliff at the top of the ladder, and jump out to the branch that sticks out of the wall. Watch out for the Keese as you jump from the branch to the opposite ledge. Keep following the cliff in a wide circle until you reach a chest, then roll into the crate to the right of the chest. Kill the Gold Skulltula that appears, and take it's token.

Gold Skulltula #2 [GSMQ002]
 Found: In the room where you pick up the Compass; it has a pit with a ladder which must be shot down using the Fairy Slingshot.
 Requires: Bombchus OR Bombs and Song of Time

Watching out for the numerous enemies in the room, climb up onto the upper ledge in this room. Look on the south wall from this point, and you'll see ivy climbing up into the air. Drop a Bombchu onto the ground while facing the ivy, and it will climb the wall, destroying boulders that block an alcove higher up. Alternatively, you can also play the Song of Time to make a Block of Time appear, and throw standard Bombs at the boulders.

The alcove that the boulders hide holds a Gold Skulltula. Kill it and take it's token.

Gold Skulltula #3 [GSMQ003]
 Found: On the second-lowest level of the dungeon, in a large circular room filled with gravestones.
 Requires: Song of Time and Boomerang

Kill all of the enemies in the room (especially the Keese on the unlit torches), and then head for the gravestones in the northwest corner of the room. Navi will float over into midair here, and turn bright green. When she does this, it indicates a hidden spot where either a Block of Time or the Scarecrow's Song can be used (you'll discover the Scarecrow's Song later on).

Play the Song of Time to some Blocks of Time appear. Climb to the top of the first Block of Time, and jump from there to the next Block of Time (if only one Block appeared, play the Song again to make another appear). From the second block, play the Song of Time again to make more Blocks of Time appear. Jump up this next series until you run out of Blocks. Keep making Blocks of Time appear, and jumping up them until you reach the fifth block in the series.

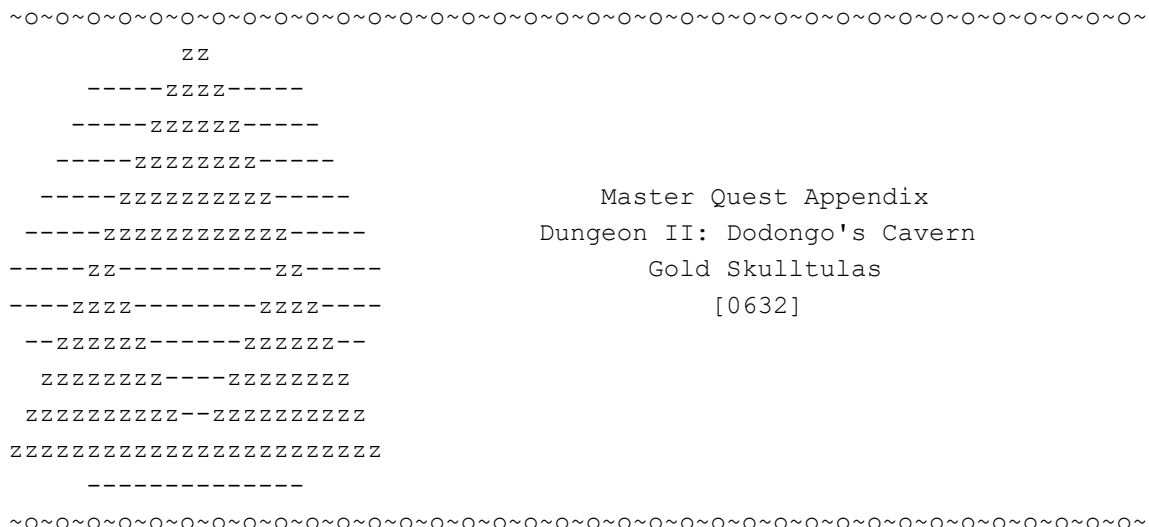
From here, you can look up to see a Gold Skulltula on the ceiling. Use your Boomerang to kill it and take it's token (you'll need to use manual targeting to get the token).

Gold Skulltula #4 [GSMQ044]

Found: In a room northwest of the large circular room filled with Gravestones.

Requires: Deku Sticks, Boomerang

Use a lit Deku Stick to burn through the webbing blocking access to this room. Kill four Gohma Larva and a Big Deku Baba in this room, and then look on the wall opposite the door to see the last Gold Skulltula in the dungeon. Use your Boomerang to kill it and take it's token.



Gold Skulltula #1 [GSMQ018]

Found: In the room on the second floor of the dungeon which is filled with pillars, there is a door on the far side of the room at the top of a short ledge. Behind this door is the correct room.

Requires: Nothing

Look on the ceiling as you enter to see numerous Gohma Larvae eggs. Shoot them down with the Slingshot. Now, start rolling into the crates in the room. One of the crates on the right side of the room hides a Gold Skulltula. Kill it and take it's token.

Gold Skulltula #2 [GSMQ019]

Found: In the room on the second floor of the dungeon, which has several round stone platforms sitting above a burning floor.

Requires: Bombs

Go to the line of boulders at the north end of the room, and blast open a hole with your Bombs. Run down the bridge on the other side of the boulders, and kill the Gold Skulltula on the platform on the other end. Take it's token.

Gold Skulltula #3 [GSMQ020]

Found: In the room with the huge staircase made of iron, there is a door at the end of a tunnel. The room is on the other side of this door.

Requires: Song of Time

This room is jam packed with Blocks of Time. With the Song of Time, you can interact with them. Play the Song of Time while standing near a Block of Time, and it will vanish. Keep on vanishing the Blocks of Time until you reach the southeast corner of the room, where a Gold Skulltula is hidden beneath one of the Blocks. Watch out for Big Skulltula and standard Skulltulas who lurk behind some of the Blocks of Time. Kill it and take it's token.

Gold Skulltula #4 [GSMQ040]

Found: On the lower level of the dungeon, there is a room which is a long cave filled with long pillars made of stone. At one end of this cave is a door hidden behind a bombable wall. The Skulltula is found in this room.

Requires: Bombs, Boomerang

There may be Mad Scrubs and Fire Keese in the room, there may not (it depends what you did on your last visit). Once they're gone, look high on the northwest wall. A Gold Skulltula lurks here. Kill it and take it's token, then return to the Antechamber using the door on the south end of the previous room.

Gold Skulltula #5 [GSMQ055]

Found: In one of the rooms behind the giant Dodongo Skull, which has several gravestones in it.

Requires: Boomerang

Run into the room, to the second depression where you battle the Lizalfos. Kill the Lizalfos, and then listen closely for the sounds of a Gold Skulltula. It sits on top of the wall to the north. You can just barely see it's legs; if you stand on top of the center gravestone, and aim the Boomerang just above the edge of the wall, you'll strike the Gold Skulltula (even though it won't seem to make contact with it). Repeat the same trick to get it's token (L-Targeting won't work).

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Master Quest Appendix
 Dungeon V: The Fire Temple
 Gold Skulltulas
 [0635]

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Gold Skulltula #1 [GSMQ059]

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Found: On the left side of the room which seems to be a large fire cavern, there are two doors. The Skulltula is found in the room on the other side of the lower door.

Requires: Megaton Hammer

Run to the end of the hall. There is a rusted switch on the ground in front of a locked Goron's cell. Slam down on the switch with the Megaton Hammer to activate it. After the cell open, speak with the Goron to free him. Kill the Gold Skulltula on the wall and take it's token, then return to the previous room.

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Gold Skulltula #2 [GSMQ060]

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Found: Just start in the room which resembles a large maze; I'll explain it from there.

Requires: Hookshot, Song of Time, Megaton

Climb up to the second level of the maze, and go to the top of the large wire fence which leads back down to the room below. Navi will flutter out into mid-air and turn green. Play the Song of Time when she does this, and a Block of Time will appear. Climb up onto the nearby Hookshot Target, and then jump out to the top of the Block of Time.

Once on the Block of Time, look to the west. There is a small ledge here, with a Hookshot Target built into the wall. Pull yourself over to this Hookshot Target. Now, look north, where there is another Hookshot Target on a small platform. Pull yourself over to it. As soon as you land, the platform will begin to rise; it's actually an elevator.

At the top of the elevators path, you will reach a small room. Enter the door located here.

Look on the wall to your right as you enter the room. Navi will flutter up in front of a face carved into the wall. L-Target the face, and shoot it with your Hookshot. A door at the top of the room will unseal itself when you do this.

Climb up both of the chain-link fences in this room, and go through the door at

the top of the second one. Watch out for the Fire Slugs on the way; they're relatively harmless, but can be a pain to kill. When they constrict, they're about to attack.

There is a switch around the corner to the right as you enter the room. Ignore it for now, but keep it in mind. Begin running counter-clockwise around the room, hugging the perimeter of the wall (the inside wall is too steep in several areas to be climbed).

When you reach the highest area of the room, you will find a pillar of flames protecting a stone block. The stone block hides a Gold Skulltula. Behind the pillar of flames is a rusted switch. Smash it with the Megaton Hammer, and Hookshot Targets will appear around the room.

Keep going counter-clockwise around the room, and you will come to a ledge which overlooks the switch we passed earlier. Note that there is a Hookshot Target directly above the switch. Hop down and step onto the switch, which temporarily deactivates the pillar of flames. Quickly pull yourself back up to the Hookshot Target. Run over to the stone block and pull it as far away as you can from the pillar of flames. You will probably have to deactivate the pillar several times to get the stone block moved sufficiently far away to reveal the Skulltula.

Once you can see the Skulltula's torso, use the Hookshot to kill it and take it's token through the flames.

Gold Skulltula #3 [GSMQ061]

Found: Start in the room which is filled with fire traps; I'll explain it from there.

Requires: Song of Time

As you come back into the room, go to the north end of the ledge. Navi will flutter out into midair here. Play the Song of Time, and a Block of Time will appear. Jump out to the top of the Block of Time, and then jump from there over the walls of flame below.

From where you land, go directly northeast, passing numerous flame walls on the left and right as you go. When you reach the northeast wall, you'll find a door. Go through it.

A Gold Skulltula is clearly visible at the end of the hall. Run towards it, and a Lizalfos will jump down from above. Defeat it, and then kill the Skulltula. Take it's token.

Gold Skulltula #4 [GSMQ062]

Found: Start in the two-tiered room which divides the fire trap room in half; I'll explain it from there.

Requires: Megaton Hammer, Hookshot

Two walls of flame block access to much of the room. Pull yourself through both of them using the Hookshot Target on the other side of the room. Slam down the rusted switch located there with the Megaton Hammer, which will open a cell beneath you. Return to the room's entrance using another Hookshot Target. Head back to the room filled with Fire Traps.

Heading south until you hit the wall, then keeping Link's left side to the wall, start following it until a wall of flame erupts in your path, blocking passage. The posts that dot the area mark the perimeters of the flame traps;

simply walk around the post closest to the wall, and then walk straight back to the wall. Start going west along the wall, keeping your left side to it again.

Keep following the wall until your path is blocked by yet another fire wall. Go to the right here, passing two posts. When you reach the second post, loop around it and go straight back towards the wall. Continue following the wall, once again keeping your left side to it.

When you hit yet another flame wall, you'll have reached a cluster of posts in a triangular position. Pass through the bottom side of the triangle, and then through the right side of the triangle. You're now level with a door. Go through it.

The cell that you opened earlier is to your right. Enter it, and you'll see an apparent dead end. Use a Bomb on the wall to destroy it, revealing a larger area with a Gold Skulltula on the wall. Kill it and take it's token.

Gold Skulltula #5 [GSMQ063]

Found: Start in the two-tiered room which divides the fire trap room in half; I'll explain it from there.

Requires: Hookshot, Scarecrow's Song, Megaton Hammer

Start from the lower-half of the two-tiered room. Go through it, then go through the door on the north end of the hall.

Head to the left as you come out of the door, and you will hit a huge fire wall. Keeping your left side to this fire wall, start following it until you hit the wall. Go right from here, and you'll reach a small space with a switch in it. Step on the switch, and the fire wall will descend temporarily.

Quickly run back to the place where the fire wall appears, and jump past it before it regenerates. Smash the pots in this small area to get items, and then go through the door.

Defeat another Flare Dancer here. This one is identical to the last one. Remember to use the Biggoron Sword if you have it. Don't bother with the Megaton Hammer; it attacks too slowly.

When the Flare Dancer is defeated, the fires on it's altar will die away. Climb up onto it's altar, and it will begin to rise into the air. But you don't want to be rising just yet; hop off the elevator before it gets too high. Look on the ground beneath the elevator; there is a Small Key hidden there. Take it.

Now, wait for the elevator to come back down. Board it, and ride it to the top of it's path. You'll be in a small room. Go through the door here. There are two chain-link fences in this room. Climb up them both, and at the top of the second you'll reach a locked door. Go through it.

Run towards the center of the room, and look for a ledge running around the inside of the pit. It resembles a staircase. Begin climbing up this staircase. When you reach the 4 o'clock position on the circle, look into the pit to the left. There is a switch down here. Don't step on it yet; Navi will also flutter over to the other side of the pit when you reach this point. Play the Scarecrow's Song when she does this, and Pierre the Scarecrow will appear near Navi.

Now, drop down into the pit and step onto the switch. The pillar of flames guarding the chest at the top of the room will disappear temporarily. Use

Pierre the Scarecrow as a Hookshot Target to pull yourself out of the pit, then run up to the chest and open it. Inside is a Small Key.

Now, return to the door you came through. Around the corner from the door is an elevated tile sticking out of the floor. Smash this tile with the Megaton Hammer, and it will fall into the ground, leaving a pit. Drop down into the pit, and go through the locked door inside.

Step into the room, and a Stalfos will appear. Defeat it, then look at the depression in the southeast area of the room. There is a pillar with a face on it, sticking out of the ground. Smash the top of this pillar with the Megaton Hammer, and the depression will turn into a staircase. Head down the stairs, defeating another Stalfos who appears on the way.

At the bottom of the stairs, there is a huge tile set on the ceiling, with a face on it. Shoot this tile with the Hookshot, and the door at the bottom of the stairs will unseal itself. Go through this door.

There is a Gold Skulltula on the wall in this small enclosure. Kill it, and take it's token with the Hookshot.

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Master Quest Appendix
Mini-Dungeon: The Ice Cavern
Gold Skulltulas
[0636]

Gold Skulltula #1 [GSMQ069]
Found: In the room near the back of the dungeon, with many high frozen platforms
and lots of Red Ice.
Requires: Bottle of Blue Fire

At the end of one of the spans in the room, you'll see an adjacent ledge, with a Gold Skulltula trapped by Blue Fire. Navi will also turn green and float off into midair. Play the Song of Time when Navi does this, and a Block of Time will appear.

Jump over to the Block of Time, and Navi will once again flutter over into midair and turn green. Play the Song of Time again, and another Block of Time will appear, this one right next to the trapped Gold Skulltula. Stand on the edge of the Block of Time, and dump some Blue Fire onto the red ice to melt it. Kill the Gold Skulltula that is revealed, then take it's token.

Gold Skulltula #2 [GSMQ070]

Found: In the large room with large, perfectly square pits near it's corners.

Requires: Scarecrow's Song, Hookshot

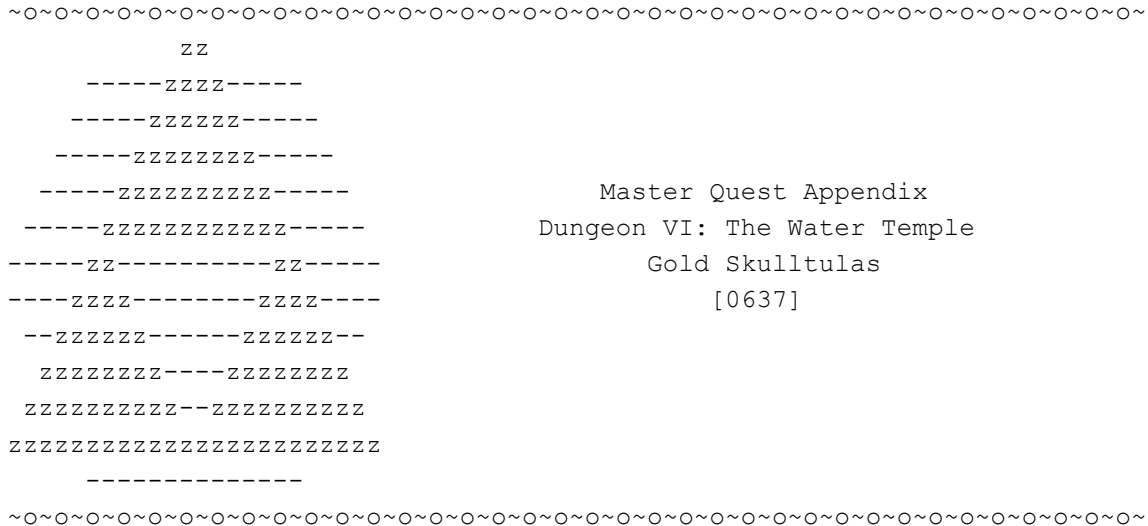
Go to the north end of the room, where Navi will flutter up into a small alcove and turn green. Play the Scarecrow's Song, and Pierre will appear in the alcove. Use the Hookshot to pull yourself up into the alcove. Defeat the Gold Skulltula who rests against the wall, and take it's token.

Gold Skulltula #3 [GSMQ071]

Found: In the large room with large, perfectly square pits near it's corners.

Requires: Fairy Bow OR Hookshot

Near the entrance to the room, and look on the ceiling inside the tunnel's mouth. There is a Crystal Switch here, blending in with the ice. Activate it, and the chunk of ice on the west side of the room will vanish, revealing a Gold Skulltula. Kill the Gold Skulltula and take it's token.



Gold Skulltula #1 [GSMQ073]

Found: In the room just past Shadow Link's room, which resembles a subterranean river.

Requires: Longshot, Iron Boots (optional)

Start heading along the winding river path, pulling yourself from Longshot Target to Longshot Target using the Longshot. Be sure to aim for the top edge of each Target, and climb onto the top before pulling yourself to the next one. If you fall into the water, equip your Iron Boots and use the Longshot to pull yourself back on top of one of the targets. The game is extremely picky about when it will let you use the Longshot. If initially it won't let you use it even when you're using the Iron Boots, then shift around slightly until you are COMPLETELY submerged.

When you reach the third Longshot Target, stop on top of it, and look east. On the ceiling above the fourth Longshot Target is the a Gold Skulltula, whose scuttling is all but drowned out by the noisy water. Kill it and take it's token with the Longshot.

Gold Skulltula #2 [GSMQ074]

Found: In the first room of the dungeon, with the water level set to it's second level.

Requires:

The water level should be set to it's second-highest level. If you need to reset the water level, then follow the instructions of the following paragraph:

Return to the Water Switch on the east wing of the dungeon, and lower the water level to it's lowest level. Return to the tower in the center of this area, and use the Water Switch in there to set the water level to it's second level (you HAVE to do it in this order, unfortunately). Once the water level is at the second level, return to this area.

Remove your Kokiri Boots, and rise to the second floor of the room (use your map to check your level). Go to the south side of the room, and you'll find a grating with a switch in front of it. Step onto the switch to open the grating, and run through it before the grating shuts again.

Run down the hall, and around several corners. You'll eventually reach a point where the hall splits left and right, with a grating between the split. Watching out for Lizalfos, cast Din's Fire while standing in front of the grating. Din's Fire will light a torch on the other side of the grating, opening the grating. The fire should also kill a Gold Skulltula; take the token that it leaves behind.

Gold Skulltula #3 [GSMQ075]

Found: Start in the first room of the dungeon; I'll explain it from there.

Requires: Iron Boots and Longshot and Bombs and Scarecrow's Song,
Zora Tunic (optional), Fire Arrows (optional)

Use the Iron Boots and the Zora Tunic to sink to the bottom of the first room of the dungeon. Head down the tunnel here, dropping down into a lower tunnel. Run to the end of this tunnel, removing your Iron Boots to float to the surface of the water. Climb onto the ledge on the south side of the pool, then look to the north. A line of spikes blocks access to the north; pull yourself over the spikes using the Longshot Target above them. Go through the door on the other side.

Run forward to the edge of the water, and look off to the left. There's a tunnel off here, which Navi will flutter over to when you come close enough. Play the Scarecrow's Song when Navi does this, and Pierre the Scarecrow will appear in the tunnel. Pull yourself over to Pierre with the Longshot.

Run to the west end of the tunnel, ignoring the opening you pass on the right. At the end of the tunnel, you'll step into a deep pool of water. Equip the Iron Boots to sink to the bottom fo this pool. Run around several corners until you reach another dead end, then switch to the Kokiri Boots to rise up.

Climb out of the water here, and go through the door in this tiny opening.

The door seals itself shut as you enter, and a Stalfos appears. Defeat it, then smash the crates in the room. One of them hides a Small Key. Return to the previous room.

Return to the tunnel which you used Pierre to enter. Now is the time to enter that hall we passed earlier. Go to the end of this hall, and through the door.

There's a Crystal Switch to the right as you enter; ignore it for now. Light

the torch nearest you with Din's Fire, then light the other three torches in the room by shooting arrows through the flame and into the unlit torches (alternatively, you can just use Fire Arrows, if you have them). The other three torches are to the left and right, and directly across from the first torch. Once all four torches are lit, then the door on the opposite end of the room will open.

Now, activate the Crystal Switch, and three water pillars in the floor below will rise into the air. Jump across the water pillars to the other side of the room, and through the newly opened door. If you fall, then stand on one of the water pillars, and shoot the Crystal Switch again with an arrow. Alternatively, you can just use the torch as an anchor for the Longshot.

Jump down a series of ledges, landing in a shallow pool of water which is positively packed with Dodongos. Use rapid Spin Attacks to kill some of them, and once you've cleared a little room out, start aiming for their tails. Pull yourself out of the pool using the Longshot Target on the west wall.

Two more Dodongos lurk in the tunnels to the south (it's possible they've already wandered out). Kill this pair as well, and all of the Dodongos in the room will now be dead. Once they're all dead, a door to the south will unseal itself. Pull yourself up to the door using the Longshot Target on the south ceiling, then go through the newly opened door.

Smash all of the crates in this small space. You'll find a Gold Skulltula inside one of them. Kill it and take it's token, then backtrack to the Vertical Hallway (the three-tiered room at the beginning of the dungeon). There are still three Gold Skulltulas lurking in this dungeon, but you'll have to return later with new items to get them.

Gold Skulltula #4 [GSMQ076]

Found: In the first room of the dungeon.

Requires: Iron Boots and Fire Arrows and Scarecrow's Song and Longshot,
Zora's Tunic (optional)

Staying on the sandy, bottom level, head around to the south end of the room, and through the tunnel there. Run down the hallway, sinking to the bottom of a pit. Run to the end of this new tunnel, then float up at it's end.

When you return to the surface of the water, you'll be in a small room with a platform rising out of the water. Climb up onto the second level of the platform, and look down the west end of the hall. Navi will flutter down the hall, and turn green. Play the Scarecrow's Song, and Pierre will appear down the hall.

Pull yourself over to Pierre with the Longshot. Keep heading west down the hall, killing a pair of Stalfos who appear. There's a grating here, with the clear sounds of a Gold Skulltula heard behind it. Turn around and face the opposite end of the hall. There are three unlit torches high on the wall here, just out of range of Din's Fire (which is why you need the Fire Arrows). Fire a single Fire Arrow into each of the torches. Once all three are lit, the grating will lift.

Smash the pots and the crates in the newly opened room, then look on the ceiling to see the Gold Skulltula. Kill it and take it's token with the Longshot.

Gold Skulltula #5 [GSMQ077]

Gold Skulltula #1 [GSMQ079]

Found: The bottom-most room of the dungeon

Requires: Lens of Truth (optional), Longshot OR Fairy Bow (optional)

Head for the green pool, which is the centerpiece of the Bottom of the Well's bottom-most room. Head for the southwest corner of the room. Use your Lens of Truth to see Big Skulltulas hanging from the ceiling. At the end of the tunnel and past three invisible Big Skulltulas, you'll find a lone Gold Skulltula on the floor. Kill it and take it's token, then return to the green pool.

Gold Skulltula #2 [GSMQ080]

Found: Behind a locked door on the west end of the prison in the center of the dungeon.

Requires: Lens of Truth

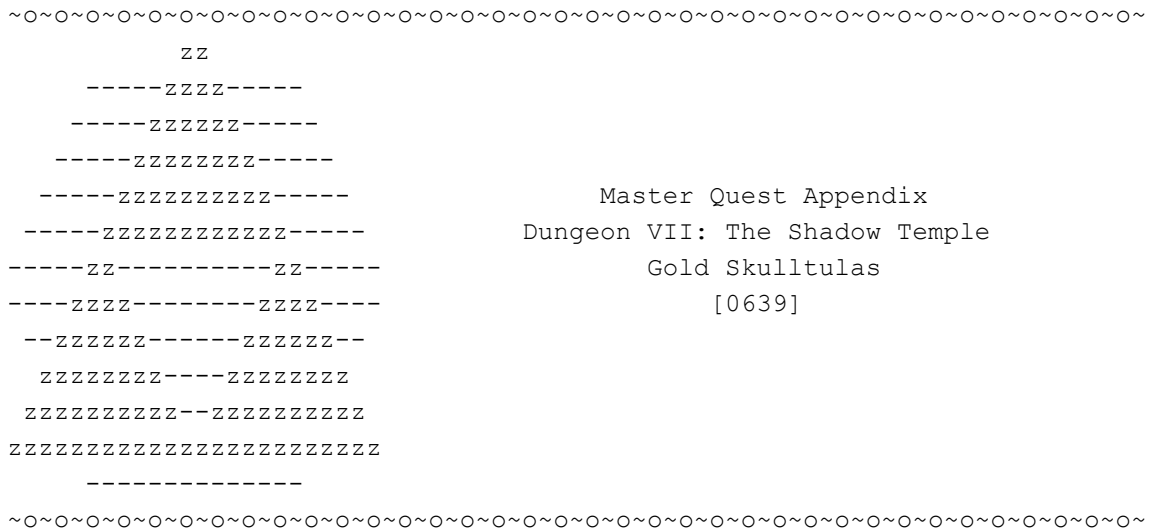
Use the Lens of Truth to see that this room is packed with Big Skulltulas and Keese. Defeat them all, then pull aside the gravestone in the room. You'll find another Gold Skulltula underneath it. Kill it and take it's token.

Gold Skulltula #3 [GSMQ081]

Found: Behind a locked door on the far west end of the dungeon's main floor.

Requires: Nothing

Ignore the torches in the room; you'll just make life more difficult if you activate them. Behind one of the statues at the west end of the room, you'll find another Gold Skulltula, the dungeon's last. Kill it and take it's token.



Gold Skulltula #1 [GSMQ082]

Found: In the small prison in the southwest area of the large cavern filled with guillotines.

Requires: Nothing

In this large room are several crushing ceilings. Use the Lens of Truth and look to the right, and you'll see a stone block embedded in the wall. Pull it out of the wall, and align it with the track on the floor.

Gold Skulltula #3 [GSMQ096]

Found: Start in the room with the giant Colossus statue; I'll explain from there.

Time Period: Adult Link ONLY

Requires: Mirror Shield and Longshot and Fire Arrows and Megaton Hammer and Song of Time and Epona's Song and Sun's Song and Song of Storms and Zelda's Lullaby

Climb down to the main floor of the room, watching out for the Wall Master who guards the area. There are three torches situated around the giant Colossus Statue, sitting atop tall pillars. Use Fire Arrows to light these. You've got to be quick, as the torches don't stay lit for very long. Successfully lighting all three of the torches in the room will open a door on the southeast side of the room. Climb back up to this door, and go through it.

You'll face two Stalfos and a Wall Master in this room. Eliminate the Wall Master first, then take out the Stalfos.

Now, turn your attention to the three sun panels in the room. Use the Mirror Shield to reflect the beam of light in the room into the three Sun Panels. Go one at a time, though, as each Sun Panel will summon in a Wall Master. Kill all three of them to open a grating on the north side of the room. Drop through this grating.

Head south when you land, going through the door there. Watch out for the Blade Traps that strafe the room.

On your last few visits to this room, you probably found a few Silver Rupees. But, this is the first time you've actually been able to solve that puzzle. Find the two Silver Rupees in this small space. Then, bomb the boulder directly in front of you, revealing a Rusted Switch. Activate it with the Megaton Hammer.

The switch will temporarily remove the Water Pillar to the west. Quickly run through the Water Pillar before it reactivates, grabbing the Silver Rupee which sits in the middle of the hallway on your way through. Once you're on the other side, you'll be stuck back at the start of the dungeon.

Head back towards the entrance to the dungeon, and look for the two boulders on either side of the stairs. Bomb them, revealing the final two Silver Rupees. Take them, and a chest appears on the north end of the room which contains a Small Key.

Now, loop back around through the dungeon, back to the other side of the Water Pillar. There are two doors here; one to the west, and one to the east. Go through the locked door to the east.

There's a rusted switch right in front of you as you enter. Use the Megaton Hammer to activate the switch, opening a grating further down the room. Jump down into the pit, which is patrolled by boulders. There's also a Moblin, your old friend from the Sacred Forest Meadow. Watching out for the boulders, stun the Moblin using the Longshot, then take him out with the Master Sword.

Now, run over to the alcove you opened by activating the rusted switch. Play the Song of Time while standing in here, and you'll open a grating on the other end of the room. Run over into this alcove, and play Epona's Song. Another grating in the room will open. Stand in this grating, and play the Sun's Song.

Yeah, another grating. Stand in here, and play the Song of Storms. Another grating. Stand in this new alcove, and play Zelda's Lullaby. The door on the

These unique enemies aren't that hard, since they can be defeated without them ever getting the chance to attack you. If you have the Biggoron Sword, then use it for a faster victory.

To damage the Flare Dancer, the first thing you must do is separate it's heart from it's flaming body using the Hookshot. Once this is done, the heart will literally begin running around the room very quickly. Begin circling the room in the opposite direction so that you intercept it halfway around the room, and use a jump attack to deal damage to it (use a regular strike if you have difficulty timing the jump attack).

After a time, the Flare Dancer will jump back into the pillar of flames in the middle of the room, and reignite his flaming body. Steal his heart with the Hookshot again, and the process starts over. The Flare Dancer progressively changes colors depending on how much damage he has taken. When he sprouts green flames, then he is nearly dead. If the Flare Dancer does manage to get off an attack, then he will create a bunch of tiny flames which will pursue you around the room. Not terribly dangerous.

-M-I-N-I--B-O-S-S-

Shadow Link

The first thing to know when fighting Shadow Link: do not perform a Stab attack (forward + attack while L-Targeted). It's tempting to use this attack a lot (because let's face it, it works really well on most other enemies). But Shadow Link will just... well, you'll just have to see what he does. In fact, fighting Shadow Link with a Sword isn't really recommended at all. Attacking him with pretty much any basic sword attack will cause him to retaliate with the exact same attack. Pretend that Shadow Link and Hero Link's sword attacks are magnets, each with the same polarity. The same attacks will just deflect one another.

So the trick is to use an attack with a negative polarity; i.e., an attack that Dark Link can't perform. This means using the Megaton Hammer. He can't deflect the Megaton Hammer. He won't even try. Just smack him around with it until he dies. Okay, a cool fight, but really easy and almost laughably pointless. If you're a combat purist and refuse to use such an easy tactic, then the second-best way to beat him is to use regular sword attacks, but don't L-Target him.

-M-I-N-I--B-O-S-S-

Deadhand

Deadhand is relatively basic, and follows an easy pattern. Allow one of his hands to grab you, and Deadhand's body and head will appear and move slowly towards you. Struggle free of the hand holding you by rotating the control stick and slamming buttons, then L-Target Deadhand's head. Stand still (out of the range of the hands), and wait for Deadhand to get near you, at which point his head will lower to attack. Execute a Jump Attack before Deadhand can attack, and he will begin to run away, eventually sinking back into the ground. Allow another hand to grab you, and repeat the process until Deadhand dies.

-M-I-N-I--B-O-S-S-

Iron Knuckle

Iron Knuckles are tough, massive, and deal loads of damage. You have two methods of attack: either take the Stalfos method, by dodging the Iron Knuckles relatively slow attacks, and then attacking in the aftermath of the Iron Knuckles own attacks. Or the easier, faster method is to just use Nayru's Love and go kamikaze while you are invulnerable. Even though you're invulnerable,

King Dodongo is a very easy boss (arguably easier than Gohma, but it's a difficult argument). He has two main phases; one, where he lumbers around the room in a circle, and will breathe fire at you. Two, where he rolls up into a ball and ricochets around the room. In order to damage him, you must wait for him to begin inhaling in the first phase, and quickly throw a Bomb into his mouth. The bomb will explode in his stomach, stunning the King Dodongo for a few seconds. You are given only one sword swing when he is stunned, so make it a Jump Attack.

After you have hurt Dodongo, he will begin his second phase. Stand on the edge of the lava or in one of the corners of the room to avoid his rolling attack. After the King Dodongo rolls halfway around the room, he will revert to Phase One, where the fight's pattern resets. After three Jump Attacks or six normal sword attacks, Dodongo will die.

-----B-O-S-S-----

Bio-Electric Anemone BARINADE

Barinade is by no means a difficult boss, but he is the first boss in the game who has a real chance at killing you.

In Barinade's first form, he is attached to the floor and ceiling by his roots and tentacles. His main attack in this form is to shoot bolts of lightning at you with the "satellite dishes" on his head. L-Target the tentacles attached to the ceiling, and begin circling the boss. It doesn't matter what direction you choose to circle in, but stick with it. Changing course will result in you getting electrocuted. Destroy the tentacles attached to the ceiling with the Boomerang.

Once you have destroyed the tentacles attached to the ceiling, the boss enters phase two. The Baris attached to Barinade's base will detach and begin circling the boss in some kind of giant carousel. Dodge through the circling Baris, and stun the boss by striking its base with the Boomerang. The Baris will release from their bonding to Barinade, and become vulnerable. Destroy them with your Boomerang. After a short time, the Bari will reattach themselves and begin circling again. Repeat until all of the Bari are destroyed.

The boss now enters phase three. This is essentially the same as phase two, except that the boss is now capable of moving about the room and the ring of Baris is much smaller and faster. Keep throwing your Boomerang at Barinade until it can penetrate the fast moving Baris, and it will stun him. Destroy the Baris. Be careful while destroying them, as the "satellite dishes" will resume their attacking.

Once all of the Baris are dead, then you enter the boss' final phase, in which you are finally able to damage him. Stun him with your Boomerang, then run into strike its base with Jump Attacks. Watch out, however - the satellite dishes will keep on firing the whole time. After two Jump Attacks, Barinade will retreat into the ground briefly. Keep dodging the Satellite Dishes until he emerges from the ground, then resume stunning and damaging him. After five Jump Attacks, Barinade will be defeated.

-----B-O-S-S-----

Evil Spirit from Beyond PHANTOM GANON

At the start of the fight, Phantom Ganon will be mounted on a flying horse, and will retreat into one of the paintings that encircle the room. He will then appear in two of the paintings, charging towards you down the path; one of them

is the real Phantom Ganon, the other is fake. The fake one will turn back at the last minute, the real one will emerge from the painting and scatter the field with electricity. To damage Phantom Ganon in this phase, you must shoot him with an arrow as he emerges from the painting. The real Phantom Ganon will make the painting slightly brighter. Even if you mess up and choose the fake Ganon, then there is still enough time to change targets.

After you have shot Phantom Ganon three times in his first phase, then he will enter his second phase. If you have the Biggoron Sword, then switch to it now. The Shield is worthless in this phase, and the Biggoron Sword's wider reach is a significant advantage in this next part.

Phantom Ganon will now begin throwing balls of lightning at you. To damage him now, you must stun him by reflecting these lightning balls back at him using sword strikes (if you're feeling silly, you can also use Bottles). The ball moves faster with each successive hit. If you're feeling reckless, then you can stand closer to Phantom Ganon. This makes it harder to reflect shots, but can get the fight over faster if you're good. Conversely, you can stand on the opposite end of the field to reflect the shots. This is easier, and recommended for newer or uncoordinated players.

Once the ball strikes Phantom Ganon, then he will be stunned briefly and fall to the ground. At this point, you should run in and begin pummeling him to death with the Biggoron Sword (or Master Sword if you don't have the Biggoron Sword yet). Only do one Jump Attack, then proceed to regular strikes. Doing repeated Jump Attacks takes too long, and the close range may make several of them miss. Once Phantom Ganon recovers from the stun, then he returns to throwing balls of lightning at you. Repeat reflecting and attacking Phantom Ganon until he is defeated.

-----B-O-S-S-----
Subterranean Lava Dragon VOLVAGIA

Volvagia isn't so much a Subterannean Lava Dragon as he is a Giant Flaming Whack-A-Mole Dragon. Nevertheless, this is one of the coolest and most cinematic fights in the whole game, so enjoy it while you're here. Jump out to the large slab of rock in the middle of the cavern, and run to the middle of the platform to begin the fight.

In Volvagia's first phase, he appears randomly in one of the nine pits that dot the battlefield. You'll know which pit he'll appear in, as a large amount of smoke and cinders will appear around the pit. Run towards this pit, and Volvagia's head will emerge. Smash his head with the Megaton Hammer (use a Jump Attack with the Megaton Hammer for best results), and it will briefly stun Volvagia. At this point, you can get one more attack in on him. So make it a Jump Attack with the Biggoron Sword for best results (if you don't have the Biggoron Sword, then the Megaton Hammer is a decent substitute). If you take too long to stun Volvagia, then he will attack you, and appear in a different pit so you can try again.

In his second phase, Volvagia will emerge from one of the pits (again, you can tell which ones by the smoke and cinders that appear around the pit) and fly around the room, chasing you and trying to breath fire on you. The easiest way to avoid damage in this phase is to just run continuously to the left or right in a small circle, preferably near the center of the battlefield. After a time, Volvagia will dive back into one of the pits and revert to his first phase. This time, however, he'll try to trick you by changing which pit he comes out of just before he emerges.

After you damage Volvagia again, then he will emerge from the pits once more

and begin flying towards the ceiling. The roof will begin to fall, raining the battlefield with boulders. Easily the best way to avoid this form of attack is to just run to the edge of the battlefield and hang off the edge. After the boulders stop falling, then Volvagia will dive back into a pit in the ground, and revert to his first phase, this time bouncing between even more pits before finally emerging from one. If Volvagia is not dead by this point, then he will begin changing back and forth between Phase 2 and Phase 3, always alternating back to Phase 1 so you can damage him.

-----B-O-S-S-----
Giant Aquatic Amoeba MORPHA

I often hear this boss described as "hard." I can only assume one of two things: people assume that since the dungeon is fairly difficult and confusing, then the boss must also be so. The only other theory I can come up with (and the one that I tend to favor) is that most people suck. The only thing "hard" about Morpha is it's ability to deal quite a large amount of damage in one attack (which deal four to six hearts of damage... but since you should have fourteen or fifteen heart containers by now, that's no big deal).

For the duration of this boss fight, it's very important that you avoid entering the water, since this will give the boss easy opportunity to attack you. You should also avoid standing on the four platforms on the inside of the room, since this will allow Morpha to attack you from several sides (this takes more precedence later in the fight when Morpha has several arms to attack you with), and also gives you very little room to move, making it even easier for Morpha to grab you. If you fall in the water or somehow end up on one of the inner platforms, then get back to the perimeter of the room posthaste. There are ladders on the platforms in the middle of the room you can climb up if you happen to fall in the water.

Morpha essentially has the same phase through the entire fight, where it will attack you with it's arms. The more damage the boss takes, the more arms appear. Morpha's "nucleus" (the large white brain/eye) will typically enter one of these arms, and the arm will stretch out towards you. If you make contact with the arm, then it will grab you and hurl you into the wall. Which hurts about as much as you'd think it would. Thankfully, your Longshot outranges Morpha's arms by a considerable distance. So stay a fair distance away to avoid Morpha's only attack - it's arms. You'll know Morpha is generating another arm and is getting ready to attack when it spins around rapidly in the water below. After a while, it will spawn multiple arms. These arms rarely appear close enough together to box you in - unless, of course, you're standing on the platforms in the middle of the room. Which I already told you to stay off of.

When Morpha enters one of it's arms, this is your opportunity to attack. Grab it with the Longshot, and it will remain stunned long enough for you to attack it once, maybe twice. Which is why you should make that attack a Jump Attack with the Biggoron Sword (which you can, and should, have by now, no excuses). If you don't have the Biggoron's Sword, then a Jump Attack with the Megaton Hammer will do. After Morpha is damaged, it will bounce randomly around the room for a little while, then return to the water and start spawning more arms. Continue attacking Morpha in this fashion until it dies.

Now if you're anything like me, you'll wonder how the hell people can find this boss hard.

-----B-O-S-S-----
Phantom Shadow Beast BONGO BONGO

Pure evil has a name. And that name is: Bongo Bongo. Drop down the pit in the middle of the room to begin the fight.

The entire boss fight is fought on a giant drum. A giant Bongo Drum. Yep, that's right. Bongo Bongo will attack you with his hands, or try to knock you off the drum by pounding it hard. Just use basic dodging to avoid these attacks. There's really no trick to it. Just make sure you're using the Kokiri Boots, otherwise this fight will be unnecessarily difficult.

To damage Bongo Bongo, you must make his eye appear. To do this, shoot both of his hands with arrows to stun them. They recover quickly, so shoot fast. Use L-Targeting; the hands move much too fast, and the constant movement of the drum makes manual aiming pretty much impossible. Once you stun both hands, use the Lens of Truth to look at the space between the hands, and you'll see Bongo Bongo's eye. Shoot it with an Arrow as well, and Bongo Bongo's torso will fall to the floor, letting you attack it. As always, that attack should be a Jump Attack from the Biggoron Sword (which you can, and should, have by now). The boss fight then resets. Repeat until Bongo Bongo dies. If you run low on magic or arrows, Bongo Bongo's hands drop more when you stun them.

-----B-O-S-S-----
Sorceress Sisters TWINROVA

The Sorceress Sisters have two distinct phases, both of which are very fun and very exciting. This is possibly the best boss fight in the game, so enjoy it while you're here. The Sisters each have their own element which opposes the other. Kotake is Ice, and Koume is Fire. The first thing to know when fighting them in this phase is that L-Targeting is not your friend, and having your sword out is not necessary.

Run around the platform, and try to get both of the sisters in your range of vision at the same time. That's the key to this part of the fight; keeping both of them visible. This is why L-Targeting is not helpful. After a while, one of them will begin charging up an attack (you'll know they're doing it as weird shapes will appear in front of them while they cast the spell). Very quickly, a beam will appear. You have to now use the Mirror Shield to reflect this beam into the other sister, much as you reflected the beams of light earlier in the dungeon. It's not easy to do, and will indeed take much practice. Don't even TRY to L-Target to aim the beam; if you do, the beam will just fire off in some random direction and won't even get near the other sister. No other methods of attack work (though the Fire Arrows and Ice Arrows seem like they should... but they don't).

If you fail to reflect one of the beams, then it will impact on the floor, creating a ring that damages you (and in the case of Kotake's ice beam, freezes you... which sucks). For this reason, if you know you can't reflect the beam into the other sister, reflect it anyway. It's better than the alternative. After you reflect a few beams into each of the Sisters, then the boss enters it's next phase.

Now truly Twinrova, the Sorceress Sisters form one entity. So you can now L-Target. If you have the Biggoron Sword (which you can, and should, have by now), then use it for this stage of the fight, but keep it "Put Away" until you're ready to damage Twinrova. To "Put Away" the Biggoron Sword, stand still until the A-Button on the command menu reads Put Away. Then press the A-Button. After you've attacked Twinrova, you want to put the Biggoron Sword away again. You can only Put Away when you are not L-Targeted. If all of this is too much for you, just use the Master Sword.

As Twinrova, the sisters gain the ability to fire both Fire and Ice. In order

to stun Twinrova and make her vulnerable to attack, you have to absorb three spells of the same alignment IN A ROW. This means that, if you absorb two fire spells, then an ice spell, then the two fires will be negated and you have to absorb two more ice spells. Near the start of this phase, Twinrova will generally use three shots in a row of the same alignment. But later on, she'll start mixing things up. For this reason, only hold down the R Button to absorb attacks you actually want. Otherwise, release the R Button and dodge the beams (dodge twice to the right or left to avoid most beam attacks, but make sure you don't dodge right off the ledge). You can tell which beam Twinrova is about to use by looking at which wand she waves - the right is Ice, the left is Fire. You can also tell which beams your Mirror Shield has absorbed by looking at it - it flashes red for fire, and white for ice. The faster it flashes, the more beams absorbed.

After you absorb three beams of the same alignment in a row, then the Mirror Shield will unleash a massive beam back at Twinrova (keep the shield drawn to make sure the beam connects). This will stun her momentarily, causing her to fall to the platform below her. At this point, quickly equip the Hover Boots and draw your sword. Run out to Twinrova. When you're halfway across the gap, use a Jump Attack to go the rest of the way and damage Twinrova at the same time. Then switch to basic sword strikes. When Twinrova recovers, return to the main platform and switch back to the Kokiri Boots, where the second phase starts over. When returning to the main ledge, it helps if you momentarily release the L-Lock on Twinrova. Repeat the above steps until Twinrova is dead.

-----B-O-S-S-----
King of Thieves GANONDORF

Navi is unavailable during this fight, meaning you can't L-Target and she can't give you advice with C-Up. Once Ganondorf is stunned with a Light Arrow, then Navi can L-Target again, but Navi becomes unavailable once more when Ganondorf recovers.

Those of you who liked the Phantom Ganon fight (which should be everyone) will be very pleased to hear that this is very similar. There are a few nuances to this fight that are quite different, though. For one, Ganondorf remains stationary in the center of the room. He also has a Shockwave attack, which will collapse bits of the floor, creating pits that lead back down to the Tower Floor Five area. For this reason, don't go near Ganondorf until he is stunned, or else he will use the Shockwave and make this fight more difficult than it needs to be.

Ganondorf will throw balls of lightning at you, which you must reflect back at him with sword strikes (or you can use Empty Bottles if you're feeling creative). If you miss a ball of lightning and it doesn't hit you, then it will destroy whatever floor panel you happen to be standing on, knocking you down to a lower floor. You'll have to climb back up using the tiles on the pillar in the middle of the room.

Ganondorf will reflect the balls back at you as well, so keeping reflecting them until one strikes and stuns Ganondorf. There is a new wrinkle to the fight at this point; you must now shoot Ganondorf with a Light Arrow, whereupon he will become stunned. You can now L-Target him. Quickly equip the Hover Boots and use them to cross the pit in the middle of the floor. Just like in the Twinrova fight, use a Jump Attack when you're halfway across the pit to deal extra damage to him, then switch to normal attacks. When Ganondorf recovers, run back to the perimeter of the room and switch back to the Kokiri Boots.

Ganondorf will occasionally use a new attack where he will charge up a lot of

power (you'll know when he's doing it, as he will hold up both arms to create the spell instead of just one arm for the Lightning Ball). To stop him from using this attack, shoot him with a Light Arrow. This will instantly stun him, letting you get in more attacks. As always, use the Biggoron Sword if you have it. Which you can, and should, have it by now. Ganondorf's cape acts as his life meter; the more tattered it becomes, the closer to death he is. Once Ganondorf is defeated, keep that controller ready - the game isn't over yet.

--B-O-S-S--
GANON

At the start of the fight you won't have access to the Master Sword. Which doesn't really matter, since Shields are useless against Ganon, and you should have the Biggoron Sword by now. If for whatever reason you don't have the Biggoron Sword, then the Megaton Hammer will have to make due. For this ultimate showdown, Navi will be available for you to L-Target Ganon, unlike in the previous fight against him.

Like all evil demons of the underworld, Ganon's weakspot is his tail. In his first phase, you'll have to L-Target Ganon and then begin performing side dodges (hold right or left and press A) to speed around behind Ganon. When you get behind him, do a Jump Attack with the Biggoron Sword or Megaton Hammer to deal a hefty amount of damage to Ganon. After you hit his tail, he will raise it up out of your reach. Begin strafing around back to his front side, and his tail will lower, letting you strafe back around to attack his tail again. Repeat this method until a cutscene shows the flames around the perimeter of the arena lowering. Run over to Zelda and retake the Master Sword when this happens.

If you have the Biggoron Sword, then stay with it for now. If you were using the Megaton Hammer as your weapon, then switch back to the Master Sword now. Return to the Ganon to begin the final phase of the fight. Your goal is still the same: attack the evil fiend's tail. Except now, you can't just strafe around to it. You have two options: shoot him in the face with a Light Arrow, or release your L-Target and roll between his legs. Whichever path you choose, once you are on his backside, L-Target him and perform a Jump Attack on his tail. If you are using the Biggoron Sword, do ten or so Jump Attacks, then switch to the Master Sword. Only the Master Sword can defeat Ganon. After a cutscene, you will be prompted to attack Ganondorf while he is being held in place by Zelda's magic. Do this, and the game is over. Too bad the final boss wasn't that creative.

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Q: How come Mido won't let me pass to the Deku Tree? I have the Kokiri Sword and Deku Shield.

A: Make sure you have them equipped in the Equipment subscreen. If either the Kokiri Sword or the Deku Shield is not equipped, then Mido will not let you pass.

Q: What do those numbers on my game file mean?

A: I've heard all kinds of crazy explanations for this one, anything ranging from experience levels to number of times you've completed the game. The real answer is, this number records the number of times you have seen the Game Over screen on that file (deaths that were recovered with a Fairy don't count).

Q: Why can't I get the Deku Nut Upgrade from the Forest Stage?

A: This upgrade cannot be gotten if you have already become Adult Link. Whether this is intentional or is a bug in the game is hard to say, but a bug seems to make more sense.

Q: Where is the Triforce?

A: The Triforce is not a tangible object in the game. When Link opened the Door of Time in his childhood, then the Sacred Realm was unsealed. The three shards of the Triforce (Power, Courage and Wisdom) each went to a different person in the world: Ganondorf got the Triforce of Power, Link got the Triforce of Courage, and Zelda got the Triforce of Wisdom. This is clearly shown at the end of the game, when the different parts of the triforce shine on each character's hand.

Anyone who says anything about a Sky Temple, Kaepora Gaebora, the purple tunic, flying boots, etc. is a liar. Anyone who believes them is a moron.

Q: But I've seen pictures of Link obtaining the Triforce!

A: Yes, and Link's Hylian Shield also looks very different, and his character model is practically a skeletal frame. It's clearly a picture from a beta version of the game. Anyone who can't see that right from the start is a moron.

Q: How do I unfreeze Zora's Domain?

A: Short answer: you can't.

Long answer: Zora's Domain begins to unfreeze after you beat the Water Temple. However, it doesn't just happen overnight. Ganondorf trapped Zora's Domain in it's own private ice age. Ice takes time to melt. The more of it there is, the more time it takes. Zora's Domain unfreezes eventually. We know this, as Zoras appear in the party at Lon Lon Ranch during the credits.

Q: I'm missing nine Gold Skulltulas. Where are they?

A: The nine most commonly missed Gold Skulltulas are the nine hidden in the patches of soft earth through Hyrule. As Young Link, travel to the patches of soft earth (Kokiri Forest, Lake Hylia, Gerudo Valley, Death Mountain Trail, Death Mountain Crater, Kakariko Graveyard, Desert Colossus, and two in the Lost Woods) and drop a Bottled Bug into the patch. Each of the patches will produce a Gold Skulltula. For whatever reason, the patch of soft earth at Zora's River does not contain a Gold Skulltula.

Q: How come I can't sell the Skull Mask to the Skullkid?

A: He will only buy the mask from you if you've already played him Saria's Song and earned the Piece of Heart.

Q: What's the point of climbing the Windmill in Kakariko Village?

A: If you don't know what this guy is talking about... you can use the Longshot to access hidden openings in the Kakariko Village Windmill. These openings do nothing. They are probably a leftover bit from something that was taken out of the game, possibly a fight against Bongo Bongo when he attacks Kakariko Village.

Q: How do I get across the pit of lava on the east side of Goron City?

A: You need both the Longshot and the Song of Time to get across the pit. Play the Song of Time to make a Block of Time appear, then stand on the block to use the Longshot and pull yourself across the lava pit. What's on the other side? A pit containing Business Scrubs, selling rubbish.

Q: What does the arrow made of rupees point to in the pit in Gerudo Valley?

A: The wall. There is nothing there.

Q: How do you beat the Running Man?

A: As Adult Link, you can challenge the Running Man who bought your Bunny Hood as a child to a footrace from the Gerudo Valley Carpenter's Tent to the entrance to Kokiri Forest. It doesn't matter how fast you go, he'll always beat you by exactly one second. The developers of the game have been reportedly "very amused" by the fact that we silly Americans have not, I quote, "Been able to figure that out yet." What we haven't been able to figure out is anyone's guess (they aren't terribly specific). It could mean that we haven't figured out how to beat him yet, or still haven't figured out that you can't beat him (given that new rumors pop up almost daily on how to beat him).

In the end, it seems that all the Running Man is a time trial to see how quickly you can travel from Gerudo Valley to Kokiri Forest. He does, after all, keep track of your best time. Originally some kind of reward may have been involved in this challenge, but just as with the hidden passage in the Kakariko Windmill, this reward has been removed.

Q: What is the "Gold Skulltula Trick?"

A: This trick lets you get unlimited Gold Skulltula tokens, even past the 100

mark (the Quest Subscreen even shows the number going above 100). To perform this trick, head for the pit in Hyrule Castle Garden which can only be opened with the Song of Storms. It's near the tree in the area with Talon's Milk Crates. Drop down into the pit, and look for the Gold Skulltula. Kill it, and then L-Target it. Use the Boomerang on the token, and then backflip into the beam of light leading back to the surface just before the Token touches you. If you do it right, then you'll get credit for the token, and the Skulltula will still be in the pit. You can repeat this as many times as you like.

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Legal Stuff, Links, Contact Information
and Special Thanks
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Contact Information

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If you would like to contact me online, you can e-mail me at [Andrew.ComfortablyNumb\[at\]gmail.com](mailto:Andrew.ComfortablyNumb[at]gmail.com). Poorly spelled letters, letters asking questions already covered in the guide, letters without a clearly defined subject, or just plain stupid letters will probably be ignored. If I do respond to a stupid letter, it's merely for my own entertainment. Don't expect me to be polite. If I don't respond immediately to your letter, it doesn't mean I haven't read it - I get lots of e-mails concerning my work, and I simply don't have time to respond to them all. I do, however, make a point of reading as many letters concerning my work as possible. Letters MUST contain the game's title in the heading. If they do not, then they will not be read and they will be deleted.

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Special Thanks

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