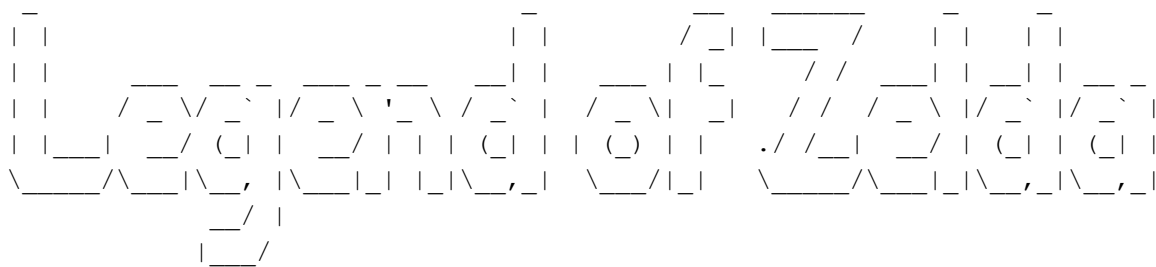


# The Legend of Zelda: The Ocarina of Time Master Quest FAQ/Walkthrough

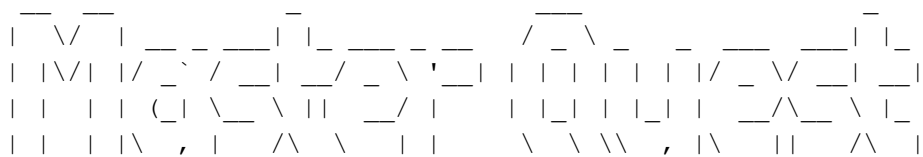
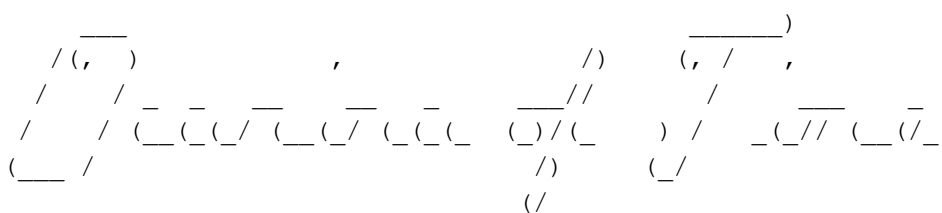
by TripleJump

Updated to v1.0 on Jun 19, 2008



THE

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FAQ/Walkthrough by: TripleJump  
Created: August 18th, 2005  
Last Updated: January 3rd, 2008  
Copyright (C) 2005-2008 TripleJump  
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- FINAL: Ganon's Tower

#### V. Ocarina of Time Master Quest Walkthrough

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#### VI. Heart Pieces

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#### VIII. Gold Skulltulas Master Quest

#### IV. Items

#### X. Enemies

#### XI. Combat Situations (A guide to help you understand combat)

#### XII. Secrets/Sidequests

#### XIII. Frequently Asked Questions

#### XIV. Credits

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#### XVI. Closing

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## Version History

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Date: January 3rd, 2008

Size: 234KBs

Percent: 68%

Notes:

Added a bunch of missing information and the Deku Tree in Master Quest.

Date: January 6th, 2007

Size: 227KBs

Percent: 60%

Notes:

Did a ton on the guide.

Date: December 20th, 2006

Size: 196KBs

Percent: 45%

Notes:

Decided to submit it as incomplete. Probably will get rejected, but whatever.

Date: December 2nd, 2006

Size: 190KBs

Percent: 45%

Notes:

Walkthrough 1 is now at the Spirit Temple. I added all of the Gold Skulltulas for OoT. Only a few hours used up :P

Date: December 1st, 2006

Size: 156KBs

Percent: 40%

Notes:

Added a 5KB Combat Situation section. Wow. Also got some more Walkthrough on.

Date: November 26-30th, 2006

Size: 146KBs

Percent: 39%

Notes:

Walkthrough #1 is up to the end of the Shadow Temple. W00t. Only a little more to go! Did the Pieces of Heart.

Date: April 5th, 2006

Size: 118KBs

Percent: 30%

Notes:

Walkthrough one is at the Water Temple. \*Sigh\*. Better suck it up and work on it now.

Date: March 28th, 2006

Size: 90KBs  
Percent: 25%  
Notes:

Walkthrough #1 is at the Fire Temple.

Date: March 23rd, 2006  
Size: 85.1KBs  
Percent: 20%  
Notes:

Back from my sick slump. Worked up to Jabu-Jabu's belly and layed out the books for the heart pieces and Skultula tokens.

Date: March 19th, 2006  
Size: 40KBs  
Percent: 15%  
Notes:

Worked on the Walkthrough some more. Started at Zora's Domain.

Date: March 18th, 2006  
Size: 35.1KBs  
Percent: 14%  
Notes:

I revived this project. Hoping to actually finish it.

Date: August 30th, 2005  
Size: 20.1KBs  
Percent: 13%  
Notes:

Worked More on the Guide.

Date: August 26th, 2005  
Size: 15.4KBs  
Percent: 10%  
Notes:

Worked on the First Bits of the Walkthroughs

Date: August 23rd, 2005  
Size: 13.6KBs  
Percent: 8%  
Notes:

Finished Introduction  
Finished Forest Temple  
Finished Controls  
Layed Out the FAQ

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Introduction

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Hey, I'm TripleJump. I chose to write this FAQ because the Legend of Zelda:

Ocarina of Time is my favorite game of all time. In it, a young boy named Link, the Hero of Time, has to save the land of Hyrule from the evil of Ganondorf. To conquer this evil, he must gather 3 Spiritual Stones, to open the gateway into the Sacred Realm, and draw the Legendary Blade from the Pedestal of Time. Something goes wrong however, and Link finds himself trying to do something different.

Whenever I got a reward for my report card, it would always be to rent an N64, just so I could play this game. My friend Brandon originally introduced it to me, and I loved this game so much. This is my next project, there are four in the works right now. But I hope to complete this one soonest. I owe it to myself and to the readers. Do not worry, you are in the hands of an expert. I have completed this game many, many times, including Master Quest. I have also beaten the game in 3 days, and 100%'ed it in a week

I am writing this walkthrough to help you learn the ways of the Zelda. I hope it passes my extensive knowledge onto you. Have fun reading, and play the game. Site owners, if you want to host this file. Drop me a line on email with your site address and such.

#### ZELDA HISTORY

Legend of Zelda	NES
Legend of Zelda: Adventure of Link	NES
Legend of Zelda: A Link to the Past	SNES
Legend of Zelda: Links Awakening	GB
Legend of Zelda: Links Awakening DX	GBC
Legend of Zelda: Ocarina of Time	N64
Legend of Zelda: Majoras Mask	N64
Legend of Zelda: Oracle of Ages	GBC
Legend of Zelda: Oracle of Seasons	GBC
Legend of Zelda: The Wind Waker	GCN
Legend of Zelda: Ocarina of Time/Master Quest	GCN
Legend of Zelda: A Link to the Past/Four Swords	GBA
Legend of Zelda: Four Swords Adventures	GCN
Legend of Zelda: Collectors Edition	GCN
Classic NES Series: The Legend of Zelda	GBA
Classic NES Series: Adventure of Link	GBA
Legend of Zelda: The Minish Cap	GBA
Legend of Zelda: Twilight Princess	WII

#### IN DEVELOPMENT

Legend of Zelda: Twilight Princess	GCN
Legend of Zelda: Four Swords Adventures (JP)	DS
Legend of Zelda: The Phantom Hourglass	DS

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#### Controls

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#### Normal

A - Action Button (Open, Speak, Check, Roll)  
B - Sword  
Control Stick - Move

C-Stick - Use C-Items  
D-Pad - Toggle Map  
L - L Target  
R - Shield  
X - Right C  
Y - Left C  
Z - Down C  
Start - Pause/Menu

Sword

Rotate Control Stick+B- Quick Spin

L+B - Horizontal Slash

L+A(With Sword out) - Jump Attack

B (Hold) - Spin Attack

Backflip+B - Take Out Sword in Backflip (useless, but looks pretty cool)

Other

L+Left/Right+A - Sidestep

L+Backwards+A - Backflip

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Ocarina of Time Walkthrough

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NOTE THAT WALKTHROUGH IS INCOMPLETE

+-----+  
|Get the Sword and the Shield|  
+-----+

Once you exit the house, go to the left past Saria. Run around in the bushes a bit. Now climb up the ramp. L-Target the rocks next to the Kokiri Boy. Now do some backflips for a couple Rupees. Now crawl through the small hole. Collect the Rupees and get to the chest at the back avoiding the boulder. You will get the Kokiri Sword.

Now leave. Go to the building with the rocks outside. Enter and open the chests. Now climb to the ledge behind and walk behind the building for 5 rupees. Now hop across the platforms. You should get a five. You should have about 40 rupees. Enter the building with the girl sitting on the ledge above it. Purchase the Deku Shield.

Now go to the left after you exit the shop. There will be Mido blocking your path. Make sure you have the Shield and Sword equipped. Now talk to him. He lets you pass. Then kill the enemies there. Get the Sticks they drop. Now enter the clearing to have a short cutscene with the Deku Tree. You can enter now, or go to the sides of the Deku Tree, where you can get more sticks.

Either way, enter.

+-----+  
|Inside the Deku Tree|  
+-----+

After entering, you might want to kill one of the lunging enemies, kill them to get some Deku Nuts. Then climb up the ladder. Hop across the chasms and go in the door at the end. Reflect the Deku Nuts back at the scrub, then step on

his spot to have him give you a secret. Go through the opened door. Either jump onto the platform or jump around the platform and climb up to the other side. Open the chest for the Fairy Slingshot.

If you are short on health, you can climb up the platform to reach a recovery heart. Go down and hop across the platform (if you didn't step on it.) If you did, shoot the ladder above you with the slingshot and climb up that. Go outside and head to the right. Open the chest for the Dungeon Map. Then snipe down the Skultulas with the slingshot, climb up the vines and go to the right to drop down onto a platform. Head over to the door. Inside is a mini puzzle, step on the switch and hop across the platforms, take the left path and open the chest. Kill the Gold Skultula and hop over to the left onto the big chest to get the Compass. Leave by lighting the torch. Kill one of the Skultula's and jump off of the edge, press "B" in the air, aim for the center of the web below. You will cut it open and fall into the water below. Move over to the platform and hop up, press the switch.

There are two Gold Skultula's here. One is on the grate, shoot it down and jump to it. The second is on climbable vines. Shoot it and climb the vines to get it.

Open the chest by the torch containing a recovery heart. Get a Deku Stick on fire and hop to the adjacent side with the web wall. Burn it down and go into the door. Shield against the Scrub and hit it with it's own rock. Move onto the flower and wait for it's response. It tells you this order: 2, 3, 1. You can get the heart it drops, then shoot the eye with the Slingshot. In the next room, hop to the bottom of the pool. Swim to the switch to the left and quickly swim back to the surface, and up the ramp. Jump on the platform and you will ride it to the other side. Go in the door. In the next room, before walking out, bring up the slingshot. Aim just above the eggs and fire, you will burst them. Having you avoid a pointless fight. Light a Deku Stick when the eggs are dead and burn down the web. Crawl through the hole. On the other side, drop the block off and jump to the other side.

Light up a torch and hop to the other side via the block. Roll onto the web when you have the torch lit. Then you fall to the level below. Get some hearts if you are injured, but leave some for later. Go up and look at the scrubs. You defeat them the same way you did last time, but do it in the order of 2, 3, 1. Now after the last one is defeated, act like it is one of the normal ones. It gives you the "secret" to beating Queen Gohma. Go back into the water and get the other hearts if you need to heal. Open the door to get to the Boss.

```
=====
|Parasitic Armored Arachnid-|
|=====Queen Gohma=====|
=====
```

As you enter, look up at the ceiling with the up on the C Stick. Keep the camera focused on the eye. It will eventually lead to her introduction. There are two ways to stun Gohma: Blast her eye with the Slingshot when it turns red, or use a Deku Nut on her. She will be stunned and her eye goes green. Slash her up, use a jump attack to start then just slash away. She will get up and start climbing the roof. L-Target her and get a seed in your Slingshot ready, move so her eye is in easy view. When her eye turns red, peg it and she will fall to the floor stunned. Repeat the earlier process and finish her.

SPOILER WARNING!!

After the fight, collect the Heart Container and enter the warp portal. You come in front of the Deku Tree. He tells you the story of the evil man who

cast a spell upon him in order to gain the Kokiri Emerald. He also gives you the legend of the three Goddesses. He now will give you the Kokiri Emerald. The tree will die now. So leave and talk to Mido, he blames you for the death of the tree. Now leave the forest through the wood entrance near your house.

+-----+  
|Things to Get After Completeing the Deku Tree|  
+-----+

Bullet Bag Upgrade #1- Complete the Shooting Gallery  
Gold Skultulas x2- In a crate in the room with all the rupees, in the tree at the castle.

The above items will be covered in the next section.

+-----+  
|Get to Princess Zelda|  
+-----+

As you exit the Forest, Saria will stop you and give you the Fairy Ocarina. Now watch the short scene and go out. Run to the exit and you are confronted with the Owl, Kaepora Gaebora. Talk to him, and answer so that you do not have to listen again. Now turn so you are facing to the left of the entrance. Hold "L" and hold "Right" on the control stick. Mash the A Button Rapidly and you will go over the plains very quickly thanks to side steps. Do this until you get to the Castle. Enter over the Drawbridge.

Inside, take the door and smash all the pots to get Rupees. Then roll into the crate. Inside is a Gold Skultula. Kill it and take the Token. Leave and go into the main market. Enter the Shooting Gallery and shoot the rupees. This may take a few trys, but you can get more rupees back from the big pot room earlier. If you get them all, you get a bigger Bullet Bag. Exit the building and go into the castle. Which can be found by going down the path with a big castle in the distance.

There is a Gold Skultula in the tree here. Roll into it.

Go up the vines and over the gate, get caught by the guards on purpose. Talk to Malon, the girl by the vines until she gives you the Weird Egg. Hopefully it is nighttime. Climb the vines and run over to the top of the gate. Jump off of it. Walk until you are about halfway to the guards by the path and the guard on the hill. Walk up and over to the Stones you can climb up.

Go up and jump over the hill and dive into the water. Let the current carry you along to the end. Climb up at the sloped part and move to the crates. If it is morning and your egg has hatched, use the Chicken to wake up Talon. If not, then move the crates as close to Talon as possible and wait until morning. In the morning, wake him up, then move both block into the water, one on top of the other. Jump to the castle and crawl in the crawlspace. Now you have to avoid the guards in the way. There is a long stretch I can trust you to use your own sense to get through.

At the end, you can shoot the windows, the one on the left will have a guard chuck a bomb at you, the one on the right will have a Red Rupee drop out of the window. Talk to the Princess and watch the long scene. She shows you Ganondorf, about her dream and the Triforce in more depth. After the long scene, leave. With Zelda's Letter in hand, you trudge to the door. But it is blocked now. Impa, Princess Zelda's protector will talk to you and teach you



the song Zelda's Lullaby. She then slips you out of the castle and tells you to head to Kakariko Village. Save now.

```
+-----+
|Get to Darunia|
+-----+
```

#### THINGS TO GET BEFOREHAND

Bullet Bag Upgrade #2  
Adult Wallet  
Heart Pieces x4  
Hyllian Shield  
Bottles x2  
Sun Song  
Saria's Song  
Epona's Song  
Deku Stick Upgrade #1

Reload the Game and you will be in the forest, go up the vines and into the Lost Woods. Go right for the first one. Shoot the Stone hanging with 3 Seeds dead center to get the Bullet Bag Upgrade. Now jump below and play the game with the skull kids by taking the ocarina out on the log. Win three times for a Piece of Heart. Now listen to the music as you go to the end of the woods. Kill the Wolfos, its tail is the weak point. Now get to the end and learn Saria's Song. Exit the woods and reenter. This time go left and play Saria's Song on the log there to get a Heart Piece. Now go to the other tunnel, go to the back and defeat the business scrub for the Deku Stick Upgrade. It will cost you.

Now exit the forest, head to the big round place in the middle of the field. Go into the door on the left side once you have entered. Win the Cucco Game for a Bottle, there will be some milk inside. Now talk to Malon, in the center of the field three times. Then pull out the Ocarina. You will learn Epona's Song. Then head around back, go into the windmill place at the far end. Move the blocks so you can crawl through the hole for a heart piece. Head to Kakariko Village next.

Talk to the Cucco Lady and agree to get her Cuccos. The First Cucco is nearby, chuck it into the coop. Go down the steps and to the entrance. Pick up the second Cucco and toss it into the bin. Go up the steps to the left and take this Cucco and throw it into the bin. There is a box nearby the steps going up. Roll into it to open the crate and grab the chicken. Walk up the steps, and hop off of the Red roof and land on the platform that has the chicken on it. Throw them both off and take the one from the platform and throw it into the coop. Take the chicken and walk up to the windmill. See the fence? Dash it at and float to it. When you are not moving anymore, left go of the Cucco and you will grab the fence. Climb over and up the ladder. Throw the chicken down. There will be three chickens. Grab one and climb the ladder to the potion shop. Throw it over the fence. Repeat this with them all. Then jump to the fence and climb over. Drop these into the Coop to get a Bottle.

Move into the graveyard from here. Go to the grave at the back and play Zelda's Lullaby on the Triforce. Enter the gravestone. Kill all of the Keese in this room to open the door. Open it and run through the green sludge. It will hurt, but it avoids death against the zombies. In the last room examine the tablet. You learn "Sun's Song". Now you can go back and play the Sun's Song to freeze the Zombies. Walk the normal way around and exit the gravestone. Go outside into Hyrule Field and sit there until nightfall (DO NOT PLAY THE SUNS SONG). When it turns dark, go into the Village and talk to

Dampe. Whenever he is over the patch of dirt, talk to him. He will dig up for 10 Rupees a hole. So hopefully you restocked them. Dig in every spot until you find the Piece of Heart. Before leaving, move the grave with the green flowers in front of it away. Then open the chest for a Hylian Shield. Now go to the door with the fence blocking the chickens. Inside is a room with some Gold Skultulas. Usually I have 10+ Skultula Tokens by now, so if you do, get the Adult Wallet by talking to the human inside the house.

We are now all set for our ascent of Death Mountain. Go to the village in the morning (Sun's Song). Take the left path from the entrance from the field and up the steps. Show the guard the letter. He lets you through, but tells you about the Happy Mask shop. Keep this in mind later. Head up the hill, avoiding boulders and the Tektites, kill them if you want. Go all the way to the top of the hill and into the cave at the end. Welcome to Goron City.

Jump down to the bottom level. Play Zelda's Lullaby on the carpet to the closed door. It opens. Go to the end and stand in front of Darunia Play Saria's Song. He starts dancing like crazy. After the scene he gives you the situation on the Dodongo's Cavern and on Ganondorf. He gives you the Goron's Bracelet. This lets you pick up Bomb Flowers.

```
+-----+
| Things to Get after Reaching Darunia |
+-----+
Heart Piece x2
```

Take out a Deku stick, light it with one of the torches in Darunia's room and bring the fire to the wooden torch just outside. Then use the stick to carry the flames to the various torches throughout Goron City. After they are all lit, the Pot in the center starts moving. Bring bomb flowers up and try to land on in the center of the pot from the floor above. Once you have done this, some rupees and (hopefully) a Heart Piece comes out. If it doesn't, keep trying until it does.

There is also another thing to do. There are various places around the City that need bombing. One leads to Midigoron. Another leads to the Lost Woods, last one leads to some chests. Do it if you wish. Leave the city through the top door when done. Walk towards the path down the mountain and hard right. Throw the bomb flower here off of the cliff, so it blows up the cover to Dodongo's Cavern. Then one last thing, angle yourself diagonally and backflip over the fence. You land on the roof of the cavern. Get the Heart Piece, drop below and enter the Cavern.

```
+-----+
| Dodongo's Cavern |
+-----+
```

You enter, grab a bomb flower and eliminate the entrance gate. You have truly made it indoors. Go left and to the platform there. Destroy the Beamos with the bomb flower. Then open the door. Get the Dungeon Map in there. Go to the opposite site of the level and do the same. Only it will reveal a door. Go in. A couple of Baby Dodongo's will try to attack. You can slash them and step back for when they blow up, or just use the shield and they harmlessly pass over you. Continue down the hallway. Move the Armos Statue onto the blue switch and pass into the opened door. The doors lock and you fight a miniboss, the Lizafos. You wait for one to come across the lava room, then fight it. Try using the Deku Shield for this one. Hold the shield, they strike and you attack. Attack twice, then jump attack. Doing max damage before he leaves.

The next one comes. Repeat the strategy until they are both defeated. Go in

the door. In this next room, go to each spot and stand behind the Dodongo's. Slash the tail and then quickly step to the side to avoid the tail and follow the movement so you end up behind him. Once all three are dead, light a stick and light the three torches. The door opens, so enter. Stomp on the switch here and the door on the other side is unlocked. Go across. Enter. Blow up the wall before doing anything else, then bomb the frontal Armos. It will die, but run before it blows up on you. After it is gone open the chest for the Compass. Leave and drop the lone bomb flower inbetween the flowers. The bomb will blow them all up, causing a chain reaction which results in the stairs coming down.

Climb up all of the stairs and take a side. Before going in the door, kill the Gold Skultula on the netting and climb up to get the token. In this room, walk around the center of the room until you have spotted the ladder. Pull that Armos away from it, then climb up the ladder. Step on the switch and go in the opened door. Climb down the ladder and avoid the sliding spikes as you get to the other side of the room. Pull the block out, hop on it and climb to the door. Jump to the platform and open the chest. Then chuck the Bomb Flower at the door to let you through. Go in and shoot the eye switch above the flames. Quickly hop across and go down the hall. Fight the Lizafos like you did the last time you read this. Go into the next room and hit the first eye switch above the flames, hop to the platform and quickly hit the one to your left. Go through the hallway. At the end, hop right and open the Chest for the Bomb Bag.

Now head out to the main room via the next hallway. Step on the switch, then head to the right. Move out on the bridge. Drop bombs down the gaps in the bridge to light the eyes up. Then head down the skull and into the doorway. Go into the right and walk down to the maze like thing. Climb all the boxes and walk down the walkway. The pots just before the hall contain some fairys. So catch them in the bottles. In the hallway, push the box to the end and pull it to the hole in the floor. It hits the switch opening a door. Go inside and bomb the floor. Then after bombing the floor, open the chest to get a refill on bombs before heading down. Jump down and watch the scene, now...

```
=====
|Infernal Dinosaur King-|
|-----Dodongo-----|
=====
```

As the fight begins, Dodongo breathes in a lot of air. As he does this, chuck a bomb into his mouth. Run towards him, and as he falls down, red, jump attack him and step back. You have three ways to avoid his next roll attack. Use the shield and he will pass over you, hug the wall, and he will miss. Or you can step right next to the lava pool, but not all the way in. Repeat the process until he is history. Step onto the frozen lava pool, gather the Heart Container and step in the Warp Portal.

SPOILERS!!

As you end up outside the entrance, Darunia and some Goron's drop from the 'bove and thank you. Darunia is so touched that he gives you the Goron's Ruby. Now you have two Spiritual Stones. Darunia also want's to be your sworn brother. You agree, though no clue what it means. So now some more Gorons come, and they want to give you a big "Goron hug". Your character Flees. But remember the words of the Gorons, the Great Fairy lives on Death Mountain. So thats where we will go.

```
+-----+
| The Magic Meter and other things to collect |
+-----+
```

Magic Meter  
Heart Piece x3 (Maybe Four)  
Din's Fire  
Bomb Bag Upgrade #1  
Keaton Mask  
Gold Skultula (x1)

I remembered this after and couldn't find a way to fit it in. But there are two bombable rocks on Death Mountain Trail. One has a Gold Skultula and the other has 50 Rupees. So gather as you please.

Head up the hill to the part with the flag. Climb up the hill and bomb the rocks here. Hop up and run all the way down the place, pausing to dodge the rocks by using the shield (Hyllian). At the other end shoot down the Skultula's and climb to the top. Ignore the Owl and bomb the doorway. Enter the bombed area and play Zelda's Lullaby on the Triforce Symbol. The Great Fairy comes out and grants you the Magic Meter and Sword Spin attacks. After, come outside and talk to Kaepora Gaebora. Accept the ride down the mountain.

At the bottom, walk to the edge of the house and peer down. Land on the overhang above the Chicken Coop and enter the house. Get the Heart Piece inside. Leave and go to the Hyrule Market. Head to the castle. Climb the vines and jump down the gate. Walk to the dead end and bomb the boulder. Crawl through and play Zelda's Lullaby by the Triforce Symbol. This gives you the Din's Fire spell. Leave and go back into the market. Visit the Bombchu Bowling alley. You can play and win some prizes. Win the Bombchu Bowling game and you can get the Bomb Bag upgrade and a Heart Piece. Leave and go into the Happy Mask shop. Talk to the person here and say you will be the Happy Mask Salesperson. Get the Keaton Mask.

Play the Sun's Song outside. Now go to the Bazaar, outside is a white dog. Run around it and through it so it follows you. Run down the alleyway and into the door sticking out into the alleyway. Talk to the woman here to get a piece of heart for returning Richard. Leave. There is a building with many lights on right there. If you want, enter and play the game. If you win you get a Heart Piece. But we can come back later and make it 99% easier.

Now we have to go to Zora's Domain. Go to Kakariko Village (Stand on the steps to it, face the stairway). Then go right. Over the edge of the river and down the path.

```
+-----+  
| Get to Zora's Domain |  
+-----+
```

#### THINGS TO GET ON THE WAY

Heart Piece x2

Talk to Kaepora Gaebora. After, bomb the rocks. Ignore the man by the fence. Grab the Chicken and float across the river.

Float across again at the top part. Then again at the gap in the path going left. Run At the ledge. When you aren't going forwards anymore, let go of the chicken. You grab on. Now get the piece of heart and go back down. Grab the chicken if it is still there and throw it above at the end part. Be quick, and get up yourself. Pick the chicken up and go cross river twice. Walk over the bridge and up the path to the Waterfall. Float from there to the piece of heart. Get it, then go back to the waterfall. Play Zelda's Lullaby and you can

enter.

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| Get the Message in a Bottle |  
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#### THINGS TO GET:

Heart Piece x5  
Silver Scale  
Farore's Wind

You MUST have 20 Rupees. Climb all the way to the top of the place and look at the Fat Zora. Go down the path to the left and talk to the Zora there. Agree to play, then jump off the waterfall and collect the Rupees. After you get them all from the lake, go back up and talk to the Zora. If you did it in the amount of time given, you get the Silver Scale. Turn around and head to the torch. Light the stick on it and dash down the stairs. Light the Wooden Torch there. From there, light a new stick, and run to the shop. Light the torch there. Run into the Shallows and light the torch there. Get the last two behind the Waterfall and a chest appears with a Piece of Heart. Go into the deep water and face the little hole at the bottom. Dive under and in that hole. You end up in Lake Hylia.

Immediately you notice a bottle at the bottom. Dive down and claim it as your prize. Swim over to the left and into the Fishing Pond. Talk to the man and play the game. Swim into the center of the pond and stand on the log. L Target the big fish right beside it. Cast the line and reel until he is following it. Give little jerks on the line with the control stick pulled towards you, and A. He should eventually bite it. Hold the control stick at a diagonal angle towards you and left. Then Hold A. You should have it fairly quickly. Keep the fish and talk to the man. He gives you a piece of heart for your trouble. Now leave and go onto mainland. There is a scarecrow here. Just play something stupid like A A A A A A A to him. Then do it to the other one. Leave through the exit at the back. Climb the ladder and jump into the fenced area. There is a hole you can bomb open here, when done, enter and kill the business scrub. He sells you a piece of heart. Head over to Gerudo Valley. It's inbetween here and the castle, up a hill.

Grab the chicken and stare off the edge. Aim for the waterfall. Inside is a piece of heart. Then climb out of the water at the platform with the crate. Bust it open for the next piece of heart. Jump into the water and allow the current to move you back to Lake Hylia. Swim to the entrance to Zora's Domain and go back inside

Go back to the fat Zora. Stand on the platform before him and use the message in a bottle. He gives you the bottle and you have a 45 second scene with him moving to let you through. Go back to the shallows and catch a fish in the bottle. Now up the steps we go and into Zora's Fountain. Head right and over to the small Island away from Jabu-Jabu. There is a weird wall with a Grey Rock. Bomb that area to open a passage. Inside is a Great Fairy Fountain. Play Zelda's Lullaby to get Farore's Wind. Leave and go back to Jabu-Jabu. Use the fish in front of him and he sucks you into his jiggly bowels. Who knew there was a dungeon inside his stomach?

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| Inside Jabu-Jabu's Belly |  
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Note this, if you want to leave the dungeon, use the teeth. Jabu will now open his trap on his own free will. First things first, reflect the balls back at

the Octoroks and remove them. You can burst the bubbles with the sword or Deku Nuts. You can also just simply avoid them. Either way, hit the little thing hanging out of the roof of Jabu's mouth. It opens the door. Go through and around the path to the next room. Hearts are in the crates if needed.

In this next room you find Ruto! Talk to her and she will walk into the floor. Notice the whirlpoolness of where she fell? Step in it and you fall down also. Talk to her twice and she lets you carry her. So pick her up and take her through the door. Drop her on the side you are on and take out the Gold Skultula against the climbable vines. Now jump into the water riveine. Throw Ruto up on top and then step on the switch. Climb the net and get the token. Then step on it again. Climb to the other side and pick up Ruto. Continue to the elevator room at the back.

Reflect the rock at the Octorock then heave the Princess and yourself onto the elevator. Jump off and go into the door on the right. Inside, you will be back at the room where you first saw Ruto. First thing to do is to notice the whirl spot on the floor guarded by the green slime. Remember which one this is. Enter the path at the far back of the room (where the Bari falls down). You are in the gigantic Fork room. There are three paths. The paths to the left and right will split off into two paths. Take the path to the right (the FAR right). Jump on the switch and drop Ruto on her. Go in the door.

In this room, you have to defeat all of the Stinger enemies. Walk over the L Targeted spots to have them pop up from the ground. Shoot them down with the Slingshot. Once they are all dead a chest appears containing your Boomerang. Leave and head back to the swirls room. Get Ruto back on your shoulders and go into the forked room (Again). Now take the left path and leave Ruto at the switch. Enter and fight the tentacle creature. Just Target him and throw the Boomerang. Stay nearby him, and blast him until his death. Get the Dungeon Map which appears and leave the room. Ruto will be right outside this time, pick her up and go towards the path right next to you.

Quickly L-Target and destroy the bubbles with the Boomerang. When they have all been perished, get the Compass from the chest. Leave the room and go to the room next to the Boomerang room. Enter and destroy the Tentacle Monster here. Last one is in the center fork. Eliminating this bad boy will open the path in the swirls room where you couldn't go before. Take Ruto to that and jump down. When you land, Ruto goes nuts over the Spiritual Stone. Throw her on the ledge and she tells you why she is there. Then the platform goes up, when it comes down you are faced with the MiniBoss.

The mini boss is called Big Octo. Throw the Boomerang at his face. He will freeze up in front of you. Now get as close as possible, but not too close. Just like my wood teacher taught me. Basically, close enough to hit his butt when he turns around (Literally) with the boomerang, but far enough so that if he comes towards you, you wont get pasted too badly. He randomly spins around after recovery and starts running again. If he is facing away, hit his butt with the Boomerang and slash the Green blubbery bit. If he comes towards YOU instead of the other way, throw the boomerang again, and he freezes up again. Giving you another chance. You could always just run around with him, but this is much less boring and more anticipation.

When he is defeated, get the hearts and step on the elevator. There are some fairies at the top in the jars, so catch them if you can. Enter the door and stun the platforms quickly with the boomerang. This allows you to hop over them to the other side. Hop onto the ledge to move it up to the first level. Grab a crate and bring it over to the switch. Treat the crate like Ruto in the fork room. Enter the door. Kill some enemies if you wish, but climb the vines near the back. The left side has a Gold Skully. So get his token. At the top,

throw the boomerang so it hits the switch, then comes back and you catch it. It opens the door at the bottom. Enter it to fight El Barro (Barinade). The boss.

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|-Bio-Electric Anemone|
|-----Barinade-----|
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Keep moving throughout this Boss Fight. No "Safe Spot". First off, target those tentacles stuck to the roof. Take them down with the boomerang. Barinade will eventually come out of the ground and start spinning. Try to time your next boomerang throw so that it hits his belly, but makes it into the Bari shield. After he is hit, you have to take out the Bari. It's a one hit kill with the 'rang. So use it well. You can get 3/4's of them down if you move quickly. After they are all dead, hit him again. Then slash the belly. Repeat this process until this boss is history.

A Heart Container and a Warp Portal appear. Get the heart, and Ruto is in the portal. Great. Outside she will give you the Stone. You sadly have to pretend to be her husband. But ignore that crap for now. You now have ALL three of the Spiritual Stones. Neat. You can head back to the Temple of Time now, or you can follow my suh-weet advice and find....

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| Things to Collect after beating Jabu-Jabu's Belly |
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- Gold Skultula x3
- Heart Piece (Optional, and will be collected LATER, when you are actually going to be where it is)
- Keaton Mask can also be dropped off

Okay, first off, stand on the log thing towards the Fairy Fountain. Play the Sun's Song and at night, a Gold Skultula appears on the wall. Kill it and use the Boomerang to get the Token. Now go back into Jabu Jabu's belly. Jump down some of those swirl holes. There are two Skultulas in there. Collect them and leave. Next, if you want to get a Heart Piece a little earlier, and want to get the next mask. Go to Kakariko. Talk to the guard wearing the Keaton Mask. He pays for it. Now go to the Windmill. Inside, look up. There will be a Heart Piece at one part. You can Boomerang it down. Now that we are set for Adulthood, head for the hills... I mean castle.

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+-----+
| The Master Sword |
+-----+
THINGS TO COLLECT:
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- Ocarina of Time
- Skull Mask (If you sold the Keaton Mask)
- Song of Time

@!!SPOILERS!!@

As you approach the castle, the drawgate goes down and Zelda on a horseback with Impa run out. Zelda throws the Ocarina in the moat. Ganon comes out after. He asks you where they went. You think of taking the hard way and fighting, but he pastes you. Then rides off into the distance. You now have to go into the water and pick up the Ocarina. Once you touch it, Zelda has some weird telepathic communication with you. You then learn the Song of Time.

Enter the Market. Go into the Happy Mask Shop. Give the creepy lady the profits from the mask and pick up the Skull Mask. If you want, there is a scene in the alleyways with a dieing soldier. If not, go into the Temple of Time.

Inside, walk to the altar and play the Song of Time. The Stones leave your pocket and go on the altar, then the door opens. Enter and examine the big sword at the pedestal. You uproot it and some weird blue stuff comes. But...

SPOILERS!!

Ganondorf says he knew you have the stones and that he thanks you for helping him out. You end up at the "Chamber of the Sages" now. For what I call, the "Temple of Talking". You show up and look around. There is a man named Rauru here. He explains about how you grew up seven years in the Temple and became a man. Now you have to use those new muscles to save Hyrule Castle, which is more like Hyrule Dumpster at the moment. So now you get transported to the Temple of Time again. You start to leave but a mysterious "man" named Shiek appears and tells you a story. She says you need to go to the Kakariko Graveyard. So here we go.

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| Get the Hookshot |
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OTHER THINGS TO GET:

Heart Piece (x4)

Song of Storms

Start the Biggoron Sword Quest

Head over to the Kakariko Graveyard. Pull the grave to the left with the flowers in front. Inside the grave, you meet Dampe, the spirit of the gravedigger. He is going to lead you through his labyrinth. Just follow him making the according time limits, and at the end you will receive the Hookshot. Leave through the door at the back. On the inside is a block. Play the song of time to remove it. You are at the top of the Windmill. If you didn't get the Heart Piece from last time, hop onto the spinning thing and hop to the Heart. Go back to the graveyard and go pull the grave that is Near the back, on the right side (facing away from the entrance) and one of the first from the left. Inside is a Zombie. Play the Sun's Song to freeze him, then kill his body from behind. After he is dead, wait for the body to vanish. Play the Suns Song again to get a chestwith a piece of heart.

Exit the grave and go back into Dampe's grave. Play the race, and this time, win with a time 1:00"00 or under. He rewards you with a piece of heart. Lastly, go outside of the windmill and stand on the fence. Aim the hookshot at the purple roof. If you are close enough (which you can be) you will latch on. Talk to the man on there for the last piece of heart. Enter the windmill and show the man your Ocarina. He teaches you the Song of Storms. Now go to the Cucco lady. Talk to her and she gives you the Pocket Cucco Egg. Play the Sun's Song twice, then go into the house near the entrance. Where the crate that had the Cucco in your childhood was. Enter and use the Cucco by Talon. Go back to the Lady and show her the Cucco to get Cojiro. This is all we do until we get Epona.

Now we are set to enter the Sacred Forest Meadow back in the Kokiri Forest. So head there. Inside we now have enemies. That's bad. So head back into the Lost Woods. Inside, take the usual path. Right, Left, Right. Mido will be here. Use Saria's Song to get past him. It turns out Saria won't let anyone by without playing that song, because she only teaches it to her friends. Go past him and



go straight ahead, then left, then right.

Sacred Forest Meadow is infected with Moblins now. You have to stealthily sneak past them all to the end. If one sees you, it charges, then runs you into the water holes or the walls. Making your way to the end, it is a good idea to look at them from a safe distance, then deciding if you should come out and blast them with the Hookshot. If they walk past your hiding spot, the better. You can just shoot them down with the hookshot.

At the end is a stair up, turn around and there will be a ladder. Climb up this ladder and jump into the pit, then slip down the hole. Catch as many fairies as you have bottles, then leave back to the stairs. There is a different Moblin in this path. It is a huge one, with a big club that will create shockwaves that can send you flying back to the stairs. To avoid these, run to a side. Then when he swings the club, run to the other. He will move his arms left and right, you dodge all of them, and he makes a safe path past him when you get there. You can finish him off with the sword on the other side for some Rupees.

Move up into the Meadow. Saria won't be there. Shiek shows up and teaches you the Melody known as the Minuet of Forest. After the scene, latch onto the branch overhanging the entrance to the temple. You can walk inside and start the fight for justice as an adult.

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| Forest Temple |  
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Walk forwards and you will be engaged in combat with two Wolfos. Wolfos are weak in the tail, and take a jump attack in that area to kill. After they are dealt with, eliminate the Skulwaltula to the right on the wall. Climb the wall and onto the giant tree. Hookshot to the chest on the one across from it and open the chest for a Small Key. Enter the door and shoot the Skultula down with the hookshot (one hit, even to the front will kill it).

In the next room, you have a scene where the Poes steal the flames to the elevator, now we have to go and defeat them to get the flames back. Head to the door directly across from where you entered. Now you have to duel two of the Stalfos. Tackle one at a time, the other stands away. Try to use stabs and when he strikes, strike just before to hit where his shield isn't. After you win, you get a Small Key. The jars in this room hold fairies. Leave and turn right, play the Song of Time in front of the block, then enter the door behind it.

Turn right, and walk over to the vine. Kill the Skulwaltulas and climb up. One will be left, so go sideways to avoid it. Climb up and into the door. Defeat the blue bubble by using the Hookshot to stun it then defeating it. Get the Map from the chest and go out the other door. Hop onto the balcony railing and use the hookshot target to go the next door. Drain the water by stepping on the switch, then climb down the well. On the other side is a third Small Key. Leave and go back to the main room. From the entrance to the temple. take the left door with your key.

In this next room, climb the ladder. The next room is a large room with puzzles. It is an easy puzzle, just push the blocks into the recession on the floor and climb up them. The arrows on the floor show you to the place where the blocks need to go. After this puzzle, there is a locked door. Unlock it and go through.

Walk down the Twisted Corridor and to the end. Navi babbles on about the

enemies on the ceiling, just keep moving to avoid being dragged to the entrance. Go over the platform and into the door that is locked. Go through the next two areas without caring about the Poe pictures until you are in a room with a hole in the center. There is another Stalfos rumble. Defeat the first one to have two come down with the floor. But now there is no worry about falling. Defeat the first one, then QUICKLY get to the next one. I say quickly because if you don't kill it fast enough, the other one is revived. Defeat the Stalfos to have a chest appear. Open it to get the Fairy Bow. Retreat to the first Poe Room you saw.

You have to peg all three of the pictures with an arrow now. After that is done, you have to duel the Poe. Just stay away until it turns visible, then quickly jump attack. Once Joelle is defeated, the light of the first torch is relit, and you can now go to the second poe picture room (Collect the Small Key from the chest first). Defeat Beth in the same manner you did the other one. Get the compass from the chest, then go back to the room before the twisted corridor. Shoot the eye switch to straighten it out. Go to the room and jump on the floor. Get the Boss Key from the chest then jump down the hole.

Go outside and kill the Deku Baba. Take the first door on your right hand side and kill the Floormaster. Then eliminate the three small hands. Open the chest for the Small Key. Then go into the other door. You are back in the block room. Go to the Second Poe Room (remember to hit the eye switch to change the twisted corridor). Go into the locked door at the back. There is another room like the twisted corridor room, only it is straight. Go to the back and in the door.

Hop onto the moving platforms. Aim the bow at the frozen eye switch, keep moving with the platform. When the eye passes behind the torch, fire to alight the arrow, unfreezing the switch. This twists the corridor. Go back and into the hole in the other room. Now this room, the ceiling falls. So run through, using holes in the roof as refuge so you don't get hit. Go in the door at the back.

This next room is a slide puzzle. Shoot the picture and blocks from the roof fall down. Arrange the four actual puzzle pieces into the picture of poe. One piece is extra. If you don't get it in the time limit, the puzzle flips sideways and you get the time you had last with an extra 10 seconds. Once you get the puzzle, the third poe (Amy) comes out. Defeat it and go in the next door.

Run to the center of the room. Meg, the last poe comes out. There are four of her, three are Illusions, and one is the real thing. Sit there watching closely. The three will appear, and spin around. The real one will spin an extra time. Target that one and shoot it. After it is defeated, the elevator comes up. So hop on it and ride it to the bottom.

This last section, you have to push the nooks in the room. This causes the floor to rotate and new openings to appear. You have to hit the three switches, which will cause the door to the boss to open. After this is done, go into the boss room door with the key.

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|Evil Spirit From Beyond|
|---Phantom Ganon---|
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Enter the Room and go into the center of the "Art Gallery". Turn back around and try to exit to trigger the fight. Once you are in Battle, he will pop out of one of the pictures. There is a fake one seen. To tell the difference: The

real one is more detailed and lighter and has little "specks" on him. When he is white and surrounded by purple vortex, snipe him with the bow. Or you can wait for him to fully come out and then shoot. 3 hits will make him ditch the horse.

The battle on foot is a little harder. He fires a fireball at you, which is deflected with the Master Sword. If it hits him move in to attack, if it misses wait for another one. If he reflects it hit it back until one of the above occur. When he is it, run in and slash him. If you take too long he will start throwing his Javelin/Staff at you. Block with your shield. If you want to stall use your shield to stop the fireballs. Once he is defeated watch the cutscene with pride and collect the Heart Container. Step into the blue portal. You will meet Saria. She grants you the Forest Medallion. You end up at the Deku Tree and learn your past.

SPOILERS!!

The Deku Sprout comes out of the dirt and tells you that you have aged, but the other Kokiri hasn't. How is this possible? Well, it turns out Link is Hylian, and not a Kokiri! Wow. Your mom was dying, and begged a tree to save her. You are a sad boy. Hahahaha. Anyway, now we have our main weapon and a hookshot. This is good.

Now we have to go all the way up Death Mountain to Goron City. Buy full bombs at the Bazaar on the way up. Inside Goron City, the place is empty except for a Goron rolling around. Bomb him and he stops. Talk to him and ask him about Volvagia and the Gorons. Then he gives you the Goron Tunic. The doors also open. Go inside Darunia's Room and pull the pillar at the back. Enter the place to be in Death Mountain Crater.

Walk forward and Hookshot to the bridge. Watch the scene as you learn the Bolero of Fire. Move forwards and down the long ladder to enter the Fire Temple.

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| Complete the Fire Temple |
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At the start are two doors. One you cannot enter and the other holds nothing of significance yet. Run up the stairs and take the left door. Inside, you see Darunia. Watch the scene with him going to fight the boss. You are left in the room with some things to do. Jump over to the left and step on the switch to free the Goron. Inside his Cell is a Small Key. You can talk to the Goron to learn some random tip, but just leave if you would rather not speak with weird creatures.

Use the key on the door in the very first room, opposite the one you saw Darunia in. Walk over to the left hand side and save the goron there by stepping on the switch. Get the Small Key from his Prison Cell. Go to the right side of the room and use a bomb to blow up the door. Inside is another Goron. Get the Small Key from his Cell as well. Then unlock the door across from the entrance.

Note: There is also a Song of Time block to move and you can climb into the other room to get a Like Like, Gold Skulltula and some floor tiles with a mission to hurt you

Inside, slide down the board in the center. Use the Hookshot to grapple yourself up the Chainlink wall as high as you go. Climb to the top and balance on the edge. Kill the Keese with the Hookshot, then Grapple to the right side on the top. Turn to face the other side and hop onto the platform, then push

the block off of the edge onto the fire stream. Hop on top to be propelled to the door above.

When you enter, climb the stair thing, then at the top, hop across to the other side of the room. Push the block off onto the floor. Then move it into the part of the floor slightly lower. Climb up, then drop a bomb down on the switch below. Run over to the disarmed fire shield and climb the ladder to the top. Go in the door.

Head right in this giant room until you can come across a goron in a cage. The switch is right in front of it. Step on it to open the cage, then get the Key from the chest. On the other side of the room is another goron that you can get a Small Key from. Then go to the part of the room across from where you entered and use the key on the locked door.

This room might not be a bad place to use Faerore's Wind. In case you fall below you can just warp up. The dungeon map lies in the locked room. Use the bow on the eye switch to enter. After you get it, go in the other door. Run onto the platform to the other side of the room and in the door.

Hop across to the biggest platform and bomb the floor. At the bottom of the hole is a switch that opens a Goron cage, get the Small Key from it and climb back up. Across from here or nearby is a switch. Step on it to open another Goron cage. Go to that cage and get the Small Key, then go all the way back to the room with the fire and the cage platform.

Walk across to the locked door. You have to make a jump that doesn't look like you can make, but you will. So trust in yourself as you open the locked door with a key. In this next room is a giant fire maze. Make your way to the door in the center. You notice a Goron, ignore it and proceed through the doorway on the other side.

Make your way to the switch in the maze. Step on it to disarm the firewall. Run over and get behind it. Then toss a bomb at the door in this room. It blows the fake up and gives room for you to enter the real one. In this next room is a Flare Dancer.

To defeat this bad boy, L-Target his head, and hookshot it. Then slash it once, then when it comes to the other side, attack it again, then on the other side use a jump attack to deal maximum damage to it. Repeat this process until it is defeated. After it is dead, jump on top of the center platform to ride it up.

In this room, you have to climb to the top of the roof and drop a bomb down the edge and light the crystal switch. Then go up the chainlink fence. At the next room, definitely cast Faerore's Wind. Just in case. First, notice the block on the floor. You will exit through that later. Step on the switch to bring the flames down around the chest. Then run around the thin platform to the top and open the chest. You get the Megaton Hammer. Wheeee.

Go back to the block on the floor and beat it with the hammer. It falls down, creating an exit for you. Hit the pillar in the next room with the hammer to make some stairs fall down. Grab a crate and go to the bottom. Drop it on the switch to open the door. Enter.

Note that some switches are rusty, and need to be beaten with the hammer.

At the top of the Fire Maze, beat the giant pillar to the below. Then hit the rusty switch and enter. Play the song of time to move the Block down, then jump across and hit the rusty switch to open the cell. Enter and get the key.

Jump down the pillar you beat just earlier in this paragraph and walk from there to the entrance. Inside, there is a door to the right with a statue in the way. Beat each layer of the statue to get inside the locked door.

Inside, defeat all the enemies. The door opens. Enter and block all of the tiles with your shield, then defeat the Like Like by using the Hookshot on it from a distance, then striking it's lower body area. Back away and repeat. Then get the Gold Skultula from the wall and enter the next door.

In this room, defeat the next Flare Dancer just like the last one. A chest is left behind with some Arrows, then enter the door. Smack the rusty switch here to open a Goron Cell with the boss key. Leave through the door and go all the way to the Boss Room and open the door.

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|Subterranean Lava Dragon|
|-----=Volvagia-----|
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Hop onto the center platform to trigger this fight. Alright, the lava holes will have some residue kick up when Volvagia is going to come out of one. First he will pop his head out. Hammer it and then slash the head after it is dazed. It retreats. Now walk straight at the edge and climb down the side. He comes out and flys around. Normally he would breathe fire at you, but as he cannot see you he just goes back in. Repeat the process of smash and slash. Then watch out, as he drops 20+ boulders next time he comes out. Repeat this process until Volvagia is defeated.

After the fight, grab the Heart Container, which his head turns into, and step into the light. Watch the scene with Darunia, as he gives you the Fire Medallion and you turn up in Death Mountain Crater. We aren't finished yet. There are two things to be gotten in here. Go back to the entrance you came through and go to the side. There are some boulders. Smash it and go down the tunnel to get to a Fairy Fountain. Play Zelda's Lullaby and enjoy Doubled Magic Meter. Go deeper down the path back in the mountain and destroy the boulder. Jump to the other side and climb up the thing. Now climb down the face of the mountain and go in the hole to get a Piece of Heart. Leave the entire mountainside and go all the way to Lon Lon Ranch.

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| Get Epona |
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Inside, go over to Ingo and talk to him. Practice riding the horses and get a feel for them. Ride again, and this time, play Epona's Song to call her over. Hop on and talk to Ingo and agree to his race. To win, use a carrot whenever he does, but never use the last one. Try to take the inside lane through the first corner to push him behind you, then maintain your lead. Win twice and he locks you with the horse in the ranch. Jump over the main gate, or the two gates to the side. Once on the field, we have some stuff to do.

Go to the Kokiri Forest. The Lost Woods to be precise. Go left at the first place and show Cojiro to the weird guy. Then he gives you the Mushroom. Take it to the Potion shop in Kakariko Village, then go out the back door and into the place outside. If it is nighttime and you can't use the door, jump over at the windmill. Inside, show the lady the mushroom. She makes the Potion. Go back to the Forest to see the man is gone, and a little girl is there. Show her the Potion and she takes it back and gives you the Carpenter's Saw.

Go to Gerudo Valley and hop the broken bridge on Epona, then show the

carpenter master outside the Saw. He gives you the Broken Goron's Sword in return. Go to where we saw the Great Fairy for the very first time on Death Mountain, then walk around outside, to the right of the ladder you climb up will trigger Biggoron. Show him the Sword to get his Prescription. This is all we can do for now. Park Epona outside of Zora's River and go down it. Go all the way to Zora's Domain. Which is frozen. Now run to Zora's Fountain.

Climb over the Ice blocks, to the right is a heart piece, so get that. Then take the left fork. At the very end you will come across the Ice Cavern. The not really "dungeon", but still a level.

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| Complete the Ice Cavern |
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Move along the path. There are red ice diamonds, which can only be melted by blue fire. There are stalagmites (the ice points in the ground) which you can shatter with a sword swipe. The Stalactites in the ceiling sometimes fall down on you, so keep moving to avoid them. The next circular room has some Freezards for you to deal with. Using the hookshot to grapple onto them damages them once and pulls you up close to them. So use it whenever they aren't shooting icy winds at you. After the four are dead, go into the next room.

Get all of the Silver Rupees in this room. Avoiding the blades that spin round in circles. Using a shield will usually let you duck under it. Sometimes rolls work. But not often. One of the rupees can only be found by jumping off the top edge, another is behind some pots. The rest are in the open however. When you get the final rupee the door to the next room opens.

Ice Keese are everywhere in this room. Use the hookshot or the bow before they get too close. Climb up to the path and kill the freezard. Walk along and go left. Then get close to the Blue Fire. Navi tells you about it. Take three bottlefulls, if you don't have three bottles, you will be making more trips. You can use one on the frozen chest in this room to get the Dungeon Map. Refill the bottles if you can. Because you will need it.

Leave and go back to the Rupee room. Then go left when you enter. There is a reddish wall, so use the Blue Fire to melt it. Enter and go inside. The Compass is frozen in this room. Which also holds some blue fire. So get the Compass, then unfreeze the Piece of Heart also. Then refill the blue fire and go back to the Rupee room. At the opposite side is another red ice wall. Melt this and go back to refill your bottle.

In this next room lies a block. You can push this around. But first things first, as you enter, to the left is a Gold Skultula. Use the Hookshot to get this one down. The puzzle room itself shouldn't be too hard. Just push it around. You only need to use two blocks total. One Rupee is encased in Red Ice, so you have to melt it to get it. After all the Rupees are collected, the door opens. Enter this area by making a jump from the block to the edge. Melt some of the Red Ice here so you get passage to the other side and open the door.

Now we have to fight a White Wolfos. This boss is a sinch. Just get close, then back away as he prepares to whack you. When he turns his back, use a jump attack to his tail to finish him easily. After he dies, a chest appears. The chest contains the Iron Boots. Sheik also shows up and tells you about the Water Temple problem. That she rescued the princess zora and you have to help her seal it away. Then she grants you the Serenade of Water.

After you have this, you can go to the waterhole behind the chest and sink

with the iron boots to take a shortcut back to the first Rupee room. If you have one Blue Fire left, you are good. But if you want to unfreeze the Zora shop, go collect one more blue fire. Leave the Ice Cavern. In Zora's Fountain, use the Iron Boots and sink to the bottom. There is a piece of heart in the very center. Leave and go back to melt King Zora. After he is defrosted, stand on the platform and speak with him. He will give you the Blue Tunic, you can breathe underwater now. If you got the extra fire, you can go melt the shop now. But come back to King Zora to finish the Biggoron Sword process.

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+-----+
| Get the Biggoron Sword |
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Show King Zora the Eyedrop prescription from before. He will give you an Eyeball frog. Quickly run down the stairs and out into Zora's River. Then dash out through the water. At the end, get on Epona and ride her to Lake Hylia. The trip usually leaves me with 45 seconds to spare. Inside the Laboratory, show the guy the Eyeball Frog. He makes you the World's Finest Eyedrops. You have 4 minutes to get to Biggoron. SO RUN! I can usually get there with 40 seconds to spare. If you successfully make it, Biggoron gives you the Claim Check.

Play the Sun's Song 6 times. After that, show the Claim Check to Biggoron, he gives you the Biggoron's Sword. This is twice as strong as the Master Sword. So you won't have much problems wielding this. But you cannot shield when the sword is pulled out. Small price to pay when you are pwning everything with it. Now that we have the Biggoron Sword, play the Serenade of Water and warp to Lake Hylia.

Jump into the water and use the Iron Boots. At the bottom, you can use the Hookshot. Aim it at the Diamond above the door. This causes the lock to come out and the door to float open. Now you can walk in and out of the level freely. Enter.

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| Complete the Water Temple |
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As you enter the temple, you are at the bottom of a pool of water. Float up with the Kokiri boots and jump into the water of the giant square room. Sink to the bottom and find the door with the set of torches outside of it. Walk inside and you find..... Ruto! She talks a bit, and after the scene, float to the top of this room and climb out. At the top is a picture of the Triforce at the top. Play Zelda's Lullaby in front of it and it will lower the water level to the bottom. Remember this room. Go in the door next to the wall picture and defeat all of the spike enemies in this room by hitting them with the hookshot, then defeating them by slashing with the sword. After they are all defeated, a chest appears with the Dungeon Map. Take it.

Jump to the very bottom of the room with the carving, then shoot the bow from behind the torch at the two torches in the room. Much like the forest temple. Only you are timed and the targets are harder. Hit just above the torch to set them alight. Enter the unlocked door. Inside are some Spike monsters and the Shell enemies. To defeat the Shell enemies, move close enough so that they open their mouth's, then hit the innards with the Hookshot. If you are too close you will hit the top and not the innards. After all the enemies are defeated, open the small chest for a small key.

Go back out into the giant square room. Walk around until you can find a block. Hop onto the smaller one, then push the big one until it falls down.

This does NOT have to be done yet. But lets get it out of our system for simplicity's sake, shall we? Sink down the hole that you made and walk to the end. Climb up and hit the crystal switch. This causes a geyser that can support your weight to come up. Jump on it and across. Defeat the Blue Tektite and go in the door. Sink so that you end up on the tail part of the dragon. Hit the crystal in the Dragon's mouth and use the hookshot to get past the door. Float to the top. Get the small key from the chest and then leave by hitting the crystal switch next to it. Return to the big room.

In the center tower on one side is a door on top of a platform. Go inside of it. Walk to the end of the path, turn around and hookshot up. Play Zelda's Lullaby at the second picture on the wall to bring the water level up to the second level. If you look down to where the floating platform was, there is a hole that opened. Float down it and into the next room. Hit the switch with the hookshot and then defeat all the enemies that come out. This opens a second gate on the roof. Float up and inside is a chest with a small key. Go back into the second level changer and go out the door at the top.

At the place where you lowered the water level, float as high as you can. Which won't be far. At the top, bomb the crack in the wall to open a room where you can get a Small Key from the chest. Go back to the main room and float to the highest point. Walk around until you find the area with the two pots in front. Hop over and hookshot to the top of the room. Stand next to the chest that is water shielded and shoot the switch. Then open the chest for the Compass. Leave and go back to the Main Area. Find the door that is above the place with the block you pushed down. It is locked. Enter it and walk on top of the geyser, not yet raised. Back away slightly, still facing it and a Tektite comes down. Kill it, stand on the geyser and shoot the switch to go up. At the top, exit the door and play Zelda's Lullaby to raise the water level to the top.

We can now get the treasure in this dungeon. Go into the door right above the other one we just went in. It is locked. Inside, jump down to the platform below and aim for one of the moving targets on the other side. Hookshot to it, then quickly climb up them all to the top with the hookshot. Open the locked door at the end. Now you are in a room with a bunch of dragon heads. Hit the switch in the middle to lower the one on the left. Hookshot to the target behind it, then climb over. Raise the other dragon and hookshot to it. Then lower it, hop on the head, and hit the switch again. You are now on the top platform and can easily get to the door. Inside, there is a Like Like. Shoot it with arrows and then hookshot over the spikes. Enter the door.

This room has the mini boss. Run to the door at the other side, then run back to the Island in the center. Dark Link will be waiting. He will mimic your moves all the time. But... if you have the Biggoron Sword, you can easily stab him and hit him. He appears behind you, so turn around and hit him again. If you try to stab with the Master Sword, he jumps on it and hurts you. So try randomly swinging it at him. Dins Fire works if you have Magic Potions, or I have heard the Megaton Hammer supposedly stops him. After he is defeated, go in the door at the other end that was barred before. Open the chest to get the Longshot. This goes twice as far as the hookshot. Play the Song of Time at the block behind the chest.

At the hole in the bottom you are in a long stream area. Jump into the water, and if you want to avoid redoing this a million times, use the iron boots so you have a less likely chance of being sucked up by the vortexes. There is a Gold Skultula in this room too. Climb onto the edge and shoot the eye switch, quickly Longshot to the target. Near the gate is a chest with a small key in it. So collect this little baby and go out the exit. Run all the way back to the temple's square room. There is a doorway right of the entrance that has a



block in it. Pull it back and leave through where you entered.

Now go down to the lowest level and go to where you raise the water level to the bottom. Do so and go raise the water level to the second level. Then look for the door with the eye switch just below. Hit this, then use the Longshot to get past the gate before it shuts on you. Push the block you had moved earlier to the end, then get the Key from the chest. Go to the bottom of the temple and enter the door with no torches that is by the pit that goes down. Sink to the bottom and then use the Longshot to latch onto the targets. You should clear the spikes. Unlock the door and enter.

You can try to kill the Tektites on the other side with arrows first if you want an easier time. Sink to the bottom of the water part, then climb to the other side while avoiding the boulders. Run to the far right side and run into the wall over and over, then equip the Kokiri Boots. Still running forwards, you will hop onto the edge and have access to the next room. Jump down. The two walls to the left and right can both be bombed. Go on the one to the left (this being if you are in the entrance facing out). Push the block as far as you can. Then go to the other side and pull the block as far as you can. Go back through the other side and push the block down, this causes the room to raise the water level. Go in the door at the other side.

Hit the crystal switch with arrows, this causes three geysers to all come up. Hop from geyser to geyser to get to the other side. Enter the door at the end. Turn right and get the Gold Skultula from the waterfall. Then jump into the water pool right below the waterfall. Sink and float on the other side. Open the door and get the Boss Key from the chest. Now you can run back into the boulder room and go into the main temple square room. Now go to the place where you raise the level to the top. Do this, then go to the opposite side of the temple from the entrance. There is a dragon statue. Longshot to it. There are fairies in the bottles outside this door. Get them, then go inside.

You have to walk up a spike strewn path. Progress up this is slow, but you can make it easily if you walk slightly left off the path, and start when the first spike is in front of you. At the top, open the boss room. Inside, jump onto one of the platforms in the center, if you fall in the water, don't worry. Just climb up the ladder. At the top, you have a cutscene, then..

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|Giant Aquatic Amoeba|
|=---Morpha---=|
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So you should jump back onto the mainland now. L Target Morpha as he jigs around in the water. Try to Longshot him and pull him out of the water. Then slash him with the sword. Much like the Flare Dancers, only he is much harder to hit. If he spins long enough, he makes a tentacle. stand well away, as it will try and grab you, dealing 3-5 hearts of damage and throwing you a long ways. If he misses you in his lunge, Morpha will crawl down the tubular structure. You can easily hit him there with the Longshot. A way to dispel the tentacles is Din's Fire. After Morpha is defeated, the Warp Portal appears in the center of the platforms and the Heart Container is nearby, in between one of gaps between the platforms. Collect the Heart Container and step into the Warp Portal.

SPOILERS!!

Princess Ruto is the sage of water. She has a chat about you two. Then gives you her eternal love, err, well actually, she gives you a Water Medallion. Now you are getting stronger. After the scene, we see the water levels rising

dramatically in the lake. We also see Shiek. He leaves by means of the lake.  
Now we have some things to collect.

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+-----+
|Things to Get After the Water Temple|
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Heart Piece x4  
Gold Scale  
Fire Arrows  
Scarecrow's Song  
Prelude of Light (unless you have it already)  
Gold Skultula x2

From the island you start on, step onto the weird wood thing on the ground. Aim at the Sun with the bow. It should be just over the horizon. Shoot at it, the arrow comes back to the platform across from you alight. So swim across and get the Fire Arrows. Now we head over to the fishing pond. We have to catch us a lunker. Without the sinking lure though. So follow the same advice we did as a kid, and catch the fish near the log in the center. He should be 15-18 pounds. Show it to the fishing guy and he marvels at you and gives you the Gold Scale. Woot. You can also cast the rod at the guy's hat and it comes off, revealing him as a baldy. You can give it back, or cast it into the water and have to pay for a new one.

Now that we have the Golden Scale, let us get that Heart Piece. Going to the Lake Laboratory, you can dive from the top, to the bottom of the place. You hear the classic "Zelda Sound" and you go to the top. Talk to the man and he gives you a piece of heart. Leave and go to the scarecrow. If you played the randomly made up song as a kid, play it again and you learn the scarecrow song. Head to the Temple of Time. If you haven't gotten the Prelude of Light already, do so by walking into the pedestal of time room. Then turn into a kid. Buy 2 magic beans. Catch two bugs in a bottle as well. Go to Death Mountain Crater with the Bolero Of Fire. Use a bug around the soft dirt patch to push out a gold skultula from it's depths. Get the token and plant a bean there. Now to lake Hylia. Get the Skultula from the dirt patch next to the Lab and then plant the seed. Come back to both of these locations as an adult and use the flying plants to get to the Heart Pieces (one is on a Volcano, the other is on the roof. climb the ladder to the Chimney and it is there. Now go to Kakariko Village as an Adult.

As you enter, there is a scene with Sheik. He tells you that an evil presence has radiated from the well. Which was sealed before. You tangle with it, and fail to defeat him miserably. Sheik teaches you the Nocturne of Shadow. Go into the Graveyard and stand on the fence near Dampe's grave. Aim the Longshot at the bit of crate popping just above the hill. If you can't hit it, back up on the fence and try again. If you can latch up, roll into the crate and get the Heart Piece inside it. Woohoo. Go all the way to the Temple of Time and turn into a Child Link. If you haven't gotten the Prelude of Light, you get a scene and Shiek teaches you it.

Now head back to Kakariko Village. Go into the windmill and play the Song of Storms. This speeds up the Windmill and causes the Well to drain. Go outside and climb down the drained well, then walk down the opening to get to the next dungeon, the Bottom of the Well.

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| Complete the Shadow Temple and the Bottom of the Well |
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This section contains two walkthroughs. For the Shadow temple, press "Control+F" then type in "@@@" and press enter. It scrolls down to the Shadow Temple guide.

Inside the well, move forwards. Crawl through the hole to the other side. A Skultula falls from the ceiling, so kill it. Go through the wall on the other side. It is just an illusion. Walk over to the pile of debris past the water parts. Drop a bomb on it. This exposes a hole which has a chest containing Bombchus. Which are self mobile bombs. These come in handy in the Spirit Temple. Climb out of the hole and head right. Avoiding the Green Bubble, walk along the walls until you find one you can go through. This room has a Small Key in a chest.

Leave the room and go straight ahead and slightly left. Head right into the giant room in the center. There is a giant chest in here. It is the compass. There is a trap hole near the chest. So move away from the chest and walk around it, then slowly (as close to the chest as you can be) walk in front of it and open it. Jump down the big trap hole after you have gotten it. Go to the torched door and bomb the boulders. On the other side, you can either kill the Redeads or just run to the Chest and get the Dungeon Map. Go back to the toxic room and start collecting the Silver Rupees. After you have all around the waste, climb the ladder. There is one at the second level up, and another at the top. Go out the door and back through the wall to the watery hallway.

Run down the hall until you see a face against the wall. Play Zelda's Lullaby on the triforme on the floor to stop the water flow. Go back to the entrance to the temple. Go down the empty water pools. At the bottom lies a chest with some Bombs and a hole. Crawl through, and open the door at the other side. Inside is a Dead Hand. The Mini-Boss of this level. Run over to one of the hands to make it appear. Jam on the control stick and A button to escape. Wait for it to get close and lower it's head. Strike it's face to defeat it. Repeat this process to defeat it. After, get the Lens of Truth from the chest. Use it and look behind the big chest to find a small chest with a gold rupee. A lot of money is now yours.

Leave the place. Head all the way to the Hyrule Market. Play the Sun's Song so that it is night inside. Enter the Treasure Hunt place. If you haven't gotten this heart piece before. Use the Lens of Truth to see inside the chests. Get to the end and get the Piece of Heart.

Also, you should go to Zora's River and buy three beans from the Bean guy. Go to the Lake and plant one by the lab. Go to the Crater and plant one there. Then save the last one for later. Go to the Temple and turn Adult. Now you should go to each of those places and stand on the newly formed plant to float up. The Lake Heart is on the roof of the lab. The Crater Heart is on a Volcano.

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Play the Nocturne of Shadow to return to the Graveyard. Walk down the steps and use Din's Fire on the torches, with you standing on the pedestal like thing. This opens the door to the Temple. Enter.

From the start, run forwards and turn right. Longshot to the target there and go into the next room. Ignore everything except for the fake door to the left. Go inside and down the hall. There should be another door to your right. Enter that room and kill all the Re-Deads and the Keese. Use the Sun's Song to avoid damage from the Re-Deads. Open the chest that appears to get the Dungeon Map.

Exit the room and look to the right. Go through the doorway there, then through the one at the top right of the room. Inside is a bunch of hands, like

the Dead Hand you fought in the well. This time, it's a whole new game. Use the Lens of Truth to find a dark circle on the ground, stand on it, set a bomb down, and back away. This damages the Dark Hand and makes him rise. Use the same strategy as Young Link did in the Well. But instead, always Bomb him. This should be much easier than the other time, as you have a more powerful sword. Open the chest that appears after he dies for the Hover Boots. Exit the area and go all the way back to the room where you found the first fake door. Equip the Boots and the Lens of Truth.

Use the Lens on the bird statue thing, then look at the pillars with skulls around it. Move the Bar so it points at the pillar that has a skull still left on it after the Lens has seen it. If you mess up, quickly roll off onto the main floor part, not the circle around the statue. The Boots should give you a few seconds to escape the abyss. If you get it right, the door with the tongue opens. Roll over to it with the Hover Boots and enter the door.

Go down the hallway and through some bombs at the Beamos (eye) to destroy it. Go through the wall on your right to get to a secret door and go inside. Kill the two Mummies (Gibdo's) to make a chest appear with a Compass. Take it and go back to the Beamos Room. Go through the wall on the other side. You must now collect five Silver Rupees. This should be no challenge. If the blade is about to slice you, shield and you should duck under it. A door opens after the Rupees are collected. Open it to get a small key.

Go back to the Beamos room and bomb the wall that is solid. Use the key to open the door and go down. Watch for Skulltula's that are up on the walls. The shadows show you where they are. In the bottom floor, avoid all the blades that fall and the Wallmasters on the ceiling. Run past the Red Bubble and across to the other platform. Kill the Stalfos you see and face the entrance to the room. Turn right and use the Lens of Truth to hop the platforms to the next room you can see.

The blade in this room is invisible, watch out for it with the Lens of Truth. Kill the bats and destroy the Like Like. Open the chests for Rupees and Arrows. Go back to the place you fought the Stalfos in. Wait for the platform on the other side of the room to fall down, then quickly run out and hover. You should make the edge. Wait for it to raise and go to the Beamos area. Kill the Beamos and avoid the blade on the floor as you collect the Rupees and the door will open. Note that one rupee is under where the Beamos is, so you have to kill it. Go in the now open door.

In the next room is a bunch of spike traps. There is a block in the wall. Use it and push it out to the first trap so that it falls on the block. Switch sides and pull it out the the next one, then push it so it blocks both traps. Now go to the other side and pull it to the end. Jump on the block and onto the trap, then go onto the platform to your right and step on the switch. Then get the key in the chest that appears.

Back in the Beamos room is a small ledge to the left. Cross it to a Blade. Use the Lens of Truth to spot a stationary platform and a moving one. Go on the stationary one, then the moving one. Hop over to the door and go inside. Watch the spikes on the floor with the Lens of Truth. Kill the zombies and get the chest with the Rupees. Use the Lens of Truth to see the hidden longshot targets and use it to get the Silver Rupees. Go in the unlocked door.

Climb up the giant steps and use the bombs to blow the skull head open. A Small Key is inside it. There is also a Gold Skulltula behind where it was. Go to the room before and use the Lens to longshot up to the locked door. Equip the Iron boots. Move forward and latch onto the wooden awning to get to the next area. Go to the end. Block the Fire attacks from the eye and stomp your

way over to the last fan. Turn left and use the Lens to spot a fake wall. Line up with it, then equip the Hover Boots. When the fan kicks in, you will make it to the hidden ledge. Enter the room. Defeat the mummies, then bomb the giant dirt pile. Inside is an invisible chest. Open it with the Lens to get a key. Continue forth.

In this next room, either pull the block from one end to the other, or I'm pretty sure you can Longshot up. Either way, get on the boat, stand on the Triforce and play Zelda's Lullaby. The Boat moves. A Stalfos or two will fall down on your trip. Defeat it. Now jump to the left side after the boat begins to sink. Enter the door to the right. There is a giant maze of invisible walls. Use the map, and find the door on the left side. Inside is an invisible Wallmaster. Kill it and open the chest that appears for a small key. Go to the right side of the maze room. Inside, use Din's Fire to protect yourself from the spike trap. Open the Chest with the Boss Key in it. Don't get the one on the other side, it's a trap.

Head back out to the room before the maze room. Aim at the bomb flowers on the other side of the room and use a fire arrow on them. This causes them to blow, making a bridge fall. Cross it and enter the door that is locked. The next room calls for the Lens of Truth. Use the Lens to see the path, then go. Open the boss door. Fall down the giant hole.

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|Phantom Shadow Beast|
|===Bongo Bongo===|
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Aim at the two hands and quickly hit them both. Now turn on the lens. You can see his eye. He starts to creep towards you, cock an arrow, then wait till he gets close, then TWANG! Hit the eye. This gives you more time to hit him. Slash the crap out of his eye. When he gets up, repeat. He has some attacks that may be a little tricky to avoid. Try to use the normal boots instead of the hover, as it can throw off your aim. If he winds up for an attack, try to hit a hand before it hits you!

After the boss is felled, collect your prized Heart Container and step into the light to get the Shadow Medallion from Impa. Congratulations!

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|Gerudo Fortress|
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It might be easier to just save and reset, so that you start at the Castle. Either way, head out towards Gerudo Valley. Which we visited in our youth to get some hearts. Longshot over the broken bridge, or you can simply ride Epona over. If you longshot, aim for the sign hanging from the top. Now go past the tent and down the road. Gerudo Fortress is just up ahead.

Ignore the stairs and walk around the hill, from a distance, shoot the closest guard with an arrow and run into the lone door closest to the building. Inside, move forward and turn right. There is a prison cell just up ahead. Go over to it and talk to the Carpenter inside. He complains about getting chucked in jail. He also explains that there are three other people just like him hidden in here.

Then a Gerudo guard drops from the ceiling. This enemy has a special attack, she will do a spinning sword strike. Getting hit by this attack lands you in a different jail. You can counter it with an attack of your own, shield, or simply dodge it. The best defense is a good offense. Just bring her down to

get a key. Which you can use to open the Cell. Talk to the carpenter to have him split. Exit the area through the path you didn't come from.

You are now outside in a crate filled area, move into the door to the left. Inside, turn right and pull out the bow, wait for a guard to come in view. Send an arrow through her head and go down the path. Move forward and turn to the right and leave. Move forward now. Stay to the far edge from the wall. Turn so that you are just around the corner, and shoot the guard. Hop up the small ledge and go in the door.

In here, move up to the cell. There are two. Talk to the prisoner, then beat the Gerudo. Get the key and save the prisoner. Now go out the other way. Duh. Move forward and ignore the vines. There should be a door below you that moves out a little on a more narrow path. Inside is a third man. Save him and come back the way you came this time. Go up the vines this time and enter the room. Move down the ramp that is here and get caught by the guards. In jail, use the Longshot on the overhang thing. Use the hover boots to float to the roof part to the left. Now go in the door. Stand still, and kill the guard that approaches. Now move ahead and go to the jail cell and save the last guard. You are now in the Gerudo Thief clan. Yay!

Now you have to a bit of exploring and find your way to the roof. There is a treasure chest. Longshot to it to get a Piece of Heart. Now go on the ground and call Epona. Ride up the side and talk to the lady there when on Epona. You begin the Horseback Archery Game. Start by hitting all the pots as you go by, then spend the rest hitting the targets as close to center as you can. Getting 1000 for a Heart Piece isn't too hard. Getting the 1,500 can take a few tries. If you run out of dough, go into the mess hall in the Fortress and jump into the pot for 20 rupees. Repeat over and over until you have cash. Now go back and keep at it. At 1,500 you have a bigger quiver.

Go back down and stop at the closed gate with the white clothed Gerudo. Talk to her to enter the Training grounds. For a small fee. At the start, move forward and turn. Fire an Arrow at the eye switch to get some more arrows and a blue rupee in chests. Now go through the door that is left of the entrance.

In this room, there are two Stalfos. Defeat them both quickly in the time limit to have a Small Key appear in a chest. Collect it and go in the open door. There are five hidden Silver Rupees. Most are at the bottom left and right, and the top. Then there are two in the center. There are fire traps. Use the Longshot to get the ones up high by the targets. After you have them all, go through the door. Kill all the Wolfos here. Look at the fake door and use the Lens of Truth. Hookshot to the hidden target above the door. Go through that door.

Walk to the right on this path and go in the door to get a Key in that room. Jump down to the bottom level and hit the eyes of the statues as they spin. Get the appearing chest and Longshot out of there. Through the bottom door. Kill all the enemies found here. Get the Arrows that appear in a chest. Now start beating the blocks out of the way here with the hammer. One of the three block high ones has an eyeswitch. Shoot it to open the exit. The low one has a foot switch. Press that one to get the key from the chest. Leave through the exit.

Using the hover boots and being careful, you can get the Rupees. One of them is located right above you. Turn around and Longshot to it. Get the rest by going from platform to platform. One of them requires you to press a switch. Do so, then go through the door that opens. Play the Song of Time at the blocks. Now jump in and sink to the bottom. Kill the enemies and get the rupees at the bottom, then collect the ones further up by removing the Iron

Boots. Some of them you can Longshot to. After they are all taken, get the Key that appears topside and go back to the fire room. Then go out the other door there is.

Kill all the Dinafos and the Beamos here quickly. Then get the chest. You now should have 6 keys. Head back into the main room through the next door and go right, so from the entrance to the area, you go through the center door.

Inside, take the left path. At the second or third area there will be a secret going up. Climb the fence to get to it. Inside is the last key you need. Now simply go through all the doors on that side of the room until you reach the Ice Arrows. Hip Hip Hooray! The useless item is yours!

Now exit the area, and go to the gate by the Entrance to the Fortress. Climb the huge ladder and talk to the Guard to have the gate opened. Enter. You are now in the Haunted Wasteland. Move forward and stand on the crate. Longshot to the crate on the other side. At the top, move from flag to flag until you reach a sort of Shelter. Climb down to the bottom and get the Gold Skultula. If you use Din's Fire or the Fire Arrows, you can get a purple rupee for lighting the Torches. Anyway, go back up and onto the Shelter Roof.

Face the grave and use the Lens. A Poe appears, follow it wherever you may go. NEVER MAKE YOUR OWN TRAIL. ALWAYS FOLLOW IT until it leads you off the map into the Desert Colossus.

In here, go right and put a bomb by the crack in two trees. It blows, now go in. Play Zelda's Lullaby on the Triforce to make a Great Fairy appear and give you Nayru's Love. This will come in handy later. Now move forward and go into the Spirit Temple. Turn around and leave. Sheik will be there. He/She will teach you the Requiem of Spirit. Go back to the Temple of Time and replace the Master Sword. Play the Requiem to go to the desert. Plant a Bean in the dirt patch and go into the Temple.

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+-----+
| Complete the Spirit Temple |
+-----+
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#### CHILD WALKTHROUGH

As you enter, the two pots will attack you by flying towards you. Each contain a Heart. Ignore all the enemies around you and go left. A Gerudo is here. It's Nabooru. Talk to her. She asks you carefully if you are one of Ganondorf's minions. Choose either option, and she will see you as an enemy of Ganon, just her type. She asks you to do her a Favor, you have to go down through the tunnel and get her the Silver Gauntlets. Crawl through the tunnel to begin the temple.

The next room has a spike, some Fire Keese and an Armos statue. Kill the Keese, then eliminate the Armos with sword strokes. This will unlock a door that was previously locked. Enter the door. A Stalfos will drop. You defeat it as you did when you were an adult. There is also a Green Bubble. Stun it with the boomerang and shoot it. There is a large chainlink fence on the other side. Aim so that the boomerang will go around the side and strike the switch, dropping the bridge down. Cross the bridge and go through the door.

This room contains and Anubis. This enemy has a fire weakness. So either hit the switch to the right, causing a flame to rise, or use Din's fire to defeat this foe. Hit the switch to exit the room through the open door. This room contains several Keese, as well as a hand that drops from the ceiling. Avoid the enemy on the ceiling and defeat it. Get all the Silver rupees to make a bridge drop from the fence. On the other side are Keese, defeat them. Brandish a Deku Stick

and light it. Carry it across the bridge and light the torches to get a Small Key in a chest. There is a Gold Skultulla on the cage behind you. Exit the room. You are back in the Armos Knight room. Go through the small tunnel inbetween the doors and unlock the door.

Head forward and use your Slingshot to aim up the wall. Defeat the Skultullas here and climb up. Turn around to find a Gold Skultulla. Now head forward and you will be ambushed by Lizafos. Kill them, it's not hard. Hit the crystal switch to cause a chest to appear with Bombchu. There is another with Rupees. Anyway, Target the unusual rock formation on the wall near the roof and let a Bombchu loose to let light flow through and hit the sun. This opens the door. Continue.

Right to the left is an Armos. This one is not lively. Push it off the edge to hit a switch, which opens the door. Climb the stairs and whip out a Deku Stick. Light it on a torch and jump to the bottom. Light the two torches here to get the map in a chest. Go over to the pushed statue and climb up the wall. Then go up the stairs to the next room. Your first objective here is eliminating the pesky Beamos with bombs. Look around the room for the Silver Rupees. They aren't hard to find. Then go over to the torch. Light a stick and QUICKLY move around the room, lighting the four torches. They can burn out, so that's why you go fast. After they are all lit, a chest with a Small Key appears. Collect it.

Go over to the boxes that are in a corner. Pull them out so the Sun block is away. Grab the sun block and drag it out, placing it in the sunlight. This opens the door out. Go out the door. Go up the stairs and get the Gold Skultulla, and unlock the door. This next room has the Iron Knuckle.

First thing you should know is that the room has pillars, each one can be smashed by maneuvering so that the Knuckle's axe breaks it down. They all contain a large amount of Hearts. Anyway, use Nayru's Love, as each stroke from the knight takes away around 3-5 hearts. Now contact the Knuckle with the sword. He rises, I just stood in front of him and massively repeated the Jump attack. He also does an attack where the axe ends up in the ground for a few seconds. This is a good time to strike. After he is defeated, exit the open door.

Look! A treasure chest! It's big! Let's get it... OH NO! THE OWL IS BACK! Don't worry. This one is short. After he leaves, he is gone for the rest of the game. Open the chest for the Silver Gauntlets. A strange dust comes around. Then you hear a cry for help. Lo and behold, Nabooru is being Dark Magicked' by the witches. We must leave her in their grasp for seven years as you warp to the Temple of Time and regain the Master Sword. Go back to the desert as an Adult and enter the Temple.

#### ADULT WALKTHROUGH

Now that you have the gauntlets, you can move heavy things. So head up the steps and go to the right this time. Push the giant block right, until it goes down. Go over it and into the next room. Kill the beamos and aim at the switch on the roof. Hit it to unlock the two doors. Go in the left one. There is a Wolfos. Dodge the attack, and then strike the tail. Stand on the Triforce on the ground and play Zelda's Lullaby. This causes a chest to appear with the Compass. Use the Longshot to reach it, and go back out to the other room.

Enter the door on the other side that you unlocked. This room contains boulders, rupees and a time block. Collect the Rupees. There is a gold Skultulla behind the time block. One of the Rupees you use the hover boots to get. However, if you don't have them, a result of doing the Spirit Temple before the Shadow, which I have done countless times, you can simply run, jump and press B to do a sword swing, giving you extra distance to reach the rupee. Collecting all of



them opens a door. Enter and kill the Like-Like. Then open the chest for a key. Head back to the main room with the doors and open the locked one.

Inside are two attacking pots. Watch out, as you progress, a Like Like will drop from the ceiling. Kill it, and then climb the wall. This room has some invisible enemies. Turn on the Lens of Truth to see a Floormaster. Kill it, then get rid of the small ones. Then grab the sides of the mirror and rotate it. They are almost all traps. Some chests are rigged with an Ice Flow, some aren't. Don't bother opening the chests. There are some suns that drop wallmasters on you. You have to move one at a time, so you should just go until it opens. Go in the door.

Back to the giant room from our youth. Not much changed in all these years. Go up the staircase and use the hover boots to float out onto the hand with the Triforce. Play Zelda's Lullaby to cause a chest to appear in the other hand. Longshot to it and get the Key from the chest. Now use the Longshot on the target you see. Climb the stairs. Look over at the ledge across from you to see the chest. Longshot to it. Open it, then hit the rusted switch behind it with the Megaton Hammer. Jump back to the floor level and enter. Push the giant block you see. There are a couple of them. At the end is a rusty switch. Push this to provide transportation up to that floor from the ground floor, in case you don't do this in one day.

Go back to the giant room and Longshot up to the right side (from the door you just came from). Climb the stairs and unlock the door with your key. Ignore the Beamos in this room and continue to the next room. There is a Beamos and two Anubis. Kill the Anubi with the Fire Arrows, and then kill the beamos with a Bomb. Enter the unlocked door.

There are several Armos Knights in the room. Stand next to the locked door and look at the armos. Pull out a regular arrow and hit the one that would step on the blue switch if it. One of the diagonal ones away from you. Anyway, as it steps on the switch, quickly open the door to exit. Head down the hallway and come out in the next room: The Iron Knuckle fight. Round 2.

This one is harder than the last, but shorter. It is much easier to get hit, but you are more powerful. It might be a good idea to use Nayru's Love before you attack. After he is defeated, go outside the open door. This side is the other one from the Silver Gauntlet. Get the Mirror Shield that drops. Head back into the Four Armos Knight Room.

Go across the room to the sun and the light. Reflect the light with the shield to the sun. This unlocks the door. Enter and get the Key. Go back to the big room. Go through the other locked door on the other side of the room. Kill the Beamos here and then take the Skultullas on the wall out. Use the Longshot to go as high as you can, then climb the rest. Leave the room from here. There is a Triforce outside. Play on it to open the Boss Key Room.

This room contains several Torch Slugs, and fake doors. Kill the Slugs, then use bombs on the fake door to the left of the burning chest. Then hit the eye switch behind it with an arrow. This causes platforms to appear above you. Longshot onto the targets above them and step on the switch. This starts a timer. Jump down and open the chest for the Boss Key.

Go back out to the Triforce and enter the other door here. There is a switch behind a bunch of bars. Use a spin attack to hit the switch and open the door. Enter. There are some more Lizafos. Kill them. Head south and kill the White Bubbles. There is a fake looking wall (it is brighter than the others, and makes a different sound when hit by the sword than a regular sound). Bomb this wall.

Rotate the mirror here so that it shines into the next room with the mirror. Now Rotate the mirror in the last room so that it shines back out into the room with the gigantic mirror. Go back outside to the gigantic room mirror. Stand on the light patch and use the Mirror Shield to reflect light on the sun. The platform lowers. We can now see the giant serpent helmed statue. Aim the light at it's face and it crumbles, every fan remembers this. Longshot to the grate you see and enter the door.

You see the two witches, and have to combat the Iron Knuckle. Treat this like any other knuckle, and you find that it is Nabooru. Follow the witches through the other door. In the next room, climb up on to the platform to begin the battle.

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=====
|Sorceress Sisters|
|---Twinrova---|
=====
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Start by jumping to a platform where you can see both witches. Hold R when one of them launches a fire or ice attack, then turn the shield manually so that it can reflect off the mirror shield and hit the other witch. Repeat this process several times, and the witches will talk to each other. It's time to get serious now, they merge together into one witch, called Twinrova. They still have fire and ice attacks, but only from one source. Easier to hit. Hold the shield when the first attack comes, it is absorbed into the shield. Target Twinrova now, she launches another attack. If it is the same type (fire/ice) as the first attack, absorb it. If not, quickly sidestep out of the way. The third one is the same as the second one, if it is the same, get it. After the third one, move closer to Twinrova to release the energy of the attacks at her (hold the shield out). She collapses to a platform. Quickly move over and smack the crap out of her. After you repeat this a few times, she falls.

The two witches are split apart, although they are both dead. They sit there bickering about how one of them is years older, but they are twins. And yaddeh yaddeh. Halo's appear over their heads and a cry out of "I'll come back to haunt you!" fills the air. They then are gone and a Heart Container appears. Collect this and step into the light of the Blue Warp.

SPOILERS!

The Spirit Sage is none other than.... Nabooru! She gives you the final Medallion and comments about how handsome you are when you are grown up. Wooo. Anyway, as you exit, Rauru speaks to you. Play the Prelude of Light as soon as you can to warp to the Temple of Time.

As you arrive, you see Sheik. He/she tells you a Sheikah's legend about the Triforce. About how an unbalanced person who touches the triforce gets the power that the one most believes in. Ganondorf only received power. Sheik reveals that you have the Triforce of Courage, and the Triforce of Wisdom belongs to...

MAJOR SPOILERS!  
MAJOR SPOILERS!  
MAJOR SPOILERS!  
MAJOR SPOILERS!  
MAJOR SPOILERS!  
MAJOR SPOILERS!

Princess Zelda. She is Sheik. She appears before you and awards you with the Light Arrows. These arrows are the only weapon (besides the swords) that can harm Ganondorf. (So they think). Although it seems safe, Ganondorf from his

castle conjures a trap up and incarcerates Princess Zelda. She is at his castle now. You have to get her! But first..

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+-----+
|Collect the Remainder of Hearts and Items|
+-----+
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I am copying and pasting my Heart Piece section here to show you where to get the remainder of hearts, in case you missed any. Besides the ones we haven't gotten yet.

HEART PIECE #: 1

LOCATION: Death Mountain Crater

DETAILS: As Adult Link. In Childhood, plant a magic bean in the patch next to the warp point. As adult, ride it. Jump off onto the volcano and get it.

HEART PIECE #: 2

LOCATION: Death Mountain Crater

DETAILS: As Adult Link or Child. Preferably Adult. There is a wall you can climb. Go up, and turn left, then climb down. It's in a cave in the wall.

HEART PIECE #: 3

LOCATION: Death Mountain Trail

DETAILS: As Adult Link or Child Link. As Child Link, you can either plant a Bean plant near the entrance to Dodongo's Cavern and ride it as an adult to the roof of the cavern, or you can do a backflip off the ledge above and land on the roof as a kid.

HEART PIECE #: 4

LOCATION: Desert Colossus

DETAILS: As Adult Link. Plant a Bean plant as a Child, then ride it up to the top of the arc like thing as an Adult.

HEART PIECE #: 5

LOCATION: Gerudo Fortress

DETAILS: As Adult Link. There is a roof on the Fortress with a chest. You can longshot to it.

HEART PIECE #: 6

LOCATION: Gerudo Fortress

DETAILS: As Adult Link. Win it in the Horseback Archery contest.

HEART PIECE #: 7

LOCATION: Gerudo Valley

DETAILS: As Child Link. Behind the Waterfall. Use the Cucco to float to it.

HEART PIECE #: 8

LOCATION: Gerudo Valley

DETAILS: As Adult Link. Get on the bean plant you plant as a Child and float to the Crate with it. Break the Crate.

HEART PIECE #: 9

LOCATION: Gerudo Valley

DETAILS: As Child Link. Float to the platform with the crate. Break the Crate.

HEART PIECE #: 10

LOCATION: Graveyard

DETAILS: As Child Link (possibly Adult). There is a grave near the front

that is not marked, and can be pulled back to reveal a hole. Inside is a single Re-Dead. Kill the Re-Dead and play the Sun's song after the body is gone.

HEART PIECE #: 11

LOCATION: Graveyard

DETAILS: As Child Link. At night during certain times (cannot play Sun's Song to get him), Dampé digs graves. There are dirt patches on the paths. Talk to him and ask him to dig on the patches until you find it. Costs rupees each time.

HEART PIECE #: 12

LOCATION: Graveyard

DETAILS: As Adult Link. You can either stand on the fence and longshot to a crate with the Heart Piece inside, or plant a magic bean and ride up to it.

HEART PIECE #: 13

LOCATION: Graveyard/Windmill

DETAILS: As Adult Link. You have to race Dampé's ghost and finish in less than a minute. Easy to do if you Longshot to the torch above you at the end stretch.

HEART PIECE #: 14

LOCATION: Goron City

DETAILS: As Child Link. Light all the torches with the fire from Darunia's room, then throw bombs into the pot in the center of the area until it spits it out.

HEART PIECE #: 15

LOCATION: Hyrule Field

DETAILS: As Child or Adult Link. There is a fenced area near the entrance to Lake Hylia. Bomb it, and a hole appears. Defeat the Business Scrub and buy it off of him.

HEART PIECE #: 16

LOCATION: Hyrule Field

DETAILS: As Adult Link. There is a lone tree by the stream. Bomb it, then sink to the bottom to get it.

HEART PIECE #: 17

LOCATION: Hyrule Market

DETAILS: As Child Link. At night, there is a white dog that hangs out around the Bazaar. Run into it until it follows you. Bring it to the door that is very protruding in the alley and talk to the lady inside.

HEART PIECE #: 18

LOCATION: Hyrule Market

DETAILS: As Child Link. At the Bombchu bowling alley, keep playing until it comes up as a prize, then win.

HEART PIECE #: 19

LOCATION: Hyrule Market

DETAILS: As Child Link. At night, go to the Treasure Box game. You can either guess over and over until you get lucky, or use the Lens of Truth to get to it at the end.

HEART PIECE #: 20

LOCATION: Ice Cavern

DETAILS: As Adult Link. Get a bottle of Blue Fire and go to the Compass room. Dump the fire on the frozen heart and collect it.

MASTER QUEST!

In master quest, there is a switch you have to bomb in the same area. Bomb it to get it.

HEART PIECE #: 21

LOCATION: Kakariko Village

DETAILS: The Owl will drop you on the house by the Cuccoo lady. Drop off the graveyard side and land on the overhand. Go into the hole on the wall and get the piece next to the cow.

HEART PIECE #: 22

LOCATION: Kakariko Village

DETAILS: As Adult Link. Either stand on the fence by the windmill and hookshot to the purple roof house, or just longshot to it. Talk to the man on top of it.

HEART PIECE #: 23

LOCATION: Kakariko Village (Windmill)

DETAILS: As Adult Link or Child Link. After the Dampé race, you end up in the Windmill. As Adult link, jump to the spinning thing in the middle, then jump to the heart. Or as a child, use the boomerang to get it.

HEART PIECE #: 24

LOCATION: Kakariko Village

DETAILS: As Child Link. Collect 50 Gold Skultula coins, then talk to the freed child to receive it.

HEART PIECE #: 25

LOCATION: Lake Hylia

DETAILS: As Child Link. Catch a 10 pound or larger fish at the Fishing Pond.

HEART PIECE #: 26

LOCATION: Lake Hylia

DETAILS: As Adult Link. Plant a magic bean as a child at the Lab, then ride it and jump on the roof as an adult. Climb the ladder and get the piece at the top.

HEART PIECE #: 27

LOCATION: Lake Hylia

DETAILS: As Adult Link. Get the Gold Scale from the Fishing Game. Go to the Lake Hylia lab and jump in the water. Dive until you touch the floor and talk to the man to get it.

HEART PIECE #: 28

LOCATION: Lon Lon Ranch

DETAILS: As Child Link. The piece is located in the back of the ranch. Move the crates that are found in the windmill to discover a passage through the wall. The piece is in the hay at the other side.

HEART PIECE #: 29

LOCATION: Lost Woods

DETAILS: As Child Link. Turning left at the first area, stand on the flat stump and face the Skull kid. Play Saria's Song and he gives you it.

HEART PIECE #: 30

LOCATION: Lost Woods

DETAILS: As Child Link. After the first turn to the right, jump off the edge and stand on the stump. Play along with the two Skull Kids until they give

you the Heart Piece.

HEART PIECE #: 31

LOCATION: Zora's Domain

DETAILS: As Child Link. At the top of the stairs, bring fire down to the torch below the stairs. Then get a fresh stick out. Get the fire and dash down the spiral ramp. Light the Torch by the shop, the one in the water, and the one behind the waterfall to have it appear in a chest behind the waterfall.

HEART PIECE #: 32

LOCATION: Zora's Fountain

DETAILS: As Adult Link. Equip the Iron boots and sink to the bottom of the Fountain. The Piece is in the dead centre.

HEART PIECE #: 33

LOCATION: Zora's Fountain

DETAILS: As Adult Link. Hop the icebergs. At one point is a fork in the paths. Take the right side and jump onto the iceberg it resides on. Claim it for your good health.

HEART PIECE #: 34

LOCATION: Zora's River

DETAILS: As Child Link. From the Start, Grab the chicken and run to the edge. Float over. Now run up the path and over again. There will be a broken path in this next area. Run up it. Then turn towards the Piece (resting on the little island. Jump towards the nearest overhang, and as you stop moving, drop the chicken to grab on. Then jump to the Heart.

HEART PIECE #: 35

LOCATION: Zora's River

DETAILS: As Child Link. Continuing from the last one, drop to the bottom level and get the chicken. Go all the way to the end, just before the Domain and get to the highest ground you can. Turn towards the Heart and float to it with the Chicken.

HEART PIECE #: 36

LOCATION: Zora's River

DETAILS: As Child Link. Play the Song of Storms to the Frogs. Who live on the log.

HEART PIECE #: 37

LOCATION: Zora's River

DETAILS: As Child Link. Play every other non-temple song to the frogs. They grow big. Now start to play again, but they stop you. Play their little game and win. To play the game, each frog corresponds with a button on the controller. Press the button for the frog that has the butterfly above it. This gets you it. Yay! All the Pieces!

One of the Heart Pieces is obtained through Gold Skultullas. To get them all, refer to the appropriate sections. Copy and pasting the Gold Skultulla section is just KB whoring, although pasting the heart pieces is too.

As for the last Bottle, start at Hyrule Castle with 3 empty bottles. The glitch one won't work for this. Get on Epona and go to the first three locations here:

1. Below the ledge that forms an overhang near Kakariko Village
2. The tree outside Lon Lon Ranch
3. The tree by Gerudo Valley.

Kill the poes that appear while on the horse. Two arrows will finish them off.

Get off the horse and get the poe spirits in the bottles. Go to Hyrule Castle and go into the large pot room that was there as a child. Show the Bottles to the strange man. He gives you rupees and 300 points on your Membership Card. Going to all these locations and doing the same will net you 100 points per poe. 1000 points results in the last bottle.

4. In a bush at the river to the right of the castle.
5. The stone wall near the ranch.
6. The fork in the road near Kokiri Forest, by the boulder.
7. The fork in the road outside Gerudo Valley
8. The sign that points to Lon Lon Ranch (By the castle)
9. At the south of Hyrule Field is a large orchard of trees. There is a poe in one of the bushes.
10. There is a poe by one of the trees in #9.

Masks are optional, but here is how to do it:

As a child.

Starting at the beginning, in case you didn't already do this, give the man guarding the gate to Death Mountain Trail the Keaton Mask. Return this to the Happy Mask Shop and give the rupees, and get the Skull Mask. Go to the Lost Woods. Go right, left, right, left, left. There is a secret grotto somewhere in the grass. You know you have found it when there are massive amounts of Deku Scrubs. Put it on and they go insane and give you the last Deku Stick Upgrade. Woot. Now go to the Forest, then back into the woods. Go left at the start and stand on the stump. Equip the mask and talk to the Skull Kid. He gives you half the rupees. Go and pay the debt back to the owner.

Get the Spooky Mask now, talk to the kid walking around the graveyard (During Day) with the mask on. He pays the full price. Return the money and get the Bunny Hood. I hope you have the Giants Wallet and almost no cash. Anyway, run to Lon Lon Ranch, then to Gerudo Valley. There is a running man here. Give him the mask, and he pays you however much money you can carry. Yay! Return the small portion of money you have to pay to the Mask Shop. You now unlock the Goron, Gerudo and Zora Mask. They are useless. There is the Mask of Truth, which can talk to Gossip Stones. They will give you advice and tips. All the latest Gossip.

Hearts: Check  
Skultullas: Check  
Bottles: Check  
Masks: Check

The upgrades aren't necessary. All the good ones (Quiver) are already taken. So you are fine. They are in the secrets section.

There are also several sidequests in the Secrets section you can do.

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+-----+  
|Final: Ganon's Tower|  
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Go to the Market and head to where Hyrule Castle used to be. Walk up as far as you can to the castle. The Sages will work together to create a righteous bridge to the castle. Cross it and go inside. Move forward, ignoring the Beamos and enter the door. This room has a force field protecting the inner tower. Go below the bridge and turn the Lens of Truth on to find a secret shop. Don't fill anything yet.

## FOREST ROOM

Anyway, we will tackle the room in order of the temples we did them in, in order to avoid confusion. There is a slight deviation from these plans, we must do the Shadow room second. So head right from the start to find the Forest Room. Inside is a Wolfos. Kill the Wolfos, then use Din's Fire to light the four torches. Aim at the torch above the door with an arrow, and have it go through the torch to light the top one. Or simply use a Fire Arrow.

The next room has Silver Rupees. You can get them by using the Hover Boots, Song of Time and the Longshot. It's not that difficult. Others are taken by stepping on the switch and using the targets Anyway, Get them all and enter the room ahead of you. There is a great seed surrounded with light. Shoot a light arrow at the seed to dispel a portion of the barrier guarding the inner tower. Head back to the main room and go to the back side and the Fire Room.

## SHADOW ROOM

Kill the bubbles floating around, then fire Fire Arrows at the torches you can see. Longshot to all the Torches, then to the Like Like to get over there. Leap to the platform nearby. Turn on the Lens of Truth to see hidden pathways leading away. Follow the one that goes down, and hit the switch with the hammer. This opens the door. Light all the torches to reveal timed blocks. Hop down them to the switch, then longshot to the chest that appears to get the Gold Gauntlets. Exit out the door now.

Dispel the barrier here with a Light Arrow, as last time. Now head outside the Castle (You heard me) and go over the bridge, then left. Throw the Giant Pillar here to uncover a Fairy Fountain. Inside, play Zelda's Lullaby to receive the Damage Halfer. You get a nice little white ring around your hearts. Anyway, go back into the castle and to the Fire Room.

## FIRE ROOM

Put on the Goron Tunic, as we're about to turn up the heat! This room is another Silver Rupee room. There is a giant pillar you can see, there is a Rupee under it. You will throw it in the lava (pillar). Get the one there last. As after you get it, you will die. And after they are all taken, the door is forever unlocked for you. So get that last, then enter the room and Shoot the Barrier down.

## WATER ROOM

This is more of an Ice room. Anyway, kill the enemies in the room to unlock the door. Don't bother getting the chests, one is a trap. Anyway, fill the bottles up with Blue Fire. Precisely why we didn't get stuff at the hidden shop before. Melt the door and restock the fire. Enter the door. Pus the ice block right and down. It falls into the hole. Get the other block Right, up and left. Melt the opening here and smash the switch down to get into the Barrier room. Do this and shoot the barrier. Weeeeeee. The point of filling all the bottles? Making you suffer.

## SPIRIT ROOM

Get the Silver Rupees in the first room. Some are in between the Armos and the Spikes. Move the armos to get them. The Longshot will cover the rest. In the next room, gauge your Bombchu Count. If low, hit the Crystal switch through the bars with a spin attack. If not, then get one out and aim it through the small opening at the top of the grate to have it snake through and get the other switch, letting you through. The next room has a webbed roof. Use a fire arrow



to burn through. Then reflect on the sun closest to the entrance (I believe it was that one). This opens the exit. Go inside and Dispel the Spirit Barrier. One more to go..

#### LIGHT ROOM

There is a room on ground level with a pillar in front of it. This is the Light Room. Turn on the Lens of Truth and kill the Skulltula, as well as the Keese. This causes a chest to appear. ONLY get the center one. The rest are mostly traps and the ones that aren't are NOT worth your time. Go into the next room. There is a Triforce here. Play Zelda's Lullaby to get into the next room with the help of the key that appears. The next room has five Silver Rupees. You have a minute. They are all in the center of the room, and the mini caves in the wall. As well as in the small spaces between the center area and the boulder path. Go in the next room. Hey, wait a minute! Where did that darn barrier seed go? Oh wait. It's a fake room. Walk through the back wall to get to the real barrier. Dispel it. The fake one contains a Wallmaster, so look out.

#### GANON'S TOWER

The inner tower is now available for you to use. But first, go to the Hidden Shop and collect three fairies in a bottle, then buy a Green Potion. Now go up to the inner tower. The first room here contains a large amount of of Keese. Ignore them all and continue upstairs. This room has two Dinofos. Kill them both simply and continue up. This room has two Stalfos. Wooooo. Big challenge. Kill them and open the chest to get the Boss Key. Now head up the stairs. The first room that might offer a challenge. NOT! There are two Iron Knuckles. Hit them one at a time and follow basic procedure from the Spirit Temple to defeat them Now continue upstairs. Keep going up and up and up. Ignore all the pots you see, as you may need them later. Now enter the top room.

Ganondorf is jamming on his organ. As you enter, he comments about the triforce and that sort of thing. He then raises himself into the air and knocks Navi away with magic. You cannot Target him in the coming battle!

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|Great King of Evil|
|==--Ganondorf--==|
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If you are too close, he will slam onto the ground and cause several blocks to disappear. He has two main attacks, aside that. Start off in one of the corners. They cannot be destroyed. Ganon will summon a ball of light and send it flying your way. Hit it back to him, just like the Phantom Ganon battle. Play Badminton with him until he is struck. Now is your chance to aim a light arrow at him to damage him. He falls to the ground, now come over to him and smack the crap out of him. You can target him as he is on the ground. Repeat this process. If a ball seems to hot for you to handle, you can shield and take no damage.

Ganondorf's other attack is much more powerful. He raises his hands to the heavens and starts forming a giant black ball. There are several ways to stop this. The reccomended one is to shoot him with a Light Arrow as he is charging up. The Second option is to RUN! Dash around the corners quickly. Or Longshot from corner to corner. (The walls can be longshot too). The worst option is to use a spin attack to send them back at him. This drains magic, and you have to hit him with a light arrow after he is hit by them. What a waste.

If at any time you run low on supplies, fall in the chasm to the below room. You were there before. It has pots. Smash them for stuff. Then climb back up the pillar. After Ganondorf is felled, he coughs up blood and then brings the whole

place down in his last breath. You have to escape along with Princess Lalaland.. I mean ZELDA! Ahem. Follow her down the ways out. At one point, you have to battle the Stalfos again. Defeat them quickly to get out of the castle with a minute or two to spare. After you have exited, you talk for a bit, then hear a sound. Move closer to the rubble to come across GANONDORF! He gasps for a bit, then transforms to the most epic being of all time:

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=====  
|Ganon|  
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He wields two swords. Uh oh. And what's more, the Master Sword has been blown away. Wait a minute, that isn't bad! You should have the Biggoron Sword. Get close to Ganon and when he raises himself to attack, roll between his legs. Slash at his tail. If you don't have the Biggoron Sword, use the Megaton Hammer. Continue this until he falls down. Then quickly run out to the Master Sword. Big deal, continue with the Biggoron Sword. If you don't have it, certainly use the Megaton Hammer. He is now far more aggressive, but your strategy never strays. Continue this. After a while, he hits the ground, then Zelda pulverizes him with Light Magic. She then charges up your sword. Slash at Ganon for the Epic Ending to the Epic game! Congrats!

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#### Ocarina of Time Master Quest Walkthrough

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Master Quest's Adult Dungeons are much harder than the Ocarina of Time ones, therefor I am putting a "Control F Chart" to help you locate important keys and items.

Master Quest also has no dungeons except for the Forest Temple Completed. Wow. Master Quest guide with almost no guide.

INCOMPLETE, UNDER CONSTRUCTION

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+-----+  
|Get the Sword and the Shield|  
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Once you exit the house, go to the left past Saria. Run around in the bushes a bit. Now climb up the ramp. L-Target the rocks next to the Kokiri Boy. Now do some backflips for a couple Rupees. Now crawl through the small hole. Collect the Rupees and get to the chest at the back avoiding the boulder. You will get the Kokiri Sword.

Now leave. Go to the building with the rocks outside. Enter and open the chests. Now climb to the ledge behind and walk behind the building for 5 rupees. Now hop across the platforms. You should get a five. You should have about 40 rupees. Enter the building with the girl sitting on the ledge above it. Purchase the Deku Shield.

Now go to the left after you exit the shop. There will be Mido blocking your path. Make sure you have the Shield and Sword equipped. Now talk to him. He lets you pass. Then kill the enemies there. Get the Sticks they drop. Now enter the clearing to have a short cutscene with the Deku Tree. You can enter now, or go to the sides of the Deku Tree, where you can get more sticks.

Either way, enter.

+-----+  
| Inside the Deku Tree |  
+-----+

Begin by killing the stupid Baba's and collecting their sticks. Climb up the ladder to the left and follow the path until you see a chest. You will see an egg, kill it before it hatches or if it does hatch, then kill the Gohma that comes out. Another egg will drop near the chest, so watch out. Open the chest for the Dungeon Map.

Climb the vines up to the next floor and activate the switch. This starts a torch on fire and burns down a spiderweb wall. Go through the uncovered door. Pull out a Deku Stick and set it alight. Bring fire to the middle torch to make a treasure chest appear. Our next goal is to kill every Baby Gohma in the room. Walk around and make them fall from the ceiling and the ledge to hatch, step on the switch to raise the platforms. Quickly kill the last enemy on the side to make the Big Chest appear. Open it for the Slingshot, collect the blue rupee in the small chest and leave the room.

Jump back down one floor and light a Deku Stick up. Run to the very top of the path to see a cobweb covered door, burn it down and enter the Room. Defeat the Giant Baba here and hit the eye switch with the slingshot to enter the next area.

Spend some time clearing out the meddlesome enemies, then climb the vine ledge to reach the compass. Turn around again and shoot down the ladder, then climb out. Go back up the vines to the third floor, then do a leaping jump attack off of the ledge and break the cobweb in the floor. Climb up the ledge and step on the switch. Take a stick and get fire from the newly lighted torch and burn the web. Step on the switch to make a chest with 5 rupees appear. Hit the eye switch to open the door.

Press the switch on the ground to start the torch. You're on a time limit, so be quick about it. Light up a stick and jump onto the platform. Crouch under the spikes and avoid the Gohma. On the other side, QUICKLY light the torches. Defeat the Skulltula and climb the time block and into the next room.

The easiest thing to do in this room to conserve munitions is to bounce the nuts back at the Gohma eggs, then take the ceiling eggs down. Finish off the Keese and the Scrub and then continue. In this room, there are four Keese on the torches. Kill them first because if they touch fire they turn even more powerful as Fire Keese. Now step on the switch and quickly light a stick, then burn down the web wall.

Defeat the Business Scrub, he'll try to sell you another Deku Shield. Buy it if you are missing yours. Now kill the Baba and push the block into the water. Cross to the other side and light a torch. Jump back into the shallows and climb the box. Roll with the stick out on the webbing to burn through to the floor below.

In this room, we must defeat the scrubs in the order of 3, 1, 2. (Right, Left and Center). If you run low on hearts, there are plenty in the water to collect. Enter the next room to face the boss.

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|Parasitic Armored Arachnid-|  
|-----Queen Gohma-----|  
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As you enter, look up at the ceiling with the up on the C Stick. Keep the

camera focused on the eye. It will eventually lead to her introduction. There are two ways to stun Gohma: Blast her eye with the Slingshot when it turns red, or use a Deku Nut on her. She will be stunned and her eye goes green. Slash her up, use a jump attack to start then just slash away. She will get up and start climbing the roof. L-Target her and get a seed in your Slingshot ready, move so her eye is in easy view. When her eye turns red, peg it and she will fall to the floor stunned. Repeat the earlier process and finish her.

SPOILER WARNING!!

After the fight, collect the Heart Container and enter the warp portal. You come in front of the Deku Tree. He tells you the story of the evil man who cast a spell upon him in order to gain the Kokiri Emerald. He also gives you the legend of the three Goddesses. He now will give you the Kokiri Emerald. The tree will die now. So leave and talk to Mido, he blames you for the death of the tree. Now leave the forest through the wood entrance near your house.

+-----+  
|Things to Get After Completeing the Deku Tree|  
+-----+

Bullet Bag Upgrade #1- Complete the Shooting Gallery  
Gold Skultulas x2- In a crate in the room with all the rupees, in the tree at the castle.

The above items will be covered in the next section.

+-----+  
|Get to Princess Zelda|  
+-----+

As you exit the Forest, Saria will stop you and give you the Fairy Ocarina. Now watch the short scene and go out. Run to the exit and you are confronted with the Owl, Kaepora Gaebora. Talk to him, and answer so that you do not have to listen again. Now turn so you are facing to the left of the entrance. Hold "L" and hold "Right" on the control stick. Mash the A Button Rapidly and you will go over the plains very quickly thanks to side steps. Do this until you get to the Castle. Enter over the Drawbridge.

Inside, take the door and smash all the pots to get Rupees. Then roll into the crate. Inside is a Gold Skultula. Kill it and take the Token. Leave and go into the main market. Enter the Shooting Gallery and shoot the rupees. This may take a few trys, but you can get more rupees back from the big pot room earlier. If you get them all, you get a bigger Bullet Bag. Exit the building and go into the castle. Which can be found by going down the path with a big castle in the distance.

There is a Gold Skultula in the tree here. Roll into it.

Go up the vines and over the gate, get caught by the guards on purpose. Talk to Malon, the girl by the vines until she gives you the Weird Egg. Hopefully it is nighttime. Climb the vines and run over to the top of the gate. Jump off of it. Walk until you are about halfway to the guards by the path and the guard on the hill. Walk up and over to the Stones you can climb up.

Go up and jump over the hill and dive into the water. Let the current carry you along to the end. Climb up at the sloped part and move to the crates. If it is morning and your egg has hatched, use the Chicken to wake up Talon. If not, then move the crates as close to Talon as possible and wait until morning. In the morning, wake him up, then move both block into the water, one

on top of the other. Jump to the castle and crawl in the crawlspace. Now you have to avoid the guards in the way. There is a long stretch I can trust you to use your own sense to get through.

At the end, you can shoot the windows, the one on the left will have a guard chuck a bomb at you, the one on the right will have a Red Rupee drop out of the window. Talk to the Princess and watch the long scene. She shows you Ganondorf, about her dream and the Triforce in more depth. After the long scene, leave. With Zelda's Letter in hand, you trudge to the door. But it is blocked now. Impa, Princess Zelda's protector will talk to you and teach you the song Zelda's Lullaby. She then slips you out of the castle and tells you to head to Kakariko Village. Save now.

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+-----+
|Get to Darunia|
+-----+
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#### THINGS TO GET BEFOREHAND

- Bullet Bag Upgrade #2
- Heart Pieces x4
- Hlyian Shield
- Bottles x2
- Sun Song
- Saria's Song
- Epona's Song
- Deku Stick Upgrade #1

Reload the Game and you will be in the forest, go up the vines and into the Lost Woods. Go right for the first one. Shoot the Stone hanging with 3 Seeds dead center to get the Bullet Bag Upgrade. Now jump below and play the game with the skull kids by taking the ocarina out on the log. Win three times for a Piece of Heart. Now listen to the music as you go to the end of the woods. Kill the Wolfos, its tail is the weak point. Now get to the end and learn Saria's Song. Exit the woods and reenter. This time go left and play Saria's Song on the log there to get a Heart Piece. Now go to the other tunnel, go to the back and defeat the business scrub for the Deku Stick Upgrade. It will cost you.

Now exit the forest, head to the big round place in the middle of the field. Go into the door on the left side once you have entered. Win the Cucco Game for a Bottle, there will be some milk inside. Now talk to Malon, in the center of the field three times. Then pull out the Ocarina. You will learn Epona's Song. Then head around back, go into the windmill place at the far end. Move the blocks so you can crawl through the hole for a heart piece. Head to Kakariko Village next.

Talk to the Cucco Lady and agree to get her Cuccos. The First Cucco is nearby, chuck it into the coop. Go down the steps and to the entrance. Pick up the second Cucco and toss it into the bin. Go up the steps to the left and take this Cucco and throw it into the bin. There is a box nearby the steps going up. Roll into it to open the crate and grab the chicken. Walk up the steps, and hop off of the Red roof and land on the platform that has the chicken on it. Throw them both off and take the one from the platform and throw it into the coop. Take the chicken and walk up to the windmill. See the fence? Dash it at and float to it. When you are not moving anymore, left go of the Cucco and you will grab the fence. Climb over and up the ladder. Throw the chicken down. There will be three chickens. Grab one and climb the ladder to the potion shop. Throw it over the fence. Repeat this with them all. Then jump to the fence and climb over. Drop these into the Coop to get a Bottle.

Move into the graveyard from here. Go to the grave at the back and play Zelda's Lullaby on the Triforce. Enter the gravestone. Kill all of the Keese in this room to open the door. Open it and run through the green sludge. It will hurt, but it avoids death against the zombies. In the last room examine the tablet. You learn "Sun's Song". Now you can go back and play the Sun's Song to freeze the Zombies. Walk the normal way around and exit the gravestone. Go outside into Hyrule Field and sit there until nightfall (DO NOT PLAY THE SUNS SONG). When it turns dark, go into the Village and talk to Dampe. Whenever he is over the patch of dirt, talk to him. He will dig up for 10 Rupees a hole. So hopefully you restocked them. Dig in every spot until you find the Piece of Heart. Before leaving, move the grave with the green flowers in front of it away. Then open the chest for a Hylian Shield. Now go to the door with the fence blocking the chickens. Inside is a room with some Gold Skultulas. Usually I have 10+ Skultula Tokens by now, so if you do, get the Adult Wallet by talking to the human inside the house.

We are now all set for our ascent of Death Mountain. Go to the village in the morning (Sun's Song). Take the left path from the entrance from the field and up the steps. Show the guard the letter. He lets you through, but tells you about the Happy Mask shop. Keep this in mind later. Head up the hill, avoiding boulders and the Tektites, kill them if you want. Go all the way to the top of the hill and into the cave at the end. Welcome to Goron City.

Jump down to the bottom level. Play Zelda's Lullaby on the carpet to the closed door. It opens. Go to the end and stand in front of Darunia Play Saria's Song. He starts dancing like crazy. After the scene he gives you the situation on the Dodongo's Cavern and on Ganondorf. He gives you the Goron's Bracelet. This lets you pick up Bomb Flowers.

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+-----+
| Things to Get after Reaching Darunia |
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Heart Piece x2

Take out a Deku stick, light it with one of the torches in Darunia's room and bring the fire to the wooden torch just outside. Then use the stick to carry the flames to the various torches throughout Goron City. After they are all lit, the Pot in the center starts moving. Bring bomb flowers up and try to land on in the center of the pot from the floor above. Once you have done this, some rupees and (hopefully) a Heart Piece comes out. If it doesn't, keep trying until it does.

There is also another thing to do. There are various places around the City that need bombing. One leads to Midigoron. Another leads to the Lost Woods, last one leads to some chests. Do it if you wish. Leave the city through the top door when done. Walk towards the path down the mountain and hard right. Throw the bomb flower here off of the cliff, so it blows up the cover to Dodongo's Cavern. Then one last thing, angle yourself diagonally and backflip over the fence. You land on the roof of the cavern. Get the Heart Piece, drop below and enter the Cavern.

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+-----+
| Dodongo's Cavern |
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=====
|Infernal Dinosaur King-|
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|=====Dodongo=====|  
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As the fight begins, Dodongo breathes in a lot of air. As he does this, chuck a bomb into his mouth. Run towards him, and as he falls down, red, jump attack him and step back. You have three ways to avoid his next roll attack. Use the shield and he will pass over you, hug the wall, and he will miss. Or you can step right next to the lava pool, but not all the way in. Repeat the process until he is history. Step onto the frozen lava pool, gather the Heart Container and step in the Warp Portal.

SPOILERS!!

As you end up outside the entrance, Darunia and some Goron's drop from the 'bove and thank you. Darunia is so touched that he gives you the Goron's Ruby. Now you have two Spiritual Stones. Darunia also want's to be your sworn brother. You agree, though no clue what it means. So now some more Gorons come, and they want to give you a big "Goron hug". Your character Flees. But remember the words of the Gorons, the Great Fairy lives on Death Mountain. So thats where we will go.

+-----+  
| The Magic Meter and other things to collect |  
+-----+

Magic Meter  
Heart Piece x3 (Maybe Four)  
Din's Fire  
Bomb Bag Upgrade #1  
Keaton Mask  
Gold Skultulla (x1)

I forgot to mention, there are two bombable walls on the Death Mountain trail. One has a Gold Skultulla, the other has a chest with 50 rupees.

Head up the hill to the part with the flag. Climb up the hill and bomb the rocks here. Hop up and run all the way down the place, pausing to dodge the rocks by using the shield (Hyllian). At the other end shoot down the Skultula's and climb to the top. Ignore the Owl and bomb the doorway. Enter the bombed area and play Zelda's Lullaby on the Triforce Symbol. The Great Fairy comes out and grants you the Magic Meter and Sword Spin attacks. After, come outside and talk to Kaepora Gaebora. Accept the ride down the mountain.

At the bottom, walk to the edge of the house and peer down. Land on the overhang above the Chicken Coop and enter the house. Get the Heart Piece inside. Leave and go to the Hyrule Market. Head to the castle. Climb the vines and jump down the gate. Walk to the dead end and bomb the boulder. Crawl through and play Zelda's Lullaby by the Triforce Symbol. This gives you the Din's Fire spell. Leave and go back into the market. Visit the Bombchu Bowling alley. You can play and win some prizes. Win the Bombchu Bowling game and you can get the Bomb Bag upgrade and a Heart Piece. Leave and go into the Happy Mask shop. Talk to the person here and say you will be the Happy Mask Salesperson. Get the Keaton Mask.

Play the Sun's Song outside. Now go to the Bazaar, outside is a white dog. Run around it and through it so it follows you. Run down the alleyway and into the door sticking out into the alleyway. Talk to the woman here to get a piece of heart for returning Richard. Leave. There is a building with many lights on right there. If you want, enter and play the game. If you win you get a Heart Piece. But we can come back later and make it 99% easier.

Now we have to go to Zora's Domain. Go to Kakariko Village (Stand on the steps to it, face the stairway). Then go right. Over the edge of the river and down the path.

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+-----+
| Get to Zora's Domain |
+-----+
THINGS TO GET ON THE WAY
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Heart Piece x2

Talk to Kaepora Gaebora. After, bomb the rocks. Ignore the man by the fence. Grab the Chicken and float across the river.

Float across again at the top part. Then again at the gap in the path going left. Run At the ledge. When you aren't going forwards anymore, let go of the chicken. You grab on. Now get the piece of heart and go back down. Grab the chicken if it is still there and throw it above at the end part. Be quick, and get up yourself. Pick the chicken up and go cross river twice. Walk over the bridge and up the path to the Waterfall. Float from there to the piece of heart. Get it, then go back to the waterfall. Play Zelda's Lullaby and you can enter.

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+-----+
| Get the Message in a Bottle |
+-----+
THINGS TO GET:
Heart Piece x2
Silver Scale
Farore's Wind
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You MUST have 20 Rupees. Climb all the way to the top of the place and look at the Fat Zora. Go down the path to the left and talk to the Zora there. Agree to play, then jump off the waterfall and collect the Rupees. After you get them all from the lake, go back up and talk to the Zora. If you did it in the amount of time given, you get the Silver Scale. Turn around and head to the torch. Light the stick on it and dash down the stairs. Light the Wooden Torch there. From there, light a new stick, and run to the shop. Light the torch there. Run into the Shallows and light the torch there. Get the last two behind the Waterfall and a chest appears with a Piece of Heart. Go into the deep water and face the little hole at the bottom. Dive under and in that hole. You end up in Lake Hylia.

Immediately you notice a bottle at the bottom. Dive down and claim it as your prize. Swim over to the left and into the Fishing Pond. Talk to the man and play the game. Swim into the center of the pond and stand on the log. L Target the big fish right beside it. Cast the line and reel until he is following it. Give little jerks on the line with the control stick pulled towards you, and A. He should eventually bite it. Hold the control stick at a diagonal angle towards you and left. Then Hold A. You should have it fairly quickly. Keep the fish and talk to the man. He gives you a piece of heart for your trouble. Now leave and go back into Zora's Domain.

Go back to the fat Zora. Stand on the platform before him and use the message in a bottle. He gives you the bottle and you have a 45 second scene with him moving to let you through. Go back to the shallows and catch a fish in the bottle. Now up the steps we go and into Zora's Fountain. Head right and over to the small Island away from Jabu-Jabu. There is a weird wall with a Grey Rock. Bomb that area to open a passage. Inside is a Great Fairy Fountain. Play



Zelda's Lullaby to get Farore's Wind. Leave and go back to Jabu-Jabu. Use the fish in front of him and he sucks you into his jiggly bowels. Who knew there was a dungeon inside his stomach?

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| Inside Jabu-Jabu's Belly |
+-----+
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+-----+
| Things to Collect after beating Jabu-Jabu's Belly |
+-----+
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- Gold Skultula x3
- Heart Piece (Optional, and will be collected LATER, when you are actually going to be where it is)
- Keaton Mask can also be dropped off

Okay, first off, stand on the log thing towards the Fairy Fountain. Play the Sun's Song and at night, a Gold Skultula appears on the wall. Kill it and use the Boomerang to get the Token. Now go back into Jabu Jabu's belly. Jump down some of those swirl holes. There are two Skultulas in there. Collect them and leave. Next, if you want to get a Heart Piece a little earlier, and want to get the next mask. Go to Kakariko. Talk to the guard wearing the Keaton Mask. He pays for it. Now go to the Windmill. Inside, look up. There will be a Heart Piece at one part. You can Boomerang it down. Now that we are set for Adulthood, head for the hills... I mean castle.

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+-----+
| The Master Sword |
+-----+
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THINGS TO COLLECT:

- Ocarina of Time Skull Mask (If you sold the Keaton Mask)
- Song of Time

@!!SPOILERS!!@

As you approach the castle, the drawgate goes down and Zelda on a horseback with Impa run out. Zelda throws the Ocarina in the moat. Ganon comes out after. He asks you where they went. You think of taking the hard way and fighting, but he pastes you. Then rides off into the distance. You now have to go into the water and pick up the Ocarina. Once you touch it, Zelda has some weird telepathic communication with you. You then learn the Song of Time. Enter the Market. Go into the Happy Mask Shop. Give the creepy lady the profits from the mask and pick up the Skull Mask. If you want, there is a scene in the alleyways with a dieing soldier. If not, go into the Temple of Time.

Inside, walk to the altar and play the Song of Time. The Stones leave your pocket and go on the altar, then the door opens. Enter and examine the big sword at the pedestal. You uproot it and some weird blue stuff comes. But...

SPOILERS!!

Ganondorf says he knew you have the stones and that he thanks you for helping him out. You end up at the "Chamber of the Sages" now. For what I call, the "Temple of Talking". You show up and look around. There is a man named Rauru here. He explains about how you grew up seven years in the Temple and became a man. Now you have to use those new muscles to save Hyrule Castle, which is more like Hyrule Dumpster at the moment. So now you get transported to the

Temple of Time again. You start to leave but a mysterious "man" named Shiek appears and tells you a story. She says you need to go to the Kakariko Graveyard. So here we go.

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+-----+
| Get the Hookshot |
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#### OTHER THINGS TO GET:

Heart Piece (x4)

Song of Storms

Start the Biggoron Sword Quest

Head over to the Kakariko Graveyard. Pull the grave to the left with the flowers in front. Inside the grave, you meet Dampe, the spirit of the gravedigger. He is going to lead you through his labyrinth. Just follow him making the according time limits, and at the end you will receive the Hookshot. Leave through the door at the back. On the inside is a block. Play the song of time to remove it. You are at the top of the Windmill. If you didn't get the Heart Piece from last time, hop onto the spinning thing and hop to the Heart. Go back to the graveyard and go pull the grave that is Near the back, on the right side (facing away from the entrance) and one of the first from the left. Inside is a Zombie. Play the Sun's Song to freeze him, then kill his body from behind. After he is dead, wait for the body to vanish. Play the Sun's Song again to get a chest with a piece of heart.

Exit the grave and go back into Dampe's grave. Play the race, and this time, win with a time 1:00"00 or under. He rewards you with a piece of heart. Lastly, go outside of the windmill and stand on the fence. Aim the hookshot at the purple roof. If you are close enough (which you can be) you will latch on. Talk to the man on there for the last piece of heart. Enter the windmill and show the man your Ocarina. He teaches you the Song of Storms. Now go to the Cucco lady. Talk to her and she gives you the Pocket Cucco Egg. Play the Sun's Song twice, then go into the house near the entrance. Where the crate that had the Cucco in your childhood was. Enter and use the Cucco by Talon. Go back to the Lady and show her the Cucco to get Cojiro. This is all we do until we get Epona.

Now we are set to enter the Sacred Forest Meadow back in the Kokiri Forest. So head there. Inside we now have enemies. That's bad. So head back into the Lost Woods. Inside, take the usual path. Right, Left, Right. Mido will be here. Use Saria's Song to get past him. It turns out Saria won't let anyone by without playing that song, because she only teaches it to her friends. Go past him and go straight ahead, then left, then right.

Sacred Forest Meadow is infected with Moblins now. You have to stealthily sneak past them all to the end. If one sees you, it charges, then runs you into the water holes or the walls. Making your way to the end, it is a good idea to look at them from a safe distance, then deciding if you should come out and blast them with the Hookshot. If they walk past your hiding spot, the better. You can just shoot them down with the hookshot.

At the end is a stair up, turn around and there will be a ladder. Climb up this ladder and jump into the pit, then slip down the hole. Catch as many fairies as you have bottles, then leave back to the stairs. There is a different Moblin in this path. It is a huge one, with a big club that will create shockwaves that can send you flying back to the stairs. To avoid these, run to a side. Then when he swings the club, run to the other. He will move his arms left and right, you dodge all of them, and he makes a safe path past him when you get there. You can finish him off with the sword on the other

side for some Rupees.

Move up into the Meadow. Saria won't be there. Shiek shows up and teaches you the Melody known as the Minuet of Forest. After the scene, latch onto the branch overhanging the entrance to the temple. You can walk inside and start the fight for justice as an adult.

```
+-----+
|Forest Temple|
+-----+
```

```
____|Control F Chart|____
|      Item Code      |
|-----|
|Small Key #1-----#001|
|Small Key #2-----#002|
|Small Key #3-----#003|
|Small Key #4-----#004|
|Small Key #5-----#005|
|Small Key #6-----#006|
|Fairy Bow-----#007|
|Boss Key-----#008|
|Map-----#009|
|Compass-----#010|
|-----|
```

When you enter the Forest Temple eliminate the Wolfos. Then climb the vines near the tree to your right. Hop across the trees and hit the pressure switch. Jump back to the first tree and open the chest for a Small Key (#001). Use it on the door and defeat the Skulltula with your hookshot. Continue to the next room and see the Poe Sisters shut down the elevator. Skip through to the block on the bottom level and play the Song of Time. Defeat the two Wolfos to get a Small Key (#002). Go back to the main elevator room. Go into the center and turn right. Go through the door. Now defeat the stalfos using many stabs, swings and sheilds. Climb the ladder in the next room and go ahead untill you find a block, push it far to the left, then go through where it was and push it to the back to make it fall into a small hole. Reverse back to the hallway the block was in, climb the ladder there. Go to the right and push/pull the block as far as you can. Climb down the ladder and climb up the block in the hole. Push the block you just saw into the other hole and climb up it. Shoot the crystal switch with the hookshot. Grapple up the target and defeat the Blue Bubbles. Unlock the door and continue.

Go down the twisted hallway. Hop down to the floor and get the Boss Key (#008). Fall through the hole in the floor before the Wallmaster gets you. Attack the Floormaster in the next room and defeat the small versions of it. Go through the unlocked door. Play the Sun Song or grapple onto the Re-Dead in this room. Then kill with the Master Sword. Get the Small Key (#003) that appears. Leave and continue through the door to your right hand side. Hit the crystal switch and follow the blocks and targets to get up. Go through the door that leads to the twisted tunnel and go through the new door at the end. Go past the Poe Picture in this room. Fight the Stalfos and win the Fairy Bow(#007).

Go back to the Poe Picture room and hit all three pictures with the bow. Then go to the below area and fight the Poe Joelle. Use the Arrows, Hookshot and Master Sword to strike her as she appears. After she dies you receive the Map(#009). Go back to the Stalfos Room and to the other side. Defeat the Poe Beth here and get the Compass (#010). Play the Minuet of Forest and return to

the entrance. Head through to the Main Room and hit the Eye-Switch with the Bow. Enter the room there.

Walk over to the Well and hit the Eye-Switch inside. Go down and get the Small Key (#004). Exit the same way you came and hit the hookshot target above the entrance. Jump on the Time Block and play the Song of Time, jump on to that one and Play it again. Jump on the last block and hit the Skullwalltula with the bow. Then climb the vines to a chest. Open it for a Small Key (#005). Go back to Poe Beth's room and head through to the other side. Go down the hallway and unlock the next door. (Killing the Green Bubble as you pass). You are in a room with a frozen Eye-Switch, a torch and a bunch of spinning platforms. Hop on a platform and line the bow up so you are aiming at the Eye-Switch, when the torch passes the line of fire release and the arrow will be sent alight. Melting the ice and hitting the switch. Or if you have already attained Din's Fire, use that to melt it. It will untwist the Green Bubble Twisty Hallway. Go through and fall down the hole in the new room. The room contains a falling roof. Avoid the roof by hiding in the holes (found by shadowless places, switches, chests and skulltula shadows. Hit the switches, open chests and head through the unlocked door.

Go to the low time block. Play the Song of Time. Jump to the next one, play it again. Jump up and get the Small Key (#006). Head back to the Roof Falling area and go through the locked door. Peg the painting and blocks will fall from the roof. Solve the puzzle by making the Green and Yellow blocks form a Poe. Complete it in time to fight Poe Amy. Use normal Strategy. Head through the unlocked door. You end up in the Elevator Room. Go into the center to fight Poe Meg. There are Four Poes: One real Poe and 3 Clones. The Real one will spin around one extra time. Hit the real one with the Bow. Eventually she will die and the elevator will be restored. Go down. This room is confusing. Push the "Bumps" in the wall to rotate the floor. Use the map to be able to find the room you want to go to. Push in one direction only. Hit all switches, open all chests and you will have access to the Boss Room. Enter.

```
=====
|Evil Spirit From Beyond|
|===Phantom Ganon===|
=====
```

Enter the Room and go into the center of the "Art Gallery". Turn back around and try to exit to trigger the fight. Once you are in Battle, he will pop out of one of the pictures. There is a fake one seen. To tell the difference: The real one is more detailed and lighter and has little "specks" on him. When he is white and surrounded by purple vortex, snipe him with the bow. Or you can wait for him to fully come out and then shoot. 3 hits will make him ditch the horse.

The battle on foot is a little harder. He fires a fireball at you, which is deflected with the Master Sword. If it hits him move in to attack, if it misses wait for another one. If he reflects it hit it back until one of the above occur. When he is it, run in and slash him. If you take too long he will start throwing his Javelin/Staff at you. Block with your shield. If you want to stall use your shield to stop the fireballs. Once he is defeated watch the cutscene with pride and collect the Heart Container. Step into the blue portal. You will meet Saria. She grants you the Forest Medallion. You end up at the Deku Tree and learn your past.

SPOILERS!!!!!!!!!!!!!!

The Deku Sprout comes out of the dirt and tells you that you have aged, but the other Kokiri hasn't. How is this possible? Well, it turns out Link is

Hylia, and not a Kokiri! Wow. Your mom was dieing, and begged a tree to save her. You are a sad boy. Hahahaha. Anyway, now we have our main weapon and a hookshot. This is good.

Now we have to go all the way up Death Mountain to Goron City. Buy full bombs at the Bazaar on the way up. Inside Goron City, the place is empty except for a Goron rolling around. Bomb him and he stops. Talk to him and ask him about Volvagia and the Gorons. Then he gives you the Goron Tunic. The doors also open. Go inside Darunia's Room and pull the pillar at the back. Enter the place to be in Death Mountain Crater.

Walk forward and Hookshot to the bridge. Watch the scene as you learn the Bolero of Fire. Move forwards and down the long ladder to enter the Fire Temple.

```
+-----+
| Complete the Fire Temple |
+-----+
```

```
=====
|Subterranean Lava Dragon|
|-----=Volvagia-----|
=====
```

Hop onto the center platform to trigger this fight. Alright, the lava holes will have some residue kick up when Volvagia is going to come out of one. First he will pop his head out. Hammer it and then slash the head after it is dazed. It retreats. Now walk straight at the edge and climb down the side. He comes out and flys around. Normally he would breathe fire at you, but as he cannot see you he just goes back in. Repeat the process of smash and slash. Then watch out, as he drops 20+ boulders next time he comes out. Repeat this process until Volvagia is defeated.

After the fight, grab the Heart Container, which his head turns into, and step into the light. Watch the scene with Darunia, as he gives you the Fire Medallion and you turn up in Death Mountain Crater. We aren't finished yet. There are two things to be gotten in here. Go back to the entrance you came through and go to the side. There are some boulders. Smash it and go down the tunnel to get to a Fairy Fountain. Play Zelda's Lullaby and enjoy Doubled Magic Meter. Go deeper down the path back in the mountain and destroy the boulder. Jump to the other side and climb up the thing. Now climb down the face of the mountain and go in the hole to get a Piece of Heart. Leave the entire mountainside and go all the way to Lon Lon Ranch.

```
+-----+
| Get Epona |
+-----+
```

Inside, go over to Ingo and talk to him. Practice riding the horses and get a feel for them. Ride again, and this time, play Epona's Song to call her over. Hop on and talk to Ingo and agree to his race. To win, use a carrot whenever he does, but never use the last one. Try to take the inside lane through the first corner to push him behind you, then maintain your lead. Win twice and he locks you with the horse in the ranch. Jump over the main gate, or the two gates to the side. Once on the field, we have some stuff to do.

Go to the Kokiri Forest. The Lost Woods to be precise. Go left at the first place and show Cojiro to the weird guy. Then he gives you the Mushroom. Take it to the Potion shop in Kakariko Village, then go out the back door and into the place outside. If it is nightttime and you can't use the door, jump over at the windmill. Inside, show the lady the mushroom. She makes the Potion. Go

back to the Forest to see the man is gone, and a little girl is there. Show her the Potion and she takes it back and gives you the Carpenter's Saw.

Go to Gerudo Valley and hop the broken bridge on Epona, then show the carpenter master outside the Saw. He gives you the Broken Goron's Sword in return. Go to where we saw the Great Fairy for the very first time on Death Mountain, then walk around outside, to the right of the ladder you climb up will trigger Biggoron. Show him the Sword to get his Prescription. This is all we can do for now. Park Epona outside of Zora's River and go down it. Go all the way to Zora's Domain. Which is frozen. Now run to Zora's Fountain.

Climb over the Ice blocks, to the right is a heart piece, so get that. Then take the left fork. At the very end you will come across the Ice Cavern. The not really "dungeon", but still a level.

```
+-----+
| Complete the Ice Cavern |
+-----+
```

```
+-----+
| Get the Biggoron Sword |
+-----+
```

Show King Zora the Eyedrop prescription from before. He will give you an Eyeball frog. Quickly run down the stairs and out into Zora's River. Then dash out through the water. At the end, get on Epona and ride her to Lake Hylia. The trip usually leaves me with 45 seconds to spare. Inside the Laboratory, show the guy the Eyeball Frog. He makes you the World's Finest Eyedrops. You have 4 minutes to get to Biggoron. SO RUN! I can usually get there with 40 seconds to spare. If you successfully make it, Biggoron gives you the Claim Check.

Play the Sun's Song 6 times. After that, show the Claim Check to Biggoron, he gives you the Biggoron's Sword. This is twice as strong as the Master Sword. So you won't have much problems wielding this. But you cannot shield when the sword is pulled out. Small price to pay when you are pwning everything with it. Now that we have the Biggoron Sword, play the Serenade of Water and warp to Lake Hylia.

Jump into the water and use the Iron Boots. At the bottom, you can use the Hookshot. Aim it at the Diamond above the door. This causes the lock to come out and the door to float open. Now you can walk in and out of the level freely. Enter.

```
+-----+
| Complete the Water Temple|
+-----+
```

```
=====
|Giant Aquatic Amoeba|
|=====Morpha=====|
=====
```

So you should jump back onto the mainland now. L Target Morpha as he jigs around in the water. Try to Longshot him and pull him out of the water. Then slash him with the sword. Much like the Flare Dancers, only he is much harder to hit. If he spins long enough, he makes a tentacle. stand well away, as it will try and grab you, dealing 3-5 hearts of damage and throwing you a long ways. If he misses you in his lunge, Morpha will crawl down the tubular structure. You can easily hit him there with the Longshot. A way to dispel the

tentacles is Din's Fire. After Morpha is defeated, the Warp Portal appears in the center of the platforms and the Heart Container is nearby, in between one of gaps between the platforms. Collect the Heart Container and step into the Warp Portal.

SPOILERS!!

Princess Ruto is the sage of water. She has a chat about you two. Then gives you her eternal love, err, well actually, she gives you a Water Medallion. Now you are getting stronger. After the scene, we see the water levels rising dramatically in the lake. We also see Shiek. He leaves by means of the lake. Now we have some things to collect.

```
+-----+  
|Things to Get After the Water Temple|  
+-----+
```

Heart Piece x4  
Gold Scale Fire Arrows  
Scarecrow's Song  
Prelude of Light (unless you have it already)  
Gold Skultula x2

From the island you start on, step onto the weird wood thing on the ground. Aim at the Sun with the bow. It should be just over the horizon. Shoot at it, the arrow comes back to the platform across from you alight. So swim across and get the Fire Arrows. Now we head over to the fishing pond. We have to catch us a luncker. Without the sinking lure though. So follow the same advice we did as a kid, and catch the fish near the log in the center. He should be 15-18 pounds. Show it to the fishing guy and he marvels at you and gives you the Gold Scale. Woot. You can also cast the rod at the guy's hat and it comes off, revealing him as a baldy. You can give it back, or cast it into the water and have to pay for a new one.

Now that we have the Golden Scale, let us get that Heart Piece. Going to the Lake Laboratory, you can dive from the top, to the bottom of the place. You hear the classic "Zelda Sound" and you go to the top. Talk to the man and he gives you a piece of heart. Leave and go to the scarecrow. If you played the randomly made up song as a kid, play it again and you learn the scarecrow song. Head to the Temple of Time. If you haven't gotten the Prelude of Light already, do so by walking into the pedestal of time room. Then turn into a kid. Buy 2 magic beans. Catch two bugs in a bottle as well. Go to Death Mountain Crater with the Bolero Of Fire. Use a bug around the soft dirt patch to push out a gold skultula from it's depths. Get the token and plant a bean there. Now to lake Hylia. Get the Skultula from the dirt patch next to the Lab and then plant the seed. Come back to both of these locations as an adult and use the flying plants to get to the Heart Pieces (one is on a Volcano, the other is on the roof. climb the ladder to the Chimney and it is there. Now go to Kakariko Village as an Adult.

As you enter, there is a scene with Sheik. He tells you that an evil presence has radiated from the well. Which was sealed before. You tangle with it, and fail to defeat him miserably. Sheik teaches you the Nocturne of Shadow. Go into the Graveyard and stand on the fence near Dampe's grave. Aim the Longshot at the bit of crate popping just above the hill. If you can't hit it, back up on the fence and try again. If you can latch up, roll into the crate and get the Heart Piece inside it. Woohoo. Go all the way to the Temple of Time and turn into a Child Link. If you haven't gotten the Prelude of Light, you get a scene and Shiek teaches you it.

Now head back to Kakariko Village. Go into the windmill and play the Song of Storms. This speeds up the Windmill and causes the Well to drain. Go outside and climb down the drained well, then walk down the opening to get to the next dungeon, the Bottom of the Well.

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## Heart Pieces

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An important part of your questing will be your heart containers. The locations of the hearts are included in my walkthrough, so using it will get you 100% of everything. But for those who don't feel like looking, here they are.

HEART PIECE #: 1

LOCATION: Death Mountain Crater

DETAILS: As Adult Link. In Childhood, plant a magic bean in the patch next to the warp point. As adult, ride it. Jump off onto the volcano and get it.

HEART PIECE #: 2

LOCATION: Death Mountain Crater

DETAILS: As Adult Link or Child. Preferably Adult. There is a wall you can climb. Go up, and turn left, then climb down. It's in a cave in the wall.

HEART PIECE #: 3

LOCATION: Death Mountain Trail

DETAILS: As Adult Link or Child Link. As Child Link, you can either plant a Bean plant near the entrance to Dodongo's Cavern and ride it as an adult to the roof of the cavern, or you can do a backflip off the ledge above and land on the roof as a kid.

HEART PIECE #: 4

LOCATION: Desert Colossus

DETAILS: As Adult Link. Plant a Bean plant as a Child, then ride it up to the top of the arc like thing as an Adult.

HEART PIECE #: 5

LOCATION: Gerudo Fortress

DETAILS: As Adult Link. There is a roof on the Fortress with a chest. You can longshot to it.

HEART PIECE #: 6

LOCATION: Gerudo Fortress

DETAILS: As Adult Link. Win it in the Horseback Archery contest.

HEART PIECE #: 7

LOCATION: Gerudo Valley

DETAILS: As Child Link. Behind the Waterfall. Use the Cucco to float to it.

HEART PIECE #: 8

LOCATION: Gerudo Valley

DETAILS: As Adult Link. Get on the bean plant you plant as a Child and float to the Crate with it. Break the Crate.

HEART PIECE #: 9

LOCATION: Gerudo Valley

DETAILS: As Child Link. Float to the platform with the crate. Break the



Crate.

HEART PIECE #: 10

LOCATION: Graveyard

DETAILS: As Child Link (possibly Adult). There is a grave near the front that is not marked, and can be pulled back to reveal a hole. Inside is a single Re-Dead. Kill the Re-Dead and play the Sun's song after the body is gone.

HEART PIECE #: 11

LOCATION: Graveyard

DETAILS: As Child Link. At night during certain times (cannot play Sun's Song to get him), Dampe digs graves. There are dirt patches on the paths. Talk to him and ask him to dig on the patches until you find it. Costs rupees each time.

HEART PIECE #: 12

LOCATION: Graveyard

DETAILS: As Adult Link. You can either stand on the fence and longshot to a crate with the Heart Piece inside, or plant a magic bean and ride up to it.

HEART PIECE #: 13

LOCATION: Graveyard/Windmill

DETAILS: As Adult Link. You have to race Dampe's ghost and finish in less than a minute. Easy to do if you Longshot to the torch above you at the end stretch.

HEART PIECE #: 14

LOCATION: Goron City

DETAILS: As Child Link. Light all the torches with the fire from Darunia's room, then throw bombs into the pot in the center of the area until it spits it out.

HEART PIECE #: 15

LOCATION: Hyrule Field

DETAILS: As Child or Adult Link. There is a fenced area near the entrance to Lake Hylia. Bomb it, and a hole appears. Defeat the Business Scrub and buy it off of him.

HEART PIECE #: 16

LOCATION: Hyrule Field

DETAILS: As Adult Link. There is a lone tree by the stream. Bomb it, then sink to the bottom to get it.

HEART PIECE #: 17

LOCATION: Hyrule Market

DETAILS: As Child Link. At night, there is a white dog that hangs out around the Bazaar. Run into it until it follows you. Bring it to the door that is very protruding in the alley and talk to the lady inside.

HEART PIECE #: 18

LOCATION: Hyrule Market

DETAILS: As Child Link. At the Bombchu bowling alley, keep playing until it comes up as a prize, then win.

HEART PIECE #: 19

LOCATION: Hyrule Market

DETAILS: As Child Link. At night, go to the Treasure Box game. You can either guess over and over until you get lucky, or use the Lens of Truth to get to it at the end.

HEART PIECE #: 20

LOCATION: Ice Cavern

DETAILS: As Adult Link. Get a bottle of Blue Fire and go to the Compass room. Dump the fire on the frozen heart and collect it.

MASTER QUEST!

In master quest, there is a switch you have to bomb in the same area. Bomb it to get it.

HEART PIECE #: 21

LOCATION: Kakariko Village

DETAILS: The Owl will drop you on the house by the Cuccoo lady. Drop off the graveyard side and land on the overhand. Go into the hole on the wall and get the piece next to the cow.

HEART PIECE #: 22

LOCATION: Kakariko Village

DETAILS: As Adult Link. Either stand on the fence by the windmill and hookshot to the purple roof house, or just longshot to it. Talk to the man on top of it.

HEART PIECE #: 23

LOCATION: Kakariko Village (Windmill)

DETAILS: As Adult Link or Child Link. After the Dampe race, you end up in the Windmill. As Adult link, jump to the spinning thing in the middle, then jump to the heart. Or as a child, use the boomerang to get it.

HEART PIECE #: 24

LOCATION: Kakariko Village

DETAILS: As Child Link. Collect 50 Gold Skultula coins, then talk to the freed child to receive it.

HEART PIECE #: 25

LOCATION: Lake Hylia

DETAILS: As Child Link. Catch a 10 pound or larger fish at the Fishing Pond.

HEART PIECE #: 26

LOCATION: Lake Hylia

DETAILS: As Adult Link. Plant a magic bean as a child at the Lab, then ride it and jump on the roof as an adult. Climb the ladder and get the piece at the top.

HEART PIECE #: 27

LOCATION: Lake Hylia

DETAILS: As Adult Link. Get the Gold Scale from the Fishing Game. Go to the Lake Hylia lab and jump in the water. Dive until you touch the floor and talk to the man to get it.

HEART PIECE #: 28

LOCATION: Lon Lon Ranch

DETAILS: As Child Link. The piece is located in the back of the ranch. Move the crates that are found in the windmill to discover a passage through the wall. The piece is in the hay at the other side.

HEART PIECE #: 29

LOCATION: Lost Woods

DETAILS: As Child Link. Turning left at the first area, stand on the flat stump and face the Skull kid. Play Saria's Song and he gives you it.

HEART PIECE #: 30

LOCATION: Lost Woods

DETAILS: As Child Link. After the first turn to the right, jump off the edge and stand on the stump. Play along with the two Skull Kids until they give you the Heart Piece.

HEART PIECE #: 31

LOCATION: Zora's Domain

DETAILS: As Child Link. At the top of the stairs, bring fire down to the torch below the stairs. Then get a fresh stick out. Get the fire and dash down the spiral ramp. Light the Torch by the shop, the one in the water, and the one behind the waterfall to have it appear in a chest behind the waterfall.

HEART PIECE #: 32

LOCATION: Zora's Fountain

DETAILS: As Adult Link. Equip the Iron boots and sink to the bottom of the Fountain. The Piece is in the dead centre.

HEART PIECE #: 33

LOCATION: Zora's Fountain

DETAILS: As Adult Link. Hop the icebergs. At one point is a fork in the paths. Take the right side and jump onto the iceberg it resides on. Claim it for your good health.

HEART PIECE #: 34

LOCATION: Zora's River

DETAILS: As Child Link. From the Start, Grab the chicken and run to the edge. Float over. Now run up the path and over again. There will be a broken path in this next area. Run up it. Then turn towards the Piece (resting on the little island. Jump towards the nearest overhang, and as you stop moving, drop the chicken to grab on. Then jump to the Heart.

HEART PIECE #: 35

LOCATION: Zora's River

DETAILS: As Child Link. Continuing from the last one, drop to the bottom level and get the chicken. Go all the way to the end, just before the Domain and get to the highest ground you can. Turn towards the Heart and float to it with the Chicken.

HEART PIECE #: 36

LOCATION: Zora's River

DETAILS: As Child Link. Play the Song of Storms to the Frogs. Who live on the log.

HEART PIECE #: 37

LOCATION: Zora's River

DETAILS: As Child Link. Play every other non-temple song to the frogs. They grow big. Now start to play again, but they stop you. Play their little game and win. To play the game, each frog corresponds with a button on the controller. Press the button for the frog that has the butterfly above it. This gets you it. Yay! All the Pieces!

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Gold Skulltulas

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Gold Skulltulas will earn you prizes. The more you collect, the more prizes you can get. This is another Logbook that will help you hunt down all of them. Use

it well.

Here are the Prizes:

- 10 Gold Skulltulas: Adult's Wallet (Holds up to 200 rupees)
- 20: Stone of Agony (Works with Rumble Feature to rumble where there are secrets)
- 30 Giant's Wallet (Holds up to 500)
- 40: Bombchu
- 50: Piece of Heart
- 100: A Gold Rupee (Worth 200)

The Tokens will be listed in the order of the Area's as you progress through them in the game. NOT in Alphabetical order, like the Heart Pieces were.

If for some reason you cannot find one, look at night.

---

TOKEN # 1

LOCATION: Kokiri Forest

DETAILS: There is a Magic Bean dirt patch in front of the Kokiri Shop. Get a bug in a bottle and release it over the patch. The bug goes down the hole and forces a Skulltula out.

---

TOKEN # 2

LOCATION: Kokiri Forest

DETAILS: At Nighttime, behind the Know-It-All Brother's House.

---

TOKEN # 3

LOCATION: Kokiri Forest

DETAILS: At Nighttime on the Twin's House. As an Adult only.

---

TOKEN # 4

LOCATION: Inside the Deku Tree

DETAILS: In the Compass room. To the little area to the left lies a Skulltula on the wall.

---

TOKEN # 5

LOCATION: Inside the Deku Tree

DETAILS: On the vines in the giant room that is full of water. Shoot it, then climb up to the token.

---

TOKEN # 6

LOCATION: Inside the Deku Tree

DETAILS: On the metal grate. You can leap to the token, or I am pretty sure that a backflip will work.

---

TOKEN # 7

LOCATION: Inside the Deku Tree

DETAILS: In the Room with the eggs on the Roof, you have to burn through a web. Then return later with a bomb and blow the door. The Skulltula is inside. You will need the Boomerang to retrieve the token.

---

TOKEN # 8

LOCATION: Lost Woods

DETAILS: From the entrance, go left, then left again. Walk over to the dirt patch and dump a bug in a bottle on it. Now get the Token.

---

TOKEN # 9

LOCATION: Lost Woods

DETAILS: In the giant field full of grass, there is a secret grotto that is hidden in the grass. Inside is a bunch of scrubs that want you to wear a mask. Dump a bug on the dirt patch to get it.

---

TOKEN # 10

LOCATION: Lost Woods

DETAILS: As an Adult, ride the Magic Bean plant over to the other side. One is there. Nighttime.

---

TOKEN # 11

LOCATION: Hyrule Field

DETAILS: There is a ring of stones near Gerudo Valley entrance. Bomb it. Now use Fire Arrows or Din's Fire to get rid of the Webs. The Skulltula is by the cow.

---

TOKEN # 12

LOCATION: Hyrule Field

DETAILS: In a pit by the lone tree near Kakariko Village.

---

TOKEN # 13

LOCATION: Sacred Forest Meadow

DETAILS: As an Adult, it is up the ladder and on the left at night.

---

TOKEN # 14

LOCATION: Market

DETAILS: As soon as you enter from the Drawbridge, move into the room on the right and roll into the crates. One is in one of them. The room is the one that is full of pots.

---

TOKEN # 15

LOCATION: Hyrule Castle

DETAILS: The first tree you see can be rolled into to force a Skulltula to fall out of it.

---

TOKEN # 16

LOCATION: Hyrule Castle

DETAILS: Past the guards, there is a tree on the inside at a corner in the fences. Where you can run out of the water at. Play the Song of Storms and go inside. It is behind a wall you must bomb. The Boomerang is needed. A Skulltula Glitch can be performed here to get unlimited Gold Skulltula's.

---

TOKEN # 17

LOCATION: Lon Lon Ranch

DETAILS: Roll into the tree to the left to force one to fall out of the tree.

---

TOKEN # 18

LOCATION: Lon Lon Ranch

DETAILS: There is a sort of dark wooden gate thing on the back of the horse fence area. The Skulltula appears there at night.

---

TOKEN # 19

LOCATION: Lon Lon Ranch

DETAILS: The building at the back with the Heart Piece in it has the Skulltula on it.

---

TOKEN # 20

LOCATION: Lon Lon Ranch

DETAILS: There is one on a window at night. The window should be bright.

---

TOKEN # 21

LOCATION: Kakariko Village

DETAILS: There is a tree at the beginning with the Skultulla in it.

---

TOKEN # 22

LOCATION: Kakariko Village

DETAILS: On the Ladder that you can climb to the lookout point at nighttime.

---

TOKEN # 23

LOCATION: Kakariko Village

DETAILS: On the Under Construction building at nighttime.

---

TOKEN # 24

LOCATION: Kakariko Village

DETAILS: On the Skultulla house at nighttime.

---

TOKEN # 25

LOCATION: Kakariko Village

DETAILS: Near the gate to Death Mountain at Nighttime.

---

TOKEN # 26

LOCATION: Kakariko Village

DETAILS: On the Roof on Impa's House.

---

TOKEN # 27

LOCATION: Graveyard

DETAILS: Dump a bug in the bottle onto the dirt patch to make one appear.

---

TOKEN # 28

LOCATION: Graveyard

DETAILS: Look around the walls at night.

---

TOKEN # 29

LOCATION: Death Mountain Trail

DETAILS: At the Dirt Patch in front of the Dodongo's Cavern. Dump a bug on it and get the token.

---

TOKEN # 30

LOCATION: Death Mountain Trail

DETAILS: There is a hollow wall at the beginning of the area. Bomb it, then get it inside. You can climb up the wall to get it.

---

TOKEN # 31

LOCATION: Death Mountain Trail

DETAILS: At the part where the boulders fall from the sky, climb up the vines to one of the platforms. It is there. (Adult Only)

---

TOKEN # 32

LOCATION: Death Mountain Trail

DETAILS: Adult Only. Back at the Bomb Flower, beat the Boulder at night to show one that is behind it.

---

TOKEN # 33

LOCATION: Goron City

DETAILS: Bomb the doors on the top floor to get to a crate with a skulltula.

---

TOKEN # 34

LOCATION: Goron City

DETAILS: As an Adult, look on the back of the Goron's Ruby pedestal and use the

Longshot/Hookshot to get it.

---

TOKEN # 35

LOCATION: Dodongo's Cavern

DETAILS: In the room with the Giant Stairs, you can climb it, then get the one that is on the vines.

---

TOKEN # 36

LOCATION: Dodongo's Cavern

DETAILS: In a room, you can bomb the wall to reveal a Skulltula.

---

TOKEN # 37

LOCATION: Dodongo's Cavern

DETAILS: In the Dodongo Skull, you can get a Skulltula behind a bombable wall.

---

TOKEN # 38

LOCATION: Dodongo's Cavern

DETAILS: To the left of the Giant Stairs.. in the room.. with.. the.. uhhh.. Giant Stairs..

---

TOKEN # 39

LOCATION: Market

DETAILS: In the bottom left room, you can play the Scarecrow's Song. This makes the Scarecrow appear. Longshot to it to see a Skulltula. Adult only.

---

TOKEN # 40

LOCATION: Zora's River

DETAILS: In the Tree at the Start. Roll ito it.

---

TOKEN # 41

LOCATION: Zora's River

DETAILS: On the ladder at the end, it will appear.

---

TOKEN # 42

LOCATION: Zora's River

DETAILS: Get one above the bridge at night as an Adult.

---

TOKEN # 43

LOCATION: Zora's River

DETAILS: At the high platform, there is a Skulltula to the left of the platform.

---

TOKEN # 44

LOCATION: Zora's Domain

DETAILS: As an Adult, near the Zora that used to do the diving game on the wall is where one resides.

---

TOKEN # 45

LOCATION: Lake Hylia

DETAILS: At nighttime on the Fire Arrows island.

---

TOKEN # 46

LOCATION: Lake Hylia

DETAILS: In the Dirt Patch by the Laboratory. Dump a bug and get the token.

---

TOKEN # 47

LOCATION: Lake Hylia

DETAILS: On the back of the Laboratory at night.

---

TOKEN # 48

LOCATION: Lake Hylia

DETAILS: On the top of the dead tree you can find. At night.

---

TOKEN # 49

LOCATION: Lake Hylia

DETAILS: In the Laboratory, sink to the bottom, roll into the crate and use the Hookshot/Longshot to get the bug.

---

TOKEN # 50

LOCATION: Zora's Fountain

DETAILS: At nighttime, on the giant log by where you come out of Jabu Jabu's Belly Dungeon.

---

TOKEN # 51

LOCATION: Zora's Fountain

DETAILS: In one of the tree's by the Great Fairy Fountain on the sort of island in the corner.

---

TOKEN # 52

LOCATION: Zora's Fountain

DETAILS: As an Adult, at the same island, lift the large stone with the Silver Gauntlets and bomb the floor beneath it. Inside, use the Lens of Truth to kill all the enemies and get the Gold one at the end of it all.

---

TOKEN # 53

LOCATION: Inside Jabu-Jabu's Belly

DETAILS: Fall down after Ruto. There is a Skulltula in this room. Hint: vines ;)

---

TOKEN # 54

LOCATION: Inside Jabu-Jabu's Belly

DETAILS: Fall down the hole with the blob that is blocking the way. The Skulltula is on the wall here.

---

TOKEN # 55

LOCATION: Inside Jabu-Jabu's Belly

DETAILS: Right next to Token number 53. It is also on the wall.

---

TOKEN # 56

LOCATION: Inside Jabu-Jabu's Belly

DETAILS: The room before the boss. It is on the Vines on the left side which you go up.

---

TOKEN # 57

LOCATION: Forest Temple

DETAILS: In the vines on the right side of the very first room.

---

TOKEN # 58

LOCATION: Forest Temple

DETAILS: Fall down the hole in the room after the twisted hallway. There is one on the wall in here.

---

TOKEN # 59

LOCATION: Forest Temple

DETAILS: At the room with the Poe Sister torches, there is a Skulltula on the wall.

---

TOKEN # 60

LOCATION: Forest Temple



DETAILS: There is one that is nearby Skulltula 57.

---

TOKEN # 61

LOCATION: Forest Temple

DETAILS: In the rotating rooms room before the boss, there is one room that has a Gold Skulltula.

---

TOKEN # 62

LOCATION: Death Mountain Crater

DETAILS: In a crate by entrance from where you see Kaepora Gaebora outside.

---

TOKEN # 63

LOCATION: Death Mountain Crater

DETAILS: In the dirt path by the warp spot. Use a bug. I mean "dump" a bug.  
:P

---

TOKEN # 64

LOCATION: Fire Temple

DETAILS: On the room to the right of the entrance, there is a spot you can play the Song of Time at. Climb on the block and it is in the room on the wall of the next area.

---

TOKEN # 65

LOCATION: Fire Temple

DETAILS: Bomb the weak wall in the boulder room on the third floor.

---

TOKEN # 66

LOCATION: Fire Temple

DETAILS: By the entrance to the Megaton Hammer room.

---

TOKEN # 67

LOCATION: Fire Temple

DETAILS: In the flying tiles room. On the wall, much like the 59th one.

---

TOKEN # 68

LOCATION: Fire Temple

DETAILS: Somewhere in the third floor is a spot where Navi turns green at. Use the Scarecrow's Song to get a spot to latch to. Then go to the target a little bit up further. The Skulltula is there.

---

TOKEN # 69

LOCATION: Ice Cavern

DETAILS: Behind one of the Ice blocks in the Piece of Heart room.

---

TOKEN # 70

LOCATION: Ice Cavern

DETAILS: Behind some stalagmites that are in the room with the spinning blade.

---

TOKEN # 71

LOCATION: Ice Cavern

DETAILS: On the wall in the Ice Block room.

---

TOKEN # 72

LOCATION: Water Temple

DETAILS: In the vortex room, there is one on the wall.

---

TOKEN # 73

LOCATION: Water Temple

DETAILS: On the waterfall, in the boulder area.

---

TOKEN # 74

LOCATION: Water Temple

DETAILS: In the moving platform room.

---

TOKEN # 75

LOCATION: Water Temple

DETAILS: In the room where the water goes to the second level. You can longshot up to it.

---

TOKEN # 76

LOCATION: Water Temple

DETAILS: Go the way you came, only on the bottom floor. Hit the switch and he is yours!

---

TOKEN # 77

LOCATION: Bottom of the Well

DETAILS: In the center room, he is near the Like-Like.

---

TOKEN # 78

LOCATION: Bottom of the Well

DETAILS: In the room that is locked in the middle. There is a Skulltula there.

---

TOKEN # 79

LOCATION: Bottom of the Well

DETAILS: Down the road from 77. Use the Lens to see it.

---

TOKEN # 80

LOCATION: Gerudo Valley

DETAILS: At Night, on the plank bridge, if you look to the right from the entrance, you can see it.

---

TOKEN # 81

LOCATION: Gerudo Valley

DETAILS: Down on the ledge with the Heart Piece is a dirt patch. You know the drill. Get a bug in there.

---

TOKEN # 82

LOCATION: Gerudo Valley

DETAILS: Behind the pillar at the broken bridge. At night. As an Adult.

---

TOKEN # 83

LOCATION: Gerudo Valley

DETAILS: Behind the Carpenter's Tent at night.

---

TOKEN # 84

LOCATION: Gerudo Fortress

DETAILS: On an Archery range target.

---

TOKEN # 85

LOCATION: Gerudo Fortress

DETAILS: There is one near the vines.

---

TOKEN # 86

LOCATION: Haunted Wasteland

DETAILS: There is a shelter in the middle of the storm. It is inside at the bottom.

---

TOKEN # 87

LOCATION: Desert Colossus

DETAILS: Use the Longshot on a tree by the oasis. Yay.

---

TOKEN # 88

LOCATION: Desert Colossus

DETAILS: Ride the magic bean platform up and jump to the archway. It is there at night.

---

TOKEN # 89

LOCATION: Desert Colossus

DETAILS: As a kid, drop a bug into the magic bean dirt patch.

---

TOKEN # 90

LOCATION: Spirit Temple

DETAILS: There is one near the Second floor. As kid. Behind you after you climb up.

---

TOKEN # 91

LOCATION: Spirit Temple

DETAILS: Just before the Iron Knuckle room. As kid.

---

TOKEN # 92

LOCATION: Spirit Temple

DETAILS: On the fence of the room with the large fence wall. As kid.

---

TOKEN # 93

LOCATION: Spirit Temple

DETAILS: Behind the Song of Time block in the rolling stones room.

---

TOKEN # 94

LOCATION: Spirit Temple

DETAILS: In the scarecrow room, you can use the scarecrow to reach the left platform. Which has a Skultulla on it.

---

TOKEN # 95

LOCATION: Shadow Temple

DETAILS: In the spike roof trap room, there is a Skultulla in a cell.

---

TOKEN # 96

LOCATION: Shadow Temple

DETAILS: Behind the spinning skull is a Skultulla.

---

TOKEN # 97

LOCATION: Shadow Temple

DETAILS: There is a Skultulla in the cell near the ferry.

---

TOKEN # 98

LOCATION: Shadow Temple

DETAILS: In the boss key area, there is a door that leads to a room with one.

---

TOKEN # 99

LOCATION: Shadow Temple

DETAILS: In the room with the blade that is invisible. In the room.

---

TOKEN # 100

LOCATION: Ganon's Castle

DETAILS: On the destroyed gate.

---

UNDER CONSTRUCTION

Gold Skulltulas will earn you prizes. The more you collect, the more prizes you can get. This is another Logbook that will help you hunt down all of them. Use it well. The Master Quest ones are no different except for Dungeon ones. I list the ones that are the same for those who want them all for Master Quest, but are really lazy.

Here are the Prizes:

10 Gold Skulltulas: Adult's Wallet (Holds up to 200 rupees)  
20: Stone of Agony (Works with Rumble Feature to rumble where there are secrets)  
30 Giant's Wallet (Holds up to 500)  
40: Bombchu  
50: Piece of Heart  
100: A Gold Rupee (Worth 200)

The Tokens will be listed in the order of the Area's as you progress through them in the game. NOT in Alphabetical order, like the Heart Pieces were.

If for some reason you cannot find them, look at night.

---

TOKEN # 1

LOCATION: Kokiri Forest

DETAILS: There is a Magic Bean dirt patch in front of the Kokiri Shop. Get a bug in a bottle and release it over the patch. The bug goes down the hole and forces a Skulltula out.

---

TOKEN # 2

LOCATION: Kokiri Forest

DETAILS: At Nighttime, behind the Know-It-All Brother's House.

---

TOKEN # 3

LOCATION: Kokiri Forest

DETAILS: At Nighttime on the Twin's House. As an Adult only.

---

TOKEN # 4

LOCATION: Lost Woods

DETAILS: From the entrance, go left, then left again. Walk over to the dirt patch and dump a bug in a bottle on it. Now get the Token.

---

TOKEN # 5

LOCATION: Lost Woods

DETAILS: In the giant field full of grass, there is a secret grotto that is hidden in the grass. Inside is a bunch of scrubs that want you to wear a mask. Dump a bug on the dirt patch to get it.

---

TOKEN # 6

LOCATION: Lost Woods

DETAILS: As an Adult, ride the Magic Bean plant over to the other side. One is there. Nighttime.

---

TOKEN # 7

LOCATION: Hyrule Field

DETAILS: There is a ring of stones near Gerudo Valley entrance. Bomb it. Now use

Fire Arrows or Din's Fire to get rid of the Webs. The Skulltula is by the cow.

---

TOKEN # 8

LOCATION: Hyrule Field

DETAILS: In a pit by the lone tree near Kakariko Village.

---

TOKEN # 9

LOCATION: Sacred Forest Meadow

DETAILS: As an Adult, it is up the ladder and on the left at night.

---

TOKEN # 10

LOCATION: Market

DETAILS: As soon as you enter from the Drawbridge, move into the room on the right and roll into the crates. One is in one of them. The room is the one that is full of pots.

---

TOKEN # 11

LOCATION: Hyrule Castle

DETAILS: The first tree you see can be rolled into to force a Skulltula to fall out of it.

---

TOKEN # 12

LOCATION: Hyrule Castle

DETAILS: Past the guards, there is a tree on the inside at a corner in the fences. Where you can run out of the water at. Play the Song of Storms and go inside. It is behind a wall you must bomb. The Boomerang is needed. A Skulltula Glitch can be performed here to get unlimited Gold Skulltula's.

---

TOKEN # 13

LOCATION: Lon Lon Ranch

DETAILS: Roll into the tree to the left to force one to fall out of the tree.

---

TOKEN # 14

LOCATION: Lon Lon Ranch

DETAILS: There is a sort of dark wooden gate thing on the back of the horse fence area. The Skulltula appears there at night.

---

TOKEN # 15

LOCATION: Lon Lon Ranch

DETAILS: The building at the back with the Heart Piece in it has the Skulltula on it.

---

TOKEN # 16

LOCATION: Lon Lon Ranch

DETAILS: There is one on a window at night. The window should be bright.

---

TOKEN # 17

LOCATION: Kakariko Village

DETAILS: There is a tree at the beginning with the Skulltula in it.

---

TOKEN # 18

LOCATION: Kakariko Village

DETAILS: On the Ladder that you can climb to the lookout point at nighttime.

---

TOKEN # 19

LOCATION: Kakariko Village

DETAILS: On the Under Construction building at nighttime.

---

TOKEN # 20  
LOCATION: Kakariko Village  
DETAILS: On the Skultulla house at nighttime.

---

TOKEN # 21  
LOCATION: Kakariko Village  
DETAILS: Near the gate to Death Mountain at Nighttime.

---

TOKEN # 22  
LOCATION: Kakariko Village  
DETAILS: On the Roof on Impa's House.

---

TOKEN # 23  
LOCATION: Graveyard  
DETAILS: Dump a bug in the bottle onto the dirt patch to make one appear.

---

TOKEN # 24  
LOCATION: Graveyard  
DETAILS: Look around the walls at night.

---

TOKEN # 25  
LOCATION: Death Mountain Trail  
DETAILS: At the Dirt Patch in front of the Dodongo's Cavern. Dump a bug on it and get the token.

---

TOKEN # 26  
LOCATION: Death Mountain Trail  
DETAILS: There is a hollow wall at the beginning of the area. Bomb it, then get it inside. You can climb up the wall to get it.

---

TOKEN # 27  
LOCATION: Death Mountain Trail  
DETAILS: At the part where the boulders fall from the sky, climb up the vines to one of the platforms. It is there. (Adult Only)

---

TOKEN # 28  
LOCATION: Death Mountain Trail  
DETAILS: Adult Only. Back at the Bomb Flower, beat the Boulder at night to show one that is behind it.

---

TOKEN # 29  
LOCATION: Goron City  
DETAILS: Bomb the doors on the top floor to get to a crate with a skulltula.

---

TOKEN # 30  
LOCATION: Goron City  
DETAILS: As an Adult, look on the back of the Goron's Ruby pedestal and use the Longshot/Hookshot to get it.

---

TOKEN # 31  
LOCATION: Market  
DETAILS: In the bottom left room, you can play the Scarecrow's Song. This makes the Scarecrow appear. Longshot to it to see a Skulltula. Adult only.

---

TOKEN # 32  
LOCATION: Zora's River  
DETAILS: In the Tree at the Start. Roll ito it.

---

TOKEN # 33  
LOCATION: Zora's River

DETAILS: On the ladder at the end, it will appear.

---

TOKEN # 34

LOCATION: Zora's River

DETAILS: Get one above the bridge at night as an Adult.

---

TOKEN # 35

LOCATION: Zora's River

DETAILS: At the high platform, there is a Skulltula to the left of the platform.

---

TOKEN # 36

LOCATION: Zora's Domain

DETAILS: As an Adult, near the Zora that used to do the diving game on the wall is where one resides.

---

TOKEN # 37

LOCATION: Lake Hylia

DETAILS: At nighttime on the Fire Arrows island.

---

TOKEN # 38

LOCATION: Lake Hylia

DETAILS: In the Dirt Patch by the Laboratory. Dump a bug and get the token.

---

TOKEN # 39

LOCATION: Lake Hylia

DETAILS: On the back of the Laboratory at night.

---

TOKEN # 40

LOCATION: Lake Hylia

DETAILS: On the top of the dead tree you can find. At night.

---

TOKEN # 41

LOCATION: Lake Hylia

DETAILS: In the Laboratory, sink to the bottom, roll into the crate and use the Hookshot/Longshot to get the bug.

---

TOKEN # 42

LOCATION: Zora's Fountain

DETAILS: At nighttime, on the giant log by where you come out of Jabu Jabu's Belly Dungeon.

---

TOKEN # 43

LOCATION: Zora's Fountain

DETAILS: In one of the tree's by the Great Fairy Fountain on the sort of island in the corner.

---

TOKEN # 44

LOCATION: Zora's Fountain

DETAILS: As an Adult, at the same island, lift the large stone with the Silver Gauntlets and bomb the floor beneath it. Inside, use the Lens of Truth to kill all the enemies and get the Gold one at the end of it all.

---

TOKEN # 45

LOCATION: Death Mountain Crater

DETAILS: In a crate by entrance from where you see Kaepora Gaebora outside.

---

TOKEN # 46

LOCATION: Death Mountain Crater

DETAILS: In the dirt path by the warp spot. Use a bug. I mean "dump" a bug.

:P

---

TOKEN # 47

LOCATION: Gerudo Valley

DETAILS: At Night, on the plank bridge, if you look to the right from the entrance, you can see it.

---

TOKEN # 48

LOCATION: Gerudo Valley

DETAILS: Down on the ledge with the Heart Piece is a dirt patch. You know the drill. Get a bug in there.

---

TOKEN # 49

LOCATION: Gerudo Valley

DETAILS: Behind the pillar at the broken bridge. At night. As an Adult.

---

TOKEN # 50

LOCATION: Gerudo Valley

DETAILS: Behind the Carpenter's Tent at night.

---

TOKEN # 51

LOCATION: Gerudo Fortress

DETAILS: On an Archery range target.

---

TOKEN # 52

LOCATION: Gerudo Fortress

DETAILS: There is one near the vines.

---

TOKEN # 53

LOCATION: Haunted Wasteland

DETAILS: There is a shelter in the middle of the storm. It is inside at the bottom.

---

TOKEN # 54

LOCATION: Desert Colossus

DETAILS: Use the Longshot on a tree by the oasis. Yay.

---

TOKEN # 55

LOCATION: Desert Colossus

DETAILS: Ride the magic bean platform up and jump to the archway. It is there at night.

---

TOKEN # 56

LOCATION: Desert Colossus

DETAILS: As a kid, drop a bug into the magic bean dirt patch.

---

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Items

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EQUIPMENT

-----  
Kokiri Sword  
-----

The Kokiri Sword is obtained at the beginning of the game as your first weapon.



It is little more than a large knife, and will not serve your needs as an adult.

-----  
Master Sword  
-----

The Master Sword is pulled from the Pedestal of Time as a child, and turns you into an adult. As it holds your soul in the Sacred Realm until you are old enough. It is an average sword, and will also help you a lot.

-----  
Biggoron Sword/Giant's Knife  
-----

The Biggoron Sword and the Giant's Knife are different. The Giant's Knife can be bought from Medigoron for 200 rupees. As a child, bomb through the doors at Goron City. Then come back as an adult and talk to him. You can buy it. The Knife is just as powerful as the Biggoron Sword, but will break after a few swings.

The Biggoron Sword, like the Giant's Knife, is so big you cannot shield with it out. It is twice as powerful as the Master Sword and will not break, like the Giant's Knife will. This should be your first choice of weaponry, unless you aren't good at dodging and need to use the shield.

To get the Biggoron's Sword:

Go to the Kokiri Forest. The Lost Woods to be precise. Go left at the first place and show Cojiro to the weird guy. Then he gives you the Mushroom. Take it to the Potion shop in Kakariko Village, then go out the back door and into the place outside. If it is nighttime and you can't use the door, jump over at the windmill. Inside, show the lady the mushroom. She makes the Potion. Go back to the Forest to see the man is gone, and a little girl is there. Show her the Potion and she takes it back and gives you the Carpenter's Saw.

Go to Gerudo Valley and hop the broken bridge on Epona, then show the carpenter master outside the Saw. He gives you the Broken Goron's Sword in return. Go to where we saw the Great Fairy for the very first time on Death Mountain, then walk around outside, to the right of the ladder you climb up will trigger Biggoron. Show him the Sword to get his Prescription. This is all we can do for now. Park Epona outside of Zora's River and go down it. Go all the way to Zora's Domain. Which is frozen.

FROM THIS POINT FORTH, KING ZORA MUST BE UNFROZEN.

Show King Zora the Eyedrop prescription from before. He will give you an Eyeball frog. Quickly run down the stairs and out into Zora's River. Then dash out through the water. At the end, get on Epona and ride her to Lake Hylia. The trip usually leaves me with 45 seconds to spare. Inside the Laboratory, show the guy the Eyeball Frog. He makes you the World's Finest Eyedrops. You have 4 minutes to get to Biggoron. SO RUN! I can usually get there with 40 seconds to spare. If you successfully make it, Biggoron gives you the Claim Check.

Play the Sun's Song 6 times. After that, show the Claim Check to Biggoron, he gives you the Biggoron's Sword. This is twice as strong as the Master Sword. So you won't have much problems wielding this. But you cannot shield when the sword is pulled out. Small price to pay when you are pwning everything with it.

-----

### Kokiri Boots

-----

These are your standard boots that appear to grow with you. No special function and you start with them.

-----

### Iron Boots

-----

This is the treasure in the Ice Cavern. They have iron soles, and will make you sink in water. Although they are useless for long distances without the Zora's Tunic. If you equip these on land, you will be very slow. They are too heavy for a Child.

-----

### Hover Boots

-----

This is the treasure in the Shadow Temple. Equipping these will allow you to hover in thin air for a few seconds after you walk off an edge. Too big for a child to wear.

-----

### Deku Shield

-----

This is the minor shield used by the Kokiri. It is made of wood, which burns easily against fire enemies. It costs forty rupees and isn't big enough for an Adult. If for some reason you encounter a Like-Like as a child, it may eat this.

-----

### Hylian Shield

-----

This shield can be bought, or found for free. It is a little too big for a child, but can protect the body if the child in question bends over. As for an adult, it is just right. Look out! Like-Likes might eat this.

-----

### Mirror Shield

-----

The treasure in the Spirit Temple. This shield reflects light. It is too big for a child, even on the back. An awesome item.

-----

### Kokiri Tunic

-----

A standard tunic that grows with you as you age. Somehow. Like-Likes will not eat it. It has no special power.

-----

### Goron Tunic

-----

A tunic that can protect you from intense heat. This item is a gift from Darunia's son. Or it can be bought from the Goron shop. Like-Likes will eat

it.

-----  
Zora Tunic  
-----

A tunic that allows you to breath underwater. A gift from King Zora. Or it can be bought from the Zora shop. Like-Likes will eat it.

PASSIVE ITEMS

-----  
Gerudo's Membership Card  
-----

This card shows that you are a member of the Gerudo. You can use the facilities to train, and chat with the guards. Even gain access to the desert. Given to you by the Third in command gerudo. (Nabooru is second, Ganondorf is first).

-----  
Goron's Bracelet  
-----

This bracelet, a gift from Darunia, will allow a child to lift bomb flowers.

-----  
Bomb Bag  
-----

Allows a person to carry a load of bombs. This bag is made from the insides of a Dodongo's stomach. Can be upgraded to carry more. A treasure from Dodongo's Cavern. See the secrets section to find where the upgrades are.

-----  
Scales  
-----

Each scale allows you to breathe longer. However, the Silver one has less of an affect as an Adult. The Silver Scale is obtained at Zora's Domain. Play the diving game at the top of the Waterfall and get the rupees back to win it.

The Gold Scale is won by catching a 20 pound or more fish.

-----  
Bullet Bag  
-----

Each upgrade allows you to carry more seeds to shoot from the slingshot. The first one comes with the Slingshot, the others can be found. See the secrets section.

-----  
Quiver  
-----

The Adult version of the Bullet Bag. Each one allows you to carry more arrows. See the Secrets section to find where the upgrades are.

-----

## Stone of Agony

-----

A reward for collecting 20 whole Skultula coins. With a non-wireless controller, you can feel rumbles when you are standing on a secret.

-----

## Gauntlets

-----

A treasure in the Spirit Temple (Child) and Ganon's Tower. Each upgrade allows you to lift more weight. Like large pillars.

-----

## Wallets

-----

Wallets determine how many Rupees you can hold. You begin with the standard child wallet of 99 rupees. Then you can make the first upgrade by collecting 10 Gold Skultulla tokens and talking to the freed child. He gives you the 200 adult wallet. The third wallet is the Giant's Wallet, you can then hold up to 500 rupees. To get the giant's wallet, collect 30 Gold Skultulla tokens, and then visit the Gold Skultulla house and get it from the freed child.

## ITEMS

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### Deku Nuts

-----

Deku Nuts can be used as a child or an adult. They grow on the Deku Tree, but have found their way around the Hyrule Kingdom. If thrown, they cause an enemy to be stunned. This can be useful if you need some time to gather an onslaught of aggressive strikes, or so you can move behind enemies and attack the weak points.

-----

### Deku Sticks

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The Deku Stick is held by the child only. It can be swung as a weapon, it is not very effective as that, but that is not the primary function. The sticks can be set on fire, to carry it portably. But wait! There's more! You can save it from burning by putting it away, as leaving it out too long will cause it to shrivel. The sticks are found around the Kingdom as a child and they grow from the Deku Tree.

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### Fairy Slingshot

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The Fairy Slingshot is the child's standard ranged weapon. It fires off Deku Seeds from the tree. The Fairy Slingshot is the treasure in the Deku Tree. It serves Link well, until he is an adult. It won't do much damage to tough enemy units, but weak ones will fall! The seeds are stowed in a bullet bag. which can be upgraded to carry more seeds.

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### Bombs

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Bombs are mainly used to blow open doors and get rid of rocky obstacles. Bombs can be thrown over gaps. Some enemies (such as King Dodongo) have to swallow the bombs. Some enemies can be finished by blowing them up. Bombs can harm you as well as others, so be wary as you use them. They are found in Dodongo's Cavern, and are stored in a Bomb Bag. Which can be upgraded to carry more. The bombs can be used as a child or an adult.

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Boomerang  
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Enemies

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UNDER CONSTRUCTION

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Amy  
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Amy is one of the Poe sisters. She is the one where you have to solve the giant block puzzle. After the puzzle is solved, you pretty much have to face her like the other sisters. You wait until they are visible, then either knock an arrow, or jump attack them. Amy is only found in the Forest Temple.

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Anubis  
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The Anubis are sort of mummy coffins that float. They shoot fire attacks, and also happen to be weak to fire. Use Din's Fire or a Fire Arrow. Sometimes, there are switches that make fire that you can use to torch them. Either way, they seem to be in the Spirit Temple mostly.

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Armos  
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Armos are statues that seem to be mobile, until you walk into them. They then come to life and attack you. You can slash them, shoot them or blow them up to make them perish.

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Baby Dodongo  
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Baby Dodongo's are the little green things that jump on your back. They are easy to kill. One hit will send them reeling. They explode as they die, so keep clear from them. You can crouch with the Hylian shield to avoid damage.

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Bari  
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Bari are Jellyfish. The easiest way to destroy one is with a boomerang. Slashing a Jellyfish results in getting shocked with electricity.

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Barinade  
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First off, target those tentacles stuck to the roof. Take them down with the boomerang. Barinade will eventually come out of the ground and start spinning. Try to time your next boomerang throw so that it hits his belly, but makes it into the Bari shield. After he is hit, you have to take out the Bari. It's a one hit kill with the 'rang. So use it well. You can get 3/4's of them down if you move quickly. After they are all dead, hit him again. Then slash the belly. Repeat this process until this boss is history. Barinade is an Amoeba attached to the roof of Jabu-Jabu's stomach. He has a Jellyfish shield around him, giving him plated armor. His center is weak, after the shield though.

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Beamos  
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Beamos are statues with a rotating eye. If the eye sees you, it will start firing a laser at you. You will have to retreat, then turn and face. Hit the statue with a bomb to kill it. Some Beamos require two bombs.

Beth

Big Deku Baba  
Big Octo  
Big Poe  
Biri  
Big Skulltula  
Blue Bubble  
Blue Tektite  
Bongo Bongo  
Business Scrub  
Dark Link  
Dead Hand  
Deku Baba  
Deku Scrub  
Dinolfos  
Dodongo  
Fire Keese  
Flare Dancer  
Floormaster  
Freezard  
Ganondorf  
Gerudu Thief  
Gibdo  
Gohma  
Gohma Egg  
Gohma Larvae  
Gold Skulltula  
Green Bubble  
Guay  
Ice Keese  
Iron Knuckle  
Keese  
King Dondongo  
Leever  
Lizalfos  
Like Like  
Mad Scrub

Meg  
Moblin  
Morpha  
Octorok  
Parasitic Tentacle  
Beahat  
Phantom Ganon  
Poe  
Composer Brothers  
Red Bubble  
Red Tektite  
ReDead  
Shabom  
Shell Blade  
Skullwalltula  
Spike  
Stalchild  
Stalfos  
Stinger  
Tailpasaran  
Torch Slug  
Twinrova  
Volvagia  
Wallmaster  
Temple  
White Bubble  
White Wolfos  
Wolfos

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## Combat Situations

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The first thing you have to learn to avoid problems in combat is this: If you cannot get hit, you cannot die. So this leaves us with a few options.

Shield: The easiest way to not get hit. Doesn't always work.

Dodge: A slightly harder way, but can be limited depending on your space and how the camera works.

Parry: Attack the enemy before it hits you. Works on most enemies such as Stalfos, or Lizafos. If you strike them before they can hit you, they stagger and stop the attack.

If there is an enemy that shoots fireballs at you (such as the fire eye in the Shadow Temple), you don't want to parry. As it can easily hit you still. This leaves you with the option to Shield or Dodge. There is not very much room to dodge, so you should shield. Choose the easiest, yet most effective option always. Dodging attacks should mostly be used on enemies such as the Gerudo Guards, where you can backflip or sidestep a spin attack. You can always parry this, but you run a risk of getting hit. Therefore, be sure of your skill before trying anything. There is no point trying to backflip a Lizafos attack in Dodongo's Cavern with one heart left. Practice on something else first, and use a shield in the meantime

Shielding can be useful in defense and offensive. Some enemies can be defeated with a shield. (Octorocks). If you hold Shield and Target, you can run with it up. This allows you to get in close without damage. If you hold the shield, and

the enemy jumps over you, you will turn and automatically block it. It doesn't always look pretty, but it's a good idea. Shielding as a child isn't always trustworthy, as if you shield against a fire attack, it burns up.

Dodging is probably the most important to learn in the long run. If you get a Biggoron Sword, you cannot use the Shield. Now that means that you have to use Parry or Dodge. Parrying isn't always the best. So try to dodge the attack. To dodge, wait for an enemy to wind up for an attack. If the attack is fast, you should try and do a quick sidestep or two. If it will take them a second or two, backflip. If you lose sight of an enemy, which sometimes happens, as your Targeting can be messed up, do some rolls away from the enemy, then turn and face. Dodging is the only way to escape explosions as well.

Parrying is easier to use if you have a jump attack. A Gerudo guard begins to duck for a spin attack, so you should start a jump attack and meet in midair. This stops them from attacking, and makes them back off. Giving you a chance to start an onslaught. Enemies that block, such as Stalfos, Gerudo Guards, and Wolfos are a little different. You should try to stun them with an item, such as a Deku Nut or the Hookshot, then sneak around them and bash them from behind with a Jump attack or a slash or two. The Jump attack is great because it deals double damage.

Battles should try to be avoided as much as possible by standing from afar and blasting with a weapon. A prime example of this is the Deku Tree. Where you can shoot the eggs from the entrance, instead of walking out into a battle. Always try and peg enemies with an Arrow or something else before attacking. Which you should only do if you have to. If possible, stun the enemy. Spin Attacks are not recommended at all. They are slow to charge up and execute. However, use them on enemies such as the small Floormasters that are broken up, to clear an area.

Try to carry Bottled Fairies with you as much as possible. On my 3 day run, I did not fall once thanks to this. the more healing items you get, the better. Fairies are the best because you won't waste them. As soon as you die, they heal your health 100%.

On the offense, you should always try to attack quickly, then either link it to another attack, or run like hell. Iron Knuckles, for instance, are simple to avoid as a Child. I just ran up and beat the crap out of him, then continued. No dodging. No damage. As an adult, I had to run up, avoid his attack, then hit him while he wasn't trying to hit me. A good idea, against enemies such as Wolfos. You get close, and they attack. Then back off and wait, he exposes his back. Slash it.

That reminds me, always aim for an enemy's weak point. If they have any. Wolfos are weak at the back. Stalfos and Iron Knuckles can be considered to have a weak point behind. As they have no shield, or way to hit you from behind without turning. Gibdo and Re-Dead's are also ones you want to blast from behind. They can be stunned with the Sun's Song. So it's easy to do. Like-Likes are weaker near the bottom. Wow. Look how much easier this is to do!

Weapon choice should be obvious. Try and use the sword as much as possible to save ammo, but that doesn't mean you shouldn't use the Bow and Longshot! Instead of waiting for a Skultula back, just hit it with the Longshot on the front for an instant kill. If an enemy is at a distance, use a distance weapon. Easy.

Finally, use your common sense. If you think about what you are going to do before you do it, then it will work better. Exceptions being reaction things, like the Phantom and the Ganon fight. If you try a few times at the Gerudo Horseback Archery game, you will be able to mentally judge the pace that you



should release arrows at. If you think, you will save hearts. Which is very important.

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## Secrets/Sidequests

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### Fishing

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#### ----- Fishing Pond -----

The Fishing Pond is loaded with fish. You are given a rod and an unlimited amount of time to catch fish to your heart's desire. There are a few large fish in the pond, located near the log in the center. You can swim out to the log and stand on it, casting out into the water. This is a good strategy to use. If you catch a fish bigger than the first one (that the owner caught as a child) you will be rewarded with a juicy Piece of Heart. As an adult, if your fish is over 20 pounds, you get the Gold Scale, which can be used to get the Piece of Heart in the lake laboratory.

There is also a Sinking Lure located somewhere in the Fishing Pond. Usually it is in the grass around the pond, walk around in it to get it. Sometimes it is on the log in the center, sometimes it is in the rocks by the crack in the wall. It can only be found as an Adult, and can be used to get bigger fish (though it won't count towards a prize because it's illegal).

More Coming

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## Frequently Asked Questions

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Q. What is the difference between OoT and Master Quest?

A. Master Quest is infinitely harder in the Dungeons. Seriously, they MEAN Master Quest.

Q. How do you buy Master Quest?

A. It was a bonus if you Pre-ordered Wind Waker. Unfortunately you can't buy it anymore, check your local GameStop or EB Games to see if they have it in the pre-played section (it's how I got mine) or eBay for a hefty price.

Q. How do I get ....?

A. Read the guide, if the section is incomplete, drop me a line and I will inform you personally.

Q. How do I complete this temple?

A. Read the FAQ. 99% of the emails I get asking a question can be answered by simply reading the guide.

Q. Does changing notes around (like Flat, Sharp and using the control stick) do anything?

A. It makes it sound different, and you can play some real songs with this, but nothing else.

Q. Can signs be repaired?

A. Yes they can, give a rousing chorus of "Zelda's Lullaby" to do it.

Q. What is up with that Owl?

A. Nothing, Nintendo put it in there simply to annoy you. No joke.

Q. Don't you mean the Minute of Forest?

A. No.

Q. I want to fight \_\_\_\_\_ again!

A. Well you can't, except for Ganondorf.

Q. Why would I want a bug in a bottle?

A. You can use them to get Skultullas, and sell them too.

Q. Are you ever going to 100% this wonderful piece of work?

A. Yes!

Q. Waaaaah! I lost my tunic to a Like-Like, then reset before I got it back!

A. Don't panic. Just get a ton of money and go to the Goron Shop and buy a new red tunic, or go back to Zora's Domain and their shop to get a new one there. Unfortunately, the Zora shop is frozen shut. So you will need more Blue Fire.

Q. Can I give you a tip or strategy?

A. Sure!

Q. This FAQ is t3h suack!1!!1one

A. Come on. Just shut up. I work my ass off writing content for the people, and I don't mind CONSTRUCTIVE criticism, but that is just stupid.

Q. Are you writing more FAQs?

A. Yep. Sure am.

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Credits

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Thanks to me!

Thanks to you!

Thanks to Dad!

Thanks to GameFAQs!

Rub a dub dub, thanks for the grub. Yay God!

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Closing

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Well, another incompleted, mostly empty file by a loser. Smell ya later!

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