

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

by Osafune2

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THE LEGEND OF ZELDA: OCARINA OF TIME

FAQ/Walkthrough

Nintendo 64

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Version 2.00

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Version History:

- 0.25 - Started the entire guide, made the borders, ToC that sort of thing. I also wrote the walkthrough to Dodongo's Cavern along with how to get all the Heart Pieces and Gold Skulltulas on the way. It is looking pretty good if I may say so myself.
- 0.5 - Continued the walkthrough up past the Forest Temple, I also spent ages writing up how to get all 42 Skulltulas possible when a child that I am aware of and all 19 possible Heart Pieces.
- 0.53 - I went back through the guide and added several more Skulltulas that I got recently on my game file but realised you can get them a lot earlier, all the Skulltulas should now be in order. I also wrote the Walkthrough up to the Fire Temple.
- 0.6 - Completed the walkthrough for the Fire Temple and everything leading up to the Water Temple such as Heart pieces, Skulltulas and the Ice Cavern.
- 0.7 - Completed the Walkthrough up to the Shadow Temple, just need to play through the Spirit Temple on my current game file and I will have all the Temples FAQed, next version will probably have a finished walkthrough section.
- 1.0 - I managed to finish the entire walkthrough and most of the sections following on afterwards. This is the initial version and I intend to type up some strategies for the Master Quest game at a later date, but I am taking a rest from this rather large project and I need to start something fresh. Btw, I also moved the Heart Piece, Skulltula and Item lists so they are before the walkthrough, this was for ease of writing as I had already started them during the walkthrough process.
- 1.1 - I decided to remove the sidequest part as I covered that in the walkthrough and it made the guide look cluttered and bad with copy and paste jobs from the walkthrough section, just use Ctrl+F to find a sidequest.
- 1.12 - Very minor update, fixed a few errors and elaborated here and there, I also added some new borders to make it more pleasing to the eye on the actual walkthrough.
- 2.00 - Had a massive update, changed the format and revised some of the

walkthrough. I really cannot find the time or motivation to add the MQ dungeons, I am sorry but there are many other guides out there for that so I had this moved to the N64 version.

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Hello and welcome to my new revision of my first ever walkthrough - The Legend of Zelda: Ocarina of Time. You may notice that it has since been moved to the Nintendo 64 section, this is because I am having problems finding the motivation to finish the Master Quest sections so in the end I decided it was best abandoned as there are many superior guides for the Master Quest

dungeons already available on GameFAQs. As you can see it has a much more friendly format I feel and I am hugely proud of this work and I really hope you like it and find it useful.

I must say I think the walkthrough is very in-depth because I am an experienced Ocarina of Time player, having completed it well over 15 times since it came out in 1998 and I have covered how to find all the Heart Pieces and Gold Skulltulas as you play along because I believe that makes it much more useful. However, there does seem to be a mistake in the Gold Skulltula locations that I wrote as I went along, this may be a problem with the numbering though I am not sure, I will look into this as soon as I can. Other than that you should have no difficulty playing through the game using this guide and if you encounter problems with my Gold Skulltula descriptions in my walkthrough then I must apologise profusely and ask you to refer to the dedicated section later in the document as all is present and correct there and I have tested it myself.

Anyway, all is said and done, enjoy the guide and happy gaming!

-- Osafune2

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                                02. Story
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The story of the game essentially goes like this:

The three Goddess named Din, Nayru and Farore descended over the land of Hyrule when it was in chaos, Din cultivated the earth with her strength and Nayru gave the spirit of law and order to the world, such as the cycle of the days and nights and time flow etc. Farore created the life forms that would live on this peaceful, tranquil world.

They left the world and left three sacred golden triangles called the Triforce in the place where departed for the heavens. This place was called the Sacred Realm and the Triforce, which could grant the wishes of any who touched it, was guarded.

In the Kokiri Forest lived the Deku tree, he was the guardian of the forest and the keeper of the Spiritual Stone of the forest, the Kokiri Emerald He was visited by a wicked man of the west; an Evil Thief named Ganondorf! He demanded the Spiritual Stone and when the Deku tree would not grant him that which he demanded, he grew angry and cursed the Deku Tree with powerful magic.

The Deku tree called to him Navi, one of his fairies of the Forest, where the Kokiri Children lived, each child had a guardian fairy, except one, a young boy. He bade Navi go and summon him, she did so and became his guardian fiary for he had never had one before. He went to the Deku Tree and the Deku tree asked that he enter and break the curse, the boy did so and the Great Deku Tree gave him the Spiritual Stone of Forest and told him to go to Hyrule Castle and visit Princess Zelda.

"Thou Art courageous...."

The Great Deku Tree passed away after these words and Link set off on what would grow to be one of the greatest quests ever told in the land of Hyrule and would pass in to a legend that would survive on the Wind's

Breath...

That is a rough story I wrote because I cannot find my instruction manual.

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/\  /\          03. Characters          /\  /\
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/\/\LINK

Link is the yellow-haired, green hat wearing hero of all the games in the Zelda series, it may be a different Link on each game but they all look the same. Obviously you play as him as you embark on a quest across Hyrule to find all the Spiritual Stones and recover the all powerful Master Sword and overthrow Ganondorf, things go awry for Link however...

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/\/\PRINCESS ZELDA

Princess Zelda features in all the Zelda games and even gets her name in the title despite you not playing as her and she serving no purpose other than getting kidnapped repeatedly and causing Link a whole lot of bother. In OoT, she gets a dream she regards as a prophecy, depicting dark clouds as Ganondorf and a shining light which she thinks depicts Link and asks you to run a quest for her. She then later on decides to get kidnapped again.

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/\/\IMPA

Impa is the nursemaid to Princess Zelda and has cared for her since she was very young. She knows Zelda's Lullaby and teaches it to Link allowing him to show his connection to the Royal Family via a simple song which only Royal Family members or those close to them are permitted to learn. She is also behind the building and development of Kakariko Village and is one of the mysterious Sheikah people...

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/\/\GANONDORF

Ganondorf is the leader of the dreaded Gerudo thieves of the west, he is the only male among them and therefore is elected a great and powerful leader. He has only one thing on his mind and that is to get his hands on the all powerful Triforce and have the wishes of his black heart come true and rule over Hyrule in evil dominion... But he's not ALL that bad once you get to know him. :D

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/\/\SARIA

Saria is Link's best friend and has stood by him and supported him despite Mido and others in the forest looking down on him because he doesn't have a fairy. She is also the keeper of the Sacred Forest

Meadow and the sage of the Forest Temple.

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/\ \THE GREAT DEKU TREE

The Great Deku tree is the wise and benevolent guardian of Kokiri Forest and watches over the eternal children of the forest, the Kokiri. He also holds the Kokiri Emerald, something which seems to be of great importance to Ganondorf, something so important that he curses the Deku tree in frustration when he cannot get his evil hands on it.

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/\ \DARUNIA

Darunia is the biggest and toughest chief of the Goron mountain folk. He has recently been under a lot of stress because a man named Ganondorf asked him for the Spiritual Stone of fire and grew angry when he refused him it and blocked off Dodongo's Cavern, which is the main food source for the Gorons. He is also the sage of the Fire Temple.

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/\ \RAURU

He is the first sage you meet when you become an adult and he is the sage of the light temple in the Sacred Realm, he grants you his power to help you on your way to overthrowing Ganondorf.

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/\ \PRINCESS RUTO

Princess Ruto is the supposedly beautiful Zora princess and future Queen, but she gets swallowed by Lord Jabu Jabu when she goes out to feed him, Link goes and rescues her at the request of King Zora and she promptly falls in love with him, Link doesn't savour the prospect of hot, sweaty fish love and but takes the Spiritual Stone of Water from her which is also a Zora sign of engagement. Ruto is the sage of the water temple.

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/\ \NABOORU

This exotic beauty is the leader of the Gerudo thieves, she doesnt serve much purpose aside from being the sage of the Spirit Temple.

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04. Controls

Here are the controls for both the N64 original version and the new Gamecube version:

Control Stick - This is pretty basic, it moves Link around at varying speeds depending on how hard you press.

A Button - This is the action button, you use it to perform basic commands such as Open, Grab, Climb, Speak etc. It also makes Link Roll when running and backflip when Z targeting and moving backwards.

B Button - This is the sword button and the cancel button. Here are the basic sword moves:

Horizontal slice - Simply press B when stationery and not Z targeting, when targeting, press left or right on the control stick and B to execute this move.

Vertical slice - Z target and press B or run forwards and press B to execute a vertical slice.

Thrust - Z target and press up and B and Link should stab his foe.

Spin Attack - Hold B to charge power and unleash it to perform a spin attack, you can also quickly rotate the control stick and press B to execute a quick spin attack.

Jump Attack - Z target and press A to perform a jump attack, this is twice as powerful as the vertical slice.

Z button - This button is very important, you press it to lock on to enemies in battle, this is very useful because it allows you to attack and defend more effectively and Link will never lose sight of his target. You can also target NPCs to communicate with them.

C buttons - You can set items to C-down, C-right and left and then press those buttons again to use the items. C up makes Link look in first person view or respond when Navi is nagging him.

R button - This is the shield button, when Z targeting you can hold R and move around whilst holding the shield up.

Gamecube controls

Control Stick - This is pretty basic, it moves Link around at varying speeds depending on how hard you press.

A Button - This is the action button, you use it to perform basic commands such as Open, Grab, Climb, Speak etc. It also makes Link Roll when running and backflip when L targeting and moving backwards.

B Button - This is the sword button and the cancel button. Here are the basic sword moves:

Horizontal slice - Simply press B when stationery and not L targeting, when targeting, press left or right on the control stick and B to execute this move.

Vertical slice - L target and press B or run forwards and press B to execute a vertical slice.

Thrust - L target and press up and B and Link should stab his foe.

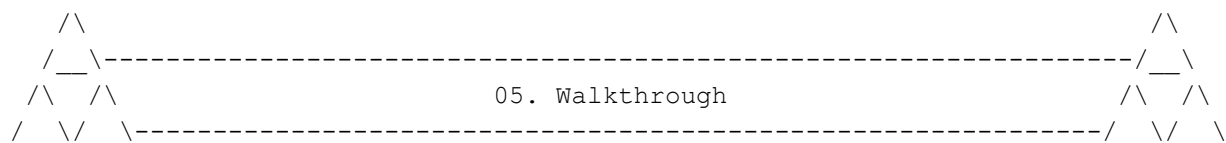
Spin Attack - Hold B to charge power and unleash it to perform a spin attack, you can also quickly rotate the control stick and press B to execute a quick spin attack.

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R button - This is the shield button, when Z targeting you can hold R and move around whilst holding the shield up.

L button - This button is very important, you press it to lock on to enemies in battle, this is very useful because it allows you to attack and defend more effectively and Link will never lose sight of his target. You can also target NPCs to communicate with them.



Watch the opening scenes where Navi the fairy flies out to you, after you wake up, head outside and Saria will come running up to you, descend the ladder and speak to her. The Great Deku Tree's meadow is to the right of Link's house across the pond, but Mido will not let you pass without first possessing a sword and shield. First we need the sword, head left along the path from Link's house to find a small slope, run up here and hop over the fences directly ahead of you, this is the hilltop training centre, there is no point in stopping here for now so just crawl through the little hole by pressing A when the action icon says "Enter." You will find yourself in a mazelike area with a boulder rolling around in circles, head to the right and grab the Blue Rupee which is worth 5 Rupees. Now wait for the boulder to pass and follow it through the long grass and then head left and then right, you will see a chest here, open it to get the Kokiri Sword.

Equip your new blade and leave this area, to purchase a shield we need to collect 40 Rupees, this isn't hard, in Mido's house directly ahead of you from the hilltop training area are some chests holding Rupees, there is also

a blue rupee on the ledge behind his house, head across the stepping stones to find a blue Rupee on the farthest one. The house of twins to the right of the pond contains some Rupee chests, and there is a Blue Rupee at the end of the walkway from on top of Saria's house to the left of your house. Once you have collected 40 rupees, head into the shop with the red roof and purchase a Deku Shield, there is also a blue rupee behind the counter if you are interested. Now equip your sword and shield and head left from the shop and speak to Mido, he will let you pass on seeing your equipment, though a little grudgingly. Follow the path behind him to encounter your first enemy, withered Deku Babas, just slash them with your sword to get some Deku Sticks; useful items for lighting torches.

Head past them and speak to the Deku Tree, there will be much talk here and he will ask you if you possess enough courage to undertake the task of breaking the curse that has afflicted him, say yes for crying out loud and enter his mouth when it opens.

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    /\  /\  Inside the Great Deku Tree  /\  /\
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You are now inside the first dungeon of the game, which is very easy by the way, head left and climb the ladder, kill the Deku babas first if you want. Anyway, once up the ladder, follow the path round and you will find a rough viney wall which Navi will give you an irritating explanation on climbing. You cannot climb it at the moment because there are Skullwalltulla's on it, or just Skulltullas for ease of use. There is a chest at the foot of it though, open this to get the DUNGEON MAP, this allows you to see all the rooms in the dungeon. Continue past this chest and you will see a door head near it to be told how to open a door by Navi. Open it and you will be confronted by a Deku Scrub, simply hold R and deflect the Deku Nut back at it and then head over to it, it will tell you some mildly important information on rolling when falling from a height.

Head through the door that opens behind it, in this room there is a large floating rock in the centre, jump on to this and it will to crumble, quickly jump across but it does not matter if you fall because you can climb up anyway. Open the chest across here to get the FAIRY SLINGSHOT! Set this to C, this is the treasure of thisdungeon and a very useful projectile weapon. Climb up the vines to the left of the chest to find a small chest containing a Recover Heart. Now head back down the vines, if you look back at where you came there is a ladder held up by some webs, shoot it with your brand new Slingshot and it will fall down, jump down and climb it, leave and head back into the main room. Head back along the path and you will see the vine wall with the Skulltulla's on it, shoot them down and climb up and head right, when on the upper level, follow the path round and open the door.

In this room there are two ledges, on at the far end and one on the left, there is also a switch that temporarily raises three platforms allowing access to either of these ledges. Before we do that however, it is advisable to clear the room of enemies, there are only two of them however, a Skulltulla and a Deku Baba, kill them and head back up. Use the switch and then jump across to the far ledge, open the chest for the Compass. Now head back and use the switch once more and head to the left ledge, there is a chest with a recovery heart inside and a GOLD SKULLTULA #1 on the wall behind, kill it and grab the token, there are 100 of these tokens in the

game and if you follow this walkthrough you will get all of them with ease, the rewards are quite good. Now head back to where you were and light a Deku Stick and use it on the torch next to it to allow you to leave this room. Once you are on the top platform, kill one of the Skulltulas to get access to the edge, look down at the webbing on the ground floor, now jump off the ledge and carefully aim so you land on this web to break it and fall down into the basements of this dungeon.

This area is filled with water, before you do anything, get on to the ledge on the left and kill the Deku baba, now look up with your Slingshot to the vined wall, there is GOLD SKULLTULA #2 situated on it, shoot it twice and then climb up to get the token. Now there is another one to get, there is a wooden sluice gate near the ledge on the left, there is Gold Skulltula #3 on it, kill it to reveal the token and then climb on to the ledge next to it and Z target + A to jump attack, this will allow Link to collect it. Now climb back on to the ledge and press the switch to ignite the torch, light a Deku Stick and then jump across to the opposite ledge, run past the Deku baba and quickly swing the ignited stick at the webbing to reveal a door, go through. In this room, kill the Deku Scrub and get the information from him, now use your Slingshot to shoot the eye above the door and head through.

This room also has water in it as well as a rotating spikey pillar of death across the room with a platform going across that you need to ride, jump into the water and swim to the left to find a floor switch under the water, dive with A and press it, this will drain the water and allow you to take the platform underneath the spikey pillar, do so and jump across. On this platform there is a big Skulltulla, kill it and then push the block to the right and climb it and enter the next room. In here, kill the Deku baba, and use Deku Sticks to ignite the unlit torches from the lighted one, now head through the door that opens. In this room, look directly up to see a big Skulltulla, shoot it down with your Slingshot. There is a dark circle of ground in this room, stay out of this other wise some Gohma Larva will descend and they are annoying. Now, there are two web covered areas, one leads to a Deku baba and a cracked wall that you need bombs for (leads to a Gold Skulltulla) and the other one leads to an opening that you need to crawl through, burn the webbing away using a Deku Stick and crawl through the hole.

You are on the upper ledge of the initial watery room, push the block down into the water and access the platform just across, now head to the platform with the burning torch on it, hop back across and on to the block, finally swipe with the stick to burn the web and drop down into some water. There are hearts here, collect them if you need and then climb from the water, there are three Deku Scrubs here and you must deflect their nuts back at them in the correct order, first get the middle one, then the one on the right and finally the one on the left, speak to the final one and he will tell you Queen Gohma's secret... Head through the door.

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+~~~~~| PARASITIC ARMORED ARACHNID: Gohma |~~~~~+
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|=====|
| The door will slam shut behind you, look up to the ceiling with C up and |
| you should see Gohma crawling about, when you make eye contact it will |
| drop down, once it has done so, L target it and ready your Fairy Slingshot |
| and when it's eye turns red, shoot to stun it and then slash it as much as |
| you can with your blade. After this it will head up on to the roof, it |
| tries to lay eggs which hatch into Gohma larvae but you can stop it, when |
| Gohma makes for the ceiling, keep her L targetted and watch for her eye to |
| turn red before she lays an egg, now shoot here to knock her down and stun |
| her, now go to work on her eye with your sword, this will kill her or at |
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| least it should kill her. Easy boss really. |

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Collect HEART CONTAINER and step into the warp. Once outside the Deku Tree will tell you of Ganondorf and how you must stop him and all the usual, he then tells you of the three Goddesses and the Triforce. After this he gives you the KOKIRI EMERALD and then dies. Now leave, Mido will stop you and blame you for the Deku Tree's death, continue onwards and leave Kokiri Forest.

There will be a little scene with Saria and Link and you will get the FAIRY OCARINA, after the scene ends you are on Hyrule Field. Head along this little path and you will meet a giant Owl called Kaepora Gaebora, he will tell you some crap about quests and destiny and then fly off, you will be seeing him quite a few times in the game. Now, we are supposed to go off and meet Princess Zelda at Hyrule Castle right away, but there is so much we can do before we go there.

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    /\  /\      Four Heart Pieces      /\  /\
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That's right, we can get a new Heart Container before we ever meet Zelda, and we can get ten Heart Pieces in total before the second dungeon. Head forwards along the path, then go a little to the left, you should see a wall and then a large dark structure, this is Lon Lon ranch, our destination. Head over there, it will probably turn dark and the Stal Children will arise, but there are also some Gold Skulltulas to be had at night. Once in Lon Lon Ranch, head past the main farmhouses and on to the large field with all the horses, on your immediate left is a tree, roll into it and GOLD SKULLTULA #4 will drop down, kill it and collect the token. Now head along the path around the back of the fenced area, if it is night time you will see GOLD SKULLTULA #5 on the back. Now head into the little out house behind you.

There are several cows in here, ignore them and go to the blocks, pull the one on the right out and then climb on it, drop down and pull the one in front of you out and climb over that and drop down the other side, you will then be able to push the one behind you out some more to reveal a crawspace, crawl through and collect HEART PIECE #1 that is nestling in the straw. Now you can leave Lon Lon Ranch altogether for now. Back on Hyrule Field, head left from where you come out of Lon Lon Ranch and head to the southeast, this goes towards Gerudo Valley, you will go up a hill near Lon Lon Ranch and then you will see a tree with Kaepora Gaebora sitting in it, make for it and speak to him, then from here head right and up the slope into Gerudo Valley.

Once in the Valley, head across the little bridge and go and grab the chicken that can be seen roaming about with A and head to the left side of the main bridge, jump off the edge and fly down to a little ledge that is jutting out from the cliffside, it has a crate on it, land and throw the chicken away, now roll into it to break it and grab HEART PIECE #2. Jump off the edge of this ledge to dive spectacularly into the river, it will carry you to Lake Hylia. There is another Heart Piece to get while we are here, head out past the lakeside laboratory and swim across the water to the little building at the side of the lake, this is the fishing pool, enter and speak to the man, cough up 20 Rupees for the privilege of fishing.

To get a Heart Piece, we need to catch a fish bigger or equal to 10 pounds, luckily this is very easy. Head round the pond to the area with all the reeds, wade in as deep as Link can go without floating, now look out to the centre of the pond, there are some logs here, use your fishing rod and aim for them. There is a rather large fish floating near these logs, tap B to entice it, when it comes, keep doing it until you get a bite. Now hold R and A to reel it in, you can help angle it with the control stick, be careful not to press down though because you will set the hook and lose the fish. After a rather tough battle you should land an 11 pound Lunker!

Go and speak to the man at the counter and ask him to weigh your fish; "WHOA!! This fish is huge!" he will then give you HEART PIECE #3 as a reward, now quit and leave. Once outside, head out of Lake Hylia and on to Hyrule Field, climb the ladder ahead of you and hop down, now follow the path along the cliffs back to Gerudo Valley you may be chased by Peahats but they are easy to evade. Once back in Gerudo valley, ignore the chicken and head to the far right of the bridge and gracefully dive into the water, quickly swim over to the side and climb up before you are swept away, head up so you are next to the water fall and dive in once more, go behind the waterfall and ascend the ladder leading to HEART PIECE #4 in an alcove, you now have five hearts in your life energy metre!

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    /\  /\      Visiting Zelda      /\  /\
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Head back to Hyrule Field via Lake Hylia and head to the north to reach Hyrule Castle Town Market, upon entry, enter the little gatehouse. This is full of pots containing Rupees and a good chance to stock up, but more importantly one of the crates near the guard holds GOLD SKULLTULA #6. Exit the gatehouse and enter the market place proper. Before you do anything else, head forwards to where a young girl is standing, speak to her and she will say her Dad went up to the castle, before we go there, enter the building behind her, this is the Shooting Gallery. Pay 20 Rupees for a game. You get 15 Deku Seeds to shoot all the giant Rupee targets, it goes like this:

- Blue Rupee on the left
- Blue Rupee on the Right
- Green Rupee in the middle, moving up and down
- Simultaneous Blue Rupees on left and right
- Two Reds heading from left to right at the top
- Two reds heading from right to left at the top

After shooting all of them you get a BIG BULLET BAG which can hold a maximum of 40 Rupees, if you miss one or two you get a free retry. Leave and head up into Hyrule Castle. Kaepora Gaebora will greet you, when he flies off, roll into the tree he was perched on and GOLD SKULLTULA #7 drops down, kill it and grab the token. Now go back into Hyrule Town Market, you will notice that the girl Malon has gone, re-enter Hyrule Castle area. She is over by the vines on the wall, speak to her and she gives you the WEIRD EGG and asks you to find her Dad. Climb the vines beside her and head forwards, jump off the gate and then continue. Head along the path and as it is about to round the corner, run up the side of the slope and on to the green, run along and if you are positioned correctly the guards will not notice you, head along the path and ascend the wall, now jump into the river and swim past the

guards at the gate, then get on to the bank when you can.

To the left is a man that looks like Mario, he is asleep, this is Talon; Malon's father. He is asleep at the moment and night should have fallen so we cannot wake him until morning when the egg hatches. Wait a short while until morning and the egg will hatch into a CUCCO, set it to C and use it on Talon, he will awaken and run away back to Malon. Now you can push the boxes along, push the first one into the gap and the second one on top of it, climb on them and jump across to the crawlspace, enter it.

You are now in Hyrule Castle Grounds, there are several series of guards patrolling here so be careful. The first one is easy, just a lone guard patrolling a hedge, run past him. The second one is two guards around two fountains, one of the guards is faster than the other, wait for both of them to get to the gap in the middle and then head out and wait down below them, now it is an easy job to evade them. The third set is easy, there are Rupees in the centre but they are not worth getting, just go up the stairs and very carefully walk across the wooden ledge and jump down. The fourth area has two guards patrolling one large memorial, wait for them to go round one side and run to the other side, it is then simple to wait for the right moment to get to the next area. This part is simple, there is a long hedge with two guards patrolling, just wait for them to move round the top and run round and up through the archway to get into the courtyard.

Head forwards here and speak to the girl who reveals herself to be Zelda, watch the scenes and go along with everything she says, although it can be amusing to disagree with her and watch her get upset. When the scene is over you get ZELDA'S LETTER. Now go and speak to Impa and she will teach you Zelda's Lullaby; the melody of the royal family:

C-left, C-Up, C-right, C-left, C-Up, C-right

Once you have learned it you are automatically transported to Hyrule Field, Impa directs you to Death Mountain and leaves. Right now we have some more things to do.



Head immediately forwards from where Impa left you and go over the bridge, now ascend the steps ahead of you and enter Kakariko Village. This place is iconic to Zelda games and has some of the finest music in the game, so peaceful. Head forwards and then right and go up the stairs, you will see a Chicken Pen and a worried looking woman standing there, speak to her and agree to find her Cuccos, we get a reward for this you see. Here are all the Cuccos:

1. Near the Chicken pen.
2. Behind the fence outside the Skulltulla house, near Chicken Pen.
Shoot it with Slingshot to make it drop down.
3. In a box outside the first building you see as you enter the village.
4. Near the village entrance.

5. Up the stairs left of where you found number 3, near the gate leading to Death Mountain Trail.
6. Take a Cucco up the stairs ahead of the Chicken Pen, fly off the edge near the Windmill and land on the platform with the fence around it, (near the large fence we need to get over) throw the chicken you flew with back over the way you came and jump down, throw Cucco #6 back over as well.
7. From where you are now, climb ladder, grab chicken and fly back to pen, now finally grab the two you threw back.

For doing this you will get an EMPTY BOTTLE for storing items. Now go through the little archway near the steps leading to the wind mill. This path leads to the Graveyard which is where we need to be. Head forwards and go right to the top of the graveyard, there is a tombstone with the Triforce symbol on it, play Zelda's Lullaby on your Fairy Ocarina and watch a scene, you now have access to the Royal Family Tomb. Head down the slope and pick off the Keese with your Slingshot, this opens the door, go through. This room has some of the infamous ReDead enemies, these guys can paralyse you by simply looking at you. If they do so, tap B like mad until they leave you alone, if they get close enough they will conduct an attack which has rather strong sexual connotations, it also does a lot of damage. Head through this room and across the walkway, examine the writing on the wall and play the Sun's Song:

C-Right, C-Down, C-Up, C-right, C-Down, C-up

This is useful as it paralyzes the ReDeads and changes Day into Night and vice versa, now leave the tomb back to the Graveyard. There is a Heart Piece we can get now, but it must be nighttime, when it is so, go to the second row of graves from the Royal Tomb and pull the third one from the right (I think) to reveal a hole. Drop down and paralyse the ReDead with the Sun's Song, now play the Sun's Song once more at the wall behind it to make a chest containing HEART PIECE #5 appear, exit the grave. Make your way out of the graveyard, make sure it is still night time because there are a lot of Gold Skulltulas to find.

First head past the Cucco pen, the house further along has GOLD SKULLTULA #8 on it, next, head right and up the stairs to the gate leading to Death Mountain, there is GOLD SKULLTULA #9 behind one of the houses here, GOLD SKULLTULA #10 is on the ladder of the big lookout tower, shoot it and climb up for the token. Go to where some of the building work is taking place near the Cucco Pen, you will find GOLD SKULLTULA #11 on here. As far as I know that is all of them, take a good look around though because I may have missed one. Now you have 10 Skulltulas, visit the Skulltulla house and speak to the man that has been broken from the curse to get an Adult's Wallet, this allows you to hold 200 Rupees! Now it is time to leave Kakariko Village and enter Hyrule Castle Town. Oh, before you do leave for Hyrule Castle town, make sure it is still night time and roll into the tree near the entrance to Kakariko Village, this will make GOLD SKULLTULA #12 drop down.

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     /_\ ~~~~~ /_\
    /\  /\  3 Heart Pieces and Saria's Song /\  /\
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Once at Hyrule Town, enter the town proper, on the left there is a white puppy, make it follow you by running about near it. Once it is following you head over to the right of the screen and enter the alleyways, go into the house directly ahead of you and speak to the fat woman in the blue dress, if the white puppy is still with you she will give you HEART PEICE #6. Now it is time to return to Hyrule Field and head southeast and back to Kokiri Forest. Once there, go to the left and climb up the viney wall and enter the Lost Woods. Once in here, head right through the tunnel, if you look there is a gong hanging from the branch of a tree, get your Slingshot out and shoot the centre of it three times, you must score 100 points to hit the centre. Once you have done so a Deku Scrub comes out and gives you a BULLET BAG that can hold 50 Deku Seeds.

Before you go any further jump down, run over to the stump of a tree and two Skull Kids will appear, get your Ocarina out and agree to play with them, I recommend writing down the songs they play because they are hard to remember, once you have done so three times they will give you HEART PIECE #7. Now head back up, the directions you need to take are as follows: Up, Right, Up, Up, Left, Up. This will take you to the Sacred Forest Meadow, it is guarded by a Wolfos which is easy to kill, simply block its attack and then slash it with your sword.

Go through the gate that opens, the camera then switches to an overhead view, this is because you are in a maze and it makes it a lot easier to see where you are going, head right, you will meet a Mad Scrub, deflect it's nut and kill it with your sword, head up and then left, follow the zig-zagging path in this manner and you will soon come across some stairs, follow these up, there are two more Mad Scrubs here, take care of them and follow the path up and into the clearing; in this clearing you will find Saria. Speak to her and she will teach you Saria's song, this is a song that allows you to telepathically communicate with her whenever you play it:

C-Down, C-Right, C-Left, C-Down, C-Right, C-Left

After learning this, leave and go back down the path, head past the area with the two Mad Scrubs, there is a ladder directly ahead of you, jump down here and drop down the hole, this leads to a Fairy Fountain, there are fairies here that completely restore your health, if you store one in a bottle they will resurrect you from the dead, this makes the game very easy, it would be better if they partially restore your health like previous Zelda games, oh well, never mind. Leave the fountain and climb up the ladder, jump the platforms here, there is a Gold Skulltula in this area but you need the Boomerang for it so we will get it later. Leave the Sacred Forest meadow and then leave the lost woods altogether.

Once outside, re-enter and head left from the entrance, there is a Skull Kid on a podium, stand on the one opposite him and play Saria's song and he will give you HEART PIECE #8! Whey! Another Heart in your life energy meter. Before we leave, head left from the Skull Kid, drop down in this next area and head forwards underneath the bridge, there is a Business Scrub, beat him and then purchase the Deku Stick upgrade, you can now carry 20 Deku Sticks, leave the Lost Woods.

Back in Kokiri, play the Sun's Song to make it night time and then head to the top of the hill where the training centre is, go behind the house on the right to find GOLD SKULLTULA #13, kill it and grab the token. It is now time to leave Kokiri Forest and make our way to the second dungeon, but there is one more thing to do before we go to Death Mountain, there are two Heart Pieces to get on Death Mountain by the way.



Leave Kokiri Forest and head north over Hyrule Field, turn west to Lon Lon Ranch and enter. Head into the building on the left, speak to Talon here and agree to play his game, you must find 3 Super Cuccos before the time runs out, it costs 10 Rupees to play. An easy method for this is to throw all the other hens behind Talon and then play so the three are right in the open, anyway; he throws one near the door, one near the hay and the other one is in the middle near the back wall somewhere, once you find them all you get a bottle full of Creamy LON LON MILK, you also get to keep the bottle and can get a refill from Talon anytime for 30 Rupees, Milk restores 5 hearts when drunk and there are two uses for each bottle full.

Now head over to the pen and speak to Malon, whip your Ocarina out when she asks you to sing with her and play Epona's song:

C-Up, C-Left, C-Right, C-Up, C-left, C-Right

This song is very important later in the game because it makes a certain horse friendly with you... Leave Lon Lon and head north and then east to Kakariko Village, now head over and speak to the guard at the gate, show him Zelda's letter and he says you need the Hylian Shield to go up Death Mountain, he also asks you to go to the Happy Mask Shop and get him a "Kee...something mask" we will be doing that sidequest later on, for now, head to the graveyard. Head forwards and look for a grave with some flowers in front of it, pull it back and drop down, open the chest in here to get the HYLIAN SHIELD for free! Now head back to the gate and go through on to Death Mountain Trail.

Head up the path here, there are four Red Tektites here that will attack you, kill them swiftly with two hits from your Kokiri Sword and continue, you can meet a Goron here in front of the boulder if you want; they are a race of mountain folk that eat rocks from Dodongo's cavern which happens to be where that big boulder is blocking off. Anyway, head further up the mountain and past the Goron that is rolling down the mountain. Directly ahead of you is Goron City, but we have one more thing to do, head left, you will see a Goron guarding what is called a Bomb Flower, we have no need of it yet though. Instead head a little to the left, there is a small ledge jutting out, head to the very right of it and look down, you should see a Heart Piece on top of Dodongo's Cavern, leap down and claim HEART PIECE #9! Jump down the follow the path up and round but head straight into Goron City this time.

There is not a lot to do here, so leap down to the bottom floor and go and play Zelda's Lullaby in front of the ornate door, it will open, head through to find a massive Goron, he is the chieftain called Darunia. He happens to be in a bad mood, speak to him and then play Saria's Song, there is a rather amusing cutscene in which he dances. Now he is happy he agrees to give you the Spiritual Stone of Fire providing you can free Dodongo's Cavern of all the monsters put there by Ganondorf. He also gives you the GORON BRACELET which allows you to pick up Bomb Flowers. We can also get another Heart Piece with it!

Look to the right of Darunia and light a Deku Stick on the torch there, run out and into the central room, light all of the torches here to make the

large Goron Jar in the centre start rotating. Now head to the upper floor, head left and go up the small stairs, there is a Bomb Flower here and you are also facing the jar, it is a little tricky but you can grab the Bomb Flower and run down and throw it into the Goron Jar, this will cause it to stop moving, if it lands on a sad face or indifferent you get Rupees, if it lands on a smiley face you get HEART PIECE #10 go and collect it. This does take some timing and may take a few attempts, be patient.

Now we are ready for the Dodongo's Cavern, leave Goron City and go to the area where the Goron is guarding the Bomb Flower, where we got Heart Piece 9, grab the Bomb Flower and throw it off the edge, if done right it will blow open Dodongo's Cavern, jump down there and enter...

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    /\  /\      Dodongo's Cavern  /\  /\
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This dungeon is pretty damn easy and should prevent no difficulties whatsoever, start by grabbing a Bomb Flower and blowing open the cracked wall. Head through and jump to the centre platform, then head to the left ledge, bomb flower the cracked wall and open the chest to get the DUNGEON MAP, now head back to the centre platform and go to the right ledge, being careful of the Beamos enemies which shoot lasers at you. On the right ledge, bomb the cracked wall on the right and proceed through, in this corridor there are Baby Dodongos, they are annoying and jump at you, slash them and they explode after a short while so stay clear. One important thing however is that there is a bombable wall on the left in here, and as the Baby Dodongo's explode wait for one to go near it and kill it it will explode the wall allowing you to take the little path to a room with a torch in the centre and three Keese on the back wall, kill them and then kill GOLD SKULLTULA #14, now head back into the previous room and Climb up the little ledge and then push the statue on to the switch to open the door, go through. Head through into the next room to be confronted by two Lizalfos, they are easy to beat, just block their attacks and then attack them, after six hits each they die, proceed through the door that opens across this room.

This corridor like room has three Dodongo in it, kill them by attacking their tails when they breathe fire. Now light a Deku Stick back near the entrance of this room and light the three torches, go through the door that opens, you are back in the main room now, press the switch ahead of you to unbar the door across the room, go there now and go through the door. This room has a large stone staircase that is currently inaccessible and some bomb flowers at the base of it, first of all, grab a Bomb Flower and bomb the wall behind you, in this room an Armos Statue charges, throw bomb flowers at it, when it is hit it spins rapidly and explodes, grab the COMPASS from the chest and go back into the previous room. Place a Bomb Flower in the gap and all the others will blow up and cause the staircase to fall, head up and then climb onto the raised walkway, head left and then round, before going through the door, turn round and kill the Skulltulla on the web, then kill GOLD SKULLTULA #15 and grab the token, go through the door behind.

In this room, kill the Fire Keese and then pull the Statue that is blocking the ladder away from the podium, climb up and press the switch and proceed into the next room that opens up. Cross the bridge and enter the next room, there are razors that will skim along the floor, so be careful, jump down and head right to where a block is located, pull it out and push it to the right, climb on it and then on to the platform, open the chest for some Rupees

and then grab the Bomb Flower, this bit can be tricky, time it right and throw the Bomb Flower at the right time so it explodes and blows the doorway open, now climb the ladder and proceed into the next room.

Shoot the eye above the flames and they turn off, continue through, there are more Lizalfos to beat, beat them as before and head through the door that opens. In this room, shoot the eye above the flaming platform and jump to it, then shoot the eye to the left and continue. In here, jump across and open the chest for the BOMB BAG, you can now blow stuff up. Head through, you are now high above the main room, press the switch and then head on to the bridge, drop bombs through the gaps to make the eyes of the large dragon go red and the mouth opens, go down and through the door.

Head along the path and shoot the fire Keese, climb up the next ledge and head along the path, shoot the Fire Keese in this large room and head to the northern side, blow the wall up and enter and Kill GOLD SKULLTULA #16, head out and jump down, climb the blocks and head along the narrow ledge, jump down and smash the jars to find a useful fairy, head along the path and push the block down and then push it on to the switch in the middle of the room, go through the door on the right. Bomb the patch in the middle of the ground and drop down to face the boss.

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+~~~~~| INFERNAL DINOSAUR: King Dodongo |~~~~~+
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| This boss is really easy, start by running up to him, the King will go to |
| suck in air ready to breathe fire, at this point you should ready a bomb |
| and lob it into his mouth, he swallows it and it explodes inside him and |
| stuns him. To inflict the most damage when stunned, L target and A to jump |
| attack him and inflict a lot of damage. Now he will get up and roll around |
| to avoid this, simply stand to one side as he goes by, when he crashes go |
| over to him and throw another bomb into his mouth and jump attack him when |
| he is stunned. Repeat this process one more time and he should bite the |
| dust. Head over and grab the HEART CONTAINER and step into the warp.      |
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There will be a scene involving Darunia, he gives you GORON'S RUBY which is what you need and several other Gorons chase Link away trying to "hug" him, more like rape the way Link screams and runs away =).

It is time to begin the quest for Zora's Sapphire, the final Spiritual Stone we need, but first there are a hell of a lot of things to do. Head forwards up Death Mountain from where the cut scene ends and then head right up the slope, climb onto the ledge and bomb the boulder out of the way, now bomb the boulder across by throwing a bomb at it, climb across and on to the ledge. If you blow the boulder up here you can drop down a hole and find a cow as well as some other stuff. Head forwards and Death Mountain will start erupting, simply tap A to roll forwards all the way and hold R to deflect the boulders with your Hylian Shield, when you get to the climbable wall, shoot the Skullwalltulas off it and climb up. You will see Kaepora Gaebora on a sign post but ignore him for now and head through the cave left of him. This is a Great Fairy Fountain, head up and play Zelda's Lullaby on the Triforce emblem, the Great Fairy will appear and give you a Sword Technique; hold B to charge your blade and release it to unleash a spin attack, this consumes magic power though so watch the green magic metre on the top right.

Now you need to head back up the trail to Goron City. Once at the city, look for the Goron rolling around on the second level, what you need to do is time it right and plant a bomb so he rolls into it and it explodes, do this right

it, kill it and get the token. Head to the little bridge directly in front of the waterfall and play Zelda's Lullaby, the waterfall will open and allow you to access Zora's Domain. This is a rather lush area, the first thing we are going to do here is get another Heart Piece. Head forwards and up the stairs, you will see King Zora ahead of you, ignore him for now and light a Deku Stick on the torch to the left, run back down the stairs and light the torch at the end here. Now get a new Deku Stick and relight it on this torch, head left and light the torches round the area near the shop, then across through the shallow water and light the one there, now run on the small ledge right up against the wall and get behind the waterfall, light the last two torches here and a chest appears, open it to get HEART PIECE #15.

There is another quick thing worth doing in this area, head back to King Zora, go left and speak to the Zora above the waterfall, she will throw some Rupees into the pool below, dive off and collect them from underwater by diving. Once you get them all within the time limit, head back up and speak to the Zora again, you will get the SILVER SCALE as a prize. This allows you to dive for longer.

Whilst in the pool, look down and you will see an opening under the water, using your new scale, dive down and go through it. You will now be in Lake Hylia, underwater beside the pillar on the right is an apparently EMPTY BOTTLE, dive down and collect it, it turns out there is a letter inside, Princess Ruto appears to have been swallowed by Jabu Jabu, swim back down to Zora's Domain and head to King Zora, show him the letter and he will allow you access to Zora's Fountain where Jabu Jabu resides, he moves so slow in this cutscene and it is probably the most annoying cutscene in video game history. Before you go, you need to catch a fish in a bottle, there are plenty in the pool near the waterfall, once you have one, head out to Zora's Fountain. Now, we are doing Jabu Jabu's belly now so you can get the Boomerang and then I will write how to get all the remaining childhood Skulltulas and Heart Pieces. Anyway, go in front of Jabu Jabu and drop a fish in front of him, he will inhale and both you and the fish will be sucked inside him. Oo err.

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     /__\ ~~~~~~ /__\
    /\  /\  Inside Jabu Jabu's Belly  /\  /\
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You will start off in the mouth, head forwards and deflect the rocks that the Octoroks will shoot at you, after they are dead head forwards. The door is blocked, look at the ceiling and there will be a bizarre looking switch, hit it with your Slingshot and head through. Continue through this room past some crates that Jabu must have swallowed at some point and go into the next room, there are lots of holes in this room and also Princess Ruto, speak to her and she will walk off and fall through a hole, follow her through it and speak to her again, she will allow you to carry her. Carry her with A and go through the door behind you. Put her down, there is GOLD SKULLTULA #20 on the right, use the switch in the empty pool to raise the water and climb up to get the token. When the pool drains again, throw Ruto in and jump down, now throw her to the other side and press the switch, swim across and climb up, pick her up again and proceed through.

Continue along and you will come to a room with an Octorok and a platform that rises up and down, kill the Octorok and grab Ruto and jump up on to the platform, ride it up and jump on to the ledge at the top. Go through the door back into the room where you first met Ruto, head through into the next area.

Go past the weird worm things and head right and then up, step on to the floor switch whilst carrying Ruto, the door opens, go through. There are some Stingers in here, kill them and open the chest that appears for the BOOMERANG. Now head back through and you will find a switch that you need to place Ruto on, there is no tongue in front of this door by the way, head through after leaving Ruto on the ledge. There is a large tongue in here, you need to hit it in the centre with your Boomerang several times and it will die. Get the DUNGEON MAP from the chest and leave, Ruto will be in a stress, pick her up.

Head to the room where the tongue was, enter it and kill all of the bubbles in here with your Boomerang, get the COMPASS from the chest. Leave and head to the eastern doorway, in here is another Tenticle, kill it and then leave, now go to the central doorway and enter, there are some Biri near this Tenticle, kill them and the tenticle and leave. Head back to the room where you met Ruto, there used to be a green tongue on the right, it is no longer there, drop down the hole on the right. There are GOLD SKULLTULA'S #22 & #23 on the wall, use the Boomerang to get the tokens, go through the door. Ruto will spot the Sapphire, she goes to get it and then the platform raises up, whoops! It then drops down with a Giant Octo on it, this is the mini boss:

It will chase you around, you need to stun it with your Boomerang, it will then spin around, if it is facing away from you, hit it with your Boomerang again and slash the green spot on it's back. Do this repeatedly and it will die, easy, go on to the platform and go up. Get a fairy from the jars up here and go through the door, stun the jelly platform things here with your Boomerang and jump across and go through the door. Ride the platform down and you will be in the second room of the dungeon with the crates. Now the platform is down you can reach another door, grab one of the crates and place it on the switch and go through. In here, kill all the Biri then go to the climbable wall, GOLD SKULLTULA #24 is on here, kill it and climb up, ahead of you is a switch behind some webbing, hit it with the Boomerang and go through the door that opens...

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+~~~~~| BIO-ELECTRIC ANEMONE: Barinade |~~~~~+
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| This boss can be confusing because there is a lot going on and a lot to do. |
| He will sink into the ground and attempt to shoot you with electricity, |
| keep moving to avoid this and target the tentacles attaching him to the |
| ceiling, sever these with your Boomerang and he will rise. He now has some |
| Biri surrounding him, what you need to do is attempt to hit the main body |
| of him with your Boomerang to stun him, the Biri will become disconnected, |
| kill the Biri with your Boomerang quickly. You will need to repeat this |
| process as he has more Biri, the next phase is where he spins around the |
| room and shoots electricity at you which isn't nice, hit him with your |
| Boomerang and slash him with your sword repeatedly until he dies. Grab the |
| HEART CONTAINER and step into the warp. |
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Watch the scenes outside where Ruto declares her love for you, eww. You will then get the ZORA'S SAPPHIRE! It is now time to leave for Hyrule Field, once you are there, go towards Hyrule Castle Town Market and the sky will darken and a scene will occur, Impa and Princess Zelda are galloping away on a horse, Zelda throws the Ocarina of Time into the river, then Ganondorf himself comes out and asks you questions blah blah, and then shoots you with magical energy like in your dream at the start of the game. After the scene has finished, dive into the river to the right of the drawbridge and collect the OCARINA OF TIME, there is a scene where you learn the Song

of Time.

Now, as many of you know, you can now become an Adult by going to the Temple of Time and grabbing the Master Sword. But now we have the Boomerang there is so much more we can do as a Child, we can get all the remaining Skulltullas and the few Heart Pieces we haven't got at the minute. So use the following section if you are a completionist and want to prepare yourself for adulthood in the world of Zelda as best as you can.

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That is correct, we do have "Much to do." First you are going to get all the Heart Pieces that you can possibly get before you become an adult. We are going to start by heading towards Lake Hylia, when you get to the fenced in area, plant a bomb in the centre roughly. When it explodes it should reveal a hole, drop down and defeat the Business Scrub then purchase HEART PIECE #16 for 10 Rupees! Bargain. The next one is in Kakariko Village Graveyard at night. Go there and speak to Dampé who is wondering about, agree to play his "Heart Pounding Gravedigging tour." You need to ask him to dig a hole in each of the patches of dirt as he goes around in a circle, the location of the Heart Piece is completely random each time, take about 100 Rupees to do this, eventually you will get HEART PIECE #17 which is nice. It does take at least two passes round to do this, the Heart Piece is normally in the first square you asked Dampé to dig in on the second time round.

If you are desperate for another Heart Piece, then play the Treasure Chest game in Hyrule Castle Town Market, but I would wait until you have the Lens of Truth to make life easier. Now one last thing, head to the Hyrule Castle area, climb up the vines on the wall and run forwards, jump down. You should see a rock next to a wall, bomb it to reveal a crawl tunnel, crawl through to arrive in a fairy fountain go forwards and play Zelda's Lullaby to make the Great Fairy come up, she will then grant you DIN'S FIRE, a spell you can set to C which creates a ball of fire around Link. Useful.

Now there are a stupid amount of Gold Skulltullas to get now, and I am going to write a mini guide here on how to get them, so here we go, I recommend stocking up on bugs from under rocks and chopping grass. Once you are prepared, go back to Kokiri Forest. First go into the Lost Woods, head left and then left again past the Skull Kid, in this area there is a patch of soft soil, drop some Bugs into it and GOLD SKULLTULA #25 will pop out, you now have enough to get the STONE OF AGONY but we will get that later, you will see a lot of these patches of soft soil, always drop some bugs in them first to get a Gold Skulltulla and then don't forget to buy some Magic Beans from the salesman at Zora's River. Anyway, from here, go to the entrance of the Lost Woods and head right, left, right, left and then left and you will be in another area with a patch of soft soil, dump some bugs in here to get GOLD SKULLTULA #25. Now leave the Lost Woods, once in Kokiri Forest, head to the right of the red roofed shop near the river and dump some bugs in the soft soil there to get GOLD SKULLTULA #26.

Now head over to the Deku Tree and enter, drop down the hole in the centre of the room. Climb up on to the ledge and jump across to the platform where you pushed the block from in this dungeon and there is a web in the centre, ignore this and crawl through the hole, in here light a Deku Stick and burn the webbing where the cracked wall is. Kill the Deku baba and then bomb the

wall behind, enter this room and kill GOLD SKULLTULA #27 and grab the token, now leave the Deku Tree.

Now you want to leave for Hyrule Field, there are a lot of Gold Skulltulas to find here now you have the Boomerang, so lets start by heading north and then west towards Gerudo valley, when you get there do not enter but head right and you shall see a circle of stones, place a bomb in the centre of the circle to reveal a hole. Drop down here, there are several webs here and there, use Din's Fire which you should have acquired earlier to burn them down, behind one of them you will find GOLD SKULLTULA #28, slash the grass up to find more bugs to put in your bottles. Now leave this hole and enter Gerudo Valley this time, make it night time with the Sun's Song if it isn't already and run across the little bridge, look to the right to see GOLD SKULLTULA #29 on the wall, kill it and use the Boomerang to get the token. Now you will want to make sure you have some bugs and leap off the edge of Gerudo Valley, climb up on to the side and head left and put some bugs in the soft soil next to the cow to make GOLD SKULLTULA #30 pop out, now leap off into the river to arrive at Lake Hylia. Again, make sure it is night time and head on to the bridge near the Lakeside Laboratory, turn around and you will see GOLD SKULLTULA #31 on the wall, kill it and get the token using the Boomerang. Now if you have bugs and you can probably find some by chopping some grass, you can empty them into the soil at the front of the house for GOLD SKULLTULA #32, this is another important patch to plant a Magic Bean in from the seller at Zora's River. Now make sure it is still night time and head across the bridge, look over and you should see an island with two pillars on it, swim over to it and you will find GOLD SKULLTULA #33 sitting on one of them, kill it and grab the token.

Now leave Gerudo valley and head to the northern part of Hyrule Field, then head east across the bridge leading to Kakariko, to the left is a little tree, plant a bomb next to it to reveal a hole, drop down and kill the Big Skulltulla and then take out GOLD SKULLTULA #34 with your Boomerang. The next place to go is Lon Lon Ranch, head there now when it is night time and look to the left at the top of the house, there is GOLD SKULLTULA #35, kill it and use the Boomerang to retrieve the token, now head up past the horse pen and look to the wall next to the barn where we got Heart Piece 1, you should see GOLD SKULLTULA #36 resting there for the taking.

The next thing to do is make for Kakariko, but instead of entering it, head left and plant a bomb at the base of the little tree near the bridge, a hole will be revealed, drop down and kill the normal Skulltulla, GOLD SKULLTULA #37 is resting on the wall, kill it and collect the token using the Boomerang.

Now you want to enter Kakariko Village and make for the House of Skulltulla, get the STONE OF AGONY as a reward for busting 20 Gold Skulltulas and the GIANT'S WALLET for 30 and then leave, head straight ahead towards the graveyard and go up the stairs to the left of them, enter the windmill. There is a spinning platform here, but more importantly to the left is a ledge with a Heart Piece on it, stand near it and aim with your Boomerang, do this right and you should be able to throw the Boomerang and it will nab HEART PIECE #18 for you. Now leave the windmill and enter the Graveyard, make sure it is night time, and head to the top of the graveyard and look to the wall on the right, use your Boomerang to get the token from GOLD SKULLTULA #38. From the entrance on the left there is a patch of soft soil, drop some Bugs from your bottles in here and they will dig down and GOLD SKULLTULA #39 will pop out for you to kill and take the token from, now this is one of the patches where it is important to empty a Magic Bean into.

Now we need to head to Death Mountain Trail, once there, head up a little and you will see a fragile wall on the right, bomb it and you will find GOLD

SKULLTULA #40 on the wall, kill it and climb up to get the token. Then run up to the Dodongo's Cavern, at the entrance there is a patch of soft soil, drop some bugs into it and kill GOLD SKULLTULA #41 when it pops out. You now need to actually enter the Dodongo's Cavern, head to the pillar on the right and take it up to the second floor, head into the next room, you basically need to make your way back so you are in the room with the enormous staircase with all the bomb flowers around its base, you need to go from the second floor because you need it to still be raised. Head down the left side of the staircase and you should see a vine you can climb up, this leads to an alcove containing GOLD SKULLTULA #42, use your Boomerang to get the token.

Now you want to leave and head out of Kakariko and then turn left and head to Zora's river, follow it along, note that the soft soil here is the only soil in the game not to yield a Skulltulla, so ignore it, enter Zora's Domain. Once in the domain, head up past King Zora and enter Zora's fountain, make it night time with the Sun's Song and head to the right of Jabu Jabu, there is a log here, run across it, you will see GOLD SKULLTULA #43 on the wall, kill it and get the token using your Boomerang. Now I also noticed that I missed something important earlier in the guide, head past Jabu Jabu from where you are now and you will find an area of land with some rocks and trees, roll into the tree on the right and GOLD SKULLTULA #44 drops out, kill and take the token, now bomb the wall near the rocks to reveal a cave leading to a Fairy Fountain, head to the fountain and play Zelda's Lullaby to make the fairy come out, she gives you Farore's Wind which allows you to set warp points to warp to when in dungeons, quite useful.

Now another place to go is Death Mountain trail once more, head up here and go to the very summit past the falling rocks, instead of entering the Fairy Fountain, head into Death Mountain Crater, a timer will appear, this is how long you have before you cannot take the heat anymore. First, there is a crate on your left as you enter, roll into it to break it and reveal GOLD SKULLTULA #45. Next, head forwards to the edge of the ledge, walk forwards slowly and Link will drop down and grab on to the wall, this wall has gripholds on it, climb down and you will see an opening. HEART PIECE #19 also happens to be in this opening, grab it and quickly leg it out of the crater.

You have now almost finished as a child, we need to complete the Mask Side Quest. Head to Hyrule Castle town market and borrow the 10 Rupee Keaton Mask, now make your way to Kakariko Village, remember the guard at Death Mountain gate? Wear the mask and speak to him, you will sell it for 15 Rupees, making a 5 Rupee profit for yourself. Now go back to the Happy Mask Shop and pay the man 10 Rupees, now borrow the SkullMask this one is worth 20 Rupees. Now you can either soft reset by holding all the main buttons and Start if playing the Gamecube version after saving it and start again at Kokiri Forest, or you can trek over Hyrule Field. Either way, once there, enter the Lost Woods and head left, climb on to the log and wear the mask, speak to the Skull Kid and you will sell the mask for a loss of 10 Rupees! Now you need to go back to the Happy Mask Shop in Hyrule Town and repay him 20 Rupees. Now the next mask to borrow is the 30 Rupee Scary Mask, your next destination is Kakariko Village, head there and make your way over to the Graveyard. Speak to the weird little kid roaming around whilst wearing the mask and you will sell it for 30 Rupees. Now head back once more to the Happy Mask Shop and pay him back 30 Rupees. The final mask to borrow is the 50 Rupee Bunny Hood, this is the hardest to sell, but still easy. Your target is the wandering running man, he normally runs in a circle around the front of Lon Lon Ranch, round the front of the Gerudo Valley area and back round to Lon Lon Ranch, find him and wait for nightfall or play the Sun's Song, when he stops to rest, speak to him and he will purchase the Bunny Hood for a stupid amount of money, it easily fills your Giant's Wallet. Now head back to the Happy Mask Shop and speak to the man, he rewards you by giving you the Mask of Truth which allows

you to speak to Gossip Stones, you can also borrow a variety of other masks whenever you want but the Mask of Truth is the best.

Now the last thing you need to do is head to Zora's River and buy all the Magic Beans you can afford and plant them in all the soft soil patches that you have used Bugs in.

NOTE: YOU MUST HAVE USED BUGS IN EACH PATCH OF SOIL AND GOT THE GOLD SKULLTULA FROM IT BEFORE USING A MAGIC BEAN!! THIS IS EXTREMELY IMPORTANT IF YOU WANT ALL THE GOLD SKULLTULAS!

Just for a reminder, here are the patches:

1. In the Lost Woods, go left twice to find it.
2. In the Lost Woods, go right, left, right, left, left and then right I think, the patch is near a Business scrub.
3. Patch near the shop in Kokiri Forest.
4. In Gerudo valley, jump down and climb on to the ledge, it is near the cow.
5. Lake Hylia, in front of the Lakeside Laboratory.
6. Kakariko Graveyard, go up and left to find the patch.

They are pretty much the important patches, particularly 5 & 6 as you can gain access to Heart Pieces as an adult using the magic leaves that grow.

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    /\  /\      Adulthood      /\  /\
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After you have used Bugs on all the dirt patches as well as planted Magic Beans to enable Adult Link access to various Heart Pieces, then head over to Hyrule Town and then go to the Temple of Time, enter and go to the altar, watch some scenes and play the Song of Time that Zelda will have taught you earlier:

C-right, A, C-Down, C-Right, A, C-Down

The Spiritual Stones will be set in place and the door of time will open! Enter and then take the fabled Master Sword when you can. It seems you are currently too young to be the Hero of Time so the Sages take the liberty of freezing you in the Temple of Light for 7 years. When you awake, watch some very long scenes and admire your new body ;). You will get the Light Medallion and will meet a mysterious fellow called Sheik who instructs you to go to Kakariko Village.

When you finally gain control of adult Link, run around a bit and get used to him and then leave the Temple of Time, which serves as the starting point of the Hero of Time, which is who you now are. Once outside the Temple of Time you will notice that it is very desolate, enter Hyrule Castle Town Market proper, and you will see that no one is about except some ReDeaths. Ignore them and leave. Once you get to Hyrule Field, head left and go over the bridge and enter Kakariko Village. It seems that Kakariko has taken the place of Hyrule Castle Town, there are the old NPCs that have escaped when Ganondorf became the King of Evil and all the shops are located here. Your destination at the moment is the Graveyard, enter there. Now, you should have planted a Magic Bean in the patch of soft soil on the path to the left as you enter through

the gate, if you have done, there will be a Magic Leaf there. Ride it up and jump off to the ledge, there is a crate directly ahead of you, roll into it to smash it and HEART PIECE #20 will pop out, another Heart Container in the life energy if you have been following this guide properly.

Now jump down, you will see a grave ahead of you with three flowers in front of it, pull it out and you will find a hole, drop down. This is the grave of Dampé the Gravekeeper from your childhood days, speak to his ghost and he will challenge you to keep up with him, luckily it is very easy, he drops fireballs which you need to be careful of but it also serves to show which direction you need to go, follow him round the winding paths and you will soon come to a chasm, Dampé floats across and sets a timer on the door, leg it round the path as fast as you can and you should get there. Dampé will be impressed that you could keep up with him and will give you the HOOKSHOT, a spring loaded chain with a hook allowing you to grapple to certain things. Head through the door ahead of you, there will be a block in the way, play the Song of Time to shift it and climb up, run up the stairs to arrive in the windmill. Jump down and speak to the man in here, now get your Ocarina out, he will teach you the Song of Storms:

A, C-down, C-up, A, C-down, C-up

Now leave the windmill, you are situated in the perfect area to get another Heart Piece, look ahead of you and you will see a house with a purple roof and a strange man sitting on it, climb on to the fence and get your Hookshot out, you should be able to just hook on to the roof if you position yourself correctly, it may take time to find the correct area but you definitely can do it. Hook on to the roof and speak to the man, he will give you HEART PIECE #21 as a memento. Now we have more work to do...

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    /\  /\   Epona and 3 Heart Pieces  /\  /\
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Now we can get Epona the horse, you need to leave Kakariko Village and head straight over to Lon Lon Ranch. Go to the fenced in area and speak to Ingo, ask him to ride a horse and pay him 10 Rupees. You will now be in the pen, pay Epona's Song and big Epona will come over, press A to climb on to her and ride her about, basically you use the control stick to steer and press A to spur her onwards, you only have six to use though and they take a little time to regenerate they are represented by six carrots. Anyway, ride around the pen and jump the fences a few times and then ride over and speak to Ingo, he should eventually remark that you are getting very good and he would like a 50 Rupee wager and a race, accept his offer.

These races can be frustrating, simply because Ingo gets infinite carrots and he likes to ram you into the fence, start by using one carrot and staying along side Ingo. Use only about 2 carrots a time and wait for them to regenerate so you can stay with Ingo until you get about halfway around the course, then you should get the chance to really turn it on, use more whips and get ahead of Ingo and then go crazy for the finish line. He will be very humiliated and challenge you to another race and if you win... You can keep the horse! This race is harder and Ingo is a lot more brutal, use the same strategy of one or two carrots, but when you try to get ahead of him, do not go nuts with all your carrots, instead ride directly in front of him to try and block him off, when your carrots are all restored, go like hell to the finish using all of them to win. Once you win Ingo keeps his promise and gives

you Epona but he locks you in, not to worry, ride round the horse pen at a steady pace and then make a wild charge at the fence, get the angle right and Epona will leap out of Lon Lon Ranch and she is now yours to call at will with Epona's Song.

To get another 2 Heart Pieces, ride to Lake Hylia, jump over the fences with Epona to get there fast. If you planted a Magic Bean ahead of the Lakeside Laboratory, ride it up and on to the roof, watch out for crows and climb the ladder up for HEART PIECE #22, jump down. When the leaf come back, ride it out to the fishing pond. Enter here and ask the now balding man to fish, once again the big 20 pounder is near the logs in the centre of the pool, it does take a long time to catch this time but be persistent and land it. Ask the manager to weigh your fish and he should give you the Gold Scale, allowing you to dive 8 metres. Leave and head over to the Lakeside Laboratory once more, enter this time and head past the creepy man and jump into the pool, dive down and touch the bottom, you should hear the Zelda chime and climb out, speak to the old man and he will give you HEART PIECE #23. Now leave Lake Hylia.

We can now get another Heart Piece, ride over towards Hyrule Castle Town and then head left, you should be in the northwest of Hyrule Field near the town, there should be a river ahead of you and lots of trees, on the side of the river you are on should be a solitary tree with golden leaves a little way from the river, place a bomb next to it to reveal a hole, drop down. In here is a pool of water with a Blue Tektike, kill it and jump into the water and dive down to collect the HEART PIECE #24, now leave. You should be pretty much ready to continue with the story proper now, call Epona and ride over to the Kokiri Forest, dismount and enter. You may be horrified to find that the once peaceful haven with the playful music has been overrun by monsters such as Giant Deku Babas and Mad Scrubs. Your destination is the Lost Woods, enter and then go Right, Left, Up, Right, Up, Up, Left, Up. You will need to play Sarias song to Mido to get past, once you have followed these directions you should arrive in the Sacred Forest meadow, last time you were here you had only Mad Scrubs to deal with, this time there are Ogres. The path zig zags round once more, but this time you need stealth, I recommend waiting for each Ogre to come past and then shooting it with your Hookshot to kill it, head right and then up and then left and all the way round until you get to the steps.

Head up these a a large Ogre will be creating shock waves with a club, evade these by going side to side and then kill him when you get behind him because he won't turn around for some reason. Now head up to the area where Saria was before, there is a scene, Saria isn't here... Just then Sheik appears and talks to you about some stuff and then he teaches you the Minuet of the Forest, which goes like this:

A, C-up, C-left, C-right, C-left, C-right

This will warp you back to the Sacred Forest Meadow whenever you wish, he will then vanish. Now look above you, there is a branch sticking out, hookshot up there and enter the Forest Temple.

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    /\  /\      The Forest Temple  /\  /\
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Things start to get noticeably harder now, the dungeons you had to face when a child were simple, this dungeon can be damn annoying, despite having played through this game countless times I always hate this temple along with the

Water Temple, and taking notes and writing up a strategy for this temple proved more of a challenge than I expected. Anyway, upon entry you will face two Wolfos, kill them by dodging their attacks and then hitting their unprotected backs with your sword to damage them. After they are dead, instead of entering the door ahead of you, climb up the vines to the right, then go left on to the branch. Look above you and you will see GOLD SKULLTULA #46 on the wall, kill it with your Hookshot and use it to get the token. Now look back across the branch you are on, you will see a chest, Hookshot onto this and open it to get a SMALL KEY, drop down and head through the door to the Forest Temple interior.

Kill the Big Skulltulla simply by hitting it with your Hookshot and then head into the main room of the temple. Watch the scene where the Poes (ghosts) disappear and head forwards and go up the stairs directly ahead of you, before you go through this door, look right and kill GOLD SKULLTULA #47 with your Hookshot and use it to get the token once more. Now go through the door to arrive in a little corridor, there is a Skull surrounded by blue fire, this is a bubble, block it with your shield and the fire will be distinguished, now hit it twice with your sword and go through the door behind it. The door will be barred and two Stalfos will appear, basically full grown Stal Childs. These are pretty tough though, wait for them to attack and then get an attack in yourself, you need to be good at dodging as your shield isn't 100% effective. Another method of hurting them is quickly rotating the control stick and pressing A to perform a quick spin, they cannot block this attack. Once they are dead, take the SMALL KEY from the chest. Leave this room and go back to the big main room.

You should be able to see a blue block in an opening, play the Song of Time to remove it and go through the door behind it. You will be in an outside courtyard and there will be a Giant Deku Baba in front of you, kill it and then head right. There is a vined wall here with some Skullwalltullas on it, you can kill two of them so do so, now climb up, be careful of the one near the top and climb up and go through the door. In this room there is a Bubble, kill it and a chest appears with the DUNGEON MAP in it. Go through the next door to arrive on a balcony, kill the Deku Baba ahead of you and look across to see a grey square tile with a white circle in the middle, this is a Hookshot tile, hook onto it to drop down on to the platform, press the switch here to drain the well in the courtyard, now leap from here and head over there. Climb down the well, this is just a long corridor, follow it and collect the Recovery Heart and open the chest at the end of a SMALL KEY. You now have three. Now leave the well and you should be in an area with a raised island in the water, on top of this is a chest, if you get the right position you can aim for this chest, but if you aim for the wrong bit you won't land on the island, you will fall off. Aim for the back of the chest nearest the wall and Hookshot up to get to the island, open the chest for a Recovery Heart and then kill GOLD SKULLTULA #48 and get the token with the Hookshot.

Now you need to leave this courtyard and go back to the main room, head up the stairs on the left and unlock the door here, kill the Big Skulltulla in the way and head through. There is a Bubble here, so kill it and climb the ladders ahead. There should be a block you can pull out here, do so and then push it forwards, there is an opening where the block was so go through it and then circle round and push the block along the arrows and into the gap, climb up and then up the ledge on the right. There is a red block up here, pull it out as far as you can and then drop down where you pushed the first block and head through the openings and climb the ladder on the right where you first pulled the first block out. Now go and push the Red Block further forward, time to head back down the ladder and round to the first blue block, climb up and then push the red block into the opening ahead of it, now climb up this block and up the ladder on the right. There are two Bubbles up here, kill

them and unlock the door with the eye above it, this corridor is twisted, go along it into a strange room, there are Wall Masters here, so if a shadow appears above you run away because if they grab you they transport you to the beginning of the dungeon. Anyway, jump across and then to the right and unlock the door and go through.

Head down the stairs here past the paintings and into the next room, in here there is a Stalfos and a hole in the centre, kill this one quickly and a large platform with two more on will come down, you need to kill both of these quickly because their bones regenerate, once you have done so a chest appears containing the FAIRY BOW. Now go back into the room you were in previously, there are three paintings near each of the stairs, shoot each one once with your arrow without getting too close because the Poe will vanish to another painting, after shooting all three it will head downstairs, go there and you will have to fight it, block it's attack and when it becomes visible, jump attack it with your sword, three hits and it dies. A chest appears containing a SMALL KEY, collect it and head through into the room where you got the Bow, once at the otherside you need to shoot the three paintings of the Blue Poe and then defeat it, grab the COMPASS from the chest. Now head up the stairs and unlock the door at the top, now before we go any further, we need to go back through this room, through the bow room and continue back to the first twisted corridor. Once back there, shoot the eye above it and the corridor will straighten, head through. Now the room ahead has turned, jump down and open the elaborately decorated chest for the BOSS KEY.

Now drop down the hole here and defeat the Bubbles, go through the door, you will be on a balcony type area, ahead of you is a platform with some Recover Hearts on it, jump on to it and head to the end and then equip your Hookshot and you will see GOLD SKULLTULA #49, now carefully jump back to the balcony area you were on defeat the Giant Baba and enter the door on the right, there is a Floormaster here, defeat it and it will split into several little hands, kill them to defeat it and a chest appears containing the SMALL KEY you need. Leave this room and head through the door on the right. You will be above the area where you pushed all the blocks earlier and that leads to the twisty corridor, go up the ladders and round to the twisty corridor and shoot the eye above it to twist it again, now head through and jump across and to the right and head through the door, go back through the areas where you fought the poes and go through the door at the top of the stairs in the blue poe area. In this room there is another corridor that you need to head through, there are Green Bubbles in here, ignore them or shoot them with your arrows and unlock the door at the end, now hop on to the platforms here, there is an eye frozen on one of the walls, the platforms rotate around the torch, aim an arrow so it lines up with the torch and wait until you have rotated round to face the frozen eye, shoot it to twist the corridor here and head back through, the room at the end will have twisted round as well, drop down and jump down the hole.

You will be in a room with a chessboard like floor, be careful here as the ceiling will fall down and raise up repeatedly, there are holes in certain areas however, when it raises up again head to the tile with the shadow on it this is a Skultulla, kill it and stand where it was so the ceiling doesn't kill you, next run to the switch and press it to open the door at the end. Wait for the ceiling to raise up and make a mad dash for the door, don't bother with the chest unless you need arrows. Go through the door and you will be in a room with a block puzzle, look at the picture of Green Poe on the wall, this is the picture you have to make using the blocks, shoot the picture to start the clock, you have one minute, if you fail you have to retry. Basically just push all the blocks together I cannot explain it too well, you should be able to see easily which one goes where, you only need four of the pieces the first time you do it as well, only the pieces with parts of the Green Poe on them.

Once you have solved the puzzle Green Poe will appear and you will have to beat him, do so and head through the door that opens.

You are in the main room once more, head down and watch a scene, you now have an easy mini boss in the form of the Purple Poe, it clones it self basically and you have to shoot the real one with an arrow, when the clones surround you, look for the one that spins round once, this is the real one so shoot it with your bow, repeat this process about five times to beat it. Now you can take the lift down to the lower floor. This room is odd, there are two block things to push that rotate the room, push the one on the right once, one of the alcoves will now contain a switch, press it and push it around again and press the next switch that appears in one of the openings. Now push it round once more and enter the room with the arrows in the chest and look to the right and kill GOLD SKULLTULA #50, now push it around once more and press the switch and then go through the corridor and open the boss door. Head up the stairs and watch the scenes, then...

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+~~~~~| EVIL SPIRIT FROM BEYOND: Phantom Ganon|~~~~~+
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| This boss can be hard, there are two parts to it, the first is relatively |
| easy. Aim around the room with your bow and you will see Phantom riding |
| down two different ones, one of these is a diversion, the other is the |
| evil spirit himself, he will jump through the room and use a lightning |
| attack which is unpleasant, you have to shoot him before he can get through |
| and attack. Repeat this process several times and he will abandon his |
| horse and take you on in what appears to be a deadly game of tennis. He |
| will summon a ball of light or whatever and throw it at you, you must time |
| it right and swipe it back at him with your sword, you have to rally with |
| him until it hits him and stuns him. I then recommend jump attacking him |
| repeatedly, the rallying starts easy and then gets more and more difficult |
| and you will probably get hit a few times. Stun him and attack him about |
| four times and he will be banished. Apparently. |
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After beating him watch a little scene then grab the HEART CONTAINER for what should be your 13th Heart in your energy metre and step in to the warp. Now there is another reasonably long scene that follows and you get the FOREST MEDALLION! Now you need to head back to the Temple of Time, do so and go to the Pedestal to meet Sheik, he will teach you the Prelude of Light which enables you to teleport back here whenever you want, he also tells you that you can travel back to your original time by returning the Master Sword to the Pedestal, which is cool.

Now before you go any further, there are another two Heart Pieces you can get but you need to return to childhood. Go to the pedestal and press A to drop the sword and watch the transition scene, you will emerge back as your child self and the world will be peaceful and happy once more. Your destination is Zora's River so leave and go through the market place and out of town, then head east across the bridge and then south or to Link's right and into Zora's River. You need to make your way through over to where the frogs are near the logs. Get your Ocarina out and first play all the grey noted songs EXCEPT Song of Storms, this makes all the frogs big and you get 50 Rupees a pop. Now for the first Heart Piece, play the Song of Storms once they are all big and they give you HEART PIECE #25. For the second heart piece you need to play the Bug Catching game, each frog represents a different button or note for the Ocarina and when the bug is above them you have to press the appropriate button to play the note and make them jump and catch the bug, it can be rather tricky. The big blue frog at the front is A, the one on the top left is C-Up,

the pink one on the right is C-right and the yellow one near the big blue one is C-down. You should probably write the notes down as they come up until you get the full sequence and then play it through, when you have done it correctly they give you HEART PIECE #26.

Now you are still a child, there are a lot of things you are going to want to do, the first thing is to get some Magic Beans if you haven't already got any and plant them in all the remaining soft soil patches, particularly the ones in the Lost Woods and any others you have already put Bugs in, this is important because they lead to a lot of cool stuff. Now you need to head southwest to Lake Hylia, the thing to do here is speak to the Scarecrow in the little field, get your Ocarina out and he will ask you to play a tune for him, play any simply tune you can remember to make your own Scarecrow's Song, the scarecrow says that he will try to help you if he can when you play that song, only useful as an adult because you can Hookshot on to him when he appears. Now we have some Gold Skulltulas to find.

Play the Prelude of Light, C-Up, C-Right, C-Up, C-Right, C-left, C-up and go to the Temple of Time, become an Adult once more and leave the Temple of time. Once in the decimated market square head up to where Hyrule Castle normally is and witness a dramatic cut scene where you see Ganondorf's Castle and the desolate ruins of Hyrule Castle, head up the path to the ruined archway and go behind it, you will find GOLD SKULLTULA #51 on the wall, kill it and get the token with the Hookshot, you now have half of all the Gold Skulltulas in the game. Now play the Minuet of the Forest and warp to Sacred Forest Meadow, once there, head forwards past the big ogre and down the stairs and then up the ladder and head to the left and you will see GOLD SKULLTULA #52 on the wall, kill it and get the token with the Hookshot. Now head out of the Sacred Forest Meadow and leave the Lost Woods. Once outside, re enter and head right then left, right, left and left and you should be in an area with the two Business Scrubs. There is a patch of soil here that you should have used bugs on and a Magic bean, if you have ride the Magic Leaf to gain access to GOLD SKULLTULA #53. Now leave the Lost Woods, once in Kokiri Forest, make it night time and head to the House of Twins opposite the shop near the Deku tree field and you should see GOLD SKULLTULA #54 on it, kill it and get the token.

Now you need to head back to Kakariko Village, via Epona or playing the Prelude of Light and heading there from Hyrule Castle Town, once there head to the House of Skulltulla and speak to the latest freed man and he gives you HEART PIECE #27 as a reward for getting 50 Skulltulla tokens.

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    /\  /\   Path to the Fire Temple  /\  /\
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We are now going to head off to the Fire Temple, start by riding to Kakariko Village on Epona and then entering the Death Mountain Trail. It is a little different from your childhood, there are still the Tektites but there are also boulders rolling down, avoid them and head up, when you get to Dodongo's Cavern, enter because there is a Skulltulla to get. Once inside head to the right and into the area with the Baby Dodongo's and then look up when Navi changes green and flies to a platform. Equip your Ocarina and play the Scarecrow's Song and Pierre will appear, Hookshot up to him and kill GOLD SKULLTULA #55 and grab the token, jump down now and leave the Dodongo's Cavern and then head further up the trail and enter Goron City. It seems it has become deserted, jump down a level and you should see a little Goron rolling around, equip your bombs and drop one so it explodes when he rolls over it,

it may take some timing and try not to get too close as he will roll away. When you have done it, speak to him to learn all the Gorons have been taken to the Fire Temple by Ganondorf. He then says Darunia has gone to try and free them and starts crying, ask him about the Dragon to learn about Volvagia and then ask him about the Gorons and he will ask you to help free them and give you the Red Fire resistant Tunic.

Jump down to the next level and head to the left side and look up behind the platform suspended by ropes in the centre, there is GOLD SKULLTULA #56 behind it, shoot it with your arrows and then to get the token you need to hookshot on to the platform and pull yourself up to it and collect it. Now go into Darunia's chamber that has been newly opened, pull the big statue out that is ahead of you and go through the door to arrive in Death Mountain Crater, head left and hookshot the wooden bar across the bridge and head forwards to meet Sheik once again and learn the Bolero of Fire:

C-down, A, C-down, A, C-right, D-down, C-right, C-down

This will warp you back to this part of Death Mountain crater whenever you want. Now before you enter the Fire Temple, play the Prelude of Light and go back to the Temple of Time and return the Master Sword to the pedestal and become child Link again. Now as Young Link play the Bolero of fire and warp back to Death Mountain Crater, you still have a time limit, so quickly drop some Bugs into the Soft Soil to the left of you, GOLD SKULLTULA #57 will pop out so get the token, now plant a Magic Bean in the soft soil, play the Prelude of Light once more and return to your Adult form, now warp back to Death Mountain crater, step on to the Magic Leaf and ride it on to the small hill with smoke billowing from the top, there is HEART PIECE #28 on here, you should now have 14 hearts in your energy Metre, it is time to drop down and enter the Fire Temple.

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You start off in a large hallway, there is a door on the left below the stairs but there is no point in going through there, head up the stairs and kill the two Fire Keese flying about and as you will see the door to the right is locked so take the left door. As soon as you enter there will be a cut scene where you see Darunia head through the boss door to seal away the dragon and he entrusts you with the task of freeing the Gorons. You cannot reach the boss door until you do something about the pillar in the ceiling just so you know, anyway, jump across the platforms to the left and press the Floor Switch and the cell will open containing the first Goron, speak to him and then open the chest behind for a SMALL KEY. Now leave this room, head across the first hall and unlock the door opposite, you are now in a large lava filled room, start by making your way left across the lava via the various platforms and ledges and get to the area with the door and the block above it, enter the door and press the switch to free Goron number two, speak to him and open the chest for a SMALL KEY again. Now head out of this cell and play the Song of Time to make the block drop down, climb up and through the door at the top, there are some Floor Tiles which shoot at you so block them all to defeat them and then shoot the Like Like twice with your Bow to kill. On the wall you will find GOLD SKULLTULA #58, leave this room.

You now want to head exactly opposite from where you are now across this room, head across the ledges and platforms and you will get to a ledge, climb up,

there is an outline of a door up here, bomb it and head through. Press the floor switch in here to free another Goron, speak to him and then open the chest behind for another SMALL KEY. Now leave this room and make for the bridge and unlock the door to the right. In here, there is a jet of fire going up into the ceiling, slide down the plank and then climb up the wire mesh, shoot the Keese out of the way and get on to the right platform, drop down and push the block forwards down to the lava geyser, jump on the block and get a free ride up, now go through the door ahead of you. You will be in a room with oddly green tinged walls, head left and look at the ledge, you will see a Torch Slug roaming around, climb up and kill it quickly and then climb up the ledge to the right and kill the torch slug there. Now jump across and push the block off to the right, drop down and pull it as far as it will go. Climb on it and jump to the right and climb up, there is a mesh to climb on the right but it is surrounded by fire, you will probably have seen the switch. Drop down a ledge and head to the right, now drop a Bomb off the edge here and it will blow up and hit the switch, extinguishing the flames for a short while, climb up the ledge and quickly climb up the mesh and then go right and through the door.

You will now be in a maze type area with lots of boulders rolling around, go left along the wall being careful to avoid the boulders and go through the door you should find in a little opening, press the floor switch to free another Goron and get the Small Key from behind him. Leave this room and make a left and then head to Link's left and you should find or be near an enclosed area, you should hear the sounds of a Gold Skulltula, check the wall behind you with your sword until you hear it make a different sound, then plant a bomb to blow open a gap, this leads to GOLD SKULLTULA #59. Now leave and head back to the previous area where you freed the Goron, head back towards the entrance where you came in from and keep going past it and you should find a cage with a floor switch, press it to free the Goron and grab the SMALL KEY from the chest behind, now head back and hug the wall to Link's left and you should come to a locked door, use a Small Key and head through.

You are on a narrow ledge above a chasm, look to the top left above the barred door and shoot it with your Bow and then head through the door on the right, being careful not to fall down, head to the right in here and get the DUNGEON MAP from the chest, now exit this room and head right and unlock the door. In this room, run across the narrow wall and jump on to the wire mesh platform and there will be a short scene showing a wall of fire pursuing you, quickly head forwards and jump across, being careful of the Fire Skull and when you get to the ledge, climb up to the right and go through the door. You are now above the big boulder room, before you do anything else, we are going on a little Skulltula detour. Look to Link's right and Navi will fly up and turn green on a platform above you, get your Ocarina out and play the Scarecrow's song, this makes Pierre appear, hook on to him and then turn around and hook on to the platform directly ahead of you, this platform will raise into the ceiling to take you too a new room. Head right and climb the mesh and kill GOLD SKULLTULA #60, now go through the door near it. In this room there is a floor switch which can put out the fire around the chest at the top of this walkway, ignore it for now and turn round, on the wall above the chasm is GOLD SKULLTULA #61. Shoot it and grab the token, now press the floor switch, quickly leg it to the steep bit and hook on to the post, then run down and run as fast as you can to the chest and open it for 200 Rupees!

Now jump down and head back through the door and then back to the platform that raised up, jump down on to it and then the platform ahead where you Pierre originally, drop down to the platform you entered the room on. Directly ahead of you is another Torch Slug on a platform and a cracked floor, jump across and kill the Torch Slug and then bomb the cracked floor and drop down, head left and press the switch to free the Goron, grab the SMALL KEY near him

and then go back and climb up the wall once more back to where you were. Now you should be able to see a pillar with a floor switch on it to the right, jump to it and press it to open a cage, now continue across the platforms forward from the switch until you find the Goron Cage a bit to the right, get the SMALL KEY from the chest. Now head back and enter the room with the wall of fire that chases you, jump down and then head across the mesh and head to Link's right when you are near two pillars with Recovery Hearts on, jump on to the platform near here and unlock the door and go through.

This room can be very confusing and difficult to work out, basically it is a maze but the walls are fire and only pop up when you get close. Drop down and head to the right, there are boulders here so be careful, make your way to the right still, it can be difficult to find openings in the fire but be persistent, eventually you will find a door, enter here and get the COMPASS from the chest, exit this room and head round and try to find a locked door, head through it past the Goron and out the other side. You will see a floor switch a little way away from you, head north a little way and then west or to Link's left and press it, it will remove the firewall from in front of the door you need to get to, head back a little and then left and then quickly run forwards because you have a time limit, you should get to the other side before the fire comes back. The door you see before you is actually a fake, bomb it to reveal the real door, head through this and you will meet a Mini Boss: The Fire Dancer.

This boss is easy, basically it will jump out of the flames in the middle and attempt to cast lots of fire that chases you and hurts you. To stop him doing this and to attack him, you see that black thing in the middle of his chest? L target and shoot him with the Hookshot and the fire will disappear and you will be confronted by a weird black thing with legs, hit it with your sword and then it will run round the stone block in the middle, run round the opposite way to it so you meet it round, attack it again, and it will run round yet again, eventually it jumps into the fire and the dancer emerges once more, repeat this process several times to kill it. Easy. Now ride the centre platform up. In here climb up the wall and look to the right, drop a bomb down so it hits the crystal switch and then climb up and go through the door to the right. In this room, I recommend shooting the Fire Keese first to make life easier. After that step on the switch and the flames around the Big Chest temporarily disappear, run up the narrow path being careful not to fall off and then open the chest to get the MEGATON HAMMER! This allows you to smash stuff up like big boulders etc. Now head back down, to the right of the door you will see a square with a face on it, smash it with your hammer and drop down.

Smash the statue away here and go through the door, shoot the Fire Keese in here and then pound the pillar to the right to make some stairs drop down, now grab a crate from behind you and jump down, drop it on the switch to the right that opens the door and go through. Smash the tile here and drop down and then climb up and smash the rusted switch, head through the door, in here there is a Goron to free, head to the edge and play the Song of Time to lower the block down and jump across and smash the rusted switch with the hammer and then go down and speak to the Goron and get the SMALL KEY behind him, head back up and into the room with the central pillar and the fire maze, smash the central pillar and you will drop down and into the chamber before the boss. Exit here and go to the first room, go down the stairs and smash the statue away to the right, go through this door and you will be in a room where you need to kill all the Keese and Torch Slugs, do so and head through the door that opens. In here, block with your shield as lots of floor tiles will come spinning at you, block them and kill the Like Like, now kill GOLD SKULLTULA #62.

Go through the newly opened door and you will face another Fire Dancer boss, this is easy, use the same tactic except you can use the Megaton Hammer to smash the weird middle section of the boss out. Once it has been defeated, go through the next door (check your map to see which one you came through) and hit the floor switch to free the final Goron, speak to him and then get the Boss Key from the chest and head through the door directly ahead. You will be in the very first room once again, now head up the stairs and through the door on the left, jump across and enter the Boss Lair and jump on to the centre platform...

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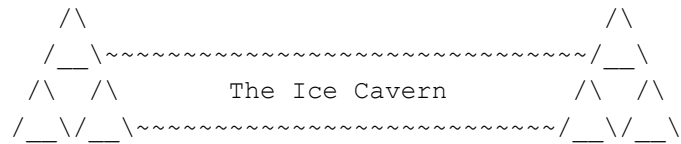
|=====|
+~~~~~| SUBTERRANEAN LAVA DRAGON: Volvagia |~~~~~+
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| This boss can be a little tricky, basically there are several lava holes |
| around the battle area, Volvagia will poke his head out of one of these, |
| when it does so, head over and smack it with the Megaton Hammer to stun it |
| and then slash it up with your Master Sword. After this the dragon will |
| rise up and chase you around whilst breathing fire at you, pretty easy to |
| avoid. It will then return to the lava and pop it's head up once more, |
| repeat the above tactic to hurt it and it rises up once more, this time it |
| doesn't breathe fire it makes rocks drop from the ceiling, these take two |
| hearts off with every hit so be careful, stand at the edge of the arena to |
| avoid it easier. It repeats this pattern for the whole fight, about four |
| attacks and it croaks. |
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Take the HEART CONTAINER and step into the warp and watch the scenes, it seems Darunia is the Sage of Fire, he will give you the FIRE MEDALLION and you will be warped to Death Mountain Crater.

Whilst you are still in Death Mountain crater, head left along the bridge and Hookshot across, now head left and you will see a tunnel blocked by rocks, smash them with your hammer and go through. You will be in a Great Fairy Fountain, go forwards to the Royal Family Crest and play Zelda's Lullaby and the Great Fairy of Wisdom will emerge and grant you an enhanced Magic Metre, basically it has been doubled! Now leave Death Mountain Crater. Your destination is Zora's River so head there now, run along the path and jump the river, when you get the area where you have to jump the tiny waterfall and there is a large cliff above you, jump into the river and run up it and climb on to the platform, climb the ladder, there is a boulder surrounded by rocks, ignore this as there is nothing important, make it night time by playing the Sun's Song if you need and turn round, you will see GOLD SKULLTULA #63 on the wall. Now head right and jump down and follow the path right along the river.

When you get to the wooden bridge before the area with the land bridges and the waterfall, make it night time and you should be able to see GOLD SKULLTULA #64 on the wall, stand on the fence ahead of the bridge and use the Hookshot to get it. Now play Zelda's Lullaby to open the waterfall and enter Zora's Domain. Zora's domain is frozen over and is desolate from when you were a child. Head up to King Zora's throne room to find he has been frozen in some rather peculiar red ice, head left of him along the frozen river to the waterfall, look to the left of the waterfall and you should just be able to see GOLD SKULLTULA #65, shoot it and use the Hookshot to get the token. Now leave and go to where King Zora is frozen, head into Zora's Fountain. Jabu Jabu is no longer here, but there are a lot of frozen platforms. Jump on to them and try to head to the east by jumping from one platform to another, the problem is that they are slippery and there are Octoroks shooting at you. Once you get to the east, jump on the final platform to get HEART PIECE #29. Now make your way back across the water and enter the Ice Cavern.



This is a mini dungeon, there is no medallion or Heart Container to collect at the end, it is also pretty easy, I wouldn't really call it much of a dungeon. Head forwards through the corridor and you will arrive in the first room, there is a Spike sliding round the floor as well as four new enemies called Freezards that you have to kill to open the door, be careful of their Ice Breath though as it does freeze you and hurts as well as being annoying. When the door opens, go through it and follow the path, there are icicles that will fall down and hurt you so be careful. You will arrive in a room with a large blade type thing rotating round the room, you will see several silver Rupees around this room, these do not add up to currency however, they are required to open the door. Before you start collecting them though, head to the right side of the room and look up the wall to see GOLD SKULLTULA #66 on the wall, shoot it and then Hookshot the token. Now collect the silver rupees, there are three around where the blade rotates, collect them and be careful of the blade, you can roll underneath it to avoid it, the next one is hidden by some icicles to the left of the room, now climb up the ledges to where the gate is that you are trying to open, jump off into the air and collect the last Rupee, the gate now opens.

Go through the gate and follow the path, there is a Freezard here as well as a metal spike thingy, go past them and into the next room. This room can be annoying, there are several platforms with Blue Fire on which is useful and is the main reason where came in here. Climb up the first platform directly ahead of you and then get your Fairy Bow out and shoot the Ice Keese which are flying about to get them out of the way. Now head up the platform and kill the Freezard at the end, jump across and collect the Recovery Hearts, then go back and jump over to the platform with the Blue Fire on it, equip your bottles and catch some of it. Now you should be able to see some Red Ice near you, go over there and drop some Blue Fire on it and open the chest for the DUNGEON MAP. Now refill your bottle with red fire and leave this room back to the spinning blade room. To the left and right of this room are two walls of red ice, use Blue Fire on them to melt them and reveal some passages.

Take the left passage first to find a little chamber, there are lots of icicles on the ceiling, smash the icicles on the left and use some Blue Fire on the red ice and collect HEART PIECE #30. Then look up and shoot GOLD SKULLTULA #67, now smash the icicles on the right and use blue fire on the red ice and open the chest for the COMPASS. Now head up and smash the icicles here and refill your bottles with Blue Fire. Now return to the spinning blade room and head through the passage you opened directly ahead of you, follow this path to arrive in a large room with more Silver Rupees to collect. There are also lots of Ice Keese in here so shoot them out of the way first. Now head to the left and look on the wall to find GOLD SKULLTULA #68. Now if you head to the far end of this room and climb on to the small pillar and collect the first Silver Rupee, then head to the entrance again and push the Ice block forwards and climb on to it and get the second Rupee, now push it up right and climb up to the ledge, use blue fire to melt the ice and collect the Rupee. Then push it over the edge of the hole to make a new one appear at the entrance of the room. Now push it from the entrance to the left and collect the fourth Rupee and finally push it to the far end of the room and collect the final Rupee and open the door, push the block over there and climb up and go through the door.

Head along this corridor and melt the ice in the way then head forwards and open the door. In this room you will face a mini boss, it is so pathetically easy though, just a white Wolfos, block it's attack and then slash at it with your sword a few times to kill it. A chest then appears, open it for the IRON BOOTS. There is then a scene where Sheik comes and teaches you the Serenade of Water:

A, C-down, C-right, C-right, C-left

This enables you to warp to Lake Hylia at will and is very useful. Now you see that hole behind the chest? Equip the Iron Boots and drop down, head through the water, you have a time limit of 1:30 to stay underwater by the way and you will be back in a familiar room, drop down and leave the Ice Cavern, make sure you have some Blue Fire though. Head over to Zora's Domain and you will find the King in Red Ice, use Blue Fire to free him and then speak to him and he will give you the Blue Zora Tunic which lets you breathe underwater. Now before you go, head back to Zora's Fountain, go to where the Icebergs are near the Ice Cavern entrance and drop down with the Iron Boots, go down to the centre of this pool and collect HEART PIECE #31. Now go and play the Serenade of Water and warp to Lake Hylia.

There is a Gold Skulltula I missed here, go to the Lakeside Laboratory and equip the Iron Boots and drop down to the bottom of the pool, roll into the crate and smash it to get GOLD SKULLTULA #69. Now leave the Laboratory and head into the Lake with the Iron Boots equipped. You will find the entrance to the Water Temple here, shoot the blue object at the top with your Hookshot and the gate will open, enter the Water Temple...

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    /\  /\      The Water Temple  /\  /\
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Ok, be prepared for a fairly long haul because this Temple is easily the hardest in the game and is very frustrating and can be confusing as to where you go first etc. Start by removing the Iron Boots and climbing up the ledge. Now drop into the water and equip the Iron Boots and sink to the bottom, go to the east side of this room and you will find a corridor with some torches at the entrance, head through here to meet Princess Ruto and unequip the Iron Boots and float up to the surface, enter the door on the left and you will meet some Spikes, shoot them with your Hookshot and they turn to rocks, do this again to kill them. After you have done this, open the chest for the DUNGEON MAP and leave this room. You will see the Triforce Insignia on the left, play Zelda's Lullaby in front of it and you will drain the water. Now drop down to the bottom of this room where you first met Ruto, a torch has mysteriously been ignited, the door ahead of you is barred, equip your Fairy Bow and shoot arrows through the torch to light the other torches and open the door, enter here to fight some Clams, wait for them to open their mouths and reveal their soft flesh and then slash them with the sword or get them with your Hookshot, a chest will appear, open it for a SMALL KEY.

Return to the main room and head to the west side and climb on to the little ledge and then push the block until it falls down, then equip the Iron boots and jump down after it into the water. Follow the path and then remove the Iron Boots and float up, in this room there is a Crystal Switch on the right that makes a jet of water rise up, kill the Blue Tektite with your Bow first and then head the switch, quickly jump on to the jet and then to the other side. Go through the door to find a room with a pool of water that looks like

it has a strong current moving around, drop down here and into the water with the Iron boots on, there is a Dragon statue with a switch in it's mouth, there is also a Hookshot tile up the opening you need to get to, to do this, unequip the Iron Boots and swim above the Dragon's tail to the left of it's head and then quickly equip them again and drop down. Now shoot the Crystal with the Hookshot to open the gate and quickly hit the panel and hook across and go through the gate.

There are clams everywhere, remove the Iron Boots to float up past them and then climb out of the water. There is a chest here which contains another SMALL KEY which is useful, now hit the crystal switch to once again open the gate, now jump in the water and equip the Iron Boots, return to the big main room. Now head over to the south side and follow the path to find a crack in the floor, place a Bomb here to blast it open and reveal a small square of water, jump in and equip the Boots as usual. Defeat the clam and head to the end of this mini corridor and float up by equipping the Kokiri Boots, there will be a floor switch ahead of you, press it to raise the water, climb on to the platform ahead and hookshot across. There is a gate with a crystal switch that appears as if it cannot be hit at the minute, well you can get it by standing next to the gate and holding the B button to charge a spin attack and then unleashing. The gate opens, GOLD SKULLTULA #70 is on the wall in here and that is the main reason we came here, so now backtrack to the main room.

Immediately ahead of you is a locked door, climb on to the block and go through it, you are in the central tower area now, there are a lot of Hookshot panels here, Hookshot up twice and then go to the Triforce Panel and play Zelda's Lullaby to raise the water to a midway point. Now leave through the opposite door and drop down with the Iron Boots, on head to the east side of the bottom part and through the corridor back to where you first met Ruto in this temple, unequip the Iron Boots and swim up to the top. Climb out and you will see a fragile wall ahead, bomb it and go through. There is a SMALL KEY in the chest so grab it and then go back to the main room, float to the top and go back to the door that you left the central tower from, use Din's Fire on the torch to light it and then enter. Equip the Iron Boots and then drop down, when the water was raised it carried a platform to the top, so there is now a way open for you to drop down through, do so. Follow the corridor and then hit the Crystal Switch with Hookshot to make lots of enemies drop down, kill them all using the Hookshot and then float up through the ceiling gate that opens and collect another SMALL KEY from the chest.

Head back to the main room by returning to the central tower, head to the west side of the tower and jump across to the locked door, unlock it and go through. In here there is a spray of water and a crystal switch, stand on the jet of water and shoot the Switch with an arrow and ride the jet of water up, jump off and kill the Tektite and then go through the door to find another Triforce Panel, play Zelda's Lullaby to raise the water to the highest level. Jump down into the water and climb on to the platform, head west and head on through the locked door, using a small key to open it obviously. This room is a little odd, there are platforms that float down a little valley of water and into a chasm, kill the two Keese and then drop down on to the platform, now Hookshot to the other ones across as they all have hookshot panels on them. Now gradually work your way up to the other side, it can be tricky as you have to be quick before you get pulled down too far by the platforms. There is also a Gold Skulltula in this room but we cannot get it now, it is on the right wall. Once you are across, go through the door, using another Small Key.

This room consists of platforms with odd dragon statues on them, there are also Tektites here, shoot the centre crystal switch with the bow and the water will rise along with the statues, the Tektites also advance on you, so take them out of the equation with the Fairy Bow. Hookshot on to the statue to the

left, now hit the crystal switch in the centre to lower the water, now hook on to the panel on the wall and climb over the lowered statue on the right. Hit the crystal and raise the next statue and hook on to it, then lower the water by hitting the crystal again with the bow and now climb on top of the statue and shoot the switch again to ride the statue up. Kill the Like Like and hook over the spikes and through the door.

This room is weird, there are no apparent walls and it is almost like being outside in a vast, misty lake. Head over to the far side and try the door, it is barred, now head back to the centre island and you will face the mini boss: Shadow Link. Now this boss is can actually be rather difficult, he has all the same moves as you and also likes to mirror your attacks, so it is very hard to hit him with the sword though not impossible. The best method I find is to equip the Megaton Hammer and time it right and take sideways swipes at him with it, this hits a lot of the time as he cannot mirror it because he merely has a Sword and Shield. Din's Fire is also pretty good for hitting him, but you do have to time it right, keep up this attack pattern with the Hammer and Din's Fire and eventually he will die. The room now turns to normal, head through the unbarred door to the north. Open the big chest in this room for the LONG SHOT, this is an upgraded Hookshot that has twice the distance.

You will notice a block in the ground that has the same design as the Door of Time, you will have encountered these before, play the Song of Time to move it and jump down the hole. This place can be a bit annoying, hop into the river whilst wearing the Iron Boots and head right, there is a whirlpool here and the best way of avoiding it is to remove the Iron Boots and hug the wall past it. Now equip them again and follow the river, you will get to the next one around the corner, equip the Long Shot and shoot GOLD SKULLTULA #71 from the wall above it, now head round the corner using the same method to avoid the whirlpool. There are two more close together here, to the right of them is a platform with two pots on, swim like mad for this and climb on top of it. Smash one of the pots and catch a Fairy in a bottle if you need it. Now if you look across from where you are, you should see another small platform right near the whirlpools, if you are quick you can leap into the river and swim fast whilst tapping B and climb up on to it. To the right of you here is an eyeball switch, shoot it with an arrow to open the gate opposite, now quickly Long Shot the chest here and go across, open it for a SMALL KEY.

Now head into the next room, this is the room with the dragon statue and the fast current, jump in and make your way back to the entrance. Whilst the water is still high there is something worth doing quickly, swim to the top and head to the right, walk down the corridor and jump into the water and sink down, then go to the block and pull it out as far as you can, now head back to the main room. Drop down to the very bottom with the Iron Boots on and then go to the east side of the room and go back to the Triforce panel and drain the water, now go back and enter the central tower, and go to the top without raising the water in here, use the Long Shot to get GOLD SKULLTULA #72 off the roof. Head through the door. Head to the right side and you will see an eye ball switch, shoot it with your bow and the gate will open, Long Shot across and follow the corridor. Push the block along and it will drop into a hole, head right and open the chest for a SMALL KEY and then continue left and go back to the main room, jump down and enter the central tower, raise the water level to medium and go through the western door and up to triforce symbol and raise the water to the highest level.

Now quickly go back through the high level western door, GOLD SKULLTULA #73 is on the wall to the right, get it and leave. Jump down with the Iron Boots on and float down to the bottom, take the northern path and unequip the boots to float to the surface. Longshot over the spikes and unlock the door. There are lots of enemies on the water in here; Tektites, shoot them from a distance and

then swim across, there is a strong current here so tap B a lot. Go into the next room, in here there are some Stingers, kill them first and you will notice that there is a switch in the water on the opposite side, there is also a cracked wall on the ledge near it, bomb it and then come back to the side you entered in from and look to the right to find some discoloured bricks, place a bomb here to blow a hole in the wall and head round, push the block as far as you can and then go back and swim to the opposite side and pull it out then go immediately back and push it so it drops down and hits the switch.

Once the water rises leave through the west door, in this room you should probably kill the enemies across the room and then hit the switch to raise three water jets, jump to the one on the left and then the next one and across and to the next area. Wait for a boulder to pass and then jump into the river with the Iron boots on, look to the left and get GOLD SKULLTULA #74 off the side of the waterfall. Drop down below where you got the Skulltula and then head along to the end and remove the Iron Boots, float up and go to the next room and open the big ornate chest for the BOSS KEY. Now save your game and reset so you are back at the entrance of the Water Temple unless you really want to back track. Once back at the entrance, swim to the north side of the main room, there is a Long Shot panel on the statue, use it to go across, I think there are fairies in the jar next to the door, get them and go through. Run up the left side here and do not stop moving, you shouldnt get hit by the spikes, unlock the Boss door and enter...

At first nothing happens, so jump on to one of the central pillars and then a scene occurs.

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|=====|
+~~~~~| GAIN T AQUATIC AMOEBA: Morpha |~~~~~+
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|=====|
| First things first; do not attempt to take this boss on from the central |
| pillars as he will hit you a lot and it makes the battle harder. Jump to |
| the edge and equip the Long Shot, move around and wait for the Nucleus |
| which is the pink ball in the amoeba, when it stops, hook it up to you and |
| slash it with your sword. Now it will start to spawn several tentacles that|
| do not contain the Nucleus, if these grab you it hurts, they can hit you |
| for one heart of damage or grab you and shake you about for three hearts. |
| Keep away from them and focus on the main Nucleus, after a good few hits |
| it will die and the battle will be won. |
+~~~~~+

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After the battle, collect the HEART CONTAINER and step into the warp, watch the scenes and you will get the WATER MEDALLION from Princess Ruto! One final thing, after the scenes with Sheik when Lake Hylia fills once again, equip the Fairy Bow and fire an arrow into the morning sun to make the FIRE ARROW fall from the sky, swim over and collect it, your bow can now fire fire arrows if you set them to X, Y or Z or the C buttons for N64 purists.

Return to Kakariko Village to find all is not well, apparently an evil spirit that the Sheikah had long kept sealed in the Shadow Temple has broken free and his causing damage to the village. You will also meet Sheik and learn the Nocturne of Shadow:

C-left, C-right, C-right, A, C-left, C-right, C-down

This warps you to the upper ledge of the Graveyard and allows you access to the Shadow Temple, before we go there are a few things to do, the first is a sidequest to get the most powerful sword in the game for Adult Link. The one and only Big Goron's Sword!


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      /_ \ ~~~~~ /_ \
     /\  /\      Bottom of the Well      /\  /\
    /_ \/ _ \ ~~~~~ /_ \/ _ \

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We now have another mini dungeon on our hands, warp to the Temple of Time and travel back seven years to your childhood. Now leave Hyrule Castle town and go east to Kakariko Village, go over to the Windmill and enter, play the Song of Storms to make the windmill move faster, the well will then drain. Leave and go to the well, drop down to the bottom and enter. There will be a Skulltula just ahead so kill it. The wall past it is a fake wall and you can run right through it, do so and then head immediately across the little path. You will see a brown lump of dirt or something like that on the left, you can bomb this to reveal a hole leading to a chest containing BOMBCHUS, climb out and then head right and follow the path round through the shallow water. You will soon find a Triforce symbol, play Zelda's Lullaby to lower the water. Now return to the entrance and drop down, open the chest for Bombs and then look to the right to find a crawlspace, go through it and then up through the door.

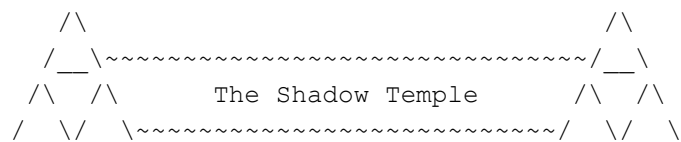
There is a mini boss to face, basically there are four dead hands which will grab you, let them do so and a weird looking humanoid beast thing will appear and attempt to bite you, tap B to break free of the hand and when the beast lowers its head, slash it with the sword. Repeat this process several times and it will die and a chest will appear, open it for the LENS OF TRUTH. This enables you to see things which are invisible to the naked eye such as fake walls and holes. We have the item we came here for but there are some Gold Skulltulas to get, and here is how.

Go back to the entrance and use the Lens of Truth, to the left there is a door leading to chest with a SMALL KEY, now go right and round the corner a little to find another door leading to another SMALL KEY. Once you have them both, go left and then left again and jump down under the gate and into the next room, there are lots of Keese here to kill as well as Gibdos which come out of the coffins once you light the torches near them with Din's Fire, kill them and one of the coffins has a SMALL KEY in it. You now need to make your way to the centre room of the dungeon, there are several hidden entrances to this room and you will need the Lens of Truth but they are all easy to find. Once there, go to the northwest side and open the door, defeat the enemies and get GOLD SKULLTULA #77 with the Boomerang. Leave and go across to the northeast room, being careful of any floor holes, and enter the room, kill the Keese and use the Lens to see the path around the edge, follow it and get GOLD SKULLTULA #78 with your Boomerang, leave this room.

Return to the corridor around this room and follow it to the northeast to find a hole to crawl through, do so and then equip the Lens of Truth so you can avoid the hole and then go through the door using the final Small key, kill the Like Like and get GOLD SKULLTULA #79 off the wall. That is all the important stuff for this dungeon, so leave back for Kakariko Village.

We can get another Heart Piece now, go back to Hyrule Castle Town and play the Sun's Song to make it night time, then head to Link's left or right on the screen as you look at it and enter the first building there. Pay the man 10 Rupees to play the game, head into the next room, there are two chests use the Lens of Truth to find which chest has the Key and proceed, there is a key in each chest in each room, so get them using the Lens of Truth and then you will find HEART PIECE #32 in the final chest, that is officially every single Heart piece available as young Link collected now if you have followed this guide. Now warp back to the Temple of Time and become an Adult using the Master Sword and play the Nocturne of Shadow and warp to the graveyard. Head down the slope into a room with a platform surrounded by torches, stand on

here and use Din's Fire to light them all and open the pathway to the temple proper, enter now.



After the royal pain in the arse that was the Water Temple, you will be pleased to know that you are faced with a mere half hour of a temple which is nice and easy. Go down the corridor and then around the corner, Long Shot across the gap and continue through the fake wall. In this room there are several pillars around a statue of an eagle. Use the Lens of Truth to find the Skull that doesn't disappear and push the statue so the beak points towards it and a door will open, you cannot get across to it though at the moment. Go to the northwest part of the room and use the Lens of truth to find the door, go through it. Equip the Lens of Truth and go right and enter the door, kill the Keese to get the DUNGEON MAP from a chest and then leave, make your way through this room until you find another room like this, equip the Lens of Truth and turn right and left to find another fake wall, go through here into the next room and you will meet another Mini Boss like the one in the bottom of the well, defeat it quickly with the Biggoron Sword and the chest appears containing the HOVER BOOTS, these allow you to hover for a short time but you cannot move easily with them on over ground.

Return to the room with the statue and the skull pillars, equip the Hover Boots and you can get across the gap to the next room, simply run through the air to hover for a short time and get across. Head through and you will find a Beamos, kill it with Bombs and then head through the door, you will be in a room with a large spinning scythe and some Silver Rupees, to collect. Get the ones in plain view first and then look around because you need to Hookshot up to some of the Silver Rupee. Go to the newly opened door and open the chest for a SMALL KEY, now go back to the area with the Beamos and go through the fake wall to the right and kill the Gibdos with your Biggoron Sword and get the COMPASS from the chest. Return to the Beamos room and boom the wall on the right and then unlock the door and go through.

Follow this corridor and you will find some falling guillotines, there are also several Skulltulas that will drop down, so kill them. There are also Wall Masters to contend with so keep moving, when you get into a wide open area with lots of guillotines, continue forward and jump the gap with the hover boots and you will be on a platform, a Stalfos will fall down, own it with your Biggoron's sword and equip the Lens of Truth and look left to see some platforms, follow them round and enter the room. In this room there is an invisible Scythe which is nice, use the Lens of Truth to avoid it and kill all the enemies in here, get GOLD SKULLTULA #80 from the wall and then go over to the chest and open it for a Blue Rupee, woo five rupees great. The Gold Skulltula is the only reason I sent you here, so leave and head back across the platforms and kill the Stalfos again. Now you will see a platform that rises up and down on chains, jump on to it and equip the Hover Boots, hover across to the next ledge and you will be required to collect more Silver Rupees.

Get them all including the one under the Beamos and enter the next room to find some dropping spikes, look to the right with the Lens of Truth to find a block, pull it out and push it along under the spikes to avoid being hit, leave it so it can block both and then go into the cells for a BUNDLE OF ARROWS and GOLD SKULLTULA #81. Now pull the block to the end and climb up,

jump over the top of the spiky thing to the other side and get the Rupees from the chest, now press the switch to make a chest containing a SMALL KEY drop down, grab it and then go back to the large main room once more. Head left and use the Lens of Truth to see some hidden platforms which move, jump across to the other side and enter the room.

This room is odd, there are invisible spikes made visible with the Lens of Truth and some ReDeads, kill them and open the chest that appears for Five Rupees. You will notice a lot Silver Rupees that appear impossible to get, you need to use the Longshot to hook on to panels and pull yourself up to get them. Once you have go through the opened door, in here there are a lot of Keese so pull out the Fairy Bow and shoot them all, go behind the flaming skull and kill GOLD SKULLTULA #82 and collect the token. Now climb up to the top behind the skull, chuck a bomb into it to blow it up and collect the SMALL KEY which drops out and go back to the previous room. Equip the Lens of Truth and look up above the door on the platform to see a Longshot Panel, use it and unlock the door and go through.

Equip the Iron Boots in here because there are fans which blow wind at you obviously, go to the end and it opens out to a walkway, continue across and into the next room. Kill the two ReDeads and use the Lens of Truth to find a chest containing a BUNDLE OF ARROWS, now leave this room. Look to the right with the Lens of Truth and across the abyss is a fake wall leading to a door. Equip the Hover Boots and wait for the fan to start and jump across and land and go through the door. Kill the Gibdos in here and then get the Rupees from the chest and then bomb the mound of dirt left of the door you came in through and use the Lens of Truth to find a chest containing a SMALL KEY. Unlock the door and go through, there is a block on the left, pull it out and then over to the ladder, climb on the block and up the ladder. Now look across to where the block was and Navi turns green and flies across, now play the Scarecrow's Song and Pierre will appear. Longshot across to him and kill GOLD SKULLTULA #83 on the left, jump down and climb back up the ladder.

Look to the left and you will see a large boat, jump on to it and play Zelda's Lullaby and it will move, two Stalfos will jump down so kill them quickly with the Biggoron's Sword. When the boat stops, jump to the left and on to the platform because the boat will start to sink. Go through the door on the right and you will find a room with some Floormasters on the floor and some doors on each direction, there are also invisible walls here so use the Lens of Truth to navigate. First go to the West door to find three skulls, climb up behind them and throw bombs into each of them to blow them up and then jump down and look behind you to get GOLD SKULLTULA #84. Make your way to the south room and defeat the invisible Floormaster to get a chest containing a SMALL KEY, now leave and go to the room to the north, use Din's Fire to burn the spiked walls that close in and get the BOSS KEY from the chest, now leave and exit this room back to the platform you jumped to from the boat.

Look to the left here to see a statue with some Bomb Flowers at the base, aim with the Fairy Bow and shoot the flowers to make the statue fall down, go across it and then through the door. In this room, you simply need to use the Lens of Truth to make your way across and then go through the Boss Door, drop down in here to land on a large drum and then...

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|=====|
+~~~~~| PHANTOM SHADOW BEAST: Bongo Bongo |~~~~~+
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| This boss is pretty easy, but you need to Lens of Truth to see him. He has |
| two large hands which he uses to swipe at you and hit you etc as well as |
| bang the drum to knock you about. Basically you need to equip the bow and |
| shoot both his hands quickly, then use the Lens of Truth to aim at his red |
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some light shining from behind a boulder, use a Bombchu to blow it up and some light will fall on the sun face and the door opens, go on through.

In this large room, look left to see a statue, push it over the edge to hit a switch and open a door up above. Now drop down and head over to the plinth with two torches on, use Dins Fire and get the DUNGEON MAP from the chest, now head back to where you pushed the statue on to the switch and climb up, go up the steps and round and enter the door up here. In this room there are a lot of Beamos statues, use Bombchus to kill them all first to get them out of the way. Now you can collect the five Silver Rupees in this room, once you have done that, the torch near the door you entered from ignites, light a Deku Stick on it and then turn around and light the one nearest you and then head round the room to the right and light all the torches to make a chest holding a SMALL KEY appear, collect it. Now you should notice a patch of sunlight and a sun face on one of them, pull the one in the way out and then pull the one with the face on it into the sunlight and go through the door that opens to the right.

Look behind you in this corridor to see GOLD SKULLTULA #93 on the wall, get it with the Boomerang and proceed up the stairs and unlock the final door. In this room you will encounter a difficult enemy called an Iron Knuckle, he has a massive axe which he likes to swing about, he is quite slow moving though. First of all, forget about shields, head up to him whilst L or Z targetting and wait for him to move, at this point press back and A to perform a backflip and dodge the attack, his axe should get stuck in the ground, now quickly attack him. Be careful of his fast side to side sweep as that hurts. Do this enough and his armour falls off, he is a lot faster now, so be wary and repeat the pattern and eventually he dies and yields three recovery hearts, if you need some during the battle, lure him into smashing a pillar to get three.

Now head through the door and up the passage outside, speak to Kaepora Gaebora and then open the chest for the SILVER GAUNTLETS. Watch a scene where two witches called Kotake and Koume banish Nabooru. That is completely it for the Spirit Temple when you are a young 'un, time to warp back to the Temple of Time and become an adult once more. Warp back and enter the Spirit Temple to begin it properly.

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    /\  /\      Spirit Temple (Adult)  /\  /\
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Enter and then ascend the stairs past the ghost pots, you have the Silver Gauntlets equipped automatically as you may have noticed so use them to push the large block on the right until it drops down. There is a Beamos in this room, it has a crystal switch above it so hit it to unlock the doors and take the one on the left. In here there is a Wolfos to kill, do so and a chest will appear across on the platform, use the Longshot to get over to it and open it to find the COMPASS, you got the Dungeon map as a child so you need not worry about that. Now head back into the room before and take the door on the right, in this room there is a half pipe like structure with boulders rolling around and five Silver Rupees to be had. Equip the Hover Boots and hover out for the first one and then check the alcoves for more until you have them all and the door opens. Before you go, on the left there is an alcove blocked by a blue block, play the Song of Time to displace it and then collect GOLD SKULLTULA #94 from the wall, now go through the door.

There is a chest in this room containing a SMALL KEY and a Like Like which drops down from above, kill it if you want, now go back through the last room and into the Beamos room and unlock the door there and go through. There is another Like Like in here to kill, do so and then head to the end and climb up the wall, at the top use the Lens of Truth to see a Floormaster, kill it and then the little ones that it splits into. Now grab the statue thing in the middle and use it to reflect the light to one of the sun faces, do not collect the items from the chests that appear simply because they contain none, they are all trapped.

Now go through the door to the west of this room to arrive in a familiar room from when you came here as a child, drop down on the right and head across and climb up near the blue switch and then go up the stairs and look across at the ledge to find GOLD SKULLTULA #95 on the wall, use the Longshot to collect the token. Now drop down and head over to where you entered the room, Longshot to the panel and then head up the stairs and use the Hover Boots to jump into the hand of the statue, play Zelda's Lullaby to make a chest appear containing a SMALL KEY, longshot to get it. Now go back up the stairs and go to the rusted floor switch on the right and pound it with the Megaton Hammer to open the door down below, go through it.

In this corridor there is a massive block ahead of you, push it down and then the next one to arrive in a small room with a rusty switch, smash it with your hammer, this activates a lift that takes you back to the first room, ignore it and return to the previous Statue room and then go up the stairs on the right once more and unlock the door at the top. Head on through to the next room and you will find a Beamos and some Anubis enemies, use the Bombchus on the Beamos and shoot the Anubis with your Fire Arrows and head through the door to the bottom right on your mini map. In here there is a button in the middle and some Armos Statues, head to the door on the right and shoot the Armos so it comes alive and jumps on to the button, quickly head through the door behind. Use the Lens of Truth to see two chests containing Recovery hearts and head through, you need to defeat an Iron Knuckle in here, use the Biggoron's Sword to make it easier and use the same dodging tactics as before, when he is down go through the door and up the slope and a chest drops down containing the MIRROR SHIELD! Looks very cool with the Goron Tunic.

Now head back to the room with the Armos Statues and the switch, there is a beam of sunlight on the floor, use your new Mirror Shield to reflect it to one of the sun faces, this opens the door, go through. Use Bombchus to kill the Beamos and then climb on to one of the platforms they were on, you can either climb the moving wall or you can look up here to see a ledge which you Longshot up to and then use the Hover Boots to get across to the other side. Go through the door and then play Zelda's Lullaby on the symbol and go through the door, defeat the Torch Slugs and then place bombs around the fake doors in this room, there is a switch behind one of them, hit it and then look up and Longshot up to land on the newly appeared platforms and press the switch and then open the chest for the BOSS KEY.

Leave this room and head right through the door at the bottom of the stairs, in here strike the crystal through the gate and head on through. Kill the Lizalfos which drops down and turn the mirror 90 degrees so it hits the crack in the wall, bomb it and go through, now defeat the next Lizalfos and turn this mirror so it faces the big one in the first part of the room, go back and use your Mirror Shield to aim at the sun face and make the platform lower down. Now look to the face of the statue ahead and use the Mirror Shield to shine light on it and crack it to reveal a door, Longshot across and go through. Head through the boss door and you will have to fight another easy Iron Knuckle, then head through and climb up to face the real boss...


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|=====|
+~~~~~| SORCERESS SISTERS: Twinrova |~~~~~+
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| I used to find this boss hard but it is actually very easy, at first there |
| are the two witches called Koume and Kotake, one is of the fire element |
| and shoots fire at you, the other is the ice element and shoots ice at you |
| what you want to do is NOT Z/L TARGET them and stand so they are both in |
| front of you, wait for one to fire their spell and reflect it with the |
| Mirror Shield so it hits the other one weak to the element, so reflect the |
| fire attack to the Ice witch and vice versa. After a few hits they get a |
| lot more serious, they morph into a large woman thing called Twinrova. |
| This shoots either Fire or Ice at you, absorb the attack to make your |
| Mirror Shield glow, absorb the same element again and then once more to |
| unleash it and stun her, then Longshot across and attack with the sword. |
| She will get more cunning so if you have absorbed one fire attack she will |
| use ice, when this happens simply move to the edge of the arena until she |
| uses fire again and vice versa. Repeat several times and after a few hits |
| she will die. |
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Grab the HEART CONTAINER from the ledge and enter the warp, you will find that Nabooru is the Sage of Spirit and you will receive the SPIRIT MEDALLION. We now have all the medallions!

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    /\  /\      Final Preparations  /\  /\
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If you hadn't noticed, we still have one Heart Piece and five Gold Skulltulas to collect as well as a few sidequests. First we are going to get the final Heart Piece, head to Kakariko Village graveyard and open Dampé's grave on the left, drop down and agree to race him. Follow him round in a good time and you will soon come to a chasm which he floats across, look up and use your Longshot to hook to the torch on the other side and then go through, if you get a time of 1:00 or faster you get HEART PIECE #36 and 20 hearts in your life energy metre, which is the most you can get in the game which is cool. Now for the first of the Skulltulas, head to Lake Hylia and enter the Lakeside Laboratory and jump into the water with the Iron Boots, at the bottom you will see a crate, roll into it for the GOLD SKULLTULA #96.

Now leave and head along the bridge, head to the central island above the Water Temple at night time, look up at the tree and Longshot up there and you will find GOLD SKULLTULA #97. Now leave Lake Hylia and call Epona, ride to the northwest and enter Kakariko Village, head up the stairs on the left and enter Death Mountain trail and follow it up and round, when you get near the entrance to Goron City, look to the right to find the area where the Bomb Flower was, there is a boulder here, smash it with the Megaton Hammer to find GOLD SKULLTULA #98 at night time. Now head back to Kakariko and then Hyrule field and left to Zora's River, follow it and enter the Domain by playing Zelda's Lullaby, once inside head to where King Zora is and then go past him out to Zora's Fountain.

Head past the icebergs to the patch of land where you found Farore, there is a boulder to lift with the Silver Gauntlets here so do so and then drop down the opening, use the Lens of Truth to see the Skulltulas on the ceiling and shoot them down, follow the path up and then climb the ladder and GOLD SKULLTULA #99 will be on the wall at night. Now for the very last one you need to head back seven years to your childhood so warp to the temple of time, you

will see a scene here, I will not spoil it for you but you get the LIGHT ARROW and Zelda gets kidnapped basically. Head over and return the Master Sword to its resting place to become a child once more. Leave the Temple of Time and then head to Hyrule Castle, climb up the vines on the right just like you did waaay back at the start and head along the plateau and jump down past the gate. Head up the slope to avoid the guards and head across the lawn and climb the wall, jump into the river here and swim right and climb out when you can. There is a tree directly ahead of you, stand at the base and play the Song of Storms and a hole will appear in the ground, there are several walls here to bomb, do so and behind one of them you will find.....

GOLD SKULLTULA #100!!! Congratulations! The sidequest is complete and self satisfaction and bragging rights can ensue!

Now go back to Kakariko and enter the House of Skulltula, speak to the big man in the centre and he will congratulate you and thank you and then gives you 200 Rupees, what? That's a bit crap isn't it? All that work for 200! The real reward is the satisfaction, but on the upside you can get 200 Rupees from him whenever you want, though I fail to see why you would ever need money again in this game considering you have done almost everything assuming you have followed this guide word for word. Now before you head off to Ganon's Castle there are some more sidequests to complete as Adult Link, so return to your adult self and then head to Hyrule Field.

You will need three Empty Bottles for this because we are going Big Poe huntin'. Start by calling Epona and then ride her slowly ahead towards Lon Lon Ranch, a Big Poe should appear, when it does speed up with A and then equip the Fairy Bow, two shots will take it down. It doesn't matter if you miss because you have infinite chances on each Poe, once you have defeated it, go and catch it in a bottle, you'll see why later. Now head towards Kakariko Village, this one is hard to get, go over the bridge and ride up and down this area and it should appear, be quick with the bow as you do not have much room to chase, catch it in a bottle for the second one. You still have one more Empty Bottle so go back towards Hyrule Castle and head past to Northwest Hyrule Field, you will see a stream, the next Big Poe is in this area a little way down from the stream, catch it.

You now have three full bottles so go to Hyrule Town and enter what used to be the Gatehouse when you were younger, speak to the weird man here to find out that this is a Ghost Shop, show him the Poes and he will buy each for 50 Rupees and put 100 points on your card and if you get 1000 you will be a very happy man. Now you have three empty bottles, return to Hyrule Field. Ride to Lon Lon Ranch and then go right and over the hill, there is a brown cliff on the right near Gerudo Valley, there is a tree near this and a little bush, ride through this bush and the third Big Poe appears, catch it in a bottle. Next go back towards Lon Lon and you will see a tree left of the entrance, ride towards this tree and the fifth Big Poe should appear, kill it and bottle it. Now head further along towards Kokiri Forest, there is a split in the path and there is a grey rock there, ride towards it and the sixth Big Poe should appear so catch it. Now return to the castle and give him your Poes to get 600 points on your card.

Return to Hyrule Field and head to the split in the path and the rock where you got the last one, there is a green leaved tree with some bushes near it, approach this for the seventh Big Poe, now head round and you should see a small forest of Gold Leaved trees, ride through this and the eighth will appear for the taking. For the ninth and penultimate one, head to the stone wall near Lon Lon Ranch and ride along it and this Poe will appear near the middle, use two arrows and catch it in a bottle. Now return to the shop and sell the three ghosts, you now have 900 points. Return to the field and go to Gerudo Valley, ride along the path south towards Lake Hylia and this one

should appear, kill it and catch it for the final one, return to the shop and sell it to get 1000 points on your card and the final EMPTY BOTTLE, may be a bit of a crap reward, but you will need it to store fairies and potions for the coming showdown with Ganondorf.

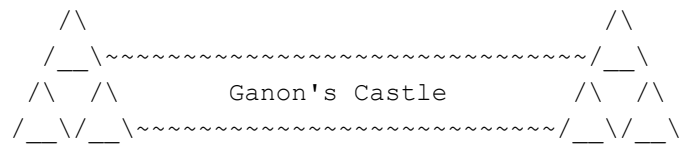
Now the final sidequest we need to do is located at the Gerudo Fortress, head there now and go over to the Gerudo Training ground, pay 10 Rupees and enter. You basically need to make your way through here and get the treasure at the end, start by heading through the door on the left, you need to kill two Stalfos in here to open the door and make a chest containing a SMALL KEY appear, head to the next room. You now have 1:30 to collect 5 silver rupees, there are rupees to the left and right on the ramps with the boulders, go back to the entrance and look up to the longshot panels, you can longshot up and collect another Rupee, turn around and longshot to the panel near the entrance and get the rupee.

You will notice that the door is blocked by fire, Longshot over it and head through. There are several Wolfos to defeat here, do so and then equip the Lens of Truth and look right, Longshot to the panel that is revealed and then head through the next door. Jump down here and look to the statue in the centre, shoot the eyes with your bow and collect the SMALL KEY from the chest and then go through the next door using the Longshot. Defeat the enemies in here to make a chest appear containing a BUNDLE OF ARROWS, now equip the Magaton hammer and smash the statues away to find a floor switch, press it and then open the chest once the fire falls away for a SMALL KEY, then shoot the eye switch and head through the next door. There are more Silver Rupees to get here, turn around and Longshot the panel to get the one above you, now jump to the first platform and make your way across and collect the Rupees, you will find a floor switch here, press it to make the fire on the platform near the start of the room disappear, use the Hover Boots and quickly run there and get the final Rupee.

Now head through the door ahead of where you are now, in here play the Song of Time to make the blocks disappear and drop down with the Iron Boots, there are some clam enemies down here, kill them and equip the Longshot, use it to hit the panels and collect the Rupees and then swim back up and open the chest for a SMALL KEY, now head back into the previous room, go towards the big centre platform and play the Song of Time and a block will appear, climb up and collect another Key, now jump down and head up the stairs on the right and into the room there. There are some Lizalfos to defeat here, they are easy to beat with the Biggoron's Sword, after they are down use a Bomb to kill the Beamos and collect the SMALL KEY from the chest and head through the door.

You will be back in the entrance once more. Head through the door straight ahead as if you just entered the ground and you will be in a room full of locked doors, unlock the door to the left and then climb up the wire mesh on the left and up through the hidden opening, collect the SMALL KEY from the chest here and then go back down, make your way along here and through all the doors and then open the Big chest for the ICE ARROW, this uses magic power to enable you to fire Icey arrows obviously, not very useful really but if you are a completionist you will need them.

Now that you have done pretty much everything, head back to Kakariko Village and buy some Blue Potion from the old lady behind the normal medicine shop and make your way to Hyrule Castle Town Market and then up to Ganon's Castle. Go to the edge and a scene will occur where a magic bridge appears, go across and enter the castle.



This is it, the final dungeon of the game, unlike some previous installments in the Zelda series, it is actually very easy. Go down the stairs and roll past the Beamos and go through the door, you will be in a large room with a big central tower with a magical barrier blocking it. You will notice several different rooms around the place, each one relating to a different temple that you have done, you need to enter these rooms and dispel the barrier in each room. Start by dropping down to the bottom level and making your way over to the Forest Room.

Head forwards in here and kill the Wolfos, then equip Din's Fire and use it to light the torches, then quickly equip the Fire Arrows and aim above the door ahead to find another torch, light it and go through the door that opens. This room consists of several platforms with Silver Rupees on them and four fans at each corner of the room, start by equipping the Hover Boots and going left, stop at the edge and wait for the fan next to you to start up and then jump and collect the first Rupee and you will be blown across to the next platform. Once here, equip some Bombs and look over to the Beamos on the opposite platform, throw it over to kill it and jump to its platform, collect the Silver Rupee near you and go back across and jump down to the switch on the lower level, then turn around and Longshot up to the pillar that appears and collect the next Rupee, then head across to the end of the room and grab the final one from the right. Head through the door that opens and then use the Light Arrows to shoot the large glowing orb, Saria will appear and send you back to the main room, the Forest Barrier has now been dispelled.

Now instead of doing the next room which should be the fire room, we need to head to the Shadow Room, do so and enter. You will be on a platform looking over a large abyss, look to the left and longshot over to the chest and grab the Blue Rupee, now look across to the next platform and shoot the torch with some Fire Arrows, there will be some platforms now spawned, use the Hover Boots and go across to the central platform. Ignore the Like Like and head on to the platforms here and jump down to the one with the floor switch on it, hit it and a chest will appear on the central platform, use the Longshot to get back and open it for the GOLDEN GAUNTLETS, these make Link very strong and enable him to lift huge rocks, these are essential for many of the rooms in the castle, use the Lens of Truth here again to find a hidden path, take it and hit the Rusted Switch with the Megaton Hammer and then head across and enter the room and shoot the orb with the Light Arrow to dispel this barrier.

Once back in the main room, make your way over to the Fire Room, this room is relatively easy, there is a central platform that gradually sinks when you are on it, as soon as you jump off it rises again. Start by jumping on to it and then immediately on to the platform on the right, grab the Silver Rupee and then jump down and head right, quickly jump to the platform with the big black obelisk on it and lift it using the Golden Gauntlets and Link throws it to the other side of the room to form a platform. Grab the Second Rupee here and then look across to the other side to see a Torch Slug on a platform here, shoot it four times with arrows to kill it and then head across via the central platform and then jump to it, grab the Rupee and then jump to the new platform to the right and then on to the one with the Silver Rupee and then back to the one you were on. Finally, head back towards the entrance and go to the one on the platform with the fire jets on and get the last Rupee, now head over to the platform and then Longshot across to the door and go through, shoot the orb with a Light Arrow to dispel this barrier.

Now go down the stairs and make your way to the Water Room, this room is more like an ice room though, head forwards and smash the icicles and grab some Blue Fire in a Bottle, now melt the red ice ahead and then kill the Freezard's here with your Biggoron Sword and the door opens, grab more Blue Fire and then go to the next room. You have two minutes to solve a puzzle now, start by ignoring the first block and the pushing the second block right and then down to fill the hole, grab the remaining one and push it round the little lumps of ice and then ahead to the platform, climb on it and melt the ice here and hit the switch with the Megaton Hammer and then go through the door. Shoot the Orb with a Light Arrow to dispel another barrier.

Now head to the Spirit Room with the orange emblem above, in here kill the Beamos with the bombs and then use the Longshot on the panel above to get the first Silver Rupee, the others are easy to get, you can use the statues to block the spikes off, once you have all of them, go through the door. In here use the sword to hit the first crystal just on the other side of the mesh and then grab the BOMBCHUS from the chest, look up to see an opening and aim a Bombchu through so it goes and hits the second one, now go on through. In here there is a web on the ceiling, burn it away with the Light Arrows and then use the Mirror Shield to reflect the light on to the sun emblems, if you do not get the correct one then a Wallmaster drops down so be ready to move, once you have opened the door use Light Arrows on the orb to dispel the barrier.

Now the last room is on the lower level with an Obilisk in front of it, move it and then head into the Light Room. There are three Keese and a Skulltula only visible in here with the Lens of Truth so use it to defeat them and get the SMALL KEY from the chest, go to the next room and play Zelda's Lullaby at the Triforce symbol, grab the SMALL KEY from the chest and head on through to the next room, in here there are boulders rolling around and you have 1:00 to collect five Silver Rupees, how original. Four of them are easy money, just run around and go into all the alcoves and little openings and collect them, then Longshot to the panel on the ceiling and collect the final one and then go through the door that opens, shoot the big orb to dispel the Light Barrier.

Back in the main room there will be a scene and the barrier in front of the central tower disappears. Before you enter, there is an important thing to do. Head outside and back across the rainbow bridge, then head left and at the end of the path you will find a huge stone obilisk, grab it and throw it away and enter the doorway to find a Great Fairy Fountain. Head forwards and play Zelda's Lullaby and she will appear and grant you enhanced life energy, you will have Silver Rings around your hearts and damage is halved, pretty cool and makes the final battle much easier, now if you haven't already, fill your bottles with nice potion and suchlike and enter Ganon's Castle. Go across the bridge and enter the central tower.

Run up the stairs and ignore the Fire Keese, or kill them if you have the patience. In the next room there are two Lizalfos to deal with, two hits from the Biggoron sword will end them, go to the next room and head up the stairs and you will be in a room with two Stalfos that appear, beat them with three hits from the Biggoron Sword and then open the chest for the BOSS KEY and go through the opened door. Head up the stairs here and then into the next room, in here there are two Iron Knuckles, attack one and draw it out, backflip away from it's attack and then Jump Attack with the Biggoron Sword, repeat this four times to kill it and do the same to the other one and then head on through.

Go up the stairs here and unlock the Boss Door, smash the pots in here for some items and stuff and then head across through the next door. The organ music is louder here, run up the red carpeted stairs and enter the room here. There is a scene with Ganondorf talking about the Triforce, he then uses

magic which stops Navi helping you and L targeting or Z whichever version you are on. The showdown then begins.....

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+~~~~~| GREAT KING OF EVIL: Ganondorf |~~~~~+
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|=====|
| This battle isn't too hard, I recommend using the Biggoron's Sword. What |
| Ganondorf will do is hover about and then summon a ball of energy, he then |
| throws it at you, as you cannot target him, time it right and hit B to |
| swing and return it to him, he may smash it back, but you have to do the |
| same. Eventually he will be hit and you can then quickly ready a light |
| arrow and fire it at him, be quick though. He is now stunned, Longshot |
| across to him and then slash at him a few times with the Biggoron Sword, |
| now jump back and stand in the corner. Repeat this several times and he |
| will launch his big daddy attack, he will summon a huge ball of energy and |
| then hurl them at you, this is actually easy to repel with a bit of timing |
| simply rotate the stick and press B to spin attack and smash them back at |
| him, this stuns him and you can swiftly shoot a Light Arrow at him and |
| then Longshot across and go to work on him with the sword. Then jump back |
| across the repeat. If you run out of magic, use one of the potions I told |
| you to buy, if you have none you are in trouble. After enough repeats of |
| this attack he will croak. |
+~~~~~+

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You haven't finished yet though, in his last breath Ganondorf will attempt to bring the entire castle down with him. Zelda will arrive and ask you to follow her. You have 3:00 minutes to escape, run down the ramp and then Zelda will open the door, make your way through the next room and then outside. Keep following her through rooms and down the ramps on the side of the castle and eventually she finds a room where she is trapped by flames and two Stalfos appear. They don't defend as much as normal which is nice so Jump Attack like mad and then they die the fire disappears and six recovery hearts appear. You now need to follow Zelda through the next areas and eventually you will arrive outside. Do not worry about my vague escape descriptions, it is very easy and you cannot go wrong unless you fail to defeat the Stalfos quick enough, and that is impossible with the Biggoron Sword.

Once outside, there is a scene and everyone thinks it is finally over, Zelda hears a noise and asks you to find out what it was. Head over to the big pile of rocks and Ganondorf appears again! This time he transforms into a big pig like monster, like in the other Zelda games, let the true final battle begin.

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|=====|
+~~~~~| G A N O N |~~~~~+
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|=====|
| Do not worry, this battle is easy. Equip the Biggoron Sword because your |
| Master Sword is knocked away. He has two large swords and likes to have a |
| good swipe at you. Be careful as these have good range and good power. You |
| need to keep circling him and L targeting and then you can make your way |
| round the back and attack his tail, this is his weak point. If you are |
| having difficulty hitting the tail, stun him with a Light Arrow to the |
| head and then go round and attack. Alternately, you can stop targetting |
| and roll through his legs and attack his tail. By the way, if you didn't |
| get the Biggoron Sword on your quest, use the Megaton Hammer. After a few |
| decent attacks on his tail, the fire at the edge disappears and you can go |
| and grab the Master Sword, you now have the last part of the battle. You |
| need to shoot him in the face with a Light Arrow to stun him and then go |
| and attack his tail with the Master Sword. You have to stun him so watch |
| the magic and replenish with potions if need be, eventually he will be |
| stunned and Zelda will use a special power to hold him down, now you need |

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in the various fountains around Hyrule. They completely restore health and can be caught in a bottle ready to revive you if you lose your hearts.

BUGS - These little blue bugs are found under grass and rocks just like bugs in real life, catch them in bottles and drop them in soft soil to find Gold Skulltulas.

Dungeon Items

SMALL KEYS - These little silver keys are found in dungeons and can unlock the basic doors you find. They are most often a reward for completing a puzzle or defeating an enemy, they are only compatible in the dungeons they are found in.

DUNGEON MAP - This is a brown parchment map of the dungeon you are currently in, found in a big chest are doing a puzzle or beating a tough enemy, very useful item as it allows a small mini-map in the bottom right hand corner.

COMPASS - This speaks for itself really, a compass that shows you where chests are on the mini map and where the boss room is, it also displays an arrow representing you on the mini map as well as a red arrow showing where you entered the room from so you do not get confused.

BOSS KEY - This is found in big, blue and gold decorated chests only when you are Adult Link. Found near the end of every dungeon and always requires a puzzle or a series of tough enemies to get through.

Weapons

KOKIRI SWORD - This is the crappy little sword you get as a kid, found in the maze past the training centre at the top of the hill in Kokiri Forest.

MASTER SWORD - This is the sword you find when you go to the Temple of time and open the Door of Time with the three Spiritual Stones, it is the blade of Evils Bane, and only the Hero of Time can weild it, it is also the key for travelling through time.

BIGGORON'S SWORD - This is a massive mofo sword that you get at the end of a long sidequest. It is a two handed blade that requires skillful dodging to use as you have no shield but it makes up for it with the power.

FAIRY SLINGSHOT - This is a very useful projectile weapon, used for those pesky Keese as well as distant switches. You find this in the Deku tree early on, only Child Link

can use it.

- BOMBS - These can be classed as weapons because they can inflict damage upon enemies, they are also good for blowing stuff up and blowing holes in walls and the like, find them in Dodongo's Cavern, they are used by both child and Adult Link.
- BOMBCHU - These are weird little bomb type things that scurry across the floor and up walls until they hit a target. They can either be purchased, won at the Bombchu alley or found at the Bottom of the Well. It is also the reward for 40 Gold Skulltulas.
- BOOMERANG - This is exactly what it says on the tin, a Boomerang. Link obviously has some Australian blood in him as he is a dab hand with it, it can kill or stun certain enemies as well as fetch far off items like Gold Skulltula tokens. It is the treasure of Jabu Jabu's Belly and only used by Child Link.
- HOOKSHOT - This is essentially a spring loaded chain with a hook on the end, it can be fired to hook on to wooden objects like chests or special panels. You get this from Dampé the Gravekeeper when you are an Adult.
- LONGSHOT - This is basically the same as above except it has a much better reach, it is the treasure of the Water Temple.
- MEGATON HAMMER - This is a large hammer used to smash boulders and stuff, it is found in the Fire Temple.
- FAIRY BOW - This is obviously a bow which fires arrows, you find it as the treasure of the Forest Temple, useful for killing enemies from a distance due to a lot of power it can also hit switches.
- FIRE ARROW - This enables you to fire arrows magically endowed with the element of fire, it is good against frosty foes but mostly used for defrosting stuff and lighting torches, you get this if you fire an arrow into the morning sun after the Water Temple.
- ICE ARROW - This enables you to fire arrows magically endowed with Ice, it isn't all that great and it is an optional item but it can freeze enemies which is cool I guess. You get it from the Gerudo Training Ground.
- LIGHT ARROW - This is vitally important as it is the only arrow that

can pierce the dark defences of Ganondorf in the final battle, you get these from Princess Zelda at the Temple of Time.

Items

- FAIRY OCARINA - This is the basic Ocarina that allows Young Link to first learn some of the various songs on the Ocarina, you get this from Saria when you first try to leave Kokiri Forest.
- OCARINA OF TIME - Princess Zelda throws this into the moat of Hyrule Castle town as she flees from the evil Ganondorf, you pick it up, it is the sacred possession of the Royal Family and it is said to have magical properties, it is one of the keys to the Sacred Realm.
- DEKU SEED BAG - This comes with the Slingshot in the deku tree, you can upgrade it to carry more seeds later on.
- QUIVER - This is the quiver that holds Adult Link's arrows, you can upgrade it's capacity in the game.
- SILVER SCALE - This item is won with the diving game in Zora's Domain it allows Link to dive 6 metres.
- GOLD SCALE - You get this for catching a 20 pound fish as an adult, allows Link to dive 8 metres.
- GORON'S BRACELET - This allows Young Link to lift bomb flowers, recieve it from Darunia.
- LENS OF TRUTH - This is a mysterious item that allows the user to see things that are invisible to the naked eye, or to see through things that aren't really there. You find it in the Bottom of the Well.
- DIN'S FIRE - This is a magic spell that creates a ball of fire round Link and then bursts out harming all in it's path, get it from the Great Fairy at Hyrule Castle.
- FARORE'S WIND - This creates a warp point in dungeons and allows you to warp back there at will. Get it from the Great Fairy at Zora's fountain.
- NAYRU'S LOVE - This creates a magical barrier around Link which stops foes from hurting you, found from the Great Fairy in the Desert Colossus.

STONE OF AGONY - This makes the rumble function rumble when a secret is near, get from the House of Skulltula when you have 20 Skulltulas.

SILVER GAUNTLETS - These are found at the Spirit temple when little, they allow Adult Link to lift big boulders.

GOLD GAUNTLETS - These allow Adult Link to lift HUGE boulders, found in the Shadow Room at Ganon's Tower.

GERUDO CARD - You receive this on completion of the fortress, this allows you free reign of the Gerudo Fortress.

MAGIC BEANS - Buy these from the pig man at Zora's River, plant them in soft soil to get Magic Leaves when you are an Adult.

ADULT'S WALLET - This allows Link to hold 200 Rupees, it is a reward for collecting 10 Gold Skulltulas.

GIANT'S WALLET - This allows Link to hold up to 500 Rupees, it is a reward for getting 30 Gold Skulltulas.

Shields

DEKU SHIELD - You need to buy this wooden shield for 40 Rupees at the Kokiri Shop. Cannot withstand fire.

HYLIAN SHIELD - You either buy this from Hyrule Town for 80 Rupees or get it for free in one of the graves in the graveyard. Young Link has to duck down to defend as he cannot hold it up.

MIRROR SHIELD - This shield is the strongest shield and is only compatible with Adult Link, it is the treasure of the Spirit Temple and can reflect Light.

Tunics

KOKIRI TUNIC - Link starts off the game with this basic green tunic.

GORON TUNIC - Go to Goron City as an adult and you get this once you stop the rolling Goron with bombs, this red tunic is fire resistant and allows Link to withstand great heat.

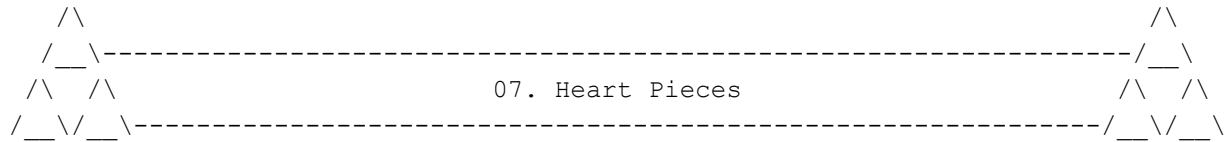
ZORA TUNIC - After you unfreeze King Zora you are given this blue tunic which allows Link to breathe underwater with the Iron boots.

Boots

KOKIRI BOOTS - These are Link's basic boots that he starts the game with.

IRON BOOTS - These are the treasure of the Ice Cavern and allow Link to sink underwater and withstand strong winds.

HOVER BOOTS - These Golden Boots allow Link to float through the air a short way, they are the treasure of the Shadow Temple.



Here are all the Heart Pieces in the game, listed in the order I have put them in the walkthrough so these are in pretty much the correct order you can collect them in.

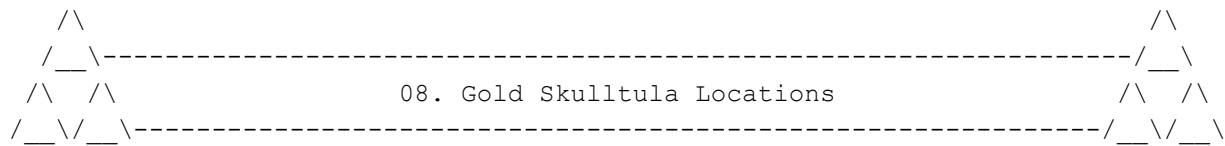
- #1. Go to Lon Lon Ranch after the Deku Tree and enter the out house behind the horse pen, pull the crates out and crawl through the hole and collect this Heart Piece.
- #2. Go to Gerudo valley after getting the Heart piece above and grab the Cucco, run left of the bridge and jump off using the chicken to float down to a ledge with a crate on it, roll into it to get the Heart piece.
- #3. Go to Lake Hylia and swim over to the fishing game, pay 20 rupees to fish and then cast over towards the centre logs to find a massive fish resting there, wait for it to bite and then reel it in for a 10 pounder, show it to the man for the Heart Piece.
- #4. Head back to Gerudo Valley and go right of the bridge without the chicken this time and dive majestically down, climb on to the ledge and head up behind the waterfall, jump in and climb the ladder to the Heart Piece.
- #5. After getting the Sun's Song, go to the second row of graves from the top and pull out the third from the left and drop down, kill the ReDead and play the Sun's Song at the wall to make a chest containing the Heart Piece again.
- #6. Go to Hyrule Town and make it night time, go left from entry to find a white puppy, make it follow you and head right into the alleyway, enter the house ahead and speak to the fat woman in the blue dress while the dog is still following you, she will reward you with the Heart Piece.
- #7. Head to the Lost Woods and go right, drop down and stand on the tree stump with the Fairy Ocarina equipped and play along with the Skull Kids three different times to get the Heart Piece, write down the notes they play because it is hard to remember.
- #8. After getting Saria's Song, head left from the entrance of the Lost Woods and climb the stump in front of the Skull Kid and play Saria's Song and he will give you the Heart Piece.
- #9. Go up Death Mountain trail to the top near Goron City, head left to find a Goron guarding a bomb flower, ignore it and head left a little way to a ledge, climb on it and look down to see the Heart Piece above Dodongo's

Cavern, jump down and claim it.

- #10. Look to the right of Darunia and light a Deku Stick on the torch there, run out and into the central room, light all of the torches here to make the large Goron Jar in the centre start rotating. Now head to the upper floor, go left and go up the small stairs, there is a Bomb Flower here and you are also facing the jar, it is a little tricky but you can grab the Bomb Flower and run down and throw it into the Goron Jar, this will cause it to stop moving, if it lands on a sad face or indifferent you get Rupees, if it lands on a smiley face you get the Heart Piece!
- #11. After getting the Spin Attack from the great fairy at the top of Death Mountain, get a lift back down the Kaepora Gaebora the owl, he will drop you on Impa's house. Head right to see a little balcony above the Cucco Pen, drop down and into the opening behind you to get this Heart Piece.
- #12. Go the Bombchu Bowling Alley and play for the Heart Piece, hit all the targets successfully to win the Heart Piece. Look to the walkthrough for a better strategy on the game.
- #13. Go to Zora's River and grab the chicken, head across the gap and then follow the path, head left and jump the small gap and you will be on a platform above the river, you should be able to see the Heart Piece from here, jump across to the platform in front of you and throw the Chicken away at the last minute to grab the ledge and climb up, then simply jump to the Heart Piece.
- #14. Get the Chicken and make your way to the very end of Zora's River, head to the left and jump off the ledge to float down to the little platform with this Heart Piece on.
- #15. Light a Deku Stick from the torch near King Zora in Zora's Domain, then head down the stairs and light the torch down here, ignite a new Deku Stick and head left, light the torch near the shop and then the one in the shallows, finally hug the wall and walk behind the waterfall and light the two torches to make a chest containing a Heart Piece appear.
- #16. Head to Hyrule Field and go towards Lake Hylia after doing Jabu's belly, jump over the fence and plant a bomb in the centre of the fenced off area, a hole will appear, drop down and beat the Business Scrub and then buy a Heart Piece off him for 10 Rupees! Bargain!
- #17. Play Dampé's Heart Pounding Gravedigging tour, make him dig in all the soil patches and eventually you will get the Heart Piece.
- #18. Go to the Windmill in Kakariko Village, stand on the moving platform and use your Boomerang to get the Heart Piece from the ledge.
- #19. Go to Death Mountain crater, you have a time limit so be quick, run to the edge and climb down the climbable wall, the Heart Piece is in an alcove further down.
- #20. Go to the Graveyard as Adult Link, if you planted a Bean in the soil on the left there will be a Magic Leaf, ride it up and roll into the crate to find this Heart Piece.
- #21. Go and stand on the fence near the Windmill facing the purple roofed house, you can Hookshot on to it if you aim precisely, do so and speak to the man to get a Memento which just happens to be a Heart Piece.

- #22. Go to lake Hylia, providing you planted a Magic Bean as a child in the bean hole there will be a Magic Leaf in front of the Lakeside Lab, ride it up and kill the crows, then climb the ladder and collect the Heart Piece.
- #23. Take the Magic Leaf at Lake Hylia to the fishing pond and catch a 20 pound fish to win a Gold Scale, then go to the Lakeside Laboratory, go into the pool and dive down to the bottom, then surface and speak to the man to get the Heart Piece.
- #24. Ride on Epona towards Hyrule Castle, then turn left to northwest Hyrule Field, you should see a lone tree with golden leaves near the wall, use a bomb near this to make a hole and then drop down, you will be in a cave with a Blue Tektite, kill it and dive down with the Gold Scale and collect the Heart Piece from the water.
- #25. After beating the Forest Temple, become a child again and go to Zora's River, head up the river to the logs where the little frogs are, equip the Ocarina and play the Song of Storms for a Heart Piece.
- #26. Still at the frogs, play all the grey noted songs to make them all big, then play the Bug Catching game for the Heart Piece!
- #27. After getting 50 Gold Skulltulas, head to the house in Kakariko and speak to the freed man to get the Heart Piece.
- #28. After learning the Bolero of Fire as an adult, go back to childhood and warp to Death Mountain crater, plant a magic bean in the soil after using Bugs to get a Skulltula obviously, and then return as an adult and take the bean leaf up to the Heart Piece on the mountain thingy.
- #29. Go to Zora's Fountain as an adult, jump across the platforms and head east to find a Heart Piece on the final platform.
- #30. Melt the red ice on the left in the Ice Cavern (room with spinning blade) and go through, use Blue Fire to get the Heart Piece past the icicles on the left.
- #31. With the Iron Boots, drop into the water at Zora's Fountain and find the Heart Piece at the bottom centre.
- #32. After getting the Lens of Truth at the Bottom of the Well as a child, go to Hyrule Town at night and use the Lens of Truth to play the treasure chest game and get the Heart Piece at the end.
- #33. As an adult once more, return to Dampé's grave with the Longshot and race him again, when you get to the final chasm, look across to see a torch, quickly Longshot across and go through the door, if you get a time of 1:00 or under you get the Heart Piece!
- #34. At Gerudo Fortress, get captured and then Longshot out of the cell on to the Window ledge, then Longshot to the chest on the left and open it for the Heart Piece!
- #35. Once you become a Gerudo member, score 1000 points on the Horseback archery to get the Heart Piece.
- #36. At the Desert Colossus, learn the Requiem of Spirit as an adult and then return as a child, use bugs on the soft soil near Spirit Temple for a Skulltula and then a Magic Bean, return as an adult and ride the bean to

the archway of stone and collect the Heart piece from there.
Congratulations! You now have every Heart Piece in the game!



Hurrah! This section is at long last finished, I originally only had 99 because on my game file that this guide is written to I missed one and it took me a very long time to find the one I needed, this is now complete and lists the locations by the areas in the game.

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| KOKIRI FOREST |
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1. You can do this one only as Child Link, take a bottle of Bugs to the patch of soft Soil near the red roofed shop. Drop them in there and the Gold Skulltula will pop out.
2. This one is behind the Know It All brothers house at night time, the house is on the hill near the training area.
3. As adult Link, head towards the Deku tree field and then head right, this is the house of twins and there are two branches rising from the house, the Gold Skulltula appears on one of these at night time.

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| LOST WOODS |
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4. As Child Link, head left twice from the entrance and drop some bugs into the hole here to make the Gold Skulltula pop out.
5. Find your way to the pool which is the shortcut to Zora's Domain and head left and then left again and you will be in an area with two Business Scrubs, there is a soft soil patch here that you need to plant some Bugs in to get the Skulltula
6. Come back to the area where you got the last Skulltula as an adult and ride a Magic Leaf that you have to plant there as a child to get to another Gold Skulltula.

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| SACRED FOREST MEADOW |
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7. Climb the ladder as you come down the stairs from the area near the Forest Temple and look to the left to find this Skulltula crawling on the wall.

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| HYRULE FIELD |
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8. Head to the area near Gerudo Valley and look to the right to see a circle of stones, place a bomb in the centre to reveal a hole and drop down,

burn the webbing with Din's Fire and get the Skulltula with the Boomerang or Hookshot.

9. Head towards Kakariko Village and look to the little tree left as you go across the bridge, place a bomb there and drop down, the Skulltula is only reachable with the Boomerang or Hookshot.

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| HYRULE CASTLE & MARKET TOWN |
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10. Enter the gatehouse and roll into the crate near the guard to reveal the Gold Skulltula.
11. As you enter Hyrule Castle, roll into the tree near Malon, the Gold Skulltula will fall down.
12. Play the Song of Storms at the tree near where you first meet Talon. Drop down and bomb the walls to reveal the Gold Skulltula.
13. Come back as an Adult to find Ganon's Castle, head to the Broken Archway and snag the Gold Skulltula with the Hookshot.

+-----+
| KAKARIKO VILLAGE |
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14. At night time, roll into the tree near the entrance to make the Gold Skulltula drop down.
15. Head up the stairs to the left of the tree, it is behind the building to the left of the gate leading to Death Mountain.
16. Head right from the tree and then right again so you are behind the house of Skulltula itself, the Gold Skulltula is on the wall here.
17. Go to the building work area at night near the Chicken Coop, the Gold Skulltula is on the pile of Bricks.
18. Find this one on the ladder of the lookout tower.
19. Longshot on to Impa's house via the House of Skulltula at night time to find this one on the wall.

+-----+
| GRAVEYARD |
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20. Drop some bugs in the patch to the left as you enter to make this Gold Skulltula pop out.
21. On the wall to the right near the Royal Tomb is where you find this beastie at night time, use the Boomerang to reach it.

+-----+
| LON LON RANCH |

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22. As you enter this Gold Skulltula is on the window of Talon's house at night time, use the Boomerang to reach it.
23. Roll into the tree to the left as you enter the horse field, it will drop down.
24. At night time, head round behind the enclosure to find the Gold Skulltula there.
25. On the wall near the outhouse this Gold Skulltula lurks, get it with the Boomerang.

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| DEATH MOUNTAIN TRAIL |

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26. Bomb the fragile wall on the right round the corner, get the Skulltula from the climbable wall.
27. Dump some bugs in the soft soil at the entrance to Dodongo's Cavern.
28. As an adult, use the Megaton Hammer on the rocks on the path leading up to Death Mountain Summit, the Skulltula will be behind the rocks at night time.
29. As an adult, smash the rock near where the bomb flower is above the Cavern, you will find the Skulltula underneath.

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| DEATH MOUNTAIN CRATER |

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30. Roll into the crate on the left.
31. Play the Bolero of Fire to warp to the crater and then plant some bugs in the soft soil to make the Skulltula pop out.

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| GORON CITY |

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32. Head left from when you enter and bomb the boulders out of the way and then enter the sort of rock maze, bomb your way to the end and smash the crate behind the two chests for the Gold Skulltula.
33. As an adult you can find this one with the Longshot behind the platform suspended by ropes.

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| ZORA'S RIVER |

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34. Roll into the tree on the left as you enter and the Gold Skulltula will fall down.

35. As an adult, head up the path until you find the tiny waterfall, head through the river here and climb up the ladder to a high plateau, the Gold Skulltula is on a wall round here.
36. As an adult, stand on the fence past the wooden bridge and get this one off the wall above you.

37. Find it on the ladder near the waterfall hiding Zora's Domain.

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| ZORA'S DOMAIN          |
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38. Find this one as an adult, head to the frozen waterfall and find it on the wall to the left, use the Hookshot to get it.

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| ZORA'S FOUNTAIN       |
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39. Use the boomerang to get this when you are standing on the fallen log to the right of Jabu Jabu.

40. Roll into the tree near the Great Fairy Fountain, behind Jabu Jabu, the Gold Skulltula will fall from it's branches.

41. As an adult with the Silver Gauntlets, go to this area and lift the Grey Boulder and drop down, follow the path to the end and you will get this Gold Skulltula at the end.

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| LAKE HYLIA            |
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42. At night, head on to the bridge and look back behind you, the Skulltula will be on the wall of the Lakeside Laboratory.

43. Head across the bridge and swim over to the island with the two pillars on it, at night a Gold Skulltula appears on one of them.

44. Plant bugs into the soft soil near the Lakeside Lab and the Skulltula will pop out.

45. Enter the Laboratory as an adult with the Iron Boots and drop down, roll into the crate down here to reveal this Gold Skulltula.

46. Longshot to the top of the large tree on the island above the water temple and get the Skulltula at the top.

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| GERUDO VALLEY        |
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47. On the little waterfall next to the small bridge, use the Boomerang to get it.

48. Dive down and climb to the ledge and plant bugs in the soft soil near the cow for thsi Skulltula.
49. Across the bridge as an adult, look to the pillar on the left at night and get it with the Longshot.
50. As an adult you find this behind the carpenter's Tent.

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| GERUDO FORTRESS          |
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51. Get captured and hookshot out of the cell, longshot to the chest on the left which contains a Heart Piece btw, and then head round and drop down to find this Gold Skulltula if it is night.
52. Found at night on the target at the far end of the horseback archery course.

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| HAUNTED WASTELAND        |
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53. Head to the little building near the ghost guide and drop down, get the Gold Skulltula from the wall.

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| DESERT COLOSSUS          |
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54. Warp here as a child and plant bugs in the bean hole near the entrance to the Spirit Temple and this Skulltula pops out.
55. Ride the magic leaf from the bean hole round to a mound of sand and find the Skulltula here at night.
56. Go to the Oasis at night and use the Longshot to get the one from behind the tree.

The following Gold Skulltulas are all found inside Dungeons:

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| DEKU TREE                 |
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57. This is found in the room on the top floor where you get the Compass, raise the platforms and jump to the left to find it.
58. Drop down to the basement, this one is on the web behind you.
59. This Gold Skulltula is crawling on the gate down in the same room as the previous room.
60. Go to the room with the two doors blocked by webbing, burn the one on the left and bomb the cracked wall and get the Skulltula off the wall with

the Boomerang.

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| DODONGO'S CAVERN |
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61. Head to the right ledge from the entrance and follow the path here past the baby Dodongo's and bomb the wall on the right to find the Gold Skulltula on the wall.
62. In the room with the Baby Dodongos; go back as an adult and play the Scarecrow's Song near the raised ledge (Navi turns green and flies up there) Longshot on to the scarecrow and get the Skulltula.
63. In the room with the large staircase and the bomb flowers at the base, climb up and head round to find this Gold Skulltula on the vines.
64. Enter the big staircase room from the second floor while it is still raised and then go to the left of this staircase and climb up to an alcove containing a Gold Skulltula, use Boomerang to collect.
65. In the large room with all the Keese in, near the end of the dungeon, go to the north side and bomb the wall to reveal this Gold Skulltula.

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| JABU JABU'S BELLY |
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66. Go into the room behind you from when you drop down the hole Ruto goes down, kill the Skulltula on the right and raise the water and collect it.
67. Drop down the hole on the right in the stomach room after destroying the tentacles and you will find this one on the wall, use the Boomerang to get it.
68. This one is right next to the one above, use Boomerang.
69. In the room before the boss, climb the vined wall to find this one, kill it first obviously.

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| THE FOREST TEMPLE |
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70. As soon as you enter the temple, kill the Wolfos and climb the wall on the right, then land on the branches, the Skulltula is on the wall a bit further up.
71. When you first get into the main room, head directly across and up the stairs and look on the right to see this Gold Skulltula on the wall.
72. Once you have been through the drained well to the other side of the courtyard, look to the island in the pond and hookshot on to the back side of the chest, the side nearest the wall. Once up there, go round a little way to find this Skulltula.
73. Drop down after getting the Boss Key and go on to the Balcony, to the left

there is a little stone platform, the top of an archway. Walk across it and look up to see this Gold Skulltula crawling about on the wall.

74. Once you can ride the wooden lift down in the main room, push the blocks round to reveal different openings, push it round about three times and you will find this Gold Skulltula waiting in one of the openings.

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| THE FIRE TEMPLE           |
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75. As you enter the big main room with the bridge going across and all the lava, go to the left and enter the door, there are spinning floor tiles and a Like Like in here, but more importantly a Gold Skulltula on the wall behind.
76. Once you get to the platforms above the maze, play the scarecrow's song to hook on to the Scarecrow and on to the platform. Then look across and hook on to the platform opposite and you will float up. Enter the next room and climb the mesh to find this Gold Skulltula on the wall.
77. From where you got the one above, head through the door to the right and look to the wall above the chasm to find this one.
78. If you go to the maze area, avoid the boulders and head past the locked door and keep the wall to Link's left, keep going right once you get to the next alcove with a door and you will find another enclosed space, you can bomb the wall here to reveal another Gold Skulltula.
79. In the room after the second Fire Dancer near the end of the temple you will find this one on the wall behind a Like Like.

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| THE ICE CAVERN           |
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80. When you get to the Spinning scythe room with the silver rupees, this one is on the wall behind some icicles.
81. Use Blue fire to melt one of the doorways in the same room and go through, the Skulltula is on a pillar to the left near the Heart Piece.
82. Melt the other opening and head through to a room with lots of Ice Keese and more silver rupees to collect, look to the left to see this Gold Skulltula on the wall.

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| THE WATER TEMPLE        |
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83. You will eventually come across a room with a switch that raises the water and a gate at the top, the Gold Skulltula is behind this but you need to do a Spin Attack to hit the switch and open the gate, then collect this Gold Skulltula.
84. When you are in the whirlpool area, this one is on the wall near the second one, use the Longshot to get it.

85. Enter the central tower in the main room via the door at the bottom and Longshot up to where the Triforce Symbol is, look up to the ceiling to see this one and use the Longshot to get the coin.
86. Go to the top of the main room and enter the western door to find an area with hookshot platforms going down a waterfall and then up one at the other side, the Skulltula is on the wall to the right, use Longshot to get.
87. When you go to get the boss key you will find a room where some boulders are rolling by, jump into the water with the Iron Boots on and look to the right to see this Gold Skulltula on the wall.

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| BOTTOM OF THE WELL          |
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88. Enter the central room and go to the northwest side and into the room there and get the Skulltula off the wall with the Boomerang.
89. Go to the northeast room directly across, use the Lens of Truth to see the pathway and then use the Boomerang to nab the Gold Skulltula coin.
90. Go to the northeast side of the main corridor and crawl through the hole, head through the next locked door and kill the Like Like quickly, now get the final Gold Skulltula from the wall.

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| THE SHADOW TEMPLE          |
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91. Once in the main room, head past the guillotines to the platform where the Stalfos appears, use the Lens of Truth to see the hidden platforms to the left and follow them to the room with the invisible scythe, find this Gold Skulltula on the wall.
92. This is in one of the little cells in the room with the spikes that drop down, use the block on the right (use Lens of Truth to find) to stop the spikes and then go and get the Skulltula.
93. You will find a room with a Skull with blue fire coming from it's head that you have to throw a bomb into, find the Gold Skulltula on the wall behind it.
94. In the room near the ship, pull the block across and climb the ladder, you need the Scarecrow's song to call the scarecrow and Longshot across, the look left and get the Gold Skulltula.
95. When you jump down off the ship, head through the door on the right and then make for the western door, behind the three spinning skulls is the last Gold Skulltula in this dungeon.

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| SPIRIT TEMPLE (Child)      |
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96. In the room with the big gate and the silver Rupees, this Gold Skulltula is on the other side, get the coins to make the bridge fall down and then us the Boomerang to collect it.
97. In the room with the Lizalfos is a climbable wall leading downwards, the Gold Skulltula is on that wall.
98. In the corridor before the Iron Knuckle, look behind you and get this one off the wall with the Boomerang.

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| SPIRIT TEMPLE (Adult)      |
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99. You will find a room with boulders rolling back and forth with several alcoves in the wall, there is a blue block that you need to move with the Song of Time to reveal this Gold Skulltula in the alcove.
100. In the room with the Giant Statue is, on the left platform is an area where you can summon Pierre with the Scarecrow Song, do so and Longshot across and kill the Gold Skulltula and grab the final coin!

GOLD SKULLTULA REWARDS:

- 10 Gold Skulltulas..... Adult's Wallet (Holds 200)
- 20 Gold Skulltulas..... Stone of Agony
- 30 Gold Skulltulas..... Giant's Wallet (Holds 500)
- 40 Gold Skulltulas..... Bombchus
- 50 Gold Skulltulas..... Heart Piece
- 100 Gold Skulltulas..... Infinite supply of Huge Rupees (200 each)

The 200 Rupees whenever you want is a pretty crap reward considering you will not need money once you have got all the Skulltulas, requiring you are past the Spirit Temple. The main reward is satisfaction and bragging rights. If you are a bit confused by some of my descriptions, I cover them more comprehensively in the actual walkthrough.

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    /\  /\              09. Frequently Asked Questions      /\  /\
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Here are some common questions asked about Ocarina of Time/Master Quest.

 Q: What is the difference between Master Quest and Ocarina of Time?

A: Ocarina of time is a direct port of the original game with no differences, but Master Quest is an extension or a remix that was originally released on the 64DD in Japan, a failed disc add on for the N64. It is essentially the same apart from having different dungeons, they are slightly harder on the enemy front but the rooms have just been remixed and aren't too much harder, the in dungeon Gold Skulltulas have been changed as well.

 Q: How do I get [insert Item, Gold Skulltula or Heart Piece here]?

A: As you are currently reading my guide, I didn't go to great pains to write

and I think I have done a pretty damn good job if I may say so.

CjayC for finally accepting this, my first walkthrough and for keeping GameFAQs up and running.

dinsfire or Chris from CVG forums because he is going to host this guide on his unofficial nintendo cheats site even if Gamefaqs doesnt :D. Go check it out and join the forum or something, www.nintendo-cheats.tk.

I would like to thank Brett "Nemesis" Franklin for his great walkthrough on this game that I often looked at years ago to to get all the items and I would like to thank him for being a great author, particularly for his handy Resident Evil: CODE Veronica guide.

Also CyricZ gets a worthy mention, I looked at his Gold Skulltula guide in order to get last few Gold Skulltulas in the game that I needed for all 100 when I originally finished the game entirely.

Another rather bizarre acknowledgement must go to the awesome DragonForce! I listened to their Extreme Power Metal a lot during the creation of this guide and Herman Li's ballistic solos made me type faster, or not depending on whether I stopped writing to play air guitar to them and swivel in my chair.

I would also like to thank Nintendo, they are a fantastic games company and they have given me hours of fun with the Super Mario series and in particular the Legend of Zelda series. I hope they go from strength to strength and the Wii is a great success, they also made the game which is the best game ever made in my opinion and made this walkthrough possible. Roll on Twilight Princess and hopefully you will be able to read my walkthrough for it in good time.

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