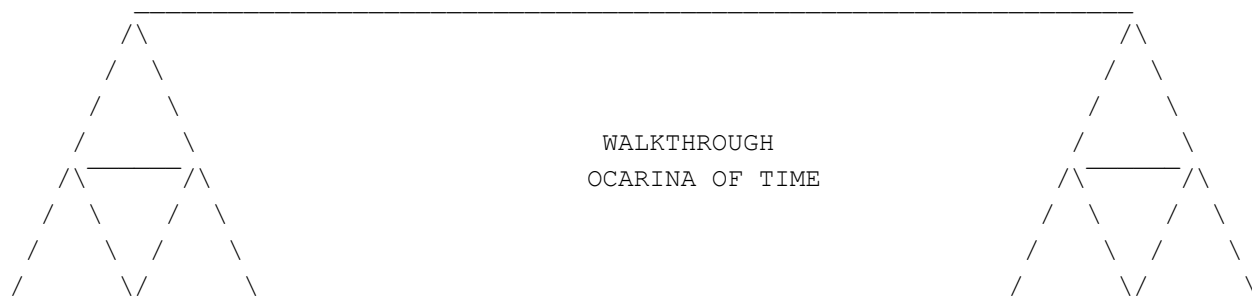


b. Happy Mask Shop	[SHMS]
c. Biggoron's Sword	[SBGS]
d. Gerudo Complex (OoT)	[SGRC]
e. Gerudo Complex (MQ)	[SGMQ]
f. Empty Bottles	[SEBT]
3. Heart Pieces	[HRPC]
4. Golden Skulltulas	[GSKL]
5. Big Poes	[BGPS]
6. Shop List	[SHLS]
7. Equipment	
a. Swords	[ESWD]
b. Shields	[ESHD]
c. Tunics	[ETNC]
d. Boots	[EBTS]
e. Equippable Items	[EEIT]
f. Accessories	[EACE]
8. Controls	
a. Link	[CRLN]
b. Horse-Riding	[CRHR]

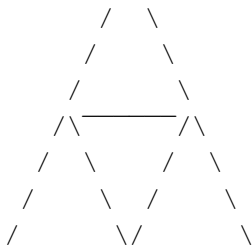
To get to where you wish to go, copy and paste the code within the brackets into a CTRL + F box. The two walkthroughs have their sections further subdivided into separate table of contents at the start of each walkthrough.



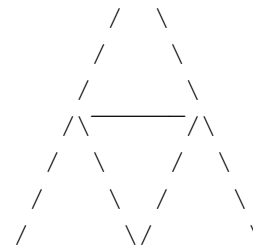
[WOOT]

This is the walkthrough for the original, classic Legend of Zelda: The Ocarina of Time.

a. Great Deku Tree	[WGDT]
b. Meeting with Royalty	[WMWR]
c. Dodongo's Cavern	[WDDC]
d. Zora's Domain	[WZRD]
e. Jabu-Jabu's Belly	[WJJB]
f. Catching Up	[WCTU]
g. In the New World	[WTNW]
h. Forest Temple	[WFRT]
i. Fire Temple	[WFIT]
j. Ice Cavern	[WICE]
k. Water Temple	[WWTT]
l. Bottom of the Well	[WBOW]
m. Shadow Temple	[WSHT]
n. Through the Desert	[WTTD]
n. Spirit Temple	[WSPT]
o. Ganon's Castle	[WGNC]



CHAPTER ONE
GREAT DEKU TREE



[WGDT]

KOKIRI VILLAGE

Watch the cutscene until you wake up, then listen to some more talk. Head out now via the northern exit. Outside, climb onto the ladder and then drop now. Some more talking occurs. Once done, head up, and then go east along the dirt path to the end of the field, hopping over the water onto some platforms. At the end, talk to Mido. After some taunting, he will allow you to pass, if you can find a sword and shield first to equip.

Head back the way you came from, and go west along most of the map. Near the end, you should come to another big exit, but ignore that for now; instead, go south up a large hill. Up top, head past the fences, and scan the wall now. You should notice a small cubby hole, so walk up to it and enter the tunnel. Climb through to the opposite side to be in a mini-maze. The one problem is that there is a giant boulder rolling around, threatening the opportunity of having a leisurely search. Fortunately, it rolls around in a counterclockwise fashion, so as long as you make sure to let it pass your current location before continuing on, you should be fairly safe.

The sword you can find, but the shield will have to be bought with cold cash, so turn a sharp east from the entrance to find a blue Rupee that will aid your fundraising efforts. Turn around, watch until the rock rolls out of sight, then head west a small bit, go north through the grass, and then head east at the end to find another blue Rupee. Allow the rock to roll past you again, then go west and south. Open the chest lying on the stump here to claim the Kokiri Sword for yourself. With that out of the way, head north after letting the rock roll past you, and go counterclockwise around the maze until you come back to the cubby hole. Climb through into the main portion of the forest again.

Next on the list is a Deku Shield, which goes for 40 Rupees. You should already have 10 from collecting the two blue Rupees in the maze. You can grab another blue Rupee by going to the southeast house and going around the circling ramp on the outside, then going across the two bridges to collect. Another blue Rupee may be had by going to the northwest house, grabbing onto the nearby ledge, and looking behind the house. Enter said northeast house, and inside open the four chests to get another two blue Rupees and a green Rupee. The remaining nine will have to be collected by cutting weeds, running through grass and throwing rocks out and about (to cut weeds, you need to equip your sword, which can be done by hitting start, flipping to the Equipment Screen, highlighting your sword, and hitting A) (if you run out of weeds and grass to run through, enter a house and reexit).

Once you have 40 Rupees, go to the northeast house, and listen to the girl's conversation and lesson on L-Targeting (it will be helpful in the future, believe me on that much). After you are done, enter. Inside, talk to the proprietor, scroll right to highlight on the Deku Shield, and purchase it. Once done, equip it, then go outside again and head east. Talk to Mido again (make sure both shield and sword are equipped), and he will finally let you pass.

Heading east, make sure to keep your sword out. Eventually, you will be confronted by a trio of Deku Babas. Stop and take all of them out, and reap the rewards that they might drop (Deku Nuts or Deku Stick). Once done here, continue on to meet with the Great Deku Tree, who will present you with a mission. Accept the mission, and then enter the Deku Tree.

GREAT DEKU TREE

Indoors, go around and kill the set of Deku Babas, and claim whatever they drop. Go east and cut down the two weeds for hearts if you need them (do not worry - they regrow after a short while so you can spam them for more health if you need to). Finish up on this floor by heading north to where the vines are. Once Navi is done with her talk, head up the vines to the second floor. Turn around and continue on up the ramps. Ignore the first set of vine and open the big treasure chest up here to obtain the Dungeon Map.

Continue to ignore the vines, and instead continue on the path, jumping across a gap. Open the door at the end. Inside, you will come face to face with a Deku, who will pop out of the flower in the ground at the center of the room at random, and shoot Deku Nuts at you. To beat him, simply put away your sword, press R to hold your shield, and aim yourself to deflect the Nuts back at the Scrub. Once one of them hits him, he will flinch and scurry around in a frenzy. Stand on top of his plant with your sword out, and he shall give you a gameplay tip in exchange for your freedom. Pick up the heart he leaves, and head off into the next room.

Leap onto the stone platform, and then quickly continue running across to get onto solid ground before it falls down. If you fail to make the second jump successfully, then just climb the vines up. At the top, open the chest for the Fairy Slingshot. Before trying to make an exit, climb up the vines to the left to open a chest with a Recovery Heart in it. Drop down again, and look south. You may notice that you have no way to get out. Do not fear, however, for you may also notice a ladder hanging from the ceiling. L-Target the ladder and use the Fairy Slingshot on it (make sure to equip it first) to make it drop down. Head down onto the ground and across the room, then climb up. Make your way across the previous room and back out into the main corridor of the tree.

Head down to the area where you originally picked up the Dungeon Map from the chest. This time around, target the two Skulltulas hanging on the vines with your newfound Fairy Slingshot. After they both perish, use C Stick-up to glance higher up on the wall and spot another Skulltula. L-Target this one as well. Once you have killed it, climb up the vines to the top, and exit out onto the right side. Head along the wall until you come to a door, and enter.

Inside, jump down to the ground below and kill the Deku Babas lying in wait. Once you have done this, head back up the vines, then stand on the switch to activate the three platforms in the middle of the room. Jump over them one at a time going north (ignore the side stop) until you get to the end. Open the chest for the dungeon's Compass. Head back to the entrance of the room via some vines to climb up the ledge.

!!!GOLD SKULLTULA ALERT!!!

Activate the switch again. This time, however, when on the second platform, turn and face west. Jump to the side and not through the center, or else you will get nailed by the large Skulltula. Going through the side, it does not really have anything it can do against you. Open the chest here for a Recovery Heart, then go to the back wall, where the Gold Skulltula will be hanging. For those of you new to this game, Gold Skulltulas are enemies that you

can kill to collect for rewards, but they appear in set locations, and each can only be killed once. After, head back down (kill the large Skulltula first by aiming the Fairy Slingshot at its back), then go up the vines. Whip out a Deku Stick, light it on by fire by swinging it at the burning torch, then swing it at the unlit torch to light that one up. After, exit the room back into the main area of the tree.

Outside, choose one of the four open spaces in the web on the third floor. Once the spider drops down, back up, and eventually, it will turn around, exposing its back side. Use the Fairy Slingshot on it, and repeat this once more to kill the spider. Once you are done, jump out and into the center of the room. If you get your position right, you should drop down onto the web below and snap it. However, you may get your jump wrong; if you do, head back up to the third floor, but make sure to kill the spiders hanging on the vine above the Dungeon Map chest.

Down below in the water, head north onto the shallow ground, and jump to the south to slay the Deku Baba. Head back north, then climb up onto the pit. Activate the switch to turn the nearby torch on, then open the chest next to the torch for a Recovery Heart. Bring out a Deku Stick, swing it into the torch, and then go south. Jump off onto the ledge in the shallow area in the water where the floor is raised above the surrounding area, then use that to continue south and jump onto the dry ground. Roll to the end and swing the burning stick at the spider web to make it melt away. Enter the next room (ignore the Gold Skulltulas in here for now).

In the next room, you will encounter another Deku Scrub. Use the tactic that you did the last time in holding up your shield to reflect the Deku Nut at it. Once you confront it out of its flower, it will give you the secret of 2-3-1 in defeating its brothers, which will not be used for awhile yet. After he leaves (leaving a Recovery Heart behind) turn to face the west, and shoot the eye above the door with the Fairy Slingshot. Enter the next area.

A platform will be going east and west in this room across the water, but there is a lone problem; there is a spiked cylinder that would knock you off the platform under normal exceptions. Thankfully, if you jump into the water and dive down, you can find a switch (at the center south of the pool) that all you have to do is nudge to lower the water level temporarily. While it technically is temporary, I have found that no matter where the platform is, you usually should have enough time to swim back east. Get onto dry ground, wait for the platform to come to you, jump on, and pass underneath the spiked cylinder before the water rises again. Once you make it past, jump onto the east platform. Kill the Skulltula hanging from the wall by waiting for it to twist around (or use a Deku Seed to stun it and then hit it from behind), then push or pull the block towards the opposite side through the indents in the floor. Climb up onto the block, and head off into the next section of the room.

Inside, do not bother taking out the Deku Babas unless you need a Deku Stick; they will simply regenerate. Instead, take out another Deku Stick, light it on fire via the lone lit torch in the room, then set a flame to the other two. Enter the door that opens to the next area. In here, stop at the mouth of the entrance, and kill the Skulltula. When heading through the room to the torch, you may have to stop and kill some Baby Gohmas. Wait until their eye opens to slash at them. Once you get to the torch, light another Deku Stick on fire; do NOT go to the web nearby, but rather head opposite the room to the farther web. The first will lead to what is a dead end for now, but you can come back here later in a few walkthrough chapters. Behind the second web, get down and crawl through the cubby hole to the opposite side.

Out here, go north and push the block along the indents until it falls

into the water.

!!!GOLD SKULLTULA ALERT!!!

!!!GOLD SKULLTULA ALERT!!!

Examine the grating near the crate to see a Gold Skulltula hanging onto it. Shoot it twice with your Fairy Slingshot, then L-Target it. Jump at it to grab the Gold Token, then head south a bit and face the wall with vines going up to the first floor again. Spy another Gold Skulltula on the vines, shoot it to kill, then climb up the vines to claim another Gold Token. With that being done, you will have to pull off a trick maneuver. First, head onto the northeastern platform, and light a Deku Stick up on fire. Next, proceed west, jumping onto the crate and then climbing up to the high ground. Go and stand over the web in the ground, then press the R button to crouch. The Deku Stick will burn the web down, and you will fall down to the second basement floor.

Down here, exit out of the water, and you will face off against a trio of Deku Scrubs, all hiding in their plants. Remember this order: 2-3-1. First L-Target the center Scrub, and reflect the Nut at it to stun it. L-Target the right one next, then finally the left one. Once the left one is knocked out of its flower, quickly approach it for the Deku Scrub to give you a tip. All three then leave. Cut the grass in here for any last-minute hearts or Seeds you may need, then enter the door. Inside, press C-Stick Up to look at the ceiling. The first battle of The Legend of Zelda: The Ocarina of Time begins now.

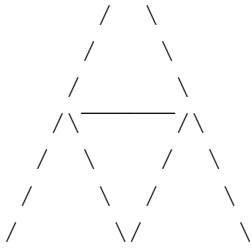
PARASITIC ARMORED ARACHNID
QUEEN GOHMA

The battle will start off with Queen Gohma's falling down from the ceiling onto the floor. She will then try to attack you; do not let her. When she gets near you, let loose a Deku Nut at least in the general area of her eye, which will stun her. If her eye turns green, go ahead and swipe at it with your sword. After the amount of time that you have to hit her a few times is gone, she will be unstunned, and climb up the walls to the top of the ceiling. An alternative to this strategy is taking out your Fairy Slingshot, aiming at her eye, and L-Targetting her when she gets close. Once her eye turns red, fire. This also stuns her for a longer period of time than with the Deku Nut.

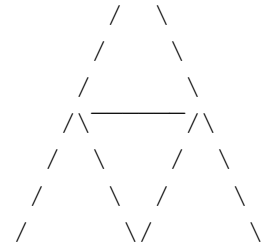
When she does this, keep track of her movements. After a bit of settling around on the ceiling, her eye will turn red. She shall then unleash three eggs onto the floor that will hatch into Gohma babies. If they hatch, she will remain passive until you defeat them all; if you fight them, hit them in the eye. However, if you were keeping track of Queen Gohma's movements and ran to the middle once she started letting loose, you can easily destroy the eggs before they have a chance to hatch.

After all the Gohma eggs/babies are defeated, Queen Gohma will fall down onto the floor. You are given a few seconds preparation time, so get out of her path. Once she is on the ground again, she will head in your general direction. This is pretty much where the whole strategy repeats itself, so do what you just did for 3-5 times, and Gohma will be slain.

After the battle, collect the Heart Container, then head into the warp.



CHAPTER TWO
MEETING WITH ROYALTY



[WMWR]

KOKIRI VILLAGE

Some more plot and cutscenes will occur outside, and you will then be given the Kokiri's Emerald. Once that is done, head back along the path to the village. Let Mido go through his speech, then head west to the opposite end of the forest. Exit out this way, and you will be given the Fairy Ocarina by Saria. Link then automatically exits out onto Hyrule Field.

!!!GOLD SKULLTULA ALERT!!!

Outside, DO NOT DO ANYTHING. Instead, just stay still and wait for daytime to pass until night falls, then head back into the Kokiri Village. You need to do this so that a Gold Skulltula will come out for you to kill. From the entrance to the village, head west up the hill, and go clockwise around the treehouse (not counterclockwise) to the back. You should see a Gold Skulltula lying on the tree's backside. Shoot it with a few pellets from your Fairy Slingshot, then L-Target it and jump slice at it to obtain another Gold Token. That being done, head back out to Hyrule Field.

HYRULE FIELD

Take the linear path that lies before you. Before you are allowed into the open Hyrule Field, however, you shall have a run-in with an owl. Said owl will depart with some wise words, directions to Hyrule Castle, and some instructions on how to play the game before he flies off (after a certain point into his chat, you can just hit B to scrawl through the text). Once he is done, set off into Hyrule Field.

Follow the sprawling dirt path that is lain out in front of you, going mainly north with a hint of west, and you will eventually get to Hyrule Castle. However, you will very likely end up having to spend the night outside, so if you so desire, try getting some sword practice with the skeletal warriors who will spawn during the night from the ground. Come daybreak, the drawbridge to Hyrule Castle will lower, so enter Hyrule Town.

HYRULE TOWN

!!!GOLD SKULLTULA ALERT!!!

Once you are here, take the door to the house just above you (the door may be partly shrouded by shadows). Inside, you should find a number of pots, so destroy them using your Kokiri Sword for some rupees. When done breaking all the pots, roll into the two crates that the guard is standing next to; one of them has a Gold Skulltula hiding in it, so kill it and take your Gold Token. With that done, head back outside.

Outside again, continue south a screen into the market area. Head to the fountain at the bottom of the screen, and then walk around 180 degrees to see a girl with red hair. Talk to her, and she will introduce herself as Malon. After some more plot details, head up from your location into the Hyrule Castle Grounds area.

HYRULE CASTLE GROUNDS

Out here on the castle grounds, you'll meet with your fine-feathered fowl friend once again. Once again, you can simply hit B to scroll through all the text after a certain point through the conversation.

!!!GOLD SKULLTULA ALERT!!!

After the owl is done talking, roll into the tree he was perched on, then quickly get out of the way. You should have successfully knocked over a Gold Skulltula from the tree, so slash at it with your sword and then claim your Gold Token.

For now, we have to get past the guards, Metal Gear Link style, and since the gate is closed, we will have to find another way to get in, and covertly. From the entrance to the Grounds area, look at the right wall. You should see some vines growing on the wall. Climb up the vines, then run up to the gate and drop down on the other side. Continue up the dirt road, and let yourself get caught by the guards, who will throw you out.

After you are thrown out, head back to the growth of vines, and talk to Malon, who is now standing there. She will ask you a favor, and then gives you the Weird Egg, so assign it to one of your C buttons, then climb up the vines again.

Up on the top top, run to the gate again, but this time take the ladder that is in the hole there, and climb down. Exit through the door. Now, do you see the hills to the left? At about the second elevation from the left, you can climb up, so do so. You should notice two guards around, so run about levelly between them to avoid their line of vision, staying to the right of the lone tree at the top of the hill. Continue running through the grassy plains to the end, where you can see some stepping stones in the cliff. Climb up onto the cliff, then go climb up the hill, drop down, and go into the water. Swim your way down the waterway, collecting some green Rupees in the meantime, and get off at the corner.

Now that you are here, head left (Not into the guard's line of vision, but going with the current of the water). You should see a block puzzle. Push the block further from the door all the way opposite the door, then wait until morning, of which the egg should hatch into a Cuccoo. Use it on the sleeping man that is there, and he will wake up. After, he shall leave. Now, push the first block into the water, then go and push the second block onto the first. Make sure it is daytime before you do this next step. Getting on top of the second block, jump for the small section that the water is flowing out of, then enter through the cubby hole into the Hyrule Castle Courtyards.

HYRULE CASTLE COURTYARDS

If you had entered the courtyards at night, two guards will pounce on

you immediately and throw you out the side door. If you are in this situation, simply wait for daybreak, then head back in. A note that whenever I say left, northeast, etc., the point of view angle is turned about 45 degrees right.

The first guard will be patrolling around a single hedge, with a hedge for you to hide behind. Hide behind that hedge, and wait until he is patrolling the left part, then go on to the next section. Here, you will have two guards patrolling two fountains, and a hedge to hide behind. When the first guard is looking around at the northeast corner, and the second is heading north, run across into the third part.

Here, you have a guard patrolling a square road with eight rupees. You can grab these rupees if you so desire, but I would not recommend it, given the ease of being caught. There are two ways to get across this room; you can either climb the steps to the top, move over the wooden platform, and then down at the end, or you could simply wait until the guard is facing north-right to run along the south side past the hedge. I prefer the latter method, but whichever way you prefer is good.

In the fourth part, you have two guards patrolling a large statue. This is reasonably easy; just wait until they are both going up the left part before you start moving on to the fifth section.

In this last section, you will have two close guards patrolling a narrow hedge, and you are given three hedges to hide behind at the start. Go behind the left one, and when the guards start going up left, go and hide at the bottom of the narrow hedge. When they start going right and down, head up left, and into the private open agora.

Here, before you go talk to the person standing on the steps, go survey the right window. You should see pictures of Mario, Peach, and Bowser inside. Aim a slingshot at any of the portraits, and if successful, a red Rupee will come out. You can also do this to the pot on the opposite side, but instead of a red Rupee, a guard will throw a bomb at you. After collecting the Rupee, go and talk to the girl. After a number of scenes, she will give you Zelda's Letter. Now go and see the woman at the exit to the courtyard who will introduce herself as Impa, Zelda's guardian. She then teaches you Zelda's Lullaby and escorts you out of the castle. Outside in Hyrule Field, Death Mountain will be pointed out to you. That WOULD be where we need to go next storyline wise, but ignore that for a moment and head back into the Hyrule Town.

HYRULE TOWN

Head into the center of town, on the side of the fountain facing Hyrule Castle. To the left of the area going to the castle, you should see a building. Enter. Inside here, you can play a game for twenty Rupees in which you have to shoot ten Rupee targets on-screen. If you can score all ten, you may obtain a Deku Seed Bullet Bag. If you can get eight or nine, you get another free try.

!!!HEART PIECE ALERT!!!

After this is done, head onto the Hyrule Castle Grounds, and simply wait until it is night out before going back into town. Head to the side of the fountain facing out of town, and go left. You should see a white dog moving around behind one of the market booths. Come into contact with it, and it will follow you. From the fountain, move right into a back alley. In here, go inside the second door at the back, and talk to the lady here to give her back her dog and obtain a Heart Piece.

HYRULE FIELD

Now, travel the dirt road, but instead of heading west to Death Mountain, head north along the path. When the path ends, go up a bit more, and enter Lon Lon Ranch, which is the large building in the center of the map (wait until it is daytime first before you head in).

LON LON RANCH

Skip the buildings and head up. Move right along the track until you find the entrance into the inner part, and go talk to Malon. After Epona runs away, talk to Malon twice more, and then take out your ocarina in front of her. She will then teach you Epona's Song. After this, head outside of the inner track and onto the outer track. Go around counterclockwise until you get to the northern end, then continue on north. The tower you see in the rock wall at the northeast corner of the Ranch has a door that you can enter by.

!!!HEART PIECE ALERT!!!

Inside, go up to the block puzzle. Pull back the southeast block, then push the southwest block all the way into the southwest corner. Push the southeast block west as well all the way, pull the northeast block south, and pull the northwest east. Climb up on top of the blocks, drop down into the northwest corner, then enter through the small cubby hole. At the opposite side, claim your Heart Piece from the pile of hay. After, exit the building, and head back to the small group of buildings at the entrance. Enter the large house.

Here, talk to Talon, who will offer you a mini-game for 10 rupees. The basic premise is that you have to pick three certain Cuccoos out from a gaggle of Cuccoos, and if you do it within the given amount of time, you get a Bottle with Milk. Before you play, though, grab all the regular Cuccoos, and put them in the small space beside Talon. That way, only the three Special Cuccoos will be out in the open, and you can grab them easily. I highly recommend you get the Bottle now because Bottles can be a great help to you in this game.

Exit the area, wait for night to fall, then reenter.

!!!GOLD SKULLTULA ALERT!!!

Head around to the back side of the house, and you should see a lone tree here. Roll into it, and a Gold Skulltula will fall down from its perch. Take it out and collect your Gold Token.

!!!GOLD SKULLTULA ALERT!!!

Go along the dirt path until you come to a small shed area in the center at the northern side of the track. Crawling along the wall is another Gold Skulltula. Take this one out as well, grab your Gold Token, and then finally leave Lon Lon Ranch.

HYRULE FIELD

Head to Kokiri Village (yes, we still are not going to Death Mountain. Do not worry - taking this path simply saves you some time). You can also just simply save your game, quit, and load your save file to start out in your treehouse.

KOKIRI VILLAGE

In here, find the house with the rocks behind it. Climb up the cliff behind it, and then head up the vines. Up top, go right and then left, and enter the hole into the Lost Woods.

LOST WOODS

From the start, head through the hole to the right. Here, you should see a white stone-shaped thing of sort in the horizon, so take out your slingshot and start aiming at it. Once you get 100 points with a bullseye, stay in place and shoot two more times (all three shots need to be bullseye), and a Deku Scrub will come out and upgrade your Seed Sack (again, if you already got the first upgrade at the target shop in Hyrule Town).

!!!HEART PIECE ALERT!!!

Go down the ladder here to the small area below, and then head right. Go stand on top of the lower trunk, and two skull kids will appear on the top. Follow along with them, and play the exact same notes as they do on your own ocarina. The first two sessions will be four and five notes long, respectively, and yield a green and then a blue Rupee (if you miss a note, you will have to repeat the session you are on, but the notes will be changed). The third session will go up to eight notes; since it is random, I cannot detail what the notes shall be here, so if you have a poor memory or lack of focus, I highly recommend you have pen and paper ready to mark down the notes. Once you successfully complete the third session, you will obtain a Piece of Heart. Now, head back up the ladder.

Continue north a trunk, and you shall meet up with the owl again, who tells you to follow the music (of course, you do not need to; just utilize the following instructions instead). Next, head right, up, up again, left, and up to be in the Sacred Forest Meadow.

SACRED FOREST MEADOW

Once you enter, you shall immediately fight a Wolfos, who pops out of nowhere. L-Target him, and strike when he is about to attack, as he will then drop his guard (do not bother to aggressively pursue him, as he will just defend himself). Once he is down, the gate will drop down, so proceed.

First off, head right, and then prepare to defend yourself against another Scrub. Once you force it out of the ground and defeat it, continue up and left, eliminate another Mad Scrub, then continue up. Go right, and then head up through the grassy part. After you leave the grass, defend yourself against yet another Mad Scrub from the right, and kill it. Once that task is done, proceed up from where it originally was, jump forth into the pond, and get off at the other end. Here, head a bit left, and go past the stone wall.

Here, eliminate two more Mad Scrubs, then walk up the stairs. At the top, you will encounter Saria. After some conversation, she will teach you Saria's Song.

Now, head back down the stairs, but this time climb the ladder. Drop down into the hole below to be in a Fairy's Fountain. Here, if you haven't already, drink the milk you got earlier, then capture a fairy in your bottle. Leave, and head off into the Lost Woods again.

LOST WOODS

Head right (from your entrance point of view) to be taken out to Kokiri Village, then reenter the Lost Woods. From the entry point, head left.

!!!HEART PIECE ALERT!!!

Step onto the small stump in here, and L-Target the Skull Kid. Play Saria's Song on your Ocarina. After you successfully play it, he will give you a Piece of Heart. That done, head back to Kokiri Village, and head out to Hyrule Field.

HYRULE FIELD

Go to the split path just outside of Hyrule Castle here. This time, however, head west of Hyrule Castle (With your back to the castle) and find a bridge. Cross over it, and then head right and up the stairs into Kakariko Village (Wait for nighttime).

KAKARIKO VILLAGE

!!!GOLD SKULLTULA ALERT!!!

Head up the sloped path and through the gate. From the entrance, head along to the lone man sitting at the tree. Roll into the tree to knock the Gold Skulltula down, slay it, take your Gold Token.

!!!GOLD SKULLTULA ALERT!!!

Continue on from the tree until you come to a path split, and then go RIGHT (or south according to the map) up the staircases. Head around the southern house here to find a Gold Skulltula perched on the wall. Kill it and collect the Gold Token.

!!!GOLD SKULLTULA ALERT!!!

After, head east from here until you come to the brick building that is being built. Go around to the north side to go up some staircases, then go to the south face once inside the structure. You should spot a Gold Skulltula hanging on the wall in the center. Shoot it twice with your Fairy Slingshot, then jump up and collect.

!!!GOLD SKULLTULA ALERT!!!

Now head back to the split path, and this time go north up a staircase. Head east from here to a large watch tower. Take out your Fairy Slingshot and aim at the top of the tower's ladder, where you should spot a Gold Skulltula. Kill it with a pair of shots, then climb up to the top for your Gold Token. Drop down and regrab the ladder a couple of times until you make it to the bottom.

!!!GOLD SKULLTULA ALERT!!!

Head north up another staircase, then turn left (west) and examine the side of the building to spot another Gold Skulltula. Take it out and grab the last Gold Token in town. Head back out of town, then wait for daylight before reentering.

Once you reenter, you will immediately want to do the Cuccoo sidequest, depositing Cuccoos into the pit just beside the graveyard entrance (this is in the southeast corner of the town). Here is a list of where you may find all of them:

- At the entrance to Kakariko Village, fluttering around the tree.
- Right next to the pit (east of it).
- Near the gates going north out of town.
- At the area with the three different staircases going along three different routes, roll into the crates nearby. The Cuccoo is in one of them.
- This next one is a slight bit tricky. Take one of the Cuccoos, hold onto it, and go up the stairs leading to the building under construction. From there, head west onto the platform divided from the rest of the ground by a fence. The Cuccoo should give you some float time to get down. Once you make it, throw both Cuccoos off the platform.
- This is probably the most difficult one. Grab one of the previous five Cuccoos, then go up the eastern staircase that starts next to the Kakariko Graveyard entrance. Run along here until you get to the end, then jump off. Once you get to the high fence, immediately press A to throw away your Cuccoo, and Link should be standing on top of the fence. If the Cuccoo lands on the fence, then pick it up and throw it over to the north side. DROP DOWN (DO NOT JUMP), pick up the Cuccoo, and for God's sake, GO AROUND THE HOLE. If you drop in, you will have to refind all the Cuccoos once you get back out. Head along up the stairs to your west, then throw the Cuccoo over. Repeat if the second Cuccoo game along with you.
- From where you just got the last Cuccoo, stay in that area. Along the northern cliff, you should see a ladder. Head up that ladder, and at the top, loop around behind the windmill. Grab the Cuccoo here, and jump off towards the pit. It is a shame that you have to go grab the other two from before, or this would be the perfect coup de grace.

After you have finally obtained all seven and put them in the Cuccoo pit, talk to the lady nearby, who will give you an Empty Bottle out of gratitude. That being done, enter the Kakariko Graveyard, which is located next to the pit that you put the chickens into.

KAKARIKO GRAVEYARD

Go up to the top three graves, and read the two smaller graves, one at a time. Slay each ghost that comes out, listen to what they have to say, and then stand on the Triforce symbol in front of the Royal Tombstone. Play Zelda's Lullaby for a cutscene, then enter the hole to go underground into the Royal Family's Tomb.

ROYAL FAMILY'S TOMB

Inside the first room, head down the path, and L-Target all the Keese. Immediately let loose with the Fairy Slingshot before any of them get a chance to try and peck at you. Once the door opens, head up onto the ledge and enter the next room.

You should be in a room with some poisonous fluids having affected part of the floor. There are also three Redeads in the room; when you get near one,

the scene of action will pause, the camera will turn to rotate with the Redead at center, and it will emit a screech. In all honesty, your best bet right now is to simply avoid them. My recommendations is to head down the far left side here and go north. Head on into the next room.

Examine the wall at the end of this room, and you should learn the Sun's Song. After, head back the way you came. In the room with the Redeads, you can use the Sun's Song again to temporarily stun them, then cross without any danger. Head out via the warp point at the entrance.

KAKARIKO GRAVEYARD

If it is not already nighttime out in the graveyard, make it night via the Sun's Song, then go to the first row of graves. Move behind the grave with the flowers planted in front and where the butterflys were flying over it during the daytime, and pull it back to reveal a hole. Drop into the hole, head down, and open the chest to obtain a Hylian Shield. Now you have a stronger shield that can protect you much better, and will not burn up. Leave the hole.

!!!HEART PIECE ALERT!!!

If you see Dante the Gravedigger outside, then go talk to him to go through his whole spiel. If he is not outside, head back out onto Hyrule Field, make it daytime, then MANUALLY wait until it becomes night, then reenter Kakariko and head to the Graveyard to find Dante. Talk to him again when he is right in front of a SOFT SOIL PATCH (read: NOT ON THE STONE PAVEMENT) and say yes. Most of the time, he will dig up either nothing or a red Rupee. However, eventually you should strike gold (or, in this case, your Heart Piece). For the record, I got mine on the second path on the left side of the graveyard, but I am unsure as to whether it is randomized or not.

!!!HEART PIECE ALERT!!!

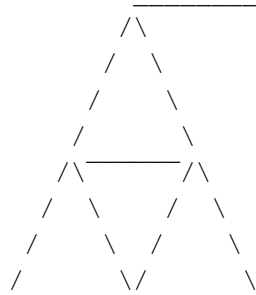
Head to the second row of gravestones. Go behind the second grave to the right of the center lane, and pull it back to reveal a hole. Head inside, and you should spot a Redead. Use the Sun's Song to stun it, and then L-Target and slash and hack at it until it dies (use the Sun Song again if it loses its paralysis before you manage to defeat it) (do not worry if it is crumpled up on the floor - it is not getting back up). Now go up to the wall with all the symbols, and play the Sun's Song in front of it. A large chest will appear. Open it for your Heart Piece. Exit out of the hole, and then head back to Kakariko Village.

KAKARIKO VILLAGE

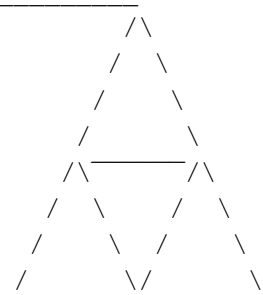
Go to the building that the fence that separated the Cucco from regular land earlier is next to. Enter. Inside, talk to the Skulltula-man and you will learn of the Gold Skulltula curse that has been afflicted on the family. If you have obtained ten Gold Tokens so far (and you should, if you were following this walkthrough from the start), then you can talk to a kid to your right who has been saved from the curse for the Adult Wallet, which allows you to save up to 200 Rupees on hand at any one time.

Head back to the center of town, and then go north three flights of stairs to come to a gate. The guard there will stop you from passing the gate, so flash Zelda's Letter in front of him. He will ask you a favor first, and also gives you a discount for Hylian Shields at the Hyrule Town shop (although you should have one from the graveyard now, you may need this in the future). That

said, go past the now-open gate and journey onto the Death Mountain trail.



CHAPTER THREE
DODONGO'S CAVERN



[WDDC]

DEATH MOUNTAIN

For the first part of Death Mountain, head up and right the linear path, slaying the Red Tektites that get in your way. Next, head up the next steep hill, and make a U-turn, past the red flag. A Goron will be rolling down the hill now, and you cannot defend yourself against him even with the Hylian Shield, so you had best dodge him by running out of the way. Once you start going down, continue going down instead of right, and you'll head into Goron City.

GORON CITY

Immediately drop down to the ground floor, and remember to roll when you reach the bottom. Now, head to the mattress with three-pawed footprints, and play in front of the door Zelda's Lullaby. It will open, letting you pass. Go in, and talk to the Goron there. After, play Saria's Song in front of Darunia, and he will change his mood a bit, and gives you the Goron's Bracelet. This allows you to pick up and throw Bomb Rocks, which are the bombs that grow in the plants.

!!!HEART PIECE ALERT!!!

Now, light a stick on the torch in here, and head outside on the ground floor. Out here, quickly light the four torches, which will make the statue spin. From now on, if you can successfully manage to throw a Bomb Rock into the top of the statue, you may have a chance at winning some stuff. To do so, head off to the second floor, then go left and take the stairs that would bring you up to the third level. However, instead of actually going up to floor three, instead grab the bomb rock growing up here, head down the stairs, and try to throw the bomb from the edge of the ledge into the spinning statue. Most of the time you will not be able to get it in, but when you do, the bomb will explode inside, causing the statue to quickly spin, then stop. Depending on which face the statue stops on, you can get either nothing, three green Rupees, or a red Rupee and the Heart Piece. The face that you want is the slightly-smiling face, which is partly open, as opposed to the closed face and the frown.

Once you have picked up your Heart Piece, head up to the second level. Go to the two torches surrounded by a layer of stone, and head in to the Bomb Rocks there. Take one and put it next to the three boulders, and after they explode, you will have an easy path between Lost Woods and Goron Mountain from now on. Next, go to the third floor, and find the two Bomb Rocks. Use them on the multitude of doors next to the two plants, and go in and talk to Biggoron. After, get a Bomb Rock from there. Drop down to the first floor, and send the bomb flying onto the stone door there to have access to the semi-supplied shop.

Now, climb back up to the fourth floor, and exit Goron City back onto Death Mountain.

DEATH MOUNTAIN

Back outside, head up the hill, but do NOT go down. Instead, head right to where there is a single Goron and a single Bomb Rock. Pick up the Bomb Rock, and throw it down to the valley below. After what is likely a few tries, a Bomb Rock will get near the boulder blocking off Dodongo's Cavern, and explode, taking the boulder with it. Now, head up and down the routes, and enter Dodongo's Cavern.

DODONGO'S CAVERN

Start off by grabbing a Bomb Rock from either side of the entrance and chucking it at the stone door. When it explodes, enter the main room of Dodongo's Cavern. In here, head up, and jump over onto the rising and falling cliff. After you land on it, wait for it to rise, and jump onto the center. Dodging the laser from the Beamos should it see you, head east and take the cliff there, and progress onto the east part. Here, pick up a Bomb Rock to your right, and throw it at the Beamos there. After it is destroyed, take another Bomb Rock and send it flying at the stone door over there. After the door is destroyed, enter.

!!!GOLD SKULLTULA ALERT!!!

In this area, slay the Baby Dodongo's that are roaming around, running away when one falls on its back, as it will explode, harming you if you are too close. At the end of the linear hallway, try to lure one towards the right side, where you should see another brown stone wall. Once it gets next to you, slash at it to kill it, then run away and let the explosion destroy the wall. Enter the door behind it. L-Target all three Keese in here, then kill the Gold Skulltula hanging on the back wall. Jump Slash at the Gold Token to claim it, then head back on outside.

Out here again, go ahead climb up the small ledge, and continue to a floor puzzle. This is actually quite simple; merely move one of the statues to weigh down the switch, and the bars over the door will disappear, letting you continue, so head on in.

Coming into this room, you'll come face to face with a bunch of Keese, so arm yourself with the Slingshot and take them down, then head down the small room and go into the next section. Here, you shall be face to face with two Lizalfos. At first, they may seem intimidating with their hurting attacks and fierce appearance, but don't let that deceive you. When one of them comes to try and attack you, L-Target them, and when they slash at you or try to jump over you, quickly protect yourself with your Hylian Shield. Since they can only cut from up to down, your shield will protect you all the time. Immediately after either of them attacks, respond in kind, and soon enough, they will both be dead. After, exit through the newly opened door. Confused about where you came from and where you are to leave? The door that you want to go through has a larger protruding reef.

In this part of Dodongo's Cavern, you should be able to spot a stone door to your right while heading by. Ignore that for now, and go into the green room. Grab a Bomb Rock to your immediate left, then go back and ignite it on the stone door. Another door will be revealed, so open that and enter. In this room, you will then encounter another Scrub, who is far away from home. Switch to your

Deku Shield, and hit him out of his hole. He will offer to sell a single Deku Stick for 15 rupees, which is obviously a ripoff, unless you are completely out (you need one for what is up next). However, if you do buy it, he will disappear leaving behind two hearts, so it is your choice.

After, go back and head into the foreboding green room. Now that you are actually here, you will need to fight three fully-grown Dodongo's. How to defeat them? The tail is their vulnerable spots, so it makes sense to either throw a bomb at it or hit it with your sword. Be warned, though, if you use a sword, as the Dodongo will turn around quickly and hit you if you are too close still. Also when using a sword, you can probably get away with just L-Targeting it, hacking at its tail, then backing away and moving behind it again once it swerves around to try and breath some fire, and repeat. After you do defeat a Dodongo, get far away, as it will explode with a greater magnitude than the Baby Dodongo's. Once all three of your reptilian foes have been slain, whip out a Deku Stick (if you do not have one, buy one from the Scrub merchant), get it lit on fire, and put all the other torches in the room to the flames. This will make the exit door open, so head in (You do not technically have to kill the Dodongos in here to continue on - killing them just removes interference when going around to light up the torches).

At the end of the hallway here, press down on the switch for a door on the other side of the room to open. Get down from the ledge, and go into the center of the room. This time, head left, to the part where the door just opened, and go grab a Bomb Rock. With the flaming containment of energy in your hands, throw it at the stone wall near you. After the wall is destroyed, go into the small room and open the chest for the Dungeon Map. Ignore the Beamos and the stone door that it is guarding, because all it has inside is a Deku Scrub who will sell you a Deku Shield. Next, head through the newly accessable door.

Another puzzle awaits you in this bomb-filled room. But before you do anything else, grab a Bomb Rock, and destroy the stone door with it. Head into the minute hallway, and enter the next room. In here, you will have to deal with an Armos statue that can only be damaged by bombs. To help you out, put a bomb near the immobile statue at the front before it starts moving to get an advance hit, but after that, you will have to time throwing bombs at it (L-Target it). After you defeat it, open the chest for the Compass, and then head back out into the bomb-filled room. Now, pick up the bomb by where the stone door was, and put it in the empty space between the two bombs right in front of you. This will cause a chain explosion, forcing the wall to lower to form a flight of stairs.

!!!GOLD SKULLTULA ALERT!!!

Ascend the large steps, then take either the right or left path; it does not matter which. At the top, turn around and look at the vines. Use your Fairy Slingshot to take out the visible Skulltula, then look up a bit higher, and you should see a Gold Skulltula partly blending in with the vines. Kill that as well, then climb up the vines to get the Gold Token. Drop down, open the door, and head into the next room.

In here, you have a switch upon a pedestal guarded by four Armos Statues. Before you do anything, kill the Fire Keese in here using your Slingshot, so that they cannot annoy you while doing the main task at hand. After that is done, locate the ladder on the pedestal, and push the Armos Statue guarding the ladder over. Climb the ladder and step on the switch. This will open the locked doors. Now, head into the main room again.

Back here, kill the Fire Keese as they come to. That aside, take the loosely hanging bridge across to the other side of the room, jumping over the gap in the bridge when need be. At the other end, enter the door into the next

part of Dodongo's Cavern. No worries, you are over halfway done.

In this room, jump off the ladder into between the two columns. Blade traps will roam these corridors sideways, just waiting to hit you. Use L-Targeting to allow you the sight required to make it to the end. Here, there will not be a blade, so start off by pulling the block completely out of the wall, getting the heart in the small hole if need be. Next, push it right to the column there, and climb up the column through use of the block. Up top, open the chest for a red Rupee, then take a Bomb Rock. With this, you must time your throwing abilities against its explosion, and make it explode on the stone wall in front of you. Once it is finally destroyed, go and jump off the pillar and onto the ladder, climb up, and continue into the next room.

Here, a wall of fire blocks you off from progressing. Take out your Fairy Slingshot, and aim it at the open eye on top of the wall. Once you hit it, the fire will disappear, so continue down the hallway. You will end up encountering some more Baby Dodongos; remember to run away when they die, as they are about to explode. At the end, open the door and head through.

In here, you will come to be head-to-head with two more Lizalfos. Utilize the same strategy as you did before of blocking with shield and immediately counterattacking, and you should not have a problem. However, do NOT drop down the floor, as you will drop down to the second floor instead of burning your feet. When you finally win, head through the second door.

Out here, you shall encounter two more pillars of flame. Distinguish the first one by aiming at the eye up top with your Fairy Slingshot; after the first fire disappears, head onto the cliff that it was formerly burning from, and hit the eye that is to your right to douse the second flame. Continue along the hallway, until you reach a gap. Jump over. Immediately jump up the high ledge to your right, and open the large chest. You will obtain the Bomb Bag, the main item of this dungeon. Finally, you can carry around bombs and start them up manually. If you want (and I highly disrecommend this), drop down and bomb the stone door to get some items from the Deku Scrubs for some lame prices. You will also have to go back around again, which is also why I recommend against doing this.

Otherwise, go outside, and press on the switch. This will heighten one of the four rising cliffs so that it goes up to the second floor. Now, go and read the scribe in front of you. This is a clue, and you will use it right now. Now, go and cross the bridge next to you, passing all the gaps. At the end, bomb the door open, and open the chest for a blue rupee.

With that done, go back onto the bridge. Stop just before the first gap in the bridge, and then drop a bomb down into the hole. The bomb will fall into one of the giant skull's eye sockets. When it blows up, the eye socket will turn red. Jump across the first gap, then drop a bomb down the second hole to do the same to the opposite eye. The skull's mouth then opens. With that done, head down below and enter the door at the back of the mouth.

In this relatively small room, start off by getting down from your ledge, and head right and up the ledge there. Walk through the tunnel and into the room at the end. Here, kill the Fire Keese, then go to where the two blocks are. Pull the lower block so that it is horizontally level with the higher block, then climb up onto the second block. Walk along the wall, and get off at the end.

!!!GOLD SKULLTULA ALERT!!!

Here, push the block away onto the ground, then go down and climb the

ledge in front of the stone door. Bomb this door, then head into the next room. In here, you will have to fight a single Armos Statue. After you are done, head off to the back wall where you should see a Gold Skulltula hanging from it. Kill it and then collect the Gold Token.

After you have done so, leave the room and back into the open area, and then head through the second tunnel behind the third block. Once you finish traversing through here, push the block at the end off the ground and down to the floor below. Kill the Keese in here to eliminate a threatening annoyance, then go down and push and pull the block into the hole in the middle. This will open the barred door, so go in now. At the end here, open the chest for a supply of bombs to replenish the stuff you used, then drop to the floor below to fight the boss of this dungeon, after bombing the floor.

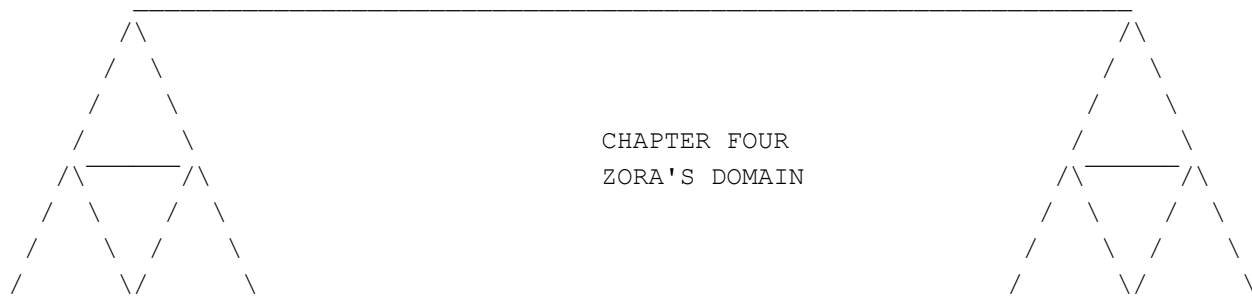
INFERNAL DINOSAUR
KING DODONGO

Before anything else, I must state this; DO NOT GO INTO THE LAVA UNLESS YOU WANT TO BE BURNED!

King Dodongo is easy. Very easy. He will be an annoyance with his fire attack, but that is all. King Dodongo will open his mouth and start to breath fire out, which will span two of the outside rows. Before he opens his mouth, however, go and grab a Bomb Rock from one of the four corners, run up to him, and, WHILE STILL RUNNING, throw it at his wide, open, and gaping mouth. He will swallow it by accident, and will be stunned long enough for you to slash him once.

After this, he will curl into a ball and roll until he gets two corners away. Then he will start walking in reverse order as last time, and try to breath fire again. While he is rolling, he may very well hit you. This is where the Hylian Shield will deeply come in handy, as it will keep you from coming into any harm while you are using it to protect you from the top. King Dodongo will roll over top of it, creating sparks, but he will not actually be able to bring any harm to you. Once he is done his rolling, WAIT A BIT; if you instantly pick up the bomb and try to run to him, he will quickly open his mouth up, and you will have too long a run to make it there before he starts to breath fire. If you pause a bit and let him come to you first, you should be able to reach him.

After you win, collect the Heart Container, and go into the warp point to be taken outside. In a cutscene, you will get the Goron's Ruby.



[WZRD]

DEATH MOUNTAIN

!!!GOLD SKULLTULA ALERT!!!

Head down on the path to Kakariko Village, but press alongside the left wall. Partways down, you should see a sort of hollow smooth spot in the wall compared to the rest of the rocky parts. Plant a bomb here and it will reveal a small cavern. Inside, there will be a Gold Skulltula hanging on the wall. Shoot it down with your Fairy Slingshot. Now, while the wall looks like something you would not be able to normally climb, it IS in fact climbable in this one instant, so climb up the back wall to obtain your Gold Token.

Proceed on the path back to Goron City. Once you get to the red flag, press against the wall, and you should find another bombable section of the wall. Plant a bomb here to blow the wall up, and a chest will be revealed that has a purple Rupee in it. Continue on into the Goron City.

GORON CITY

!!!GOLD SKULLTULA ALERT!!!

From the entrance, turn left to see a blockade of boulders. Plant a bomb here to blow them up, then continue on past and head into the new room. In here, you should have a number of silver, red and brown rocks. To get your reward, plant a bomb at the right boulder, then in the new path opened up, the north boulder, then left, and finally the center of the remaining three. The chests here hold a Purple Rupee each, but the real prize lies in the crate - roll into it to reveal a Gold Skulltula. Kill it and take your Token. Exit out back onto the mountain after that.

DEATH MOUNTAIN

Head back up the hill, but stop once you get past the red flag. Instead of continuing on, go up the steeper hill and bomb the two boulders. Next, take some aiming and timing skills with the third rock by throwing the bomb so it explodes once it touches the last rock. After it has been destroyed, jump up the cliff, and continue on up. Bomb the large rock here and go underground for some good riches, then head back up.

For the next part here, there shall be rockslides coming right from the sky as the volcano throws them out. You can tell when rocks are about to fall when you hear them coming down and the screen begins to vibrate. This is what the Hylian Shield is for, to protect you from the falling rocks also. The Deku Shield will be absolutely worthless for this job, so do not even bother equipping it. Once you reach the end of the trail, slay the spider on the ladders, then start climbing up. Get off at the first little ledge, and kill the second spider with the Fairy Slingshot, and if you can, the higher-up third. After that, climb all the way up to the mountaintop. Here, do not enter the main door. Rather, bomb the false wall, and enter.

GREAT FAIRY'S FOUNTAIN

In here, go up to the Triforce Symbol, and play Zelda's Lullaby. The Great Fairy will come out, and grant you the ability to use magic, along with a magic bar. She will also grant you a special sword charging technique, which also uses up magic. The Great Fairy also hints at a location as to where you can obtain some more magic. Exit, and outside, go into the main big entrance to head inside Death Mountain Crater.

DEATH MOUNTAIN CRATER

!!!GOLD SKULLTULA ALERT!!!

Obviously, you cannot stay here for long because of the sheer intensity of the heat coming from inside the crater. However, we do not intend to stay long; merely roll into the crate at the entrance to reveal a Gold Skulltula inside. Kill it and grab the Gold Token before exiting back outside.

DEATH MOUNTAIN

Outside, talk to the owl, who will offer you a ride to Kakariko Village. Take it by L-Targeting him, and you will automatically grab onto his talons.

KAKARIKO VILLAGE

!!!HEART PIECE ALERT!!!

At the house you were dropped at, go back all the ways to the boundary wall, and head left, which is right over the chicken pit. You should end up dropping over a balcony; there should be a door in front of you. Enter to obtain the Heart Piece. Exit out. If by this time you have at least 15 Gold Skulltula Tokens, go to the Skulltula House to get yourself an Adult Wallet that can hold up to 200 Rupees, and then head to Hyrule Town, and onto the Hyrule Castle Grounds to see the Great Fairy's friend.

HYRULE CASTLE GROUNDS

At the start of the area, climb up the vines per the usual. Run over, and jump off the gate onto the other side. Follow along the dirt road; this time around, keep on the path, and DO NOT try to cut across the large lawn. Instead, once you get to the curve in the path, you should see a sign to your right with a boulder behind it. Go and plant a bomb next to the boulder. Once it is destroyed, drop down and crawl through the cubby hole into the cave behind it.

GREAT FAIRY'S FOUNTAIN

Yes, another fountain. Go up to the fountain itself and play Zelda's Lullaby while standing on top of the Triforce Symbol. Another fairy appears and gives you Din's Fire, which is a fairly powerful magical attack. After, head back out onto Hyrule Field.

HYRULE FIELD

Head back to where the entrance to Kakariko Village is, but do not actually enter. Instead, head southeast along the land until you come to a small stream. Press yourself against the wall and then continue walking southeast until you make it to some more dry land, then follow along and head into Zora's River.

ZORA'S RIVER

!!!GOLD SKULLTULA ALERT!!!

Head north and you should hear a short speech from the owl. After, head left and headbutt the tree here. A Gold Skulltula will fall out, so kill it and claim the Gold Token. That being done, blow up the boulders blocking your path, then continue on the regular path until you hit a gate at the end. Talk to the man sitting here and buy some Magic Beans until you run out of money (since you probably are full right now); although they will not be important now, they can really help you out in the future.

!!!HEART PIECE ALERT!!!

After your shopping spree is over, go back a bit to the corner. Around the circle of rocks, you should see a Cuccoo. Grab a hold of it, then jump off the ledge and fly south to the opposite side. Keep the Cuccoo, and head east up the small slope, ignoring any shots from the Octorok that will jump out of the river, then jump back north to the opposite side again. Head north a bit, but when you see a large ramp going up to your left, head over here, still with Cuccoo in hand. Once you make up higher still, head north, then turn and face east. You should see across from you a fairly high ledge. You will NOT be able to jump onto here complete with Cuccoo; instead, jump off the ledge until you touch the other side, then press A to drop the Cuccoo. Link will automatically grab hold of the side, so climb up. Face southeast a bit to see the Heart Piece, use L-Targeting to focus your direction, and jump over. Claim your Piece of Heart.

Drop down to the north from here, then head east. When you see a large log going into the river, hop on if you like to the end. Bring out your Ocarina, and some frogs will jump out. Play any of the five songs you know right now, and each time, they shall hand over a Purple Rupee. This is especially useful if you are trying to get all ten Magic Beans. After you are done, continue on east, then go south across the small stream, then head east. Proceed across the bridge until you come to the last section of the river.

!!!GOLD SKULLTULA ALERT!!!

Loop around the path for a bit until you come to the northern side. If it is not already nighttime out, make it so by using the Sun's Song. Jump down to the north, and then face south. You should see a ladder going up onto the plateau, but more importantly, on that ladder is a Gold Skulltula. Kill it with your Fairy Slingshot, then pick up the Gold Token while climbing up. Finish looping around the paths until you come to in front of the waterfall. Stand on top of the plaque, and then play Zelda's Lullaby. Enter Zora's Domain.

ZORA'S DOMAIN

From the entrance, head east until you come to a sign, then go north and loop around clockwise. Continue heading north up the stairs to the top of Zora's Domain, where you should spot King Zora. L-Target him and speak to him; at this time, however, he will not respond. Instead, head west from your current location, and talk to the Zora at the end.

He should offer you a mini-game to play. Accept, and then dive off the top of the waterfall. Down below, you will have to claim all five Rupees. To dive, you need to press AND HOLD the A button. The best tactic is to hover over each Rupee and in turn dive to claim it. You can also try to dive, while in the process of diving, try to move forward to claim two Rupees at once, but I recommend you stick with the basics.

After you get all five, head back east and onto dry land. Find your way

around and head up to the top of the waterfall. Talk to the Zora up here to obtain a Silver Scale, which allows you to dive twice as deep as before. Dive back down into the water. Now, do you see the deep section with a door leading elsewhere? Dive down and head through that hole. This leads out into Lake Hylia.

LAKE HYLIA

Talk to the Zora on the opposite side if you wish, but then head north and survey the ground floor. You should see something odd to the north, so L-Target it and dive down to pick it up. Coming back up, you will have obtained a Bottle with a note in it. Dive back into Zora's Domain from here, as your work in Lake Hylia for now is done.

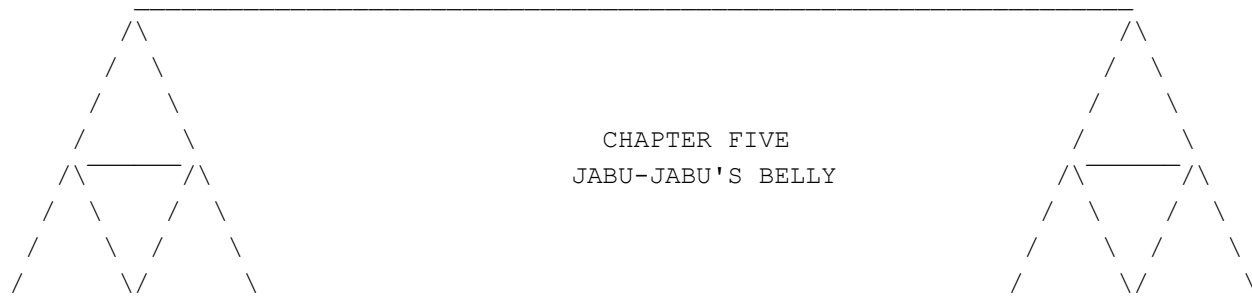
ZORA'S DOMAIN

Go up to where the King is, and show him the Bottle that you just recently claimed. After reading what is on it, he will move aside to allow you access to Jabu-Jabu's Belly. However, we have something else in mind to accomplish, first.

!!!HEART PIECE ALERT!!!

Take out a Deku Stick, and light it up using the torch next to where King Zora is. Quickly run down the stairs and light the stone torch at the bottom. Hit B to save your Deku Stick again, then light another one up and loop around counterclockwise, going down to the shop. Light the torch here up again, then repeat the trick to save your Deku Stick. Relight, and head east, staying along the wall, and light the torch up next to the circle of rocks. Head back to the shop and relight this torch, then go past the torch next to the circle of rocks. STAY NEXT TO THE WALL, or else you will fall into the water and extinguish your Deku Stick. Continue running along, and sneak in behind the waterfall. Light both torches here, and a chest should appear holding a Heart Piece.

After, head to the front of the water on the east side. You should see some fish swimming around. Swing your bottle at one of them to catch it, then head back up to the throne room. Go around to the right side, head up the ledge, then go left and into Zora's Fountain.



[WJJB]

ZORA'S FOUNTAIN

!!!GOLD SKULLTULA ALERT!!!

Ignore Jabu-Jabu for now, and instead, head southeast from the entrance, swimming through the water. Eventually, you should come to some shallow water,

and then land in the southeast corner of the area. Roll into the tree to knock down a Gold Skulltula. Kill it and collect on its Gold Token, then head back to the front of the area.

Pretty basic here. Simply walk up the Lord Jabu-Jabu (which is the giant fish), and dump your fish in front of him from the bottle. He will suck Link in along with the fish, starting the third dungeon.

JABU-JABU'S BELLY

Inside, ignore the two bubbles bouncing around, and instead target each Octorok in turn with your Fairy Slingshot; one shot each should be able to take them out. Defend yourself with the Hyrule Shield against the rocks they spit out, or else use your Deku Shield to reflect the rocks back at them. Once both have been eliminated, run to the opposite end of the room. Look at the roof in the small hallway at this side of the room, and you should see something like an Adam's apple bobbing up and down. Bring out your Fairy Slingshot again and shoot it to open the door into the next room.

Run past the Biri (the blue jellyfish-like creature) in here, and instead loop around clockwise along the path. Enter the next room, and watch a cutscene. After, drop down the hole that Ruto fell down. Talk to her below until she relents, and then pick her up and go through the door next to you. Inside, head down the hallway a bit, drop Ruto, take care of all the bubbles, pick up Ruto again, then head all the way down and enter the next room.

!!!GOLD SKULLTULA ALERT!!!

In here, while you still have Ruto on your shoulders, drop down to the floor below, then head north and throw Ruto up on top of the ledge. With that done, turn to face the right wall, and you should see a Gold Skulltula hanging off the walls. Bring it down with a couple of well placed hits from your Fairy Slingshot, then press down on the switch in the middle of the water for the water level to rise. Head right and climb up the vine wall to claim your Gold Token. You can also climb up and smash some pots to claim some rupees, as well as free a fairy which you can bottle.

Drop back down into the water. If the water level has lowered again, hit the switch a second time. Once it is back up, go north, and climb up onto the ledge. Pick Ruto up again, and head down the hallway, making sure to stay away or else eliminate all the bubbles in your path. At the end, target the bobbing appendage hanging from the ceiling to open the next door. Enter.

Coming in, quickly drop Ruto and then defend yourself against the Octorok. Shoot it down with your Fairy Slingshot, and then pick Ruto up again. When the floating platform comes down, jump onto it, and it will take you back up to the first floor; hop off onto the ledge to your left, and then go north back into the room with all the sinkholes. Instead of dropping down any of them, loop around the room going along the walls counterclockwise until you hit the north end. Watch for a Biri that drops from the wall, and then head through the door into some more tunnels.

Defeat the Tailparasans in this room by waiting for them to come out, then cutting their tails with your sword (you will get shocked, but do not worry - you will not have to use the sword for long). If you have less than two hearts full, then just avoid them altogether. Once that business is done, pick Ruto up again, and then take the right-most hallway, and at the split, go right. Jump on top of the switch while still carrying Ruto to weigh the switch down and open the door. Drop Ruto down, then enter a large chamber. In here, you will have to

take out four Stingers. To lure one out, simply walk over it. Once it comes out, L-Target it and get two shots off at it via your Fairy Slingshot. When all four of them are dead, a chest will appear. Open it to obtain the item for this Dungeon - the Boomerang.

Head back outside. Ruto is not here anymore, so you will have to go back to the room with the sinkholes, talk to her, and pick her up again. Once you have that sorted out, go back into the room with the tunnels once more, take care of the Tailparasans with your Boomerang (you do not even have to wait for them to exit out of the ground - you can just aim at their heads to kill them), and then go left this time. Take the left path at the split, and stand on the switch to weigh it down. Drop Ruto on the switch, then enter another large room.

Inside here, you will have to face off against a large red Parasitic Tentacle. All you really have to do is L-Target it, and then throw your Boomerang at it to damage it. After the first strike, the Parasitic Tentacle will withdraw partways into the ceiling to keep its weak point from being exposed. To force it out, move inwards towards the center of the room, WHILE keeping your L-Target. Once the Parasitic Tentacle drops down, and NOT before that, throw your Boomerang again, then move away back to the exit. The Boomerang should strike the Tentacle's weak point again. Repeat this another two times for a total of four hits to take out the Parasitic Tentacle. Once it is dead, a chest will appear; open it to get the Dungeon Map.

Exit back out into the tunnel room. Grab Ruto, then go back to the split where you had to choose between left and right. Go right this time, and enter the door at the end of the hallway, carrying Ruto in this time around. You must defeat all the bubbles that are inside within forty seconds. Your best strategy is just to simply move around and quickly try to get a L-Target, then use your Boomerang on each bubble. You can also just run into them if desperate to set them off. Once all of them are down, open the new chest for the Compass, and then head back outside again.

Pick up Ruto again, and this time, at the entrance to the room, head right from the three Tailparasans, but at the split, this time head left. Bring Ruto in with you again. You will end up facing off against another Parasitic Tentacle. Use the same tactics as before in drawing it out and then immediately striking it with your Boomerang to kill it. Once it has fallen, take Ruto and exit out. Go back to the center of the hallways again, and this time go down the middle hallway - with the previous two tentacles dead, the tentacle that was blocking your way here is no longer there. Enter.

Inside, you will face off against a green Parasitic Tentacle, along with four Biri. Take care of the Biri first by L-Targeting them and using the Boomerang on them in turn. Once all four are dead, use standard procedure in taking out the green Tentacle. Once it is dead, take Ruto back to the room with the sinkholes. In here, you may notice that the green tentacle that used to be in the northwest corner (or, from the perspective you are entering the room with now, the southeast) is gone. Go down the sinkhole that it once prevented you from entering.

!!!GOLD SKULLTULA ALERT!!!

!!!GOLD SKULLTULA ALERT!!!

Down below, ignore the Biri unless they come close to you, and face the north side. You should easily see the first Gold Skulltula hanging on the wall near you; take that one out and use the Boomerang to grab the Gold Token, as you will not be able to jump-slice to grab it. However, there is also a second Gold Skulltula, slightly more north along the wall than the first. This one is also highly visible, so you should not have too much difficulty in spotting it. Use

your Fairy Slingshot to kill it, and then claim the Gold Token with the Boomerang.

With your crusade against the Gold Skulltulas finished for now, head west through the door, complete with Ruto on your shoulders. Watch the cutscene in here, then try to approach the platform. However, you will end up fighting your first mini-boss battle.

MINI-BOSS: OCTOBAK

There really is not much to say about this guy. The main thing is that you know what this battle is about; Octobak is a giant octorok that will be moving around the circular platform, hoping to catch you. The platform will also be spiked, meaning that you cannot move inwards. To defeat it, you have to throw the Boomerang at it. This will stun Octobak, and should give you enough time to strike at the glowing orb on its back.

To get to its back, you have two options; you can either run around the entire room in circles for a fairly long time before you will have caught up, L-Target him, and then throw the Boomerang at him (do not worry; he does not change directions even if you are right behind him). There is a second, quicker strategy, however. Instead of chasing him, allow him to approach you with his front, and then quickly throw the Boomerang at him to stun him. Once he thaws out, he will LIKELY (but is not guaranteed to do so) turn around and head that way. When this happens, quickly throw the Boomerang again at him, and strike him in the back. This tactic moves MUCH quicker than the former.

However, there is also the third tactic, which is the Grade-A one-hit kill cheap tactic. When you have stunned him, do a jump slash at Octobak's rear end...with a Deku Stick. This will kill him in one shot.

After the battle is over, step onto the platform and go up a floor. At the top, break open the pots. One of them contains a fairy that you can scoop up should you still have an empty bottle on you at this point in time. After, head into the next room. In here, go around down the ramp heading counterclockwise. Once in the water, target the Octorok and take it out with your Boomerang while strafing to avoid its shots. After, head back up the ramp to the southern entrance. Now, throw your Boomerang at the right of the two red blocks to stun it and keep it passive. Jump onto this one, then turn west and throw the Boomerang at the second block to stun it as well. Jump west and head into the next room.

Hop onto the platform in here, and it will go down to the second room that you were in when you came into Jabu-Jabu's Belly. Head west around clockwise to grab a crate, then go back around counterclockwise until you come to a switch. Drop the crate down onto the switch, and enter a large chamber.

!!!GOLD SKULLTULA ALERT!!!

In here, quickly go around and slay all the Biri, and take all the stuff that they drop, as you may need it for the battle ahead. That done, go to the northern side of the room, and face the wall with the vines. You should see a Gold Skulltula hanging onto the vines here, so take it down, then grab the Gold Token whilst in the process of climbing up. At the top, face west. You should see another uvula-like object hanging from the ceiling; however, you have a glass wall straight in front of you. To bypass this, merely L-Target the bulge, move away a bit from the wall, then let loose with the Boomerang. Once you strike it, drop down to the north, and go around the ramp to the west. Enter to battle the boss.

BIO-ELECTRIC ANEMONE
BARINADE

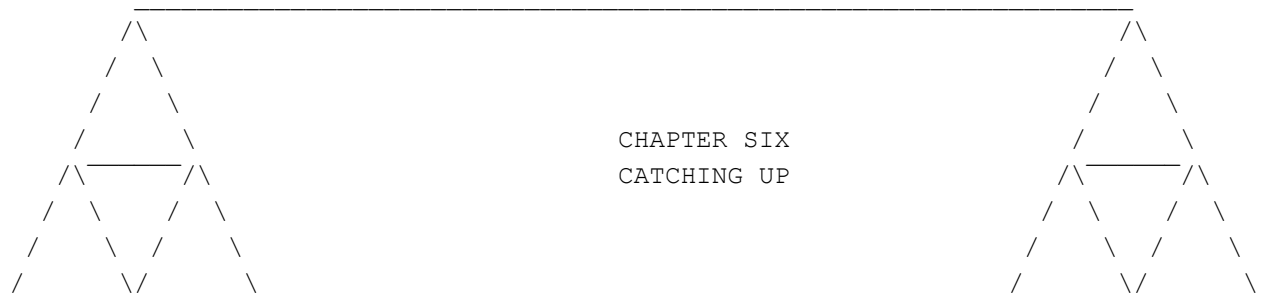
Throughout the whole entirety of the battle, Barinade will constantly be shooting yellow jets of electricity from the 'head' region (or where the head would be if it had one). If you need to recover your health, there are several pots scattered around the edge of the circular room that contain hearts.

At the beginning of the battle, L-Target the three tentacles individually, and take them down one by one. Once that is done, Barinade will drop down and become mobile, and the jellyfish attached to its body will come off. The jellyfish will then rotate around Barinade's body, moving around his body very quickly when near him, then spreading out and taking longer periods of time, before moving back inwards again. If you come into contact with any of the jellyfish, you will get shocked and knocked out of the way.

At this point in time, you need to hit Barinade's core body with the Boomerang (use the L-Targeting for this). If you take your time, the spinning of the jellyfish will eventually slow down and then temporarily stop, allowing you purchase to hit Barinade's body (or kill off some of the jellyfish via either Boomerang or Deku Nut, which will not respawn until all of them have been destroyed or you harm Barinade). Once Barinade's body has been stunned (which is evident by the core taking on a dark blue hue), go forth and strike its body (you can do a double strike if you are quick enough). You can also use a Deku Stick to hit it. Of course, if you dawdle in attacking it, Barinade will become unparalyzed and move around again. Until you strike it at least once, anytime that you destroy all the jellyfish, they will be regenerated.

Once you have hit Barinade in the body, it will begin to burrow underground, with only the head portion sticking above, and shooting out the electric bolts mentioned earlier. While this is happened, stay out of Barinade's general range. Once it resurfaces, stun it with another Boomerang strike, attack it again, then repeat once it burrows underground again until Barinade finally falls.

After, grab the Heart Container, and head into the warp. A few cutscenes later, you shall be deposited out into Zora's Fountain.



[WCTU]

ZORA'S FOUNTAIN

!!!GOLD SKULLTULA ALERT!!!

Go to the southwest corner, where you should see a giant log sticking out of the ground. Swim over to the log and climb on, and look over at the

western wall (if it is not nighttime, make it so with the Sun's Song). You should see a Gold Skulltula hanging from said wall. Beat it up with your recently-obtained Boomerang, then finish it off by L-Targeting the Gold Token and retrieving it with your Boomerang.

Once you are done, head out into Zora's Domain, and go back out into Zora's River.

ZORA'S RIVER

!!!HEART PIECE ALERT!!!

Despite the fact that you have a major storyline event that you can trigger now, you should go around and collect some Heart Pieces and Gold Skulltulas that you could not access before. Out here is one such one (although you COULD HAVE gotten it earlier, but it would have been a major pain to do so). Go to the left side of this upper area (opposite end of the small water moat), and line yourself up against the wall with the Heart Piece lying on a small crevice. Use the Boomerang to snag the Heart Piece and bring it to you.

Now, head downriver to the entrance, and talk to the Magic Beans salesman again. Buy him out of all his Rupees (if you need to, go play some more songs for the Frogs - each new song you play gets you a purple Rupee, plus a blue Rupee each subsequent time you play an old song. You can also hop into the river and go downstream, and near where the Octorok is, you will pick up a red Rupee. You also only need eight Magic Beans at this point in time, as two of them cannot be used until much later in the game).

After you have all ten Magic Beans, start your planting quest with the dirt patch next to you. Once that is done, you will need some bugs in a bottle. A good spot to get them is to go upriver a slight bit and grab the ladder coming back; on top of one of the high plateaus is a boulder that you can bomb to unveil an underground cavern. Underneath, cut the grass to unveil some bugs, bottle as many as you can, and head back out.

After, head out onto Hyrule Field, and go all the way to Kokiri Village.

KOKIRI VILLAGE

!!!GOLD SKULLTULA ALERT!!!

Head to the eastern side of the village, and go north to where the shop is. Do not actually head in, however; instead, go to the small expanse of land to the east of it to find another dirt patch. Remember those bugs that you were supposed to collect earlier? Dump a bottle of bugs on the soil; immediately after, RECAPTURE one of the three bugs that drops to keep your bottle full with a bug. Back away, and a Gold Skulltula will hop out of the soil. You will be having to repeat this for every soil patch that you come across, of which there are eight right now, so keep that in mind. Once the Gold Skulltula emerges, kill it and grab your Gold Token. Plant a Magic Bean in the soil now for a leaf to sprout. After, continue east through the small pathway and enter the Great Deku Tree.

GREAT DEKU TREE

Inside, drop down the floor to the basement area below. In the water, go up to where the big block is, and climb it up to the high ledge. Do NOT drop

down into the second basement area; instead, continue up to the wall, and crawl through the cubby hole. On the opposite side, head right until you come to a stone wall. Use a bomb on it to blow it up, and open the door that is unveiled. Enter.

!!!GOLD SKULLTULA ALERT!!!

Ignore the Skulltula that is in here, as it is perfectly harmless so long as you stay out of its way. Instead, turn to face the southern wall (the wall above the door that you just entered) and you should see a Gold Skulltula hanging on the right side. Kill it with either your Fairy Slingshot or Boomerang, and then grab the Gold Token with the Boomerang. After you are done, exit out back into Kokiri Village, and head off into the Lost Woods.

LOST WOODS

!!!GOLD SKULLTULA ALERT!!!
!!!GOLD SKULLTULA ALERT!!!

Proceed left from the entrance, and then head south. On top of an overlying ledge, you should spot another dirt patch. Dump a bug on the dirt patch, and recapture one of the three that come down if you want to keep your bottles full. After a bit, a Gold Skulltula will come out of the soil, so kill it and collect your gold token. Plant a Magic Bean here once done, then head back north and east. Go east, north, east, north, and west. Take out the two Deku Scrubs here, then search around to find another dirt patch. Take on another Gold Skulltula by dumping more bugs down, then once you have snagged the second Gold Token, plant yet another Magic Bean here, then exit out. Head to Goron City via the entrance in the Lost Woods, and exit out onto Death Mountain.

DEATH MOUNTAIN

!!!GOLD SKULLTULA ALERT!!!

Walk down to the outside of Dodongo's Cavern. Here, there should be another dirt patch lying right on the entrance. Dump a bug in the soil patch here to trigger a Gold Skulltula. Finish off the Golden Skulltula for its Gold Token. Plant a Magic Bean here, and then go down to Kakariko Village. Head off to the graveyard from here.

KAKARIKO GRAVEYARD

!!!GOLD SKULLTULA ALERT!!!

In here, head off to the left row of graveyards, and go all the way to the south to find another dirt patch. Dump some bugs on the soil to make a Gold Skulltula come out, kill it, grab your Gold Token. Plant a Magic Bean.

!!!GOLD SKULLTULA ALERT!!!

Go to the northeastern corner of the graveyard (make sure it is nighttime out). On the one side wall, you should see a Gold Skulltula crawling around. Blast it and kill it with your Slingshot, then collect up on the Gold Token with your Boomerang. Once done, exit out onto Hyrule Field; we are making a pit stop next to someplace you have never been before (if you have been following this walkthrough from beginning to end and have not deviated at all, in any case).

HYRULE FIELD

!!!GOLD SKULLTULA ALERT!!!

From the Kakariko Village exit, go north to the Hyrule Castle walls. Place a bomb at the base of the tree here, and it will explode, revealing a hole. Drop down into the cavern below. Inside, kill the regular Skulltula that drops down from the ceiling, then look up to the right at the northeast corner to see the Gold Skulltula. Kill it, then use your Boomerang to grab the Gold Token. Head on back outside after.

Out here, head as far west as you can go, to the opposite side of the field, bypassing Lon Lon Ranch on your way. Once you get over, head south. Eventually, you should come to some rocky, barren land. Look for a formation like two high hills almost touching each other, with a path underneath, and go south and left from this formation up a high slope into some barren land. Do not walk south yet, however; instead, continue going west across a fence. Search around a bit, and you should see a circle of rocks. Plant a bomb in the middle, and when it sets off, it shall reveal an underground cavern. Drop down.

!!!GOLD SKULLTULA ALERT!!!

In here, use Din's Fire from the relative center of the room to burn down the three cobwebs lingering in the area. Go to the third of the room with the cow in it, and the Gold Skulltula will be hanging from the cobweb at the very end. Kill it via either Slingshot or Boomerang, then grab your Gold Token using your Boomerang. Exit out.

Back outside, head east again onto the main barren path, then head south up into the Gerudo Valley.

GERUDO VALLEY

!!!GOLD SKULLTULA ALERT!!!

Here, head up the wooden ramp. If it is not nighttime yet, make it so. While on the plank, turn to your right, and you should see a Gold Skulltula on the wall right above where the water is gushing out from. Kill it with your Slingshot, and then snag the Gold Token via use of your boomerang, then continue along off the board. Unfortunately, at this point in time, you will be unable to cross the bridge, due to Gerudos guarding the encampment across from you. However, you can do some other stuff.

!!!HEART PIECE ALERT!!!

Take the Cucco that is walking around at the top, and then walk onto the middle of the bridge. Face north, and you should see a waterfall down below. Jump off the bridge, and float towards the waterfall. Once you get over there, continue drifting downwards, and you should see a crevice hidden behind the waterfall. Float in there, still with the Cucco, and claim the Heart Piece in there.

!!!GOLD SKULLTULA ALERT!!!

After, turn around, still with Cucco in hand, and jump off to the right (the west side of the map). You should see a long ledge engraved into the side of the valley cliff. Float down onto here, then head south all the way past the

Gerudo woman and the cow. There will be another dirt patch behind them, so dump a bottle of bugs to get a Gold Skulltula to come out. Kill the Gold Skulltula and grab the Gold Token. Plant a Magic Bean in here, then dive down into the water (and the moment is epic). The current will drag you to Lake Hylia.

LAKE HYLIA

!!!GOLD SKULLTULA ALERT!!!

Once the current stops dragging you along, quickly swim east onto the shoreline before you get by the Octorok. Climb up the hill, and cross the small arch at the top. Head over to where the house is, and on the side that is not facing the lake, you should find the last conventionally placed dirt patch. Dump a bottle of bugs, kill a Gold Skulltula, grab a Gold Token. Plant a Magic Bean here, then go around the house and onto the bridge.

!!!GOLD SKULLTULA ALERT!!!

If it is not night out already, then make it so via the Sun's Song. Turn to face the house. Crawling around on the wall facing the lake, you should see a Gold Skulltula. Attack it with either your Fairy Slingshot or the Boomerang, then pick up the Gold Token using your Boomerang. That done, continue down the bridge. Ignore talking to the owl at the end, as afterwards he will offer a ride to Hyrule Town, and it will be difficult to not automatically get picked up. Instead, continue on to the island with the big tree. Jump off the east side and swim to the small island.

!!!GOLD SKULLTULA ALERT!!!

Play the Sun's Song here if it is not nighttime out, and a Gold Skulltula will appear on one of the two pillars. Kill it and collect your Gold Token. After, jump into the water, and swim north, to a small bit of land on the northeast section of the lake. On the shore, go up and through the door.

FISHING POND

!!!HEART PIECE ALERT!!!

In here, talk to the man at the pond, and take him up on his offer to get unlimited fishing while inside for 30 Rupees. Now, you need to catch a fish that is 10 pounds or bigger in here. The main spot that you can find such a fish is to the left side of the pond, right behind the log that arches partways out of the water. Move around a bit experimenting to get your lure cast right behind the log, and once the fish bites, start reeling it in by pressing A and moving the pole around with your analog stick. When it gets close to you, constantly move the pole left and right to bring the fish in. If it weighs at least ten pounds, bring it to the pond operator, and he shall give you your Piece of Heart.

Go back into Lake Hylia.

LAKE HYLIA

Swim west onto the shore. You should notice a small farm here, with two scarecrows on the tract of land. Talk to both of them, and play them an eight-note Ocarina song (in the case of Pierre, hit B at the end of the eight note). I recommend you just play a one-note song, as you will need to remember it for

later on in the game (it is not mandatory, but it helps you get a few other items).

That being done, head northwest and out into Hyrule Field once again.

HYRULE FIELD

!!!HEART PIECE ALERT!!!

Out here, climb up the nearby ladder, then drop down into the fenced-in area here. In the relative center of this fenced-in corridor, place a bomb and get away from it. A grotto should be revealed by the explosion. Go inside.

Down below, you will end up facing off against a Deku Scrub. Equip your Deku Shield and deflect the Deku Nut at him (or manually use your own Deku Nuts if you lost your Shield), and once you have stunned him, go up and talk to him. He will offer to sell you a Piece of Heart for ten rupees. Accept, then exit back out onto Hyrule Field once more.

Outside, climb over one of the white fences, then start heading northwest from your present position. You should be able to quickly recognize the path leading up to Gerudo Valley again, so make your way over.

GERUDO VALLEY

!!!HEART PIECE ALERT!!!

Back here, go to where the sign is on the valley edge, and look down at the wall opposite you. You should see a small cliff with a box on it. Grab the Cuccoo, and float your way down over to this cliff. Once you land, be careful not to roll off by accident when breaking open the box, and you shall get a Piece of Heart as your reward. Dive down into the water, go to Lake Hylia, then exit back out onto Hyrule Field.

HYRULE FIELD

Make your way over to the Lon-Lon Ranch.

LON LON RANCH

!!!GOLD SKULLTULA ALERT!!!

Make sure it is nighttime out, then head into the pathway in between the house and the ranch. Look up to the left to the front wall of the house, and on the second-floor of the house, the Gold Skulltula should be hanging from one of the windows. Kill it via your Slingshot, then retrieve the Gold Token using your Boomerang.

!!!GOLD SKULLTULA ALERT!!!

Go out into the main field now (outside of the tracks), and go to the west end of the field. At the corner intersection between the western fence and the stone wall with the tower in it, you should find the Gold Skulltula hanging from the wall. Same thing as before; Slingshot it to death, then use your Boomerang to obtain the Gold Token. After, exit back out onto Hyrule Field.

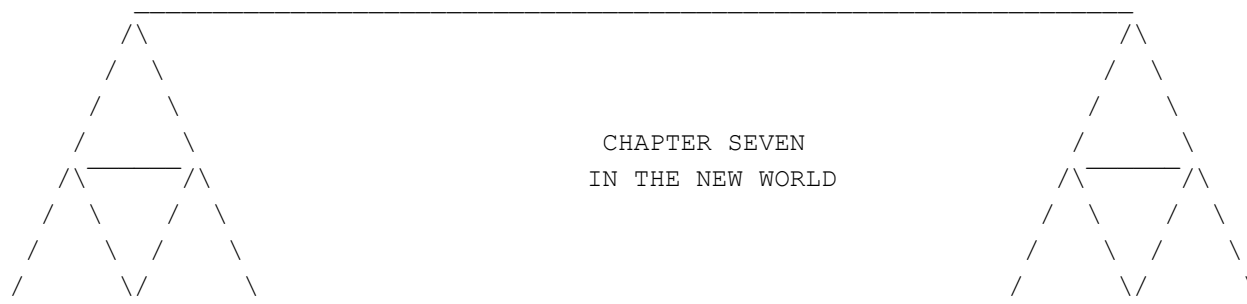
HYRULE FIELD

Proceed on your way back to Hyrule Castle. As you get close, a cutscene will occur. Once it is over, dive into the moat, L-Target the object in there, and then dive to obtain the Ocarina of Time. Another cutscene will occur, in which you learn the Song of Time. With this, there is still another item you can get. Head back to Zora's River.

ZORA'S RIVER

!!!HEART PIECE ALERT!!!

Head up to where the frogs are. If you have not yet played any of the other four songs for them yet, do so now, then play the Song of Time. After you come back to talk to them again, they will be bigger frogs. They will then engage you in a mini-game where you have to press the A button and the four C-Stick buttons for each of them to be able to hop up and eat a bug (the bottom blue frog jumps to the A button, with the remaining four corresponding to their position on the logs). It WILL be frustrating, so you will likely have to stick with it for a while, memorize the fixed pattern, and jam the buttons until you get it. Once you win, however, you will obtain your heart piece.



[WTNW]

HYRULE FIELD

You are finally done with all the side-items. Head off to the castle. Enter Hyrule Town.

HYRULE TOWN

!!!HEART PIECE ALERT!!!

Head down to the area with the fountain. Go left from here, and enter the door at the base of the stairs. Inside, you will be offered a chance to play Bombchu Bowling for 30 Rupees. Read up on the instructions in the mini-games section; one of the prizes that shall be offered (at random) is a Piece of Heart (you can also acquire a Bomb Bag Upgrade). Drop the bomb in all three holes to win your Heart Piece.

Head off to Hyrule Castle Town next.

After that has been done and set aside, exit out. From the top side, head southwest to the Temple of Time, which is a large church-like building located to the right of the Mask Shop and to the left of the Potions Shop and Bazaar. Enter the Temple of Time.

TEMPLE OF TIME

In here, go up to the altar, and play the Song of Time. Cutscene occurs. Walk through the hallway, and withdraw the sword from the altar at the end. More cutscenes occur, and finally you are sent off to Kakariko Village. Head outside to Hyrule Town again.

HYRULE TOWN

The town is totally deserted and destroyed, and, more importantly, is infested with ReDeads. Play the Sun's Song to paralyze all of them temporarily, then exit out to the small alley before the drawbridge. You can enter the building where all the pots used to be and talk to the person in here to find out that he is proprietor of a Poe store. If you find ten super Poes around Hyrule Field, you can get another Bottle, but you will not be able to do this now, as you lack the weapon required to defeat them. After, exit out onto Hyrule Field, and walk over to where Kakariko Village is.

KAKARIKO VILLAGE

A lot has changed since your last visit here, so you can go around and talk to people if you wish. The most notable things are talking about Dampé the Gravekeeper's Ghost, the old citizen talking about an eye that can see truth, and the lady who used to keep Cuccos. The latter will give you a Pocket Egg, which will start off a fairly long sidequest that you should ignore for now. However, all things considered, head into the Graveyard.

KAKARIKO GRAVEYARD

!!!HEART PIECE ALERT!!!

As Dampé is currently dead, nobody is keeping his hut, so if you wish, go inside and read his diary. To find his grave, go up onto the upper-left row, and take the southern-most grave here; it is the one with flowers. Before you do anything, go onto the nearby leaf (this will only be here if you planted the Magic Bean in this exact spot while you were a kid), and it will float up. Jump off to the nearby ledge and roll into it to obtain a Heart Piece. Go back down to Dampé's gravestone. Pull it back to unveil a hole. Fall down.

Down below, talk to Dampé, and he shall challenge you to a race. It is kind of difficult to give a walkthrough for this, so a few things to know; when running after him, do NOT L-Target him, or else that will give you trouble with all the turns. Dampé also likes to constantly throw out small fires that go on the ground, and if you run into it, it will stop you for two or three seconds, so make sure that your turns especially are not too sharp. Make sure to always go in between the purple torches when you see them. In the room with the rock spirals, go right; in the room with the square towers, go north and then right; in the room with the three ledges, take the left one.

After you make it to the finish line up on top of a long spiralling path, talk to Dampé. He will disappear, leaving you behind a Hookshot in a chest. This item allows you to grab onto things and pull you towards them. Continue on in the underground area, and play the Song of Time once you approach the blue blocks. Continue on, and you will in fact come out into the Windmill.

!!!HEART PIECE ALERT!!!

Do NOT drop down just yet, however. Instead, turn to face your right, and you should see a Heart Piece lying on the ledge. With your newfound Hookshot, aim at the actual top of the wooden ledge (as opposed to the Heart Piece) and let loose. The Hookshot should drag you over to the top of said platform, and you can easily pick up the Heart Piece.

This next part is also important. Drop down, and talk to the man with the bagpipes. Take out your Ocarina in front of him, and he will teach you the Song of Storms. With that finally done, exit out back into Kakariko Village.

KAKARIKO VILLAGE

If you have not already, go talk to the lady near the Cucco pit, and she shall hand over the Pocket Egg. With this in hand, play the Sun Song until it hatches, then equip it. Head over to the building that lies on the ground floor of Kakariko, at the base of the stairs that go up to Death Mountain. Enter. Inside, head over to the beds, and you should see Talon from Lon Lon Ranch sleeping over here. Equip the Pocket Cucco if you have not already, and use it on Talon to wake him up. After hearing him out, return to the Cucco lady, present her with the Pocket Cucco, and she shall give you Cajiro, a blue Cucco.

(PLEASE NOTE: This is the last reference in-walkthrough to the sidequest that this will have set you on course for; to finish the rest of the sidequest, you must manually refer to the Biggoron's Sword section in the Sidequests section of this guide).

!!!HEART PIECE ALERT!!!

Now, if you have been searching around Kakariko Village at all, you may have noticed that the house with the green roof near the watch tower has a man sitting on it, gazing into the distance. With the Hookshot, you can pull yourself up to the roof. The best way I have found to do this is to go onto the stairways that lead to the windmill, but instead of going inside the windmill, head to the end of the actual path. Next, hop onto the fence here to give you some extra height, and then aim at the green roof. Once you get up there, go and talk to the man to receive a Piece of Heart.

!!!GOLD SKULLTULA ALERT!!!

Head to the doorway leading inside Impa's house (the southernmost building in the village, lying on top of a small hill, next to the Skulltula house). Use your Hookshot on the roof of the Skulltula house to pull yourself over, then turn around and use the Hookshot again on the roof of Impa's House. Once on top of the house, walk over to the southern wall of the village while still on the roof, and you should find the Gold Skulltula. Kill it, and then either L-Target/Jump at it or use your Hookshot to grab the Gold Token.

With that done, our time in Kakariko Village is pretty much over. Head out of the town to Hyrule Field, but instead of going to Kokiri Village, proceed to Lon Lon Ranch. We have a side detour we can make that will overall save lots of time in the game.

LON LON RANCH

Proceed to the open field. You will not be able to get in, however,

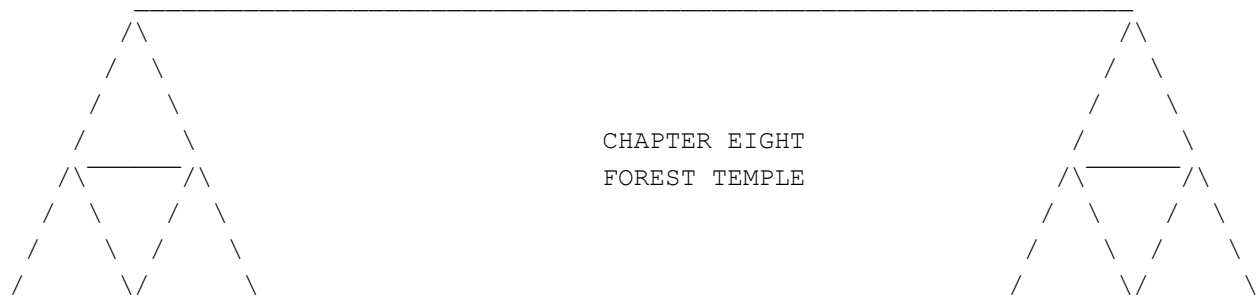
because the gate is closed. Talk to Ingo instead, and agree to pay ten Rupees. Inside, take out your Ocarina and play Epona's Song. When she comes over to you, run around the field and get used a bit to the controls. Jump over the middle two small walls in here to collect a blue Rupee at each and make back the money you paid Ingo.

After your first trial is over, talk to Ingo again and go around a second time. However, before the second trial is over, talk to Ingo at the gate, and he will ask you for a private race. Agree, and hand over the fifty rupees.

The best way to go around this is to go through a couple of carrots at the race to catch up with Ingo, who will cheat the start. Once Ingo gets in front of you, stop using the carrots, and allow them to regenerate. At the turnoff shortly before the back stable (which is on the northwestern corner of the track from your perspective from when you first come in), Ingo will take a really wide turn, leaving a large space for you to sneak in ahead. Take this opportunity to use up five straight carrots and quickly get a large space between you and Ingo.

Do NOT use up the sixth carrot, or else it will take longer for the carrots to regenerate. Continue galloping forward, and once all six carrots come back, quickly start using them up, including the sixth carrot. Once you make it past the wooden board at the start of the track, it is over. If you passed it first, you are the winner.

If you won, then Ingo will make another bet with you, this time offering Epona. Take it. The race is basically the same this time as far as I have noticed; any differences you may see are probably a result of nervousness, so continue using the previous strategy. Once you beat Ingo a second time, you will effectively gain Epona. Ingo will try to lock you in; however, take Epona and race at one of the short northern walls, using your Carrot at the last moment. Epona will jump out.



[WFRT]

HYRULE FIELD

From your vantage point, head east, then north and east some more; if you look at the map as being divided into a slightly wider northern half and a southern half, go to the southeast corner of the northern section. Dismount from Epona (you can call her back anytime while on the overfield via Epona's Song), and enter Kokiri Village.

KOKIRI VILLAGE

!!!GOLD SKULLTULA ALERT!!!

Unfortunately, the place is wrecked. For the current moment, head to the

southeast corner of the area, to where the House of Twins lies (you should see a sign reading it as such). Go around to the back side, and look up at the two horn-like points. A Gold Skulltula should be hanging off of one side, so kill it and retrieve the Gold Token. After that, head north along the northwest wall near Mido's house and jump up onto the ledge. Climb up the vines, go around to the top, and enter the Lost Woods.

LOST WOODS

From the start, head right, north, and then right again. Here, you should run into an old face - Mido. He will block you from heading any further, so play Saria's Song in front of him to convince him to move aside. Once finished persuading him, head north, then west.

!!!GOLD SKULLTULA ALERT!!!

In here (IF you planted a Magic Bean in the past), hop onto the Magic Leaf that has grown, and it will carry you up to a ledge with a Gold Skulltula resting on top. Dispose of the Gold Skulltula, take the Gold Token, then hop back down. Continue back west once, then north, and then proceed left and north again into the Sacred Forest Meadow.

SACRED FOREST MEADOW

Try to head forward into the maze, and Navi will start talking again. L-Targeting works only to a degree, however; using C-Stick up to move the camera around also works. Stay in this small passage, and look to your left and right. You should see an Orc moving around, patrolling the area. Do NOT use your sword when it turns its back; instead, let it walk further away from you, and while it is doing so, take out your Hookshot. One hit at its back should take it out for good.

After mopping the floor with the first Orc, head right and up, and wait for another Orc to turn its back to take it out. Repeat the process when going left and up, but after you have taken out the third Orc, go through the grass patch in the middle. You can either swing your sword at the Orc while it marches through the center of the passageway, or Hookshot it. Continue on to the right side and go north. Drop into the water. Once the Orc patrolling the last hallway moves the opposite way, get out and kill it.

!!!GOLD SKULLTULA ALERT!!!

Climb up the nearby ladder. If you wish to bottle a few fairies, climb up the ladder here and drop down the hole into the fairy cavern. The most important part, however, is a Gold Skulltula nearby; to your left (or the map's east), there will be a Gold Skulltula hanging from the wall. Go and kill it with your Hookshot, then finish the deal by using your Hookshot again to snag the Gold Token.

After you are done with that, head north up into the long hallway. Here, you should encounter a large Orc that will have a massive warhammer. Instead of running at you, however, it will stay in its position, and ram the earth with its warhammer, sending a shockwave in one of three directions; left, center, or right. Stay to one side, and then move once it sends a shockwave your way, until you make it to the actual Orc. Get behind it, then slash at it a few times for it to fall and drop a Red Rupee (do not worry; it cannot attack you if you are behind it).

Enter the large area where you met Saria back in the past. Here, you shall encounter Sheik again, who will teach you the Minuet of Forest. Whenever you play this song from now on, you will instantly be teleported to this spot. After, look up to the north. You should see a branch hanging over an overlying ledge. Use your Hookshot to drag yourself up there, then drop down onto the small plateau. Enter the Forest Temple.

FOREST TEMPLE

Try to approach the front door inside, and two Wolfos will emerge out of the ground and stop you. L-Target one of them, and lure it in. Put up your shield and let it get a first hit on you; once its arms go down, quickly drop your guard and slash at it to injure it, and then repeat until it is dead. Thankfully, neither of them require as many hits to kill as when you were a kid, thanks in part to wielding the Master Sword.

!!!GOLD SKULLTULA ALERT!!!

After finishing both of the Wolfos off, look at the right wall to see some vines growing on it. Use your Hookshot on the left section of the vines, then climb up to the top and drop down on the stump. Turn south to look at the vines again, and you should see a Gold Skulltula hanging on the top southern portion. Use your Hookshot once to kill it, then L-Target the Gold Token and utilize your Hookshot again to drag it in. After, turn around, and cross the branch west. Once you get to the tip, use your Hookshot on the chest opposite you to drag yourself across the room. Open it to obtain a Small Key, then drop down onto the ground. Enter the next area.

In the hallway, quickly use your Hookshot on the Skulltula hanging from the ceiling. Thankfully, the Hookshot causes an instant kill, so you do not need to worry about waiting for it to drop down and turn around. Continue along and exit out into a large chamber. Watch the scene in here, then head north and go up onto the ledge.

!!!GOLD SKULLTULA ALERT!!!

Look up to the northeast corner here, and you should see high up on the wall a Gold Skulltula. Get closer, and use the Hookshot on it to kill it, then reuse the Hookshot to grab the Gold Token. After, head up the nearby stairs and go through the northern door. In here, bring out your shield and allow the Blue Bubble to run into it to destroy its aura. Stun it with your Hookshot, and then follow up with a couple of sword slices to finish it. Run along the rest of the hallway and exit out into the next area.

You will face off against two Stalfos; thankfully though, only one of them will fight you at a time. The best strategy in this battle is not to press aggressively, but rather to lure the Stalfos in and then counterattack without mercy. Allow the Stalfos to circle you; when it jumps at you, either leap to the side, or quickly move forward. The Stalfos will miss its attack, and exposes itself, giving you time to hack and slice at it. Once both Stalfos are dead, open the chest that appears for a second Small Key, then head back out into the main chamber.

Back out here, head right through the lower door (northwest from the entrance's perspective), and play the Song of Time in front of the block to make it disappear. Head on outside. Shoot your Hookshot at the Deku Baba to stun it, then go up to it and cut it down. Head right from here to the vines. Look up and aim at the first two Skulltulas to kill them. You will likely be unable to kill the third; if that is the case, simply aim up high at the vines on the right

side, and when the third skulltula is turned around and facing the left side, quickly climb up into the alcove. Enter a small room, and kill the Blue Bubble (remember to destroy its aura first). A chest will appear which contains the Dungeon Map. Continue on.

Out here, kill the Deku Baba, then look to the vines to your left. Kill the Skulltula hanging on the wall here. Now, you have two choices as what to do next; you can either shoot your Hookshot at the vines, and then crawl over onto the small balcony, OR you can fire the Hookshot at the black sign with white circles over top of the balcony (any time you see a sign like this from now on, you know you can use the Hookshot on it). Step on the switch here, and it will lower the water level in the well system that you may have already seen previously here. Drop down to the ground below.

!!!GOLD SKULLTULA ALERT!!!

Do NOT go into the well just yet, however. Instead, kill the Deku Baba and Octorok here first so that they do not become a nuisance. You may notice that across the small stream, there is a high platform with a small chest on it. Use the Hookshot on the chest's front or back (but not the side, or else you will fall into the water) to pull yourself up. All it has to offer is a Recovery Heart - however, the real prize is waiting for you around the corner here, in the form of a Gold Skulltula hanging from the wall. Take it out and collect the Gold Token. After, jump south across the river, and go south and either fall down the well (will take out a heart) or climb down via the ladder. Head north along the sewers, collecting a couple of hearts, and open the chest at the end for a third Small Key.

Climb up the ladder here, and back outside, head into the main chamber. Go up the stairs to your personal right and open the locked door at the top to enter another large room. In here, kill the Blue Bubble, then head straight north until you come to a ladder. Climb up the two sets of ladders, then go through the doorway. Here, pull the blue block to your left right, and then push it north through another hallway. After you have pushed it all the ways north, loop around through where you originally saw the block clockwise, until you come to the block again. Push it forward into a small hole.

Jump on top of the blue block, then drop down again. Go into the hallway where the blue block originally was to find a ladder in a small crevice that it originally hid. Climb up the ladder to the top, then go forward and head through the first doorway that you find. Push the red block here to the end, then go back down the ladder, head over to the blue block, and go onto a higher ledge. Push the red block forward some more, and once it settles into place, climb onto the red block, and then the ledge across it. Kill both Blue Bubbles in here for the door to open, then proceed onwards.

Head through the twisted hallway to the end, ignoring its qualities for now. In this room, jump across the two ledges to the next room. If a Wallmaster's shadow grows over you, simply press C-Stick Up to make it go away. Open the locked door, head down the stairs to the bottom of the room, and enter a circular chamber. In here, take on a Stalfos (and despite his ability to stand over the pit, you will in fact fall if you try to go over it), using standard tactics. After this one falls, a floor above will fall in to seal the pit, and you will take on two more Stalfos. Once both are dead, open the chest that appears for the Fairy Bow. Head back through the door you came from (the exit you do NOT want to take is the one under the sign that looks like a spiral).

In here, stop at the bottom of the stairs, and look up to the top. You should see a portrait hanging from the wall. There are three such canvas hanging in this room. Two of them will be blank, but the third will have a picture of a

red Poe on it. However, the painted picture will turn blank once you approach it, and one of the blanks will turn painted. You must shoot the active painting from afar to destroy it, and do this to all three portraits. Once the third canvas is destroyed, the Poe inside will come out, and head to the bottom. Follow it to the ground floor.

At the bottom, you will fight the first of the four Poe sisters, Joelle. L-Target her, and when she physically manifests, shoot her with an arrow. When she disappears, if she is anywhere near you, put up your Hylian Shield. The Poe will try to swing around her torch, but it should bounce off your Hylian Shield without doing any harm. Once she reappears, shoot her again. Once you have hit her with a grand total of five arrows, the Poe will finally fall, and relights the torch (and by proxy, the first torch in the main chamber). A chest will also appear, containing a Small Key.

Head back into the large room where you fought the Stalfos, and cross the room to the opposite side into another staircase room that is almost an exact replica of where you previously were. Shoot down another set of three paintings, and you will end up taking on the blue-coloured Poe Beth, the second Poe sister. Again, five shots will take her down, and the same tactics apply. Open up the chest that appears after her defeat for a Compass.

Now, you are going to have to do a small amount of backtracking. Go all the way back to the twisted hallway, and go to the room previous to this, where you fought two Blue Bubbles. Above the doorway, you should notice a grey diamond with an eye in it. Shoot the eye and it will close. If you want now, you can also go further back to the doorway where you first found the red block, and go right from here to a rope railing, and shoot the eye across from you for a chest with some arrows in it to appear. Notwithstanding that, however, enter the hallway, which is now straight.

Back in the room with the Wallmaster, jump down to the side, and open the blue and yellow chest to obtain the Boss Key. Now, drop down the hole into a basement room. Down here, kill the two Blue Bubbles to open up the door, and then head outside again. Out here, quickly kill the Deku Baba.

!!!GOLD SKULLTULA ALERT!!!

Turn to face the left side, and you should see a small structure railing supported by a couple of stone columns. Jump onto it, and walk over slowly to where the pair of Recovery Hearts is. This is not what you are here for, however. Instead, look at the vines near you to see a Gold Skulltula hanging on the wall. Kill it with your Hookshot and then retrieve the Gold Token, then walk back and jump onto the main balcony again.

Head south from here, but do not go through the door with the golden doorknob. Instead, turn right and go through here instead. Inside, you will face off against a Floormaster. Corner it and hack at it until it turns red, then quickly power up a Spin attack to let loose when it splits into three. Once the mini Floormasters have been killed, open the chest that appears for a Small Key, then head out. Go through the southern door now.

In here, drop down, and then go up to the ladder again. Climb all the way to the top (if you want and have not already, go to the rope railing when you see it and shoot the yellow eye across from you for a chest with arrows in it to appear) until you get to the room with the two Blue Bubbles. Shoot the eye again to twist the hallway, then go through the twisted hallway, first room of stairs, and the room where you fought the Stalfos, until you come into the second portrait room. In here, head up to the top, and unlock the door. Proceed through.

Coming into this next area, jump to the pillar to your right and grab a hold of the top, then climb up and head down the hallway. You can kill the two Green Bubbles each with a single arrow shot, so do so if they become a nuisance. Enter the door at the end. In here, the idea is that you jump on one of the platforms. You then have to wait for the platform to rotate around so that you are perfectly lined up with both the torch and the ice covering the eye on the one wall, and then fire with your Bow. This is one way. Another tactic you can use is, if you have Din's Fire, simply go over to the platform under the eye and use it. Din's Fire will create a burst of flame that instantly melts the ice and achieves the same effect. Either way, the hallway going back will be twisted, so head out this way again.

At the end of the twisted hallway, drop down into the room below, and head down the hole. You will be taken to a larger-than-life chessboard area. Watch the ceiling, though, as it will come down every so often, splattering anything underneath it. However, there are small panels in the ceiling that you can sneak under to protect yourself. The first place you should go to is the switch to open the door. When heading for the chest, which contains a bundle of arrows, don't go straight forward, or else you will be attacked by a Skulltula hanging from the ceiling. Instead, go left a bit and then north. Finally, head to the door and exit into the next room.

In here, shoot the portrait of the yellow Poe. You will then have to solve a puzzle; five blocks will drop onto the floor. Four of them, when assembled into a square, will form a portrait of the yellow Poe. The fifth one is useless and is just there to trick you. Quickly determine which one is the odd one out and move it out of the way, then try to get the tops of each block fit together in your head to figure out what needs to move where. Once you have everything together, the blocks will appear, and the third Poe sister, Amy, shall appear. Take her out, then exit out the door.

Finally coming back to the main chamber, drop down from the high balcony and go into the middle square. You will encounter the final Poe, Meg here. However, she has a trick up her sleeve, and splits into four. The three clones will only disappear if shot, ensuring you waste arrows. However, there is a way around this; when the four Poes appear, the real Meg will spin around once. As such, do not blink when they show up, and shoot the real one. Once again, five shots should do the trick in taking out Meg. You can also use the Hookshot to injure Meg as opposed to using arrows (which can be useful, as you shall want to save up on arrows for the boss fight ahead - thanks to Jason for this tip).

After, the elevator will rise back up to the first floor. Drop down and go down to the basement. Here, you will have to push against the two walls to move the area around. Go to the east side and push south once, then go and activate the switch in the northern room. Take the eastern wall and push south twice more, then go into the north room again.

!!!GOLD SKULLTULA ALERT!!!

Here, shoot down the regular Skulltula with your Hookshot, then look up to the right. A Gold Skulltula will be hanging on the wall, so kill it with the Hookshot and then nab the Gold Token. Head back out, and push the eastern wall (now probably southeastern) south some more. When you can, go into the eastern room and press down on a switch. After this, push around one more time, then go into the south room and press down on a switch to open the gate to the north. Go through the northern hallway and open the door at the end using your Boss Key to take on the boss of this dungeon...

EVIL SPIRIT FROM BEYOND
PHANTOM GANON

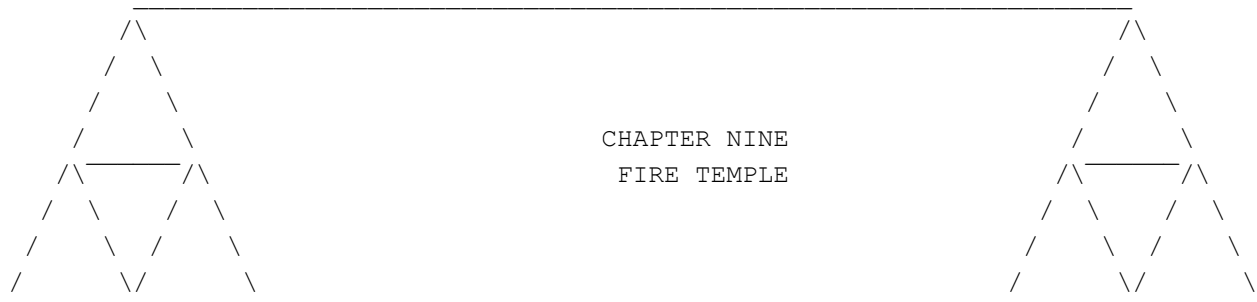
During the first part of the battle, Phantom Ganon will be on horseback, and will enter one of the six paintings. After a few seconds, in two of the six paintings of a castle, Ganon and his dark steed shall come racing down the road; you need to identify which two paintings he is coming out of as quickly as possible, but you should also do this by standing in the center of the room and with your Bow out and in the 3D view offered by the Bow. One of the Phantom Ganons is a fake, and as soon as it reaches the front of the picture, it shall reverse direction and go back up to the castle. The real Phantom Ganon will cause a hole to rip open in the painting, best symbolized by a void of purple whirling energy.

As soon as you notice any sort of the purple energy on one of the paintings, ignore all other paintings, and notch an arrow and fire at the center of the painting to hit Ganon or his horse. Once you succeed, Phantom Ganon will retreat back into his painting, and repeat the whole thing. You need to do this thrice to proceed onto the next stage of the battle. Should you fail to hit Ganon, you will be blasted by lightning, and usually it is very difficult to avoid unless you make your way to a safe spot on the perimeter of the battle arena (usually at the fence areas parallel to Phantom Ganon).

Entering the second phase, Phantom Ganon will come out of the portraits and remain in the real world, and will float around the battle arena, with a sceptre in hand. L-Target him, and eventually, he will shoot out a ball of energy. You will have to get into a small game where you need to bat the ball of energy back and forth, you with your sword by swatting it when it gets near, Ganon with his staff (if you have ever fought Agahnim in A Link to the Past, the premise of this attack is much the same as there). As each consecutive back-and-forth goes, the energy ball will go much faster, and will cause more damage to you should you get hit, and shall stun Ganon for a longer period of time when he gets hit.

Eventually, when Ganon gets hit by the ball of energy, he will temporarily be stunned and fall to the ground. Use this opportunity to attack him and slash and hack, until he shakes off his paralysis and rises up into the air again. From then on, just repeat the same thing over again to win the battle.

After the battle is over, collect the Heart Piece and head out into the warp point. Watch the cutscene, then exit out onto Hyrule Field. You need to go back to the Temple of Time for now, but there are two ways you can do this; you can either walk over there, or save and then reset to start back at the Temple of Time.



TEMPLE OF TIME

In here, go into the back room. You shall meet up with Sheik again, who first informs you that you can travel back through time to your days as a kid again by putting the Master Sword into the pedestal, and then teaches you the Prelude of Light, which allows you to warp back to the Temple of Time. Put your sword into the pedestal, as we have some things to do back in the past.

Once you are a kid again, head off to Hyrule Castle Grounds.

HYRULE CASTLE GROUNDS

!!!GOLD SKULLTULA ALERT!!!

Go along the same infiltration path as you took when visiting Princess Zelda (cut across the field, climb up the cliff, jump into the drainage system). However, when you get off at the corner, play the Song of Storms at the lone tree here. Drop down. Inside, lay bombs at the three walls (the left one is the important one). Kill the Gold Skulltula crawling on the left wall, collect the Gold Token, then exit out. Head to Zora's River next.

ZORA'S RIVER

!!!HEART PIECE ALERT!!!

Traverse the river until you get to the stump with the frogs. If you have not already, play any of the first four songs you have learned, then play the Song of Time to get a fifth Purple Rupee. Lastly, play the Song of Storms, and they will reward you with a Piece of Heart.

Pick up some bugs while you are in the past as well, as you shall need them in a short while, then make your way back to the Temple of Time.

TEMPLE OF TIME

Go to the pedestal again, and draw out the Master Sword to return yourself to the future. Once back as adult Link, make your way outside and onto Hyrule Field, and navigate over to Kakariko Village.

KAKARIKO VILLAGE

While in Kakariko Village, you should take your time and take a pitstop at the newly constructed building. Inside, it will turn out that this is in fact an archery gallery, akin to the shooting gallery back in Hyrule Town in the past. Pay your 20 Rupees; if you get 8 out of ten rupees shot, you get a second free try, and all 10 rupees gains you a Big Quiver. After you are done in Kakariko Village, however, continue on up to the Death Mountain trail.

DEATH MOUNTAIN

!!!HEART PIECE ALERT!!!

Climb up the mountain trail to Goron City, and watch out for the new hazards of the mountain; rolling rocks coming out of nowhere. However, once you

make it to the area outside Dodongo's Cavern, stop. If you planted a Magic Bean here in the past, get on the leaf that appears, and then jump onto the roof of Dodongo's Cavern's entrance and collect a Heart Piece here. After, jump down, and continue on your way up. Enter Goron City at the end of the path.

GORON CITY

!!!GOLD SKULLTULA ALERT!!!

Make your way left, and connect onto the ropes going to the platform in the middle. Once the two left ropes merge into one, look at the back of the pedestal on the platform in the center, and you should see a Gold Skulltula hanging from here. Hit it once with your Hookshot, then snag the Gold Token it leaves behind, again with your Hookshot.

Once you have collected on the Gold Token, head down to the second floor, and make your way to the entrance to the hallway passage that will lead in to the big Goron blacksmith. A rolling Goron will be patrolling this floor, so pick up some bombs and try to hit him (pick up the bomb when he rounds the corner and comes into sight after being hidden by the rock wall, and then drop down the bomb).

After he gets hit by an explosion, talk to him. He will direct you to the Fire Temple. The Goron shall also hand over to you a Fire Tunic. This will protect you from high heats. The shop and Darunia's room will now be open. Now, enter Darunia's room. In here, notice the statue that Darunia used to guard back in the old days. Pull it back, and it shall reveal a tunnel. Head through it to emerge in the Death Mountain Crater.

DEATH MOUNTAIN CRATER

Supposing that you have yet, equip your Fire Tunic so the heat will not get to you, then head up to just before the bridge to your left. The bridge is down, but this should not stop you; Use your Hookshot on the top wooden plank in front of you to get over there, then continue down the bridge. You shall be stopped by Sheik, who teaches you the Bolero of Fire, which is capable of taking you back here to the Death Mountain Crater. Afterwards, Sheik will run off again, so head down the bridge, go left into the small building, and climb down the stairs.

Do not head into the Fire Temple just yet; instead, play the Prelude of Light and return to the Temple of Time.

TEMPLE OF TIME

Go to the back room in here, and thrust the Master Sword into the pedestal to return to the past. Once you have become a kid again, play the Bolero of Fire to go to the Death Mountain Crater.

DEATH MOUNTAIN CRATER

!!!GOLD SKULLTULA ALERT!!!

Although you supposedly have a time limit, you get two and a half minutes of unbridled freedom, so there is not htat much to worry about. In any case, take out a bottle of bugs, and dump it on the nearby soil patch. This will

cause a Gold Skulltula to pop out after a short time. Slay it and retrieve the Gold Token, then plant a Magic Bean in the soil patch for your return to the future.

After you are done all that, play the Prelude of Light to return to the Temple of Time.

TEMPLE OF TIME

Back here, take out the Master Sword to warp forward in time again. Once done, play the Bolero of Fire to head off to Death Mountain Crater.

DEATH MOUNTAIN CRATER

!!!HEART PIECE ALERT!!!
!!!HEART PIECE ALERT!!!

The Magic Bean from before will have finished growing into a magical leaf, so hop onto it. When it first rises up and starts circling around a very big pillar of rock, quickly jump onto said pillar. Go to the center, and you should be able to find and claim the first of two Heart Pieces resulting from the magical leaf. Walk down and jump off the pillar to the stable ground below, and wait for the magical leaf to return.

Once it does, hop on again, but this time, wait until after it rotates around the giant pillar; it will approach the large nearby wall, then go down a bit. You should see a nook in the wall containing a second Heart Piece. When the magical leaf approaches the nook, jump inside and claim the Piece of Heart. To return to the ground, play the Bolero of Fire to warp over there.

At the bottom, head into the Fire Temple.

FIRE TEMPLE

In the lobby room of the Fire Temple, you can either kill the two Fire Keese that are flapping around here, or you may choose to ignore them. Either way, head up the stairs, and then head left through the unlocked door. Inside, you will come face to face with Darunia. Unfortunately, you will not be able to follow him through, lacking both the Boss Key and even a path to get across the lava (the latter will be remedied by dropping the pillar that you see if you look at the ceiling).

That said, head left and jump across the first few pillars, until you get to the platform at the end (if you fall into the lava, do not worry - it barely causes any damage and in fact you even have a few seconds leeway before you get hurt at all). Step on the switch in the floor to open the cell door and free the Goron. After he has left, open the chest in the cell to obtain a Small Key, then head back to the door and go outside into the lobby room. Head over to the right side and unlock the door with your newly-gotten key.

You should end up in a rather large room defined by a long wooden bridge stretching across an expanse of lava. Head north down the bridge until you see to your right a wooden plank. When you get to it, jump off the bridge onto the plank, and follow the plank up to some solid ground. From here, go south to the peak of the ground, and jump right onto a platform. Before it has time to sink into the lava, continue right onto another block, this one moving around. Let it

move north, then proceed right onto safe land at the east edge of the room, making sure to watch out for Fire Keese and Red Bubbles that may stray into your path. Go climb up onto the stone ledge here, and you should notice at the top that part of the wall is an odd door-shape light brown stone colour. Obviously, this means to bomb the wall, so plant a bomb, stay out of its explosion path, and enter the door. Inside, free the Goron via the switch, here it out, then pick up a Small Key from the chest.

Head back out into the main room, and go onto the bridge again. This time around, go left; you can simply jump off at the land that is curving in and shaped like a half-diamond, then go west and hop across the two blocks to the door at the end. Enter. Inside, press down on the switch to free the Goron. The tip this time tends to be fairly useless depending on how you go about things, but pick up the Small Key in any case. Exit out.

!!!GOLD SKULLTULA ALERT!!!

Outside back in the main room, immediately turn around. Above the door you just exited from, you may see a blue block with all the fancy symbols. L-Target it, and then play the Song of Time to move the block down (if you moved it before you went through the bottom hallway, simply play the Song of Time again). Go up on top of the block, and enter the second floor room. In here, take out your Hylian Shield, and let all the floor tiles break against your Shield, instead of bothering to destroy them. After, stay where you are, and DO NOT MOVE.

You may notice a sort of gray, slimy creature across the room. This is a Like Like, and it is a creature which can swallow you whole. If you are wearing your Goron Tunic or Hylian Shield, and he swallows you, you will lose one of these items, and have to kill it to take it back. However, if he swallows you again, or for whatever reason you leave the room before killing it, you lose the first item. The most effective solution here is to simply shoot it with your Bow - two arrows will kill it. You can also use your Hookshot to stun it, get in close and stab it, retreat and repeat. After, head over to where it was, cut down the Gold Skulltula hanging on the wall, and collect the Gold Token. Head back out again.

Back out on the bridge, head north to the opposite end. Open the locked door, and head inside. In here, go up to the wooden plank, and slide down it. Go and examine the wire wall to your right. Use the Hookshot to pull yourself up part of the way, then climb the rest of the way to the top. Jump to the makeshift wire roof, and slay the two Keese on top before they can become a nuisance. Drop down onto the small ledge here, and then push the block into the center of the room. In doing so, the fire jet that starts up in will pick the block up and push it to the ceiling. Jump down onto the block while the jet is in its cool-down phase, and when you go up a room, head off the block and go through the locked door into the next room.

Move towards the left ledge in this next large room, and head up onto a ledge. Slash at the Torch Slug here, then hack and dash some more at it to finish it off. Go north up another ledge and do this again to a second Torch Slug. Turn to your right and, ignoring the crystal for now, jump into the small space between the block and the crystal. Push the block south onto the floor below, then jump down and pull it into the small imprint. Hop onto the block, then jump right either onto the wire hangings or the small ledge, then climb up to the top. Now, to dispel the fire at the top of the room, you are going to have to shoot the crystal. However, this works only for a limited time, so you will need to do some strategic placing.

Stand on the ledge one up over the crystal, and move so that your left

side is facing the crystal, and your right side is facing the wires that you want to climb up. Bring your arrows out (they work faster than the Hookshot) and use them on the crystal. Once the cutscene is over, immediately climb up the ledge to your right, and scramble to the wiring (Alternatively, you can just drop a bomb next to the crystal and start moving). You cannot Hookshot yourself partways up, so you must manually start from the bottom and head up. At the top floor, go through the door.

!!!GOLD SKULLTULA ALERT!!!

In here, you will be taking an isometric overhead view. Wait for a boulder to come by where you are from the left side to go right, then head left all the ways, and go up somewhat. This is a hard location to pinpoint, but I will try to describe it; the ceiling above will come across diagonally, and you should see a small empty space free from harm. Plant a bomb here to blow the wall up, and kill the Gold Skulltula behind it. Collect its Gold Token, then head left and north a bit more. Enter the doorway here at the end, and head down the tunnel. Step on the switch at the end to free the Goron, and collect the Small Key.

Exit out, then go left and north. This next area is a bit difficult to pinpoint, but if you see a locked door, continue on going north of it. When you see a pair of walls combined together that looks like a sideways T, go left from the north end of it, and then north. Press down on the switch here to open the cell door. Talk to the Goron, then open the switch to obtain another Small Key. Now, head back right, and then continue on south for awhile until you come to a locked door. Go through here.

Jump onto the ledge to your left if you need a few Recovery Hearts, then jump back. Slowly walk north across the narrow walkway, and unlock the door at the end to enter another large chamber. In here, go across another narrow path, then jump onto the wire floors. A wall of flame will emerge from the lava behind you and start moving towards you, so quickly climb up the wire ledge and run north. At the same time, however, STOP when running across the gaps, and wait for some Fire Bubbles to leap out of the lava; if you let them hit you, your time will be delayed that much more. At the end of the wire floors, jump right onto some solid ground, and climb up a few ledges before exiting out the door.

!!!GOLD SKULLTULA ALERT!!!

!!!GOLD SKULLTULA ALERT!!!

You will end up in the room with the boulders again, but this time on top. Turn to your right side and you should see a pedestal against the wall up very high. Take out your Ocarina and play the Scarecrows' Song (the tune you gave to Pierre in the past) for Pierre to come out on the pedestal. Use the Hookshot on him to pull yourself up, then turn around and you should see a platform with a Hookshot target on it. Pull yourself over (do NOT move once you get on, lest you risk falling off). The elevator platform will take you up to the fifth floor.

Up top, head through the door, and go up the two wire walls, killing the Gold Skulltula on the second for your first of two Gold Tokens. Enter the door at the end to come into a large circular room. Head along the path a little, then look to your left to see the Gold Skulltula on the inner wall. Shoot it with your Hookshot and then retrieve the Gold Token. After, if you want, hit the switch and try to run up to the chest for a Gold Rupee - however, you will likely want to wait until you get the Longshot from the Water Temple before attempting this. After, return to the room of rolling boulders.

Back here, hop onto the platform next to the door, then jump across onto

the floor in front of you and kill the Torch Slug. Bomb the weak spot in the floor, then climb down the metal grating to the floor below. Follow the tunnel and stand on the switch at the end. You will learn that there is a creature in the Fire Temple which can only be killed by bombs, which is actually coming up fairly soon. After he leaves, pick up the Small Key from the chest, then head back to the wire wall you just came back down. Head back up, but be careful over the Torch Slug, who has since reanimated.

Back up top, jump across to a narrow ledge, and follow it to the end, but then jump across left. Kill the Torch Slug here, then go south and onto a platform with a switch. This will open a gate to the north, so proceed that way across the many platforms and ledges. At the end, kill the Torch Slug, preferably by arrows so it does not try to block you from jumping, and then leap into the small jail cell. Talk to the Goron again, and once he is gone, take the Small Key from the chest.

Move back to the room with the moving wall of flame, via the second floor (as opposed to dropping down in the boulder room and taking the entrance). Instead of going onto the metal floor, instead go left from the door and climb up onto the stake wall. Drop down into the cage, and open the door here for a Dungeon Map. Head through the door here and end up back in the room with the narrow paths, and then continue through the right door in here to the lava room again. Hop onto the first wire platform, and the wall of flame will start up behind you once more. Go onto the second platform (the one that the two pillars with Recovery Hearts are attached to), but do not continue on; instead, head to the right side, and jump onto the high ledge (if the fire is close behind, just hop onto one of the two pillars and let the wall pass). Climb up, and open the locked door and continue inside. Head down the hallway and exit out the opposite side.

In this section of the Fire Temple, you should see a number of pillars with walls of fire that form between them when you get close. However, in some connections, there will not be any flames. Head right off the ledge, and proceed through the first two connections of a pillar to the wall, then go up and right the next one there. Head down, and open the door. Inside, proceed forward to the chest and open it for the Compass. Head on back outside.

Out here again, go up once, right once, and then all the way up to the door. The door is fake, however (and if you try to open it, it will slam down on you), so head left instead, to the other set of pillars. The door here is also fake, so ignore it for now. From this door, head down once through a set of pillars, then left once, down twice, right once, down again, right again, up, right, up, left, and finally open and enter the locked door at the end. Inside, head down to the opposite end of the hallway (You currently are unable to do anything about the Goron now, so do not bother looking around for a solution), and exit out this way.

Out here on the opposite side of the large pillar room, go up and right into the open area, past the flame thrower statue, and down one pillar connection, and go stand on the switch there. This will make flames nearby extinguish. During this time, go through the lower pillar connection to your left, and head all the way up, and climb up onto the ledge and past. Do not trust the door; bomb it, and a new door will be revealed. Go through this one, and you shall face off against a Flame Dancer.

The trick to defeating a Flame Dancer is to throw bombs at it. However, instead of having to time the explosion of your bomb while throwing it at the Dancer, you can just take a bomb out and drop it in the way of the Flame Dancer while it is gliding around the room; the fire around it will make the bomb automatically explode on its own (you can also throw a bomb directly at it to

achieve the same effect). When this happens, the bomb-like head will fall off, and run around the square structure (you can also directly L-Target the Flame Dancer and use the Hookshot to pull its head off of its body instead of going through the process of chucking bombs). Either slash at it, shoot it with your arrows or use your Hookshot whilst you are doing this. If it gets too far away, run the other way, and then hit it. If using the sword, however, swipe at it; do not leap at the head to damage it, as it is extremely versatile and will run out of your way. After the Flame Dancer dons blue clothing, it has only two thirds of its life left; when it is wearing green, it has only one third of its life left. Twelve hits in all to the head should take it out.

After you defeat the Flame Dancer, the fire around the square will disappear. Climb up onto the square platform, and let the structure take you up a floor. At the top, open the door and head outside. This room is basically a second iteration of one of the rooms from awhile back. Go and climb up the vines behind the wall, then drop a bomb down next to the crystal below (you can also use your arrows if you line yourself up on the edge of the platform). Before the bomb explodes, go to just before where the fire is, and when the bomb does blow up, the fire will disappear. In this time, climb up the wall here. At the top, exit the door.

You will end up in a very large room; if you fall down the center pit you will end up plunging back to the first floor. First off, step on the switch near you. The fire up above surrounding a chest will disappear for a small amount of time; climbing the ledges, however, will not work. They will take too long to get up there. Instead, you shall have to traverse up the narrow floor that is headed upwards in a semi-circle towards the chest. At the top, open the chest for the Megaton Hammer.

Continue on right and drop off the high ledge at the end, and you will end up where you started off, having moved a full 360 around the room. Drop down, and move forward a bit to where you see a sort of square stone partways out of the ground. Take out your Megaton Hammer and slam it down on the stone to make it drop down; pursue it going down. At the bottom, you should see a totem, and nothing else. Hit the totem pole twice using your Megaton Hammer, and it will be completely destroyed, revealing a door. Enter the next area.

In this next area, immediately kill the four Fire Keese that are flapping around. Do NOT destroy the crates lying here. Next, whip out your Megaton Hammer, and hit the pillar that is lying on the small floor of lower elevation. The floor below will level out into a number of high ledges which double as conventional stairs. Before you go down, take one of the two boxes with you, and at the bottom of the stairs, drop it onto the blue switch to weigh it down and open the door. Enter. Inside the next room, you should find another stone block. Stand on it, and slam on it with your Megaton Hammer to end up falling down to the floor below. Back here again, climb up the ledge. You will run into a switch that is rusted and will not respond to your weight. Give it a hit with the Megaton Hammer, and the door will open. Head through.

Here, jump across the gap to the other side of the room. Play the Song of Time on the block, and it will relocate to the floor below, leaving a switch behind. Hit the switch here with the Megaton Hammer, and the cell door will unlock. Drop down and talk to the Goron, and you will be directed to the totem pole at the beginning of the temple. Once he leaves, pick up a Small Key from the chest. Go back up the ledge, and head outside. Now, jump across the ledge to the long pillar, and you should see that the top of it resembles the stone blocks that you have been hitting using the Megaton Hammer. Get on top of it, and then smash it. You will be taken down to the room where Darunia was, with an easy path to the door with the Boss Lock on it. However, you still lack the Boss Key for the dungeon, so head into the front room.

In here, head down onto the right side, and destroy the totem with your Megaton Hammer (for some reason, it only works when you hit it from the side, and not from the front). Open the locked door and head inside. Here, you shall have to battle some Fire Keese and Torch Slugs, the latter of which you can use the Megaton Hammer to your advantage. After you slay them all, the door will open, so head through.

!!!GOLD SKULLTULA ALERT!!!

In the next room, you will have to defend against some of the floating floor panels. Bring out your Hylian Shield and let them all smash into your shield. Once they are all done for, take out your Bow and notch a couple of arrows, shooting them at the Like Like in here. Head over to the wall that the Like Like was standing next to, and you should easily spot the Gold Skulltula. Kill it and take the Gold Token, then continue on through the second door.

Inside here, you will have to fight a second Flame Dancer. If you are worried about having to fight this miniboss once again, do not be; if you smash the Megaton Hammer on the floor while the Flame Dancer is around in his tuxedo-like outfit, the shockwaves from the impact will force him to disappear, leaving the head around and open to damage. Swipe/shoot at him per the usual, and he should be down in no time. After, obtain some bombs from the chest that appears up on top of the structure, and head through the second door.

Here, you should find another Goron cell. Hit the switch with the Megaton Hammer, and both cell doors will move into the wall. Talk to the Goron to convince him to go away, then open the chest for the Boss Key. Now, head to the room where you talked to Darunia. Jump across to the door, and unlock the Boss Lock with the Boss Key. Enter to face off against the Fire Temple's boss.

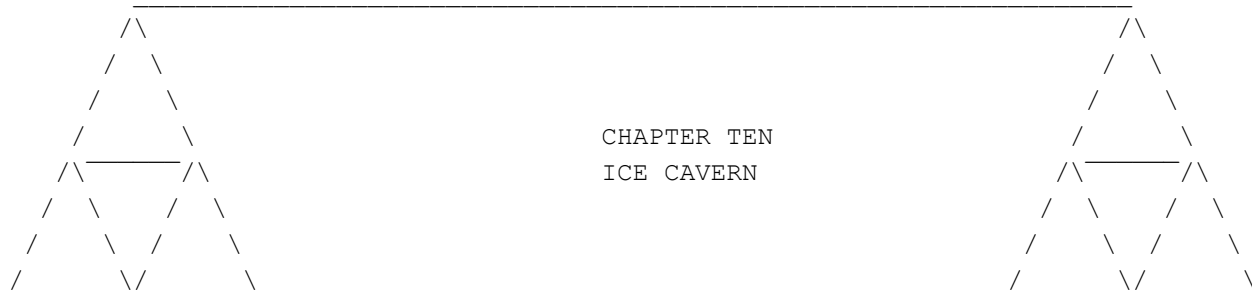
SUBTERRANEAN LAVA DRAGON
VOLVAGIA

You will be standing on a large platform with nine pits of lava (yes, you can step over these and not take any damage for a small duration of time). At the beginning of the battle, Volvagia's head will emerge from one of the pits (evidenced by a storm of lava erupting from it beforehand), and swing around. His arms will follow and try to cause damage to anything around it. When his head comes around and his mane of fire sweeps around, L-Target him, take out your Megaton Hammer, and slam it at him. He will be stunned temporarily, and drop his head down onto the ground. You can then either choose to hit him again with the Megaton Hammer, or take out the Master Sword and cut at him some more.

After you hit him in the head, the second time he comes out, Volvagia's entire body will come out, and fly around the room (when this happens, please do not try to hit him with the Megaton Hammer - you will just injure yourself in the process). He will then either breathe fire straight across the room (with a limit on the distance that he can breathe it), or rocks will fall down from the ceiling. Or both. In either case, your best option is simply to run around and try to dodge the modes of attack. If you were using the Megaton Hammer previously to injure him after you stunned him, you MUST hit the A button to put it away, as if you try to guard with your shield, you will be unable to do so, due in part to the Megaton Hammer requiring both hands to wield.

And that is about it. The only thing that really changes is that when Volvagia is coming out of the pits, he will fake a pit with a lava burst, and instead come out of another one (the second one will also have a burst of lava). Later, he will fake it twice and come out of a third hole.

After you defeat Volvagia, his skull turns into a Heart Container. Pick up the latter, and head into the warp to be taken to the Chamber of the Sages. Watch the scene and you will obtain the Fire Medallion, meaning you are halfway there.



[WICE]

DEATH MOUNTAIN CRATER

From the song pad, head up across the bridge you first came through here with via your Hookshot. Do not head back into the Goron City, however; instead, continue up along another bridge. Break open the pair of rocks blocking a door with your newly-gotten Megaton Hammer, and head inside.

GREAT FAIRY'S FOUNTAIN

In here, play Zelda's Lullaby at the Triforce Symbol, and a Great Fairy will come out to give you a doubled Magic Meter. Exit back out into the main crater area.

DEATH MOUNTAIN CRATER

Back outside, destroy the nearby red rock with your Megaton Hammer. Jump down onto the platform below, then climb up the nearby ladder to the top. Once you finish your upward ascent, head to the exit and go out onto Death Mountain.

DEATH MOUNTAIN

!!!GOLD SKULLTULA ALERT!!!

Roll of the high summit down to the ground below (if for whatever reason you have a low amount of health, heal up at the nearby Great Fairy's Fountain). On the ground below, smash the red rock lying up against the wall via your Megaton Hammer. If it is not nighttime yet, make it so with the Sun's Song and a Gold Skulltula should appear on the wall. Kill it, and collect up on the Gold Token.

!!!GOLD SKULLTULA ALERT!!!

Afterwards, make your way down the trail, and then go on the path to

Goron City. Do not actually go to Goron City, however; instead, turn a left once you are on the steep decline going to the City and make your way to where the bomb flower was in the past that you used to destroy the boulder blocking Dodongo's Cavern. There should be another red rock lying up against a wall here. Destroy it, and then kill the Gold Skulltula hanging from the wall. Grab the Gold Token.

Make your way down on the path to Kakariko Village, and go into Dodongo's Cavern.

DODONGO'S CAVERN

There are a couple of Gold Skulltulas in here that you could not retrieve as a child, so now will be the time to obtain them. Make sure that you have a Scarecrow's Song set up, and that you remember it.

!!!GOLD SKULLTULA ALERT!!!

From the big room, hop into the center. Make your way east (using the high-rising pillar), and once you are over on the eastern ledges of the room, take the southeast corridor. Face off the first wave of Baby Dodongos in here, then move very slightly down the left side of the room. At one point, Navi will run off and turn green on a ledge above you. Here, play the Scarecrow's Song (the song that you gave to Pierre at Lake Hylia as a kid), and Pierre shall appear. Use the Hookshot on him to pull yourself up, then kill a Gold Skulltula hanging from the wall up top. Claim your Gold Token, then go back into the central chamber.

!!!GOLD SKULLTULA ALERT!!!

Back out in the large room, go across the big pillar in the center to the west side, and take the northwestern room. In here, the big stone stairs will have reupped themselves from the last time you were here, so set off the bombs again in high style once more. After, climb up the stairs until you hit the top. If you look at the large nook in the wall above from the top of the stairs, you should be able to just slightly spot the Gold Skulltula. Hit it once with your Hookshot to kill, then use your Hookshot a second time to collect up on the Gold Token.

With that all done, exit Dodongo's Cavern, and make your way down to Zora's River, by the way you originally took. Yes, ideally you could take the detour through the Lost Woods via Goron City; however, you would miss out on a number of items in the process.

ZORA'S RIVER

!!!GOLD SKULLTULA ALERT!!!

From the start of the river, go up to the gate and hop onto the leaf that has grown from your Magic Bean. When it rises up and moves north, jump onto the high cliff with the circle of rocks (and, if you haven't touched it yet, a boulder as well). If you didn't plant the Magic Bean, you will have to manually head north, and then take the second stream going between the two cliffs and climb up a ladder. Head right and jump across the gap to the opposite cliff. On the right wall and a bit to the south, you should see a Gold Skulltula (if it is daylight out still, use the Sun's Song). Use your Hookshot to instantly kill it, and then collect the Gold Token, again utilizing the Hookshot.

!!!GOLD SKULLTULA ALERT!!!

After you are done, continue north. Once you come to the bridge, go past it, but stop there. If you turn to face the left wall and look high up on it, you should see a Gold Skulltula (again, it needs to be nighttime). You will probably have to stand on the fence to reach it with your Hookshot, and may have to manually place your shot to grab the Gold Token, but it is reachable.

With both Gold Tokens in the bag, continue on the regular path until you make it to the front of the waterfall. Take out your Ocarina and play Zelda's Lullaby for the waterfall to waver and let you through. Enter Zora's Domain.

ZORA'S DOMAIN

Obviously, nobody around in Zora's Domain is in a fit enough state to answer any questions. That said, head north and go up the high stairs to King Zora's throne room. Take the right stairs and continue into Zora's Fountain.

ZORA'S FOUNTAIN

Swim over to the southeast section of the area, and surface on the land. Once you have done so, plant a bomb next to the silver rock to blow apart the wall. Enter.

GREAT FAIRY'S FOUNTAIN

Go up to the Triforce Symbol next to the fountain, and play Zelda's Lullaby. A Great Fairy shall come out and give you Farore's Wind, which allows you to transport yourself to the beginning of the dungeon, come back later, and retransport yourself to where you left off. Exit.

ZORA'S FOUNTAIN

!!!HEART PIECE ALERT!!!

Go over to where Jabu-Jabu used to be, and run up the slope, then hop down onto some platforms. Move straight forward along the ice platforms to grab the Heart Piece at the end. If you are having trouble making it across the two last platforms that are moving around, try getting onto the platform before that and using the Hookshot to grab the Heart Piece (or at the very least neutralizing the two annoying Octoroks with your Hookshot or arrows).

After you have picked up the Heart Piece, head to the western side of the fountain, where you may see a large cave. Climb onto the ice platform nearest it, then jump up top and climb up to be able to enter the Ice Cavern.

ICE CAVERN

From the start, you will have to head through the long hallway here, cutting the blue icicles that you see. Also, make sure to keep an eye out on the icicles hanging from the roof so that you may dodge those which will fall from the ceiling at random, (although they will not hurt that much). At the end of the hallway, cut down the swath of ice, and head into the large room. Continue straight forward across the room.

You will have to kill all the Freezzards in this room in order to advance, including two 'phantom' Freezzards you will likely be unable to see. Stay away from them when they howl, as they shall unleash an ice breath that will painstakingly freeze you. One good tactic to utilize is that right after they stop breathing, use your Hookshot on one of them to pull yourself in, quickly slash that one with your sword until it is dead, and then get out of the way of the next frost breath and repeat on another Freezzard. After they're all done for, head through the door between the two slabs of red ice.

!!!GOLD SKULLTULA ALERT!!!

At the end of the hallway, you should end up entering a room with a spinning ice blade; in here, you will have to obtain five silver rupees to continue onwards into the ice cavern. One is hidden behind a cluster of icicles to the left of where you entered this room originally. In this same small niche, look up to find a Gold Skulltula. Use your Hookshot on it to kill it, then grab the Gold Token. Two more icicles can be had near the center of the blades, another one is in the path of the sweep, and the fifth is floating up in the sky, obtained by climbing the ledge near it and jumping for it. After you obtain all five, take the door up on the ledge that automatically opens.

Take the long hallway through here, and kill the Freezzard that you will be encountering in halfway via the Hookshot technique. Continue past the spinner blades, and you will end up inside another large room. On the floor here, kill the Freezzard by Hookshotting and then slashing at it and take out the three pesky Ice Keese in here. If you do not do that, they can interfere with you while you are going around, and can truly be evil. Once you have finished up with them, climb the ledge near the entrance, recover with the three hearts if you need to, and make your way to the blue fire.

I am hoping that you have at least three bottles as you will need it when we near the end of the dungeon, but for now, you only need capture two bottles of Blue Fire. After this, head down to the end and kill the Freezzard. Now, go and empty your two bottles on the two slabs of red ice to melt them. You can obtain from the pot a purple rupee, and the Ice Cavern's Dungeon Map from the large chest. Capture two more bottles of Blue Fire, then head back to the last room (The one with the ice blade and the silver rupees). Back out here, melt the red ice on the door to your left, and head down the short hallway, dodging falling ice.

!!!HEART PIECE ALERT!!!

!!!GOLD SKULLTULA ALERT!!!

At the end, you will come to a small chamber with three niches. The north niche has a blue fire in it blocked off by icicles that are easily cut down. The reward comes in the right and left areas; the right side has the Compass frozen by some red ice, and the left side has a Piece of Heart. Melt and obtain both, then scoop up two more bottle fulls of Blue Fire. Also in the left side, look around and you should see a Gold Skulltula hanging from one of the icicles. Kill it as well and grab the Gold Token.

Go back to the spinning ice room, and look for another wall of ice that is red near the bottom. Go over here, and dump one of your Bottles of Blue Fire on here to melt it. Continue down the long hallway, again making sure to dodge any falling icicles.

!!!GOLD SKULLTULA ALERT!!!

Out at the premise of the next large room, you shall have to collect some more silver rupees. Without further ado, kill the Ice Keese, for they can

be fairly annoying. Next, head left from the way that you entered the room, and look at the southern wall. You should see a Gold Skulltula hanging from the area above the pit. Kill it with the Hookshot, then collect its Gold Token.

Now, get the rupee on the small ledge, then go back to the block. Push it forward, and climb up onto the ledge to get a silver rupee. Now, push the block to the right, and melt the red ice on top of the cliff. Collect the silver rupee here. Push the block into the chasm now for it to reappear at the start. Now, push it to the left this time, and collect the rupee. Next, move up and collect the silver rupee here for the door to open. Push the block into a chasm again, and this time, head up, left, and up again. Collect THREE bottles of Blue Fire; trust me, you will likely want the extra two for later. Push the block into the chasm again, and for this last time, push it left, up, right, down, and left. Go up the ledge, and head through the hallway, killing the Freezzars and melting a single slab of red ice. At the end, enter and battle a White Wolfros.

A White Wolfros is not any different from a regular Wolfos except for the fact that you are sliding on ice somewhat now, so this should not be too difficult. Defend with your shield and lunge after the White Wolfros jumps back from hitting your shield. You could also ideally use the Megaton Hammer for when the White Wolfros exposes itself - it kills with just one hit. After, open the chest that appears for the Iron Boots. Sheik then appears and teaches you the Serenade of Water, which allows you to directly warp to Lake Hylia whenever you so desire. He will then leave discreetly again. Now, do not head directly to Lake Hylia and the Water Temple yet. Instead, go back to Zora's Domain.

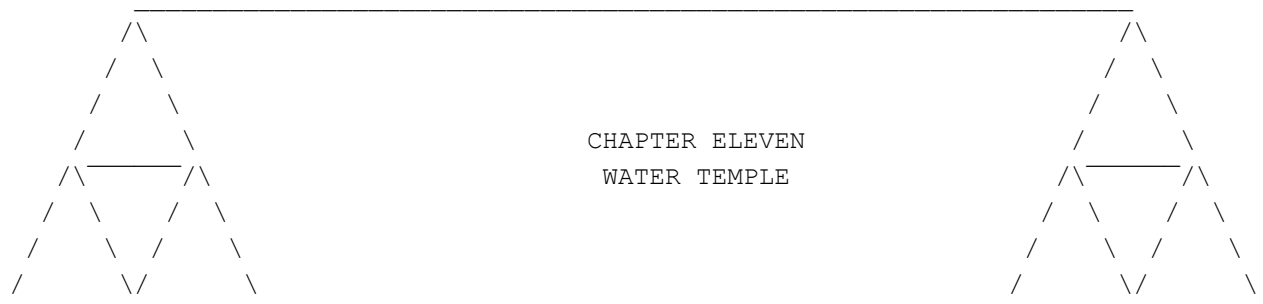
ZORA'S DOMAIN

Here, thaw out King Zora with some of the Blue Fire you should have left. Talk to him from the front platform and he shall grant you a Zora's Tunic, which will allow you to breath underwater in combination of the Iron Boots. Next, head down to where the Zora Shop is, and use your last bottle of Blue Fire to melt the ice blocking the entrance. After, head back out to Zora's Fountain.

ZORA'S FOUNTAIN

!!!HEART PIECE ALERT!!!

Yes, you are out here again. In any case, jump onto the ice platforms, and head to the large platform in the middle of the fountain. Instead of continuing, however, drop into the water. Equip both the Zora's Tunic and the Iron Boots, and you will drop to the bottom of the body of water. At the exact center is a Piece of Heart. Pick it up, then resurface. Climb up onto anything, then play the Serenade of Water to be transported to Lake Hylia.



[WTTT]

LAKE HYLIA

!!!HEART PIECE ALERT!!!

Ignore dropping off the island at first, and instead cross the two bridges to come to the Seaside Lab. If you planted a Magic Bean here in the past, a leaf will have grown in its place. Hop on, and as soon as it rises up, quickly jump north onto the roof of the Laboratory. Climb up the ladder here to the top of the tower. Up at the peak of the watch tower, you should find a Piece of Heart. Drop down to the ground now.

!!!GOLD SKULLTULA ALERT!!!

Enter the actual laboratory. In here, drop into the chasm of water at the back, and equip the Iron Boots. Down below, roll into the crate to free a Gold Skulltula. As you will be unable to work your sword underwater, simply fire the Hookshot at it once to kill it, and then a second time to pick up the Gold Token (or you can manually walk over there to grab it). Either way, once you have obtained the Token, deequip your Iron Boots, head to the top, and go out. Play the Serenade of Water again to take yourself to the island again.

Back here, drop off the giant island, and find the little pond around the island. Once you locate it, equip your Iron Boots. Once you sink down, find the gate, which is the entrance to the Water Temple. Equip your Hookshot, and hit the diamond encased in the rock just above the gate. The gate will then open, allowing you entry into the Water Temple.

----- WATER TEMPLE -----

In here, equip the Kokiri Boots to rise up, and emerge from underwater. Head up onto solid ground, then go forward and drop into the water. Equip the Iron Boots, and sink to the first floor. Down here, head west and go through the door that has the torches on either side. Go down the long hallway, and you shall meet up with Ruto at the end.

After obligatory storyline, you will learn there are three places in the Water Temple where you can change the water level. After Ruto leaves, deequip your Iron Boots, and rise to the third floor. Up top, enter the door. Here, you will have to destroy four Spikes - defeat them by first running into them while you have your Hylian Shield up to make them retract their spikes, then finish them off with your Hookshot. Afterwards, open the chest that appears for the Dungeon Map, then head back outside.

Outside again, walk over and stand in front of the Triforce symbol, and play Zelda's Lullaby to lower the water level to the first floor. Drop down to the bottom, and light the two torches, whether it be through use of Din's Fire or by firing arrows through the one lit torch (if using the latter method, you will have to be quick about it). When they are both lit, go through the now open door. In here, you shall face some Shell Blades. L-Target them one at a time and wait until the shell opens up to hit the insides with the Hookshot to defeat them. Afterwards, open the chest for a Small Key, then head back outside into the main area.

!!!GOLD SKULLTULA ALERT!!!

Go to the room left of where you just exited, and follow the hallway down until you come to a floor panel at the end with a crack in it. Plant a bomb on the panel to destroy it, then equip your Iron Boots and sink into the water. Kill the clam enemy and walk across the hallway, then deequip your Iron Boots.

Once you resurface, step onto the switch on the ground, which causes a statue in front of you to rise. Use the Hookshot on the Hookshot target that appears, and pull yourself over. Kill some Tektites, then walk over to the cage. You should see a diamond crystal behind the cage. Use the Spin Attack to hit the crystal, which opens the cage. Once that is done, you should see a Gold Skulltula on the back wall. Kill it, collect the Gold Token, and then head back to the main room.

Back in the large chamber, head left one room (the room directly opposite of where you met Ruto), hop onto the small block, and push the larger block inwards until it drops into the water. Follow pursuit underwater, and equip the Iron Boots. At the end, equip the Kokiri Boots, and rise up into the room above. Up here, first kill the Blue Tektite using your arrows to make sure that it cannot become a nuisance, then hit the crystal switch next to you for the water geyser to start rising. Jump onto the geyser and hop over to the northern side of the room. If you fall off and the geyser times out, just use the Hookshot on the target at the top of one of the southern. Once you are done, enter the next room.

In here, there is a large pool with a current going around counterclockwise. Equip the Iron Boots, and drop down to the floor below. Make sure to get onto the pipe that is extending out from the wall, then use the Hookshot to hit the switch in the mouth of the dragon statue. Next, use it on the target in the small doorway, and quickly use it on the target at the end of the hallway (alternatively, you can stand at the bottom of the pool, hit the switch, deequip the Iron Boots and let the pool currents sweep you up top).

Once you make it up there, quickly equip the Kokiri Boots before the Shell Blades get a bite out of you, then float above. Open the chest for the Small Key, then head back down and slay the Shell Blades. Hit the switch from above to open the gate again, then head back to the main area (in the room with the water fountain, kill the Tektite first and just use the Hookshot on the Hookshot target across from you; once you are on top of the block, look up to see a Hookshot target to pull yourself up). Back in the main chamber, enter the only door in the tower at the bottom of the room with a key.

Coming into here, go north to the end and then turn to face south. Use the Hookshot on a higher platform. (You aren't likely to see it if you stay in front of the door). Up here, play Zelda's Lullaby to raise the water level up one. Now, use the Iron Boots, and sink down. You may have seen the block on the first floor of this tower rise up; there is a pathway underneath it that you can now access. In basement 1, head down the long hallway, and hit the switch from a distance. Kill the Spikes and Shell Blades that come out of the ceiling using your Hookshot to open the other gate in the ceiling. Put on your Kokiri Boots, rise up the gate, and open the chest up top to obtain a Small Key. With this finally done, backtrack to the tower. Equip the Kokiri Boots and climb onto the brown block on the second floor, then exit out through the door in front of you.

Back outside, sink down to the first floor using the Iron Boots. Go down the passage between the two torches (where you first met Ruto), and rise to the second floor. Up top, bomb the large crack in the wall, and get a Small Key from the chest. Now, head back out to the main room, and equip your Kokiri Boots. Rising to the second floor, go to the opposite side of the room from where you started, and go through the locked door. First thing is first in here; go by the water, and wait for the Blue Tektite to come down so it does not annoy you later, and kill it. Next, go onto the water, and hit the crystal with the Hookshot (Yes, it will reach). The water will then rise, so head off at the top, and head through the door. Out here, play Zelda's Lullaby in front of the Triforce symbol, and the water will rise to the top floor again. Now drop off the side of the platform, head left onto the brown box, and enter through the

locked door.

In here, kill the two Keese, then slide down onto the platform (you may notice the Gold Skulltula to your right - ignore it for now, as you will be unable to retrieve it). What you have in front of you is a waterfall with platforms coming out and slowly sliding down. On each of the platforms is a Hookshot target. What you are to do is go and get onto one of the platforms, and make your way up over the waterfall by Hookshotting the next sinking platform and going up in line. After you successfully do that, head into the next room.

This room is a bit different; you shall have to hit the crystal in the middle multiple times to use your Hookshot to get to the second floor. First off, hit the crystal and use the Hookshot to reach the first statue. Take the time to kill the two Blue Tektites at this point in time as they hop over the water. Next, lower the water again, and use the Hookshot on the target on the wall. Go past the statue's head, kill the remaining Blue Tektite, raise the water level again via the crystal, and Hookshot your way to the last statue. Hit the crystal again, and get onto the statue's head. Hit the crystal for the last time for the statue to get higher, then go and kill the Blue Tektites here. Kill the Like-Like by shooting through the spikes, use the Hookshot on a ceiling target above the Like-Like's position, then head through the door here.

In this room, head to the opposite side and examine the locked door. Now, head back to the tree, and you will suddenly have to fight Dark Link, your opposite figure.

MINI-BOSS: DARK LINK

Dark Link is a godmoder. There are no two ways around it. If you try to strike at him, he will constantly block your efforts. If you try to hit him with the Hookshot or Bow, he will roll out of the way and dodge your attack. The only attack that he cannot block is Din's Fire, and even then, you will need to back him up against a wall, or else he will run out of the way simply to dodge it.

In actually fighting him, there are only two things that can injure him - your sword, and the Megaton Hammer. I would recommend sticking with the Master Sword, as the Megaton Hammer needs to be manually put away if you want to use your Hylian Shield. You would also need to stop to hit A to put it away as opposed to swinging, and that can be very damaging in the middle of battle.

One thing needs to be said about this, though; you must NOT L-Target him. If you L-Target him, he blocks pretty much everything, but not L-Targeting him means that he cannot react to your movements as well, and leaves himself wide open much more. At this point, you can either try for a slow, steady attack or an all out suicide-attack. Both ways work.

After you win, head through the new door. In here, open the chest to get the Longshot, an upgraded version of the Hookshot that has twice the distance. Now, behind the chest, you will notice a block with the Song of Time symbol on it. Play the Song of Time while targeting it (do not stand on it), and it shall move. Now, drop down to the floor below.

Here, you shall have to go along a path of rapids, so drop in. Avoid the vortexes that appear, however. Alternatively, although slower, you could equip the Iron Boots and walk along the river. Go down the first river, and turn the sharp corner around the second whirlpool.

!!!GOLD SKULLTULA ALERT!!!

Equip the Iron Boots after you are past the corner, and look past the third vortex onto the wall. You should see the Gold Skulltula hanging from the wall above the third vortex. Kill it with your newly-gotten Longshot, and then grab the Gold Token. Deequip the Iron Boots, then follow along around another corner, until you come to a pair of whirlpools. Keep your Kokiri Boots on, but press against the ledge in the wall between them and climb up.

Having made it safely, equip your Iron Boots once again. Go down into the water on the small path between the two whirlpools, and walk across to the small ledge across from you, and climb up onto the ledge. Up here, deequip your Iron Boots. Turn to your right, shoot an arrow into the eye, and the gate to your left will open. Now, use the Longshot on the chest, and once you get over there, open it for a Small Key. Now, head right into the room with the rapids, and from here, make your way back to the main room.

!!!GOLD SKULLTULA ALERT!!!

Go back to the door on the third floor with the block next to it. Get onto the block and enter to be back in the waterfall room with the platforms slowly sinking. Do not go across the room this time, however. Instead, look to your right, and you should see a Gold Skulltula hanging from the wall. Before, you would have been unable to get this due to the length of your Hookshot. However, now you should have no difficulty in killing it with your Longshot and then retrieving the Gold Token. After you are done, exit back out.

Back in the main room, equip your Iron Boots once more, and head down to the bottom floor. Take the path where you first met Ruto (between the set of iron torches), and then deequip the Boots and rise up to the third floor. Once again, play Zelda's Lullaby against the Triforce symbol to drain the water, and then drop to the first floor afterwards.

!!!GOLD SKULLTULA ALERT!!!

Head into the large centralized room again, and go enter the tower. Head up to the second ledge once more via the Hookshot and play Zelda's Lullaby against the symbol of the Triforce for the water level to rise again. After that, turn to face up to the north, and you should see a Gold Skulltula hanging from the wall up on the third floor. You can either kill it from your current position, or make a new vantage point by looking up at the ceiling to your right and using the Longshot on the target up there to bring yourself up a floor. After you have collected the Gold Token, head off through the door on the second level.

Out here, loop around on the small ledge to the opposite side of the tower, and you should notice an eye in the wall. Pierce it with your bow, then use the Longshot to hit the bullseye target at the far end. Once you drag yourself past the gate (if the gate closes while you are pulling yourself, you will go through the gate anyways), head left along the corridor. Pull the block back at the end, then go left and look up at the end to see a Longshot target. Use the Longshot on it to pull yourself up onto the third floor, then head out back into the main area again. Walk over to the eye and the gate. Hit the eye and target again, and when you make it over this time, push the block right. Now head up into the room and open the chest for a Small Key. Now head back out via the Longshot target, and sink to the bottom floor with your Iron Boots.

Down on the first floor, go through the room in front of where the Spikes usually hang out (the floor should be slightly lower in elevation than the rest of the surrounding area). At the end of the path, deequip your Iron Boots and rise up above the floor, and then use your Longshot to fly past the

spikes. Open the door to head into the next room. In here, you will want to slay the Blue Tektites; once done, make your way across to the other side of the room. Afterwards, enter the door.

Inside, slay the Stingers whenever you can, as they will become nuisances if left alone, then drop down. Climb up onto one of the ledges, then find the crack in the wall. Once located, bomb it, and head in. Head through and pull it as far as you can. Next, go to the opposite ledge, and find the part of the wall that looks half dark blue, half light blue, and bomb this wall as well. Push the block forward as far as you can go. Go back to the other crack, and pull, then push the block into the water. With the block in the water, it shall weigh down a switch in there, thus making the water level rise. Now, head to the ledge with the steps and the golden door. Climb up the steps, and head through the door.

Here, shoot the two Blue Tektites from across the room. Next, step on the switch, and head across the three water spurts. One should note that you can jump from the second water spurt to the ledge, though you will be at greater risk facing a hit from the Blue Tektites if you did not kill them previously. Once you reach the end, enter the door.

!!!GOLD SKULLTULA ALERT!!!

In here, equip the Iron Boots, and wait for a boulder to pass you. Once that happens, quickly head up the path where the boulder came from, and you shall drop down a hidden hole. Do not move from here just yet; instead, look up at where the waterfall is, and you should see a Gold Skulltula behind it. Kill it via your Longshot, then collect the Gold Token. After that is accomplished, head right through the passageway, and kill the Spike Clam at the end.

That done, deequip the Iron Boots, float up, head through the locked door, and open the chest inside for the Boss Key. If you need some, both of the pots in here have a Fairy inside to bottle. Now, head back into the room with the boulder, and head left to get into the open. From here, proceed back into the main tower room. Go into the room (The one not connected to the tower, with a brown box next to it), and go through it again to the Triforce symbol. Play Zelda's Lullaby, and the waterlevel will rise to the third floor again.

Now, go onto the tower. Find the side that has a statue from a ways away, and shoot the Longshot at it. Once you get onto the ledge, head through the door. Here, you will have to make your way up the hill without getting hit by any of the spikes (Not the easiest of tasks). One way that I have found to get up is that when the first spike is at one of the extreme ends of the hill, go up the other side. Once you do make it up top, enter the door using the Boss Key.

In here, jump onto any one of the platforms into the center to start the boss fight.

GIANT AQUATIC AMOEBA
MORPHA

Morpha is very much a tense, harrowing, exciting battle. Never mind the logical fallacy of a giant amoeba, Morpha is one of the more challenging bosses in the game. At the very start of the battle, get onto the side perimeter of the room, and position yourself in one of the corners, making sure to press against the wall (while staying out of the way of the spikes in the walls). The 'heart' of Morpha is its nucleus that will constantly shift around in the fluids of the pool.

Your goal throughout the battle is to snag this nucleus by first L-Targeting it, and then using your Longshot on it to pull it out of the pool. Once that is done, it will be momentarily exposed to the elements without any natural defense in place, giving you a few seconds to cut and hack at it. The main problem is that after the first hit, Morpha will grow smart, and the nucleus will keep away from your position.

Morpha's main (and only) attack involves using the amoebic fluids to form a giant tentacle that will try to lurch at Link and grab him. The tentacle will be unable to reach Link if he is in the corner, but get any closer, and it can potentially grab you, constrict around you, and then throw you onto one of the platforms or into the water. However, getting into the tentacle's range is usually a necessary evil; Morpha's nucleus needs to get close to form the tentacle, but it can stay deep underwater and rotate around with a furious pace, staying out of the range of your Hookshot unless you get so close that you have a fairly good chance of hooking it even with speed and depth. In doing so, you can also Longshot and cut at the tentacle to make it recoil from the damage.

Once you have made hit Morpha once, it will try to retreat back into the water; if you are quick enough, you can Longshot it again and bring it back for another cut. There really is not much else here that can be done to refine the rough strategy; Morpha is simply too difficult to grab a hold of via the Longshot otherwise.

After you win, collect the Heart Container, and head into the warp. Watch a cutscene, and then you will be transported back to Lake Hylia.

LAKE HYLIA

!!!GOLD SKULLTULA ALERT!!!

Outside, Lake Hylia is refilling with water. After the cutscene, look up at the giant tree, and you should see a large branch extending out from the tree. Aim your Longshot at the tree itself, and aim at a spot right above the branch so that you fall down onto the branch. Move away a bit, and turn around to focus on the top of the tree. If it is not nighttime yet, make it so, and a Gold Skulltula will appear. Shoot it once with the Hookshot to kill, then retrieve the Gold Token.

Drop down to the ground again, and then go stand by the graveyard next to the tree, face the east side. Wait for the morning sun to rise, or use the Sun's Song at night. Once it appears after nighttime is over, shoot an arrow directly into the sun, and something will fall down from the sun onto an island. Go swim over to the island, and you shall get the Fire Arrow, which can be strung to shoot an arrow of fire. With that out of the way, swim over to the now accessible Fishing Pond.

FISHING POND

In here, pay the guy 20 Rupees to fish. Probably the best spot to fish is, again, in the area around the leaves and the log. After you net a fish that breaks your previous record from the past, bring it to the shop owner and he shall give you the Gold Scale. After, exit out back into Lake Hylia.

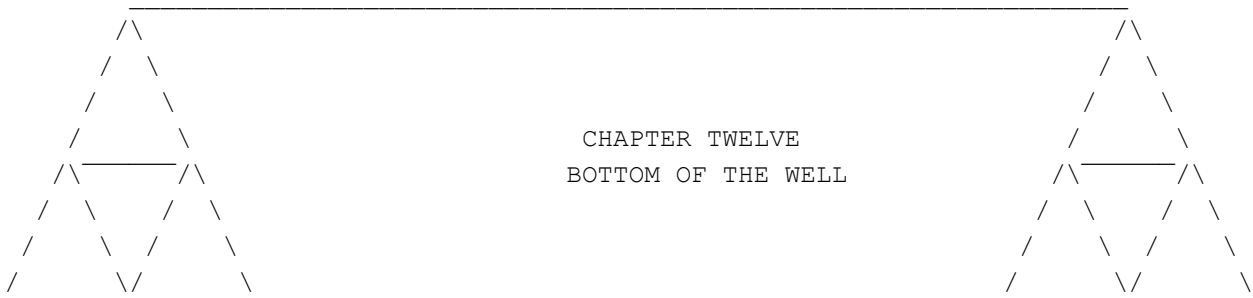
LAKE HYLIA

!!!HEART PIECE ALERT!!!

Head onto the main shore now, and enter the building. In here, jump into the water, and dive down until you hit the bottom. Resurface and the professor up top shall give you a Heart Piece. With that having been done, leave Lake Hylia, and head to Kakariko Village.

KAKARIKO VILLAGE

Watch the cutscene. You will be given the mission of entering the Shadow Temple, and taught the Nocturne of Shadow. Although we can enter the dungeon at this time, it would be near impossible to traverse without a special device from the past. If you have not yet done so, go to the windmill via the stairs next to the graveyard entrance, and show your ocarina to the man in there. He will teach you the Song of Storms. Now, play the Prelude of Light, and warp to the Temple of Time.



[WBOW]

TEMPLE OF TIME

In here, head in and go up to the pedestal. Put in the Master Sword, and become a kid again. After you do so, make your way to Kakariko Village.

KAKARIKO VILLAGE

!!!HEART PIECE ALERT!!!

Once you come into Kakariko, go to the Gold Skulltula's house. If you have obtained 50 Gold Skulltulas by now, talk to the kid inside at the upper right, and he shall give you a Piece of Heart (you might also have missed the guy at the upper left previously who will give you Bombchus).

Exit, and once outside again, head to the windmill. Go and play the Song of Storms in front of the man here, and the windmill will suddenly get faster. However, in resonance with the additional speed of the windmill, the well will drain out, allowing you to drop to the bottom of the well. That done, head outside, and climb down to rock bottom. Enter the well.

BOTTOM OF THE WELL

Crawl through the cubby hole at the beginning of the area down here. Going out into the next room, climb down the ladder. Wait for the Skulltula to turn around before stunning it with the Boomerang, and then hit it with your sword. Repeat this once more to defeat it (you will be unable to go around it,

so do not bother stunning it on its front side and then moving to its back side).

Now walk straight at the back wall, and you should see that it is just an illusion, as you will be able to walk straight through. I would also recommend leaving the two pots here to landmark the location of the fake wall until later. From here, head right through the waterway. When you get to the end and turn to face and proceed north, instead go left through the wall's corner to find another fake wall. In the small chamber here, open the chest to obtain the Small Key.

Heading back out, go along the path you were originally taking and head left at the fork (do not walk in front of the face in the wall or you will fall down an invisible hole - see the bottom of this section for details on how to get out). Once you reach the Triforce Symbol, stop, and play Zelda's Lullaby. In doing so, the water flow throughout the area stop, causing the water level to lower itself.

Continue on the path, and make a turn left again, dodging the Skulltulas (while the area in front of the strange face in the wall is safe, if you try to duck down the side hallway, you will fall down below). About halfway down the main hallway, go right along the small aisle and drop down to the floor below. Inside here, open the chest to obtain a single Heart, then climb the vines in front of the chest. Entering the next room here, full of coffins, light up the torch farthest from the door that you just entered, to the opposite side of the single lit torch (use Sun's Song if you are spooked by the ReDead to temporarily stun it). Use a Deku Stick as opposed to Din's Fire - if you overshoot with Din's Fire, it can light up multiple torches, which you do not want. Once you light the correct torch, its respective coffin will open. You shall have to contend with a few Keese, but after that, enter the open coffin to get a Small Key. Head back out of the room and into the main hallway again.

Out here now, continue along the original path. Stop right before you hit the corner, and go left through the wall. Inside here, open the chest for the Dungeon Compass. Head back out into the hallway, and head back into the front part of the long hallways (the area when you first entered). Enter the wall at the corner here to get into another hidden room, and open the chest in here for a Small Key.

Move to the area with the wood logs and other building pieces scattered around, walk through the wall near it, and you shall be put in a large and open room in the center of the dungeon. In this area, you will encounter some Wallmasters when out in the open, so be sure that they do not capture you (if you are having a problem with them, as soon as you see a shadow, use C-Up and look up and the Wallmaster will run away temporarily).

In any case, what you want to do here is (after getting some Deku Nuts from the smaller cell to your right, killing a Skulltula in the process) to go through the locked door opposite the left cell (do not under ANY CIRCUMSTANCES go into the left cell or near the two poles, or else you will just fall down another hole).

!!!GOLD SKULLTULA ALERT!!!

In here, use your shield to defend yourself against the possessed pots, then slay the Deku Baba once all the pots are gone. With that out of the way, look up at the wall opposite the door to see the Gold Skulltula. Hit it twice with your Slingshot or Boomerang and then use the Boomerang to retrieve the Gold Skulltula token from its dead corpse. Head outside to the front area again (ignore the other locked room in the central area for now), and go into the pit

that was formerly filled with water. After opening the chest down bottom for some Bombs, look to your left to see a new cubby hole. Head through the cubby hole, and at the end, take out the regular large Skulltula lying in wait for you. Climb up the vines after you are done, and enter the door.

Here, you shall see four tentacle-like fingers hovering above the surface. Let one grab you, and a Dead Hand will appear. Button mash to break free from the fingers' grip, then get away and let the Dead Hand come to you (you do not want to let the finger grab onto you again while fighting). When the Dead Hand nears and begins to lower its head, L-Target it and then just hack and slash at it. After a few hits, it will run away and go below ground again. You can slash at and kill the fingers themselves, but it is too bothersome, and they shall regenerate anyways. Continue this cycle about two or three more times until the Dead Hand is dead for good, of which a chest will then appear. Open it to obtain the Lens of Truth, which will allow you to see hidden objects and paths and see through illusions.

!!!GOLD SKULLTULA ALERT!!!

Use the newly gotten Lens of Truth behind the large chest to see another chest. Open it to find a Gold Rupee, worth 200 rupees. Now, you may remember that there was a room in the central chamber that I said not to take earlier; go back there via the front hallway, and go to the door opposite the chest with the Deku Nuts. Kill the Keese in here, and then use the Lens of Truth for a solid path to be revealed across the chasm. Kill the Gold Skulltula at the end and use your Boomerang to scoop up the Gold Token.

!!!GOLD SKULLTULA ALERT!!!

Exit out into the hallways again. From the front lobby, head east and north to the northeastern corner of the Well, and crawl through the cubby hole here. Unlock the door at the end, and head inside.

In this room, DO NOT UNDER ANY CIRCUMSTANCES MOVE AHEAD. If you put on your Lens of Truth, you will see what I mean. Instead, snipe down the three Fire Keese from afar, and throw a bomb at the Beamos Statue. Once all four foes in the room are dead, put back on your Lens of Truth, and head to the upper-left corner for a chest with a Deku Shield in it. With the Lens of Truth on again, navigate your way carefully to the upper-right door, and enter this room.

You will have to face off against a Like-Like; keep your distance and only strike it right after it has brought its head back up. Once it has fallen, open the chest for a blue Rupee. However, your true reward lies in the Gold Skulltula hanging on the wall above the chest. After you have finished it off and collected your Gold Token, play the Prelude of Light now to exit the dungeon and warp to the Temple of Time.

SHOULD YOU FALL DOWN ANY OF THE INVISIBLE HOLES

You can break the ten pots to regain any lost health, along with some Magic Potion and Rupees. In the large chamber, if you want, plant a bomb next to the boulders near the two torches, and you can grab the Dungeon Map from the chest here (watch out for the ReDead, though).

Play the Sun's Song in the main chamber to make the ReDead in here become temporarily stunned, then hop onto the small wooden ledges, walk around and grab the three silver Rupees (be sure not to fall into the green acid, or else you will injure yourself). After, go up the ladder next to the ReDead, and

you should be able to collect two more Silver Rupees. After exiting out, go through a fake wall. From here, just go right to get back to the entrance.

Down here, collect the three easily seen silver rupees, then climb up the next two ladders, collecting two more rupees. This will open a door at top, so head through, and then go left through the invisible wall. You will be put back in the main front hallway.

TEMPLE OF TIME

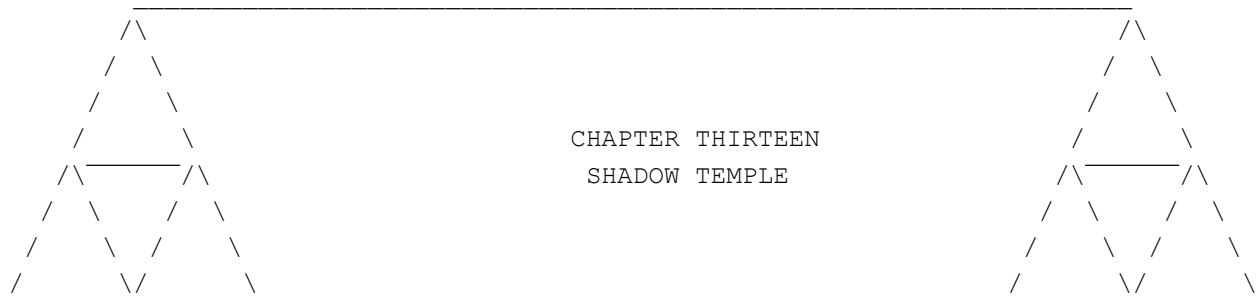
Exit out into Hyrule Town.

HYRULE TOWN

Head out into the main area, and from the fountain, go towards the building in the back next to the back alley. Enter the door here. If it is not nighttime (which is required to enter) make it so with the Sun's Song.

!!!HEART PIECE ALERT!!!

Inside, talk to the man and pay your ten Rupees. Basically, you will have to go through five rooms, each with two chests in them. One chest contains a Door Key that allows you to go on to the next room, while the other chest has only a Rupee in it (the placement of the keys are randomly generated). However, now that you have the Lens of Truth, just use it in every room, and you will be able to see inside the chests. After you make it through five rooms, the sixth will have a chest with a Piece of Heart in it. Once you obtain it, head back outside, and go to the Temple of Time (if you have not obtained Din's Fire yet, do so now; in the Hyrule Castle Grounds area, go past the gate, and head right at the curve to a boulder. Blow it up and enter and talk to the fairy inside).



[WSHT]

TEMPLE OF TIME

Take the Master Sword out of the pedestal and once again become an adult. Once you have done so, play the Nocturne of Shadow, and warp to the Kakariko Graveyard.

KAKARIKO GRAVEYARD

Make a side stop; go down into the graveyard, and visit Dampé's grave again, which is on the west side (the one with the flowers by it).

!!!HEART PIECE ALERT!!!

Take on Dampe's trial again. This time, however, once you get into the last room with the giant stairway going around, stop; instead, take out your Longshot and use it on the torch in front of the door, and pull yourself over there. Once you make it in less than a minute, Dampe shall give you a Piece of Heart. After, exit out, and play the Nocturne of Shadow again to transport yourself to the top section of the Graveyard.

Here, go down the steps in front of you to enter a room with a lot of torches. You will REQUIRE Din's Fire. If you have obtained it, light all the torches up by standing on the circular platform in the middle. The door will open, so head into the Shadow Temple.

SHADOW TEMPLE

Proceed along the hallway, but do not turn right once you hit the end, as there is a pit waiting for anyone who does not stop to investigate their surroundings. Instead, use the Longshot on the target provided to fly across the pit. Climb up onto the ledge, then walk through the wall ahead of you into a large chamber. In here, you shall have to push the bird statue to have the beak face a certain skull. Use the Lens of Truth to identify the real skull (only one skull will show up), and push the wall next to the statue to face the real skull (push the statue counterclockwise twice from its origin). A door will open on the opposite side of the room, but you cannot get there just yet.

For now, use the Lens of Truth to reveal two doors in the back wall, and take the one to the right (with the angle of your back facing the large pit), ie the door that you DID NOT come through. Head down the hall and enter the next room through the door at the end. Walk through the front wall, and use the Lens of Truth again to find a path in the right side of the room. Enter the door, and in here, slay the two Keese and the zombie (use the Sun's Song to paralyze the ReDead as needed). The door will open, and a chest will appear. Open it to obtain the Dungeon Map. Now head back into the previous room.

Out here again, continue down, and you should be able to identify another hidden passage in the right wall (between the two chests) via the Lens of Truth. Go through it, and head through the next wall. In here, move right and then make your way up. In the corner, next to another pot, there shall be another secret passage for you to take. Pass through the illusion and then through the door, and you will end up in another Death hand battle, similar to the one from the Kakariko Well. The only difference really is that you have six fingers instead of four. Let one of them grab you, then get away from all six, and lure the Death Hand to you. Once it lowers its head, slash and hack at it until it retreats, and repeat. Once the battle is over, a chest containing the Hover Boots will appear. This useful item allows you to temporarily float over bottomless pits.

With the given description of the item, you may remember the room with the bird statue from earlier and the pit that you could not cross over. Backtrack your route to this room, and after having equipped the Hover Boots, float while running over the chasm (you will likely have to roll to increase your speed and make it over in time), and head through the doorway on the other side. Equip the Kokiri Boots again, and head down the long hallway. At the end in the open room, destroy the Beamos by L-Targeting it and then throwing a couple of bombs at it. Once it has been destroyed, walk through the wall to the left, and enter the door.

In this next room, you will have to collect the five silver rupees, while dodging the scythe (the scythe's area of effect has a light blue floor underneath it, while the dark blue floor symbolizes the spot where the scythe

cannot reach). Two of them can be gotten by going near the center of the scythe and walking around the inner edge. A third silver rupee is in a small room in the wall to the left side of the room, and the fourth can be collected from another small nook to the north. To obtain the fifth one located in the northwest corner of the room, use the Longshot on the box next to the rupee to get to the top if approaching from the south, or use the Longshot on the bullseye target on the wall if looking at it from the east. Once you collect them all, head through the gate that opened and get a Small Key from the chest.

Once you are done in here, head back a room to the four-way chamber and bomb the upper wall (the only blocked wall that the Lens of Truth does not reveal a hidden path for) after destroying the revived Beamos. Enter the locked door. In this room, head down the hallways, but be wary; there are three Skulltulas that will drop down that you cannot see from the top of every ramp, so stop as soon as you see them. Thankfully, the Master Sword can kill each of them in one hit. Drop off the ledge at the end, then run past the guillotines, timing their pace of dropping down (there is another Skulltula between the two guillotines). Once you branch out into the large room, make sure that you do not get captured by the Wallmasters. Again, just press C-Stick up to use the moveable camera to cause the Wallmaster to leave.

What you do here is jump off the platform to the next as soon as possible, before the guillotine can chop you into pieces. None of the guillotines will require the Hover Boots to cross over. Before crossing the third guillotine, however, you should be careful of the Red Bubble that will pop out at you. Dispatch it before moving across. Once you reach the end of the line, kill the Stalfos in one-on-one battle or knock it off the platform into the abyss below.

!!!GOLD SKULLTULA ALERT!!!

Turn on your Lens of Truth, and you should see a hidden platform in between your current location and the platform in the southeast corner. Equip your Hover Boots and make your way over there, then head north to a door. Enter, and go down the hallway. Inside here, make sure not to wander into the path of the large spinning blade, which is visibly only to the Lens of Truth (you can tell the area that it shall cut through however by looking at the light blue shade of the floor). Kill the Like-Like by stunning it with your Longshot and then slashing at it, and then dispose of the three Keese in the room to open the door. Inside, kill the Gold Skulltula for a Gold Token. Open the visible chest for a Blue Rupee, and grab some arrows from the invisible chest.

Head back outside, and make your way over to where you previously fought the Skeletos. Next, wait for the rising and falling platform to your right to lower to its lowest position, then jump onto it (you may want to use the Hover Boots). Once it gets high enough, jump right again (you will definitely want the Hover Boots here). Deequip the Hover Boots. Here, collect the four silver rupees around the area, making sure to dodge the blades. You shall have to destroy the Beamos in the center with a bomb to get the fifth silver rupee located under it. After you obtain all the rupees, the gate next to you will open, so head through the doorway, and head down the hallway.

!!!GOLD SKULLTULA ALERT!!!

When you get into the larger room, use the Lens of Truth, and find the block in the wall. Pull it out and push it down to the end of the room. It will act as an umbrella to the spikes, so you cannot get damaged by them. Push it into the relative center of the room so it stops both of the spikes, then go north and into the left cell. In here, move to the southern wall to kill the Gold Skulltula hanging down from here, and use the Longshot to retrieve the

Token.

Go back out and head into the right cell. Open the chest for some arrows, then go back out and pull the block the rest of the way north into the crevice in the floor. With that done, hop onto the actual block, and then move to the left ledge. Wait for the spike to lower itself, then walk over the top to the opposite side. Over here, open the chest inside the cell for a blue rupee, then step on the switch for a chest to drop down in the northeastern side of the room. Hop onto the top of the second spike, and when it rises up, jump onto the corner where the newly-dropped chest is located it. Open it to obtain a Small Key.

Now, go back to the former room. Go north a bit past the spikes and Beamos, and move along the small narrow walkway off the main floor, and onto the platform. Right before the guillotine, use the Lens of Truth to reveal some hidden platforms. Go and jump past the guillotine onto the first platform, and then again onto the moving platform. From there, continue on into the small nook in the wall, and then proceed in through the door. In this room, first thing is first; use the Sun's Song to stun the two ReDead in here. Whip out your Lens of Truth to make sure you do not walk into the spikes in this room, and kill the two ReDeads while they are paralyzed. A blue rupee can be had from the chest that appears in the center of the room once both are dead.

After, you will have to go through another silver rupee collectathon. The first two rupees can be obtained by simply using the Longshot on the targets near them; once you get to the target and drop down, you will automatically obtain the rupee whilst in freefall. For the third rupee hidden away in the northwest corner, use the Lens of Truth when near, and then look up at the wall above it to find a Longshot target. Hook onto it, and drop onto the platform with this rupee on it. For the fourth Rupee, equip your Hover Boots and run over to it from the platform. Once you have obtained all four, head left into the door that has just opened.

!!!GOLD SKULLTULA ALERT!!!

Enter the newly opened door after having collect all the silver rupees. In this next area, climb up the ledges to the top of the room, defeating the two Keese and two Fire Keese once up here to keep them from being a nuisance and to reopen the door for the way back. Next, grab a bomb rock and throw it into the actual statue to make it explode. Drop down to the bottom to get a Small Key from the remains, and then turn around from the pedestal that the statue was sitting on and kill the Gold Skulltula hanging from the wall. Collect the Token, then head back into the previous room. Use the Lens of Truth and find the Longshot target over the high ledge with the locked door, and use it to get onto the ledge. Enter the locked door.

Out here down the hallway, a large fan shall prevent you from going past the first blade. Equip the Iron Boots, and walk to the end, dodging the blades. Continue, and once you reach a pit after the first two fans, use the Longshot on the wooden part of the ceiling to cross the pit. Drop down the ledge into the floor in front of you, and continue against a few more fans, using your Hylian Shield to guard against any bolts of flames that the eye at the end may send at you. Once you reach the door, do not head in. Instead, use the Lens of Truth to see the hidden section in the wall to the left. Equip the Hover Boots, and let the last fan on the right blow you into the small hole. Head through the door.

In this room, equip the Kokiri Boots, then bomb the volcano to your right and then toggle the Lens of Truth on to reveal a chest. Open it for another Small Key. Kill the mummies in here after using the Sun's Song (they too, much like the ReDeads, shall be paralyzed by this song) to get a chest with

a blue rupee, and go through the locked door. In this next large area, pull the block to your left right into the lower elevated crevasse (do NOT, under any circumstances, go up the vines next to the block's initial position: not only will it take you to an area previously visited, but you will also be unable to return the way you came, meaning you will have to go through a long sequence to get back here). Now, climb up onto the block and head up the ladder.

!!!GOLD SKULLTULA ALERT!!!

Turn around, and you should see a second floor caged wall, and you might be able to see a Golden Skulltula behind the wall. If you like, you can try making an angled shot with your Longshot, but it is much easier to simply summon Pierre with the Scarecrow's Song, and Longshot onto him to pull yourself over. Either way, once you kill the Gold Skulltula, grab the Gold Token, then climb up the ladder again.

Jump down onto the boat, and play Zelda's Lullaby on the Triforce symbol. The ship will suddenly start venturing down the river. Slay the Stalfos that pop up on the voyage, or at least fend them off for the journey's duration. At the end, the ship will suddenly start to sink, so immediately jump off to the left. With that done, head through the nearby door.

In here, use the Lens of Truth, and traverse the path of invisible walls, dispatching of the Floormasters that you shall meet on your way. Keep going right every chance you get until you come to another corner with a door in it. Enter. In here, two spike walls will start moving in interiorly. However, since you were required to have Din's Fire at the start of this dungeon, use it now on both walls to destroy them (and harm the ReDeads hiding behind them). After, open the left chest for a Blue Rupee and the right chest for the Boss Key.

!!!GOLD SKULLTULA ALERT!!!

Go out into the maze, and head north and then around the wall at the end to the opposite corner. Here, climb up the ledges and throw bombs over the top of the three statues. One of them will have a bunch of rupees. This room also has a Gold Skulltula on the wall behind where the statues were, so be sure to get your token. Head out now, and go right once more through the last door.

Inside, use the Lens of Truth once more and kill the Floormaster that roams the room; however, once dead, it shall split into three spawn small Floormasters. Take out all of them, and after you finish off all three, open the chest that appears to obtain a Small Key. Exit back outside. Back outside, take the room to the right of where you just came outside of. You'll have to fight a Floormaster in here with the Lens of Truth, and kill it's three spawns after it dies. Once you complete this task, open the chest for a Small Key. Back outside, head right, north, right and south through the door you first came in through.

Back out in the large room, go up and between the two pots. Shoot an arrow at the bombs ahead of you. They will explode in a chain reaction, causing the statue to fall down and allowing you to pass. Go over the statue and through the locked door. In here, use a combination of the Hover Boots and the Lens of Truth and go north, left, north and then northeast, and get to the boss door. Enter with the Boss Key. In here, drop down the hole to face...

=====
PHANTOM SHADOW BEAST
BONGO BONGO
=====

In my opinion, one of the most difficult bosses in the game, but this is due more to choppy controls than anything else. Start the battle off with both Hover Boots and the Lens of Truth equipped; the former because Bongo Bongo's hands repeatedly are hitting the arena, causing Link to bump up and down (the Hover Boots will keep you fairly stable) and the latter because you cannot see Bongo Bongo's eye otherwise. The Lens of Truth can also stay on for the entire battle (magic should not be too much of a worry, as it drains your magic meter at a very slow pace), but I would not advise it due to a matter of L-Targetting.

To start, Bongo Bongo's hands will be bumping up and down on the surface of the arena, and the reverse force will be forcing you to constantly bounce, which is largely negated by the Hover Boots. While the hands are open, you will have to shoot arrows at them. The best way to do this is to L-Target one hand and quickly shoot an arrow at it, and then press the Z button again to switch L-Targets to the opposite hand. If you are having troubles switching L-Targets because of the eye, turn off the Lens of Truth and your L-Target will skip over the eye.

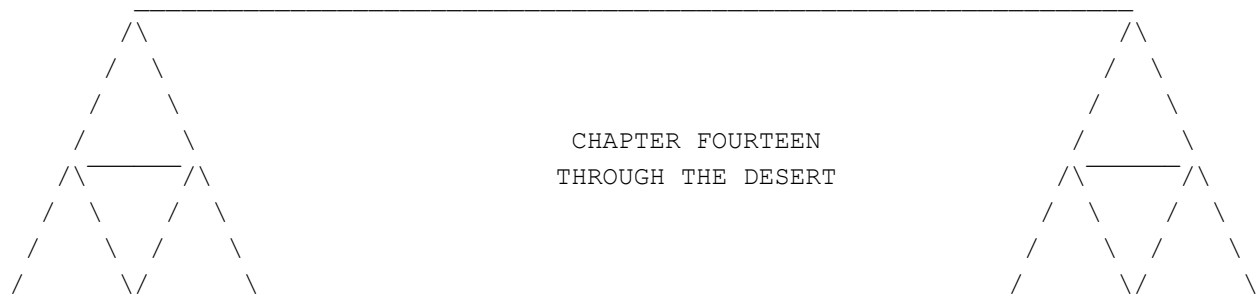
If you are unable to stun both hands, there are three things that can happen. Should there only be one hand left unparalyzed, it can either slam you across the arena, or will pound you from above. If its palm is open, you still have time to shoot the arrow at it; however, if the hand is closed in a fist, my best advice is just to hold on. If you were unable to get either hands, however, the two will come together to crush Link between them, and then throw you off the battlefield itself. If this happens, quickly run back towards the arena and get on.

When both of Bongo Bongo's hands are stunned, quickly turn on the Lens of Truth if you have not already, and L-Target Bongo Bongo's eye. He will try to come and rush you. Shoot the eye with an arrow, and he will fall down to the ground, leaving the eye susceptible to several well-placed sword slashes. After, he will get back up for another round of fighting. Rinse and repeat with shooting down both hands, and then the eye. Bongo Bongo's hands will usually drop arrows whenever you stun it; if you run out of arrows, switch to the Longshot.

After, get the Heart Container, and head through the warp portal. Blah blah blah storyline. Once that is done, you shall be transported to Kakariko Graveyard.

KAKARIKO GRAVEYARD

Head out to Hyrule Field.



[WTTD]

HYRULE FIELD

Out here, go north past Lon Long Ranch down to the gate where Lake Hylia is in the southwestern corner of the map, and then proceed north. Once you start seeing some high plateaus, make a turn left when you can, into Gerudo Valley.

GERUDO VALLEY

Head up past the small body of water via the wooden plank. You should notice that the bridge is broken, leaving a seemingly insurmountable gap between the two sides of the valley. Now, there are two ways that you can get past this. The first is the badass way, which is summoning Epona if you have her via Epona's Song, and jumping across while feeding her a few carrots beforehand. The alternative is to use the Longshot on the frame of the opposite side of the bridge. Either way, when you get to the other side of the valley, talk to the man by the tent to be armed with a new mission.

Head left from here to the wall and you should see a four pack of red rocks pressed against the wall. Take out your Megaton Hammer and smash them to pieces. Behind the red rocks is a chest holding a purple Rupee.

!!!GOLD SKULLTULA ALERT!!!
!!!GOLD SKULLTULA ALERT!!!

If it is not yet nighttime, make it so. After, approach the pillar in between the chest you just opened and the bridge, and look up at the intersection between pillar and the roof of the rock to spot a Gold Skulltula. Kill it, then retrieve the Gold Token with your Longshot.

With that in hand, head over to the tent, and go behind it. Crawling on the wall on the backside of the tent should be another Gold Skulltula. Repeat a kill-and-snap to finish up here. Once done, continue along the path (without Epona) into Gerudo's Fortress.

GERUDO'S FORTRESS

Continue up the path, and allow yourself to be caught by the guards. Once you get thrown into the prison cell, use your Longshot on the handy wooden ceiling above you to drag yourself up there. Now, drop down to the left, and enter the door at the base of the ground (not on the top of the first roof).

THIEVES' HIDEOUT

In here, go along the short path, then talk to the man in the cell. Suddenly, a Gerudo guard will appear, and battle you. L-Target her and move around the room, making sure to keep your Shield up. As soon as she tries to make an attack and exposes herself, react quicker to cut her. After she does a spin, you can also hit her then. You can also try the (occasional) attack while moving around, and a jump-slash will always hurt her unless she hits you before you hit her. When she is in the process of doing her high acrobatic flip, shield yourself; if she knocks you over while doing this, you will likely be knocked out and sent back to the cells. After you defeat her, she shall run off, leaving behind a Key. Retrieve it, and use it to open the cell door to free the first carpenter, Ichiro.

Head out the next door back outside. Out here, enter the second door near you (north of the first door from your perspective). In here, head up and

right into the hallway, walk a bit and the head right up a ramp between two totem pole-like wooden poles to go back outside again. In the outdoors again, walk right a bit, and then head up the small ledge. Do not allow yourself to wander into the guard's line of sight; head through the door to your left immediately and back inside.

In here, go through the hallway, and talk to the second guy in the cell. You will have to fight yet another Gerudo patrol. After she leaves, take the dropped Small Key and rescue Jiro from the cell. Now, continue up the nearby ramp and hallway and go outside again. Out here, climb down the ivy vines growing on the wall, then head into the lone door down bottom. Proceed down the linear path, and talk to the third guy. You know the routine by now with the Gerudo Guards. After you win, pick up the Small Key and free the third carpenter, Sabooro, then go back out the way you came in. Climb up the ivy, and go through the left door (the one that you did not go through earlier).

Coming into this room, slay the two Gerudo from up top using your Arrows, and then walk across the room to get to the other side (do not go near the door at the bottom of the ramp you came in, as there is a guard patrolling that hallway). Go up the ramp, and head through the door.

!!!HEART PIECE ALERT!!!

Outside, look to your north. You should see on the top section of the floor a big chest. Use your Longshot to pull yourself over to the chest, then open the chest for a Piece of Heart.

!!!GOLD SKULLTULA ALERT!!!

Walk east to the wall and then go south to drop down onto a small platform. On the wall here (nighttime only - use the Sun's Song if it is day out) is a Gold Skulltula. Kill it and pick up the Token with your Longshot. After, drop down to the floor below, and go through the door here.

In here, notch an arrow, and wait for a guard to walk right past you. When this happens, shoot her down. Now, head right into the hallway, and go left when you can. Go through the path, and talk to the guy in the cell. You will have to battle one last guard. Free the carpenter, Sabiro, and he will give you some advice on what to do next. Once he leaves, another Gerudo will appear, who will give you the Gerudo's Membership Card. This will allow you to move freely around Gerudo's Fortress. Go outside now.

GERUDO'S FORTRESS

As you now have free roam of the Fortress, there are a couple of things that you can catch up on that will be fairly handy. Unfortunately, you cannot do one just yet (the Gerudo Complex), but you can go perform horseback archery. Summon Epona with Epona's Song, and then head south and east up a hill into a long track area.

!!!HEART PIECE ALERT!!!

Talk to the guy standing underneath the stall to play the archery game. Once you score 1000 points, you will get a Piece of Heart. If you play it again and get 1500 points, you will get an Arrow Quiver upgrade; if you already got the upgrade from Kakariko Village, you will now be able to carry 50 arrows.

!!!GOLD SKULLTULA ALERT!!!

At nighttime, come back to the target course, and go the target at the very north end of the course. A Gold Skulltula should be hanging from the front side of the wooden circle. Kill the Skulltula and then grab the Token after.

After you are done, head back down to the gate near the entrance of the Gerudo's Fortrest (in the northwest corner) . Climb the ladder and talk to the Gerudo to get the gate open for you. Drop off the tower and then go into the Haunted Wasteland.

HAUNTED WASTELAND

Before going in any further, I must stress this to you - you NEED to have a full magic meter. You absolutely MUST, as you will need to use Din's Fire at least once, and will have to keep the Lens of Truth on for a fairly long time.

At the entrance, climb up onto the crate near you, and use the Longshot on one of the crates on the other side. Here, just follow the path that is designated by the flags (ignore the carpet merchant, as all he sells are Bombchus that can be had for a quarter the price in the Hyrule Town in the past). The path will be much easier to trace by day than by night. Eventually, you will run into a stone building.

!!!GOLD SKULLTULA ALERT!!!

When you get to the small stone battlement, head into the front entrance and drop down the hole to a chamber underneath. You should spot the Gold Skulltula, but turn it into a session of two birds and one stone; stand in between the two torches and use Din's Fire to light up the torches and kill the Gold Skulltula at the same time. Collect your Gold Token and then grab a purple Rupee from the chest, then head back up. Up here, go to the top and turn on the Lens of Truth to reveal a ghost. Move forward to meet it, and it should be prompted to start moving around. After what may seem to be a bunch of walking in circles, you will finally be brought to the Desert Colossus.

DESERT COLOSSUS

!!!GOLD SKULLTULA ALERT!!!

You will have to slay or run away from some Leever's once you make your first step in the area, so make sure that you are prepared. They will spawn over and over, however, so run away after the first batch is dead if you have not done so already. Once done, start heading southwest, and eventually you should reach an oasis. Here, if it is not night already, make it so. With that done, examine the southern-most tree, and you should find a Gold Skulltula crawling around on it. Kill it with your Hookshot.

Once you have finished collecting up on the Gold Token, go to the center-north section of the Desert Colossus, and you should spot two palm trees next to each other. Head over there, and lay a bomb at the crack in the wall between the two palm trees. Once the bomb has exploded, head in.

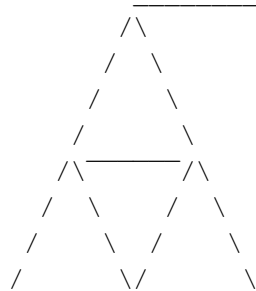
GREAT FAIRY'S FOUNTAIN

In here, go up to the Triforce symbol, and play Zelda's Lullaby. The Great Fairy shall come out and give you Nayru's Love, which you can use as

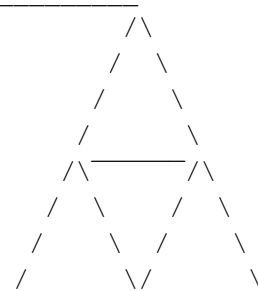
protective barrier. Exit outside after.

DESERT COLOSSUS

Head to the far west portion of the map and into the stone building, the Spirit Temple.



CHAPTER FIFTEEN
SPIRIT TEMPLE



[WSPT]

SPIRIT TEMPLE

In here, there is nothing that can be done at the current time; you cannot get anywhere in the Spirit Temple, blocked off from one side by a too-small cubby hole, blocked off from the other by an unmovable block. For now, head outside.

DESERT COLOSSUS

A cutscene, and you shall be taught the Requiem of Spirit. That done, play the Prelude of Light and warp to the Temple of Time.

TEMPLE OF TIME

Here, go in and insert the Master Sword into the pedestal. Once you become a kid again, play the Requiem of Spirit to warp to the Desert Colossus (make sure you have a bottle of bugs first). Enter the Spirit Temple once you get there.

DESERT COLOSSUS

!!!GOLD SKULLTULA ALERT!!!

Head over to where the Spirit Temple is. Once you get onto the solid ground, go over to the floor just before the stairs, and look around a bit. You should be able to find a dirt patch. Dump a bottle of bugs into the soil patch to cause the Gold Skulltula to come out, then kill it and collect the Gold Token. Plant the Magic Bean in afterwards. With all that out of the way, you may finally enter the Spirit Temple.

SPIRIT TEMPLE

In here, defend yourself against the pots that will fly at you using your shield, then head up the stairs and go left to the cubby hole. Talk to the Gerudo who is near the cubby hole there. Choose the third response and then the

second response, and you will be asked to retrieve the Silver Gauntlets on the opposite side of the cubby hole, which inevitably leads to one half of this dungeon. After accepting her plan, crawl through the cubby hole. On the other end, walk up the stairs, dodging the spike blade, and kill the Fire Keese and regular Keese. Next, bomb the Armos Statue to destroy it before it has a chance to fight back, and head through the door to your left once you defeat it.

Coming into this room, engage the Stalfos Knight in battle. You can hop around to its backside and slash at it several times if you are having a difficult time going toe-to-toe with it as a kid. After you kill it and the Green Bubble via a Slingshot, use your boomerang on the the switch behind the small wall (you will have to move a ways away from the edge of the plateau). The wall will drop down, so walk across it, and open the chest for a Deku Shield after guarding against the two possessed pots. Now, enter the door to the next room. In here, destroy the pots, and go use Din's Fire on the Anubis to burn it up. Head through the second door, ignoring the crystal.

!!!GOLD SKULLTULA ALERT!!!

In here, you will encounter Wallmasters, so watch out for them, and abuse using the C-Stick up camera as necessary to ward them off. Start off by killing all of the Keese that are in here. After that, get the three silver rupees on the floor, and the one on the upper right section of the cage wall. Look at the left side of the wiring, and you should see a Gold Skulltula; shoot it twice with your Slingshot to kill it, then go up and grab the last Silver Rupee; part of the wall will fall down in response.

Finish off the rest of the Keese that come scrawling in. Take out a Deku Stick, and light it on fire with the lit torch. Walk down the new path across the chasm, and light the two torches. Go back across the path and open the chest for the Silver Key. Head back onto the bridge, and L-Target the token from the Gold Skulltula and throw the Boomerang at it to retrieve it. With all of this done, head through the new door and you will come out into the central location where you fought the Armos statue awhile back.

Out here once more, take the only path left through the cubby hole between the two torches. Emerging out of the hole, go through the locked door. In here, kill the two Skulltula on the wall with your boomerang, then head up the brick wall.

!!!GOLD SKULLTULA ALERT!!!

Up here, you shall battle two Lizalfos (one might not come out right away, however). Use the tactics of defending with a Hylian Shield and then striking back like you did in Dodongo's Cavern (you can also use the Boomerang to stun it temporarily). After you win, go to the hole in the floor from whence you just climbed, and look down opposite the wall going up. You should see a Gold Skulltula lurking on said wall. Kill it, and collect the Gold Token. That being done, destroy the Skulltulas on the wall.

Next, hit the switch up on the cliff with either your boomerang or your slingshot, then open the two chests on the floor for Bombchu and a blue rupee. Now, unleash a Bombchu on the boulder blocking the sunlight (it will travel up the wall; you merely have to place the correct direction as well as timing the explosion). It will explode, and a symbol of the sun will receive the brunt of the light. This will open the door in here, so head through it.

In this room, push the Armos Statue to your left off the ledge. It will fall onto a switch on the floor below, opening a door above. Next, climb up the two flights of stairs, and enter the door that was just opened. Continue on

through the red carpet treatment and past the second door. In here, you shall have to fight a few Beamos, so you should unleash your newfound Bombchu's at them, or go back to regular Bombs. After, get all the silver rupees around the room (move the chest around to get the one in the center of the room). This will light up a torch.

Go and light a Deku Stick with the torch, and then use it to light a torch to the left, to the southwest, and to the northeast. However, the torches will go out after a while, so you better be quick. You can go and light either the left or northeast one, then extinguish your Deku Stick and relight it, and then quickly move to get the other two in succession. Once you get all three torches lit at the same time, a chest will drop down the ledge to the left of the original torch, so go climb up the ledge and open the chest to get a Small Key.

That being done, go to where the blocks are, and pull the three normal blocks out of the way. With room, pull the block with a sun symbol on it into direct sunlight. This will open the previously locked door, so head through it.

!!!GOLD SKULLTULA ALERT!!!

In this room, head up the stairs about halfway, and then turn around. Hanging from the wall above the door you just came through should be a Gold Skulltula. Kill it with your Slingshot, then collect on the Gold Token via your Boomerang. Afterwards, continue up the stairs and head through the locked door. In here, follow the carpeted path, and then you will have to fight an Iron Knuckle.

Do not take the Iron Knuckle lightly - one blow from him can take out four hearts from your life. However, his refractory period in between attacks sucks, so lure him into attacking you by L-Targeting him and getting close. As soon as he responds to your presence, quickly backflip out of his attack range. He will either swing the axe twice or heave it at the ground once. As soon as he finishes attacking, quickly perform a jump-slash at him, then back flip out of the way once he attacks, to repeat your basic strategy of swordplay. If you are running low on life, you can also get him to attack the pillars and chair, each of which give off three hearts. After you have dispatched him, enter the door behind the throne, then head outside.

DESERT COLOSSUS

Talk to the owl outside here, and he will give you advice that shall be useful later. Once he leaves, open the large chest next to you to get the Silver Gauntlets. A cutscene occurs. Now, play the Prelude of Light and return to the Temple of Time.

TEMPLE OF TIME

Back at the Temple of Time, go and pull the Master Sword out of the pedestal, and become an adult again. Afterwards, go out into Hyrule Overfield, and make your way to the Gerudo's Fortress.

GERUDO'S FORTRESS

In here, we have an optional dungeon that we can now complete thanks to the Silver Gauntlets. Head to the base of the fortress, and go east until you see a Gerudo standing in front of caged door. Talk to her, and pay the ten

rupees to be able to pass. To do this dungeon, refer to the Gerudo Complex in the sidequests section.

After you have finished, exit out, then play the Requiem of Spirit to warp to the Desert Colossus.

DESERT COLOSSUS

!!!GOLD SKULLTULA ALERT!!!

Head west to the entrance to the Spirit Temple. However, do not get on; instead (if you planted the Magic Bean in the past), hop onto the magic leaf, and it will carry you upwards. Ignore the first platform that it circles around, but jump onto the second rock. If it is not nighttime yet, make it so with the Sun's Song, and the Gold Skulltula shall appear, ripe for killing and collecting its Gold Token.

!!!HEART PIECE ALERT!!!

Go back to the Magic Bean, and get on it again for a second ride. After spinning around the two rocks, the leaf will go underneath the stone arch on the side facing the Spirit Temple, then rise up sharply and go away from the Spirit Temple. While it is over the arch, jump off, and collect your Heart Piece. With success on your side, jump down.

Now that we are done with this collectathon, enter the Spirit Temple.

SPIRIT TEMPLE

In here, head up the stairs, and go and push the block to the right side inwards using the strength of your new-found Silver Gauntlets until it falls into a hole. Go up the flight in this room, and throw a bomb at the Beamos. After it has exploded, use the Longshot or an arrow on the crystal that is hanging upside down from the ceiling to open both doors. Go through the left door. In here, you shall fight a Wolfos. For those who do not remember Wolfos tactics, defend with your shield, let it attack, and then retaliate. After you have slain the Wolfos, walk over to the Triforce symbol, and play Zelda's Lullaby for a big chest to drop down on a ledge to the opposite side of the room.

Use your Longshot to attach yourself to the chest and pull yourself over, then open the chest to obtain the Dungeon Compass. Now drop off the ledge, climb up the brick section of the wall, and go back into the previous room. Out here, head into the right room this time around. In this room, you will have to collect five silver rupees again while dodging rolling boulders. For the first rupee that you see, you shall have to equip the Hover Boots, and float off the edge of the platform. The remaining four can be found in the currently open nooks in the wall.

!!!GOLD SKULLTULA ALERT!!!

Once you have collected all five Rupees, go to the area where the blue block is, and play the Song of Time. Enter the new hole in the wall, and you should find a Gold Skulltula hanging from the wall in here. Kill it and grab your token, then head back down go through the now open door.

Coming into this room, a Like Like will drop out of nowhere, so make sure you watch out for it. After you kill it, open the chest for a Small Key.

Now, head back a couple of rooms, and dodging the sight of the Beamos again, go through the locked door in the center of the three doors. You shall quickly have to fight another Like Like in this room, while also defending against some possessed pots. Once that is done and over with, go to the end of the room, and climb the wall up to the second floor. Up here, turn on the Lens of Truth, then fight the Floormaster and then finish off its three spawnlings. Now, rotate the statue around so that it reflects sunlight at each of the sun symbols, until you find the one that opens the door (the chest from the first symbol gives you a heart, the chest from the second symbol will freeze you for a few minutes, and the fourth one will drop a Floormaster on you). Once you do, head through.

Out here, cut the Armos Statue to pieces, and then head up the stairs. Up top the flights, put on your Hover Boots. Now, locate the giant statue's left hand (To your right), and float over onto it. Play Zelda's Lullaby, and a chest will drop down on the right hand. Use the Longshot to hook yourself onto the chest and pull yourself over, and open it for a Small Key. Now, drop down to the floor, and go step onto the platform in front of the bottom of the statue. Use Din's Fire to light both torches, and open the chest for the Dungeon Map.

!!!GOLD SKULLTULA ALERT!!!

Head to the western part of the room, and climb up the wall (onto the part where you went as a kid). Do NOT go through the bottom door; instead, head up to the top floor while still staying in the main chamber. Once you hit the top, turn to look to the southwest corner, and you should see a Gold Skulltula hanging off the wall all the way over there. Use the Longshot to kill it, then pick up the Gold Token.

Drop down to the bottom floor again, and then head up back to the eastern most part of the room (near the door where you entered this large chamber from) and look upwards for a target. Once you get pulled back up again, run up the stairs, and head through the door as opposed to hovering onto the statue this time around. In here, destroy the single Beamos with a bomb, and head up into the next room.

Out here, you will have to face three Anubis all at once. However, when you were a child, you now have a much easier method of killing them; your Fire Arrows. The Anubis will die quite easily once struck down by the Fire Arrows. After you have destroyed all of them, bomb the Beamos, then go through the newly opened door in the southeast corner (The switch just activates some fire).

In this room, go and put your back to the right door with bars, and shoot the northwest statue. Once it springs to life, it will step onto the switch, allowing you to head through the door. Do so, and inside, go up the stairs and head through. In here, you will have to face the painful Iron Knuckle once again. However, this fight will be easier as an adult, and more so if you have in your possession the Biggoron's Sword. Use the same general strategy as you did as a kid. After you kill it, head through the second door, and outside. Out here, open the chest to obtain the Mirror Shield. This item will reflect light, automatically making it more useful than the Hylian Shield, so equip it now. Now, go back inside, and head to the room with the four Armos Statues, the switch, and the two barred doors. Here, go to the opposite side of the room, and stand in the sunlight. Defend yourself with the Mirror Shield, and move it around so that it reflects sunlight into the sun symbol. The door near you will open, so enter.

Coming in, open the chest for a Small Key. Go back outside, and backtrack into the room where you fought the three Anubis. Go west across the room and through the locked door at the end. In this next room, bomb the Beamos to destruction with some Bombs or Bombchu then ascend the very high moving wall,

after killing the Skulltula about halfway up. At the top, sentence the two Beamos to certain destruction with two more Bombs, then enter the door. Head up the stairs here and play Zelda's Lullaby on the Triforce symbol, then head through this door.

To kick off the next room with a bang, terminate all four of the Torch Slugs lurking in here, then take out the Megaton Hammer that you have not used in quite a while. Hit all the doors in the room with the Megaton Hammer (besides the one you came in through), and then shoot an arrow at the eye underneath the upper-left door. Two ice blocks will appear above you. Use the Longshot symbol hanging over one of them, then jump onto the second ice block. Stand on the switch, and the fire surrounding the chest will disappear. Drop down, and open the chest to finally proclaim the Boss Key yours. Now go back out to the last room, and head up the stairs. In the next room here, defend yourself against the flying pots, then hit the switch on the other side of the bars with your sword. Head through the door.

In here, you will have to fight another Lizalfos. Tactics of defending against an attack and then suddenly striking still overrule, so use that strategy. While still in this first section, redirect the light coming into here to a sun symbol above the tunnel to obtain a chest with some Bombs in it. Head into the next room and destroy the White Bubbles. To the left of the mirror, you should notice a bulge in the wall that indicates a bombable location. Bomb the wall open, and then rotate the mirror next to you to flash sunlight into the room you just bombed. Go into the new room, and after fighting another Lizalfos, turn the second mirror so it reflects sunlight out of the cell and into the eye in the other room.

Backtrack to the room with the eye mirror, and drop down to the lower floor. In here, get under direct sunlight, and reflect it into the sun symbol to your right. The floor panel will then lower to in front of the statue on the floor below. Down here, reflect some more sunlight to just about below the nose of the statue, and the head will crumble apart to reveal a door. Utilize the Longshot to take yourself to the door, and enter. Here, use the Boss Key to go through the door.

Watch a cutscene, and then face off the third and final Iron Knuckle of this dungeon. After that, we have one place left to go; through the door behind the throne. Head up along the hallway and go through the second door. Climb up any of the corner walls and onto the main platform, and then you will face the boss.

SORCERESS SISTERS
TWINROVA

Start off with the Master Sword equipped if you have the Biggoron's Sword and are using it.

Koume and Kotake will first start off by taking turns firing spells at you (Their order of firing is random, but only one will shoot a spell at you at a time). When they do this, use your Mirror Shield, and direct the line of fire at the other sister. The best way to do this is to L-Target the sister who is casting the spell, and, once reflecting the attack, switch your L-Target to the opposite sister. If you do not hit her right away, just move Link around a bit to try and hit her in your path. The sister hit by the opposing spell will then be hurt for a bit, and shall then recover. You will likely want to stay on one of the four smaller platforms so that they do not continuously get out of your line of vision, which is somewhat annoying. Switch platforms once both of them start hovering around you. After you deal four hits altogether, the two witches

will fuse into one entity, Twinrova.

Twinrova will hover and move between the four outward platforms. Her main (and only) attack consists of throwing either fire or ice element spells at you. Before she actually throws a magic spell at you, she will raise the hand aligned with the spell. If it is not the element that you wish, a smart thing to do is to stay near one of the four corners of the main platform, and then quickly jump to the side twice to get out of the area of effect of the spell.

In any case, to injure Twinrova, first absorb three of the SAME type of spell, making sure to dodge the other spell if she fires it. After that, your Mirror Shield will fire some of the energy back at Twinrova, of which you will have to direct. When she gets hit, she will be stunned for a bit. With this, go and leap onto the platform she is on (de-L-Target her if you have her L-Targeted, as this will create havoc with your jumps), equip the Biggoron's Sword if you have it, and swipe at her a few times. After, go back onto the main platform, and equip the Master Sword.

Do NOT equip the Biggoron's Sword during the absorption sequence, as it requires both hands; as such, you do not have use of the Mirror Shield to absorb Twinrova's attacks with.

After, a hilarious cutscene. Pick up your Heart Container on the way out via the warp. Watch some more scenes, and you shall be put out on the Desert Colossus.

DESERT COLOSSUS

There are a couple of loose ends to tie up. The first thing to do is to make your way to Zora's Domain (the best way to do this is to warp to the Sacre Meadow, then make your way into the Lost Forest, and use the waterhole that transports you to the waterfall area in Zora's River). MAKE SURE that it is nighttime when you go in.

ZORA'S DOMAIN

!!!GOLD SKULLTULA ALERT!!!

Go to see the Zora King up top, and from there, head left down the tunnel to where the Zora who ran the diving game in the past used to be. At the waterfall's edge, turn left to spot a Gold Skulltula (oddly enough, it has to be nighttime out for the Gold Skulltula to appear - hence, if it does not, play the Sun's Song). Once you catch sight of it, nail it with a single Longshot strike, then use the Longshot for the second time to grab the Gold Token. After, head back down the tunnel, go around King Zora and go out into Zora's Fountain.

ZORA'S FOUNTAIN

Make your way into the water, then swim over to the southeast portion of the map, and surface onto dry land. With your recently obtained Silver Gauntlets, you can now lift the rock here.

!!!GOLD SKULLTULA ALERT!!!

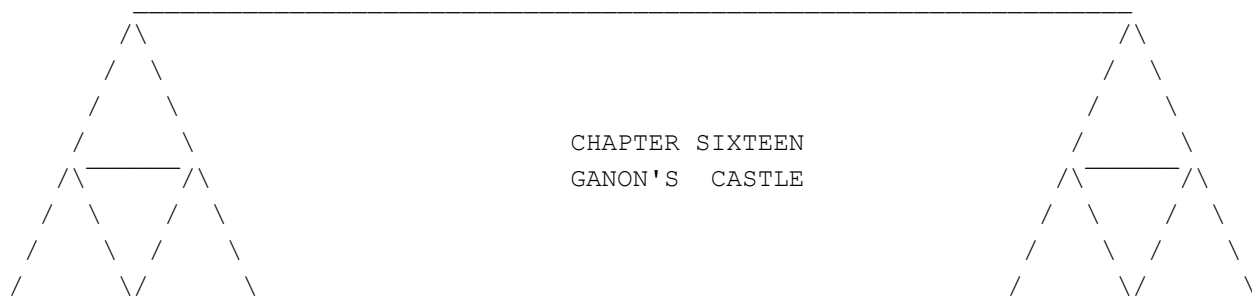
Once you have picked up the silver rock via your Silver Gauntlets, drop down the hole underneath. Equip your Lens of Truth and Longshot as you

go up the slope, as there are four Skulltulas hanging from the ceiling that are invisible and shall obstruct you. At the end of the road, climb up the high ladder. The last Skulltula up top is visible, so take that out. The Golden Skulltula shall be hanging on the left wall, so take it out. After you have obtained the Golden Token, make your way to Hyrule Field.

HYRULE FIELD

!!!HEART PIECE ALERT!!!

Go to the very northwest corner of the field (not right outside the castle's front gate, but behind the back wall, where the water is draining out into a river, and off the road leading from Lon Lon Ranch down to Gerudo Valley). There should be a lone tree in between the grove of trees around the river and the road near Lon Lon Ranch. Plant a bomb at the base of this tree and it will reveal an underground cavern. Drop down. Inside, head into the water and equip the Iron Boots, and pick up the Piece of Heart. After, deequip your Iron Boots and head out.



[WGNC]

With all the loose ends tied up, play the Prelude of Light to warp to the Temple of Time.

TEMPLE OF TIME

A couple of relatively long cutscenes, in which you will obtain the Light Arrows. After, exit out of the temple.

HYRULE TOWN

Exit out to the main marketplace area, then head out to where the Hyrule Castle Grounds used to be.

GANON'S CASTLE

!!!GOLD SKULLTULA ALERT!!!

If you have not been here yet, watch the cutscene, then walk along the trail until you come to a stone arch. Walk past the stone arch, then turn around. Hanging from the wall on the one side should be a Gold Skulltula. Kill it and then collect the Gold Token. At this point in time now, you should have all 100 Gold Skulltulas (if you have been following this walkthrough from beginning to end and not just using it for odds and ends) - you can go to the Gold Skulltula house in Kakariko Village to collect up and grab a gold Rupee.

Otherwise, if you have decided to do a little exploring right now, you may notice a giant stone block - you will not be able to move this just yet. Once you have collected your token, backtrack a bit, and you may notice what appears to be the remnants of some stairs. Walk up these stairs to the edge of the cliff for another cutscene, then walk across the bridge into Ganon's Castle itself.

INSIDE GANON'S CASTLE

Head down the blue carpeted stairs until you hit the bottom of the hallway. You can choose to kill the Beamos, or try to make a break for it to the door. Either way, once you get through the door, you will be brought to the base of the castle. The way going up is blocked by a force field generated by six different doors, each of which corresponds to one of the different sages. Head right from your vantage point and go into the Forest Medallion Door. For this dungeon only, I will be separating and giving headers to the various mini-dungeons.

FOREST MEDALLION ROOM

You will be forced to do battle with a Wolfos when you first set foot in the room, so take care of it using standard tactics. Look above the locked door to see an unlit torch. Take care of this torch first using a Fire Arrow, then put yourself in the center of the room, in between the remaining four torches. Equip Din's Fire, and use it to light all four of them in one go. The door will open, allowing you to continue onwards.

In here, turn left, and you should see a fan. Wait for it to start turning around, then equip your Hover Boots and run to grab the Silver Rupee. If all goes well, the fan should blow you halfway across the room to where another silver rupee is. You cannot claim this one for now, but you can kill the Beamos nearby with a well-placed bomb. Move to the platform opposite of you either directly (you will have to roll once) or using the pillar where the Beamos was as a half-way point to grab your other Rupee. Continue going north in the room to the end to grab a third rupee. Look to the west side to see a low pillar with a switch on it. Run over here with your Hover Boots and drop down, then stand on the switch. Look south to see a Longshot target has risen where the previously unclaimable rupee was. Use your Longshot and grab the rupee. Head to the northern end of the room, but when grabbing the last rupee, WAIT until the fan has turned off so that you are not blown away. Once all five are claimed, go in to the next room.

If you do not have any magic left in your magic meter, break the pots around here to get some. Once you have sufficient enough energy, use a Light Arrow on the green orb to break the forest barrier and be taken back to Ganon's Castle.

INSIDE GANON'S CASTLE

Continue right down the staircase. At the base of the stairs, enter the door for the Water Medallion room.

WATER MEDALLION ROOM

In here, take out your Longshot, and wait for either of the two Freezard

to appear. Once one of them appears, cut it to pieces with your Longshot, and do the same for the opposite. Once both of them are dead, quickly rush to the center, hack down the icicles with your sword, and scoop a bottle of Blue Fire from the fire. Go and melt the red ice with it, grab another bottle of Blue Fire, and then go through the new door (for those wondering about the chests, the right one has a Recovery Heart, while the left one has a trap that will freeze you).

A puzzle consisting of ice blocks will be your trial in the next room. However, it should not be too bad. Using the door you came from as the southernmost vantage point, go to the northern block and push it east to slide against a rock, and then south into the hole. Go and push the remaining block east over the first block into a rock, north into another rock, and then west to the one extreme of the room. Follow over to where it is, and then climb up to some red ice. Melt the ice with the Blue Fire you picked up from the last room, then equip the Megaton Hammer and slam the switch with it to trigger the opening of the locked door. Hop down and go to the northern door and enter.

Should you be lacking magic energy, break the pots to claim some magic potion. Once you have sufficient amounts of power, use a Light Arrow on the orb to break the Water barrier and be brought back into Ganon's Castle.

INSIDE GANON'S CASTLE

Continue right up the staircase. At the top of the stairs, enter the Shadow Medallion Room.

SHADOW MEDALLION ROOM

Use a regular arrow or the Longshot to kill the Green Bubble in the first room, so that it does not annoy you until later. Just ignore the chest that you can see to your left, as it contains a relatively worthless blue Rupee. Instead, take out a Fire Arrow and shoot the torch on the platform to your right. It will cause some new floors to temporarily appear; cross the first few until you reach the area with the Like Like (you may want to use the Hover Boots for crossing the first few pits). Back away from the Like Like when it tries to suck you in, and then slash away at it when it in turn retreats.

Once you have successfully dispatched the Like Like, turn around and shoot another Fire Arrow at the torch to light it up again. Run down the multiple steps to your right until you hit the switch at the bottom. This will cause a large chest to drop down where you fought the Like Like earlier. Instead of trying to climb back up the chests, which will lead to your certain doom, use your Longshot on the chest to pull yourself up. Open it for the Golden Gauntlets, which will allow you to lift even heavier blocks than the Silver Gauntlets could.

After, use the Lens of Truth, and look to your left to see a path being traced out to the switch on the small pillar north of you. Follow the route, making sure to not fall off, and once you hit the switch, use your Megaton Hammer to smash it down and open the door. Instead of going back to the main platform and taking the other path, use your Longshot on the torch next to the northern door to pull yourself over. Enter.

In here, you know what to do. Shoot the orb with a Light Arrow and be returned back to the Castle.

INSIDE GANON'S CASTLE

Continue on your counterclockwise tour of the castle to the next room, the Fire Medallion Room.

FIRE MEDALLION ROOM

To get through this room, you will constantly have to get off of the main floor that is provided, as your weight will cause it to sink into the lava over time. Getting off allows it to rise back up. Anyways, immediately equip your Fire Tunic once in here to resist the heat. After, head north and then hop right onto the platform to grab your first silver rupee. Head back onto the main floor, then run up and left onto the platform holding the statue breathing fire out two ways. Keep up with its rotation and grab the silver rupee lying next to it, then go back onto the main ground again. Go north some more and then left to where you should see a giant block.

Pick up the giant block using your Golden Gauntlets, and Link will automatically throw it into the lava, making it an effective stepping stone. Pick up the silver rupee that it has held. Go back onto the regular maze-floor again, and head right to the opposite side. Jump onto the one platform and grab the silver rupee that it offers, then head south over the block and grab the last silver rupee.

This part is tricky, and should only be used if you cannot get your Longshot from either of the safe vantage points to the side; jump onto the main floor, and head to the top middle. Immediately look forward at the door, and quickly point your Longshot at the Longshot target next to the door. Wherever you shoot it from, once you get over to the door, enter. Same thing as always in destroying the orb. After, you will be taken back to the castle.

INSIDE GANON'S CASTLE

Continue right. At the bottom of the staircase, use your Golden Gauntlets to pick up the giant block and throw it to the side. Enter the Light Medallion Room.

LIGHT MEDALLION ROOM

In the first circular room, activate the Lens of Truth to reveal a giant Skulltula and a handful of Keese. Dispose of all the enemies in this room, and a new chest will appear in the center containing a Small Key. Of the remaining six chests, the center right chest offers you a bundle of arrows; the bottom left chest has a blue rupee; the upper left has a recovery heart. All of the remaining chests contain ice traps. Enter the next room. Play Zelda's Lullaby with your Ocarina on the Triforce symbol, and a chest will drop down between the torches containing another Small Key. Grab it and continue on.

You will come into a small room with another silver rupee collectathon, while still having to contend with two boulders constantly rolling around. Grab the four Rupees on the ground floor (two in small nooks in the wall, two in the odd three-wall shape in the center). Obtain the fifth and last rupee by looking up at the ceiling and using your Longshot on the Longshot target. Once you grab it, head down and through the door into the next area.

In here, use the Lens of Truth to see that the wall in front of you is an illusion. Head through the wall and you shall come to the orb. Destroy it

with the Light Arrow to be transported back to Ganon's Castle.

INSIDE GANON'S CASTLE

Head right up the stairs and into the Spirit Medallion Room.

SPIRIT MEDALLION ROOM

Throw a bomb at the Beamos in the center of the room and kill it to keep it from interfering with what you have to do to next. Collect the four silver rupees on the floor; move the Armos statues around (they are not live Armos statues) to manipulate the spike blades to pick up two of them trapped between wall, statue and spike blade (you can also take the hit, and while Link is stunned, roll right through the spike blade but pick up your rupee). The other two should be reasonably easy to pick up. For the fifth and final silver rupee, use your Longshot on a longshot target hanging from the wall to grab it. Enter the next area.

Kill the two Torch Slugs right off the bat (the Longshot works wonders in stunning them), and be sure to reap the magic potions that they may drop. Notice in this next room that in the cage that separates you and the two crystals on the other side, there is a hole at the top. Line yourself up with the hole and get as far back as you possibly can, then take out a Bombchu and set it down. The Bombchu should travel up and through the hole, and as long as you stay as far back as possible, the distance will work out with the timing and it will explode to hit the back crystal, opening the door. If you do not have any Bombchus, get next to the crystal near the cage, and perform a spin attack to hit it. This will drop down a chest that contains more than enough Bombchus to replenish your supply.

When you have finally made it to the opposite side of the cage, head north into the next room, where there are four sun symbols on the wall. Before that, equip your Fire Arrows, and look to the ceiling to see some cobwebs. Fire an arrow at the ceiling to burn the cobwebs and let in some light. Use your Mirror Shield to redirect the light to the back sun symbol closest to the tunnel leading to the two crystals. Do NOT direct light to the symbol to the left of the door, or else a Wallmaster will come to claim you.

The routine should be well-known by now. Break open the pots if you need magic energy, and fire a Light Arrow at the orb to break the Spirit Barrier.

INSIDE GANON'S CASTLE

The barrier protecting the tower will fall; however, before we go in, we have one last stop to make. Head back outside.

GANON'S CASTLE

Make your way down the bridge, and once you get off, turn to go east past the arch and all the boulders. At the end is a great stone similar to the two that you encountered in the castle. Use your Golden Gauntlets to throw it aside, and then enter.

GREAT FAIRY'S FOUNTAIN

Go to the Triforce Symbol in front of the fountain here. Play Zelda's Lullaby using your Ocarina, and the Great Fairy will appear, and half the amount of damage that you shall take from attacks, which is a good bonus for the fight that is coming up. Go back into the castle.

INSIDE GANON'S CASTLE

Proceed to the central chamber, and drop down to the bottom floor. Facing the exit to the castle, underneath the bridge, use your Lens of Truth to find a hidden door in the wall. Go through, and defeat the four Deku's in here. After, you can buy red potions, green potions, bombs and arrows from them. The room also has fairies in that you can capture with your bottle. After you are done stockpiling, head out, go to the top floor again, cross the bridge and head into the tower.

GANON'S TOWER

In here, head up the red-carpeted staircase. You can stop to kill the Keese if you wish, but it is a simple run upstairs and then opening a door, rendering it unnecessary to finish them off. Once you get into the first open room, you will face off against two Dinalfos, upgraded versions of Lizalfos. Target one of them at a time and hack away at him before the other has a chance to touch you. A couple of Jump Slices can also kill either Dinalfos, but it is risky due to the possibility of counterattack. Once you have taken out both foes, continue on.

Continue on up the stairs, and enter the room at the top. Two Stalfos will greet your presence. Take one on at a time, and wait for it to jump at you. Move in behind it, and then hack at its back. Once both are left for dead, the fire around the chest will disappear, leaving you the Boss Key. Enter the next room, another staircase section, and head up again. What is waiting for you in the next chamber may scare you; not one, but two Iron Knuckles. Do not sweat it too much; instead, use any weapon except for the Longshot on ONE of the Iron Knuckles (not both) to activate it, then use standard techniques to defeat it. Once you have finished it off, set off the other one and kill it.

Go out the next door once done, and head up. Open the lock with your Boss Key. At the bottom, DO NOT break open the pots for any last minute needs, as you will need them for later, especially the magic potion. Take the nearby door next to the one that you entered, and run up the obnoxiously long staircase. Enter the door to face off against...

GREAT KING OF EVIL
GANONDORF

At the beginning of the battle, run away from the center to the sides of the room. This is because Ganondorf will use a shockwave attack that will knock down the innermost section of tiles in the floor.

Once you are on the sides, turn to face Ganondorf. This will take some accustoming, as you will not be able to L-Target him for the duration of the battle. Thankfully, it will not matter for what you need to be doing. Observe Ganondorf, and after a while of floating, he will raise his hands in the air and generate a giant ball of energy, which he will then throw at you. What you need to do is to hit the ball back at him, and it will turn into a game of batting it back and forth, much like your duel with Phantom Ganon. Thankfully, you are

given a lot of leeway in hitting the orb of energy, and you do not need to L-Target him at all to hit it back. I recommend you go to the side instead of the corner for fighting Ganondorf, for two reasons; the first is that with less distance, Ganondorf will lose the battle quicker, and when he is paralyzed, you have more time to get in some more hits.

Eventually, Ganondorf will not be able to return back the energy, and will be stunned. Take out a Light Arrow and shoot it at him. This will cause him to sink to the ground of the central pillar, so jump over at him, then L-Target him while you can, and hack away at him. If you fought from the side as I said, you can get four hits from him, but if you shot at him from the corner, likely you will only be able to achieve three successful strikes. Use the Biggoron's Sword if you have it, as it will make the battle go by twice as quick. After awhile, he will regain his composure, and start rising up. RUN AWAY NOW, as if you are not quick enough, he will use his shockwave attack from the beginning of the battle, and knock you down. You must repeat this for the win. You can tell how damaged he is by the damage to his cape and how extensive the holes are.

If you run out of magic energy (which you likely will, if you lack the Biggoron's Sword), there is one spot to get it from; downstairs. Hop down into the empty space, and be sure to roll once you hit the bottom. You might also be knocked down here by one of Ganondorf's attacks. The pots down here contain arrows, hearts, and magic potion. Once you claim what you need, you will need to go all the way back up. An easy shortcut to take is using the Longshot near the top of the crawlspace to pull yourself up high.

Finally, after Ganondorf is nearly done for, he will begin to bring out a new attack. The starting animation consists of him creating a larger scale of energy balls (four of them). Run to one of the corners when he does this. Once he starts to laugh his evil laugh, quickly start rolling away from one corner to another, and he will direct the four balls of energy to your initial position. These energy balls can hurt, and they will destroy tiles if they hit them (but not the four corners).

Afterwards, you will have to go through an escort mission. Follow Princess Zelda down the nearby scaffolding, and run past her until you get to the door. Once she opens it for you, quickly run inside. Indoors, quickly turn left and run around half the circumference of the room. Once Zelda opens the door here, head outside. Jump onto the ramp that Zelda is on, follow her down, jump over another gap, and head inside the door she opens up for you.

In here, head right around counterclockwise to the opposite end of the room, and through the door at the northern side to go outside. Continue moving along with Zelda, but watch out for the ramp, as it is narrow in one spot. Inside, walk around a bit, and Zelda will get trapped in a wall of fire, and you shall have to face off against two Stalfos. Go in an all-out attack, and use Din's Fire if you must to kill them. As long as you finish with more than a minute left, you will be overall OK. Continue after Zelda outside, and head indoors again. Chase after her scurrying around, and into the next room.

In the staircase room, follow after her, and stay with her, as she will be really annoying and take her time doing it. Once you get to the bottom, head into the next room. Skip the ReDead in here and go around to the end of the bridge, then go through the door once she unseals it. Continue up the stairs in the next room and out of the castle. After a cutscene, walk forward to get one last battle.

GANON

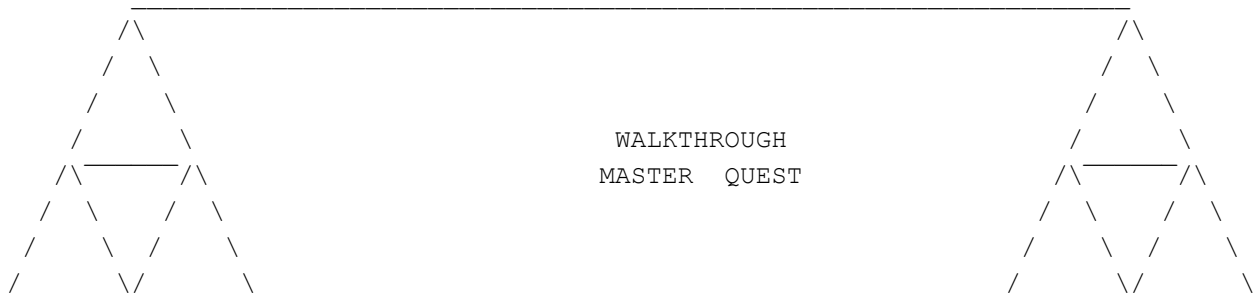
For the first part of the battle, you shall have to make do without your Master Sword. Fortunately, Ganon is a final boss of the easy variety. To injure him at first, you must swipe at his tail multiple times using either the Megaton Hammer or the Biggoron's Sword (preferably the latter should you happen to possess it). There are two tactics that you can use to get to the tail; the first is to shoot a Light Arrow at Ganon. This will temporarily stun him, allowing you to run around to the backside and hit the tail (and if you run out of Magic Potion, you can lure Ganon into breaking some of the broken-down structures lying around). The second is to run at Ganon, and then roll in between his legs and come out on his back side.

Obviously, the latter technique will be trickier, and may require some fine-tuning. The main thing that you can do is drop any L-Target you have on the beast, and then roll between his legs. This makes it much easier to do than if you are holding a L-Target, as it is basically impossible to roll while L-Targeting. Also, backflip away from Ganon any time that you get out on his front side (which can happen, as he will turn 360s all day if he needs to to face you).

After you damage him enough, you will be prompted to retrieve your Master Sword, so walk over to it and pick it up. The technique for the rest of the battle is very much the same, just using the Master Sword. Eventually, a scripted event will occur, and you will have to manually go and hit Ganon in the head. Once you do, game over.

Watch some cutscenes. The End.

(Yes, it's supposed to stop at •The End• screen.)

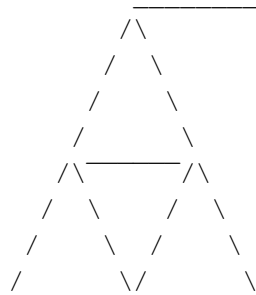


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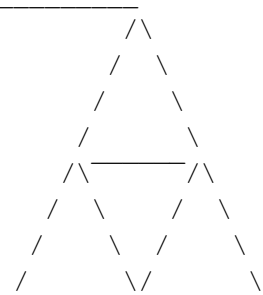
This is the walkthrough for the Master Quest, which is a new version of Ocarina of Time with every dungeon in the game significantly revamped, and for the most part made harder. Gold Skulltula locations inside dungeons are different, layouts are different, sometimes you will get the dungeon item much earlier, sometimes much later.

It should also be noted that this walkthrough was written in mind with the ideal that someone who is playing through should have played Ocarina of Time at least once. While this Master Quest walkthrough is still very detail heavy throughout, this should be kept in mind.

b. Meeting with Royalty	[MMWR]
c. Dodongo's Cavern	[MDDC]
d. Zora's Domain	[MZRD]
e. Jabu-Jabu's Belly	[MJJB]
f. Catching Up	[MCTU]
g. In the New World	[MTNW]
h. Forest Temple	[MFRT]
i. Fire Temple	[MFIT]
j. Ice Cavern	[MICE]
k. Water Temple	[MWTT]
l. Bottom of the Well	[MBOW]
m. Shadow Temple	[MSHT]
n. Through the Desert	[MTTD]
n. Spirit Temple	[MSPT]
o. Ganon's Castle	[MGNC]



CHAPTER ONE
GREAT DEKU TREE



[MGDT]

KOKIRI VILLAGE

Watch the cutscene until you wake up, then listen to some more talk. Head out now via the northern exit. Outside, climb onto the ladder and then drop now. Some more talking occurs. Once done, head up, and then go east along the dirt path to the end of the field, hopping over the water onto some platforms. At the end, talk to Mido. After some taunting, he will allow you to pass, if you can find a sword and shield first to equip.

Head back the way you came from, and go west along most of the map. Near the end, you should come to another big exit, but ignore that for now; instead, go south up a large hill. Up top, head past the fences, and scan the wall now. You should notice a small cubby hole, so walk up to it and enter the tunnel. Climb through to the opposite side to be in a mini-maze. The one problem is that there is a giant boulder rolling around, threatening the opportunity of having a leisurely search. Fortunately, it rolls around in a counterclockwise fashion, so as long as you make sure to let it pass your current location before continuing on, you should be fairly safe.

The sword you can find, but the shield will have to be bought with cold cash, so turn a sharp east from the entrance to find a blue Rupee that will aid your fundraising efforts. Turn around, watch until the rock rolls out of sight, then head west a small bit, go north through the grass, and then head east at the end to find another blue Rupee. Allow the rock to roll past you again, then go west and south. Open the chest lying on the stump here to claim the Kokiri Sword for yourself. With that out of the way, head north after letting the rock roll past you, and go counterclockwise around the maze until you come back to the cubby hole. Climb through into the main portion of the forest again.

Next on the list is a Deku Shield, which goes for 40 Rupees. You should already have 10 from collecting the two blue Rupees in the maze. You can grab

another blue Rupee by going to the southeast house and going around the circling ramp on the outside, then going across the two bridges to collect. Another blue Rupee may be had by going to the northwest house, grabbing onto the nearby ledge, and looking behind the house. Enter said northeast house, and inside open the four chests to get another two blue Rupees and a green Rupee. The remaining nine will have to be collected by cutting weeds, running through grass and throwing rocks out and about (to cut weeds, you need to equip your sword, which can be done by hitting start, flipping to the Equipment Screen, highlighting your sword, and hitting A) (if you run out of weeds and grass to run through, enter a house and reexit).

Once you have 40 Rupees, go to the northeast house, and listen to the girl's conversation and lesson on L-targeting (it will be helpful in the future, believe me on that much). After you are done, enter. Inside, talk to the proprietor, scroll right to highlight on the Deku Shield, and purchase it. Once done, equip it, then go outside again and head east. Talk to Mido again (make sure both shield and sword are equipped), and he will finally let you pass.

Heading east, make sure to keep your sword out. Eventually, you will be confronted by a trio of Deku Babas. Stop and take all of them out, and reap the rewards that they might drop (Deku Nuts or Deku Stick). Once done here, continue on to meet with the Great Deku Tree, who will present you with a mission. Accept the mission, and then enter the Deku Tree.

GREAT DEKU TREE

At the entrance, turn left to the wall facing that the torch faces, and climb up the ladder to the next level. Continue up along the path, and jump across the gap to the log. Wait for the Keese to jump out and kill it, then jump over to the next section of the path. Proceed along until you hit the next torch. Wait for the two Baby Gohmas to reveal their eyes, then proceed to stab them in the eye twice each to kill (you can also use Deku Nuts for an instant kill while they are still in their egg forms). Once you are finished, open the chest for the Dungeon Map.

!!!GOLD SKULLTULA ALERT!!!

Roll into the nearby box to break it and revealing a Gold Skulltula. Slash at it twice to kill it, and collect your first Gold Token of the game. Climb up the vines now to the top of the second floor, and get off on the left side. Proceed left down the circular hallway until you find a switch, and step on it to light a torch on fire to the left side, in turn destroying a spider web. Enter the door next to the newly-lit torch.

Inside here, jump down to the bottom pit, and kill the Deku Baba near the front wall. If you did not have a Deku Stick before, now is the time to grab one. You may also wish to go around and try distracting and eliminating some of the Baby Gohmas on the top ledges if you do not have much coordination with the controls, or else they will be pests later on (you do, however, NEED to kill all the ones on the bottom floor and the one on the right wall). Once finished, go back to the front wall and climb up the vines to get to the entrance again, and take out your Deku Stick. Light it on fire by passing it through the torch, then jump onto the bottom floor again and light the black torch in the middle for a chest to appear on the opposite ledge.

Once again, climb up the vines to the front. This time, stand on the switch to activate the three platforms in the middle of the room. Jump over them one at a time going north (ignore the side stop) until you get to the end. Open the chest for a blue Rupee. Kill any Baby Gohmas up top, then head back to the

entrance of the room via the vines. Activate the switch again. This time, however, when on the second platform, turn and face west and jump on. Eliminate any remaining Baby Gohmas up here for a chest to appear on this ledge. Open it up to obtain the Fairy Slingshot. Head back to the room's entrance and exit outside now.

Drop down a floor outside, and bring out a Deku Stick and light it on fire via the torch next to the chest, then run right to the spider web and burn it down. Enter. Inside, clear out the room by first L-Targeting and defending against the Giant Deku Baba, getting in close and dropping your guard only to attack (you can also stun it with a Deku Nut from afar and close the distance and swipe at it). Finish the mop-up campaign by Deku Nutting the two Baby Gohma eggs, and turn your attention to the eye above the door. Shoot the eye with your Fairy Slingshot to force it closed (and, as a result, the bars will open on the door), and head through the next door.

Here, do NOT jump onto the floating platform (a giant Skulltula hangs from the ceiling). Instead, from the vantage point at the beginning of the room, L-Target the Baby Gohma at the bottom and kill it with a Deku Nut, then drop down and kill either Skulltula hanging from the vines, and climb up the wall. Deku Nut the remaining Baby Gohma up top, and open the chest to obtain the Dungeon Compass. Turn around and use the Fairy Slingshot to kill the Giant Skulltula hanging from the ceiling, then L-Target and shoot the ladder hanging above the door frame opposite for the ladder to drop. Jump onto the ladder from the stone platform, then climb up and head back outside.

Freefall towards the first floor, then take out a Deku Stick and light it up with the torch. Walk over the spiderweb, press the R button and side shuffle to light the web on fire; you will drop down to the basement floor as a result. Down below, climb onto the northeast ledge and step on the switch to cause the torch on the lowest ledge to light up. Run over there, and light up a Deku Stick, and then burn the nearby spider web. Step on the switch that it allows you access to to cause a chest to fall down on the previous ledge. Backtrack and open the chest for a Blue Rupee (or, if you lack one, a Deku Shield). Go onto the lower section again, head to the end, and shoot the eye symbol above the door via the Slingshot to force the door open. Enter the next room.

Quickly L-Target and shoot Deku Nuts at the two Baby Gohma Eggs, then L-Target the Deku Scrub. Wait for it to shoot out a Deku Nut, and the Nut will deflect off your shield to go back and stun it and knock it out of its hole. Approach it and then stab it with your sword to finish it off. With any hostile intervention eliminated, head out to the last room, light up a Deku Stick, come back in here, and light up both torches on the left side to open the door. Head through.

Open the chest to the left of the door for a recovery heart. This next part is slightly difficult; wait until the moving platform in the water hits the opposite wall, then step on the switch. A cutscene will occur showing the water lower, with the platform coming back to you during the cutscene. As soon as the scene ends, whip out a Deku Stick, light it on fire on the newly-lit torch, then drop down onto the platform. Let it take you back across the water, then jump onto the opposite ledge. Quickly light up both torches over here to force the door to open. Dispose of the smaller enemies lurking around, then approach the main Skulltula from behind and shoot it down with a couple of well placed hits from the Slingshot. Climb up the blue block to the top ledge, then head through the door into the next area.

Take out the four Baby Gohmas and the Deku Scrub on the floor in here through whatever methods, then use the first-person view to look around and find

all the Baby Gohma eggs hanging from the wall. If you approach up close and L-Target, and the egg falls on your shield, it will instantly be destroyed. After four more of these are finished, a Keese will come down from high above to finish off the group. Once all the enemies in here are killed, head through the northern door.

Stay near the entrance in this area, and take cover from the four Keese on the four torches. L-Target them and snipe them down from afar with your Fairy Slingshot, then go down the right passageway and dispose of the Deku Baba down there. Head back to the center of the area, and step on the switch to light up the torches. Quickly light up a Deku Stick, then run down to the right end, and light up the spiderweb. Crawl through the cubbyhole and exit out on the other side.

Back here, immediately push the block into the water. DO NOT FALL OFF THE LEDGE until you push the block off, or else you will have to make your way through the long path again. After, eliminate the Deku Baba, and take out the Deku Scrub (after you stun him, you only need to talk to him to get rid of him). After, head down to the area with the lit torch. What you need to do next is to light up a Deku Stick and take it up to the top area, and light the spider web in the floor. The best way to do this is to turn with your back faced to the door, take a run towards the water while lighting up the Deku Stick, jumping onto the shallows area into the water, climbing up both the block and the ledge in consecutive order, then rolling over the cobwebs. Once it has been successfully burned, you will fall down below.

Down here, exit out of the water, and you will face off against a trio of Deku Scrubs, all hiding in their plants. Remember this order: 3-1-2. First L-Target the right Scrub, and reflect the Nut at it to stun it. L-Target the left one next, then finally the center one. Once the middle is knocked out of its flower, quickly approach it for the Deku Scrub to give you a tip. All three then leave. Cut the grass in here for any last-minute hearts or Seeds you may need, then enter the door. Inside, press C-Stick Up to look at the ceiling. The first battle of The Legend of Zelda: Master Quest begins now.

PARASITIC ARMORED ARACHNID
QUEEN GOHMA

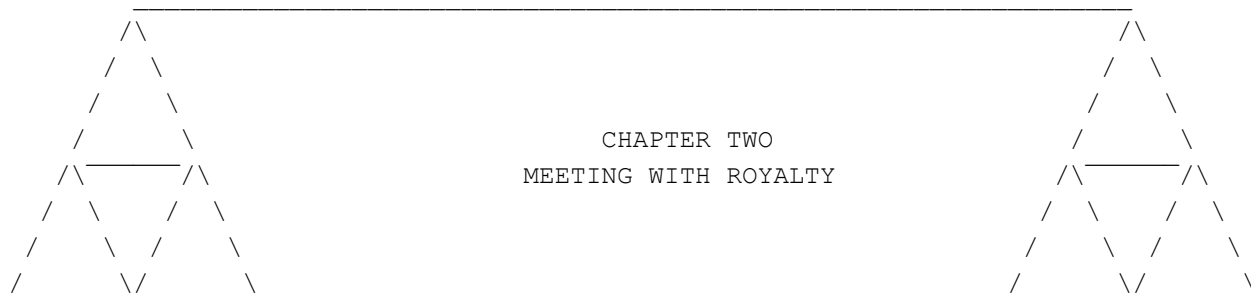
The battle will start off with Queen Gohma's falling down from the ceiling onto the floor. She will then try to attack you; do not let her. When she gets near you, let loose a Deku Nut at least in the general area of her eye, which will stun her. If her eye turns green, go ahead and swipe at it with your sword. After the amount of time that you have to hit her a few times is gone, she will be unstunned, and climb up the walls to the top of the ceiling. An alternative to this strategy is taking out your Fairy Slingshot, aiming at her eye, and L-Targetting her when she gets close. Once her eye turns red, fire. This also stuns her for a longer period of time than with the Deku Nut.

When she does this, keep track of her movements. After a bit of settling around on the ceiling, her eye will turn red. She shall then unleash three eggs onto the floor that will hatch into Gohma babies. If they hatch, she will remain passive until you defeat them all; if you fight them, hit them in the eye. However, if you were keeping track of Queen Gohma's movements and ran to the middle once she started letting loose, you can easily destroy the eggs before they have a chance to hatch.

After all the Gohma eggs/babies are defeated, Queen Gohma will fall down onto the floor. You are given a few seconds preparation time, so get out of her

path. Once she is on the ground again, she will head in your general direction. This is pretty much where the whole strategy repeats itself, so do what you just did for 3-5 times, and Gohma will be slain.

After the battle, collect the Heart Container, then head into the warp.



[MMWR]

KOKIRI VILLAGE

Some more plot and cutscenes will occur outside, and you will then be given the Kokiri's Emerald. Once that is done, head back along the path to the village. Let Mido go through his speech, then head west to the opposite end of the forest. Exit out this way, and you will be given the Fairy Ocarina by Saria. Link then automatically exits out onto Hyrule Field.

!!!GOLD SKULLTULA ALERT!!!

Outside, DO NOT DO ANYTHING. Instead, just stay still and wait for daytime to pass until night falls, then head back into the Kokiri Village. You need to do this so that a Gold Skulltula will come out for you to kill. From the entrance to the village, head west up the hill, and go clockwise around the treehouse (not counterclockwise) to the back. You should see a Gold Skulltula lying on the tree's backside. Shoot it with a few pellets from your Fairy Slingshot, then L-Target it and jump slice at it to obtain another Gold Token. That being done, head back out to Hyrule Field.

HYRULE FIELD

Take the linear path that lies before you. Before you are allowed into the open Hyrule Field, however, you shall have a run-in with an owl. Said owl will depart with some wise words, directions to Hyrule Castle, and some instructions on how to play the game before he flies off (after a certain point into his chat, you can just hit B to scrawl through the text). Once he is done, set off into Hyrule Field.

Follow the sprawling dirt path that is lain out in front of you, going mainly north with a hint of west, and you will eventually get to Hyrule Castle. However, you will very likely end up having to spend the night outside, so if you so desire, try getting some sword practice with the skeletal warriors who will spawn during the night from the ground. Come daybreak, the drawbridge to Hyrule Castle will lower, so enter Hyrule Town.

HYRULE TOWN

!!!GOLD SKULLTULA ALERT!!!

Once you are here, take the door to the house just above you (the door may be partly shrouded by shadows). Inside, you should find a number of pots, so destroy them using your Kokiri Sword for some rupees. When done breaking all the pots, roll into the two crates that the guard is standing next to; one of them has a Gold Skulltula hiding in it, so kill it and take your Gold Token. With that done, head back outside.

Outside again, continue south a screen into the market area. Head to the fountain at the bottom of the screen, and then walk around 180 degrees to see a girl with red hair. Talk to her, and she will introduce herself as Malon. After some more plot details, head up from your location into the Hyrule Castle Grounds area.

HYRULE CASTLE GROUNDS

Out here on the castle grounds, you'll meet with your fine-feathered fowl friend once again. Once again, you can simply hit B to scroll through all the text after a certain point through the conversation.

!!!GOLD SKULLTULA ALERT!!!

After the owl is done talking, roll into the tree he was perched on, then quickly get out of the way. You should have successfully knocked over a Gold Skulltula from the tree, so slash at it with your sword and then claim your Gold Token.

For now, we have to get past the guards, Metal Gear Link style, and since the gate is closed, we will have to find another way to get in, and covertly. From the entrance to the Grounds area, look at the right wall. You should see some vines growing on the wall. Climb up the vines, then run up to the gate and drop down on the other side. Continue up the dirt road, and let yourself get caught by the guards, who will throw you out.

After you are thrown out, head back to the growth of vines, and talk to Malon, who is now standing there. She will ask you a favor, and then gives you the Weird Egg, so assign it to one of your C buttons, then climb up the vines again.

Up on the top top, run to the gate again, but this time take the ladder that is in the hole there, and climb down. Exit through the door. Now, do you see the hills to the left? At about the second elevation from the left, you can climb up, so do so. You should notice two guards around, so run about levelly between them to avoid their line of vision, staying to the right of the lone tree at the top of the hill. Continue running through the grassy plains to the end, where you can see some stepping stones in the cliff. Climb up onto the cliff, then go climb up the hill, drop down, and go into the water. Swim your way down the waterway, collecting some green Rupees in the meantime, and get off at the corner.

Now that you are here, head left (Not into the guard's line of vision, but going with the current of the water). You should see a block puzzle. Push the block further from the door all the way opposite the door, then wait until morning, of which the egg should hatch into a Cuccoo. Use it on the sleeping man that is there, and he will wake up. After, he shall leave. Now, push the first block into the water, then go and push the second block onto the first. Make sure it is daytime before you do this next step. Getting on top of the second block, jump for the small section that the water is flowing out of, then enter through the cubby hole into the Hyrule Castle Courtyards.

HYRULE CASTLE COURTYARDS

If you had entered the courtyards at night, two guards will pounce on you immediately and throw you out the side door. If you are in this situation, simply wait for daybreak, then head back in. A note that whenever I say left, northeast, etc., the point of view angle is turned about 45 degrees right.

The first guard will be patrolling around a single hedge, with a hedge for you to hide behind. Hide behind that hedge, and wait until he is patrolling the left part, then go on to the next section. Here, you will have two guards patrolling two fountains, and a hedge to hide behind. When the first guard is looking around at the northeast corner, and the second is heading north, run across into the third part.

Here, you have a guard patrolling a square road with eight rupees. You can grab these rupees if you so desire, but I would not recommend it, given the ease of being caught. There are two ways to get across this room; you can either climb the steps to the top, move over the wooden platform, and then down at the end, or you could simply wait until the guard is facing north-right to run along the south side past the hedge. I prefer the latter method, but whichever way you prefer is good.

In the fourth part, you have two guards patrolling a large statue. This is reasonably easy; just wait until they are both going up the left part before you start moving on to the fifth section.

In this last section, you will have two close guards patrolling a narrow hedge, and you are given three hedges to hide behind at the start. Go behind the left one, and when the guards start going up left, go and hide at the bottom of the narrow hedge. When they start going right and down, head up left, and into the private open agora.

Here, before you go talk to the person standing on the steps, go survey the right window. You should see pictures of Mario, Peach, and Bowser inside. Aim a slingshot at any of the portraits, and if successful, a red Rupee will come out. You can also do this to the pot on the opposite side, but instead of a red Rupee, a guard will throw a bomb at you. After collecting the Rupee, go and talk to the girl. After a number of scenes, she will give you Zelda's Letter. Now go and see the woman at the exit to the courtyard who will introduce herself as Impa, Zelda's guardian. She then teaches you Zelda's Lullaby and escorts you out of the castle. Outside in Hyrule Field, Death Mountain will be pointed out to you. That WOULD be where we need to go next storyline wise, but ignore that for a moment and head back into the Hyrule Town.

HYRULE TOWN

Head into the center of town, on the side of the fountain facing Hyrule Castle. To the left of the area going to the castle, you should see a building. Enter. Inside here, you can play a game for twenty Rupees in which you have to shoot ten Rupee targets on-screen. If you can score all ten, you may obtain a Deku Seed Bullet Bag. If you can get eight or nine, you get another free try.

!!!HEART PIECE ALERT!!!

After this is done, head onto the Hyrule Castle Grounds, and simply wait until it is night out before going back into town. Head to the side of the fountain facing out of town, and go left. You should see a white dog moving

around behind one of the market booths. Come into contact with it, and it will follow you. From the fountain, move right into a back alley. In here, go inside the second door at the back, and talk to the lady here to give her back her dog and obtain a Heart Piece.

HYRULE FIELD

Now, travel the dirt road, but instead of heading west to Death Mountain, head north along the path. When the path ends, go up a bit more, and enter Lon Lon Ranch, which is the large building in the center of the map (wait until it is daytime first before you head in).

LON LON RANCH

Skip the buildings and head up. Move right along the track until you find the entrance into the inner part, and go talk to Malon. After Epona runs away, talk to Malon twice more, and then take out your ocarina in front of her. She will then teach you Epona's Song. After this, head outside of the inner track and onto the outer track. Go around counterclockwise until you get to the northern end, then continue on north. The tower you see in the rock wall at the northeast corner of the Ranch has a door that you can enter by.

!!!HEART PIECE ALERT!!!

Inside, go up to the block puzzle. Pull back the southeast block, then push the southwest block all the way into the southwest corner. Push the southeast block west as well all the way, pull the northeast block south, and pull the northwest east. Climb up on top of the blocks, drop down into the northwest corner, then enter through the small cubby hole. At the opposite side, claim your Heart Piece from the pile of hay. After, exit the building, and head back to the small group of buildings at the entrance. Enter the large house.

Here, talk to Talon, who will offer you a mini-game for 10 rupees. The basic premise is that you have to pick three certain Cuccos out from a gaggle of Cuccos, and if you do it within the given amount of time, you get a Bottle with Milk. Before you play, though, grab all the regular Cuccos, and put them in the small space beside Talon. That way, only the three Special Cuccos will be out in the open, and you can grab them easily. I highly recommend you get the Bottle now because Bottles can be a great help to you in this game.

Exit the area, wait for night to fall, then reenter.

!!!GOLD SKULLTULA ALERT!!!

Head around to the back side of the house, and you should see a lone tree here. Roll into it, and a Gold Skulltula will fall down from its perch. Take it out and collect your Gold Token.

!!!GOLD SKULLTULA ALERT!!!

Go along the dirt path until you come to a small shed area in the center at the northern side of the track. Crawling along the wall is another Gold Skulltula. Take this one out as well, grab your Gold Token, and then finally leave Lon Lon Ranch.

HYRULE FIELD

Head to Kokiri Village (yes, we still are not going to Death Mountain. Do not worry - taking this path simply saves you some time). You can also just simply save your game, quit, and load your save file to start out in your treehouse.

KOKIRI VILLAGE

In here, find the house with the rocks behind it. Climb up the cliff behind it, and then head up the vines. Up top, go right and then left, and enter the hole into the Lost Woods.

LOST WOODS

From the start, head through the hole to the right. Here, you should see a white stone-shaped thing of sort in the horizon, so take out your slingshot and start aiming at it. Once you get 100 points with a bullseye, stay in place and shoot two more times (all three shots need to be bullseye), and a Deku Scrub will come out and upgrade your Seed Sack (again, if you already got the first upgrade at the target shop in Hyrule Town).

!!!HEART PIECE ALERT!!!

Go down the ladder here to the small area below, and then head right. Go stand on top of the lower trunk, and two skull kids will appear on the top. Follow along with them, and play the exact same notes as they do on your own ocarina. The first two sessions will be four and five notes long, respectively, and yield a green and then a blue Rupee (if you miss a note, you will have to repeat the session you are on, but the notes will be changed). The third session will go up to eight notes; since it is random, I cannot detail what the notes shall be here, so if you have a poor memory or lack of focus, I highly recommend you have pen and paper ready to mark down the notes. Once you successfully complete the third session, you will obtain a Piece of Heart. Now, head back up the ladder.

Continue north a trunk, and you shall meet up with the owl again, who tells you to follow the music (of course, you do not need to; just utilize the following instructions instead). Next, head right, up, up again, left, and up to be in the Sacred Forest Meadow.

SACRED FOREST MEADOW

Once you enter, you shall immediately fight a Wolfos, who pops out of nowhere. L-Target him, and strike when he is about to attack, as he will then drop his guard (do not bother to aggressively pursue him, as he will just defend himself). Once he is down, the gate will drop down, so proceed.

First off, head right, and then prepare to defend yourself against another Scrub. Once you force it out of the ground and defeat it, continue up and left, eliminate another Mad Scrub, then continue up. Go right, and then head up through the grassy part. After you leave the grass, defend yourself against yet another Mad Scrub from the right, and kill it. Once that task is done, proceed up from where it originally was, jump forth into the pond, and get off at the other end. Here, head a bit left, and go past the stone wall.

Here, eliminate two more Mad Scrubs, then walk up the stairs. At the top, you will encounter Saria. After some conversation, she will teach you Saria's Song.

Now, head back down the stairs, but this time climb the ladder. Drop down into the hole below to be in a Fairy's Fountain. Here, if you haven't already, drink the milk you got earlier, then capture a fairy in your bottle. Leave, and head off into the Lost Woods again.

LOST WOODS

Head right (from your entrance point of view) to be taken out to Kokiri Village, then reenter the Lost Woods. From the entry point, head left.

!!!HEART PIECE ALERT!!!

Step onto the small stump in here, and L-Target the Skull Kid. Play Saria's Song on your Ocarina. After you successfully play it, he will give you a Piece of Heart. That done, head back to Kokiri Village, and head out to Hyrule Field.

HYRULE FIELD

Go to the split path just outside of Hyrule Castle here. This time, however, head west of Hyrule Castle (With your back to the castle) and find a bridge. Cross over it, and then head right and up the stairs into Kakariko Village (Wait for nighttime).

KAKARIKO VILLAGE

!!!GOLD SKULLTULA ALERT!!!

Head up the sloped path and through the gate. From the entrance, head along to the lone man sitting at the tree. Roll into the tree to knock the Gold Skulltula down, slay it, take your Gold Token.

!!!GOLD SKULLTULA ALERT!!!

Continue on from the tree until you come to a path split, and then go RIGHT (or south according to the map) up the staircases. Head around the southern house here to find a Gold Skulltula perched on the wall. Kill it and collect the Gold Token.

!!!GOLD SKULLTULA ALERT!!!

After, head east from here until you come to the brick building that is being built. Go around to the north side to go up some staircases, then go to the south face once inside the structure. You should spot a Gold Skulltula hanging on the wall in the center. Shoot it twice with your Fairy Slingshot, then jump up and collect.

!!!GOLD SKULLTULA ALERT!!!

Now head back to the split path, and this time go north up a staircase. Head east from here to a large watch tower. Take out your Fairy Slingshot and aim at the top of the tower's ladder, where you should spot a Gold Skulltula. Kill it with a pair of shots, then climb up to the top for your Gold Token. Drop down and regrab the ladder a couple of times until you make it to the bottom.

!!!GOLD SKULLTULA ALERT!!!

Head north up another staircase, then turn left (west) and examine the side of the building to spot another Gold Skulltula. Take it out and grab the last Gold Token in town. Head back out of town, then wait for daylight before reentering.

Once you reenter, you will immediately want to do the Cuccoo sidequest, depositing Cuccoos into the pit just beside the graveyard entrance (this is in the southeast corner of the town). Here is a list of where you may find all of them:

- At the entrance to Kakariko Village, fluttering around the tree.
- Right next to the pit (east of it).
- Near the gates going north out of town.
- At the area with the three different staircases going along three different routes, roll into the crates nearby. The Cuccoo is in one of them.
- This next one is a slight bit tricky. Take one of the Cuccoos, hold onto it, and go up the stairs leading to the building under construction. From there, head west onto the platform divided from the rest of the ground by a fence. The Cuccoo should give you some float time to get down. Once you make it, throw both Cuccoos off the platform.
- This is probably the most difficult one. Grab one of the previous five Cuccoos, then go up the eastern staircase that starts next to the Kakariko Graveyard entrance. Run along here until you get to the end, then jump off. Once you get to the high fence, immediately press A to throw away your Cuccoo, and Link should be standing on top of the fence. If the Cuccoo lands on the fence, then pick it up and throw it over to the north side. DROP DOWN (DO NOT JUMP), pick up the Cuccoo, and for God's sake, GO AROUND THE HOLE. If you drop in, you will have to refind all the Cuccoos once you get back out. Head along up the stairs to your west, then throw the Cuccoo over. Repeat if the second Cuccoo game along with you.
- From where you just got the last Cuccoo, stay in that area. Along the northern cliff, you should see a ladder. Head up that ladder, and at the top, loop around behind the windmill. Grab the Cuccoo here, and jump off towards the pit. It is a shame that you have to go grab the other two from before, or this would be the perfect coup de grace.

After you have finally obtained all seven and put them in the Cuccoo pit, talk to the lady nearby, who will give you an Empty Bottle out of gratitude. That being done, enter the Kakariko Graveyard, which is located next to the pit that you put the chickens into.

KAKARIKO GRAVEYARD

Go up to the top three graves, and read the two smaller graves, one at a time. Slay each ghost that comes out, listen to what they have to say, and then stand on the Triforce symbol in front of the Royal Tombstone. Play Zelda's Lullaby for a cutscene, then enter the hole to go underground into the Royal Family's Tomb.

ROYAL FAMILY'S TOMB

Inside the first room, head down the path, and L-Target all the Keese. Immediately let loose with the Fairy Slingshot before any of them get a chance to try and peck at you. Once the door opens, head up onto the ledge and enter

the next room.

You should be in a room with some poisonous fluids having affected part of the floor. There are also three Redeads in the room; when you get near one, the scene of action will pause, the camera will turn to rotate with the Redead at center, and it will emit a screech. In all honesty, your best bet right now is to simply avoid them. My recommendation is to head down the far left side here and go north. Head on into the next room.

Examine the wall at the end of this room, and you should learn the Sun's Song. After, head back the way you came. In the room with the Redeads, you can use the Sun's Song again to temporarily stun them, then cross without any danger. Head out via the warp point at the entrance.

KAKARIKO GRAVEYARD

If it is not already nighttime out in the graveyard, make it night via the Sun's Song, then go to the first row of graves. Move behind the grave with the flowers planted in front and where the butterflys were flying over it during the daytime, and pull it back to reveal a hole. Drop into the hole, head down, and open the chest to obtain a Hylian Shield. Now you have a stronger shield that can protect you much better, and will not burn up. Leave the hole.

!!!HEART PIECE ALERT!!!

If you see Dante the Gravedigger outside, then go talk to him to go through his whole spiel. If he is not outside, head back out onto Hyrule Field, make it daytime, then MANUALLY wait until it becomes night, then reenter Kakariko and head to the Graveyard to find Dante. Talk to him again when he is right in front of a SOFT SOIL PATCH (read: NOT ON THE STONE PAVEMENT) and say yes. Most of the time, he will dig up either nothing or a red Rupee. However, eventually you should strike gold (or, in this case, your Heart Piece). For the record, I got mine on the second path on the left side of the graveyard, but I am unsure as to whether it is randomized or not.

!!!HEART PIECE ALERT!!!

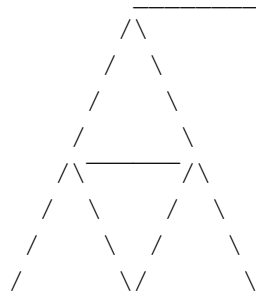
Head to the second row of gravestones. Go behind the second grave to the right of the center lane, and pull it back to reveal a hole. Head inside, and you should spot a Redead. Use the Sun's Song to stun it, and then L-Target and slash and hack at it until it dies (use the Sun Song again if it loses its paralysis before you manage to defeat it) (do not worry if it is crumpled up on the floor - it is not getting back up). Now go up to the wall with all the symbols, and play the Sun's Song in front of it. A large chest will appear. Open it for your Heart Piece. Exit out of the hole, and then head back to Kakariko Village.

KAKARIKO VILLAGE

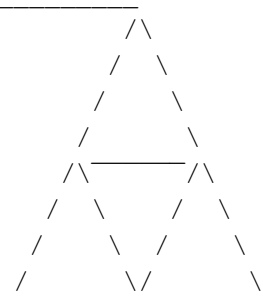
Go to the building that the fence that separated the Cucco from regular land earlier is next to. Enter. Inside, talk to the Skulltula-man and you will learn of the Gold Skulltula curse that has been afflicted on the family. If you have obtained ten Gold Tokens so far (and you should, if you were following this walkthrough from the start), then you can talk to a kid to your right who has been saved from the curse for the Adult Wallet, which allows you to save up to 200 Rupees on hand at any one time.

Head back to the center of town, and then go north three flights of

stairs to come to a gate. The guard there will stop you from passing the gate, so flash Zelda's Letter in front of him. He will ask you a favor first, and also gives you a discount for Hylian Shields at the Hyrule Town shop (although you should have one from the graveyard now, you may need this in the future). That said, go past the now-open gate and journey onto the Death Mountain trail.



CHAPTER THREE
DODONGO'S CAVERN



[MDDC]

DEATH MOUNTAIN

For the first part of Death Mountain, head up and right the linear path, slaying the Red Tektites that get in your way. Next, head up the next steep hill, and make a U-turn, past the red flag. A Goron will be rolling down the hill now, and you cannot defend yourself against him even with the Hylian Shield, so you had best dodge him by running out of the way. Once you start going down, continue going down instead of right, and you'll head into Goron City.

GORON CITY

Immediately drop down to the ground floor, and remember to roll when you reach the bottom. Now, head to the mattress with three-pawed footprints, and play in front of the door Zelda's Lullaby. It will open, letting you pass. Go in, and talk to the Goron there. After, play Saria's Song in front of Darunia, and he will change his mood a bit, and gives you the Goron's Bracelet. This allows you to pick up and throw Bomb Rocks, which are the bombs that grow in the plants.

!!!HEART PIECE ALERT!!!

Now, light a stick on the torch in here, and head outside on the ground floor. Out here, quickly light the four torches, which will make the statue spin. From now on, if you can successfully manage to throw a Bomb Rock into the top of the statue, you may have a chance at winning some stuff. To do so, head off to the second floor, then go left and take the stairs that would bring you up to the third level. However, instead of actually going up to floor three, instead grab the bomb rock growing up here, head down the stairs, and try to throw the bomb from the edge of the ledge into the spinning statue. Most of the time you will not be able to get it in, but when you do, the bomb will explode inside, causing the statue to quickly spin, then stop. Depending on which face the statue stops on, you can get either nothing, three green Rupees, or a red Rupee and the Heart Piece. The face that you want is the slightly-smiling face, which is partly open, as opposed to the closed face and the frown.

Once you have picked up your Heart Piece, head up to the second level. Go to the two torches surrounded by a layer of stone, and head in to the Bomb Rocks there. Take one and put it next to the three boulders, and after they explode, you will have an easy path between Lost Woods and Goron Mountain from

now on. Next, go to the third floor, and find the two Bomb Rocks. Use them on the multitude of doors next to the two plants, and go in and talk to Biggoron. After, get a Bomb Rock from there. Drop down to the first floor, and send the bomb flying onto the stone door there to have access to the semi-supplied shop. Now, climb back up to the fourth floor, and exit Goron City back onto Death Mountain.

DEATH MOUNTAIN

Back outside, head up the hill, but do NOT go down. Instead, head right to where there is a single Goron and a single Bomb Rock. Pick up the Bomb Rock, and throw it down to the valley below. After what is likely a few tries, a Bomb Rock will get near the boulder blocking off Dodongo's Cavern, and explode, taking the boulder with it. Now, head up and down the routes, and enter Dodongo's Cavern.

DODONGO'S CAVERN

Pick up one of the Bomb Rocks near the entrance, and throw it at the rock wall. Once it explodes, it will take the wall with it. After the short scene, head into the central chamber of Dodongo's Cavern. Head to the metal bridge and jump onto the rising pillar of rock while it is below you, then get off onto the central platform. Stand next to the bomb rock, with your back facing the west wall. Once the pillar to the east begins to rise, quickly pick up the bomb, jump onto the pillar, and then jump over to the right side. Dispose of the bomb by tossing it at the rock wall to your left. You will be rewarded the Dungeon Map from a large chest.

After, cross the pillar back to the central platform. Survey your surroundings to the northeast, and you should see on the ground a rock floor with a boulder lying on it. Pick up a bomb from the bomb rock, run over and jump off the high platform onto the northeast section, and toss the bomb at the boulder to destroy it. A switch will be unveiled as a result of your actions. Step on it, and it will cause the east rock pillar to be able to go up to the second floor. Climb up the nearby ladder, jump onto said pillar, and let it carry you up to the top, and jump off onto the second floor.

Once on the new height, head north, and then run west across the bridge, making sure to clear the two gaps in the bridge's structure and not being sloppy. On the opposite side, press down on the switch in the nook in the wall to light a torch and open the room directly below you. Head out onto the bridge and drop straight down to the first floor, and enter the newly opened stone door.

Inside here, grab a bomb from the shelf and toss it at each Beamos, and grab the Silver Rupee underneath the left one. Afterwards, take a bomb from the end of the line, and then bring it down to the center area facing the stone wall and link the two halves of the bombs to cause a giant chain explosion and bring down the stairs. Before going up, break open the crate in the upper left corner of this room by rolling into it for a Silver Rupee; afterwards, you can ascend the staircase.

Up top, break open the boxes in the northwest and southeast corners of the ramps for a Silver Rupee from each. When going into the south-center section of the upper floor, be careful not to get hit by the Skulltulas; instead, let it drop down, turn around, and then shoot it with your Fairy Slingshot. Repeat again to kill it. In the center area, climb up the vines to take home the fifth and final Silver Rupee, opening the door behind you. Enter to the next area.

Three Dodongos line the circle in this room. Unlike OoT, it is very much recommended not to engage in close combat with them because of the close proximity of the other Dodongos. Instead, stay away and L-Target their tail and shoot them with a Deku Nut or the Fairy Slingshot thrice to kill. If you need recovery hearts or Deku Seeds, just hack away at the weeds until you get what you need. Once all three Baby Dodongos have been eliminated them, open the big chest that appears for the Dungeon Compass. Head out east through the now-open door, and then continue east across the bridge to the other end of the room, again making sure not to fall through the gaps.

Once you get past the lit torch, drop down onto the ground. You should notice that there are three torches hanging off the three stone columns in the beginning hallway. Go down the halls and grab the three blocks sitting on the floor, and pull them back underneath each torch. Climb up the ladder again to the top, and light up a Deku Stick. Jump onto the blocks and light each of the three torches; you have a fairly liberal amount of time before a torch extinguishes itself, so even if you should fall once, you should still have enough time left. After, the door to the north will open, so head to the northern end and enter.

In this room, look up towards the ceiling to see five Baby Gohma eggs hanging from the roof. Move underneath each of them and bring out your Hylian Shield to hide underneath; the Baby Gohma egg should crash on your shield and automatically break. Dispose of any remainders using the Fairy Slingshot (stunning them with Deku Nuts as needed), and a chest will appear for five Rupees.

!!!GOLD SKULLTULA ALERT!!!

After the fight, break open the two crates to the east side. One of them contains a Gold Skulltula that you can chop up and grab a Gold Token from. Once done, exit outside again into the large room. Head to the southeastern side of the room, where you should find a block in the wall underneath a ladder. Pull out the block at least once, then climb onto the block, then up the ladder. Turn around at the top, and jump onto the platform holding the torch. Light up a Deku Stick, return to the ledge you just came off of, then run down the corridor and light up both the unlit torch and the cobweb. Kill the Skulltula, then light up the second torch to activate something for later on.

Drop down to the left side, where you should find a block in the corner. Tug it most of the way east, then move it in between the metal frame platform and the central platform. Hop onto the block, then get onto the metal ledge. Kill the Skulltula, and continue down the hallway. Finish off another Skulltula and a couple of Keese, then go back to the torch at the beginning of the corridor. Light up a Deku Stick on the torch, and then go to the Bomb Flower on the wall and touch the bomb with the fiery Deku Stick. This will knock it down to the ground and light it up. Pick it up and throw it at the nearby stone wall to destroy it, then head through the door.

Coming into this next big room, you shall end up face to face with two Lizalfos. At first, they may seem intimidating with their hurting attacks and fierce appearance, but don't let that deceive you. When one of them comes to try and attack you, L-Target them, and when they slash at you or try to jump over you, quickly protect yourself with your Hylian Shield. Since they can only cut from up to down, your shield will protect you all the time. Immediately after either of them attacks, respond in kind, and soon enough, they will both be dead. After, exit through the western door.

In here, kill the bat to your right, then drop down and break the crates

open. Make note of the boulder lying in the northwest corner. Hit the crystal in the southwest corner, then quickly run to the northeast corner and get back up, and jump onto the first platform. Turn left, jump into the alcove, and kill the Keese. Grab the bomb from the Bomb Rock, then jump down and take it over to the rock in the northwest corner. Once it is destroyed, press down on the switch it shall reveal, and hit the crystal. Go back to the front again and make your way across both platforms now.

Continue down the hallway back into the room with the many torches. Jump across the gap to the opposite floor, then jump onto a pillar to the left for a blue Rupee. Return to the previous platform, and continue west. Bomb the boulders at the end of the passageway. This next step is important; grab a bomb, then jump off the left side and freefall to the ledge below. Quickly plant the bomb next to the stone wall to destroy it, then enter the corridor.

Take the left white block up and grab the bomb flower. Drop down, run along the hallway a little ways, then toss the bomb at the boulder. If you want a Red Potion, take a bomb from the Bomb Flower underneath the boulder and lug it at the stone wall to the right. Inside the room behind the door behind the wall, you can defeat a Deku Scrub and pay 40 Rupees for a Red Potion. Back in the main corridor, continue down, and defeat the Skulltula and Fire Keese. Investigate around a bit and to the right side you should see a line of Bomb Flowers going up the wall. Go back and retrieve a Bomb, and throw it over the ledge at the Bomb Flowers. A chain reaction will occur, destroying a boulder on the ceiling, in turn unveiling a golden eye symbol. Shoot the eye with your Slingshot, then head through the now opened door.

Cross the hallway and avoid the Baby Dodongos that come out of the ground, and exit into the next large room. In here, you shall face off another pack of Lizalfos. Eliminate them in the same way as you did with the earlier pair, and then head through the northwestern door after you have finished mopping up. In the next area, grab the bomb from the bomb flower, and plant it at the base of the nearby line of bomb flowers. Quickly run to the southwest door; as soon as the chain reaction is set off, head through the door. In the next section, open the chest to obtain the Bomb Bag, this dungeon's main item.

!!!GOLD SKULLTULA ALERT!!!

With that done, take the pillar up to the second floor, and go through the hallway near the altar. Continue along, and jump across to the opposite side and continue down the next passageway. Go around the fire blocks, and continue until you make it to the room where you fought the Lizalfos. On the east side, there should be a line of boulders. Take a Bomb and throw it behind the four that are higher than the other, or else time it and throw it to explode in mid-air. After you have room cleared, jump across to the opposite walkway and go to the end where you will find the Gold Skulltula. Kill it and harvest the Gold Token. You can jump down to the first floor from here; either way, head back to the main chamber.

Back in the central room, take the east pillar up to the second floor. This time, get onto the bridge. At the gap between the bridge steps, drop a bomb down through the hole; with luck, it should drop into the eye of the Dodongo skull, exploding and causing the eye to turn red. Do the same to the other eye (you can also drop down onto the actual skull and plant them by hand). Once both eyes are red, the jaw will lower. Drop down to the first floor and head north through the door.

In here, take the right ledge, and walk down the hallway until you hit the end. Head left and go down a ledge, and take out the Lizalfos. After, drag all three graveyards back in the grave, then throw a bomb at the crystal across

the fire to make the fire stop. After, climb up onto the ledge, and drop down on the other side. Head through the right door up on top of the nook in the wall. Inside, kill the Poe using sword and Slingshot, then pull the grave back for a Blue Rupee.

Reemerge into the main chamber, but stay on the ledge. Take out a bomb and throw it at the Armos Statues; they will run around a bit, but will not be able to hurt you. Once they have all gotten into formation, repeat until they are all destroyed. The explosions they set off should be able to cause a chain reaction of the bombs next to the wall; if they do not, set it off yourself to carve some steps out of the glass. Go up the glass and head onto the next floor, then continue down the hallway. Pull back the grave at the end and step on the switch to open the west door, then drop down and head through said door. Inside, drop a bomb on the brown flooring, then drop down the hole for the boss battle.

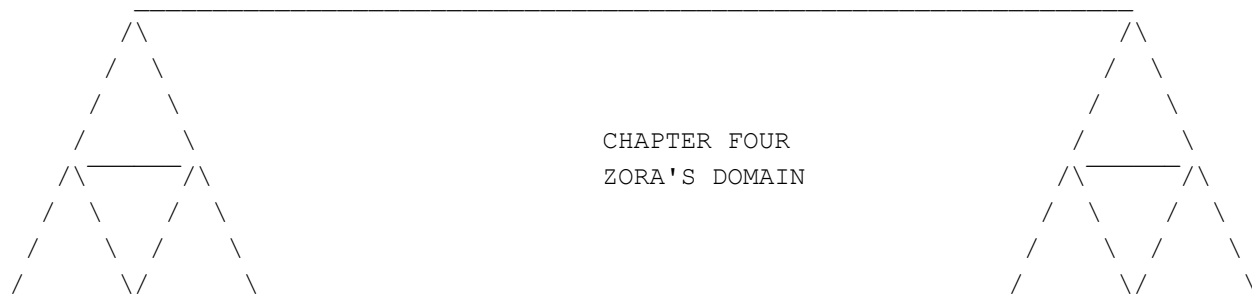
INFERNAL DINOSAUR
KING DODONGO

Before anything else, I must state this; DO NOT GO INTO THE LAVA UNLESS YOU WANT TO BE BURNED!

King Dodongo is easy. Very easy. He will be an annoyance with his fire attack, but that is all. King Dodongo will open his mouth and start to breath fire out, which will span two of the outside rows. Before he opens his mouth, however, go and grab a Bomb Rock from one of the four corners, run up to him, and, WHILE STILL RUNNING, throw it at his wide, open, and gaping mouth. He will swallow it by accident, and will be stunned long enough for you to slash him once.

After this, he will curl into a ball and roll until he gets two corners away. Then he will start walking in reverse order as last time, and try to breath fire again. While he is rolling, he may very well hit you. This is where the Hylian Shield will deeply come in handy, as it will keep you from coming into any harm while you are using it to protect you from the top. King Dodongo will roll over top of it, creating sparks, but he will not actually be able to bring any harm to you. Once he is done his rolling, WAIT A BIT; if you instantly pick up the bomb and try to run to him, he will quickly open his mouth up, and you will have too long a run to make it there before he starts to breath fire. If you pause a bit and let him come to you first, you should be able to reach him.

After you win, collect the Heart Container, and go into the warp point to be taken outside. In a cutscene, you will get the Goron's Ruby.



DEATH MOUNTAIN

!!!GOLD SKULLTULA ALERT!!!

Head down on the path to Kakariko Village, but press alongside the left wall. Partways down, you should see a sort of hollow smooth spot in the wall compared to the rest of the rocky parts. Plant a bomb here and it will reveal a small cavern. Inside, there will be a Gold Skulltula hanging on the wall. Shoot it down with your Fairy Slingshot. Now, while the wall looks like something you would not be able to normally climb, it IS in fact climbable in this one instant, so climb up the back wall to obtain your Gold Token.

Proceed on the path back to Goron City. Once you get to the red flag, press against the wall, and you should find another bombable section of the wall. Plant a bomb here to blow the wall up, and a chest will be revealed that has a purple Rupee in it. Continue on into the Goron City.

GORON CITY

!!!GOLD SKULLTULA ALERT!!!

From the entrance, turn left to see a blockade of boulders. Plant a bomb here to blow them up, then continue on past and head into the new room. In here, you should have a number of silver, red and brown rocks. To get your reward, plant a bomb at the right boulder, then in the new path opened up, the north boulder, then left, and finally the center of the remaining three. The chests here hold a Purple Rupee each, but the real prize lies in the crate - roll into it to reveal a Gold Skulltula. Kill it and take your Token. Exit out back onto the mountain after that.

DEATH MOUNTAIN

Head back up the hill, but stop once you get past the red flag. Instead of continuing on, go up the steeper hill and bomb the two boulders. Next, take some aiming and timing skills with the third rock by throwing the bomb so it explodes once it touches the last rock. After it has been destroyed, jump up the cliff, and continue on up. Bomb the large rock here and go underground for some good riches, then head back up.

For the next part here, there shall be rockslides coming right from the sky as the volcano throws them out. You can tell when rocks are about to fall when you hear them coming down and the screen begins to vibrate. This is what the Hylian Shield is for, to protect you from the falling rocks also. The Deku Shield will be absolutely worthless for this job, so do not even bother equipping it. Once you reach the end of the trail, slay the spider on the ladders, then start climbing up. Get off at the first little ledge, and kill the second spider with the Fairy Slingshot, and if you can, the higher-up third. After that, climb all the way up to the mountaintop. Here, do not enter the main door. Rather, bomb the false wall, and enter.

GREAT FAIRY'S FOUNTAIN

In here, go up to the Triforce Symbol, and play Zelda's Lullaby. The Great Fairy will come out, and grant you the ability to use magic, along with a magic bar. She will also grant you a special sword charging technique, which also uses up magic. The Great Fairy also hints at a location as to where you can obtain some more magic. Exit, and outside, go into the main big entrance to head

inside Death Mountain Crater.

DEATH MOUNTAIN CRATER

!!!GOLD SKULLTULA ALERT!!!

Obviously, you cannot stay here for long because of the sheer intensity of the heat coming from inside the crater. However, we do not intend to stay long; merely roll into the crate at the entrance to reveal a Gold Skulltula inside. Kill it and grab the Gold Token before exiting back outside.

DEATH MOUNTAIN

Outside, talk to the owl, who will offer you a ride to Kakariko Village. Take it by L-Targeting him, and you will automatically grab onto his talons.

KAKARIKO VILLAGE

!!!HEART PIECE ALERT!!!

At the house you were dropped at, go back all the ways to the boundary wall, and head left, which is right over the chicken pit. You should end up dropping over a balcony; there should be a door in front of you. Enter to obtain the Heart Piece. Exit out, then head to Hyrule Town, and onto the Hyrule Castle Grounds to see the Great Fairy's friend.

HYRULE CASTLE GROUNDS

At the start of the area, climb up the vines per the usual. Run over, and jump off the gate onto the other side. Follow along the dirt road; this time around, keep on the path, and DO NOT try to cut across the large lawn. Instead, once you get to the curve in the path, you should see a sign to your right with a boulder behind it. Go and plant a bomb next to the boulder. Once it is destroyed, drop down and crawl through the cubby hole into the cave behind it.

GREAT FAIRY'S FOUNTAIN

Yes, another fountain. Go up to the fountain itself and play Zelda's Lullaby while standing on top of the Triforce Symbol. Another fairy appears and gives you Din's Fire, which is a fairly powerful magical attack. After, head back out onto Hyrule Field.

HYRULE FIELD

Head back to where the entrance to Kakariko Village is, but do not actually enter. Instead, head southeast along the land until you come to a small stream. Press yourself against the wall and then continue walking southeast until you make it to some more dry land, then follow along and head into Zora's River.

ZORA'S RIVER

!!!GOLD SKULLTULA ALERT!!!

Head north and you should hear a short speech from the owl. After, head left and headbutt the tree here. A Gold Skulltula will fall out, so kill it and claim the Gold Token. That being done, blow up the boulders blocking your path, then continue on the regular path until you hit a gate at the end. Talk to the man sitting here and buy some Magic Beans until you run out of money (since you probably are full right now); although they will not be important now, they can really help you out in the future.

!!!HEART PIECE ALERT!!!

After your shopping spree is over, go back a bit to the corner. Around the circle of rocks, you should see a Cuccoo. Grab a hold of it, then jump off the ledge and fly south to the opposite side. Keep the Cuccoo, and head east up the small slope, ignoring any shots from the Octorok that will jump out of the river, then jump back north to the opposite side again. Head north a bit, but when you see a large ramp going up to your left, head over here, still with Cuccoo in hand. Once you make up higher still, head north, then turn and face east. You should see across from you a fairly high ledge. You will NOT be able to jump onto here complete with Cuccoo; instead, jump off the ledge until you touch the other side, then press A to drop the Cuccoo. Link will automatically grab hold of the side, so climb up. Face southeast a bit to see the Heart Piece, use L-Targeting to focus your direction, and jump over. Claim your Piece of Heart.

Drop down to the north from here, then head east. When you see a large log going into the river, hop on if you like to the end. Bring out your Ocarina, and some frogs will jump out. Play any of the five songs you know right now, and each time, they shall hand over a Purple Rupee. This is especially useful if you are trying to get all ten Magic Beans. After you are done, continue on east, then go south across the small stream, then head east. Proceed across the bridge until you come to the last section of the river.

!!!GOLD SKULLTULA ALERT!!!

Loop around the path for a bit until you come to the northern side. If it is not already nighttime out, make it so by using the Sun's Song. Jump down to the north, and then face south. You should see a ladder going up onto the plateau, but more importantly, on that ladder is a Gold Skulltula. Kill it with your Fairy Slingshot, then pick up the Gold Token while climbing up. Finish looping around the paths until you come to in front of the waterfall. Stand on top of the plaque, and then play Zelda's Lullaby. Enter Zora's Domain.

ZORA'S DOMAIN

From the entrance, head east until you come to a sign, then go north and loop around clockwise. Continue heading north up the stairs to the top of Zora's Domain, where you should spot King Zora. L-Target him and speak to him; at this time, however, he will not respond. Instead, head west from your current location, and talk to the Zora at the end.

He should offer you a mini-game to play. Accept, and then dive off the top of the waterfall. Down below, you will have to claim all five Rupees. To dive, you need to press AND HOLD the A button. The best tactic is to hover over each Rupee and in turn dive to claim it. You can also try to dive, while in the process of diving, try to move forward to claim two Rupees at once, but I recommend you stick with the basics.

After you get all five, head back east and onto dry land. Find your way

around and head up to the top of the waterfall. Talk to the Zora up here to obtain a Silver Scale, which allows you to dive twice as deep as before. Dive back down into the water. Now, do you see the deep section with a door leading elsewhere? Dive down and head through that hole. This leads out into Lake Hylia.

LAKE HYLIA

Talk to the Zora on the opposite side if you wish, but then head north and survey the ground floor. You should see something odd to the north, so L-Target it and dive down to pick it up. Coming back up, you will have obtained a Bottle with a note in it. Dive back into Zora's Domain from here, as your work in Lake Hylia for now is done.

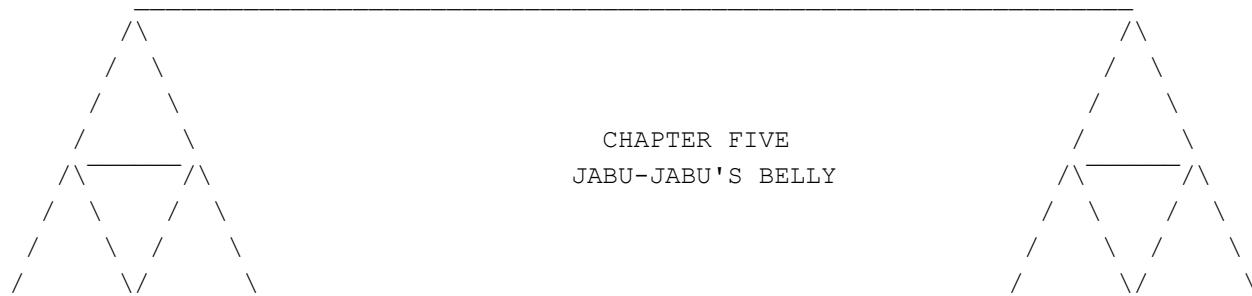
ZORA'S DOMAIN

Go up to where the King is, and show him the Bottle that you just recently claimed. After reading what is on it, he will move aside to allow you access to Jabu-Jabu's Belly. However, we have something else in mind to accomplish, first.

!!!HEART PIECE ALERT!!!

Take out a Deku Stick, and light it up using the torch next to where King Zora is. Quickly run down the stairs and light the stone torch at the bottom. Hit B to save your Deku Stick again, then light another one up and loop around counterclockwise, going down to the shop. Light the torch here up again, then repeat the trick to save your Deku Stick. Relight, and head east, staying along the wall, and light the torch up next to the circle of rocks. Head back to the shop and relight this torch, then go past the torch next to the circle of rocks. STAY NEXT TO THE WALL, or else you will fall into the water and extinguish your Deku Stick. Continue running along, and sneak in behind the waterfall. Light both torches here, and a chest should appear holding a Heart Piece.

After, head to the front of the water on the east side. You should see some fish swimming around. Swing your bottle at one of them to catch it, then head back up to the throne room. Go around to the right side, head up the ledge, then go left and into Zora's Fountain.



[MJJB]

ZORA'S FOUNTAIN

!!!GOLD SKULLTULA ALERT!!!

Ignore Jabu-Jabu for now, and instead, head southeast from the entrance, swimming through the water. Eventually, you should come to some shallow water,

and then land in the southeast corner of the area. Roll into the tree to knock down a Gold Skulltula. Kill it and collect on its Gold Token, then head back to the front of the area.

Pretty basic here. Simply walk up the Lord Jabu-Jabu (which is the giant fish), and dump your fish in front of him from the bottle. He will suck Link in along with the fish, starting the third dungeon.

JABU-JABU'S BELLY

At the start of the dungeon, L-Target the Octorok. Defend yourself against his rock missile, and as soon as you break the projectile on your shield, quickly retaliate by shooting him with the Fairy Slingshot to take it out. Once that is done, mop up by taking out the bubbles if you need to, and then plant a bomb at the base of the boulder the Octorok was guarding to reveal a switch underneath. Press down on it to make a chest containing the Dungeon Map appear. After, L-Target both of the cows in here and shoot them with the Fairy Slingshot; one will cause a chest containing a Deku Nut to drop down. The other will open the door at the end of the room opposite Jabu-Jabu's jaws for you to enter.

In this next large room, you will encounter a couple of jellyfish; do NOT let them come into contact with you, or else they will stun you and paralyze you for several seconds. Instead, L-Target them and hit them with a Deku Nut to temporarily stun them. Do not try to go through the red blocks either; instead, jump onto the moving island platform as it floats up. Take it down and open the chest at the bottom for a Deku Nut, L-Target the fish in the water and shoot them with the Fairy Slingshot if you have to, then get into the water. Dive down and go through the small tunnel and emerge out on the other side.

L-Target the cow in the water, and hit it with a Deku Seed from the Slingshot to make a chest appear on the dry floor. Open it for the Compass, then press on the switch to make the door at the top open up. Dive back into the water and head to the opposite side, get on dry land, jump onto the island once it comes down, and get off onto the northern end at the top floor. Head through the now-open door into the next area.

Watch a cutscene as you walk in, and as soon as Ruto falls into the sinkhole, follow her down the chasm a floor down. Talk to her on the bottom floor, and then talk to her again and she will force you to carry her around. Before moving on, shoot the cow hanging in the wall next to the green tentacle to make a chest fall down elsewhere in the room. Head south and go up the ramp to open this chest for some Bombchus (which will be helpful later on in killing a Gold Skulltula). Hit the cow on the other end of the wall for another chest to drop down; this one contains a Deku Nut inside it. Next, make your way back to Ruto by stepping on the switch on the bottom and using the geyser as an extra height to jump to the platform with Ruto on it.

Pick Ruto up, and head back to the same switch on the ground floor. Activate the geyser again, but this time around, jump to the platform with the blue switch on it. Drop Ruto on the blue switch to keep it down permanently, and make your way back to the platform you just came from. Head through the now-open door. Head down the corridor; at the first turn, a Lizalfos will drop down from the ceiling that you shall have to counter. Once you have slain it, continue on out into the open area, and grab a Deku Nut from the small chest.

Next, stay standing on the ledge or on the blue block. First L-Target the two Stingers half-hiding in the water (with their wings sticking out) and use a Deku Nut to first draw them out, then hit them twice with the Fairy

Slingshot to kill. The Like-Like will be the most difficult to fend off; you can try shooting it with the Slingshot and throwing bombs at it from above, but if it keeps sticking to the wall closest to you, jump down to the bottom and use the aforementioned items to kill it. After all enemies have been desposed in the room, a large chest will appear in the west niche in the wall. Press the switch on the bottom to flood the pit with water, take the vines up into the niche, and open the chest for the Boomerang.

With the Boomerang in hand, get onto the southern ledge, and go through the southern tunnel to exit out into the second entrance room. Take the island platform up, and go into the room with the sinkholes. Look at the southeast corner of the room and L-Target to spot a boulder on the wall. Line yourself up straight with the boulder, take out one of the Bombchus that you should have gotten from earlier, and let it loose on the boulder to destroy it. Use the Fairy Slingshot on the cow that was underneath the boulder to make the northern door open. Head over, and use your newfound Boomerang on the red block to stun it. Climb over the block, and go through the door.

Make your way north, and from the intersection, continue north to face off against another Lizalfos dropping from the ceiling. After you dispatch it, plant a bomb at the foot of the two boulders to destroy them both. Afterwards, go back to the intersection and then go left. Pick up one of the two blocks, then go and put it on the blue switch in the northern corridor to keep the switch down. Head through the northern door now.

Inside here, you will have to face off against a large red Parasitic Tentacle. All you really have to do is L-Target it, and then throw your Boomerang at it to damage it. After the first strike, the Parasitic Tentacle will withdraw partways into the ceiling to keep its weak point from being exposed. To force it out, move inwards towards the center of the room, WHILE keeping your L-Target. Once the Parasitic Tentacle drops down, and NOT before that, throw your Boomerang again, then move away back to the exit. The Boomerang should strike the Tentacle's weak point again. Repeat this another two times for a total of four hits to take out the Parasitic Tentacle. Go outside.

Outside, kill the Lizalfos again. Go east at the intersection, and head through the now-available northern door. Inside, recover up and gather some Deku Seeds and Bombs if you need them from the pots and weeds. Shoot one of the cows in the walls from a long distance, then SLOWLY approach that same cow for a Like-Like to fall down. Kill it with bombs and the Fairy Slingshot, then repeat the same procedure on the other cow for another Like-Like. Once both Like-Likes have been killed, a chest containing a Deku Stick will appear. More importantly, the torch at the front of the door will have been lit up. Light up a Deku Stick and exit out into the main hallway, and burn the cobwebs blocking off the southeastern door. With that accomplished, go into the southeastern room.

Inside, you shall end up facing off against another Parasitic Tentacle. Use the same tactics as before in drawing it out and then immediately striking it with your Boomerang to kill it. Once it has fallen, exit the room. Go left from the intersection, and take the southwest door. Inside, you will face off against a green Parasitic Tentacle. Use standard procedure in taking out the green Tentacle. Exit out, and go to the northwest door.

This time around, you will face a host of enemies. Start off by taking care of the Tailparasans (the snake-like enemies that start off burrowed in the ground) with your Boomerang (you do not even have to wait for them to exit out of the ground - you can just aim at their heads to kill them), then take care of the bubble enemies.

!!!GOLD SKULLTULA ALERT!!!

Look up at the eastern wall, and you should see a boulder on the ceiling. Line yourself up and unleash a Bombchu on the boulder to destroy it and kill the Gold Skulltula hiding underneath. Step on the switch to activate a geyser, and use the added height to snag the Gold Token with your Boomerang. After, exit out, and go to the center room. Drop through the sinkhole where Ruto dropped.

Talk to Ruto, then pick her up. Go to the bottom floor, and use the geyser to propel yourself up high. Jump onto the top platform this time. With the tentacles from before all destroyed, the electric tentacle roots will no longer be blocking you, allowing you to head west and enter the door. After, watch a cutscene, and throw Ruto on top of the platform. Try to approach the platform. You will then enter battle.

MINI-BOSS: OCTOBAK

There really is not much to say about this guy. The main thing is that you know what this battle is about; Octobak is a giant octorok that will be moving around the circular platform, hoping to catch you. The platform will also be spiked, meaning that you cannot move inwards. To defeat it, you have to throw the Boomerang at it. This will stun Octobak, and should give you enough time to strike at the glowing orb on its back.

To get to its back, you have two options; you can either run around the entire room in circles for a fairly long time before you will have caught up, L-Target him, and then throw the Boomerang at him (do not worry; he does not change directions even if you are right behind him). There is a second, quicker strategy, however. Instead of chasing him, allow him to approach you with his front, and then quickly throw the Boomerang at him to stun him. Once he thaws out, he will LIKELY (but is not guaranteed to do so) turn around and head that way. When this happens, quickly throw the Boomerang again at him, and strike him in the back. This tactic moves MUCH quicker than the former.

However, there is also the third tactic, which is the Grade-A one-hit kill cheap tactic. When you have stunned him, do a jump slash at Octobak's rear end...with a Deku Stick. This will kill him in one shot.

After the battle is over, step onto the platform and go up a floor. At the top, break open the pots. One of them contains a fairy that you can scoop up should you still have an empty bottle on you at this point in time. Shoot the cow on the right wall to open the door. Be careful when walking down the hallway, however; a large jellyfish enemy will drop down from the ceiling. Quickly retreat and finish it off with the Boomerang before heading into the next room.

In here, stun the first red block, then shoot the cow on the far wall with the Fairy Slingshot for two wooden boxes to appear behind you. Bring one of the wooden crates closer to the ledge, then quickly stun both of the red blocks to calm them down. Pick up your crate, jump across both red blocks, and drop it down on the switch at the end. Enter the next door. Jump to the opposite platform, and it will take you down a floor. Down below, use your Slingshot on the cow on the wall for a chest to drop next to you, then go east and open it for a Recovery Heart. Continue on into the next area.

Coming in, L-Target the two Like-Likes while staying up on the ledge, and shoot both of them to death using the Fairy Slingshot. After, look towards the right wall to see a cow hanging from the wall. Shoot it once with the Slingshot, and it will rise up the wall. Do the same twice more to the right cow

to open the door. Shoot the left cow for a chest to fall next to the boss door. Make your way over and open the chest for a Blue Rupee (or a Deku Shield if you do not have one), then enter the boss's room.

BIO-ELECTRIC ANEMONE
BARINADE

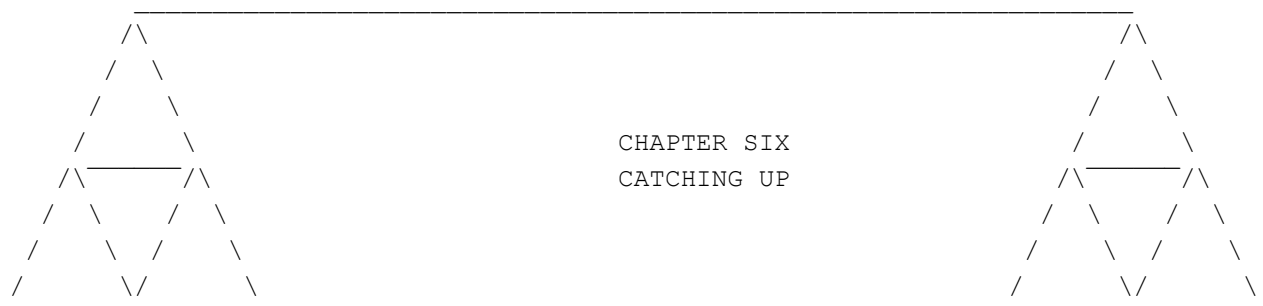
Throughout the whole entirety of the battle, Barinade will constantly be shooting yellow jets of electricity from the 'head' region (or where the head would be if it had one). If you need to recover your health, there are several pots scattered around the edge of the circular room that contain hearts.

At the beginning of the battle, L-Target the three tentacles individually, and take them down one by one. Once that is done, Barinade will drop down and become mobile, and the jellyfish attached to its body will come off. The jellyfish will then rotate around Barinade's body, moving around his body very quickly when near him, then spreading out and taking longer periods of time, before moving back inwards again. If you come into contact with any of the jellyfish, you will get shocked and knocked out of the way.

At this point in time, you need to hit Barinade's core body with the Boomerang (use the L-Targeting for this). If you take your time, the spinning of the jellyfish will eventually slow down and then temporarily stop, allowing you purchase to hit Barinade's body (or kill off some of the jellyfish via either Boomerang or Deku Nut, which will not respawn until all of them have been destroyed or you harm Barinade). Once Barinade's body has been stunned (which is evident by the core taking on a dark blue hue), go forth and strike its body (you can do a double strike if you are quick enough). You can also use a Deku Stick to hit it. Of course, if you dawdle in attacking it, Barinade will become unparalyzed and move around again. Until you strike it at least once, anytime that you destroy all the jellyfish, they will be regenerated.

Once you have hit Barinade in the body, it will begin to burrow underground, with only the head portion sticking above, and shooting out the electric bolts mentioned earlier. While this is happened, stay out of Barinade's general range. Once it resurfaces, stun it with another Boomerang strike, attack it again, then repeat once it burrows underground again until Barinade finally falls.

After, grab the Heart Container, and head into the warp. A few cutscenes later, you shall be deposited out into Zora's Fountain.



[MCTU]

ZORA'S FOUNTAIN

!!!GOLD SKULLTULA ALERT!!!

Go to the southwest corner, where you should see a giant log sticking out of the ground. Swim over to the log and climb on, and look over at the western wall (if it is not nighttime, make it so with the Sun's Song). You should see a Gold Skulltula hanging from said wall. Beat it up with your recently-obtained Boomerang, then finish it off by L-Targeting the Gold Token and retrieving it with your Boomerang.

Once you are done, head out into Zora's Domain, and go back out into Zora's River.

ZORA'S RIVER

!!!HEART PIECE ALERT!!!

Despite the fact that you have a major storyline event that you can trigger now, you should go around and collect some Heart Pieces and Gold Skulltulas that you could not access before. Out here is one such one (although you COULD HAVE gotten it earlier, but it would have been a major pain to do so). Go to the left side of this upper area (opposite end of the small water moat), and line yourself up against the wall with the Heart Piece lying on a small crevice. Use the Boomerang to snag the Heart Piece and bring it to you.

Now, head downriver to the entrance, and talk to the Magic Beans salesman again. Buy him out of all his Rupees (if you need to, go play some more songs for the Frogs - each new song you play gets you a purple Rupee, plus a blue Rupee each subsequent time you play an old song. You can also hop into the river and go downstream, and near where the Octorok is, you will pick up a red Rupee. You also only need eight Magic Beans at this point in time, as two of them cannot be used until much later in the game).

After you have all ten Magic Beans, start your planting quest with the dirt patch next to you. Once that is done, you will need some bugs in a bottle. A good spot to get them is to go upriver a slight bit and grab the ladder coming back; on top of one of the high plateaus is a boulder that you can bomb to unveil an underground cavern. Underneath, cut the grass to unveil some bugs, bottle as many as you can, and head back out.

After, head out onto Hyrule Field.

HYRULE FIELD

Proceed on your way back to Hyrule Castle. As you get close, a cutscene will occur. Once it is over, dive into the moat, L-Target the object in there, and then dive to obtain the Ocarina of Time. Another cutscene will occur, in which you learn the Song of Time. With this, there are a number of things you can get still. For now, head of all the way to Kokiri Village.

KOKIRI VILLAGE

!!!GOLD SKULLTULA ALERT!!!

Head to the eastern side of the village, and go north to where the shop is. Do not actually head in, however; instead, go to the small expanse of land to the east of it to find another dirt patch. Remember those bugs that you were supposed to collect earlier? Dump a bottle of bugs on the soil; immediately

after, RECAPTURE one of the three bugs that drops to keep your bottle full with a bug. Back away, and a Gold Skulltula will hop out of the soil. You will be having to repeat this for every soil patch that you come across, of which there are eight right now, so keep that in mind. Once the Gold Skulltula emerges, kill it and grab your Gold Token. Plant a Magic Bean in the soil now for a leaf to sprout. After, continue east through the small pathway and enter the Great Deku Tree.

GREAT DEKU TREE

!!!GOLD SKULLTULA ALERT!!!

Head up the vines to the second floor, and head up the walkway all the way to the southwest door, and enter the room. Run past the large Deku Baba and enter the door at the opposite end of the room. Inside, ignore the floating platform, and go up either of the vines on the opposite wall after killing the Skulltula crawling on it. Up top, finish off the Baby Gohma, then look up to the southern corner of the room to see boulders blocking the path up. Either send a Bombchu up or time a Bomb and throw it to explode on the boulders, then head up the vines. Kill the Gold Skulltula with your Fairy Slingshot, and collect the Gold Token with the Boomerang.

!!!GOLD SKULLTULA ALERT!!!

Shoot the ladder to exit the room, and go back out into the main section of the tree. Head down to the basement. From there, go up onto the highest of the three ledges, but do NOT go down to the second basement; instead, head through the crawl space to return to a room with some tombstones. Eliminate the Keese if you need to, then stand on the blue switch to light up the four torches. Quickly light up a Deku Stick before the fire fades away, then go and burn down the northwest cobweb. Inside the next room, shoot the four Baby Gohma eggs with your Fairy Slingshot to quickly rid yourself of them, then take out the Big Deku Baba. Your reward will be the Gold Skulltula behind the Deku Baba; use the Boomerang to retrieve the Gold Token after taking it down.

!!!GOLD SKULLTULA ALERT!!!

Exit back out into the tombstone room. Take out your Ocarina and play the Song of Time in numerous locations, and a number of blue blocks should start appearing. However, some will exchange locations, so wait until you get the first two blocks down from the bottom (starting at the northwest), then get onto the second block. Play the Song of Time again and jump to the third block, then look up at the ceiling to find the Gold Skulltula. Shoot it, then aim your Boomerang manually to get the Gold Token.

After you are done, exit out back into Kokiri Village, and head off into the Lost Woods.

LOST WOODS

!!!GOLD SKULLTULA ALERT!!!
!!!GOLD SKULLTULA ALERT!!!

Proceed left from the entrance, and then head south. On top of an overlying ledge, you should spot another dirt patch. Dump a bug on the dirt patch, and recapture one of the three that come down if you want to keep your bottles full. After a bit, a Gold Skulltula will come out of the soil, so kill it and collect your gold token. Plant a Magic Bean here once done, then head

back north and east. Go east, north, east, north, and west. Take out the two Deku Scrubs here, then search around to find another dirt patch. Take on another Gold Skulltula by dumping more bugs down, then once you have snagged the second Gold Token, plant yet another Magic Bean here, then exit out. Head to Goron City via the entrance in the Lost Woods, and exit out onto Death Mountain.

DEATH MOUNTAIN

!!!GOLD SKULLTULA ALERT!!!

Walk down to the outside of Dodongo's Cavern. Here, there should be another dirt patch lying right on the entrance. Dump a bug in the soil patch here to trigger a Gold Skulltula. Finish off the Golden Skulltula for its Gold Token. Plant a Magic Bean here, then enter Dodongo's Cavern.

DODONGO'S CAVERN

!!!GOLD SKULLTULA ALERT!!!

Go through the entrance and into the main room. Hop to the central platform, then go west, and enter the northwest room (this is the room with the big staircase you can carve out by setting off a bunch of bombs). Take the southern room on the first floor in here, and you will encounter a large number of blue blocks. Stand next to one and play the Song of Time to make it disappear; cut a swathe through to the southeast corner of the room, take out a regular Skulltula hanging here, then kill the Gold Skulltula and grab the Gold Token.

!!!GOLD SKULLTULA ALERT!!!

Head through the southeast exit on the first floor and make your way to the room with the Poes. Take the northern door in here, and clear out the two Deku Scrubs and the Keese in the next area. The Gold Skulltula is at the top of the wall in the northwest corner. Take it out and grab your Gold Token.

!!!GOLD SKULLTULA ALERT!!!

Go to the main chamber, and head into the giant Dodongo's mouth. Inside, take the right door and go all the way to the room with the Lizalfos and tombstones. Get into the second section of the room, and stand on the tombstone, and look south at the high wall. You should barely be able to see the legs of a Gold Skulltula crawling on top. Shoot it with your Fairy Slingshot, then retrieve the Gold Token via the Boomerang.

Afterwards, exit out back onto Death Mountain.

DEATH MOUNTAIN

With all the Gold Skulltulas collected from Death Mountain, go back down to Kakariko Village. Head off to the graveyard from here.

KAKARIKO GRAVEYARD

!!!GOLD SKULLTULA ALERT!!!

In here, head off to the left row of graveyards, and go all the way to

the south to find another dirt patch. Dump some bugs on the soil to make a Gold Skulltula come out, kill it, grab your Gold Token. Plant a Magic Bean.

!!!GOLD SKULLTULA ALERT!!!

Go to the northeastern corner of the graveyard (make sure it is nighttime out). On the one side wall, you should see a Gold Skulltula crawling around. Blast it and kill it with your Slingshot, then collect up on the Gold Token with your Boomerang. Once done, exit out onto Hyrule Field; we are making a pit stop next to someplace you have never been before (if you have been following this walkthrough from beginning to end and have not deviated at all, in any case).

HYRULE FIELD

!!!GOLD SKULLTULA ALERT!!!

From the Kakariko Village exit, go north to the Hyrule Castle walls. Place a bomb at the base of the tree here, and it will explode, revealing a hole. Drop down into the cavern below. Inside, kill the regular Skulltula that drops down from the ceiling, then look up to the right at the northeast corner to see the Gold Skulltula. Kill it, then use your Boomerang to grab the Gold Token. Head on back outside after.

Out here, head as far west as you can go, to the opposite side of the field, bypassing Lon Lon Ranch on your way. Once you get over, head south. Eventually, you should come to some rocky, barren land. Look for a formation like two high hills almost touching each other, with a path underneath, and go south and left from this formation up a high slope into some barren land. Do not walk south yet, however; instead, continue going west across a fence. Search around a bit, and you should see a circle of rocks. Plant a bomb in the middle, and when it sets off, it shall reveal an underground cavern. Drop down.

!!!GOLD SKULLTULA ALERT!!!

In here, use Din's Fire from the relative center of the room to burn down the three cobwebs lingering in the area. Go to the third of the room with the cow in it, and the Gold Skulltula will be hanging from the cobweb at the very end. Kill it via either Slingshot or Boomerang, then grab your Gold Token using your Boomerang. Exit out.

Back outside, head east again onto the main barren path, then head south up into the Gerudo Valley.

GERUDO VALLEY

!!!GOLD SKULLTULA ALERT!!!

Here, head up the wooden ramp. If it is not nighttime yet, make it so. While on the plank, turn to your right, and you should see a Gold Skulltula on the wall right above where the water is gushing out from. Kill it with your Slingshot, and then snag the Gold Token via use of your boomerang, then continue along off the board. Unfortunately, at this point in time, you will be unable to cross the bridge, due to Gerudos guarding the encampment across from you. However, you can do some other stuff.

!!!HEART PIECE ALERT!!!

Take the Cucco that is walking around at the top, and then walk onto the middle of the bridge. Face north, and you should see a waterfall down below. Jump off the bridge, and float towards the waterfall. Once you get over there, continue drifting downwards, and you should see a crevice hidden behind the waterfall. Float in there, still with the Cucco, and claim the Heart Piece in there.

!!!GOLD SKULLTULA ALERT!!!

After, turn around, still with Cucco in hand, and jump off to the right (the west side of the map). You should see a long ledge engraved into the side of the valley cliff. Float down onto here, then head south all the way past the Gerudo woman and the cow. There will be another dirt patch behind them, so dump a bottle of bugs to get a Gold Skulltula to come out. Kill the Gold Skulltula and grab the Gold Token. Plant a Magic Bean in here, then dive down into the water (and the moment is epic). The current will drag you to Lake Hylia.

LAKE HYLIA

!!!GOLD SKULLTULA ALERT!!!

Once the current stops dragging you along, quickly swim east onto the shoreline before you get by the Octorok. Climb up the hill, and cross the small arch at the top. Head over to where the house is, and on the side that is not facing the lake, you should find the last conventionally placed dirt patch. Dump a bottle of bugs, kill a Gold Skulltula, grab a Gold Token. Plant a Magic Bean here, then go around the house and onto the bridge.

!!!GOLD SKULLTULA ALERT!!!

If it is not night out already, then make it so via the Sun's Song. Turn to face the house. Crawling around on the wall facing the lake, you should see a Gold Skulltula. Attack it with either your Fairy Slingshot or the Boomerang, then pick up the Gold Token using your Boomerang. That done, continue down the bridge. Ignore talking to the owl at the end, as afterwards he will offer a ride to Hyrule Town, and it will be difficult to not automatically get picked up. Instead, continue on to the island with the big tree. Jump off the east side and swim to the small island.

!!!GOLD SKULLTULA ALERT!!!

Play the Sun's Song here if it is not nighttime out, and a Gold Skulltula will appear on one of the two pillars. Kill it and collect your Gold Token. After, jump into the water, and swim north, to a small bit of land on the northeast section of the lake. On the shore, go up and through the door.

FISHING POND

!!!HEART PIECE ALERT!!!

In here, talk to the man at the pond, and take him up on his offer to get unlimited fishing while inside for 30 Rupees. Now, you need to catch a fish that is 10 pounds or bigger in here. The main spot that you can find such a fish is to the left side of the pond, right behind the log that arches partways out of the water. Move around a bit experimenting to get your lure cast right behind the log, and once the fish bites, start reeling it in by pressing A and moving the pole around with your analog stick. When it gets close to you, constantly move the pole left and right to bring the fish in. If it weighs at least ten

pounds, bring it to the pond operator, and he shall give you your Piece of Heart.

Go back into Lake Hylia.

LAKE HYLIA

Swim west onto the shore. You should notice a small farm here, with two scarecrows on the tract of land. Talk to both of them, and play them an eight-note Ocarina song (in the case of Pierre, hit B at the end of the eight note). I recommend you just play a one-note song, as you will need to remember it for later on in the game (it is not mandatory, but it helps you get a few other items).

That being done, head northwest and out into Hyrule Field once again.

HYRULE FIELD

!!!HEART PIECE ALERT!!!

Out here, climb up the nearby ladder, then drop down into the fenced-in area here. In the relative center of this fenced-in corridor, place a bomb and get away from it. A grotto should be revealed by the explosion. Go inside.

Down below, you will end up facing off against a Deku Scrub. Equip your Deku Shield and deflect the Deku Nut at him (or manually use your own Deku Nuts if you lost your Shield), and once you have stunned him, go up and talk to him. He will offer to sell you a Piece of Heart for ten rupees. Accept, then exit back out onto Hyrule Field once more.

Outside, climb over one of the white fences, then start heading northwest from your present position. You should be able to quickly recognize the path leading up to Gerudo Valley again, so make your way over.

GERUDO VALLEY

!!!HEART PIECE ALERT!!!

Back here, go to where the sign is on the valley edge, and look down at the wall opposite you. You should see a small cliff with a box on it. Grab the Cuccoo, and float your way down over to this cliff. Once you land, be careful not to roll off by accident when breaking open the box, and you shall get a Piece of Heart as your reward. Dive down into the water, go to Lake Hylia, then exit back out onto Hyrule Field.

HYRULE FIELD

Make your way over to the Lon-Lon Ranch.

LON LON RANCH

!!!GOLD SKULLTULA ALERT!!!

Make sure it is nighttime out, then head into the pathway in between the house and the ranch. Look up to the left to the front wall of the house, and on

the second-floor of the house, the Gold Skulltula should be hanging from one of the windows. Kill it via your Slingshot, then retrieve the Gold Token using your Boomerang.

!!!GOLD SKULLTULA ALERT!!!

Go out into the main field now (outside of the tracks), and go to the west end of the field. At the corner intersection between the western fence and the stone wall with the tower in it, you should find the Gold Skulltula hanging from the wall. Same thing as before; Slingshot it to death, then use your Boomerang to obtain the Gold Token. After, exit back out onto Hyrule Field.

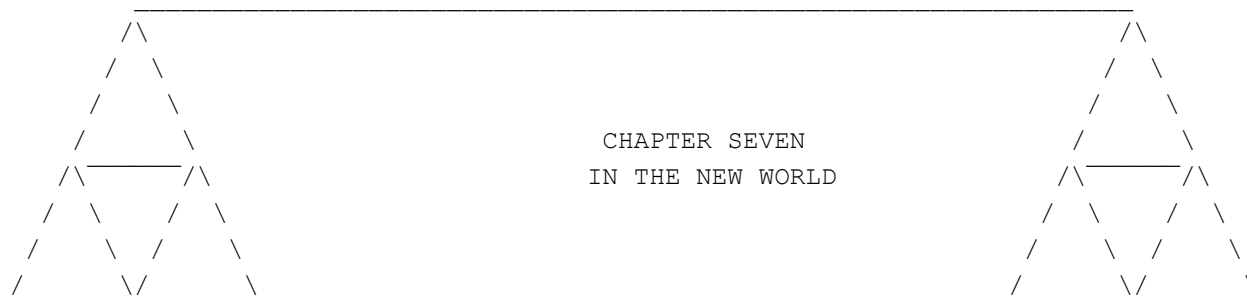
HYRULE FIELD

Head over to Zora's River.

ZORA'S RIVER

!!!HEART PIECE ALERT!!!

Head up to where the frogs are. If you have not yet played any of the other four songs for them yet, do so now, then play the Song of Time. After you come back to talk to them again, they will be bigger frogs. They will then engage you in a mini-game where you have to press the A button and the four C-Stick buttons for each of them to be able to hop up and eat a bug (the bottom blue frog jumps to the A button, with the remaining four corresponding to their position on the logs). It WILL be frustrating, so you will likely have to stick with it for a while, memorize the fixed pattern, and jam the buttons until you get it. Once you win, however, you will obtain your heart piece.



[MTNW]

HYRULE FIELD

You are finally done with all the side-items. Head off to the castle. Enter Hyrule Town.

HYRULE TOWN

!!!HEART PIECE ALERT!!!

Head down to the area with the fountain. Go left from here, and enter the door at the base of the stairs. Inside, you will be offered a chance to play Bombchu Bowling for 30 Rupees. Read up on the instructions in the mini-games section; one of the prizes that shall be offered (at random) is a Piece of Heart (you can also acquire a Bomb Bag Upgrade). Drop the bomb in all three holes to

win your Heart Piece.

Head off to Hyrule Castle Town next.

After that has been done and set aside, exit out. From the top side, head southwest to the Temple of Time, which is a large church-like building located to the right of the Mask Shop and to the left of the Potions Shop and Bazaar. Enter the Temple of Time.

TEMPLE OF TIME

In here, go up to the altar, and play the Song of Time. Cutscene occurs. Walk through the hallway, and withdraw the sword from the altar at the end. More cutscenes occur, and finally you are sent off to Kakariko Village. Head outside to Hyrule Town again.

HYRULE TOWN

The town is totally deserted and destroyed, and, more importantly, is infested with ReDeads. Play the Sun's Song to paralyze all of them temporarily, then exit out to the small alley before the drawbridge. You can enter the building where all the pots used to be and talk to the person in here to find out that he is proprietor of a Poe store. If you find ten super Poes around Hyrule Field, you can get another Bottle, but you will not be able to do this now, as you lack the weapon required to defeat them. After, exit out onto Hyrule Field, and walk over to where Kakariko Village is.

KAKARIKO VILLAGE

A lot has changed since your last visit here, so you can go around and talk to people if you wish. The most notable things are talking about Dampe the Gravekeeper's Ghost, the old citizen talking about an eye that can see truth, and the lady who used to keep Cuccos. The latter will give you a Pocket Egg, which will start off a fairly long sidequest that you should ignore for now. However, all things considered, head into the Graveyard.

KAKARIKO GRAVEYARD

!!!HEART PIECE ALERT!!!

As Dampe is currently dead, nobody is keeping his hut, so if you wish, go inside and read his diary. To find his grave, go up onto the upper-left row, and take the southern-most grave here; it is the one with flowers. Before you do anything, go onto the nearby leaf (this will only be here if you planted the Magic Bean in this exact spot while you were a kid), and it will float up. Jump off to the nearby ledge and roll into it to obtain a Heart Piece. Go back down to Dampe's gravestone. Pull it back to unveil a hole. Fall down.

Down below, talk to Dampe, and he shall challenge you to a race. It is kind of difficult to give a walkthrough for this, so a few things to know; when running after him, do NOT L-Target him, or else that will give you trouble with all the turns. Dampe also likes to constantly throw out small fires that go on the ground, and if you run into it, it will stop you for two or three seconds, so make sure that your turns especially are not too sharp. Make sure to always go in between the purple torches when you see them. In the room with the rock spirals, go right; in the room with the square towers, go north and then right;

in the room with the three ledges, take the left one.

After you make it to the finish line up on top of a long spiralling path, talk to Dampe. He will disappear, leaving you behind a Hookshot in a chest. This item allows you to grab onto things and pulls you towards them. Continue on in the underground area, and play the Song of Time once you approach the blue blocks. Continue on, and you will in fact come out into the Windmill.

!!!HEART PIECE ALERT!!!

Do NOT drop down just yet, however. Instead, turn to face your right, and you should see a Heart Piece lying on the ledge. With your newfound Hookshot, aim at the actual top of the wooden ledge (as opposed to the Heart Piece) and let loose. The Hookshot should drag you over to the top of said platform, and you can easily pick up the Heart Piece.

This next part is also important. Drop down, and talk to the man with the bagpipes. Take out your Ocarina in front of him, and he will teach you the Song of Storms. With that finally done, exit out back into Kakariko Village.

KAKARIKO VILLAGE

If you have not already, go talk to the lady near the Cucco pit, and she shall hand over the Pocket Egg. With this in hand, play the Sun Song until it hatches, then equip it. Head over to the building that lies on the ground floor of Kakariko, at the base of the stairs that go up to Death Mountain. Enter. Inside, head over to the beds, and you should see Talon from Lon Lon Ranch sleeping over here. Equip the Pocket Cucco if you have not already, and use it on Talon to wake him up. After hearing him out, return to the Cucco lady, present her with the Pocket Cucco, and she shall give you Cajiro, a blue Cucco.

(PLEASE NOTE: This is the last reference in-walkthrough to the sidequest that this will have set you on course for; to finish the rest of the sidequest, you must manually refer to the Biggoron's Sword section in the Sidequests section of this guide).

!!!HEART PIECE ALERT!!!

Now, if you have been searching around Kakariko Village at all, you may have noticed that the house with the green roof near the watch tower has a man sitting on it, gazing into the distance. With the Hookshot, you can pull yourself up to the roof. The best way I have found to do this is to go onto the stairways that lead to the windmill, but instead of going inside the windmill, head to the end of the actual path. Next, hop onto the fence here to give you some extra height, and then aim at the green roof. Once you get up there, go and talk to the man to receive a Piece of Heart.

!!!GOLD SKULLTULA ALERT!!!

Head to the doorway leading inside Impa's house (the southernmost building in the village, lying on top of a small hill, next to the Skulltula house). Use your Hookshot on the roof of the Skulltula house to pull yourself over, then turn around and use the Hookshot again on the roof of Impa's House. Once on top of the house, walk over to the southern wall of the village while still on the roof, and you should find the Gold Skulltula. Kill it, and then either L-Target/Jump at it or use your Hookshot to grab the Gold Token.

With that done, our time in Kakariko Village is pretty much over. Head out of the town to Hyrule Field, but instead of going to Kokiri Village, proceed

to Lon Lon Ranch. We have a side detour we can make that will overall save lots of time in the game.

LON LON RANCH

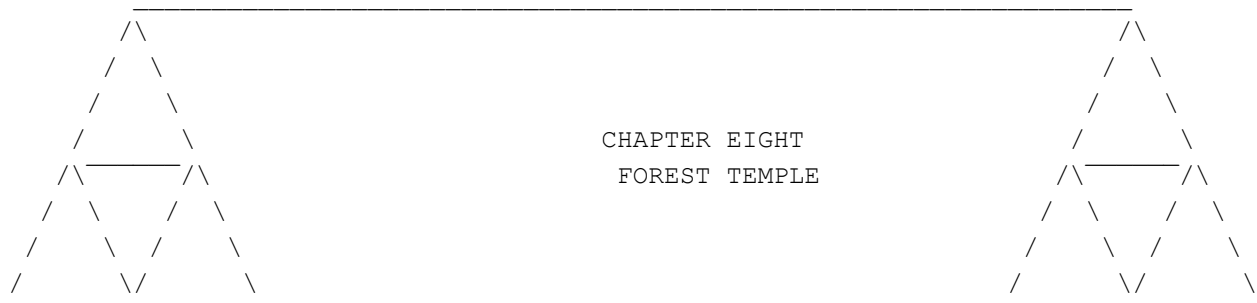
Proceed to the open field. You will not be able to get in, however, because the gate is closed. Talk to Ingo instead, and agree to pay ten Rupees. Inside, take out your Ocarina and play Epona's Song. When she comes over to you, run around the field and get used a bit to the controls. Jump over the middle two small walls in here to collect a blue Rupee at each and make back the money you paid Ingo.

After your first trial is over, talk to Ingo again and go around a second time. However, before the second trial is over, talk to Ingo at the gate, and he will ask you for a private race. Agree, and hand over the fifty rupees.

The best way to go around this is to go through a couple of carrots at the race to catch up with Ingo, who will cheat the start. Once Ingo gets in front of you, stop using the carrots, and allow them to regenerate. At the turnoff shortly before the back stable (which is on the northwestern corner of the track from your perspective from when you first come in), Ingo will take a really wide turn, leaving a large space for you to sneak in ahead. Take this opportunity to use up five straight carrots and quickly get a large space between you and Ingo.

Do NOT use up the sixth carrot, or else it will take longer for the carrots to regenerate. Continue galloping forward, and once all six carrots come back, quickly start using them up, including the sixth carrot. Once you make it past the wooden board at the start of the track, it is over. If you passed it first, you are the winner.

If you won, then Ingo will make another bet with you, this time offering Epona. Take it. The race is basically the same this time as far as I have noticed; any differences you may see are probably a result of nervousness, so continue using the previous strategy. Once you beat Ingo a second time, you will effectively gain Epona. Ingo will try to lock you in; however, take Epona and race at one of the short northern walls, using your Carrot at the last moment. Epona will jump out.



[MFRT]

HYRULE FIELD

From your vantage point, head east, then north and east some more; if you look at the map as being divided into a slightly wider northern half and a southern half, go to the southeast corner of the northern section. Dismount from Epona (you can call her back anytime while on the overfield via Epona's Song), and enter Kokiri Village.

KOKIRI VILLAGE

!!!GOLD SKULLTULA ALERT!!!

Unfortunately, the place is wrecked. For the current moment, head to the southeast corner of the area, to where the House of Twins lies (you should see a sign reading it as such). Go around to the back side, and look up at the two horn-like points. A Gold Skulltula should be hanging off of one side, so kill it and retrieve the Gold Token. After that, head north along the northwest wall near Mido's house and jump up onto the ledge. Climb up the vines, go around to the top, and enter the Lost Woods.

LOST WOODS

From the start, head right, north, and then right again. Here, you should run into an old face - Mido. He will block you from heading any further, so play Saria's Song in front of him to convince him to move aside. Once finished persuading him, head north, then west.

!!!GOLD SKULLTULA ALERT!!!

In here (IF you planted a Magic Bean in the past), hop onto the Magic Leaf that has grown, and it will carry you up to a ledge with a Gold Skulltula resting on top. Dispose of the Gold Skulltula, take the Gold Token, then hop back down. Continue back west once, then north, and then proceed left and north again into the Sacred Forest Meadow.

SACRED FOREST MEADOW

Try to head forward into the maze, and Navi will start talking again. L-Targeting works only to a degree, however; using C-Stick up to move the camera around also works. Stay in this small passage, and look to your left and right. You should see an Orc moving around, patrolling the area. Do NOT use your sword when it turns its back; instead, let it walk further away from you, and while it is doing so, take out your Hookshot. One hit at its back should take it out for good.

After mopping the floor with the first Orc, head right and up, and wait for another Orc to turn its back to take it out. Repeat the process when going left and up, but after you have taken out the third Orc, go through the grass patch in the middle. You can either swing your sword at the Orc while it marches through the center of the passageway, or Hookshot it. Continue on to the right side and go north. Drop into the water. Once the Orc patrolling the last hallway moves the opposite way, get out and kill it.

!!!GOLD SKULLTULA ALERT!!!

Climb up the nearby ladder. If you wish to bottle a few fairies, climb up the ladder here and drop down the hole into the fairy cavern. The most important part, however, is a Gold Skulltula nearby; to your left (or the map's east), there will be a Gold Skulltula hanging from the wall. Go and kill it with your Hookshot, then finish the deal by using your Hookshot again to snag the Gold Token.

After you are done with that, head north up into the long hallway. Here, you should encounter a large Orc that will have a massive warhammer. Instead of

running at you, however, it will stay in its position, and ram the earth with its warhammer, sending a shockwave in one of three directions; left, center, or right. Stay to one side, and then move once it sends a shockwave your way, until you make it to the actual Orc. Get behind it, then slash at it a few times for it to fall and drop a Red Rupee (do not worry; it cannot attack you if you are behind it).

Enter the large area where you met Saria back in the past. Here, you shall encounter Sheik again, who will teach you the Minuet of Forest. Whenever you play this song from now on, you will instantly be teleported to this spot. After, look up to the north. You should see a branch hanging over an overlying ledge. Use your Hookshot to drag yourself up there, then drop down onto the small plateau. Enter the Forest Temple.

FOREST TEMPLE

Inside, go to the northeast corner of the room. Use the Hookshot to pull yourself up part of the way along the vines, then climb up manually the rest of the way to hit the top of the right tree. Drop down onto the stump at the top, then walk along the branch. L-Target the large Skulltula hanging from the ceiling to kill it, then jump across the branches to the opposite tree. Slowly walk over and press down on the switch for a chest to drop down on the tree you just came from. Turn around and use the Hookshot on the chest to pull yourself over, then open it for a Small Key. Drop down below, then head through the door into the next room.

!!!GOLD SKULLTULA ALERT!!!

Move down the corridor in here, L-Targeting all three of the Skulltulas and using the Hookshot on them for an instant kill. Once you hit the northern end of the hallway, look up to the left side to see a Gold Skulltula hanging from above. Use the Hookshot to kill, then retrieve the Gold Token, again with the Hookshot. Head through the locked door once you have finished mopping up.

Continue along and exit out into a large chamber. Watch the scene in here, then head north and go up onto the ledge. Take the stairs to the top, and enter. In the corridor inside, play the Song of Time on the blue block to move it out of the way, then continue on past the door it originally prevented access to.

Two Wolfos will emerge out of the ground inside and stop you. L-Target one of them, and lure it in. Put up your shield and let it get a first hit on you; once its arms go down, quickly drop your guard and slash at it to injure it, and then repeat until it is dead. Thankfully, neither of them require as many hits to kill as when you were a kid, thanks in part to wielding the Master Sword. After you emerge as the victor, open the chest left behind for a Small Key, then backtrack two rooms previous to emerge into the large chamber again.

Take the western door from the four torches up a ledge, and in the passageway inside, you shall take on a Stalfos. The best strategy in this battle is not to press aggressively, but rather to lure the Stalfos in and then counterattack without mercy. Because of the close quarters, you should not try anything coy or fancy. After you have won, continue.

!!!GOLD SKULLTULA ALERT!!!

Immediately turn left once in the next room, and go to the corner to find a Gold Skulltula on the floor. Stab in with the Master Sword to kill it, then collect the Gold Token. After, head north and go up the pair of ladders,

and go through the doorway and left at the first intersection with the arrow to run smack into a blue block. Pull it back all the way until it hits the wall, then go straight down the now-open path it once blocked off. Out on the ledge, do a bit of a counterclockwise motion to run into another blue block; push it forward all the way to the end until it drops down into a depression in the floor.

Head back to the ladder next to the first blue block's original location, and climb up a floor. Move right at the intersection and go through another door frame to a red block. Pull it all the way back, then go to the ladder and head back down. Hop onto the second blue block (the one in the gap in the floor), climb up onto the next flooring, then go and push the red block in front of you all the way ahead. Climb up onto the red block once it falls into another depression, then hit the crystal switch at the top. This will activate a Hookshot target in case you need to get back up here quickly.

With that done, continue along and climb up another ladder, to come to another chamber. Ignore the Blue Bubbles; instead, run straight to the locked door, and enter. Run along down the hallway, and once you exit out into the next room, you will be informed about the Wallmasters. Fortunately, there is an easy way to counteract their effect; if a Wallmaster's shadow grows over you, simply press C-Stick Up to go into first-person view and make it go away. In any case, drop down to the right side, and open the blue and gold chest for the Boss Key. Finish off in this room by dropping down the hole a floor.

Down below, you shall encounter a Floormaster. Stab it twice to kill it, then charge up your sword for a Spin Attack; the Floormaster will split into three spawnlings, so if you let loose a spin attack relatively quickly, all three should be caught up in the attack and killed. After they have been destroyed, the door will open, so head up the stairs and go through.

Outside, head along the ledge; at the end, go right through the brown slide-door, as opposed to the door with the doorknob. Inside, you will face off against a ReDead. Take out your Ocarina and use the Sun's Song to stun it, then perform a Jump Slash on it for an instant kill. Open the chest that appears for a Small Key, then exit outside, and go through the other door.

Hit the crystal inside here to make the corridor before the chest with Boss Key twisted. Drop down onto the main floor, and on the high ledge to the west side, you should spot a Hookshot target. Use the Hookshot on the target to pull yourself up, then turn around and jump up a few crystal blocks. The first time you get onto solid ground, turn around and you should be able to see another Hookshot target slightly higher up. Repeat with the Hookshot, then go to the corner and up the ladder. Once again ignore the Blue Bubbles, and instead make your drive straight to the door. Continue down the twisted hallway, and out in the open chamber again, jump across the two pillars, and open the locked door.

In the next area, go down the stairs until you hit the bottom, and enter through the door. In here, take on a Stalfos (and despite his ability to stand over the pit, you will in fact fall if you try to go over it), using standard tactics. After this one falls, a floor above will fall in to seal the pit, and you will take on two more Stalfos. Once both are dead, open the chest that appears for the Fairy Bow. Head back through the door you came from (the exit you do NOT want to take is the one under the sign that looks like a spiral).

In here, stop at the bottom of the stairs, and look up to the top. You should see a portrait hanging from the wall. There are three such canvas hanging in this room. Two of them will be blank, but the third will have a picture of a red Poe on it. However, the painted picture will turn blank once you approach

it, and one of the blanks will turn painted. You must shoot the active painting from afar to destroy it, and do this to all three portraits. Once the third canvas is destroyed, the Poe inside will come out, and head to the bottom. Follow it to the ground floor.

At the bottom, you will fight the first of the four Poe sisters, Joelle. L-Target her, and when she physically manifests, shoot her with an arrow. When she disappears, if she is anywhere near you, put up your Hylian Shield. The Poe will try to swing around her torch, but it should bounce off your Hylian Shield without doing any harm. Once she reappears, shoot her again. Once you have hit her with a grand total of five arrows, the Poe will finally fall, and relights the torch (and by proxy, the first torch in the main chamber). A chest will also appear, containing the Dungeon Map.

Head back into the large room where you fought the Stalfos, and cross the room to the opposite side into another staircase room that is almost an exact replica of where you previously were. Shoot down another set of three paintings, and you will end up taking on the blue-coloured Poe Beth, the second Poe sister. Again, five shots will take her down, and the same tactics apply. Open up the chest that appears after her defeat for the Compass. With the Compass in hand, backtrack all the way to the large central chamber at the beginning of the temple.

Back in here, you should notice that two of the torches are lit. That being said, go the northeast door frame. Look above to see an eye on the wall. Shoot it with the Fairy Bow to force the door open, then head through the now-open door; you will come into a grassy area.

!!!GOLD SKULLTULA ALERT!!!

Once you have disposed of the nearby Deku Baba, turn around and look at the Hookshot target above the door. You should see a Gold Skulltula right next to it. Kill it with your Fairy Bow, then pull yourself up to the target with your Hookshot to grab the Gold Token.

!!!GOLD SKULLTULA ALERT!!!

Head south to find a well full of water. Peer into the well with your back to the southern wall and you should spot a golden eye on the inside stone of the well. Shoot the eye to drain the well, and drop down into the sewer. Open the chest at the bottom for a Small Key, then continue down the corridor until you hit the opposite end. Before going up the vines, shoot your Hookshot at the Gold Skulltula on the sewer grating, and again to collect the Gold Token. Afterwards, head back up.

!!!GOLD SKULLTULA ALERT!!!

Take the vines all the way up until you get off onto a ledge. Look around, and smack-dam crawling on the ledge is a Gold Skulltula. Defeat it with the Master Sword and take the Gold Token. With that done, go back into the well, and return to the previous room. Go to the entrance to this room, and use the Hookshot on the Hookshot target above the door. Pull yourself up, and then grab on and climb up onto the ledge.

Play the Song of Time, then jump across the three blue blocks. Shoot down the Skulltula hanging from the vines, then Hookshot yourself over and onto the vines. Climb up and drop down onto the small balcony, and open the chest for a Small Key. Look to the west, and you should see another balcony, with a Hookshot target over top. If you cannot reach the target from the actual balcony, hop onto the balcony fence and aim from there. Once you drop down onto

the opposite balcony, head through the door.

Inside, kill the Skulltula with your Hookshot. Do NOT bother using Din's Fire in this room; instead, line yourself up behind the torch with the cobweb, and shoot an arrow through the fire at the cobweb to burn it up. Once done, head through the door into the next area. You will emerge into the northeastern garden, so drop down to the bottom floor, then head back into the central chamber. Go through the western door, and return to the room where you fought the second Poe (Beth). Go up the stairs to the top, and head through the locked door.

You will get another Wallmaster warning in here. The C-Up camera trick works, as always. Jump at the ledge to the north-right, climb up the ladder if you have to, bulldoze your way past the Green Bubbles, unlock the door at the end, and head into the next area.

In here, go to the platform with the frozen eye underneath, grab the wooden box, then carry it to the center pillar with the torch and drop the box onto the switch to keep the torch permanently lit. The idea is that you jump on one of the platforms. You then have to wait for the platform to rotate around so that you are perfectly lined up with both the torch and the ice covering the eye on the one wall, and then fire with your Bow. This is one way. Another tactic you can use is, if you have Din's Fire, simply go over to the platform under the eye and use it. Din's Fire will create a burst of flame that instantly melts the ice and achieves the same effect. Either way, the hallway going back will be twisted. Once you succeed, take the box off of the switch to deactivate the ice block over the door, then head back out into the hallway.

Proceed down the twisted hallway, again ignoring the Green Bubbles. Once you make it out back into the room full of ladders, drop down the hole in the northeast corner to go down a floor to a room with a chessboard as its floor. Watch the ceiling, though, as it will come down every so often, splattering anything underneath it. However, there are small panels in the ceiling that you can sneak under to protect yourself.

Before making any movements, stay to the back, and take out your Fairy Bow. In first-person mode, you will have to manually spot the first four front Skulltulas hiding in the ceiling panels and shoot them down. After, head up the right side, and keep to the holes in the ceiling, until you press down on the right switch to bring down a chest on the left side. Go to the center switch next, but do NOT go straight left; instead, go around, as the floor panel to the right of the center switch has a Skulltula. Once you press down on the center switch, go and grab some arrows from the chest to the left. After, make a mad dash back south once the ceiling lifts up.

Go east and then head up the stairs and out the door back into the northwest garden. Do NOT just recklessly jump off, however; instead, get off south onto a high ledge, and go around and open a chest for a Small Key. Play the Song of Time here to activate a couple of new blue blocks, then climb all three blocks back up to the top and enter the chessboard arena again. Reslay the skulltulas, make your way to the top, and head through the door at the northern end with your small key form before.

In here, shoot the portrait of the yellow Poe. You will then have to solve a puzzle; five blocks will drop onto the floor. Four of them, when assembled into a square, will form a portrait of the yellow Poe. The fifth one is useless and is just there to trick you. Quickly determine which one is the odd one out and move it out of the way, then try to get the tops of each block fit together in your head to figure out what needs to move where. Once you have everything together, the blocks will appear, and the third Poe sister, Amy,

shall appear. Take her out, then exit out the door.

Finally coming back to the main chamber, drop down from the high balcony and go into the middle square. You will encounter the final Poe, Meg here. However, she has a trick up her sleeve, and splits into four. The three clones will only disappear if shot, ensuring you waste arrows. However, there is a way around this; when the four Poes appear, the real Meg will spin around once. As such, do not blink when they show up, and shoot the real one. Once again, five shots should do the trick in taking out Meg.

After, the elevator will rise back up to the first floor. Drop down and go down to the basement. Here, you will have to push against the two walls to move the area around. Go to the east side and push north once, then go through the northern chamber and open the chest for a bundle of arrows. Go back to the same wall you pushed on and push north again. Head to the northern section, hit the crystal to open the bars, then press down on the switch. Go back and push on the same section of wall twice more. Go into the small southern room, and look around the wall to see an open eye. Shoot it with an arrow to open the northern passageway. Head down that way, unlock the door, and go up the stairs inside for your first boss battle as an adult.

EVIL SPIRIT FROM BEYOND
PHANTOM GANON

During the first part of the battle, Phantom Ganon will be on horseback, and will enter one of the six paintings. After a few seconds, in two of the six paintings of a castle, Ganon and his dark steed shall come racing down the road; you need to identify which two paintings he is coming out of as quicky as possible, but you should also do this by standing in the center of the room and with your Bow out and in the 3D view offered by the Bow. One of the Phantom Ganons is a fake, and as soon as it reaches the front of the picture, it shall reverse direction and go back up to the castle. The real Phantom Ganon will cause a hole to rip open in the painting, best symbolized by a void of purple whirling energy.

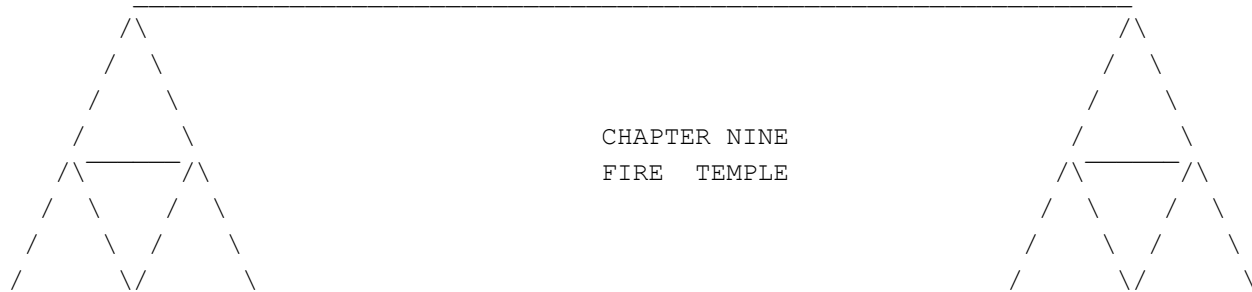
As soon as you notice any sort of the purple energy on one of the paintings, ignore all other paintings, and notch an arrow and fire at the center of the painting to hit Ganon or his horse. Once you succeed, Phantom Ganon will retreat back into his painting, and repeat the whole thing. You need to do this thrice to proceed onto the next stage of the battle. Should you fail to hit Ganon, you will be blasted by lightning, and usually it is very difficult to avoid unless you make your way to a safe spot on the perimeter of the battle arena (usually at the fence areas parallel to Phantom Ganon).

Entering the second phase, Phantom Ganon will come out of the portraits and remain in the real world, and will float around the battle arena, with a sceptre in hand. L-Target him, and eventually, he will shoot out a ball of energy. You will have to get into a small game where you need to bat the ball of energy back and forth, you with your sword by swatting it when it gets near, Ganon with his staff (if you have ever fought Agahnim in A Link to the Past, the premise of this attack is much the same as there). As each consecutive back-and-forth goes, the energy ball will go much faster, and will cause more damage to you should you get hit, and shall stun Ganon for a longer period of time when he gets hit.

Eventually, when Ganon gets hit by the ball of energy, he will temporarily be stunned and fall to the ground. Use this opportunity to attack him and slash and hack, until he shakes off his paralysis and rises up into the air again. From then on, just repeat the same thing over again to win the

battle.

After the battle is over, collect the Heart Piece and head out into the warp point. Watch the cutscene, then exit out onto Hyrule Field. You need to go back to the Temple of Time for now, but there are two ways you can do this; you can either walk over there, or save and then reset to start back at the Temple of Time.



[MFIT]

TEMPLE OF TIME

In here, go into the back room. You shall meet up with Sheik again, who first informs you that you can travel back through time to your days as a kid again by putting the Master Sword into the pedestal, and then teaches you the Prelude of Light, which allows you to warp back to the Temple of Time. Put your sword into the pedestal, as we have some things to do back in the past.

Once you are a kid again, head off to Hyrule Castle Grounds.

HYRULE CASTLE GROUNDS

!!!GOLD SKULLTULA ALERT!!!

Go along the same infiltration path as you took when visiting Princess Zelda (cut across the field, climb up the cliff, jump into the drainage system). However, when you get off at the corner, play the Song of Storms at the lone tree here. Drop down. Inside, lay bombs at the three walls (the left one is the important one). Kill the Gold Skulltula crawling on the left wall, collect the Gold Token, then exit out. Head to Zora's River next.

ZORA'S RIVER

!!!HEART PIECE ALERT!!!

Traverse the river until you get to the stump with the frogs. If you have not already, play any of the first four songs you have learned, then play the Song of Time to get a fifth Purple Rupee. Lastly, play the Song of Storms, and they will reward you with a Piece of Heart.

Pick up some bugs while you are in the past as well, as you shall need them in a short while, then make your way back to the Temple of Time.

TEMPLE OF TIME

Go to the pedestal again, and draw out the Master Sword to return yourself to the future. Once back as adult Link, make your way outside and onto Hyrule Field, and navigate over to Kakariko Village.

KAKARIKO VILLAGE

While in Kakariko Village, you should take your time and take a pitstop at the newly constructed building. Inside, it will turn out that this is in fact an archery gallery, akin to the shooting gallery back in Hyrule Town in the past. Pay your 20 Rupees; if you get 8 out of ten rupees shot, you get a second free try, and all 10 rupees gains you a Big Quiver. After you are done in Kakariko Village, however, continue on up to the Death Mountain trail.

DEATH MOUNTAIN

!!!HEART PIECE ALERT!!!

Climb up the mountain trail to Goron City, and watch out for the new hazards of the mountain; rolling rocks coming out of nowhere. However, once you make it to the area outside Dodongo's Cavern, stop. If you planted a Magic Bean here in the past, get on the leaf that appears, and then jump onto the roof of Dodongo's Cavern's entrance and collect a Heart Piece here. After, jump down, and continue on your way up. Enter Goron City at the end of the path.

GORON CITY

!!!GOLD SKULLTULA ALERT!!!

Make your way left, and connect onto the ropes going to the platform in the middle. Once the two left ropes merge into one, look at the back of the pedestal on the platform in the center, and you should see a Gold Skulltula hanging from here. Hit it once with your Hookshot, then snag the Gold Token it leaves behind, again with your Hookshot.

Once you have collected on the Gold Token, head down to the second floor, and make your way to the entrance to the hallway passage that will lead in to the big Goron blacksmith. A rolling Goron will be patrolling this floor, so pick up some bombs and try to hit him (pick up the bomb when he rounds the corner and comes into sight after being hidden by the rock wall, and then drop down the bomb).

After he gets hit by an explosion, talk to him. He will direct you to the Fire Temple. The Goron shall also hand over to you a Fire Tunic. This will protect you from high heats. The shop and Darunia's room will now be open. Now, enter Darunia's room. In here, notice the statue that Darunia used to guard back in the old days. Pull it back, and it shall reveal a tunnel. Head through it to emerge in the Death Mountain Crater.

DEATH MOUNTAIN CRATER

Supposing that you have yet, equip your Fire Tunic so the heat will not get to you, then head up to just before the bridge to your left. The bridge is down, but this should not stop you; Use your Hookshot on the top wooden plank in front of you to get over there, then continue down the bridge. You shall be stopped by Sheik, who teaches you the Bolero of Fire, which is capable of taking you back here to the Death Mountain Crater. Afterwards, Sheik will run off

again, so head down the bridge, go left into the small building, and climb down the stairs.

Do not head into the Fire Temple just yet; instead, play the Prelude of Light and return to the Temple of Time.

TEMPLE OF TIME

Go to the back room in here, and thrust the Master Sword into the pedestal to return to the past. Once you have become a kid again, play the Bolero of Fire to go to the Death Mountain Crater.

DEATH MOUNTAIN CRATER

!!!GOLD SKULLTULA ALERT!!!

Although you supposedly have a time limit, you get two and a half minutes of unbridled freedom, so there is not that much to worry about. In any case, take out a bottle of bugs, and dump it on the nearby soil patch. This will cause a Gold Skulltula to pop out after a short time. Slay it and retrieve the Gold Token, then plant a Magic Bean in the soil patch for your return to the future.

After you are done all that, play the Prelude of Light to return to the Temple of Time.

TEMPLE OF TIME

Back here, take out the Master Sword to warp forward in time again. Once done, play the Bolero of Fire to head off to Death Mountain Crater.

DEATH MOUNTAIN CRATER

!!!HEART PIECE ALERT!!!
!!!HEART PIECE ALERT!!!

The Magic Bean from before will have finished growing into a magical leaf, so hop onto it. When it first rises up and starts circling around a very big pillar of rock, quickly jump onto said pillar. Go to the center, and you should be able to find and claim the first of two Heart Pieces resulting from the magical leaf. Walk down and jump off the pillar to the stable ground below, and wait for the magical leaf to return.

Once it does, hop on again, but this time, wait until after it rotates around the giant pillar; it will approach the large nearby wall, then go down a bit. You should see a nook in the wall containing a second Heart Piece. When the magical leaf approaches the nook, jump inside and claim the Piece of Heart. To return to the ground, play the Bolero of Fire to warp over there.

At the bottom, head into the Fire Temple.

FIRE TEMPLE

At the base of the stairs, go left, and enter the door next to the staircase. Inside, a Like-Like will drop down from the ceiling. Use your Fairy

Bow to injure it from afar, and use the Hookshot to stun it if it gets too close, then back away and continue firing at it. Once it is dead, a chest will appear with a blue Rupee. Exit back outside.

Do NOT go right up the stairs, as a wall of fire will block you off from doing so; rather, get up by climbing up the side of the staircase, then drop down and walk up the rest of the way. At the top, situate yourself so you are roughly in between the three statues (one of them with a fire in it) and the two torches on the staircase, and use Din's Fire. Once the two remaining statues and both torches have been lit, the west door will open, so go inside.

Watch a cutscene. After it is over, jump to the right over the first two platforms, then use the Hookshot on the block opposite you to pull yourself over. Climb up a few ledges and break the crates up top to reveal a second torch on this side of the room, then drop down to the bottom part of the platform. Line yourself up with the bottom torch so that your view is perfect to shoot an arrow through this torch at the torch on the west end of the room. Once your positioning is set, use the Din's Fire to light up the two torches over here, then shoot an arrow through the torch to light up the west torch.

Once that is done, the cell at the west end should open up. Jump onto the lava and get to the entry area, then jump across the pillars to the left side. Open the chest inside the cell for a Small Key, then return to the room previous. Back here, drop down off the staircase, and open the eastern door next to the staircase with your key. Inside, immediately kill the Keese before it can do anything, then get out into the open. L-Target one of the two Stalfos and whittle its health down while avoiding the other Stalfos, then eliminate the remaining skeletal warrior once his comrade is down. After, head in through to the next area.

Put up your shield at the door and let all of the floor tiles break themselves on your defense. If you need to recover, some of the pots have fairies around in the area. After, go and hit the Iron Knuckle that is standing next to the red block to get into a weapons battle.

Do not take the Iron Knuckle lightly - one blow from him can take out four hearts from your life. However, his refractory period in between attacks sucks, so lure him into attacking you by L-targeting him and getting close. As soon as he responds to your presence, quickly backflip out of his attack range. He will either swing the axe twice or heave it at the ground once. As soon as he finishes attacking, quickly perform a jump-slash at him, then back flip out of the way once he attacks, to repeat your basic strategy of swordplay. After he has been greatly injured, he will also pursue more aggressively, so watch out for him then. Under NO CIRCUMSTANCES should you use the Hookshot. If you are running low on life, some of the chests in here offer fairies. After you defeat him, heal up, then continue through the next door. In the next room, move around to face off against a Flame Dancer.

The trick to defeating a Flame Dancer is to throw bombs at it. However, instead of having to time the explosion of your bomb while throwing it at the Dancer, you can just take a bomb out and drop it in the way of the Flame Dancer while it is gliding around the room; the fire around it will make the bomb automatically explode on its own (you can also throw a bomb directly at it to achieve the same effect). When this happens, the bomb-like head will fall off, and run around the square structure (you can also directly L-Target the Flame Dancer and use the Hookshot to pull its head off of its body instead of going through the process of chucking bombs). Either slash at it, shoot it with your arrows or use your Hookshot whilst you are doing this. If it gets too far away, run the other way, and then hit it. If using the sword, however, swipe at it; do not leap at the head to damage it, as it is extremely versatile and will run out

of your way. After the Flame Dancer dons blue clothing, it has only two thirds of its life left; when it is wearing green, it has only one third of its life left. Twelve hits in all to the head should take it out.

After, open the chest that appears on top of the floor for the Megaton Hammer. Head out through the door with no face. In the small cell area here, equip the Megaton Hammer and use it on the rusty switch to open both cell doors. Talk to the goron, then open the chest for the Dungeon Map. Continue south and exit back out into the entry room. Climb up the side of the stairs, then head up and go to the eastern wall. Use your Megaton Hammer to blow apart the totem pole by swiping at it sideways, then head through the door that is revealed.

In here, head about a third of the way along the bridge, then jump off to the left side. Continue jumping across onto the next bit of rock in the lava, then proceed west onto a block, and make your way over to the door at the end before the block sinks. Enter. In the room inside, hit the rusted switch with the Megaton Hammer, then talk to the Goron.

!!!GOLD SKULLTULA ALERT!!!

On the wall behind where the Goron was is an obvious Gold Skulltula. Slay it for the Gold Token, then exit out back into the main bridge area. Head to the bridge, and then jump off onto the east side. You should notice a wall of fire blocking entry to the far east area; no matter. Jump across the platforms until you can get onto the moving platform that is going back and forth just short of the wall of fire. From this vantage point, use your Hookshot on a torch across the wall of fire to pull yourself over. After, plant a bomb next to the dark spot in the wall to blow up the wall.

Enter the door, and inside, use Din's Fire to light up a torch and open the cell door. Talk to the Goron, then open the chest inside the cell for another Small Key. Exit outside, and immediately use Din's Fire to light up the torch next to the door. Jump over the wall of fire to one of the platforms, then make your way back to the bridge. In the northwest corner, there will be a new block platform; find it and jump on, and it will rise up. Jump off and get into the nook in the wall, and use Din's Fire to light up the torch here. Jump out and go to the west door, and use your Hookshot to pull yourself up to the second floor door. Enter.

Inside, let all the floor panels break on your Hylia Shield. Once that is done, use the Hookshot on the torch behind the fire to pull yourself through, then open the chest for the Boss Key. Pull yourself out using the central torch for a Hookshot target, and exit outside. Go to the bridge, and this time, walk all the way north to the locked door, and head through to finally continue on in the temple.

Slide down the wooden plank at the beginning of the next room, then use the Hookshot to pull yourself up a bit on the metal fence on the right side. Get up onto the wire roof, then drop down onto the platform below it. Once the block that is being pushed up by the fire comes down, drop down onto the MIDDLE of it (not onto the side, or else you will get scorched by the fire). Once the jet stream pushes the block back up a floor, exit out the door.

In this next room, go to the southwest corner, and climb up a pair of ledges in subsequent order. Use Din's Fire next to the lamp to light it up, then use the Hookshot on the Hookshot target that appears to pull yourself over to the opposite wall. Climb up on top of the target, then jump forward and pull yourself up the ledge. Continue up another ledge, and approach the wall. You will encounter a Lizalfos; parry and fend it off, and either kill it or knock it down to the bottom floor. After, climb up the wall to the third floor. Exit out

the door at the top.

If you have played the original Ocarina of Time before, you know what a bitch this room is. Thankfully, there are no boulders in here in the Master Quest; instead, you shall run into several Lizalfos that you must fend off, which is an easy task compared to dodging the former. In any case, from the door, head left, and keep pressing against the wall. Once you hit about the northern end of the room, look at all the corners of the walls; in one of them, the walls will be darker than the surrounding area. Plant a bomb here to blow up the wall. Go back right from here to the section with a triangle roof overcast, and blow up a wall here. Hit the switch with the Megaton Hammer to make a number of Hookshot targets appear.

Continue around the perimeter of the room until you hit a cell with two crates inside; there is nothing in there to do right now. Instead, turn around and look at all the high ledges to spot a Hookshot target. Pull yourself up, then go around south to another cell with a crystal in it on the second floor. Shoot the crystal with an arrow, then jump across. Break open the crates and open a chest for some bombs, then pick up one of the small boxes. Take the box north and drop it on the blue switch in one of the chambers to force a door open. Enter.

Inside, head down the corridor, and press down on the switch to open the cell. Talk to the Goron, then open the chest for a Small Key. Exit outside. Back out here, find a Hookshot target on the upper floor to pull yourself up again, and move around a bit to the platforms with Hookshot targets on them until you find an area with a big crack in the floor. Plant a bomb on the floor here, then go down the hole that is left behind. Down below, break all the crates by rolling into them, and use the Megaton Hammer on the switch hiding underneath one of them to open the cell doors. Open the chest for the Compass, then return back up a floor.

!!!GOLD SKULLTULA ALERT!!!

Stand right next to the nearby Hookshot target, and play the Song of Time for a blue block to appear in front of you. Climb up the target stand, jump onto the blue block, and then use the Hookshot on the target impression in the wall opposite. From there, turn around and use the Hookshot on a target on the elevator. You will be carried up to the fourth floor. Head through the door at the top, and kill the Torch Slug. Climb up a wall, kill another Torch Slug, then turn around and shoot your Hookshot at the symbol on the wall to unlock another door upstairs. Climb up the next wall, and head through the door up top.

Out here on the fifth floor, ignore the nearby switch, and instead head up the floorway to the top. Next to the fire, you should see a rusted switch. Take out the Megaton Hammer and slam the switch into the floor to bring out several Hookshot targets. Drop down to the entrance and press down on the first switch, then turn around and pull yourself up using the high Hookshot target. Go to the block and pull it back; once the fire has started up again, kill the Gold Skulltula inside the fire with the Hookshot, then use it again to get the Gold Token.

After, return to the room with all the Lizalfoses. Head to the northern end of the room, go up to the top with the Hookshot, and go through the locked door in the northwest corner. In here, jump onto the wire rack, and then head south a couple of times, before jumping back onto the east ledge once you are in the approximate center of the room. Do NOT break the large crate here; instead, take one of the smaller boxes and jump down into the area behind the wire mesh, and drop the box onto the blue switch. Use your Hookshot to pull yourself back

up on the crate, then head over to the two torches that have been lit.

At this point in time, look up to near the ceiling at the center-east section of the room, and you should see a torch that is lit up, and a black torch right underneath that is unlit. Line yourself up behind the eastern torch on the wire railing, and shoot an arrow through the torch at the unlit torch high up. Once it has been lit up, the western door will open; go and jump up onto the ledge, and enter through the door. Go through the corridor.

In here, jump onto the nearby blue block, and then jump onto the pillar with the smiley face. This next step is important; stand on the SIDE of the holding container as opposed to on the actual pillar, then slam it down with the Megaton Hammer. The pillar will fall all the way down to the room where you met Darunia, and gives you access to the boss lair. You have an option now; you can either fall down the hole right now and fight the boss, OR you could stay up here and kill three Gold Skulltulas and collect a few items. If you wish to fight the boss fight right away, skip to the last paragraph.

!!!GOLD SKULLTULA ALERT!!!

Jump west and onto the ledge for the center column. Instead of going inside the cell area here, however, play the Song of Time right outside to make a blue block appear (face the north while doing this). Jump on top of the blue block, then hop off north to clear the fire line of fire walls. From there, head northeast and enter the northeast cell. In here, kill a Lizalfos wall, then slay the Gold Skulltula and take the token.

!!!GOLD SKULLTULA ALERT!!!

Turn left outside from the previous Gold Skulltula, and head west slightly until Navi turns green. Play the Song of Time to make a blue block reappear here, then climb up on top of it and jump over the fire wall. Head back to the door next to where the pillar used to be by and enter the door to go inside. In here, use your Hookshot on a Hookshot target across the opposite wall of fire to pull yourself over. Use the Megaton Hammer on the rusted switch to open one of the doors down below, then use the Hookshot to pull yourself back from where you entered. Exit outside, then jump south. You will have to maneuver yourself through the pillars around all the walls of fire until you finally hit the southern door going inside the cell area. Inside, bomb the cell wall. If the Gold Skulltula is not instantly killed, kill it, then collect the Gold Token.

!!!GOLD SKULLTULA ALERT!!!

It should be noted ahead of time that you need the Scarecrow Song for this next Gold Skulltula, so do not bother doing it until you have it. Go out the northern door, then head west and go behind all the fire pillars next to the big wall of fire to the end. Press down on the switch at the northernmost end to cause the big wall of fire to temporarily subside. Use the golden opportunity to go and climb the wall and get behind it, then go through the door at the end.

Inside here, you will have to fight a second Flame Dancer. If you are worried about having to fight this miniboss once again, do not be; if you smash the Megaton Hammer on the floor while the Flame Dancer is around in his tuxedo-like outfit, the shockwaves from the impact will force him to disappear, leaving the head around and open to damage. Swipe/shoot at him per the usual, and he should be down in no time.

After the battle, hop onto the center platform; the platform will begin to rise up as soon as you get on it. However, once it does, jump off of it quickly and grab the Small Key that is hiding on the floor underneath where the

platform was. Wait for the platform to come back down, then hop on it and take it up to the fourth floor. Up there, climb a pair of wire meshes, and unlock the door.

Out here, hit the crystal, then turn around and use the Hookshot on a Hookshot target high above you. Ignore the fire, and go past it now and drop down below to where the switch is in the floor. Once Navi turns green, play the Scarecrow's Song to make Pierre appear above you; press the switch now and Hookshot Pierre to pull yourself back up. Open the chest for a Small Key. Go down to the crystal, and use the Megaton Hammer to slam the face panel in. Drop down and head through the locked door.

Inside, you shall have to take on two Stalfos. As always, make sure to keep a wide open space so as not to get pressed in. Once both of them are defeated, use the Megaton Hammer on the face panel to make the floor fall down and create a staircase, and Hookshot the face on the wall to open the door. In the next room, kill the Gold Skulltula and collect the Gold Token. From here, exit back into the big room, and jump down the middle to fall into the cell area with the first of the three Gold Skulltulas. Exit out the southern door. Make your way back to where the pillar used to be that you smashed down with the Megaton Hammer previously.

Fall down the hole where the pillar was. Jump over the platforms once you are down below, and head through the door unlocking the lock with the Boss Key, for the boss fight. Inside, jump onto the main section to activate the battle.

SUBTERRANEAN LAVA DRAGON
VOLVAGIA

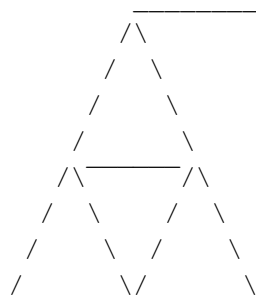
You will be standing on a large platform with nine pits of lava (yes, you can step over these and not take any damage for a small duration of time). At the beginning of the battle, Volvagia's head will emerge from one of the pits (evidenced by a storm of lava erupting from it beforehand), and swing around. His arms will follow and try to cause damage to anything around it. When his head comes around and his mane of fire sweeps around, L-Target him, take out your Megaton Hammer, and slam it at him. He will be stunned temporarily, and drop his head down onto the ground. You can then either choose to hit him again with the Megaton Hammer, or take out the Master Sword and cut at him some more.

After you hit him in the head, the second time he comes out, Volvagia's entire body will come out, and fly around the room (when this happens, please do not try to hit him with the Megaton Hammer - you will just injure yourself in the process). He will then either breathe fire straight across the room (with a limit on the distance that he can breathe it), or rocks will fall down from the ceiling. Or both. In either case, your best option is simply to run around and try to dodge the modes of attack. If you were using the Megaton Hammer previously to injure him after you stunned him, you MUST hit the A button to put it away, as if you try to guard with your shield, you will be unable to do so, due in part to the Megaton Hammer requiring both hands to wield.

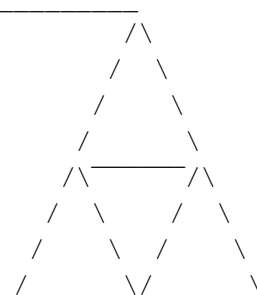
And that is about it. The only thing that really changes is that when Volvagia is coming out of the pits, he will fake a pit with a lava burst, and instead come out of another one (the second one will also have a burst of lava). Later, he will fake it twice and come out of a third hole.

After you defeat Volvagia, his skull turns into a Heart Container. Pick

up the latter, and head into the warp to be taken to the Chamber of the Sages. Watch the scene and you will obtain the Fire Medallion, meaning you are halfway there.



CHAPTER TEN
ICE CAVERN



[MICE]

DEATH MOUNTAIN CRATER

From the song pad, head up across the bridge you first came through here with via your Hookshot. Do not head back into the Goron City, however; instead, continue up along another bridge. Break open the pair of rocks blocking a door with your newly-gotten Megaton Hammer, and head inside.

GREAT FAIRY'S FOUNTAIN

In here, play Zelda's Lullaby at the Triforce Symbol, and a Great Fairy will come out to give you a doubled Magic Meter. Exit back out into the main crater area.

DEATH MOUNTAIN CRATER

Back outside, destroy the nearby red rock with your Megaton Hammer. Jump down onto the platform below, then climb up the nearby ladder to the top. Once you finish your upward ascent, head to the exit and go out onto Death Mountain.

DEATH MOUNTAIN

!!!GOLD SKULLTULA ALERT!!!

Roll off the high summit down to the ground below (if for whatever reason you have a low amount of health, heal up at the nearby Great Fairy's Fountain). On the ground below, smash the red rock lying up against the wall via your Megaton Hammer. If it is not nighttime yet, make it so with the Sun's Song and a Gold Skulltula should appear on the wall. Kill it, and collect up on the Gold Token.

!!!GOLD SKULLTULA ALERT!!!

Afterwards, make your way down the trail, and then go on the path to Goron City. Do not actually go to Goron City, however; instead, turn a left once you are on the steep decline going to the City and make your way to where the bomb flower was in the past that you used to destroy the boulder blocking Dodongo's Cavern. There should be another red rock lying up against a wall here. Destroy it, and then kill the Gold Skulltula hanging from the wall. Grab the

Gold Token.

Make your way down on the path to Zora's River, by the way you originally took. Yes, ideally you could take the detour through the Lost Woods via Goron City; however, you would miss out on a number of items in the process.

ZORA'S RIVER

!!!GOLD SKULLTULA ALERT!!!

From the start of the river, go up to the gate and hop onto the leaf that has grown from your Magic Bean. When it rises up and moves north, jump onto the high cliff with the circle of rocks (and, if you haven't touched it yet, a boulder as well). If you didn't plant the Magic Bean, you will have to manually head north, and then take the second stream going between the two cliffs and climb up a ladder. Head right and jump across the gap to the opposite cliff. On the right wall and a bit to the south, you should see a Gold Skulltula (if it is daylight out still, use the Sun's Song). Use your Hookshot to instantly kill it, and then collect the Gold Token, again utilizing the Hookshot.

!!!GOLD SKULLTULA ALERT!!!

After you are done, continue north. Once you come to the bridge, go past it, but stop there. If you turn to face the left wall and look high up on it, you should see a Gold Skulltula (again, it needs to be nighttime). You will probably have to stand on the fence to reach it with your Hookshot, and may have to manually place your shot to grab the Gold Token, but it is reachable.

With both Gold Tokens in the bag, continue on the regular path until you make it to the front of the waterfall. Take out your Ocarina and play Zelda's Lullaby for the waterfall to waver and let you through. Enter Zora's Domain.

ZORA'S DOMAIN

Obviously, nobody around in Zora's Domain is in a fit enough state to answer any questions. That said, head north and go up the high stairs to King Zora's throne room. Take the right stairs and continue into Zora's Fountain.

ZORA'S FOUNTAIN

Swim over to the southeast section of the area, and surface on the land. Once you have done so, plant a bomb next to the silver rock to blow apart the wall. Enter.

GREAT FAIRY'S FOUNTAIN

Go up to the Triforce Symbol next to the fountain, and play Zelda's Lullaby. A Great Fairy shall come out and give you Farore's Wind, which allows you to transport yourself to the beginning of the dungeon, come back later, and retransport yourself to where you left off. Exit.

ZORA'S FOUNTAIN

!!!HEART PIECE ALERT!!!

Go over to where Jabu-Jabu used to be, and run up the slope, then hop down onto some platforms. Move straight forward along the ice platforms to grab the Heart Piece at the end. If you are having trouble making it across the two last platforms that are moving around, try getting onto the platform before that and using the Hookshot to grab the Heart Piece (or at the very least neutralizing the two annoying Octoroks with your Hookshot or arrows).

After you have picked up the Heart Piece, head to the western side of the fountain, where you may see a large cave. Climb onto the ice platform nearest it, then jump up top and climb up to be able to enter the Ice Cavern.

ICE CAVERN

Quickly run down and get behind the icicles to your left to dodge an incoming rolling boulder. After it has gone by, get back on the beat path, and quickly run ahead into the stone area to dodge any more boulders. Once you have made it past, continue on until you hit the open room. Inside, quickly L-Target and shoot the Blue Tektites full of arrows, then Hookshot the Freezard and slash it to pieces with the Master Sword once you pull yourself in close. After, shoot the crystal on the upper right ledge with your Hookshot or Fairy Bow to make the block of ice preventing you from continuing disappear.

Proceed down the next corridor, and watch out for rolling boulders; as soon as they come near you, press against the wall and let them go by to avoid being hit. Once you make it out into the next room, stay at the entrance, and scan for the two Freezards; shoot them both down with the Fairy Bow. Walk along, and you will encounter a White Wolfros.

A White Wolfros is not any different from a regular Wolfos except for the fact that you are sliding on ice somewhat now, so this should not be too difficult. Defend with your shield and lunge after the White Wolfros jumps back from hitting your shield. You could also ideally use the Megaton Hammer for when the White Wolfros exposes itself - it kills with just one hit. However, if you left either of the two Freezards alive earlier, and you see them sneaking up on you, break off the battle with the WW and take out the Freezard - they are REALLY annoying if you let them live. After you have defeated all the enemies, break down the icicles blocking the new path, and continue.

At the end of the passage, you will have to take on two Wolfos. Standard tactics will work, although you should be careful about the slippery ice. After dispatching the pair of canines, break the ice to your left side to find a crystal. Hit it to make a chest appear in the red ice to the right side. Break open the icicles to the north and grab a bottle full of Blue Fire. Dump it on the red ice and open the chest for the Dungeon Map. Grab two more bottles of Blue Fire and return to the previous room.

!!!HEART PIECE ALERT!!!

Back in here, go north and go up a couple of platforms, and dump the blue fire on the red ice to melt it. Go down the passageway, dodging rolling boulders, and bypassing the two Freezards as opposed to hitting them. Once you hit the large room at the end, ignore the ledges. Instead, stay on the ground floor, and take out any Freezards down here. Next to the high pillar with the blue fire source, look around the ground. You should see the top section of a crystal switch just barely poking out of the ground. Place a bomb next to the switch to activate it, then head up on the ledges and grab your Heart Piece.

After that, continue jumping across the high pillars, taking out any Freezards in the way. From the blue fire, use the Hookshot to pull yourself to

the open chest and destroy the Freezard over there, then open the chest for the Compass.

!!!GOLD SKULLTULA ALERT!!!

Collect some Blue Fire if you do not have any, and go to the bottom of the V-shape that forms the ledge of the Compass chest and the blue fire. Navi should turn green here; play the Song of Time with your Ocarina to make a black block appear in front of you, then hop on and play the Song of Time again for another black block to appear. From there, you can dump the blue fire on the red ice and then kill the Gold Skulltula and grab the Gold Token. Refill your bottles with blue fire.

Return to the previous room now, and drop to the ground floor. Melt the ice on the bottom west with some blue fire, and then head down that passageway, again pressing against walls to dodge boulders. Drop down to the floor below and take out the two White Wolfros on the bottom, as well as the two Blue Keese flying around.

!!!GOLD SKULLTULA ALERT!!!

Head to the niche in the northern wall, and play the Scarecrow Song once Navi turns green for Pierre to appear. Use the Hookshot on Pierre to pull yourself up into the niche, then slay the Gold Skulltula and take the Gold Token.

!!!GOLD SKULLTULA ALERT!!!

You may have noticed the block of ice in the southern niche with the Gold Skulltula in it. Look at the ceiling in the eastern entrance (where you came from), and you should see a crystal coming from the ceiling. Shoot the crystal with your Hookshot to temporarily make the block of ice disappear, then go and kill the Gold Skulltula for the third Gold Token on the dungeon. Go back and hit the crystal again to reactivate the block of ice, then climb up and melt the ice (if you need Blue Fire, just play the Song of Time in front of the ledge to the blue fire source for a blue block to appear as a stepping stone). Make sure you have at least one Blue Fire as a spare.

After, continue down the hallway, and ignore the Blue Keese. Open the door at the end, and you will face off against a lone Stalfos. Easy stuff. After you have killed it, open the chest that appears for the Iron Boots. Sheik then appears and teaches you the Serenade of Water, which allows you to directly warp to Lake Hylia whenever you so desire. He will then leave discreetly again. Now, do not head directly to Lake Hylia and the Water Temple yet. Instead, go back to Zora's Domain.

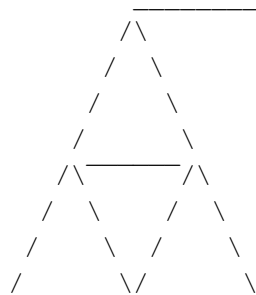
ZORA'S DOMAIN

Here, thaw out King Zora with some of the Blue Fire you should have left. Talk to him from the front platform and he shall grant you a Zora's Tunic, which will allow you to breath underwater in combination of the Iron Boots. Next, head down to where the Zora Shop is, and use your last bottle of Blue Fire to melt the ice blocking the entrance. After, head back out to Zora's Fountain.

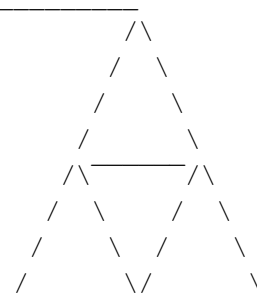
ZORA'S FOUNTAIN

!!!HEART PIECE ALERT!!!

Yes, you are out here again. In any case, jump onto the ice platforms, and head to the large platform in the middle of the fountain. Instead of continuing, however, drop into the water. Equip both the Zora's Tunic and the Iron Boots, and you will drop to the bottom of the body of water. At the exact center is a Piece of Heart. Pick it up, then resurface. Climb up onto anything, then play the Serenade of Water to be transported to Lake Hylia.



CHAPTER ELEVEN
WATER TEMPLE



[MWT]

LAKE HYLIA

!!!HEART PIECE ALERT!!!

Ignore dropping off the island at first, and instead cross the two bridges to come to the Seaside Lab. If you planted a Magic Bean here in the past, a leaf will have grown in its place. Hop on, and as soon as it rises up, quickly jump north onto the roof of the Laboratory. Climb up the ladder here to the top of the tower. Up at the peak of the watch tower, you should find a Piece of Heart. Drop down to the ground now.

!!!GOLD SKULLTULA ALERT!!!

Enter the actual laboratory. In here, drop into the chasm of water at the back, and equip the Iron Boots. Down below, roll into the crate to free a Gold Skulltula. As you will be unable to work your sword underwater, simply fire the Hookshot at it once to kill it, and then a second time to pick up the Gold Token (or you can manually walk over there to grab it). Either way, once you have obtained the Token, deequip your Iron Boots, head to the top, and go out. Play the Serenade of Water again to take yourself to the island again.

Back here, drop off the giant island, and find the little pond around the island. Once you locate it, equip your Iron Boots. Once you sink down, find the gate, which is the entrance to the Water Temple. Equip your Hookshot, and hit the diamond encased in the rock just above the gate. The gate will then open, allowing you entry into the Water Temple.

WATER TEMPLE

In here, equip the Kokiri Boots to rise up, and emerge from underwater. Head up onto solid ground, then go forward and drop into the water. Equip the Iron Boots, and sink to the first floor. Down here, head west and go through the door that has a hallway with blue tiles. Go down the long hallway, and you shall meet up with Ruto at the end.

After obligatory storyline, you will learn there are three places in the Water Temple where you can change the water level. After Ruto leaves, deequip your Iron Boots, and rise to the third floor. Up top, use Din's Fire to light up all four of the corner torches, then enter the door. Inside, you will face off

against three Stalfos; thankfully, these are of the non-reanimating kind, so you can L-Target them one at a time and pick them off individually whittling the number of enemies down from three to two to one. After, Hookshot the panel on the wall to make a chest appear, and open it for the Dungeon Map.

Exit outside, and go up to the Triforce symbol on the wall. Play Zelda's Lullaby next to the Triforce to cause the water level in the temple to subside and drain out to the first level, then drop back to the first floor. Down in the room you first met Ruto, use Din's Fire again to light up all the torches (or shoot an arrow at both of the unlit torches through the lit torch), then enter the door. Inside, take care of the Spike by Hookshotting it and then slashing at it with your sword, and then approach the wall panel. Two Lizalfos will drop down from above; kill them both, and a chest containing the Compass will appear. Once you have grabbed the Compass, then go back out into the previous room.

Climb onto one of the two Hookshot target columns, then look up, and you should see a Hookshot target on the second floor. Use the Hookshot to pull yourself up. Head in through the hole in the wall, and Hookshot the wall mural. Open the chest that appears for the Longshot. With that, you can drop out, and finally exit back into the main chamber.

Out here again, go around to the south side and enter the central tower. Inside, turn around and face the southwest corner to see a ledge with a Hookshot target hanging from it. Longshot the target, and climb up onto the ledge. Play Zelda's Lullaby next to the Triforce symbol to make the water level rise to the second floor, and exit through the door outside.

!!!GOLD SKULLTULA ALERT!!!

Head to the southern end of the area and swim to the ledge at the end. Press down on the switch and run past the gate once it opens up. Continue down the hallway; once you hit a green impression in the floor and a gate with a torch behind it, use Din's Fire to light up the torch. The gate will open, and the Gold Skulltula will already be dead as a result of the Din's Fire. After, head left from here, kill a Lizalfos, and use the Longshot to go up to the third floor. Press the switch to open up the door at the top, and head out.

!!!GOLD SKULLTULA ALERT!!!

After you get back out, head down to the east part on the second floor, and Hookshot yourself over to the east corridor. Go along the hallway until you get to some spikes, then use the Longshot on the Hookshot target above the spikes to pull yourself up. Look at the ceiling for another target, and use the Longshot again. Once at the top section, break open the big boxes and pots as you will, but LEAVE THE SMALL BOXES ALONE. Once done, take one of the smaller boxes, and go back down to the second floor, and then back to the ring floor around the central tower. Drop the box on the blue switch on the west side, then go through the west door.

In the room inside, break open the crate next to the door and hit the crystal switch. Climb on top of the Hookshot target, then look up to find another Hookshot target. Longshot yourself up to the top, then break open the crates until you find the Gold Skulltula. Kill and collect the Gold Token, then head out the door. Out here, play Zelda's Lullaby next to the Triforce symbol to make the water level rise to the third floor.

Jump off and into the water, then go to the northern side of the chamber. Dive underneath the third floor of the tower, then equip the Iron Boots to sink down to the second floor. Enter the tower through the northern door. Deequip the Iron Boots inside, and climb up on top of the small floating

platform. Turn around and play the Song of Time when Navi turns green for a black block, then jump onto the block. Use Din's Fire. Equip your Iron Boots again, and drop down to the first floor, and then through the hole in the floor where the grating just opened up to the basement.

Down here, walk along the hallway. Ignore the crates and continue along until you hit the northwest section. You should spot two brown blocks that are only partly out of the floor; jump onto these with your Iron Boots to weigh them down and reveal a crystal switch. Hit the switch with the Longshot, then go to the southeast corner and look up to see a Hookshot target on the ceiling. Use the Longshot to pull yourself up. Up top, hit the wall target with your Longshot to make a chest appear that contains a Small Key. Backtrack to the main section of the tower and deequip your Iron Boots. Exit out the second floor door, and resurface on the third floor.

Up top, swim to the western side of the room, and hop on the platform. Go through the locked door. Inside, walk to the edge of the upper niche in the wall that you are in right now, and look up to see a crystal hanging from the outer section. Hit it with your Longshot, and look at the waterfalls to see a number of targets. Slide down the wall to land on a platform that will move up and down, then look to the left section of targets. Towards the upper left, there should be a target that is above the bottom left-most target. Longshot this target (try to aim towards the left end of it), and once you start falling down the waterfall, you will end up on the top of the bottom target (this may take a few tries to get it correct).

Once you have succeeded in doing that, look up and Longshot the left blue mural on the wall high above you. This will succeed in making one of the Hookshot targets extend itself upwards into a column; Longshot this target, hang on, climb up, then head up and through the door.

Drop down onto the floor in here, and take out the three Stalfos warriors. At this point, I highly recommend you fill all your bottles with fairies; two fairies can be had by Hookshotting the target on the wall in the southwest, climbing over the dragon head statue, then breaking the pots. Two of them will have fairies. After, Longshot yourself over to the center-north end, then look up to find another dragon hookshot target. Pull yourself up. Longshot another target on the ceiling to pull yourself over the spikes and enter the next area.

In this room, head to the opposite side and examine the locked door. Now, head back to the tree, and you will suddenly have to fight Dark Link, your opposite figure.

MINI-BOSS: DARK LINK

Dark Link is a godmoder. There are no two ways around it. If you try to strike at him, he will constantly block your efforts. If you try to hit him with the Hookshot or Bow, he will roll out of the way and dodge your attack. The only attack that he cannot block is Din's Fire, and even then, you will need to back him up against a wall, or else he will run out of the way simply to dodge it (or lure him into a corner with your back facing him and let loose). If you have Green or Red Potions, now is the time to use them, as soon as you have used up your Magic Meter.

In actually fighting him, there are only two things that can really injure him greatly - your sword, and the Megaton Hammer. I would recommend sticking with the Master Sword, as the Megaton Hammer needs to be manually put away if you want to use your Hylian Shield. You would also need to stop to hit A to put it away as opposed to swinging, and that can be very damaging in the

middle of battle.

Dark Link can also be stunned by using Deku Nuts. However, again he will adapt to this; if you hit him once with a Deku Nut and stun him, from then on he will usually be smart enough to dodge it. An alternative to this is whenever he comes after you, keep your back turned to him, and whenever he is in striking distance, throw the Deku Nut. The radius of the Nut is usually enough to stun him; while he will sometimes dodge it when you have your back to him, he does it at a far less frequent rate.

One thing needs to be said about this, though; you must NOT L-Target him. If you L-Target him, he blocks pretty much everything, but not L-Targeting him means that he cannot react to your movements as well, and leaves himself wide open much more. At this point, you can either try for a slow, steady attack or an all out suicide-attack. Both ways work.

Lastly, if you need to slow down his rate of combat, equip the Iron Boots. Yeah. It actually reflects in that as well.

After the battle, enter the next door, and inside, break open the pots to recover up on your supplies. Longshot the target on the wall to open the grating, then drop down to the area with a flowing river and vortexes.

!!!GOLD SKULLTULA ALERT!!!

You can Longshot yourself along the targets or let yourself freely go along with the river for a bit. However, when you reach the second whirlpool (the first being the one at the very beginning), stop. If you are flowing along, equip your Iron Boots and Longshot yourself onto a target. On the target column right after the second vortex, look up to see the Gold Skulltula hanging from the ceiling. Longshot it and collect the Gold Token.

With that accomplished, continue on, and stop at the column shortly before the fourth vortex. Get on the column, then Longshot your way to the ledge on the far southern wall via the Hookshot target. Turn around and aim at the Hookshot target on the narrow strip of wall to the north. After, continue east; you can either Hookshot yourself onto the column and climb up, or deequip the Iron Boots and jump over. Now that you have made it out of the river, deequip the Iron Boots if you have not already, and walk down the passageway.

Jump into the water here, and head over to the western section. Dive underneath the water, and go west through the passageway; you will resurface into another small room. In here, climb onto dry ground, and use Din's Fire to light up all four torches (if you do not have anything left in your Magic Meter left, use your Longshot on the wall mural). After, dive back into the water and head to the previous room. Get onto the floor to the east, and head out the door.

Drop down to the bottom floor in here, and stand on top of the water geyser. Turn around and shoot an arrow at the crystal to make the water spout higher. Once the geyser hits its peak, use Din's Fire to light the torches behind the gate and open the gate. Jump over and open the chest for the Boss Key. Head behind the chest and drop down into the water. Equip the Iron Boots, go down the passage, then look up and use the Longshot to pull yourself up against the target. Continue down the passageway and press down on the switch to open the gate and exit out back onto the first floor.

!!!GOLD SKULLTULA ALERT!!!

Head over to the north gate, which is now open because of the switch from before. Drop down the hole, then head along the passageway. Deequip the Iron Boots, resurface, and use the Longshot on a target above the spikes to pull yourself across. Enter the door. Inside the next area, move to the left side; once Navi turns green, play the Scarecrow's Song, and Longshot yourself over to Pierre. Climb up the nearby ledge and head through the door.

Inside, go down to the bottom, and stand on the second geyser. Turn around and hit the crystal switch up high to make the geysers go up; at the height of the water flow, use Din's Fire to light up MOST of the torches in here. Hop to the end, then use Din's Fire to light up the last torch. Head through the door now. In the next room, drop down a few ledges, and concentrate on the Dodongos by throwing bombs and arrows at them. Once you are out of bombs and arrows, drop down to the bottom and slash the rest of them to death. Return up a ledge via the Hookshot target, then go through the nearby hallway and kill the Dodongo in the hallway. After, use the Longshot on the Hookshot target on the southern ceiling to pull yourself up, and go through the door.

On the other side, break open the crates. One of them contains the Gold Skulltula. Kill it, collect the Gold Token, then return to the central chamber in the middle of the dungeon.

Back here, head up to the third floor, and go to the northern side of the tower. Use the Longshot on the dragon's head target to pull yourself over to the northern end of the room, then enter the door. Inside, ignore the spikes; instead, use the Longshot to hit the crystal above the door and make a couple of Hookshot targets appear. Pull yourself up to the top on one of the Hookshot targets, then enter the door.

In here, jump onto any one of the platforms into the center to start the boss fight.

GIANT AQUATIC AMOEBIA
MORPHA

Morpha is very much a tense, harrowing, exciting battle. Never mind the logical fallacy of a giant amoeba, Morpha is one of the more challenging bosses in the game. At the very start of the battle, get onto the side perimeter of the room, and position yourself in one of the corners, making sure to press against the wall (while staying out of the way of the spikes in the walls). The 'heart' of Morpha is its nucleus that will constantly shift around in the fluids of the pool.

Your goal throughout the battle is to snag this nucleus by first L-Targeting it, and then using your Longshot on it to pull it out of the pool. Once that is done, it will be momentarily exposed to the elements without any natural defense in place, giving you a few seconds to cut and hack at it. The main problem is that after the first hit, Morpha will grow smart, and the nucleus will keep away from your position.

Morpha's main (and only) attack involves using the amoebic fluids to form a giant tentacle that will try to lurch at Link and grab him. The tentacle will be unable to reach Link if he is in the corner, but get any closer, and it can potentially grab you, constrict around you, and then throw you onto one of the platforms or into the water. However, getting into the tentacle's range is usually a necessary evil; Morpha's nucleus needs to get close to form the tentacle, but it can stay deep underwater and rotate around with a furious pace, staying out of the range of your Hookshot unless you get so close that you have

a fairly good chance of hooking it even with speed and depth. In doing so, you can also Longshot and cut at the tentacle to make it recoil from the damage.

Once you have made hit Morpha once, it will try to retreat back into the water; if you are quick enough, you can Longshot it again and bring it back for another cut. There really is not much else here that can be done to refine the rough strategy; Morpha is simply too difficult to grab a hold of via the Longshot otherwise.

After you win, collect the Heart Container, and head into the warp. Watch a cutscene, and then you will be transported back to Lake Hylia.

LAKE HYLIA

!!!GOLD SKULLTULA ALERT!!!

Outside, Lake Hylia is refilling with water. After the cutscene, look up at the giant tree, and you should see a large branch extending out from the tree. Aim your Longshot at the tree itself, and aim at a spot right above the branch so that you fall down onto the branch. Move away a bit, and turn around to focus on the top of the tree. If it is not nighttime yet, make it so, and a Gold Skulltula will appear. Shoot it once with the Hookshot to kill, then retrieve the Gold Token.

Drop down to the ground again, and then go stand by the graveyard next to the tree, face the east side. Wait for the morning sun to rise, or use the Sun's Song at night. Once it appears after nighttime is over, shoot an arrow directly into the sun, and something will fall down from the sun onto an island. Go swim over to the island, and you shall get the Fire Arrow, which can be strung to shoot an arrow of fire. With that out of the way, swim over to the now accessible Fishing Pond.

FISHING POND

In here, pay the guy 20 Rupees to fish. Probably the best spot to fish is, again, in the area around the leaves and the log. After you net a fish that breaks your previous record from the past, bring it to the shop owner and he shall give you the Gold Scale. After, exit out back into Lake Hylia.

LAKE HYLIA

!!!HEART PIECE ALERT!!!

Head onto the main shore now, and enter the building. In here, jump into the water, and dive down until you hit the bottom. Resurface and the professor up top shall give you a Heart Piece. With that having been done, head back into the lake and go back into the Water Temple.

WATER TEMPLE

!!!GOLD SKULLTULA ALERT!!!

Resurface at the start by deequipping your Iron Boots, then jump into the main section water and drop down to the bottom with the Iron Boots back on. Down on the first floor, go to the southern passageway, and head along until you

drop down. Continue, and resurface at the end by deequipping the Iron Boots. Up top, hop onto the platform and get up to the top. Turn your back to the gate, and you should see three torches on the wall.

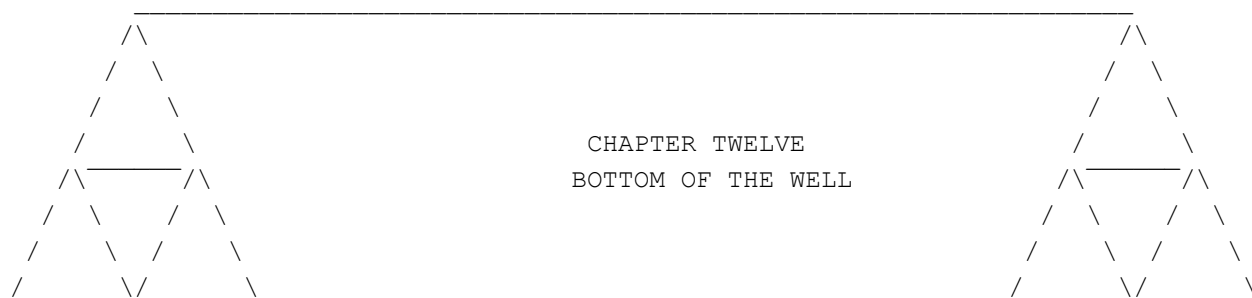
This part is important; you need to use your Fire Arrows to light up all three torches individually, and you need to do it quick enough so that none of them extinguish themselves. After you have done so, turn around and play the Scarecrow's Song. Longshot Pierre to pull yourself up, and kill the pair of Stalfos guards. Inside the cell, look up to the ceiling to find the Gold Skulltula. Longshot it and grab the Gold Token. Leave the temple now (you can also use the Serenade of Water).

LAKE HYLIA

Back out here, leave Lake Hylia, and head to Kakariko Village.

KAKARIKO VILLAGE

Watch the cutscene. You will be given the mission of entering the Shadow Temple, and taught the Nocturne of Shadow. Although we can enter the dungeon at this time, it would be near impossible to traverse without a special device from the past. If you have not yet done so, go to the windmill via the stairs next to the graveyard entrance, and show your ocarina to the man in there. He will teach you the Song of Storms. Now, play the Prelude of Light, and warp to the Temple of Time.



[MBOW]

TEMPLE OF TIME

In here, head in and go up to the pedestal. Put in the Master Sword, and become a kid again. After you do so, make your way to Kakariko Village.

KAKARIKO VILLAGE

!!!HEART PIECE ALERT!!!

Once you come into Kakariko, go to the Gold Skulltula's house. If you have obtained 50 Gold Skulltulas by now, talk to the kid inside at the upper right, and he shall give you a Piece of Heart (you might also have missed the guy at the upper left previously who will give you Bombchus).

Exit, and once outside again, head to the windmill. Go and play the Song of Storms in front of the man here, and the windmill will suddenly get faster. However, in resonance with the additional speed of the windmill, the well will

drain out, allowing you to drop to the bottom of the well. That done, head outside, and climb down to rock bottom. Enter the well.

BOTTOM OF THE WELL

Crawl through the cubby hole at the beginning of the area down here. Play the Song of Time to stun the ReDead, but do not bother actually trying to kill it; run past instead into the main area. Here, head left until you see a small room in the inner wall with a boulder hanging from the wall. Plant a bomber at the base of the boulder to destroy it, and shoot the golden eye that is unveiled with your Fairy Slingshot. Head left, and then go down the hallway, pressing against the right wall. Once you get to a pair of boulders, plant a bomb next to the rocks to blow them up.

Take out the Skulltula hanging from the ceiling, then press down on the switch. Head back into the passageway, then continue along until you hit the wall at the end. Turn right, and you will end up coming to a Triforce symbol. Play Zelda's Lullaby while situated over the symbol, then hit the crystal switch on the statue's hand. Turn around and go through the door now that the gate has lifted up, and open the chest for the Dungeon Map. It should be noted that Wallmasters lurk in this area; simply activate the camera to get rid of them.

Go left (to the side with the unlit torch), then go into the open cell. Hit the crystal switch with your Slingshot. Ignore the door you have just opened, and instead head out back into the circular outside ring and continue on clockwise back to the beginning of the dungeon. Drop down into the hole (where water used to be previously), and crawl through the cubby hole down here. On the opposite end, climb up the wall, and enter the door.

Here, you shall see four tentacle-like fingers hovering above the surface. Let one grab you, and a Dead Hand will appear. Button mash to break free from the fingers' grip, then get away and let the Dead Hand come to you (you do not want to let the finger grab onto you again while fighting). When the Dead Hand nears and begins to lower its head, L-Target it and then just hack and slash at it. After a few hits, it will run away and go below ground again. You can slash at and kill the fingers themselves, but it is too bothersome, and they shall regenerate anyways. Continue this cycle about two or three more times until the Dead Hand is dead for good, and open the chest that appears for the Compass. Finish off by bombing the volcano-like structure to the northeast to find a Small Key underneath, then leave the room.

Back in the main section of the well, head to the northeast corner of the outer ring, and crawl through the cubby hole in here. In the small room on the opposite end, shoot the (barely-visible) crystal hiding in the face painting, then head through the door. You will encounter more Wallmasters in here; once again, use the camera when needed. Run through the room, ignoring the Floormaster, and enter the locked door at the end. Inside, ignore the Skulltulas on the wall; instead, bomb the volcanic-like structure and press down on the switch.

Return to the main section of the dungeon, then enter the central room. In behind the chest that contained the Dungeon Map, you should find a hole. Drop down the hole to go down a couple of floors. You will not get a warning this time from Navi, so I will make the rounds; there shall be Wallmasters lurking down here, so watch the shadow around Link and use the camera when you have to. That being said, step on the nearby switch.

Jump off the high platform to the south side, then play the Sun's Song to stun all the ReDeaths around here. Head through the southeast passage while

dodging the continuous boulders that are rolling around here, head past the ReDeads guarding the chest, and open the chest for the Lens of Truth.

!!!GOLD SKULLTULA ALERT!!!

Go to the northwestern most passage, and activate the Lens of Truth to spot numerous Skulltulas hanging from the wall. Bypass all of them and make it to the end of the tunnel, and kill the Gold Skulltula at the end. Collect the Gold Token, then go back into the main area. Climb the ladders in between the blue fire up until you make it back to the first floor.

Back up here, head into the centralized chamber. Go into the northeast room, and inside, activate the Lens of Truth to find the path around the pit. At the end, collect the Small Key, then backtrack to the beginning and exit out.

!!!GOLD SKULLTULA ALERT!!!

Head to the west side of the central chamber now, and enter. Inside, use the Lens of Truth to spot several invisible enemies. After they have all been cleared away, pull back the gravestone in here to reveal a Gold Skulltula hiding underneath. Kill the Gold Skulltula and collect the Gold Token.

!!!GOLD SKULLTULA ALERT!!!

Head out the door, then go west through the wall and back into the outside perimeter of the dungeon. Continue on west, and drop down a floor in the passageway. Pass through the hole in the fence, then climb up the wall. Up top, enter through the locked door. Inside, play the Song of Time to stop the mummy dead in its tracks, then run across the room to the other end, past all the sarcophaguses. Behind the right statue at the end, you should find the Gold Skulltula. Kill it and grab your Gold Token.

With the Lens of Truth, you can now acquire a couple of Gold Skulltulas from Jabu-Jabu's Belly. If you are uninterested, skip ahead to the next Temple of Time section and become an adult again. Otherwise, use the Minuet of Forest to return yourself to the Sacred Forest Meadow, go into the Lost Woods, use the diving hole in there to make your way to Zora's River, and head through Zora's Domain into Zora's Fountain and subsequently Jabu-Jabu's Belly.

JABU-JABU'S BELLY

!!!GOLD SKULLTULA ALERT!!!

Inside, head through the first couple of rooms, until you make it the room with all the sinkholes. Drop down the hole that Ruto once fell through (the eastern-most sinkhole). Go up the ramp and take the western door in here to another room off to the side. Use your Fairy Slingshot and L-Target to kill both Stingers inside the water. After, turn on your Lens of Truth and look across the water, and you should see three Keese invisible to the naked eye. Shoot all three of them down, and a Hookshot target will appear in the water. Get into the water and climb on top of the Hookshot target, then go and destroy the cobweb and the Gold Skulltula behind it with a use of Din's Fire. Use your Boomerang to retrieve the Gold Token.

!!!GOLD SKULLTULA ALERT!!!

Hit the plug at the bottom to open the door, then return into the previous room, and go all the way back to the second entrance room (the one with

the water on the bottom and the rising and falling elevator platform). Go to the bottom, and enter the door down here. Head down the tunnel to the room where you obtained the Boomerang. Drop down to the bottom, and play the Song of Time next to the blue block. This shall make it disappear, revealing a Gold Skulltula underneath.

After, play the Prelude of Light to head off to the Temple of Time.

TEMPLE OF TIME

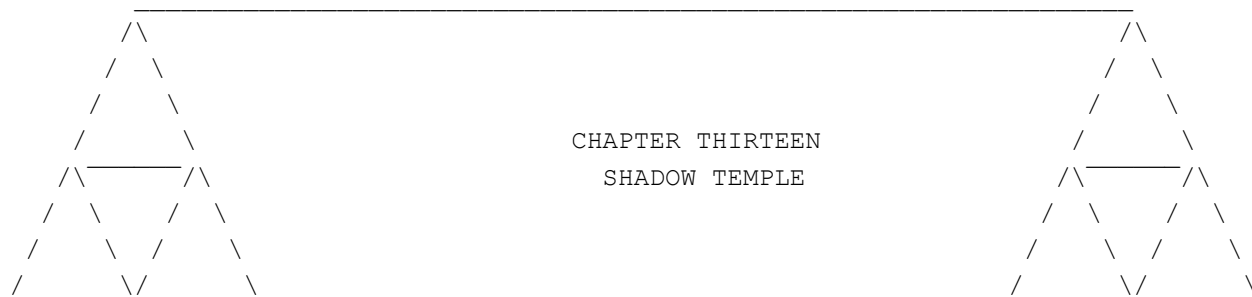
Exit out into Hyrule Town.

HYRULE TOWN

Head out into the main area, and from the fountain, go towards the building in the back next to the back alley. Enter the door here. If it is not nighttime (which is required to enter) make it so with the Sun's Song.

!!!HEART PIECE ALERT!!!

Inside, talk to the man and pay your ten Rupees. Basically, you will have to go through five rooms, each with two chests in them. One chest contains a Door Key that allows you to go on to the next room, while the other chest has only a Rupee in it (the placement of the keys are randomly generated). However, now that you have the Lens of Truth, just use it in every room, and you will be able to see inside the chests. After you make it through five rooms, the sixth will have a chest with a Piece of Heart in it. Once you obtain it, head back outside, and go to the Temple of Time (if you have not obtained Din's Fire yet, do so now; in the Hyrule Castle Grounds area, go past the gate, and head right at the curve to a boulder. Blow it up and enter and talk to the fairy inside).



[MSHT]

TEMPLE OF TIME

Take the Master Sword out of the pedestal and once again become an adult. Once you have done so, play the Nocturne of Shadow, and warp to the Kakariko Graveyard.

KAKARIKO GRAVEYARD

Make a side stop; go down into the graveyard, and visit Dampe's grave again, which is on the west side (the one with the flowers by it).

!!!HEART PIECE ALERT!!!

Take on Dampe's trial again. This time, however, once you get into the last room with the giant stairway going around, stop; instead, take out your Longshot and use it on the torch in front of the door, and pull yourself over there. Once you make it in less than a minute, Dampe shall give you a Piece of Heart. After, exit out, and play the Nocturne of Shadow again to transport yourself to the top section of the Graveyard.

Here, go down the steps in front of you to enter a room with a lot of torches. You will REQUIRE Din's Fire. If you have obtained it, light all the torches up by standing on the circular platform in the middle. The door will open, so head into the Shadow Temple.

SHADOW TEMPLE

Proceed along the hallway, but do not turn right once you hit the end, as there is a pit waiting for anyone who does not stop to investigate their surroundings. Instead, use the Longshot on the target provided to fly across the pit. Climb up onto the ledge, then walk through the wall ahead of you into a large chamber. In here, you shall have to push the bird statue to have the beak face a certain skull. Use the Lens of Truth to identify the real skull (only one skull will show up), and push the wall next to the statue to face the real skull (push the statue three times in either direction). A door will open on the opposite side of the room.

You cannot just yet reach the tongue, however; look at the sides of the statue to see two torches being held up by the hands. Take out your Fire Arrows and light both torches up to activate the appearance of a block over the pit. Use the block for added leverage and jump onto the tongue, then head down the hallway. Ignore the Beamos in the central chamber down below, and go through the right door (the rock wall is a fake). Enter the real door behind it.

Inside the small room, you will face off against two Mummies. Play the Sun's Song to stun both of them, then relentlessly attack each of them in turn; do NOT let up until they are dead. After, open the chest that appears for a Small Key, then exit out into the previous chamber. Head to the wall opposite from your position and go through another fake wall, and enter the door.

Five silver rupees will dot the landscape of this room, and you shall have to collect all five. Two rupees can be gotten in the center of the room; run in as soon as one half of the scythe passes you by and run around in a semi-circle, then make a prompt exit as soon as you can. On the wall left from where you entered, there should be a niche with a silver Rupee being guarded by a Skulltula - longshot the Skulltula and claim your prize.

In the corner nearby the one guarded by the Skulltula, another silver Rupee will be hanging in mid air. Longshot the wooden cabinet in the corner to climb up on it, then jump onto the silver Rupee. The final silver Rupee is in another wall niche to the right of the corner Rupee. After, head through the newly opened door (with a face mural above the door). Longshot the Skulltula and open the chest for the Dungeon Map, then head back into the previous room (to reopen the door, kill all the Skulltulas in here). Back in the room with the Bombos, head back up to the room with the bird statue and the beak.

Back here, look around at all the face panels with the Lens of Truth activated. Near the back wall next to all the boxes, one of them should have a solid rock wall behind the face. Plant a bomb next to this wall to blow up the facade, then head behind the fake wall and unlock the door. Inside the new room, head down and go into a maze. You COULD ideally use the Lens of Truth to make your way around; however, every wall that is a fake wall in here will have blue

glowing eyes on the face, so you can use that as a helper instead of wasting magic energy. In any case, go right from your current location and enter the wall near the corner, then go through the door.

Inside, play the Sun's Song to stun all of the ReDeads. Tackle them one at a time to keep damage minimal. If you are uncomfortable with facing such a large group, you can use Din's Fire once to take away half their health, and twice to kill them all. Once they have all been finished off, open the chest that appears for the Compass.

Head back outside, then go west and north a bit to find another fake wall. Use the Lens of Truth to ID a blue block behind the wall and play the Song of Time to remove it. Head through the small hallway to come out to another maze. Turn left in here, and you will encounter three silver eyes. Put on your Lens of Truth and shoot the middle eye to open the actual eye, then go to the northwest corner. ID the fake wall, head beyond it, and go through the door.

Inside here, you shall end up in another Death hand battle, similar to the one from the Kakariko Well. The only difference really is that you have six fingers instead of four. Let one of them grab you, then get away from all six, and lure the Death Hand to you. Once it lowers its head, slash and hack at it until it retreats, and repeat. Once the battle is over, a chest containing the Hover Boots will appear. This useful item allows you to temporarily float over bottomless pits.

With that, return all the way to the room with the bird statue and its beak. Head into the mouth of the statue, and go down to where the Bombos is. Turn left and through the fake wall into the room with the scythe, and progress over to the northeast corner. Enter the larger nook in the wall, and you will fall down to Basement Four through an invisible hole in the floor. Down below, use the Lens of Truth to spot a Skulltula and Longshot it to slay. Next to the wall going back up, you should see an invisible chest. Open it for a Small Key, then climb back up two floors.

At the top again, head outside and back to the room with the Bombos. Take out the Bombos with a bomb, then plant another bomb at the base of the east wall to blow it up. Enter the locked door behind it. Head down the hallway. Once you hit the first turn, throw a bomb at the Bombos and temporarily retreat, then press on downhill once you have taken it out. Before going down any further, look at the ceiling at the next turn to see a Skulltula; Longshot it, then make your way down past the spikes.

From the vantage point above the guillotines, lob a Bomb at the Bombos on the floor below to destroy it before finally freefalling to the floor below. Continue and make your way across the guillotines without getting stabbed, then proceed down along the rest of the hallway without incident.

Once you emerge into the larger chamber, you will need to jump off the platform to the next as soon as possible, before the guillotine can chop you into pieces. None of the guillotines will require the Hover Boots to cross over. Before crossing the third guillotine, however, you should be careful of the Red Bubble that will pop out at you. Dispatch it. Next, you can do one of two things to the Bombos on the platform opposite; you can either shoot the bomb flower with an arrow to set it off and temporarily stun them, or you can throw a bomb at one of them to destroy them (setting off a chain reaction to destroy the other). After, cross over to the platform they are/were on.

Turn to face east, activate your Lens of Truth, and jump onto the first hidden platform. On the side of the corner platform, you should notice a golden eye frozen in a block of ice. Notch up and fire a Fire Arrow at the eye to force

it closed, then jump onto the corner platform, turn around, and head north across two more platforms before entering the door at the end.

In the large room in here, use your Lens of Truth and you should see the large scythe rotating around the room. Ignore that and the Silver Rupees for now and go to the opposite end of the agora, and take out the Like-Like through long distance attacks. Once you have cleared it out, you can go and grab all the Silver Rupees inside the area affected by the rotating scythe. Finish off with the one in the northeast corner by playing the Song of Time nearby to bring out a black box, and climbing on top. Go through the gate that opens and get a Blue Rupee from the chest and a Small Key from the invisible chest.

Go back into the very large chamber, and traverse across all the platforms until you get to the platform with the two Bombos. Eliminate them if they annoy you, jump onto the glass block, and follow the blocks down to the end. If you want, collect all the Silver Rupees here for a chest containing some arrows (you need to Longshot a target on the ceiling of the room for a column going up), then go to the gate with the crystal inside and slash the crystal through the gate to open the gate. Continue down the hall.

Turn on the Lens of Truth in here, and look for a block in the wall. Pull the block out of the wall, then push it along the length of the path until both of the spiked platforms are being stopped by the 'stone umbrella'. Ignore the area that the spike is guarding, as only a couple of pots are to be found in the small square.

!!!GOLD SKULLTULA ALERT!!!

Once both spikes are being stopped, go around the stone umbrella block and investigate the southern cell. Inside, you should spot a Gold Skulltula hanging from the wall. Kill it, then Hookshot the Gold Token.

Go back out and head into the northern cell. Open the chest for some arrows, then go back out and pull the block the rest of the way north into the crevice in the floor. With that done, hop onto the actual block, and then move to the left ledge. Wait for the spike to lower itself, then walk over the top to the southwest corner. Over here, open the chest inside the cell for a blue rupee, then step on the switch for a chest to drop down in the northeastern side of the room. Hop onto the top of the second spike, and when it rises up, jump onto the corner where the newly-dropped chest is located it. Open it to obtain a Small Key.

Now, go back to the former room. Go north a bit past the spikes and Beamos, and move along the small narrow walkway off the main floor, and onto the platform. Right before the guillotine, use the Lens of Truth to reveal some hidden platforms. Go and jump past the guillotine onto the first platform, and then again onto the moving platform. From there, equip your Hover Boots, and run and roll over into the small nook in the wall. Proceed in through the door.

Inside, play the Song of Time to stun the zombies, then equip and use your Lens of Truth as you navigate around to kill the ReDeads to avoid the spikes. After both are dead, a chest will appear in the middle of the room; open it for a Blue Rupee. From the chest, turn right to face the wall, and use the Longshot on the Hookshot target on the wall. Doing so will have the effect of pulling you through silver Rupees that you automatically pick up. Two more can be obtained on the floor, and some can be obtained by Longshotting targets on the walls or ceiling.

For the northwest corner, turn your Lens on to find a platform and a Hookshot target above; Longshot the target, then equip your Hover Boots and run

at the nearby Silver Rupee. Another invisible target is above the locked door, and the last Silver Rupee can be obtained by running over with the Hover Boots. After you have collected all of the Rupees, Longshot the invisible target above the locked door, and enter.

Inside, turn the corner at the end of the first hallway, and equip your Iron Boots to stand steady against the fans. Roll past the pair of Spikes in the first hallway, and Longshot the Skulltula as you cross the second corridor. For the third passageway, stop short before the pit; look ahead at the ceiling, and you should see a wooden beam in the roof. Longshot the wooden beam to pull yourself over, then walk forward and drop down to the floor below. Continue along with your Iron Boots and enter the door at the end.

!!!GOLD SKULLTULA ALERT!!!

Deequip the Iron Boots inside and play the Sun's Song inside to stun all four ReDeads; this will have the effect of causing an (invisible) chest to appear. Use the Lens of Truth to find it and open it for a Small Key. After, Longshot the Gold Skulltula crawling on the face panel, then L-Target the Gold Token specifically (you will probably end up L-Targeting the face - press L again to L-Target the Gold Token) and grab it. After, exit out.

Back out in the hallway full of fans, use the Lens of Truth to identify a hidden passage in the right wall (with your back to the door). Equip the Hover Boots and let the fan blow you in for added leverage (while you are still rolling forward).

!!!GOLD SKULLTULA ALERT!!!

Finish off both mummies in here by sword after you have stunned them with the Sun's Song, then open the chest that is left behind for a Blue Rupee. Toss a bomb at the southeast volcano-like structure to blow it up. Underneath, open an invisible chest for a pack of arrows. Finally, throw another bomb at the northwest volcano; it will instantly kill the Gold Skulltula that is hiding underneath, allowing you to grab the Gold Token. Head through the locked door.

In here, go left, and pull back the big stone block, and then push it towards the water a bit to put it into the impression in the stone floor. Be careful if you are moving around the area where the block came from; an invisible Skulltula is lurking about. After you have finished putting the block into the hole in the floor, climb up onto the block and then up the ladder.

Jump down onto the boat, and play Zelda's Lullaby on the Triforce symbol. The ship will suddenly start venturing down the river. Slay the Stalfos that pop up on the voyage, or at least fend them off for the journey's duration. At the end, the ship will suddenly start to sink, so immediately jump off to the left.

With that done, head east and look across the water to see several bomb flowers. Take out your Fairy Bow and shoot one of the bombs to set it off, thus triggering a chain reaction that creates a bridge for you.

!!!GOLD SKULLTULA ALERT!!!

This one may be one of the most difficult Gold Skulltulas to find in the game. In any case, walk down the length of the statue bridge, and stop where you would consider the 'base' of the statue to be. Turn around and face the chasm on the east side. A Gold Skulltula should be crawling mid-air over the abyss. Hit it with the Longshot, then manually aim your Longshot again to get the Gold Token.

Head west to find a blue block next to a broken concrete pillar. Play the Song of Time to remove the block, then shoot the golden eye underneath to cause some Hookshot targets to appear. Get on top of the nearby column, then look up at the wall to the west to see another Hookshot target up on a high ledge. Longshot your way up there and press on the switch to open the door on the northern end. Head back to the north via the bridge, and go west and through the door.

From your entry point, turn on the Lens of Truth; unlike most rooms where you have invisible emptiness disguised as solid illusion, here you have solid space disguised as emptiness. Head north from your initial vantage point, then turn west and take out the Like-Like. Make your way to the western corner, and enter.

Inside the room here, climb up the ledges and throw bombs over the top of the three statues. One of them will have a bunch of rupees. After you get the right statue, drop down and check the area behind the conveyor belt; a Small Key will be on the ground. Exit. Outside, take on the Like-Like again, but turn left after its defeat and go through the northern door.

Use Din's Fire immediately once inside to burn up both of the wooden walls that are moving inwards. Be careful, however, because as soon as you do, all the Keese in the room will turn into Fire Keese, so quickly get to any corner except for the southeast (where an invisible Skulltula lies) and take out the horde of Fire Keese for hearts if you need. If you do not particularly care for the Blue Rupee from the northwest chest, just grab the Boss Key from the northeast blue and gold chest, exit out, go back through the maze to the eastern exit, and head off to the room where your boat unceremoniously ditched you earlier.

!!!GOLD SKULLTULA ALERT!!!

Back here, head across the bridge (or use the Longshot target from before), and go through the door in the south center wall. Inside, you should easily see the Gold Skulltula against the black background. There is, however, a catch, as the Gold Skulltula is hanging from an invisible wall. Equip your Lens of Truth and your Hover Boots, and make your way over to the S-shaped platform the Gold Skulltula is on. Make your way to the top of the S and turn around to spot the Gold Skulltula. Longshot it and grab the Gold Token. With the final Gold Skulltula of the dungeon captured, head over to the boss door, and enter. In here, drop down the hole to face...

PHANTOM SHADOW BEAST
BONGO BONGO

In my opinion, one of the most difficult bosses in the game, but this is due more to choppy controls than anything else. Start the battle off with both Hover Boots and the Lens of Truth equipped; the former because Bongo Bongo's hands repeatedly are hitting the arena, causing Link to bump up and down (the Hover Boots will keep you fairly stable) and the latter because you cannot see Bongo Bongo's eye otherwise. The Lens of Truth can also stay on for the entire battle (magic should not be too much of a worry, as it drains your magic meter at a very slow pace), but I would not advise it due to a matter of L-Targetting.

To start, Bongo Bongo's hands will be bumping up and down on the surface of the arena, and the reverse force will be forcing you to constantly bounce, which is largely negated by the Hover Boots. While the hands are open, you will

have to shoot arrows at them. The best way to do this is to L-Target one hand and quickly shoot an arrow at it, and then press the Z button again to switch L-Targets to the opposite hand. If you are having troubles switching L-Targets because of the eye, turn off the Lens of Truth and your L-Target will skip over the eye.

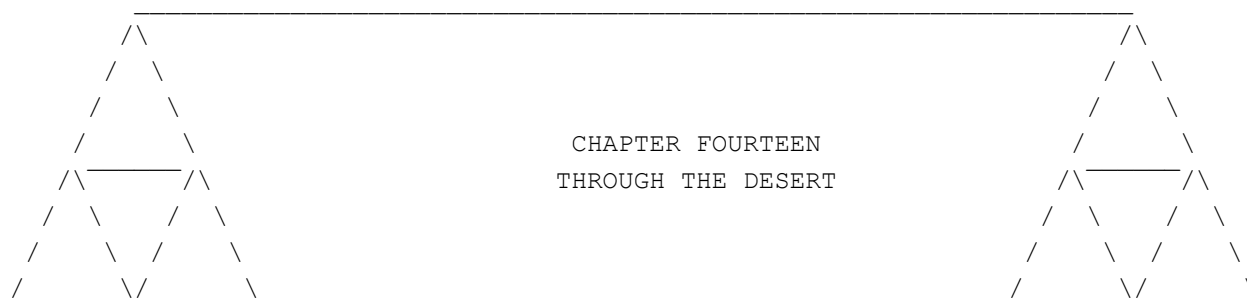
If you are unable to stun both hands, there are three things that can happen. Should there only be one hand left unparalyzed, it can either slam you across the arena, or will pound you from above. If its palm is open, you still have time to shoot the arrow at it; however, if the hand is closed in a fist, my best advice is just to hold on. If you were unable to get either hands, however, the two will come together to crush Link between them, and then throw you off the battlefield itself. If this happens, quickly run back towards the arena and get on.

When both of Bongo Bongo's hands are stunned, quickly turn on the Lens of Truth if you have not already, and L-Target Bongo Bongo's eye. He will try to come and rush you. Shoot the eye with an arrow, and he will fall down to the ground, leaving the eye susceptible to several well-placed sword slashes. After, he will get back up for another round of fighting. Rinse and repeat with shooting down both hands, and then the eye. Bongo Bongo's hands will usually drop arrows whenever you stun it; if you run out of arrows, switch to the Longshot.

After, get the Heart Container, and head through the warp portal. Blah blah blah storyline. Once that is done, you shall be transported to Kakariko Graveyard.

KAKARIKO GRAVEYARD

Head out to Hyrule Field.



[MTTD]

HYRULE FIELD

Out here, go north past Lon Long Ranch down to the gate where Lake Hylia is in the southwestern corner of the map, and then proceed north. Once you start seeing some high plateaus, make a turn left when you can, into Gerudo Valley.

GERUDO VALLEY

Head up past the small body of water via the wooden plank. You should notice that the bridge is broken, leaving a seemingly insurmountable gap between the two sides of the valley. Now, there are two ways that you can get past this. The first is the badass way, which is summoning Epona if you have her via

Epona's Song, and jumping across while feeding her a few carrots beforehand. The alternative is to use the Longshot on the frame of the opposite side of the bridge. Either way, when you get to the other side of the valley, talk to the man by the tent to be armed with a new mission.

Head left from here to the wall and you should see a four pack of red rocks pressed against the wall. Take out your Megaton Hammer and smash them to pieces. Behind the red rocks is a chest holding a purple Rupee.

!!!GOLD SKULLTULA ALERT!!!

!!!GOLD SKULLTULA ALERT!!!

If it is not yet nighttime, make it so. After, approach the pillar in between the chest you just opened and the bridge, and look up at the intersection between pillar and the roof of the rock to spot a Gold Skulltula. Kill it, then retrieve the Gold Token with your Longshot.

With that in hand, head over to the tent, and go behind it. Crawling on the wall on the backside of the tent should be another Gold Skulltula. Repeat a kill-and-snap to finish up here. Once done, continue along the path (without Epona) into Gerudo's Fortress.

GERUDO'S FORTRESS

Continue up the path, and allow yourself to be caught by the guards. Once you get thrown into the prison cell, use your Longshot on the handy wooden ceiling above you to drag yourself up there. Now, drop down to the left, and enter the door at the base of the ground (not on the top of the first roof).

THIEVES' HIDEOUT

In here, go along the short path, then talk to the man in the cell. Suddenly, a Gerudo guard will appear, and battle you. L-Target her and move around the room, making sure to keep your Shield up. As soon as she tries to make an attack and exposes herself, react quicker to cut her. After she does a spin, you can also hit her then. You can also try the (occasional) attack while moving around, and a jump-slash will always hurt her unless she hits you before you hit her. When she is in the process of doing her high acrobatic flip, shield yourself; if she knocks you over while doing this, you will likely be knocked out and sent back to the cells. After you defeat her, she shall run off, leaving behind a Key. Retrieve it, and use it to open the cell door to free the first carpenter, Ichiro.

Head out the next door back outside. Out here, enter the second door near you (north of the first door from your perspective). In here, head up and right into the hallway, walk a bit and the head right up a ramp between two totem pole-like wooden poles to go back outside again. In the outdoors again, walk right a bit, and then head up the small ledge. Do not allow yourself to wander into the guard's line of sight; head through the door to your left immediately and back inside.

In here, go through the hallway, and talk to the second guy in the cell. You will have to fight yet another Gerudo patrol. After she leaves, take the dropped Small Key and rescue Jiro from the cell. Now, continue up the nearby ramp and hallway and go outside again. Out here, climb down the ivy vines growing on the wall, then head into the lone door down bottom. Proceed down the linear path, and talk to the third guy. You know the routine by now with the

Gerudo Guards. After you win, pick up the Small Key and free the third carpenter, Sabooro, then go back out the way you came in. Climb up the ivy, and go through the left door (the one that you did not go through earlier).

Coming into this room, slay the two Gerudo from up top using your Arrows, and then walk across the room to get to the other side (do not go near the door at the bottom of the ramp you came in, as there is a guard patrolling that hallway). Go up the ramp, and head through the door.

!!!HEART PIECE ALERT!!!

Outside, look to your north. You should see on the top section of the floor a big chest. Use your Longshot to pull yourself over to the chest, then open the chest for a Piece of Heart.

!!!GOLD SKULLTULA ALERT!!!

Walk east to the wall and then go south to drop down onto a small platform. On the wall here (nighttime only - use the Sun's Song if it is day out) is a Gold Skulltula. Kill it and pick up the Token with your Longshot. After, drop down to the floor below, and go through the door here.

In here, notch an arrow, and wait for a guard to walk right past you. When this happens, shoot her down. Now, head right into the hallway, and go left when you can. Go through the path, and talk to the guy in the cell. You will have to battle one last guard. Free the carpenter, Sabiro, and he will give you some advice on what to do next. Once he leaves, another Gerudo will appear, who will give you the Gerudo's Membership Card. This will allow you to move freely around Gerudo's Fortress. Go outside now.

GERUDO'S FORTRESS

As you now have free roam of the Fortress, there are a couple of things that you can catch up on that will be fairly handy. Unfortunately, you cannot do one just yet (the Gerudo Complex), but you can go perform horseback archery. Summon Epona with Epona's Song, and then head south and east up a hill into a long track area.

!!!HEART PIECE ALERT!!!

Talk to the guy standing underneath the stall to play the archery game. Once you score 1000 points, you will get a Piece of Heart. If you play it again and get 1500 points, you will get an Arrow Quiver upgrade; if you already got the upgrade from Kakariko Village, you will now be able to carry 50 arrows.

!!!GOLD SKULLTULA ALERT!!!

At nighttime, come back to the target course, and go the target at the very north end of the course. A Gold Skulltula should be hanging from the front side of the wooden circle. Kill the Skulltula and then grab the Token after.

After you are done, head back down to the gate near the entrance of the Gerudo's Fortrest (in the northwest corner) . Climb the ladder and talk to the Gerudo to get the gate open for you. Drop off the tower and then go into the Haunted Wasteland.

HAUNTED WASTELAND

Before going in any further, I must stress this to you - you NEED to have a full magic meter. You absolutely MUST, as you will need to use Din's Fire at least once, and will have to keep the Lens of Truth on for a fairly long time.

At the entrance, climb up onto the crate near you, and use the Longshot on one of the crates on the other side. Here, just follow the path that is designated by the flags (ignore the carpet merchant, as all he sells are Bombchus that can be had for a quarter the price in the Hyrule Town in the past). The path will be much easier to trace by day than by night. Eventually, you will run into a stone building.

!!!GOLD SKULLTULA ALERT!!!

When you get to the small stone battlement, head into the front entrance and drop down the hole to a chamber underneath. You should spot the Gold Skulltula, but turn it into a session of two birds and one stone; stand in between the two torches and use Din's Fire to light up the torches and kill the Gold Skulltula at the same time. Collect your Gold Token and then grab a purple Rupee from the chest, then head back up. Up here, go to the top and turn on the Lens of Truth to reveal a ghost. Move forward to meet it, and it should be prompted to start moving around. After what may seem to be a bunch of walking in circles, you will finally be brought to the Desert Colossus.

DESERT COLOSSUS

!!!GOLD SKULLTULA ALERT!!!

You will have to slay or run away from some Leever's once you make your first step in the area, so make sure that you are prepared. They will spawn over and over, however, so run away after the first batch is dead if you have not done so already. Once done, start heading southwest, and eventually you should reach an oasis. Here, if it is not night already, make it so. With that done, examine the southern-most tree, and you should find a Gold Skulltula crawling around on it. Kill it with your Hookshot.

Once you have finished collecting up on the Gold Token, go to the center-north section of the Desert Colossus, and you should spot two palm trees next to each other. Head over there, and lay a bomb at the crack in the wall between the two palm trees. Once the bomb has exploded, head in.

GREAT FAIRY'S FOUNTAIN

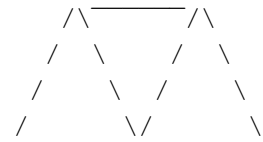
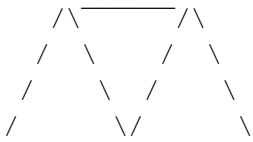
In here, go up to the Triforce symbol, and play Zelda's Lullaby. The Great Fairy shall come out and give you Nayru's Love, which you can use as protective barrier. Exit outside after.

DESERT COLOSSUS

Head to the far west portion of the map and into the stone building, the Spirit Temple.



SPIRIT TEMPLE



[MSPT]

SPIRIT TEMPLE

In here, go to either side of the bottom of the staircase, and blow up the two boulders for now. No use can be derived from the Silver Rupees underneath at the current moment, but no matter; head upstairs and open the chest for Bombchus, then head east and blow up the boulder near the water to reveal a golden eye. Shoot the eye and open the second chest that drops down for a Small Key. Turn around and look at the southwest corner of the room; on top of one of the pillars should be a silver eye. Shoot it and grab the chest that drops down for more Bombchus, then exit back outside.

DESERT COLOSSUS

A cutscene, and you shall be taught the Requiem of Spirit. That done, play the Prelude of Light and warp to the Temple of Time.

TEMPLE OF TIME

Here, go in and insert the Master Sword into the pedestal. Once you become a kid again, play the Requiem of Spirit to warp to the Desert Colossus (make sure you have a bottle of bugs first).

DESERT COLOSSUS

!!!GOLD SKULLTULA ALERT!!!

Head over to where the Spirit Temple is. Once you get onto the solid ground, go over to the floor just before the stairs, and look around a bit. You should be able to find a dirt patch. Dump a bottle of bugs into the soil patch to cause the Gold Skulltula to come out, then kill it and collect the Gold Token. Plant the Magic Bean in afterwards. With all that out of the way, you may finally enter the Spirit Temple.

SPIRIT TEMPLE

In here, head up the stairs and go left to the cubby hole. Talk to the Gerudo who is near the cubby hole there. Choose the third response and then the second response, and you will be asked to retrieve the Silver Gauntlets on the opposite side of the cubby hole, which inevitably leads to one half of this dungeon. After accepting her plan, crawl through the cubby hole.

On the other end of the tunnel, you will encounter a Torch Slug. Quickly change your Deku Shield to a Hylian Shield if you have not already, or else your Deku Shield will get burned to a crisp. After, you will need to kill both Torch Slugs in here to proceed. Using regular sword attacks will not work, however. Instead, stun them with a Deku Nut, then use a Jump Slash once to take the fire away, and Jump Slash them thrice more to kill each of them.

Head through the west door after you have finished off the Torch Slugs. Ignore the enemies in here, and open the chest for the Dungeon Map. Again ignore the enemies, and head right back out the door you just came through. Outside again, go through the eastern door this time around. Inside, play the Sun's Song to stun the mummy. Be careful, however; the mummy in here takes eight shots to kill of the Kokori Sword, so take your potshot, retreat, play the Sun's Song again, then go back in and level him out with the finishing blow. After, go and pull the right gravestone back to reveal a switch, and press it down to flip open the gate in the wall.

Now, this next part is a bit tricky; put your back to the backside of the left gravestone, and face straight across the room at the boulder lying on the ground on the other half of the area. Take out a Bombchu, and let it go. It will travel down the pit and back up on the other side to hit the boulder. You need to be STRAIGHT; this much I have to stress. Even a slight deviation in angle can be major, so make sure you are straight. After you destroy the boulder, take out your Fairy Slingshot and shoot the golden eye that is revealed to cause a platform to appear. Take a running jump onto the platform, then hop to the other side. Use Din's Fire twice to take out both of the mummies over here, then enter the door once it opens up.

Inside, hop onto the black platform, and a Stalfos will drop down to duel you. Get into a position on the rotating platform so that the camera does not screw you over, and engage in battle with the Stalfos. If you do not take a liking to trying to kill it with sword strikes, you can also try pounding away at it to push it back and move it off the platform and down into the abyss below. After you win, head through the west door.

Take care of any Keese that come your way, then pull the gravestone back to reveal a switch. Press down on it to cause the wall to fall down and act as a bridge. Try to kill off as many Keese as you can, then cross the bridge to encounter an Anubis. Exterminate it with a one-hit kill using Din's Fire, eliminate any remaining Keese, then open the chest that appears for another Small Key. Exit out the last door to have finished going full circle through a series of rooms.

Back in here, crawl through the cubby hole, and you will encounter a boulder. Back out, walk away a slight bit from the cubby hole to avoid the blast radius of the explosion, and send a Bombchu through the hole to destroy the boulder. With that out of the way, head through to the end and unlock the door to go inside.

Hit the switch in here, but beware; a Like-Like will fall down to the bottom floor as soon as you do so. Equip a Deku Stick, but do not try to Jump Strike for a one hit kill (the quarters are too small). Instead, slash at it twice to kill, then head up the wall and make your way to the top. Up here, take out the Baby Dodongos and run away as soon as they begin to explode; there should be four altogether, so if you only find two, walk around until the other two unburrow themselves. Finish the Bombos off with a Bomb and open the chest that appears for a Bombchu.

Turn around and L-Target the rock on the wall that is blocking some light. Once the L-Target is in place, send a Bombchu at the rock to destroy it and lighten up the room. You cannot grab the chest at the current moment, so for now, head out through the locked door. Drop down to the floor to your left outside and head to the right side of the statue. Shoot the golden eye with your Fairy Slingshot, and open the chest that appears in the center of the room for the Compass. Head south to the barred door, and use Din's Fire to melt the ice around the golden eye. If it is not already closed, shoot it with the Fairy Slingshot, and head inside.

Go around the corner and continue until you hit the pit. From the edge of the pit, look down to the left side to see a gold eye inside the pit. Shoot it with your Fairy Slingshot, then go back and open the chest for a Small Key. Exit back outside with the new key in hand. Head back to the west wall outside and climb up the tiles to go up onto the second floor. Continue until you hit the top floor, then approach the edge of the floor; turn around east, and look down to see the blue block. Jump down and land on top of it. Pick up the box over here, then turn west and jump onto the railing of the second floor, and continue up to the top level again.

Once more, approach the edge of the top floor. When Navi turns green, play the Song of Time for a blue block to appear, and use it to jump over to the opposite end. From there, jump down onto the statue's hand, and drop the box on the statue's hand to open the southwest top door (from whence you just came). Drop down, go up the wall, climb upstairs and head through the door. Wait for the first flames to subside, go past it, then wait for the second flamethrower to stop before running past that. Enter the door at the top of the stairs.

Use your Fairy Slingshot to hit the crystal switch on the ledge, which shall cause the flames to temporarily subside. Go to the southwest area, and you should find two sun blocks. Pull them both south into the sunlight, and ignore the Fire Bubbles hopping around, or else the task will take forever. Once you have pulled both blocks into the light, that will be sufficient to reopen the door you came through and the other door as well. Hit the crystal again with the Fairy Slingshot and go through the southern door. Inside, use the Boomerang to stun the Skulltula hanging from the ceiling, then run up the staircase and enter. In here, follow the carpeted path, and then you will have to fight an Iron Knuckle.

Do not take the Iron Knuckle lightly - one blow from him can take out four hearts from your life. However, his refractory period in between attacks sucks, so lure him into attacking you by L-Targeting him and getting close. As soon as he responds to your presence, quickly backflip out of his attack range. He will either swing the axe twice or heave it at the ground once. As soon as he finishes attacking, quickly perform a jump-slash at him, then back flip out of the way once he attacks, to repeat your basic strategy of swordplay. If you are running low on life, you can also get him to attack the pillars and chair, each of which give off three hearts. After you have dispatched him, enter the door behind the throne, then head outside.

DESERT COLOSSUS

Talk to the owl outside here, and he will give you advice that shall be useful later. Once he leaves, open the large chest next to you to get the Silver Gauntlets. A cutscene occurs. Now, play the Prelude of Light and return to the Temple of Time.

TEMPLE OF TIME

Back at the Temple of Time, go and pull the Master Sword out of the pedestal, and become an adult again. Afterwards, go out into Hyrule Overfield, and make your way to the Gerudo's Fortress.

GERUDO'S FORTRESS

In here, we have an optional dungeon that we can now complete thanks to

the Silver Gauntlets. Head to the base of the fortress, and go east until you see a Gerudo standing in front of caged door. Talk to her, and pay the ten rupees to be able to pass. To do this dungeon, refer to the Gerudo Complex in the sidequests section.

After you have finished, exit out, then play the Requiem of Spirit to warp to the Desert Colossus.

DESERT COLOSSUS

!!!GOLD SKULLTULA ALERT!!!

Head west to the entrance to the Spirit Temple. However, do not get on; instead (if you planted the Magic Bean in the past), hop onto the magic leaf, and it will carry you upwards. Ignore the first platform that it circles around, but jump onto the second rock. If it is not nighttime yet, make it so with the Sun's Song, and the Gold Skulltula shall appear, ripe for killing and collecting its Gold Token.

!!!HEART PIECE ALERT!!!

Go back to the Magic Bean, and get on it again for a second ride. After spinning around the two rocks, the leaf will go underneath the stone arch on the side facing the Spirit Temple, then rise up sharply and go away from the Spirit Temple. While it is over the arch, jump off, and collect your Heart Piece. With success on your side, jump down.

Now that we are done with this collectathon, enter the Spirit Temple.

SPIRIT TEMPLE

Head up the stairs, and look at the ceiling to see a hole in the roof, with a boulder in it as well. Face the northern wall and straighten yourself out, then take out a Bombchu and send it up along the wall and into the hole, blowing the boulder up. Look at the ceiling again to see a Hookshot target, and Longshot yourself up a floor. Climb up onto the floor, then go along the hallway. Push the horizontal stone block forward until it falls into a pit. Continue on and exit out the door to get back into the chamber with the statue.

Back here in the future, head to the southwest corner, and climb up the wall. Enter the first door to go into the room where you had the boulder blocking the sun. On the ledges to the south, there should be a chest on the first step. Longshot the chest to pull yourself up, and open it for a Small Key. Go and slash the crystal switch in here, then drop down the pit. Down below, exit out the door. Equip your Megaton Hammer and smash the rusted switch. Go back a room, hit the switch on the bottom, and return back to the chamber with the large statue.

!!!GOLD SKULLTULA ALERT!!!

These next few paragraphs of instructions are basically a repeat of what you had to do to get to the Iron Knuckle room as a kid, only to get a Gold Skulltula as an adult. Continue until you hit the top floor on the west side, then approach the edge of the floor; turn around east, and look down to see the blue block. Jump down and land on top of it. Pick up the box over here, then turn west and jump onto the railing of the second floor, and continue up to the top level again.

Once more, approach the edge of the top floor. When Navi turns green, play the Song of Time for a blue block to appear, and use it to jump over to the opposite end. From there, jump down onto the statue's hand, and drop the box on the statue's hand to open the southwest top door (from whence you just came). Drop down, go up the wall, climb upstairs and head through the door. Wait for the first flames to subside, go past it, then wait for the second flamethrower to stop before running past that. Enter the door at the top of the stairs.

In this room, you need to take the sun block specifically to the southeast of the crystal switch, and pull it across the fire (hit the crystal again to neutralize the fire), and pull it into the sun. Once that specific block is in the light, a clear block will appear in mid-air in the middle of the room. Use your Longshot on the Hookshot target on the ceiling to pull yourself up, then snipe the Gold Skulltula in the southeast corner from long range, and grab the Gold Token. After, head back to the room with the Desert Colossus statue.

Climb down the first staircase, then look across the way to see a torch on the opposite stairs. Longshot the torch to pull yourself over, and kill the Floormaster (do not wait around to finish off the three spawnlings it leaves behind), then head up to the top floor and enter the locked door. Inside, cross the carpeted staircase by using the Hookshot target on the ceiling to get past the wall of fire, and enter the door at the end.

Take out your Bombs and start tossing them at all the Bombos to kill them. For the three closer ones, wait for their eyes to turn around and send it straight at their heads for an instant kill. For the one furthest away, you may wish to be careful and just lob two bombs at it to kill. Open the chest that appears for a bundle of arrows, then play the Song of Time next to the blue block on the ground. Ignore the switch that appears underneath, and go to the two blue blocks and play the Song of Time twice. Grab the box that appears on the bottom block, place it on the blue switch, and head out through the eastern door.

In here, duel the Dinalfos, eliminating them one at a time. Ignore the chest for now. After you have finished off both of your foes, slash the chest (do NOT open it), and the door will open; trying to open the chest will result in a trap that freezes you. After, enter the door. Inside, equip the Lens of Truth and use it to reveal an invisible Floormaster lurking at the top of the staircase. Take it out, then use a Spin Attack to eliminate its spawnlings. Follow up by eliminating anything that escaped the spin attack. After the door opens, head through.

In here, you shall have to take on the painful Iron Knuckle miniboss once again. However, this fight will be easier as an adult, and more so if you have in your possession the Biggoron's Sword. Use the same general strategy as you did as a kid. After you kill it, head through the second door, and outside. Out here, open the chest to obtain the Mirror Shield. This item will reflect light, automatically making it more useful than the Hylian Shield, so equip it now.

Head back three rooms to the room with the Dinalfos, and eliminate the pair of foes once again. Once you have finished them off, play the Song of Time next to the blue block to move it. Get into the light spot, and reflect it at the sun symbol on the east wall. Play the Song of Time once more to return the blue block to its original location, and enter the door. Play the Sun's Song inside to stun the mummy, then kill it. Open the chest for the Boss Key. Head back to the statue room after this.

Equip your Hover Boots, and look down at the big statue and locate its

left hand (right side from your perspective). Roll over to the statue's hand, and keep abusing the Hover Boots if you slide off until you get a clear grounding. Play Zelda's Lullaby on the Triforce symbol, and a chest will drop down to your east. Drop down to the east, break open the two crates, and open the chest behind it for a Blue Rupee.

With that, go over to the west side, and make your way around until you land on top of the blue block floating slightly above the ground. Your goal right now is to light up all three torches that are found in this room on the bottom floor. To do so, you must use three Fire Arrows, and light all of the torches in rapid succession. Start off familiarizing yourself with their locations (one to the side of either hand of the big statue, and one in front), then shoot the far east one, then the center, and finally the west one. With that, the east door on the second floor will open. Make your way over to the west side by Longshotting the torch on that side, going down the stairs and entering once you have accomplished getting there.

Inside, you will have a fairly big task for you; not only do you have to finish off both Stalfos, but you also have three Wallmasters to fend off at the same time. Ward off the two Stalfos and let the shadow grow over you, then run away as soon as it stops growing, and keep running; three Wallmasters should come down in consecutive order. Take out as many as you can, and after the first two are killed, the third one should not bother you for awhile (but just keep checking your shadow to be safe).

With the Wallmasters out of the way, turn to the task of the Stalfos. After they are both done, stand in the light, and reflect the light at the three sun symbols using your Mirror Shield to destroy them, then wait for the third Wallmaster to try dropping down. Slay it, then go down the grating that opens up. Run past the spikes to the end of the hallway and through to the next room.

!!!GOLD SKULLTULA ALERT!!!

From here, go through the west door. Inside, play Zelda's Lullaby at the Triforce symbol on the floor to reopen the door, then look up towards the ceiling to spot the Gold Skulltula. Kill it, then use the Longshot to claim the Gold Token. After, drop down to the floor below, and a horde of Leever will come out to take you on. Kill and kill the endless swaths that come after you (a good trick is to use the Spin Attack and let it loose as soon as they unburrow). Eventually, a purple Leever will come out; finish that off, and a chest will appear on the northern ledge. Longshot yourself to the chest and open it for a Purple Rupee. Go outside. Head through the locked door.

Head back outside, grab the silver Rupee next to the central door, then hit the red boulder with your Megaton Hammer to reveal a rusted switch underneath; hit the switch again with your Megaton Hammer to cause the geyser to stop.

Run through the geyser to get the Silver Rupee and go back into the main entrance area. Grab all of the silver Rupees in here (including the two hidden underneath the boulders beside the stairs if you have not already broken the boulders up), and the fourth chest of this room will drop down. Open it for the Small Key, then make your way back to the central chamber through the hole in the wall.

IMPORTANT NOTE: The following few paragraphs can all be skipped, but you will lose out on a Purple Rupee and a Gold Skulltula. If you do not really care about those, skip down until the beginning of the Spirit Temple subsection with the line •Back as an adult again•

Make your way back to the room with the rusted switch, and go through the locked door.

Inside, use the Megaton Hammer once more to hit the rusted switch down, opening a gate. Head into the niche in the wall and play the Song of Time, which will open another gate in the northwest. Play Epona's Song in here (for those who never bothered to learn it, Up Left Right, Up Left Right). That will in turn set open another small nook in the southwest. Play the Sun's Song in that one, then the Song of Stoms in the northeast, and finally Zelda's Lullaby in the center-west. That will open up the northern door, so go through it.

!!!GOLD SKULLTULA ALERT!!!

You shall encounter a swath of Skulltulas hanging out from the ceiling. Take out most of them to clear your path to the chest, then use the Lens of Truth to spot a hidden Skulltula; take that out as well, then go and open the chest for a purple Rupee. Turn around and you should see the Gold Skulltula on the right wall. Kill it, then grab the Gold Token with the Longshot.

Now, since you used the Small Key to open the locked door, there is a bit of a dilemma; you cannot get any more Small Keys for the rest of the dungeon, and you need one right now. You may recall that early on in the dungeon as an adult, you hit a rusted switch that was available to you as a kid, which caused a chest to drop elsewhere in the dungeon. To open that chest, you need to be a kid, so go back to the Temple of Time via the Prelude of Light. Put your sword in the pedestal, play the Requiem of Spirit to warp to the Desert Colossus, and head into the Spirit Temple.

SPIRIT TEMPLE

As a kid again, go up the stairs, then head left and through the cubby hole. On the opposite side, climb the ledge, and open the chest for a Small Key. Return to the Temple of Time, become an adult again, and go back to the Spirit Temple.

SPIRIT TEMPLE

Back as an adult again, Longshot your way through the ceiling, and go to the center chamber. Head over to the east staircase, and go up to the top floor. Inside the red-carpeted room, Longshot the ceiling to get over the wall of fire. Hop over to the southwest door in this room and unlock the door. Enter.

Inside, shoot ALL the Keese to keep them from interfering with your task, then start going about to collect all the silver Rupees. This is not honestly as hard as it may be made out to be. Instead, simply Longshot the top panel, which is the only one that can be Longshotted. By doing so, you can grab any Silver Rupees in the way when going up, and then drop down and grab any Silver Rupees in the way on the way down. After, Longshot yourself way back up there, then head through the door, ignoring the Torch Slug.

Play Zelda's Lullaby at the Triforce symbol, and then turn left and up the stairs through the now-open door. In here, drop to the bottom floor, and roll into and break all the crates until you find a rusty switch. Slam it down with the Megaton Hammer, then had back up and continue through the west door. In here, go around and kill the Torch Slug, Green Bubbles, and Dinalfos, then head back to the first room in the series of rooms. Stand in the light and reflect the light with your shield south and up at the sun symbol on the wall to activate it and cause the fire around the second snake statue to subside.

Head south and east into the southeast room, and rotate the snake statue once so that it faces perfectly north. Go back to the first snake statue and rotate it to turn east, causing it to reflect light to the second snake statue, which in turn sends it through the window. You are not quite finished here just yet; head into the chamber of the second snake statue, and turn on your Lens of Truth. Near the bars should be an invisible chest. Open it for a Small Key. Head back two rooms previous, and open the door with your Small Key.

!!!GOLD SKULLTULA ALERT!!!

!!!GOLD SKULLTULA ALERT!!!

Inside here, you will face off against another Iron Knuckle. There is not much left to say here, as you have fought them several times by now, and should be familiar with them. The only thing you need to make sure is that he destroys the stone pillars on the west and north walls of the room, which will reveal the two Gold Skulltulas in here. You could ideally get him to destroy both pillars, grab your Gold Tokens, and then run outside, but where would be the fun in that?

Back outside, go up the stairs again. Drop onto the floor in the next room, then reflect the light onto the sun's face to the south wall. The floor will drop down to the bottom floor, next to the Desert Colossus' statue's head. Make sure to avoid the Wallmasters through use of the camera, and reflect the sunlight into the face of the statue; it will crumble apart. After, Longshot the grating and enter with use of the Boss Key.

Watch a cutscene, and then face off the third and final Iron Knuckle of this dungeon. After that, we have one place left to go; through the door behind the throne. Head up along the hallway and go through the second door. Climb up any of the corner walls and onto the main platform, and then you will face the boss.

SORCERESS SISTERS
TWINROVA

Start off with the Master Sword equipped if you have the Biggoron's Sword and are using it.

Koume and Kotake will first start off by taking turns firing spells at you (Their order of firing is random, but only one will shoot a spell at you at a time). When they do this, use your Mirror Shield, and direct the line of fire at the other sister. The best way to do this is to L-Target the sister who is casting the spell, and, once reflecting the attack, switch your L-Target to the opposite sister. If you do not hit her right away, just move Link around a bit to try and hit her in your path. The sister hit by the opposing spell will then be hurt for a bit, and shall then recover. You will likely want to stay on one of the four smaller platforms so that they do not continuously get out of your line of vision, which is somewhat annoying. Switch platforms once both of them start hovering around you. After you deal four hits altogether, the two witches will fuse into one entity, Twinrova.

Twinrova will hover and move between the four outward platforms. Her main (and only) attack consists of throwing either fire or ice element spells at you. Before she actually throws a magic spell at you, she will raise the hand aligned with the spell. If it is not the element that you wish, a smart thing to do is to stay near one of the four corners of the main platform, and then quickly jump to the side twice to get out of the area of effect of the spell.

In any case, to injure Twinrova, first absorb three of the SAME type of spell, making sure to dodge the other spell if she fires it. After that, your Mirror Shield will fire some of the energy back at Twinrova, of which you will have to direct. When she gets hit, she will be stunned for a bit. With this, go and leap onto the platform she is on (de-L-Target her if you have her L-Targeted, as this will create havoc with your jumps), equip the Biggoron's Sword if you have it, and swipe at her a few times. After, go back onto the main platform, and equip the Master Sword.

Do NOT equip the Biggoron's Sword during the absorption sequence, as it requires both hands; as such, you do not have use of the Mirror Shield to absorb Twinrova's attacks with.

After, a hilarious cutscene. Pick up your Heart Container on the way out via the warp. Watch some more scenes, and you shall be put out on the Desert Colossus.

DESERT COLOSSUS

There are a couple of loose ends to tie up. The first thing to do is to make your way to Zora's Domain (the best way to do this is to warp to the Sacre Meadow, then make your way into the Lost Forest, and use the waterhole that transports you to the waterfall area in Zora's River). MAKE SURE that it is nighttime when you go in.

ZORA'S DOMAIN

!!!GOLD SKULLTULA ALERT!!!

Go to see the Zora King up top, and from there, head left down the tunnel to where the Zora who ran the diving game in the past used to be. At the waterfall's edge, turn left to spot a Gold Skulltula (oddly enough, it has to be nighttime out for the Gold Skulltula to appear - hence, if it does not, play the Sun's Song). Once you catch sight of it, nail it with a single Longshot strike, then use the Longshot for the second time to grab the Gold Token. After, head back down the tunnel, go around King Zora and go out into Zora's Fountain.

ZORA'S FOUNTAIN

Make your way into the water, then swim over to the southeast portion of the map, and surface onto dry land. With your recently obtained Silver Gauntlets, you can now lift the rock here.

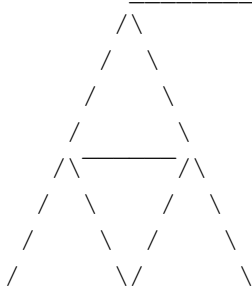
!!!GOLD SKULLTULA ALERT!!!

Once you have picked up the silver rock via your Silver Gauntlets, drop down the hole underneath. Equip your Lens of Truth and Longshot as you go up the slope, as there are four Skulltulas hanging from the ceiling that are invisible and shall obstruct you. At the end of the road, climb up the high ladder. The last Skulltula up top is visible, so take that out. The Golden Skulltula shall be hanging on the left wall, so take it out. After you have obtained the Golden Token, make your way to Hyrule Field.

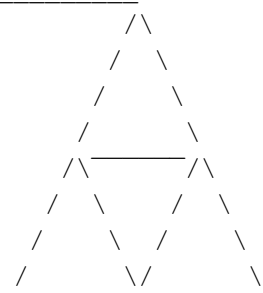
HYRULE FIELD

!!!HEART PIECE ALERT!!!

Go to the very northwest corner of the field (not right outside the castle's front gate, but behind the back wall, where the water is draining out into a river, and off the road leading from Lon Lon Ranch down to Gerudo Valley). There should be a lone tree in between the grove of trees around the river and the road near Lon Lon Ranch. Plant a bomb at the base of this tree and it will reveal an underground cavern. Drop down. Inside, head into the water and equip the Iron Boots, and pick up the Piece of Heart. After, deequip your Iron Boots and head out.



CHAPTER SIXTEEN
GANON'S CASTLE



[MGNC]

With all the loose ends tied up, play the Prelude of Light to warp to the Temple of Time.

TEMPLE OF TIME

A couple of relatively long cutscenes, in which you will obtain the Light Arrows. After, exit out of the temple.

HYRULE TOWN

Exit out to the main marketplace area, then head out to where the Hyrule Castle Grounds used to be.

GANON'S CASTLE

!!!GOLD SKULLTULA ALERT!!!

If you have not been here yet, watch the cutscene, then walk along the trail until you come to a stone arch. Walk past the stone arch, then turn around. Hanging from the wall on the one side should be a Gold Skulltula. Kill it and then collect the Gold Token. At this point in time now, you should have all 100 Gold Skulltulas (if you have been following this walkthrough from beginning to end and not just using it for odds and ends) - you can go to the Gold Skulltula house in Kakariko Village to collect up and grab a gold Rupee.

Otherwise, if you have decided to do a little exploring right now, you may notice a giant stone block - you will not be able to move this just yet. Once you have collected your token, backtrack a bit, and you may notice what appears to be the remnants of some stairs. Walk up these stairs to the edge of the cliff for another cutscene, then walk across the bridge into Ganon's Castle itself.

INSIDE GANON'S CASTLE

Move down the stairs, then put up your shield and block until the green aura around the Green Bubbles disappear. When it occurs, slash at both of them to kill, then wander down the hallway. Ignore the Iron Knuckle for now. Instead, Longshot one of the Armos statues to stun it, then do a Jump Slash to finish it off. Do the same for the other Armos statue. Approach the Iron Knuckle from the side. Because of the close quarters and the Spike (the columns cannot be broken in here), you may wish to abandon the thoughts of using the Jump Strike and backflip, but that choice is up to you. After all the enemies have been eliminated, head through the door to enter a large chamber.

In here, head left and enter the door with the Spirit Medallion above it.

----- SPIRIT MEDALLION ROOM -----

Inside, use the trio of Keese as a target practice session, then finish the mop-up of the room by eliminating the Torch Slug. Afterwards, turn to face the door you came through, and you should see a silver eye above the doorway; shoot it with your Fairy Bow, and an Iron Knuckle will drop down from the ceiling. Because of the spacious quarters, you should have no problem using some of your more flexible acrobatic techniques, so go crazy. Before you kill it, however, lure the Iron Knuckle to the middle of the room to break the pillar. After you have done so and have finished the Iron Knuckle off, and go through the door that opens.

Coming into the next room, deflect the Green Bubble off your shield if it approaches, and slay it when you have the opportunity. Open the chest for some Bombchus. Notice in this next room that in the cage that separates you and the crystal on the ceiling on the opposite side, there is a hole at the top. Line yourself up with the hole and get as far back as you possibly can, then take out a Bombchu and set it down. The Bombchu should travel up and through the hole, and as long as you are at the right distance, the distance will work out with the timing and it will explode to hit the top crystal, opening the door. You may also wish to send it through while the Green Bubble is lacking its aura so that if it gets in the way of the Bombchu, it will at least be taken along with the explosion.

After you have opened the door, finish off the Green Bubble if you did not already, then play the Sun's Song to paralyze the two ReDeads and the mummy in the next room. Finish off all three, then look up to see a cobweb covering up part of the ceiling. Bring out and notch a fire arrow to burn up the cobweb, letting light in from outside. Take your Mirror Shield and reflect light at the sun symbol to the RIGHT of the LOCKED DOOR (_NOT_ the door frame that covers the tunnel you just came through). A chest will drop down. Open it for the Golden Gauntlets. You can also burn the sun symbol directly to the left of the locked door for a chest with a Recovery Heart.

Turn around, and you should have five sun symbols left that you can burn. The two that you need to burn are the second from the left and the second from the right (so to the left and right of the center). In return, you will get two chests containing another Recovery Heart and a Small Key. After, turn around again to the locked door, and reflect light at the Spirit Medallion above the door to open it.

If you do not have any magic left in your magic meter, break the pots around here to get some. Once you have sufficient enough energy, use a Light Arrow on the green orb to break the Spirit barrier and be taken back to Ganon's

Castle.

INSIDE GANON'S CASTLE

The spirit barrier protecting the central tower will fall; however, before we continue to the other medallion rooms, we have one last power-up to obtain. Head back outside.

GANON'S CASTLE

Make your way down the bridge, and once you get off, turn to go east past the arch and all the boulders. At the end is a great stone similar to the two that you encountered in the castle. Use your Golden Gauntlets to throw it aside, and then enter.

GREAT FAIRY'S FOUNTAIN

Go to the Triforce Symbol in front of the fountain here. Play Zelda's Lullaby using your Ocarina, and the Great Fairy will appear, and half the amount of damage that you shall take from attacks, which is a good bonus for the fight that is coming up. Go back into the castle.

INSIDE GANON'S CASTLE

Proceed to the central chamber. In here, head right and enter the Forest Medallion Room.

FOREST MEDALLION ROOM

Inside, you will quickly face off against two Stalfos. The best strategy in this battle is not to press aggressively, but rather to lure the Stalfos in and then counterattack without mercy. Allow the Stalfos to circle you; when it jumps at you, either leap to the side, or quickly move forward. The Stalfos will miss its attack, and exposes itself, giving you time to hack and slice at it. Once both Stalfos are dead, head towards the next door, but stop before entering. Look up to see a fan overhead, and Longshot the torch to pull yourself up. Wait until the fan stops, climb onto the ledge, and grab the Small Key. Drop down and head through the next door.

In the next room, tiptoe to the right-side edge of the platform you are standing on, and look inside the right fan to see a golden eye. Shoot the eye with your Fairy Bow (the accuracy does not have to be all that great for this shot) to cause a chest to drop down next to you containing a bundle of arrows. After, equip the Hover Boots, wait for the right fan to begin spinning, then get into the path of its wind and get over to the right platform. Bring a bomb out (you need to be able to take some damage) and sacrifice a bit of your health to take out the Bombos.

From this vantage point, you should be able to bomb the rest of the Bombos without having to go to such lengths by tossing it from one platform to the next, so eliminate the central Bombos, get over to the platform with the Hover Boots still on, and remove the remaining two. Make your way to the platform with the locked door, and take out the last Bombos. After, notch up a Fire Arrow and shoot it at the frozen golden eye in the left fan to cause a chest to fall. Go to where the chest is to open it for some Bombs.

Go back to the locked door, and face right. When the fan (the one without the eye behind it) stops spinning, jump onto the platform, equip the Iron Boots to stop yourself from being blown away, then play the Song of Time twice. A block will fall on the blue switch, keeping it down and opening the door. Afterwards, wait for the fan to stop again, deequip the Iron Boots, jump back to the main platform and head through the door.

In here, take out your Light Arrows and shoot one at the green orb to destroy the Forest Barrier. Two down, four to go...

INSIDE GANON'S CASTLE

Head right from the forest door and enter the Water Medallion Room.

WATER MEDALLION ROOM

Inside, Longshot the three Freezards and swiftly dispatch them. After, head to the right side of the room and slash the tentacle until the water around the blue fire temporarily stops, then go and grab some blue fire. The first red ice block to the left of the door you came through has a chest containing a red Rupee; after you picked it up (if you so desired), grab another blue fire and dump it on the big pack of red ice at the northern end of the room. Before you leave, dispel the water again by slashing at the tentacle and collect two bottles of blue fire, then head through the red ice you just melted. Open the door using a Small Key.

Take out your Lens of Truth to identify the one invisible Keese as it is flying around, and take all four Keese out in here. After, start collecting the silver Rupees. One of them can be found in the hole in the floor in the middle of the room. The one on the corner over the bottomless pit should be grabbed using the Hover Boots. Another one can be had by climbing up a block and jumping at it. A fourth Silver Rupee can be found next to one of the walls.

For the fifth rupee, go to the ice block further from the door you came in, then push it against the nearby rock and into the pit. Take the other ice block, push it south against one rock, then against the other rock, and down the room through the small impression in the wall. Use the block as a stepping stone to the top and use your Blue Fire to melt the red ice and grab the Silver Rupee.

Exit the room to reset the blocks, and grab a Blue Fire if you do not have any on hand. Back in the block room, push the nearby block north to the ledge at the end. Hop up and dump some Blue Fire on the red ice to melt it. Inside the next room, notch a Light Arrow at the green orb to destroy it.

INSIDE GANON'S CASTLE

Head right and up the stairs, and enter the Shadow Medallion Room at the top.

SHADOW MEDALLION ROOM

Wait at the beginning and let the Green Bubble go back and forth. As soon as its aura drops, instantly shoot it with an arrow or the Longshot to kill and stop it from interfering. After, look to the visible platform on your right side, and you should barely be able to see a bomb flower. Shoot it with an arrow

to cause a chest to drop down on the left side. Use your Longshot to pull yourself over to the chest and open it for a bundle of arrows.

Turn around and turn on your Lens of Truth to see an invisible platform moving back and forth. Use your Hover Boots to make it over once it comes to your side, then grab the Silver Rupee nearby (notice that the platform is going back and forth crookedly, as opposed to a straight angle). Make your way off the platform towards the isle with the bomb flower and grab the Silver Rupee. Do not bother trying to get back onto the platform from here; Longshot the chest and pull yourself back to the west side of the room, then get back on.

Head over to the platform where the Bombos is. Use your shield to stop its laser eye stone-cold if necessary, then toss a bomb at it to destroy. Collect the Silver Rupee underneath, then use a Fire Arrow to light up the torch and cause a clear block to appear. Use it as a stepping stone to the next platform full of Bombos and destroy both. Turn around after and look at the last platform to see a golden eye on the side. Shoot an arrow at it and open the chest that drops down for a Small Key.

Use your Lens of Truth again, and you should see two paths deviating out from the platform. Take the left one, but stop short of the Bombos; instead, throw a bomb at it to destroy, then get onto the island and grab the Silver Rupee. Head back to the main platform. This time, take the right path. Stop short of the guillotine. There are two things you can do; you can either try to use your Hover Boots and start running as soon as the guillotine begins to rise up from its lowest point, or jump over the guillotine. Either way, as soon as you get the last silver rupee, a cutscene will cue the door opening.

DO NOT TOUCH ANY BUTTONS, because once the cutscene is over, your Lens of Truth will be automatically turned off, and you do not want to suddenly walk off the path by accident. After, continue heading up and into the door at the end. Shoot the red orb with a Light Arrow to be returned back to the main section of the castle.

INSIDE GANON'S CASTLE

Walk right and go through the door to the Fire Medallion Room.

FIRE MEDALLION ROOM

Equip the Goron Tunic if you do not have it on already, then jump on the nearby moving block. Make your way to the upper right of the four immobile blocks; unlike the others, this one will rise up into the air. Use a backflip to grab the Silver Rupee up in the air, but stay on the same platform. Once it heads back up again into the air, use it to jump down onto the moving platform coming in from the north (you may wish to equip the Hover Boots).

Do a drive-by bombing of the Beamos on your right side with a bomb, then head over to the platform it was on. Pick up the giant stone block and recover the Silver Rupee underneath it (you need the Golden Gauntlets for this, back in the Spirit Medallion Room). Hop back onto the moving platform, then Longshot yourself over to the Hookshot target in here; you may wish to have the Hover Boots on so if you fall off you have a chance to grab onto something. You should also Longshot the front of the target (the front being the sides that have ledges in front of them) as opposed to the sides, lest you fall right into the lava. Afterwards, grab the nearby Silver Rupee.

Turn around and jump onto the nearby moving block, and grab the Silver

Rupee. Jump onto the platform with the Torch Slugs, and kill both of them. Pick up the stone block, then Longshot your way back to the Hookshot target. Jump over onto the middle platform of the three to the north, and it will rise up. Equip the Hover Boots, and land on top of the stone to grab the last Silver Rupee. From there, enter. Inside, shoot the orb to be returned to the castle.

INSIDE GANON'S CASTLE

Head down the stairs to the left, and lift up the stone block. For this, you will need the Golden Gauntlets from the Spirit Medallion Room, so go and clear that area if you have not yet already. Once the rock is out of the way, enter the Light Medallion Room.

LIGHT MEDALLION ROOM

Inside, take on the Dinalfos first thing. Because of the fairly large combat quarters in the room, you can ignore the Torch Slugs until after; only break off and engage with them if they are actively annoying you (you can keep your shield up for most of the fight to block their fire, as well). After all three enemies have been eliminated, head into the next room. Here, you can play Zelda's Lullaby next to the Triforce symbol for a chest with a Recovery Heart to appear. After, continue through the locked door.

Wait for the boulder to pass you inside this room, then take a bomb out and chuck it directly at the Bombos up top to kill. After, use your Longshot on the Hookshot target on the ceiling to pull yourself up, then head forward to the opposite door. Open it with your last Small Key. Inside, hit the right torch to end up hitting a crystal switch inside the torch, then go through the fake wall at the end. Inside the real room, destroy the orb to go back to Ganon's Castle.

INSIDE GANON'S CASTLE

Head to the front of the room and drop down to the bottom floor. Facing the exit to the castle, underneath the bridge, use your Lens of Truth to find a hidden door in the wall. Go through, and defeat the five Deku's in here. After, you can buy red potions, green potions, bombs, Deku Nuts and arrows from them. The room also has fairies in that you can capture with your bottle. After you are done stockpiling, head out, go to the top floor again, cross the bridge and head into the tower.

GANON'S TOWER

In here, head up the red-carpeted staircase. You can stop to kill the Keese if you wish, but it is a simple run upstairs and then opening a door, rendering it unnecessary to finish them off. Once you get into the first open room, you will face off against two Dinalfos, upgraded versions of Lizalfos. Target one of them at a time and hack away at him before the other has a chance to touch you. A couple of Jump Slices can also kill either Dinalfos, but it is risky due to the possibility of counterattack. Once you have taken out both foes, continue on.

Continue on up the stairs, and enter the room at the top. Two Stalfos will greet your presence. Take one on at a time, and wait for it to jump at you. Move in behind it, and then hack at its back. Once both are left for dead, the fire around the chest will disappear, leaving you the Boss Key. Enter the next

room, another staircase section, and head up again. What is waiting for you in the next chamber may scare you; not one, but two Iron Knuckles. Do not sweat it too much; instead, use any weapon except for the Longshot on ONE of the Iron Knuckles (not both) to activate it, then use standard techniques to defeat it. Once you have finished it off, set off the other one and kill it.

Go out the next door once done, and head up. Open the lock with your Boss Key. At the bottom, DO NOT break open the pots for any last minute needs, as you will need them for later, especially the magic potion. Take the nearby door next to the one that you entered, and run up the obnoxiously long staircase. Enter the door to face off against...

GREAT KING OF EVIL
GANONDORF

At the beginning of the battle, run away from the center to the sides of the room. This is because Ganondorf will use a shockwave attack that will knock down the innermost section of tiles in the floor.

Once you are on the sides, turn to face Ganondorf. This will take some accustoming, as you will not be able to L-Target him for the duration of the battle. Thankfully, it will not matter for what you need to be doing. Observe Ganondorf, and after a while of floating, he will raise his hands in the air and generate a giant ball of energy, which he will then throw at you. What you need to do is to hit the ball back at him, and it will turn into a game of batting it back and forth, much like your duel with Phantom Ganon. Thankfully, you are given a lot of leeway in hitting the orb of energy, and you do not need to L-Target him at all to hit it back. I recommend you go to the side instead of the corner for fighting Ganondorf, for two reasons; the first is that with less distance, Ganondorf will lose the battle quicker, and when he is paralyzed, you have more time to get in some more hits.

Eventually, Ganondorf will not be able to return back the energy, and will be stunned. Take out a Light Arrow and shoot it at him. This will cause him to sink to the ground of the central pillar, so jump over at him, then L-Target him while you can, and hack away at him. If you fought from the side as I said, you can get four hits from him, but if you shot at him from the corner, likely you will only be able to achieve three successful strikes. Use the Biggoron's Sword if you have it, as it will make the battle go by twice as quick. After awhile, he will regain his composure, and start rising up. RUN AWAY NOW, as if you are not quick enough, he will use his shockwave attack from the beginning of the battle, and knock you down. You must repeat this for the win. You can tell how damaged he is by the damage to his cape and how extensive the holes are.

If you run out of magic energy (which you likely will, if you lack the Biggoron's Sword), there is one spot to get it from; downstairs. Hop down into the empty space, and be sure to roll once you hit the bottom. You might also be knocked down here by one of Ganondorf's attacks. The pots down here contain arrows, hearts, and magic potion. Once you claim what you need, you will need to go all the way back up. An easy shortcut to take is using the Longshot near the top of the crawlspace to pull yourself up high.

Finally, after Ganondorf is nearly done for, he will begin to bring out a new attack. The starting animation consists of him creating a larger scale of energy balls (four of them). Run to one of the corners when he does this. Once he starts to laugh his evil laugh, quickly start rolling away from one corner to another, and he will direct the four balls of energy to your initial position. These energy balls can hurt, and they will destroy tiles if they hit them (but

not the four corners).

Afterwards, you will have to go through an escort mission. Follow Princess Zelda down the nearby scaffolding, and run past her until you get to the door. Once she opens it for you, quickly run inside. Indoors, quickly turn left and run around half the circumference of the room. Once Zelda opens the door here, head outside. Jump onto the ramp that Zelda is on, follow her down, jump over another gap, and head inside the door she opens up for you.

In here, head right around counterclockwise to the opposite end of the room, and through the door at the northern side to go outside. Continue moving along with Zelda, but watch out for the ramp, as it is narrow in one spot. Inside, walk around a bit, and Zelda will get trapped in a wall of fire, and you shall have to face off against two Stalfos. Go in an all-out attack, and use Din's Fire if you must to kill them. As long as you finish with more than a minute left, you will be overall OK. Continue after Zelda outside, and head indoors again. Chase after her scurrying around, and into the next room.

In the staircase room, follow after her, and stay with her, as she will be really annoying and take her time doing it. Once you get to the bottom, head into the next room. Skip the ReDead in here and go around to the end of the bridge, then go through the door once she unseals it. Continue up the stairs in the next room and out of the castle. After a cutscene, walk forward to get one last battle.

GANON

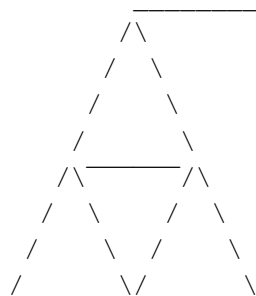
For the first part of the battle, you shall have to make do without your Master Sword. Fortunately, Ganon is a final boss of the easy variety. To injure him at first, you must swipe at his tail multiple times using either the Megaton Hammer or the Biggoron's Sword (preferably the latter should you happen to possess it). There are two tactics that you can use to get to the tail; the first is to shoot a Light Arrow at Ganon. This will temporarily stun him, allowing you to run around to the backside and hit the tail (and if you run out of Magic Potion, you can lure Ganon into breaking some of the broken-down structures lying around). The second is to run at Ganon, and then roll in between his legs and come out on his back side.

Obviously, the latter technique will be trickier, and may require some fine-tuning. The main thing that you can do is drop any L-Target you have on the beast, and then roll between his legs. This makes it much easier to do than if you are holding a L-Target, as it is basically impossible to roll while L-Targeting. Also, backflip away from Ganon any time that you get out on his front side (which can happen, as he will turn 360s all day if he needs to to face you).

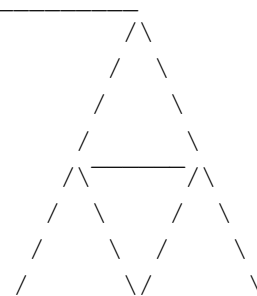
After you damage him enough, you will be prompted to retrieve your Master Sword, so walk over to it and pick it up. The technique for the rest of the battle is very much the same, just using the Master Sword. Eventually, a scripted event will occur, and you will have to manually go and hit Ganon in the head. Once you do, game over.

Watch some cutscenes. The End.

(Yes, it's supposed to stop at •The End• screen.)



SIDEQUESTS



+++++

EPONA

+++++

[SEPN]

There are a few requirements to do this sidequest. First, you MUST have learned Epona's Song in the past (although you can go back and do it as soon as you obtain the ability to travel through time at will). Second, you need to be in the future.

Proceed to the open field area at the beginning. You will not be able to get in, however, because the gate is closed. Talk to Ingo instead, and agree to pay ten Rupees. Inside, take out your Ocarina and play Epona's Song. When she comes over to you, run around the field and get used a bit to the controls. Jump over the middle two small walls in here to collect a blue Rupee at each and make back the money you paid Ingo.

After your first trial is over, talk to Ingo again and go around a second time. However, before the second trial is over, talk to Ingo at the gate, and he will ask you for a private race. Agree, and hand over the fifty rupees.

The best way to go around this is to go through a couple of carrots at the race to catch up with Ingo, who will cheat the start. Once Ingo gets in front of you, stop using the carrots, and allow them to regenerate. At the turnoff shortly before the back stable (which is on the northwestern corner of the track from your perspective from when you first come in), Ingo will take a really wide turn, leaving a large space for you to sneak in ahead. Take this opportunity to use up five straight carrots and quickly get a large space between you and Ingo.

Do NOT use up the sixth carrot, or else it will take longer for the carrots to regenerate. Continue galloping forward, and once all six carrots come back, quickly start using them up, including the sixth carrot. Once you make it past the wooden board at the start of the track, it is over. If you passed it first, you are the winner.

If you won, then Ingo will make another bet with you, this time offering Epona. Take it. The race is basically the same this time as far as I have noticed; any differences you may see are probably a result of nervousness, so continue using the previous strategy. Once you beat Ingo a second time, you will effectively gain Epona. Ingo will try to lock you in; however, take Epona and race at one of the short northern walls, using your Carrot at the last moment. Epona will jump out.

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HAPPY MASK SHOP

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[SHMS]

In Hyrule Castle Town, there is a shop called the Happy Mask Shop located next to the exits to both Hyrule Castle and the Temple of Time. Inside, talk to the Happy Mask Salesman, and he will 'loan' you a Mask to go around and show people, which you can also show. You can obtain the following Masks (in that order), and these are where you can sell them. To sell them, you must actually physically be wearing them (enabled by putting them into a C slot and using it).

#1. Keaton Mask

You may remember the guard at the gate in Kakariko Village leading up to Death Mountain. Bring the Keaton Mask to him in the daytime, equip it and talk to him. He shall pay you 15 Rupees for the Mask.

#2. Skull Mask

Bring back the proceeds from the Keaton Mask to the Mask Shop to obtain the Skull Mask. Head to the Lost Woods from Kokiri Village, and go left a single screen from the beginning. Talk to the skull kid on the higher stump while standing on the lower stump to get him to purchase it for 20 Rupees. You must have played Saria's Song for him earlier before you can get a response out of him about the mask.

#3. Spooky Mask

After bringing back the money for the Skull Mask, you shall receive the Spooky Mask. During the DAYTIME, go to the Kakariko Graveyard, and talk to the little boy that is wandering around the graveyard, dragging his stick. He shall hand over 30 Rupees for your troubles.

#4. Bunny Hood

During the daytime, head to the area around Lon Lon Ranch. On the west side specifically, look around, and eventually you should see somebody jogging around Hyrule Field. Follow him around until night falls (or just play the Sun's Song), and he shall stop to take a rest. Once he does, catch up to him and talk to him with the Bunny Hood on, and he shall pay you 100 Rupees. The guy will not ever appear until you actually borrow the Bunny Hood from the Happy Mask Shop, so do not try finding him earlier than that.

Once you have sold all four masks, you can permanently borrow any one of four masks from the Happy Mask Shop, and constantly rotate through the four as you wish. The first three are the Goron Mask, Zora Mask, and Gerudo Mask, which you can equip onto your face and obtain some interesting responses whenever you talk to a member of that respective race. The fourth mask, the Mask of Truth, allows you to talk to Gossip Stones and listen to what they have to say.

++++
BIGGORON'S SWORD
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[SBGS]

Once you have journeyed into the future, you can start off a sidequest where you can trade various items in a linear sequence to obtain a powerful sword called the Biggoron's Sword. Once you have it, the Biggoron's Sword is a monstrous weapon that requires both hands to wield. It is HIGHLY recommended that you have both Epona and have gotten at least to the Fire Temple. In any case, you will need either Epona or the Longshot to do this quest, and having Epona makes things a lot easier.

#01. Obtaining the Pocket Egg

In Kakariko Village, go and talk to the lady minding the Cuccoo shed (the same one as who you brought all the Cuccoos to in the past for an Empty Bottle), and she shall hand over a Pocket Egg if you accept. Once you do, use the Sun's Song twice to cause the Pocket Egg to hatch into a Pocket Cucco.

#02. Pocket Cucco --> Cojiro

After you have caused the Pocket Egg to hatch (as indicated by an on-screen prompt), equip the Pocket Cucco into one of your C buttons. Also in Kakariko Village, go the base floor of the village, and enter the house lying next to the northern stairs (with the two crates against the one wall). Go over to the one bed in the corner of the house, L-Target Talon, and present the Pocket Cucco to wake him up. After a conversation, head back to the Cucco tender, and present her the Pocket Cucco to get Cojiro, a blue Cucco, in return.

#03. Cojiro --> Odd Mushroom

Head off to the Lost Woods, and once inside, go west a screen to come to the area with two stumps. Present Cojiro to the man sitting at the one stump, and he will give you the Odd Mushroom.

#04. Odd Mushroom --> Odd Potion

This will be your first timed delivery, so you cannot just go and do whatever and wait until later to complete this step; you have to do it as soon as you acquire the Odd Mushroom. In any case, you need to get to Kakariko Village. There two ways you can do this: the first is to leave the Lost Woods into Kokiri Village, then out onto the overworld, and use Epona's Song to summon Epona and ride her all the way to Kakariko Village. The second thing that you can do is head east twice from the guy sitting at the stumps, and then north, and go through the cave entrance leading to the Goron City, then make your way down from Death Mountain. Both techniques should leave you with about a minute once you make it into Kakariko Village. Once inside, go to the second floor on the northern end of town, and enter the Potion Shop. Go through the side exit out onto the other side of the Potion Shop, and then enter Granny's Potion Shop behind the regular one. Present her with the Odd Mushroom to obtain the Odd Potion.

#05. Odd Potion ---> Poacher's Saw

Take the Odd Potion back to the location in the Lost Woods where the old

man used to reside. In his place is a small Kokiri girl whom shall give you the Poacher's Saw in trade for the Odd Potion.

#06. Poacher's Saw ---> Broken Goron's Sword

Go to Gerudo Valley, and cross the bridge (you will need either Epona or the Longshot for this if you are doing this before the Spirit Temple section of the walkthrough). Once across, present the Poacher's Saw to the construction worker foreman standing outside of the tent to obtain the Broken Goron's Sword in return.

#07. Broken Goron's Sword ---> Prescription

Use the Bolero of Fire to warp yourself to the Death Mountain Crater. It is particularly important that you remember the following path that you shall take, as it will be of great use later on in a timed delivery. Head west from the warp point, and use the Longshot on the top part of the fallen section of bridge, then climb over the ledge. Head south across another bridge, then continue south jumping off the ledge, and climb the ladder. Up top, exit out onto the top of Death Mountain via the southwest exit. Outside, while staying at the very top, approach the east wall to trigger Biggoron's appearance. L-Target him and present him with the Broken Goron's Sword, and he shall hand you a Prescription.

#08. Prescription ---> Eyeball Frog

Right now, you need to get into Zora's Domain. Since the water is frozen over, you will have to head in from Zora's River. My best recommendation for making your way there is to head to the Goron City (either from going inside from Death Mountain Crater again and going through the secret path to Darunia's Room, or just manually going down Death Mountain), using the path into Lost Woods, going east a screen and taking the moat to the end of Zora's River. In any case, once you do get to Zora's Domain, head up to King Zora (he MUST be unfrozen first; if you have not thawed him out yet, you need to grab some Blue Fire from either the Ice Cavern or one of the shops) and present him with the Prescription for an Eyeball Frog.

#09. Eyeball Frog ---> World's Finest Eye Drops

You need to deliver the Eyeball Frog to Lake Hylia in another timed delivery; however, you can NOT use the Serenade of Water, or else the Frog will spoil. For quickest results, go back into Zora's River, take the dive moat back into Lost Woods, and go out to the overworld from Kokiri Village. Call upon Epona and then make your way to Lake Hylia in the southeast portion from there. Once you get into the Lake Hylia section, go inside the large laboratory building overlooking the Lake (next to the bridge), and inside present the Eyeball Frog to the scientist here to get the World's Finest Eye Drops.

#10. Deliver the World's Finest Eye Drops

This will be the last timed delivery for the quest, as well as the last delivery. In any case, you need to return the World's Finest Eye Drops to Biggoron within four minutes. While you can probably minimize the travel

time to three and a half by doing it the conventional way of going to Kakariko Village and then to the top of Death Mountain, there IS a much quicker way. Head out onto the overworld, and use Epona to go to Kokiri Village. From there, head into the Lost Woods, and head east a screen and north a screen, then go north through the cave entrance into Goron City. Inside here, go down to Darunia's Room, and take the secret entrance in behind the statue to go into Death Mountain Crater. Head down to where the warp point is, and then head west from the warp point, and use the Longshot on the top part of the fallen section of bridge, then climb over the ledge. Head south across another bridge, then continue south jumping off the ledge, and climb the ladder. Up top, exit out onto the top of Death Mountain via the southwest exit. Outside, while staying at the very top, approach the east wall to trigger Biggoron's appearance. L-Target him and present him with the World's Finest Eye Drops. You will be given the Claim Check.

#11. Wait for Three Days to Pass

You shall have to wait for three days and three nights to pass before the forging of the Biggoron's Sword shall be done. However, all you have to actually do is just play the Sun's Song six times, then present the Claim Check to Biggoron, and you shall finally obtain the Biggoron's Sword.

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GERUDO COMPLEX (OCARINA OF TIME)
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[SGRC]

Once you have obtained free reign around the Gerudo Fortress, there is an optional mini-dungeon that you can partake in. At the foot of the hill coming down the west side, there is a lady standing next to a sign and a door with a cage on it. Talk to her and pay 10 Rupees to enter the complex.

Walk up the stairs at the beginning, and then head left along the path and through the door. In here, you will have to fight two Stalfos within the length of a minute. The best way to achieve this is to L-Target one, back away from it, let it jump at you, then get behind its back and slash at it. You can also use the Spin Attack to injure it. Should you accomplish the feat, a chest will drop down onto the small carpet. Open it for a Small Key, then head through the second door in this room.

Coming in, utilize the Longshot on a target on the ceiling right above the entrance to collect the first silver rupee. Use the Longshot on the target on the ceiling to the north, then jump off to get the second silver rupee. Head left from there up a ramp into the right hallway of this room, and make sure not to get run down by the boulder. Once it has gone past, slip into the passage it rolls down, then head down and right at the end for a silver rupee. Go back the way whence you came (a wall of fire blocks the convenient escape route), and then head into the left hallway. Go down all the way to the bottom of the boulder-rolling path to claim a silver rupee, then go all the way to the top of this hallway to find the last silver rupee (at all times, make sure not to be in the way of a silver rupee). After having gotten all five, go back into the middle hallway, and use the Longshot on the target at the end to pull yourself up. Go past the wall of fire by using the Longshot again on another ceiling target, and then enter the next room.

In here, you will have to immediately battle two Wolfos and two White Wolfos. After you slay them all, open the chest that appears to get a bundle of arrows, then push the giant block next to it inwards using your newly acquired Silver Gauntlets. Look to your right to see a door in the wall. This door is a fake wall; ignore it, and instead use your Lens of Truth to see a new doorway above it. Use the Longshot on the target provided, and in the wall cranny, step on the switch (ignore this door for now) to open the door past the block. Take that door for now once the bars fall down.

Proceed with caution into this next area, and kill the three Like Likes for a chest to appear where two of them were. Open one to get a very valuable gold rupee, and the other to get a blue rupee, then use the Lens of Truth to find a second chest with a Small Key in it. Open the third one sitting on a pedestal for a blue rupee. Now, retreat back to the Wolfos room, then use the Lens of Truth to find the secret passage in the wall. Use the Longshot on the target that appears in the ceiling, then go through the door in front of you. In this lava-filled room, drop down to the lower floor, and then shoot arrows into the eyes to make a door open and a chest appear (the eyes will change back to normal fairly quickly, so be sure to get all four in a row). Now, jump onto the circle in the middle, and open the chest to obtain a Small Key. Use the Longshot on the target on the wall, and then enter the door underneath.

In this room, slay the Torch Slugs and Fire Keese for a door to open and a chest to appear, then open the chest for a few arrows. Next, equip the Megaton Hammer. Hit all the totem poles until you find a switch and an eye. Step down on the switch for the fire around the chest in the middle to disappear, allowing you to access the chest for a Small Key. Next, shoot the eye for the barred door to open, then go through this door.

Another silver rupee collectathon exists in this next room. Start off with equipping your Hover Boots, and move left onto the nearby platform holding a silver rupee. Turn around, and use your Longshot on the Longshot target hanging above the door, dropping yourself down onto another silver rupee. Face the door to the side, and use your Longshot on the torch nearby to pull yourself over there. Head right and grab two more rupees, then continue right a bit more and press down on the switch to cause the wall of fire around the last rupee to temporarily go away. Backtrack around in a circle again and grab the last silver rupee, then go over to the side door that was just unbarred and enter.

In here, equip the Iron Boots and stand over the blue blocks. Next, play the Song of Time, and you shall fall down into water. Falling down, make sure to have the Zora Tunic equipped so as not to drown, then use the Longshot and position yourself in front of rupees on your way to Longshot targets. Watch out for the spike blades, and slay all the Shell Blades with your Longshot to keep them from interfering. After you collect them all, a chest will fall down on the floor above, so equip your Kokiri Boots, and head back up. Open the chest for a Small Key, then head back outside. Out here, head over to the switch, and when Navi turns green, play the Song of Time. Head up the blocks that appear to get a key up on top. Now, go through the frontal door.

In here, you will have to fight two Dinoalfos and bomb a single Beamos. After, open the chest for a Small Key, then take the door to your right. Back out here in the front entrance, go through the front door this time around. In here, unlock all the locked doors to one path, and you shall finally reach the large chest in the middle of the room. Open it to obtain your reward, the Ice Arrows.

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GERUDO COMPLEX (MASTER QUEST)

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[SGMQ]

Once you have obtained free reign around the Gerudo Fortress, there is an optional mini-dungeon that you can partake in. At the foot of the hill coming down the west side, there is a lady standing next to a sign and a door with a cage on it. Talk to her and pay 10 Rupees to enter the complex.

Open the chests to either side to get some Bomchus and a bundle of arrows. After, turn around and look above the entry door to see a golden eye on the wall. Shoot it with your Fairy Bow, then head east and go through the door in the lion's head. Go for a kamikaze attack on the Dinalfos, not bothering to go through any defensive maneuvers, and stab the tails of the Dondongos afterwards. Finish off by stabbing the Armos statue to the right of the door you came through on the high ledge, then Jump Slash to finish it off. Open the chest for a Small Key, then head north through the new door.

In here, Longshot your way over to the torch on the right side. Equip the Hover Boots, then use a Fire Arrow on the torch here. Run over to the nearby platform, then grab the three rupees to the north (grab the upper left one before going over to the upper right), then Longshot your way back to the torch. Longshot to the torch at the beginning, shoot another Fire Arrow at the black torch, then grab the two Silver Rupees at the beginning to open the door next to the black torch. Longshot your way over east and enter the new door.

Snipe off the big Jellyfish in here, then take out its three spawnlings once it is finished off. After, burn down the big cobweb with either your Fire Arrows or Din's Fire, then equip Zora Tunic and Iron Boots both and fall down into the water. Down below, take your time and clear the water out by Longshotting all the various enemies. Do not bother trying to position yourself in relativeness to the Hookshot targets; instead, just deequip your Iron Boots and drift and swim around, then reequip your Iron Boots to fall down on any of the Silver Rupees. After you have gotten all three, resurface and open the chest at the top to claim the Small Key.

Head back out into the lava room, and Longshot the torch at the beginning of the room. From there, head to the entrance to the Complex. This time, use Din's Fire at the beginning to light up both torches, then head west through the other lion's head. Inside, immediately set off the Iron Knuckle, then back away onto solid ground (or else your feet will sink in the sand). Jump Slash, backflip, Jump Slash, backflip, and repeat until his armor flies off. After this, just go for a straight up rapid hack and slash; every time he tries to make a motion, he will be stunned again by a sword stab. Open the chest that appears after your battle for a Blue Rupee, then continue onwards.

You will encounter a Silver Rupee collectathon in the next room, coupled with a time limit. Quickly run along the main hallway and turn left as soon as you can, then go back down the left hallway and stab the Freezzard to death. Grab the Silver Rupee that it was blocking you from obtaining, then head back into the main hallway, and go uphill a ways, then turn right and into the right hallway. Head up all the way to the end to some icycles; destroy the icycles and recover another Silver Rupee behind them. Now head to the opposite end of the hallway. SLOWLY walk off the cliff so that you will end up hanging onto the floor, allowing you to grab the Silver Rupee lurking down here.

Climb back onto the floor, then turn left into one of the short passageways. You will be blocked by a wall of fire, but that is not the important part; look above you to see both a Silver Rupee and a Hookshot target

on the ceiling that will drop you on the opposite end of the wall of fire. Position yourself and Longshot the target to grab both the Silver Rupee and land on the other end. With that, head north to find the last Silver Rupee. Longshot the Hookshot target on the ceiling, then walk off the cliff slowly, then drop down to grab your Silver Rupee. Longshot your way back up again, then Longshot your way through the fire on the new Hookshot target. Enter the door.

Longshot the two Skulltulas hanging from the ceiling in front of you (there is another Skulltula off to the side, but as long as you do not go over there, it should not be a problem for now). Continue a kamikaze attack on the Stalfos. Strike as soon as they open up, and slash at them when they leap. After both are done for, finish off the last Skulltula, and open the chest that appears for a bundle of arrows. After, push the nearby block in the wall forward until it falls into the floor (you need the Silver Gauntlets at a minimum to do this). Inside, Longshot the three Spikes then finish them off with a slash. Be careful with the Freezards; for the first one, wait until after it has finished breathing ice, then run in and do a couple of slashes to kill. For the second one, Longshot yourself over to it, and slash it to death. Open the chest that appears for a purple Rupee.

Retreat into the previous room. Back in here, scoop up a bottle of Blue Fire from the blue fire in the corner of the room. Equip the Lens of Truth and Ocarina of Time both, and use your Lens to see some red ice in a passageway in the wall. Head over, and play the Song of Time to make a blue block appear. Use it as a stepping stone to the top, and dump the blue fire on the ice to melt it. Head through the door into the next area.

In here, drop to the outer ring on the bottom floor. Shoot all four eyes of the statue in consecutive order (without wasting an arrow) for a chest to appear with a Bombchu. After you are done/given up, wait and look for a crystal switch in the fire; shoot it to open a door on the BOTTOM FLOOR. Look for the niche in the wall, hop over, and enter. Immediately clear the room of the two Torch Slugs, then set off the Iron Knuckle, and take him out now (with solid ground all over, you should be able to finish him off quicker than the one in the quicksand room). After, open the chest that appears for a bundle of arrows.

Next, look above the one door to see a crystal switch partly embedded in the wall, and shoot it with your arrow for another chest to appear inside the fire. Go to the north end of the room to find a switch mostly burrowed in the floor. Press down on it to stop the fire, then go and open the chest to get a Small Key. Head through the new door (the one with the switch above it). Back in the lava room, use the Megaton Hammer to slam down on the rusty switch, then use your Longshot on the Hookshot target on the high plateau nearby.

Go down the passageway, and open the entryway chest for a Blue Rupee. In here, head left, then go through the maze until you hit a locked door. Take it, then go through two more locked doors to come to a crate. Break it open to reveal a rusted switch, and use your Megaton Hammer to smash it down and cause a chest to drop down on the second floor. Explore around here a bit for chests containing two Green Rupees and a Red Rupee if you want, then head back to the entranceway of the complex.

Back at the entrance, take the west door to the room where you fought the Iron Knuckle in sand. Continue a few rooms in and make your way to the room with the four statues of eyes and the rotating floor. Stay on the top section here; head north and enter the door at the end. Inside, open the big chest next to the left purple flame to obtain the Ice Arrows.

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EMPTY BOTTLES

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[SEBT]

Throughout the game you can collect four bottles that can be used to hold various items, from Potions to Bugs to Poe Souls to Fairies. Following are the location of the four and how to obtain them;

Bottle One - Lon Lon Ranch

Inside the large house in Lon Lon Ranch in the PAST, talk to Talon, who will offer you a mini-game for 10 rupees. The basic premise is that you have to pick three certain Cuccoos out from a gaggle of Cuccoos, and if you do it within the given amount of time, you get a Bottlewith Milk.

Before you play, thowever, grab all the regular Cuccoos, and put them in the small space beside Talon. That way, only the three Special Cuccoos will be out in the open, and you can grab all three of them easily without any outside interference.

Bottle Two - Kakariko Village

In the past, you can do a sidequest in Kakariko Village which involves depositing Cuccoos into the pit just beside the graveyard entrance (this is in the southeast corner of the town) by finding the stray Cuccoos around the village and depositing them into the pit. Here is a list of where you may find all of them:

- At the entrance to Kakariko Village, fluttering around the tree.
- Right next to the pit (east of it).
- Near the gates going north out of town.
- At the area with the three different staircases going along three different routes, roll into the crates nearby. The Cuccoo is in one of them.
- This next one is a slight bit tricky. Take one of the Cuccoos, hold onto it, and go up the stairs leading to the building under construction. From there, head west onto the platform divided from the rest of the ground by a fence. The Cuccoo should give you some float time to get down. Once you make it, throw both Cuccoos off the platform.
- This is probably the most difficult one. Grab one of the previous five Cuccoos, then go up the eastern staircase that starts next to the Kakariko Graveyard entrance. Run along here until you get to the end, then jump off. Once you get to the high fence, immediately press A to throw away your Cuccoo, and Link should be standing on top of the fence. If the Cuccoo lands on the fence, then pick it up and throw it over to the north side. DROP DOWN (DO NOT JUMP), pick up the Cuccoo, and for God's sake, GO AROUND THE HOLE. If you drop in, you will have to refind all the Cuccoos once you get back out. Head along up the stairs to your west, then throw the Cuccoo over. Repeat if the second Cuccoo game along with you.
- From where you just got the last Cuccoo, stay in that area. Along the northern cliff, you should see a ladder. Head up that ladder, and at

the top, loop around behind the windmill. Grab the Cuccoo here, and jump off towards the pit. It is a shame that you have to go grab the other two from before, or this would be the perfect coup de grace.

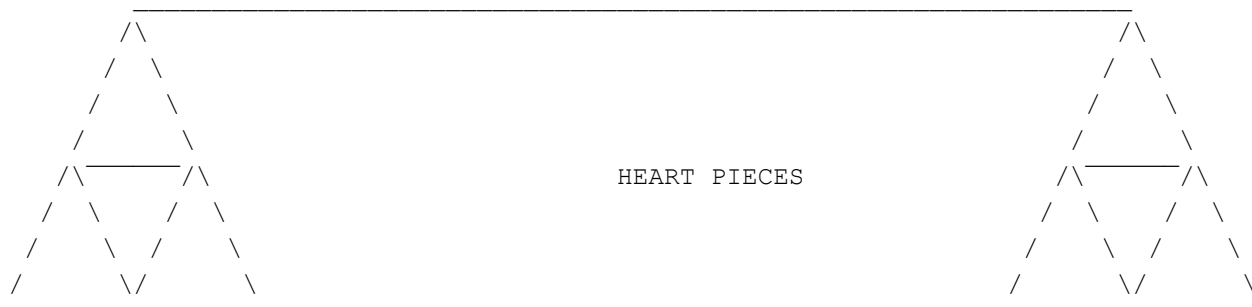
After you have finally obtained all seven and put them in the Cuccoo pit, talk to the lady nearby, who will give you the Empty Bottle.

Bottle Three - Lake Hylia

This is the only bottle in the game that you shall automatically obtain. In the past, after you obtain the Silver Scale from the Diving Shop game in Zora's Domain, head to Lake Hylia through the underground hole in Zora's Domain. Once in Lake Hylia, dive around until you find the bottle with the note in it.

Bottle Four - Hyrule Town

Kill and capture all ten Big Poe Souls on the Hyrule Overworld while in the Future, and bring and sell all ten of them to the Poe Merchant in Hyrule Town to obtain the fourth bottle.



[HRPC]

36 Heart Pieces can be found around the land of Hyrule. Once you have collected four of them at once, they will merge together to form a new Heart that is added to your total life energy. With the nine total that you can gain from this, along with the eight obtained by defeating dungeon bosses and the three you begin with at the start of the adventure, you can have a total of twenty heart pieces.

MASTER QUEST NOTE: One Heart Piece location is different. This is the Heart Piece found in the Ice Cavern; both the OoT and MQ location are provided in that respective section.

----- HYRULE TOWN AND AREA -----

#001 - When it is nighttime in Hyrule Castle Town, head to the side of the fountain in the center of town that faces the exit onto Hyrule Field. Go left from this view, and you should see a white dog SPECIFICALLY running around behind the market booth (it is vital that you note this white dog specifically, and not just any white dog in general). Come into contact with it so that it will start following you around, then head right (while maintaining the same view) to head into a back alley. Take the second door at the back, and talk to the lady indoors to obtain a

Heart Piece. [PAST, NIGHT]

- #002 - Head down to the area with the fountain. Go left from here, and enter the door at the base of the stairs. Inside, you will be offered a chance to play Bombchu Bowling for 30 Rupees. Read up on the instructions in the mini-games section; one of the prizes that shall be offered (at random) is a Piece of Heart (you can also acquire a Bomb Bag Upgrade). Drop the bomb in all three holes to win your Heart Piece. [PAST, 30 Rupees]
- #003 - At nighttime, go to the same back alley as the one where the lady who is missing her dog was located; this time, however, take the first door, and you will come to a 10-Rupee minigame. Basically, you will have to go through five rooms, each with two chests in them. One chest contains a Door Key that allows you to go on to the next room, while the other chest has only a Rupee in it (the placement of the keys are randomly generated). This is where acquiring the Lens of Truth from the Bottom of the Well comes in; if you use it, you can see which chest has the key and which has the Rupee, so abuse the Lens of Truth. The sixth room in will have the Piece of Heart in a chest. [PAST, NIGHT, Lens of Truth]

LON LON RANCH

- #004 - In the far northwest section of the vast field area in Lon Lon Ranch, there is a tower embedded into a rock wall. Head over to the tower and take the door at the base of the wall to head in. Inside, go up to the block puzzle. Pull back the southeast block, then push the southwest block all the way into the southwest corner. Push the southeast block west as well all the way, pull the northeast block south, and pull the northwest east. Climb up on top of the blocks, drop down into the northwest corner, then enter through the small cubby hole. At the opposite side, claim your Heart Piece from the pile of hay. [PAST]

HYRULE FIELD

- #005 - From the path going out onto Lake Hylia, there should be a fenced-in square with two rows of white fences and two sides of stone wall, all next to a large stone rampart with ladders. Inside the fenced-in area, drop a bomb in the relative center of the square to reveal a hole. Down below, you will end up facing off against a Deku Scrub. Equip your Deku Shield and deflect the Deku Nut at him (or manually use your own Deku Nuts if you lost your Shield), and once you have stunned him, go up and talk to him. He will offer to sell you a Piece of Heart for ten rupees. [PAST, 10 Rupees]
- #006 - Go to the very northwest corner of the field (not right outside the castle's front gate, but behind the back wall, where the water is draining out into a river, and off the road leading from Lon Lon Ranch down to Gerudo Valley). There should be a lone tree in between the grove of trees around the river and the road near Lon Lon Ranch. Plant a bomb at the base of this tree and it will reveal an underground cavern. Drop down. Inside, head into the water and equip the Iron Boots, and pick up the Piece of Heart. After, deequip your Iron Boots and head out. [FUTURE, Bombs, Iron Boots]

LOST WOODS

- #007 - At the start of the Lost Woods, head right a room, and drop down from the top onto the bottom section (or take the ladder down). Stand on top of the lower trunk, and two skull kids will appear on top. They will play out a five-note tune, a six-note tune, and finally an eight-note tune (although they are randomized for each game, they will stay the same while you are trying to copy it, so just keep a pen and paper nearby if required). When the third session of eight notes is completed successfully, you shall get your Heart Piece. [PAST]
- #008 - Head left from the start of the Lost Woods, and get onto the first stump next to the Skull Kid, and play Saria's Song on your Ocarina. Afterwards, he shall give you a Piece of Heart. [PAST, Saria's Song]

KAKARIKO VILLAGE

- #009 - Talking to the owl at the top of Death Mountain will allow you to hitch a ride, dropping you off onto the top of Impa's House at the southern border of Kakariko (you can get here in the future by using the Hookshot on the roof of the Gold Skulltula House, and then turning around and pulling yourself onto Impa's house via the roof). While on top, go back all the ways to the boundary wall, and head left, which is right over the chicken pit. You should end up dropping over a balcony; there should be a door in front of you. Enter to obtain the Heart Piece. [PAST]
- #010 - When you have beaten Dante, the exit will lead you out onto the top of the windmill in Kakariko Village. From the ledge you enter the windmill in, turn right and aim your Hookshot at the top of the wooden ledge that the Heart Piece is located on so that you drop down next to the Heart Piece. Claim your prize thereafter. [FUTURE, Hookshot]
- #011 - On the house with a green roof next to the watchtower, a man is sitting on top. To get onto the roof, you need to use the Hookshot; the best position that I have currently found is to make for the windmill, and climb up on top of the corner fence near the windmill door, and then aim your Hookshot at the green roof from there (of course, all this balancing and precision becomes moot once you acquire the Longshot, which makes it VERY easy to get on top). Once you get onto the roof, go and talk to the man and he shall give you a Heart Piece. [FUTURE, Hookshot]
- #012 - By acquiring 50 Gold Tokens, you can obtain a Heart Piece from one of the family members in the Gold Skulltula House. [50 Gold Tokens]

KAKARIKO GRAVEYARD

- #013 - At nighttime, go to the Kakariko Graveyard, and talk to Dante when he is right in front of a SOFT SOIL PATCH (read: NOT ON THE STONE PAVEMENT) and say yes. Most of the time, he will dig up either nothing or a red Rupee. However, eventually you should strike gold (or, in this case, your Heart Piece). It IS randomized, and there ARE a lot of patches to cover, so

bring a good number of Rupees (preferably at least 100 with the Adult's Wallet from the Gold Skulltula House) so that you do not run out before covering a good chunk of the Graveyard. [PAST, NIGHT]

#014 - In the second row of graveyards going up, go behind the second grave from the right, and pull the grave back to reveal a hole. Drop down, and play the Sun's Song to paralyze the ReDead (kill it if you want while you are at it). One finished with the ReDead, go to the wall with all the symbols and play the Sun's Song here to make a large chest appear. Open the chest to get your Piece of Heart. [PAST, Sun's Song]

#015 - As a kid, you will need to plant a Magic Bean on the soil patch found in the southern end of the left line of graveyards. When you come back as an adult, take the magic leaf that has grown and ride it up to the top of a ledge. Jump off, and then roll into the nearby crate to reveal a Heart Piece. [FUTURE, Magic Bean]

#016 - Before you do this, make sure that you have the Longshot. Once you do, take on Dampe's trial again in the underground. This time, however, once you get into the last room with the giant stairway going around, stop; instead, take out your Longshot and use it on the torch in front of the door, and pull yourself over there. Once you make it in less than a minute, Dampe shall give you a Piece of Heart. [FUTURE, Longshot]

DEATH MOUNTAIN

#017 - As a kid, you will need to plant a Magic Bean on the soil patch found at the entrance to Dodongo's Cavern. Once you come back as an adult, there will be a magic leaf in its place. Take it, and the magic leaf will rise up; jump off of the leaf onto the stone roof of Dodongo's Cavern, and you should be able to find your Heart Piece. [FUTURE, Magic Bean]

DEATH MOUNTAIN CRATER

#018 - As a kid, you will need to plant a Magic Bean on the soil patch found next to the Fire Temple warp point. When you come back in the future, hop onto the leaf, and it will go up, and circle around a giant spire of rock. Hop onto this rock, and go to the central peak, where you shall find your Piece of Heart. [FUTURE, Magic Bean, Bolero of Fire]

#019 - Much like the last Heart Piece, you need to plant the Magic Bean and come back as an adult. This time, however, when you get on the leaf, wait it out and let it rotate around the giant rock pillar; eventually, it will approach the back wall of the area, and then rise sharply. Inside this wall is a small niche that you need to jump into when you have the opportunity; once you do, a Heart Piece is yours. You can get back by playing the Bolero of Fire again. [FUTURE, Magic Bean, Bolero of Fire]

GORON CITY

#020 - In Goron City, in the corridor leading from the second floor to the

third floor, there will be a torch. Light a Deku Stick on the torch in here, and head outside on the ground floor. Out bottom, quickly light the four torches, which will make the statue on the bottom floor start to spin around. From now on, if you can successfully manage to throw a Bomb Rock into the top of the statue, you may have a chance at winning some stuff. To do so, head off to the second floor, then go left and take the stairs that would bring you up to the third level. However, instead of actually going up to floor three, instead grab the bomb rock growing up here, head down the stairs, and try to throw the bomb from the edge of the ledge into the spinning statue. Most of the time you will not be able to get it in, but when you do, the bomb will explode inside, causing the statue to quickly spin, then stop. Depending on which face the statue stops on, you can get either nothing, three green Rupees, or a red Rupee and the Heart Piece. The face that you want is the slightly-smiling face, which is partly open, as opposed to the closed face and the frown. If you struggle to throw the bomb flower in without giving up enough time for it to explode on you, you can also wait until after you finish the Dodongo's Cavern and toss your own bombs in. [PAST, Deku Stick]

ZORA'S RIVER

- #021 - Around the circle of rocks at the beginning near the Magic Beans salesman, you should see a Cuccoo. Grab a hold of it, then jump off the ledge and fly south to the opposite side. Keep the Cuccoo, and head east up the small slope, ignoring any shots from the Octorok that will jump out of the river, then jump back north to the opposite side again. Head north a bit, but when you see a large ramp going up to your left, head over here, still with Cuccoo in hand. Once you make up higher still, head north, then turn and face east. You should see across from you a fairly high ledge. You will NOT be able to jump onto here complete with Cuccoo; instead, jump off the ledge until you touch the other side, then press A to drop the Cuccoo. Link will automatically grab hold of the side, so climb up. Face southeast a bit to see the Heart Piece, use L-Targeting to focus your direction, and jump over. Claim your Piece of Heart. [PAST]
- #022 - Go to the left side of the upper area of Zora's River (specifically, the ending part with the up and down road and the waterfall), and line yourself up against the wall with the Heart Piece lying on a small crevice. Use the Boomerang to snag the Heart Piece and bring it to you. [PAST, Boomerang]
- #023 - About halfway up the river, on the left side, there will be a group of frog's next to a branch that you can play songs to to get money. First, you need to play five of the top row songs (in other words, the non-dungeon-transporting songs) sans the Song of Storms. Try to play your Ocarina in front of them again, and they will then engage you in a mini-game where you have to press the A button and the four C-Stick buttons for each of them to be able to hop up and eat a bug (the bottom blue jumps to the A button, with the remaining four corresponding to their position on the logs). It WILL be frustrating, so you will likely have to stick with it for a while, memorize the fixed pattern, and jam the buttons until you get it. Once you win, however, you will obtain your heart piece. [PAST, Ocarina, Zelda's Lullaby, Saria's Song, Epona's Song, Song of Time, Sun's Song]
- #024 - About halfway up the river, on the left side, there will be a group of frogs next to a branch that you can play songs to to get money. Play all

of the regular six songs (Zelda's Lullaby, Saria's Song, Epona's Song, Song of Time, Sun's Song, and the Song of Storms), and the frogs shall give you a Piece of Heart. [PAST, Ocarina, All Six Regular Songs]

ZORA'S DOMAIN

#025 - Inside the throne room of King Zora, you should see a lit torch, so bring out a Deku Stick and light it up. Quickly run down the stairs and light the stone torch at the bottom. Hit B to save your Deku Stick again, then light another one up and loop around counterclockwise, going down to the shop. Light the torch here up again, then repeat the trick to save your Deku Stick. Relight, and head east, staying along the wall, and light the torch up next to the circle of rocks. Head back to the shop and relight this torch, then go past the torch next to the circle of rocks. STAY NEXT TO THE WALL, or else you will fall into the water and extinguish your Deku Stick. Continue running along, and sneak in behind the waterfall. Light both torches here, and a chest should appear holding a Heart Piece. [PAST, Deku Stick]

ZORA'S FOUNTAIN

#026 - In the future, go to the spot where Jabu-Jabu used to be, then hop over all of the ice platforms. Move straight forward (do NOT deviate and head onto the path to go to the Ice Cavern), and the last platform will hold the Heart Piece. If you are having trouble making it across the two last platforms that are moving around, try getting onto the platform before that and using the Hookshot to grab the Heart Piece (or at the very least neutralizing the two annoying Octoroks with your Hookshot or arrows). You may also wish to come back here later on when you have obtained the Longshot for an easy retrieval. [FUTURE]

#027 - After you have obtained the Iron Boots from the Ice Cavern as well as the Zora's Tunic (by buying it or acquiring it from the Zora King), head out to the water in Zora's Fountain, and place yourself in the approximate center of all the ice platforms. Drop into the water, and equip both the Iron Boots and the Zora's Tunic to drop down to the ground surface of the fountain area. On the very bottom of the floor, you will find your Piece of Heart. [FUTURE, Iron Boots, Zora's Tunic]

ICE CAVERN

#028 - In one of the dead-end rooms of the Ice Cavern, there are three different niches in the chamber. The left one requires some Blue Fire to melt the ice blocking off the entrance. Once you get into the left niche, you should easily be able to find the Piece of Heart. [FUTURE, Blue Fire]

#028 - In the Master Quest, head to the room with the ledges where you acquire one of the Gold Skulltulas from a block of ice, and where a blue fire is on top. Look around the bottom of the room after taking out the Freezards to find a crystal switch just slightly poking out of the ground. Plant a bomb next to the switch to activate it with an explosion.

A block of ice that holds the Piece of the Heart on the ground floor will be gone, allowing you to grab the Heart Piece. [FUTURE, Bombs]

LAKE HYLIA

- #029 - At the Fishing Pond in Lake Hylia (on the small cliff opposite of the scarecrow patch near the scientific laboratory), you need to catch a fish that is 20 pounds or bigger. The main spot that you can find such a fish is to the left side of the pond, right behind the log that arches partways out of the water. Move around a bit experimenting to get your lure cast right behind the log, and once the fish bites, start reeling it in by pressing A and moving the pole around with your analog stick. When it gets close to you, constantly move the pole left and right to bring the fish in. If it weighs at least ten pounds, bring it to the pond operator, and he shall give you your Piece of Heart. [PAST, 20 Rupees]
- #030 - As a kid, you will need to plant a Magic Bean on the soil patch found next to the scientific laboratory near the exit out onto Hyrule Field. Once you come back as an adult, take the leaf upwards, and then jump onto the roof of the lab. Climb up the ladder that goes up the high tower of the building, and at the top, you shall find the Heart Piece. [FUTURE, Magic Bean]
- #031 - In the future, once you have acquired the Gold Scale from the Fishing Pond (allowing you to dive even deeper than before), head inside the scientific laboratory. Hop into the water at the back, and physically dive down and touch the bottom (you CANNOT equip the Iron Boots - you MUST DIVE). Once you resurface, go and talk to the professor to get a Piece of Heart. [FUTURE, Gold Scale]

GERUDO VALLEY

- #032 - In Gerudo Valley, grab the Cuccoo that is walking around the top area, and then walk onto the middle of the bridge spanning the valley. Face north, and you should see a waterfall down below. Jump off the bridge, and float towards the waterfall. Once you get over there, continue drifting downwards, and you should see a crevice hidden behind the waterfall. Force your motion against the air and water so that you float in there, still with the Cucco, and claim the Heart Piece in there. [PAST]
- #033 - In Gerudo Valley, look at the valley wall opposite the sign next to the bridge, and you should see a small ledge engraved into the side with a box on top. Grab the Cuccoo, and float your way down over to this cliff. Once you land, be careful not to roll off by accident when breaking open the box, and you shall get a Piece of Heart as your reward. [PAST]

GERUDO FORTRESS

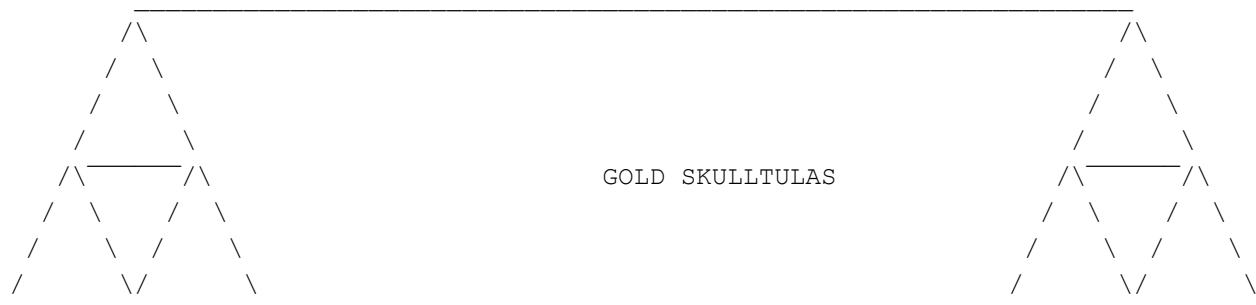
- #034 - Once on the higher platforms of Gerudo Fortress, when you are outside, look to the top floor on the northern end to see a large chest. Use

your Longshot to pull yourself over to the chest, and open it up for a Piece of Heart. [FUTURE, Longshot]

#035 - After you are allowed free access to the Gerudo area, head to the archery target mini-game (located in the south and east of the fortress), and play it with Epona as your steed. Once you manage to win with 1,000 points, you shall be given a Piece of Heart. [FUTURE, Epona]

DESERT COLOSSUS

#036 - As a kid, you will need to plant a Magic Bean on the soil patch found on the stone steps leading up to the Spirit Temple. When you come back as an adult, hop onto the leaf; do NOT jump off on the two rock pillars that the leaf circles around. Instead, wait until it comes back to the stone steps, and then rises above the stone arch; when it does this, jump onto the arch, and you will find the Piece of Heart up here. [FUTURE, Magic Beans]



[GSKL]

- | | |
|--|--------|
| a. Overworld Locations | [GSOW] |
| b. Dungeon Locations (Ocarina of Time) | [GSOT] |
| c. Dungeon Locations (Master Quest) | [GSMQ] |

Gold Skulltulas are golden spider-like enemies that typically are found hanging off of walls or ceilings (although they can be found in other locations), and only come out at night in outdoor locations. After you kill a Gold Skulltula, they will leave behind a Gold Token (a flat skull-shaped item) that you HAVE to pick up for the kill to count.

The one hundred [100] Gold Skulltulas littered around the land of Hyrule can be brought to a family in Kakariko Village, whose house is located on top of the first hill south of the center of town (it is opposite of the unfinished building in the past, or the Archery Range in the future, and is next to the one fence).

Once you have collected certain amounts of Gold Skulltulas, you can gain rewards by talking to whomever has been freed from the curse of the Gold Skulltula.

- 10 Gold Tokens - Adult's Wallet (Lets you carry 200 Rupees)
- 20 Gold Tokens - Stone of Agony (If you have the Rumble Pak, it vibrates whenever you are near an underground cavern)
- 30 Gold Tokens - Giant's Wallet (Lets you carry 500 Rupees)
- 40 Gold Tokens - 10-Pack of Bombchus
- 50 Gold Tokens - Piece of Heart

Bugs can be found in almost any underground cavern. Good locations to find them and restock up are the hole next to the tree north of Kakariko Village next to the castle walls, and the hole on the back side of the Potion Shop inside Kakariko Village.

In Master Quest, all overworld locations of Gold Skulltulas are identical. It is only in the dungeons that they have different locations; as a result, there is a list for Master Quest dungeon Gold Skulltula locations.

+++++
OVERWORLD LOCATIONS
+++++
[GSOW]

HYRULE FIELD

#001 - Head north from the Kakariko Village entrance to the walls of Hyrule Castle, where you should find a lone tree standing. Lay a bomb at the base of said tree to blow open a hole to an underground cavern. Drop down. Inside, dispose of the regular Skulltula, and you should find the actual Gold Skulltula hanging from the northeast corner of the cavern. Use your Boomerang on it to kill and then snag the Gold Token. [PAST, Bombs, Boomerang]

#002 - Head to the extreme western end of the map into the barrens. Once you see a formation like two high hills touching each other, head south and left from here on a high slope going into the barren (for quick reference, this is just the entry area to Gerudo Valley). Continue going west across the fence, and then search around for a circle of rocks. Once you find it, go and plant a bomb in the center of the circle to reveal an underground cavern. In the cavern, use Din's Fire to burn up all three cobwebs in the cavern, then go to the third of the room with the cow in it. The Gold Skulltula will be hanging from a cobweb in here, so bring it down via use of either your Fairy Slingshot or Boomerang, then snag the Gold Token with your Boomerang. [PAST, Bombs, Din's Fire, Boomerang]

KOKIRI VILLAGE

#003 - At nighttime, head into Kokiri Village, and go to the Know It All Brothers' house (the one next to the exit leading out to Hyrule Field). Circle around to the backside of the makeshift tree-house, and look up at the back wall of the tree. Hanging from here should be a Gold Skulltula; after killing it with your Slingshot, L-Target the Gold Token and perform a Jump Slice to obtain the Gold Token (alternatively, you can choose to wait until you have the boomerang). [PAST, NIGHT, Slingshot]

#004 - Go to the shop in Kokiri Village. Outside of the actual tree shop, in between some of the roots, there should be a patch of dirt/soil. Dump a bottle of bugs into the soil patch, and after a few seconds, it will spit out a Gold Skulltula. Kill it and collect the Gold Token. [PAST, Bottle of Bugs]

#005 - After coming back as an adult, go to the House of Twins located in the southeast corner, and go to the backside of the treehouse. Look up to see two horn-like appendages acting as the tree's branches. The Gold Skulltula will be clinging to one of the branches, so use your Hookshot to kill, then use the Hookshot again to retrieve the Gold Token from the branches. [FUTURE, NIGHT, Hookshot]

LOST WOODS

#006 - From the entrance to the Lost Woods, head west into the area with the Skull Kid, and then south. You will come to the top of a high cliff overlooking some ground; more importantly, you will also come to a soil patch. Dump a bottle of bugs into the dirt patch, and after a few seconds have passed, the patch will spit out a Gold Skulltula. Kill it for the Gold Token. [PAST, Bottle of Bugs]

#007 - From the entrance to the Lost Woods, head east, north, east, north, and then west. Take care of the two Deku Scrubs in here, and look around a bit to find another dirt patch. Just like with the previous Gold Skulltula, you can dump a bottle of bugs into the soil patch, and cause it to spit out a Gold Skulltula. Dispatch it for your Gold Token. [PAST, Bottle of Bugs].

#008 - From the entrance to the Lost Woods, head east, north, east, north, and then west, into the area where you planted the second Magic Bean here as a youth. As an adult, ride the magical leaf up to the top of the cliff, and jump off. Up here, the Gold Skulltula is laying on the ground, so you can easily dispose of it. [FUTURE]

#009 - In the Sacred Forest Meadow area, make your way to the end of the maze, but stop before going through the long hallway and up the stairs. Instead, turn around and go up the ladder that would take you to the fairy fountain. Go left while on the top section, and you should be able to spot a Gold Skulltula hanging from the side wall. From there, simply dispose of it with your Hookshot, and then snag the Gold Token with your Hookshot again. [FUTURE, Hookshot]

HYRULE TOWN AND AREA

#010 - In the small alleyway at the start of town, there should be a house next to the drawbridge. Inside the house, there should be a number of crates next to the wall. Roll against the crates, and one of them should have a Gold Skulltula hidden inside. From there, it is a simple manner of drawing your sword and killing it, and then collecting up on the Gold Token. [PAST]

#011 - On the Hyrule Castle Grounds, there will be a tree in the corner at the entrance (it will be the one that the sage owl was perching on). Roll into the tree to cause a Gold Skulltula to fall down from the tree. From there on it is a simple disposal process. [PAST]

#012 - In the Hyrule Castle Grounds, once you get past the castle gates and drop into the moat, climb out at the corner. There will be a loan tree at the corner of the fence here. Play the Song of Storms for a hole to open up in the ground, and drop down into the underground cavern. Inside, bomb

the left corner, and use the Boomerang to kill the Gold Skulltula on the wall and then retrieve its Gold Token. [PAST, Song of Storms, Bombs, Boomerang]

#013 - In the future, go to the outside area of Ganon's Castle, and walk along the regular path. Once you get past the destroyed stone arch, turn around and look at the one column to see a Gold Skulltula hanging from there. Use your Hookshot to kill it, and then again to grab the Gold Token. [FUTURE, Hookshot]

LON LON RANCH

#014 - Inbetween the house and the track fence, there should be a lone tree standing tall. Roll into the tree to make a Gold Skulltula fall down. Kill it and collect your Gold Token. [PAST, NIGHT]

#015 - On the southern side of the fence that surrounds the horses during the daytime, there should be a brown feeding trough. Head over to this area on the OUTSIDE of the fence, and the Gold Skulltula should be hanging from the wall of the trough, ready for the taking. [PAST, NIGHT]

#016 - In the avenue inbetween the house and the stable-barn, look up towards the second floor of the house; the Gold Skulltula should be hanging from one of the second-floor windows. Use your Boomerang to first kill it and then snag the Gold Token. [PAST, NIGHT, Boomerang]

#017 - At the very western end of the ranch, head to the intersecting corner between the fence and the stone wall that is part of the tower. The Gold Skulltula should be hanging down from the stone wall near this corner. Kill it and then use your Boomerang to get the Gold Token. [PAST, NIGHT, Boomerang]

KAKARIKO VILLAGE

#018 - At the start of the village, you should see a lone tree surrounded by destroyable bushes (if it is nighttime, there will also be an odd man sitting at the tree's base). Roll into the tree to knock down a Gold Skulltula hanging from the tree, then kill it. [PAST, NIGHT]

#019 - On the southern end of the village, you should find the Gold Skulltula house. The Gold Skulltula is hanging from its southern wall. [PAST, NIGHT]

#020 - Look for the brick building in the center of the village that is only partially through the construction stages, and take the staircases that lead up there. The Gold Skulltula is hanging off the middle block, so you need to use a block nearby as a stepping stone to get to it. [PAST, NIGHT]

#021 - In the northern end of the village, after going up the first set of stairs, there should be a giant watch tower with a very long ladder to go along with it. The Gold Skulltula is hanging from this ladder, so you will require the Fairy Slingshot to kill it before climbing up to grab the Gold Token. [PAST, NIGHT, Slingshot]

#022 - On the northern end of the village, after having cleared the second set

of stairs, stop before the gate and guard, and turn left to see a house. The Gold Skulltula will be hanging from the northern wall of the house. [PAST, NIGHT]

#023 - Once you have obtained the Hookshot, go up the stairs in the south that lead up to Impa's House (the southernmost house that lies on the hill). Turn around, and use your Hookshot on the roof of the Gold Skulltula house to pull yourself over and land on top. Turn around again, and this time redirect the Hookshot at the rooftop of Impa's house. Once you land, head south to the stone wall that constitute's Kakariko Village's boundary, and you should easily find the Gold Skulltula lurking on the wall. [FUTURE, NIGHT, Hookshot]

KAKARIKO GRAVEYARD

#024 - In the western line of graves, head all the way to the south end to spot a dirt patch. Bring out a bottle of bugs and dump it into the soil to cause a Gold Skulltula to come out. Kill it for the Gold Token. [PAST, Bottle of Bugs]

#025 - Head over to the northeastern corner of the graveyard. On the eastern wall, you should be able to see the Gold Skulltula crawling around. Use your Boomerang to first kill it and then retrieve the Gold Token. [PAST, NIGHT, Boomerang]

DEATH MOUNTAIN

#026 - On the path between the Kakariko Village entrance and the entrance to Dodongo's Cavern, there should be a smooth section in the right wall (from the perspective of a person walking from Kakariko to Dodongo's Cavern). Bomb this part of the wall to reveal a hidden cavern behind it, along with a Gold Skulltula hanging on the wall. Kill it with the Fairy Slingshot, and then climb up the wall for the Gold Token (even though it does not look like you can, you CAN climb THIS wall). [PAST, Bombs, Slingshot]

#027 - At the entrance to Dodongo's Cavern, you should find a soil patch. Bring along a bottle of bugs and dump the bugs into the dirt patch, which shall cause it to spit out a Gold Skulltula. Finish off the Gold Skulltula for the Gold Token. [PAST, Bottle of Bugs]

#028 - In the future, go to the spot where you found the bomb flowers that you used to destroy the boulder blocking off the entrance to Dodongo's Cavern in the past. Alongside the one wall of this location should be a red rock. Swing a Megaton Hammer at it to destroy the rock, and the Gold Skulltula should be lurking on the wall right behind it. [FUTURE, NIGHT, Megaton Hammer]

#029 - On the trail where boulders used to fall down from the mountain in the past, there should be a red rock lying up against the wall. Smash it to pieces via the use of the Megaton Hammer, and the Gold Skulltula will be on the wall hidden right behind the red rock. [FUTURE, NIGHT, Megaton Hammer]

GORON CITY

#030 - From the entrance to Goron City (from Death Mountain), head left and destroy a set of boulders with some bombs. This gives you access to a new room that has more boulders inside. Inside, bomb the right of the brown boulders, then head down the path, bomb the north boulder, then the left one in the next set, and finally the center boulder in the last grouping. You will come to a crate and some chests. Roll into the crate to free the Gold Skulltula, then kill it. [PAST, Bombs]

#031 - When coming back as an adult, go left on the top floor, and hop onto the narrow tight-rope. Once the two ropes to the left merge into one, look at the back of the wooden object on the small island platform in the center, and you should see the Gold Skulltula hanging from the back side. Use your Hookshot on it to kill it, then use it again to retrieve the Gold Token. [FUTURE, Hookshot]

DEATH MOUNTAIN CRATER

#032 - At the entrance to the crater from the peak of Death Mountain, there should be a crater. Roll into it to free a Gold Skulltula, then kill it. [PAST]

#033 - After you have learned the Bolero of Fire, bring along a bottle of bugs and use the Bolero of Fire to warp yourself to the Death Mountain Crater. Near the warp point pod, there will be a dirt patch. Dump the bugs into the soil, and the ground will spit out a Gold Skulltula for you to dispatch. [PAST, Bolero of Fire, Bottle of Bugs]

ZORA'S RIVER

#034 - At the start of the area, before crossing the stone gate surrounded by the bombable boulders, there should be a lone tree surrounded by some grasses. Roll into the tree to knock out a Gold Skulltula, which you can easily kill thereafter. [PAST]

#035 - At the end of Zora's River, when you are on the curved roads near the waterfall, drop down into the water to the left side, and look around for a ladder that leads back up onto solid ground. The Gold Skulltula should be hanging from the ladder, ready to be killed via the Fairy Slingshot. [PAST, NIGHT]

#036 - Take the magic leaf from where you planted the magic bean in the past up, and jump off onto the first cliff the leaf goes around (it has a circle of rocks, and either a boulder or a hole in the inside of the circle). You do not need the magic leaf either for this, as you can go upstream, find a ladder, climb up and make your way back here. Once you DO get here, look east towards the wall, where you should spot the Gold Skulltula, ready to be slaughtered. [FUTURE, NIGHT, Hookshot]

#037 - Go along the path until you come to the bridge about two-thirds of the way through Zora's River. To the left side of the bridge and up high you should witness the Gold Skulltula; use your Hookshot to kill, then use the Hookshot a second time to bring back the Gold Token. [FUTURE, NIGHT, Hookshot]

ZORA'S DOMAIN

#038 - Head up to the top of the waterfall, where the diving mini-game owner used to reside. From there, look left towards the high wall to spot the Gold Skulltula, and use your Longshot to kill it and then grab the Gold Token again. For some odd reason, even though you are inside, it NEEDS to be nighttime outside. [FUTURE, NIGHT, Longshot]

ZORA'S FOUNTAIN

#039 - Hop into the water, and swim to the southeast corner of the fountain area. Once you resurface on land, search around for the lone tree, and roll into the tree to headbutt it and knock down a Gold Skulltula. From there, it is a simple disposal process. [PAST]

#040 - Head southwest from the entrance to Zora's Fountain, and from the water, get onto the giant log extending out of the water. Once you are on the log, look towards the western wall, and you should be able to spot the Gold Skulltula crawling on there. Use the Boomerang on the Gold Token once you have finished off the Gold Skulltula. [PAST, NIGHT, Boomerang]

#041 - Once you get to the future, swim to the southeast corner of the map, and pick up the silver rock using your Silver Gauntlets. Moving aside, there will be a hole underneath where the rock was, so drop down. Equip your Lens of Truth; as you head up the stairs, use your Longshot to kill the Skulltulas (they are invisible without the Lens of Truth). At the end, climb up the ladder, finish off the final Skulltula up top, and then slay the Gold Skulltula hanging on the left side.

LAKE HYLIA

#042 - Beside the laboratory house on top of the hill, there will be a dirt patch. Dump a bottle of bugs into the soil to cause a Gold Skulltula to be spit out by the ground. Kill it and then grab the Gold Token. [PAST, Bottle of Bugs]

#043 - Head onto the bridge leading from the laboratory to the first island, and then turn around to look at the wall of the house facing the bridge. You should see a Gold Skulltula hanging on the wall, so kill it and retrieve the Gold Token via Boomerang. [PAST, NIGHT, Boomerang]

#044 - Swim over to the northwest area of Lake Hylia, where there is a small island with two pillars on it. Once you get over it, search over the two pillars, and a Gold Skulltula can be had on the backside of one of them. [PAST, NIGHT]

#045 - Inside the actual laboratory building, jump into the pit of water, and equip your Iron Boots, which shall cause you to fall to the bottom (you do not need a Zora's Tunic for this). Once on the ground floor, roll into the nearby crate here to free a Gold Skulltula. Because you are unable to use your sword underwater, you will have to use either your Hookshot or your Bow to kill it before walking over to grab the Gold Token. [FUTURE, Iron Boots, Hookshot/Bow]

#046 - From the warp point on the large island in Lake Hylia, look towards the upper sections of the giant tree to see a branch extending out from near the top of the tree. Aim your Longshot at the actual side of the tree so that when you fall down, you drop down on the branch. Move up a bit on the branches, then turn around and look at the top of the tree itself to find the Gold Skulltula lurking there. Hit it with your Longshot, then grab the Gold Token, also with your Longshot. [FUTURE, NIGHT, Longshot]

GERUDO VALLEY

#047 - On the plank going across the water leading up to the main section of the valley, turn towards your right to see a Gold Skulltula hanging from the side wall. Kill and retrieve the Gold Token [PAST, NIGHT, Boomerang]

#048 - Go down to the area with the Gerudo and the cow using your Cuccoo to find a soil patch. Dump a bottle of bugs into the soil patch for a Gold Skulltula to be spit out of the ground. Go through regular disposal process thereafter. [PAST, Bottle of Bugs]

#049 - After you cross the bridge, look on the wall behind the backside of the construction workers' tent to find a Gold Skulltula. Operate a kill and retrieve for the Gold Token. [FUTURE, NIGHT]

#050 - In between the workers' tent and the left wall, there will be a stone pillar holding up the ceiling of rock. Look up at the intersection between the pillar and the rockroof that it is holding up to find a Gold Skulltula hanging from this intersection (spotting it may be a bit tricky thanks to its location). Use your Longshot to kill it and then drag the Gold Token back via a second use. [FUTURE, NIGHT, Longshot]

GERUDO FORTRESS

#051 - After the third cell area, you should come to a room with two ramps. Cross the room to the opposite ramp and head outside. From the platform you are on outside, equip the Hover Boots and head east onto a platform up against the boundary wall. Look up at the wall over here to find the Gold Skulltula, and kill it via Longshot for a Gold Token. [FUTURE, NIGHT, Hover Boots, Longshot]

#052 - Once you have gained free reign of the Gerudo grounds, go onto the horseback archery course, and head north to the target at the very end (not the ones to the sides, but the lone one sitting at the north). On the front side of the target, you should be able to see the Gold Skulltula, so kill it and then snag the Gold Token via use of the Longshot. [FUTURE, NIGHT, Longshot]

HAUNTED WASTELAND

#053 - When you have crossed the pit at the beginning of the wasteland, follow the flags along the desert until you get to a stone building. Go through the door at the front of the building to drop down to the floor below. The Gold Skulltula will be hanging on the wall in front, ripe for you to slay. [FUTURE]

DESERT COLOSSUS

#054 - As a kid, go to the stone platform that serves as the entrance to the Spirit Temple, and you should be able to spot a soil patch. Bring along a bottle of bugs, and dump the bugs into the dirt for the ground to spit out a Gold Skulltula. Kill the Gold Skulltula to obtain a Gold Token. [PAST, Requiem of Spirit, Bottle of Bugs]

#055 - On the southwest side of the Colossus, there should be a small desert oasis. On the western side of the water hole, there should be a Gold Skulltula hanging from the one tree. Use your Longshot to kill it and then again to retrieve the Gold Skulltula. [FUTURE, NIGHT, Longshot]

#056 - Go to the soil patch where you planted a Magic Bean as a kid in the past, and hop onto the magic leaf. Ignore the first rock that the leaf rotates around, and jump onto the second rock. From there, it is a simple process of dispatching the Gold Skulltula and taking the Gold Token. [FUTURE, NIGHT]

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DUNGEON LOCATIONS (OCARINA OF TIME)
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[GSOT]

GREAT DEKU TREE

#057 - On the second floor of the central chamber of the tree, find the vines that lead up to the third floor. Hanging from the vines should be your Gold Skulltula. [PAST, Slingshot]

#058 - In the basement in the water, there should be some bars in a wall in the pool of water. Hop onto the nearby ledge, kill the Gold Skulltula, then L-Target the Gold Token and do a Jump Slice at it to come into contact with the Gold Token. If for some reason you are having trouble jumping at it, you can always come back later with the boomerang. [PAST, Slingshot]

#059 - In the basement one floor in the pool of water, there should be vines that you can climb up that will take you back to the first floor. The Gold Skulltula will be hanging off the vines here, so kill it with the slingshot and climb up for the Gold Token. [PAST, Slingshot]

#060 - In the basement area, there should be a large room that had some spider webs that needed to be destroyed by fire (since you have to revisit the Great Deku Tree for this one, you can also hop on the large block in the first basement area and climb through the cubby hole). Once you get to this area, search around a bit to find a brown wall. Lay a bomb at this wall to destroy it. In the chamber inside, the Gold Skulltula is hanging high up on the southern wall. Use your Boomerang to kill it and then retrieve the Gold Token. [PAST, Bombs, Boomerang]

DODONGO'S CAVERN

#061 - In the southeastern corridor, there will be a number of Baby Dodongos

that will come after you, and explode a few seconds after being hit. About halfway down the passageway, there should be a large brown wall that kind of blends in with the rest of the wall - lure a Baby Dodongo near this brown wall, and get it to explode in close proximity to the wall to destroy it. After you have done that task, the Gold Skulltula will be waiting on the hidden wall behind the former wall for the taking. [PAST]

#062 - In the room with the stone stairs that you have to trigger by setting off a massive explosion with the bomb flowers, climb up the staircase and go around the foyer until you hit the door up top. Turn around, and the Gold Skulltula will be hanging on the vines behind you. Use the Fairy Slingshot to kill it, then climb up the vines for the Gold Token. [PAST, Slingshot]

#063 - In the small chamber inside Dodongo's mouth, take the right path, and follow it along until you are near the end of the room where you have two stone blocks that you can move around. In the one corner, there should be a brown wall. Plant a bomb at the brown wall to destroy it, and head inside. Take on and kill the Armos Statue in here, and the Gold Skulltula can be found on the section of the wall that the Armos Statue was guarding. [PAST]

#064 - From the centralized room, take the southeastern room. In this hallway, go down the left side a bit, until you see a ledge above you on the left wall. Take out your Ocarina and play the Scarecrow's Song to summon Pierre, and then use your Hookshot on him to pull yourself up. From there in, it is a simple matter of killing the Gold Skulltula hanging on the wall up top and grabbing the Gold Token. [FUTURE, Scarecrow's Song, Hookshot]

#065 - In the room with the stone stairs that you have to trigger by setting off a massive explosion with the bomb flowers, climb up the staircase until you hit the second last step. Look right above you to see a giant nook in the wall. You should be able slightly to spot the Gold Skulltula hanging from the wall in here. Use your Hookshot to kill it, then use it again to snag the Gold Token. [FUTURE, Hookshot]

JABU-JABU'S BELLY

#066 - In the first hole that you fall down through in the central chamber (the right one), continue down the path a bit until you come to a room with a large pit in between two high ledges. Look towards your right, and you should see the Gold Skulltula hanging on some vines. Kill it from atop the ledge with the Fairy Slingshot, then jump onto the bottom floor and step onto the switch. This will cause the water level to rise, so swim over to the vines and climb up onto the vines to grab your Gold Token. [PAST, Slingshot]

#067 - After you have neutralized the giant green tentacle that blocked one of the sinkholes in the main room, go down the sinkhole. At the bottom, look to your left, and you should see the Gold Skulltula hanging from the wall. Kill it with either your Slingshot or Boomerang, and then use the newfound Boomerang to snag the Gold Token from afar. [PAST, Boomerang]

#068 - After you have neutralized the giant green tentacle that blocked one of the sinkholes in the main room, go down the sinkhole. In comparison to the last Gold Skulltula, this Gold Skulltula is located further up and

further north on the wall, and it may be a little harder to spot, but still visible. Use your Boomerang to kill it, then grab the Gold Token via a second use of the Boomerang. [PAST, Boomerang]

#069 - In the last chamber of the dungeon (where you will encounter a number of bubble enemies, and you have to throw a Boomerang around a glass wall at an Adam's apple-like appendage), go to the high wall in the center of the room. On the vines on one side of the wall, the Gold Skulltula will be hanging there. Kill it with the Boomerang or Slingshot, then grab it while climbing up. [PAST, Boomerang]

FOREST TEMPLE

#070 - In the first room, where you fight the two Wolfos, climb up the right wall and drop down on the stump of the tree. Look towards the southeast corner, and you should be able to see the Gold Skulltula hanging from the vines. Kill it with the Hookshot, and use the Hookshot a second time to grab the Gold Token. [FUTURE, Hookshot]

#071 - In the centralized chamber (the room with the four torches), head up onto the northern ledge, and then look towards the northeaster corner. You should be able to spot the Gold Skulltula hanging down from there, so kill and then retrieve the Gold Token via use of your Hookshot. [FUTURE, Hookshot]

#072 - In the room with a small river, the well, and a Deku Baba and Octorok, look around to find a high platform with a small chest on it. Use your Hookshot on the chest to pull yourself over and on top of the platform. Once up there, turn the corner to find the Gold Skulltula hanging from the wall. [FUTURE, Hookshot]

#073 - Shortly after having obtained the Boss Key, you should come to a room with a small structure railing supported by two columns to your left. Look at the vines near you to spot the Gold Skulltula hanging. You know what to do. [FUTURE, Hookshot]

#074 - In the basement area below the centralized chamber where you have to spin the switch, push the east wall south once, and step on the switch in the northern room that is opened. Go and push the same wall south twice more, and then enter the north room again. Dispose of the regular Skulltula, then kill the Gold Skulltula on the wall and use your Hookshot to grab the Gold Token. [FUTURE, Hookshot]

FIRE TEMPLE

#075 - In the room with the long bridge stretching across the lava floor, hop left across all the platforms until you get to a doorway. Look up, and you should see a blue Song of Time block. Play the Song of Time, and the block will lower itself in front of the first floor door, allowing you to climb up and access a room on the second floor. Inside, defend yourself against the floor tiles, stun the Like Like with the Hookshot and kill it, then take out the Gold Skulltula for the Gold Token. [FUTURE, Song of Time]

#076 - Once you emerge in the room with an isometric overhead view, wait for a boulder to come by where you are from the left side to go right, then

head left all the ways, and go up somewhat. This is a hard location to pinpoint; the ceiling above will come across diagonally, and you should see a small empty space free from harm. Plant a bomb here to blow the wall up, and kill the Gold Skulltula behind it for an easy Gold Token. [FUTURE]

#077 - After crossing the wire floor room with a wave of fire coming up from behind, you should emerge on the top floor of the boulder maze area. Turn right to spot a platform high up, and play the Scarecrow's Song. Use the Hookshot on Pierre once he shows up, then turn around and use the Hookshot on the target on the elevator. Let the elevator carry you up a floor, then enter the next room. In here, climb up the first wire wall, and kill the Gold Skulltula waiting for you on the second, and collect the Gold Token as you climb up. [FUTURE, Scarecrow's Song, Hookshot]

#078 - After crossing the wire floor room with a wave of fire coming up from behind, you should emerge on the top floor of the boulder maze area. Turn right to spot a platform high up, and play the Scarecrow's Song. Use the Hookshot on Pierre once he shows up, then turn around and use the Hookshot on the target on the elevator. Let the elevator carry you up a floor, then enter the next room. Inside this area, climb up both wire walls, and you should exit out into a large chamber with a circle floor. Move slightly away from the door, then turn left to spot the Gold Skulltula hanging from the inner wall. Use your Hookshot on it once to kill, a second time to retrieve the Gold Token. [FUTURE, Scarecrow's Song, Hookshot]

#079 - In the front room, smash aside the totem pole to the right of the stairs to unveil a secret door. Head through, and a few rooms in, you will come to an area with kamikaze floor panels and a Like Like. Hanging on the wall where the Like Like was should be the Gold Skulltula, ripe for slaying. [FUTURE, Megaton Hammer]

ICE CAVERN

#080 - Very quickly into the dungeon, you should come to a room with a large spinning blade and (on your first time through) five silver rupees. From the entrance to this room, turn left to find some icicles up against a small niche in the wall. Break open the ice with your sword, then look up above the wall to see a Gold Skulltula hanging from there. Kill it with your Hookshot and then retrieve the Gold Token, again with the Hookshot. [FUTURE, Hookshot]

#081 - In one of the dead-end rooms of the Ice Cavern, there are three different niches in the chamber. The left one requires some Blue Fire to melt the ice blocking off the entrance. Once you get into the left niche, look up to see a Gold Skulltula hanging from the icicle, and kill it with the Hookshot, snagging the Gold Token via another use of the Hookshot. [FUTURE, Blue Fire, Hookshot]

#082 - Once you get into the second silver rupee room (the one with the moveable blocks, head left from the entranceway and look towards the southern wall. The Gold Skulltula shall be hanging above a pit, so kill it with the Hookshot and again to retrieve the Gold Token. [FUTURE, Hookshot]

WATER TEMPLE

#083 - On the bottom floor of the Water Temple, after the water has been completely drained out of the temple, go to the door to the left of the room where you met Ruto (from the perspective of exiting the latter room). Head to the end of the hallway, and blow up the floor panel with a bomb to reveal a tunnel of water underneath. Equip your Iron Boots, drop into the water, and kill the clam with your Hookshot. Walk across the hallway, deequip the Iron Boots, and resurface. Step on the switch up top to cause a statue to rise up across from you; on said statue is a Hookshot target that you can use the Hookshot on to pull yourself over. After you have finally made it over, go up to the cage. Use a Spin Attack with your sword to hit the diamond crystal behind the gate to trigger the gate to open up. After, go and kill the Gold Skulltula on the back wall with your Hookshot, then retrieve the Gold Token in the same fashion. [FUTURE, Bombs, Iron Boots, Hookshot]

#084 - In the long river with all the whirlpools, stop once you get close to the third vortex, and equip your Iron Boots. Look up at the wall above the third whirlpool, and you should see the hanging Gold Skulltula. Use your newly-claimed Longshot for a long-distance kill, then snag the Gold Token. [FUTURE, Iron Boots, Longshot]

#085 - When the water is up to the third floor, go through the door with the block next to it into the waterfall room. From the entrance to the area, look to the right side to see a Gold Skulltula hanging on the wall from afar. You cannot get this Gold Skulltula until you obtain the Longshot, so do not try it with the Hookshot. [FUTURE, Longshot]

#086 - Inside the tower in the center of the Water Temple, go to the Triforce symbol on the second floor. Turn around and face north to see the Gold Skulltula hanging from the third-floor wall. From there, it is a simple matter of killing it and collecting the Gold Token. [FUTURE, Longshot]

#087 - Inside the water-filled room with all the boulders, get to the small hallway where the boulder is falling out of the way. Equip your Iron Boots, and trudge along the hallway underneath where the boulders fall from. On the wall underwater here you should find the last Gold Skulltula of the dungeon, ready to be killed via Longshot. [FUTURE, Iron Boots, Longshot]

BOTTOM OF THE WELL

#088 - After acquiring the Lens of Truth, head into the central chamber, and go through the northwest door (it will be locked when you first come in). Inside, defend against the possessed pots, slay the Deku Baba, then look up at the wall opposite of the door to see the Gold Skulltula. Kill it, then retrieve the Gold Token with your Boomerang. [PAST, Boomerang, Small Key]

#089 - After acquiring the Lens of Truth, head into the central chamber, and go through the northeast door (it will be locked when you first come in). In here, deal with the Keese, then use the Lens of Truth to find a hidden path around the room to the opposite floor. On the other end, you should easily spot the Gold Skulltula hanging from the wall. Kill it with your Boomerang and grab the Gold Token. [PAST, Boomerang, Lens of Truth, Small Key]

#090 - Go to the northeastern corner of the well, and go through the cubby hole

crawl-through tunnel. On the opposite side, enter through the locked door. Eliminate the enemies from the start of the room, and turn on your Lens of Truth to navigate your way around the pits to the door on the opposite side of the room. In the next area, finish off the Like Like, and the Gold Skulltula will be hanging on the wall above the chest. Finish it off, then retrieve the Gold Token with the Boomerang. [PAST, Lens of Truth, Boomerang, Small Key]

SHADOW TEMPLE

- #091 - In the gigantically large room (the one with the three guillotines that you have to cross at the start, and with the Skulltulas hanging from the wall beforehand), turn left from where you fought the Stalfos warrior and equip your Lens of Truth to see some hidden platforms connecting to the southeast corner. Make your way over to the northeast corner via said platforms, and enter the door at the end. In here, use your Lens of Truth again to identify the position of the invisible large spinning blade, then kill the three Keese and the Like Like roaming around in the room to trigger the gate in this room to open. Kill the Gold Skulltula inside for your Gold Token. [FUTURE, Lens of Truth]
- #092 - After the SECOND silver rupee room, you will come to an area with a long hallway and two spiked platforms constantly dropping up and down. Move the block in the side wall out and push it down to stop the spikes from hitting the floor, then go into the left cell down bottom. Inside, hanging from the one wall, is your Gold Skulltula. [FUTURE]
- #093 - There will be a room with a statue spinning around on the bottom floor. On the back wall behind the statue, there should be a Gold Skulltula hanging from the wall. [FUTURE, Hookshot]
- #094 - On the pedestal before getting onto the ghost ship, turn around to see a caged wall on the second floor, and more importantly, a Gold Skulltula lurking on the wall behind it. Use the Scarecrow's Song to summon Pierre to the second floor on that side, then use your Longshot to pull yourself over. Once you have made it over, kill the Gold Skulltula for a Gold Token. [FUTURE, Longshot, Scarecrow's Song]
- #095 - One of the corner rooms in the wall maze will have three statues spinning around. On the back wall behind the three spinning statues, you should find the fifth and final Gold Skulltula hanging, ready to be sniped down. [FUTURE, Hookshot]

SPIRIT TEMPLE

- #096 - In the room with the silver rupees and the cage wall where you have to be wary of Wallmasters, you should spot the Gold Skulltula hanging on the wall on the torch side. Use your Boomerang to slay the Skulltula, then a second time for the Gold Token. [PAST, Boomerang]
- #097 - At the top of a high wall, where you will come into a room with light from the sun being blocked by a rock, and two Lizalfos that shall drop down from the ceiling. Turn around to look at the wall opposite of the wall that you climbed up to see the Gold Skulltula hanging. Kill it with a Boomerang or Longshot and then again to retrieve the Gold Token. [BOTH, Longshot/Boomerang]

#098 - In the red-carpeted room before the room that you faced off against an Iron Knuckle as a kid, turn around at the bottom door to see a Gold Skulltula hanging above the entry door. Use the Boomerang to kill it and then again to snag the Gold Token. [PAST, Boomerang]

#099 - In the room with five silver rupees to be collected amongst niches in the wall and boulders rolling back and forth, look for a blue Song of Time in one of the niches, and play the Song of the Time to move the block out of the way. Look into the niche that the block was guarding to find a Gold Skulltula. From there, it is a simple kill-and-retrieve. [FUTURE, Song of Time]

#100 - In the large chamber with the giant chamber, climb up the southeast tower, and head up to the top. Look to the southwest to see a Gold Skulltula hanging on the wall. Use the Longshot to kill it, and then a second time to retrieve the Gold Token. [FUTURE, Longshot]

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DUNGEON LOCATIONS (MASTER QUEST)
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[GSMQ]

GREAT DEKU TREE

#057 - On the second floor of the inner trunk of the Deku Tree, there should be a chest on the walkway going around. Next to the chest, there should be a crate, along with some vines. Roll into the crate for an easy Skulltula find. [PAST]

#058 - Walk around the walkway on the second floor and enter the southwest door. Inside, take either of the vines on the opposite wall after shooting down the Skulltula. On the top ledge, turn left and direct a Bombchu at the boulders sitting on the high ledge. After they have been destroyed, climb up the vines and kill the Gold Skulltula, and grab the Gold Token with the Boomerang. [PAST, Bombchu, Boomerang]

#059 - Head down to the first basement floor, then crawl through the crawl space on the highest ledge in the main basement room. In the room with the tombstones, step on the switches to light up the ledges, then quickly light up a Deku Stick. Run to the northwest cobweb and burn it down, then enter the door behind it. In here, kill the Deku Baba and related enemies, then finish off the Gold Skulltula hiding on the wall behind the Deku Baba. Use your Boomerang to get the Gold Token. [PAST, Boomerang]

#060 - Head down to the first basement floor, then crawl through the crawl space on the highest ledge in the main basement room. In the room with the tombstones, play the Song of Time in numerous locations, and a number of blue blocks should start appearing. However, some will exchange locations, so wait until you get the first two blocks down from the bottom (starting at the northwest), then get onto the second block. Play the Song of Time again and jump to the third block, then look up at the ceiling to find the Gold Skulltula. Shoot it, then aim your Boomerang manually to get the Gold Token. [PAST, Song of Time, Boomerang]

DODONGO'S CAVERN

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- #061 - After heading through the northwest door (the one with the stone stairs) and continuing on for awhile, you should come to a room where five Baby Gohma eggs are hanging from the ceiling. Inside this same room, there should be two crates lying about. The Gold Skulltula can be found by breaking one of them. [PAST]
- #062 - On the second floor, right from the pillar that you take to get up there, go through the nearby room and continue on until you hit the lava room where you fought off the Lizalfos menace. Head to the east end to find a line of boulders. Take out a bomb and time it, then throw it at the higher level line of boulders to destroy them in an explosion. Jump over and walk to the end of the walkway to find the Gold Skulltula. [PAST, Bombs]
- #063 - Head through the northwest door in the main chamber into the room with the stone staircase. Inside, take the southern door to come to an area with a number of blue blocks. Stand next to a blue block and play the Song of Time to make it disappear; using this method, carve a path through to the southeast corner, where you will find your Gold Skulltula on the floor (defended by a regular Skulltula). [PAST, Song of Time]
- #064 - Head through the southeast exit in the main chamber to the room with all the Baby Dodongos. Continue along until you get to the room where you will find some Poes and torches; take the northern door in this area. After clearing out the enemies, look towards the northwest corner, near the ceiling, to find your Gold Skulltula. After slaying it, use your Boomerang to grab the Gold Token. [PAST, Boomerang]
- #065 - Inside the Dodongo's mouth, take the right door. In the room with the Lizalfos and tombstones, head to the second section of the three small hallways in here. Stand on the tombstone and look south at the third section, specifically at the high wall. You should be able to see the small legs of a Gold Skulltula crawling on top. Kill it with your Fairy Slingshot and grab the Gold Token with your Boomerang. This can also be made much easier if you come back as an adult; you can go to the third section and just climb onto the wall from the glass stairs. [EITHER, Boomerang]

JABU-JABU'S BELLY

- #066 - In the northernmost end of the first floor of Jabu-Jabu's Belly, there should be a series of five separate doors that you can take, with some of them being blocked by tentacles. Once you have the ability to do so, head into the northwest door. Inside, look around at the east wall to spot a boulder on the ceiling. Line yourself up straight, and send a Bombchu up to destroy the boulder (and kill the Gold Skulltula hiding behind it as well). Step on the switch to ride a geyser up, and MANUALLY aim your Boomerang at the Gold Token to retrieve it. [PAST, Bombchu, Boomerang]
- #067 - In the room right before the boss (you get there by heading through the east door in the second room from the entrance), climb up to the top of the area and use Din's Fire to burn the cobweb at the top. Grab the Gold Token with your Boomerang. [PAST, Din's Fire, Boomerang]

#068 - Drop through the sinkhole that Ruto went down in the room with the sinkholes. Head up the ramp west. Use your Fairy Slingshot and L-Target to kill both Stingers inside the water. After, turn on your Lens of Truth and look across the water, and you should see three Keese invisible to the naked eye. Shoot all three of them down, and a Hookshot target will appear in the water. Get into the water and climb on top of the Hookshot target, then go and destroy the cobweb and the Gold Skulltula behind it with a use of Din's Fire. Use your Boomerang to retrieve the Gold Token.

#069 - In the second room from the entrance, take the floating platform down to the bottom, and enter the door at the bottom. Head down the tunnel to the room where you obtained the Boomerang. Drop down to the bottom, and play the Song of Time next to the blue block. This shall make it disappear, revealing a Gold Skulltula underneath.

FOREST TEMPLE

#070 - After the first big room at the entrance, you will be thrust into a small corridor with three Skulltulas. At the end of this passageway, hanging above the northern door, is your Gold Skulltula. Kill it and retrieve the Gold Token with the Longshot. [FUTURE, Longshot]

#071 - From the main chambers, head west. In the large room with the maze, the ladders and the blocks, turn left from the entrance on the first floor to find a Gold Skulltula crawling on the floor in the corner. [FUTURE]

#072 - From the main chamber with the four torches, head northeast into a grassy room. Turn around at the entrance and look up at the top of the door frame to see a Gold Skulltula hanging down. Shoot it once with Fairy Bow or Longshot, then retrieve the Gold Token with your Longshot. [FUTURE, Longshot, Fairy Bow]

#073 - From the main chamber with the four torches, head northeast into a grassy room. Find the well in this area, and shoot the golden eye on the inside of the well to drain it. Drop down below, and end to the opposite end of the sewers. Look on the grating in the water to see the Gold Skulltula; use your Longshot to kill and grab the Gold Token. [FUTURE, Longshot, Fairy Bow]

#074 - In the northwest grass area, climb the vines above the well to the top ledge. On top is a Gold Skulltula. [FUTURE, Fairy Bow]

FIRE TEMPLE

#075 - From the room with the bridge, head to the west end and enter the cell door at the Inside the cell, the Gold Skulltula is rather obvious at the back of the cell (you need to smash a rusted switch with the Megaton Hammer first to open the cell door). [FUTURE, Megaton Hammer]

#076 - In the maze area where you fight all the Lizalfos, make your way to the top floor of the maze. After making all the Hookshot columns appear, find the floor that has a crack in it/has been blown apart, and play the Song of Time here. Climb up on the Hookshot column, then onto the blue block, and Hookshot the target on the far high wall to pull yourself over (or you can just use the Longshot if you have it and skip the Song of Time). Turn around and Hookshot yourself onto the elevator. On the next floor,

enter the door. Hookshot the mural on the wall inside to open a door up top, and climb the two wire cages vertically, and enter the door at the end. Head up the floorway to the top. Next to the fire, you should see a rusted switch. Take out the Megaton Hammer and slam the switch into the floor to bring out several Hookshot targets. Drop down to the entrance and press down on the first switch, then turn around and pull yourself up using the high Hookshot target. Go to the block and pull it back; once the fire has started up again, kill the Gold Skulltula inside the fire with the Hookshot, then use it again to get the Gold Token. [FUTURE, {Hookshot, Song of Time/Longshot}, Megaton Hammer]

#077 - In the large room with all the fire walls, head west from the entrance to the top door that leads into a cell area. Play the Song of Time for a blue block to appear, then use it to leap north and clear some walls of fire. Continue northeast and enter a cell door. Kill a Lizalfos inside and then grab the Gold Token from the Gold Skulltula hanging from the wall. Back outside, turn left and play the Song of Time again for another blue block to appear that you can use to jump back over the fire. [FUTURE, Song of Time]

#078 - In the large room with all the fire walls, head west from the entrance to the top door that leads into a cell area. Enter, and inside Hookshot the Hookshot target in the wall of fire opposite you. Hit the rusted switch with your Megaton Hammer, then return to the door by way of another Hookshot target. Back outside, head south, and go through around all the pillars of fire until you hit the door. Inside, go into the open cell, and plant a bomb at the base of the cell wall to blow it up and reveal a Gold Skulltula behind it. If it was not already slain by the blast radius, finish it off and grab the Gold Token. [FUTURE, Hookshot, Megaton Hammer, Bombs]

#079 - From inside the cell where you obtained the 78th Gold Skulltula, head out the northern door. Head west and go behind all the fire pillars next to the big wall of fire to the end. Press down on the switch at the northernmost end to cause the big wall of fire to temporarily subside. Climb the wall and enter the door behind it. Take out the Flame Dancer in the next room, then hop on the platform; as soon as it begins to rise up, get off and grab the Small Key underneath it. When the platform comes back down, get back on and enter the door at top. Outside, climb a pair of wire meshes, and unlock the door. Outside, hit the crystal, then turn around and use the Hookshot on a Hookshot target high above you. Ignore the fire, and go past it now and drop down below to where the switch is in the floor. Once Navi turns green, play the Scarecrow's Song to make Pierre appear above you; press the switch now and Hookshot Pierre to pull yourself back up. Open the chest for a Small Key. Go down to the crystal, and use the Megaton Hammer to slam the face panel in. Drop down to the floor below and use your Small Key to enter the locked door. Finish off the two Stalfos. Use the Megaton Hammer on the face panel to make the floor fall down and create a staircase, and Hookshot the face on the wall to open the door. In the next room, kill the Gold Skulltula and collect the Gold Token. [FUTURE, Megaton Hammer, Hookshot, Scarecrow's Song]

ICE CAVERN

#080 - In the room with the two high ledges including a V-shaped one, the blue fire and the Compass chest, play the Song of Time at the bottom of the V-shape to make a black block appear. Hop onto the block and play the Song of Time again to make another block appear. Hop onto that, then dump

some Blue Fire onto the red ice, and kill the Gold Skulltula for your Gold Token. [FUTURE, Blue Fire, Song of Time]

#081 - In the room with the two White Wolfros and the two Blue Keese, head to the niche in the northern wall, and play the Scarecrow Song for Pierre to appear. Hookshot yourself up on the scarecrow, then kill the Gold Skulltula and grab your Gold Token. [FUTURE, Scarecrow's Song, Hookshot]

#082 - In the room with the two White Wolfros and the two Blue Keese, shoot the crystal in the ceiling coming from the eastern passageway, then go to the foot of the south passageway and kill the Gold Skulltula there without any ice block. [FUTURE, Longshot]

WATER TEMPLE

#083 - On the second floor, take the southern passageway. Hit the switch and run down the hallway until you come to a metal gate in the wall. Use Din's Fire to light up the torch behind the gate and kill the Gold Skulltula at the same time. Once the gate opens, collect your Gold Token. [FUTURE, Din's Fire]

#084 - On the second floor, head through the eastern hallway and Longshot yourself past some spikes. Look up and Longshot a target on the ceiling to head up to the third floor. Pick up a small box and go back down to the second floor, and bring the box over to the switch on the west side. Press the box down on the switch, head through the western corridor, Longshot yourself up to the third floor, and break open the crates to find a Gold Skulltula. [FUTURE, Longshot]

#085 - After the Dark Link battle, you will come to an area with a number of vortexes in a flowing river. When you hit the second vortex, equip your Iron Boots and Longshot yourself onto the nearby target column. On top, look up at the ceiling to find the Gold Skulltula. Hook and retrieve the Gold Token. [FUTURE, Iron Boots, Longshot]

#086 - When all the gates have been opened on the first floor, head through the northern door. Head along through the hallway of water with your Iron Boots on, and resurface at the end. use the Longshot on a target above the spikes to pull yourself across. Enter the door. Inside the next area, move to the left side; once Navi turns green, play the Scarecrow's Song, and Longshot yourself over to Pierre. Climb up the nearby ledge and head through the door. Inside, go down to the bottom, and stand on the second geyser. Turn around and hit the crystal switch up high to make the geysers go up; at the height of the water flow, use Din's Fire to light up MOST of the torches in here. Hop to the end, then use Din's Fire to light up the last torch. Head through the door now. In the next room, drop down a few ledges, and concentrate on the Dodongos by throwing bombs and arrows at them. Once you are out of bombs and arrows, drop down to the bottom and slash the rest of them to death. Return up a ledge via the Hookshot target, then go through the nearby hallway and kill the Dodongo in the hallway. After, use the Longshot on the Hookshot target on the southern ceiling to pull yourself up, and go through the door. On the other side, break open the crates. One of them contains the Gold Skulltula. Kill it, collect the Gold Token. [FUTURE, Longshot, Scarecrow's Song]

#087 - With the water level at least up to the second floor, put your Iron Boots on and go through the first floor's southern passageway. Resurface

at the end, and climb up on the platform. Turn around to see three torches on the back wall. Shoot a Fire Arrow at each of the three torches in consecutive order (and make it quick and snappy), then play the Scarecrow's Song. Longshot Pierre, pull yourself up, then head into the cell. After disposing of the Stalfos guards, look up at the ceiling to find your Gold Skulltula. Kill it for your Gold Token. [FUTURE, Fire Arrows, Scarecrow's Song, Longshot]

BOTTOM OF THE WELL

- #088 - In the basement area, go into the northwestern passage. Equip your Lens of Truth and duck and dodge around all of the Skulltulas hanging from the ceiling. At the end of the path, you can find the Gold Skulltula on the floor. [PAST, Lens of Truth]
- #089 - In the central chamber on the first floor, take the western door. Clear out all the enemies inside using your Lens of Truth to see all the invisible foes, then pull back the gravestone for the Gold Skulltula. [PAST, Lens of Truth]
- #090 - On the western end of the outer perimeter of the first floor, go through the western passageway, and drop down a floor. Pass through the hole in the fence, then climb up the wall. Up top, enter through the locked door. Inside, play the Song of Time to stop the mummy dead in its tracks, then run across the room to the other end, past all the sarcophaguses. Behind the right statue at the end, you should find the Gold Skulltula. Kill it and grab your Gold Token. [PAST, Song of Time]

SHADOW TEMPLE

- #091 - In the room with the 'stone umbrella' block near the Bombos and the two spike traps in the large room with the guillotines, head to the cell at the end and enter the southern side. You should easily be able to find the Gold Skulltula; however, you need to stop the ceiling spikes first via use of the stone umbrella. [FUTURE, Lens of Truth]
- #092 - After the corridor full of fans, enter the door at the end. Stun the ReDeads with the Sun's Song, then Longshot the Gold Skulltula on the face panel. L-Target the Gold Token and retrieve it with the Longshot again. [FUTURE, Sun's Song, Longshot]
- #093 - In the room off to the side from the hallway of fans, there should be a volcano-like structure in the northwest corner. Toss a bomb to blow it up; the blast radius should kill the Gold Skulltula hiding underneath as well. Grab your Gold Token. [FUTURE, Hover Boots, Bombs]
- #094 - After you have gotten off of the ghost ship, blow up the base of the statue to trigger it falling down and creating a bridge across the black abyss. Cross the statue to where you would consider its base to be, and turn around. Crawling mid-air over the abyss should be the Gold Skulltula. Longshot it, then Longshot it again to grab the Gold Token. [FUTURE, Fairy Bow, Longshot]
- #095 - In the room right before the boss room, look to your right to see a Gold Skulltula. Turn on your Lens of Truth to see a number of invisible platforms. Equip your Hover Boots and make your way over to the S-shaped

platform the Gold Skulltula is on. Make your way to the top of the S and turn around to spot the Gold Skulltula. Longshot it and grab the Gold Token. [FUTURE, Hover Boots, Lens of Truth]

SPIRIT TEMPLE

#096 - In the Desert Colossus statue room, head up the stairs to the top floor on the western side, then approach the edge of the floor; turn around east, and look down to see the blue block. Jump down and land on top of it. Pick up the box over here, then turn west and jump onto the railing of the second floor, and continue up to the top level again. Once more, approach the edge of the top floor. When Navi turns green, play the Song of Time for a blue block to appear, and use it to jump over to the opposite end. From there, jump down onto the statue's hand, and drop the box on the statue's hand to open the southwest top door (from whence you just came). Drop down, go up the wall, climb upstairs and head through the door. Wait for the first flames to subside, go past it, then wait for the second flamethrower to stop before running past that. Enter the door at the top of the stairs. In this room, you need to take the sun block specifically to the southeast of the crystal switch, and pull it across the fire (hit the crystal again to neutralize the fire), and pull it into the sun. Once that specific block is in the light, a clear block will appear in mid-air in the middle of the room. Use your Longshot on the Hookshot target on the ceiling to pull yourself up, then snipe the Gold Skulltula in the southeast corner from long range, and grab the Gold Token. [FUTURE, Longshot, Song of Time]

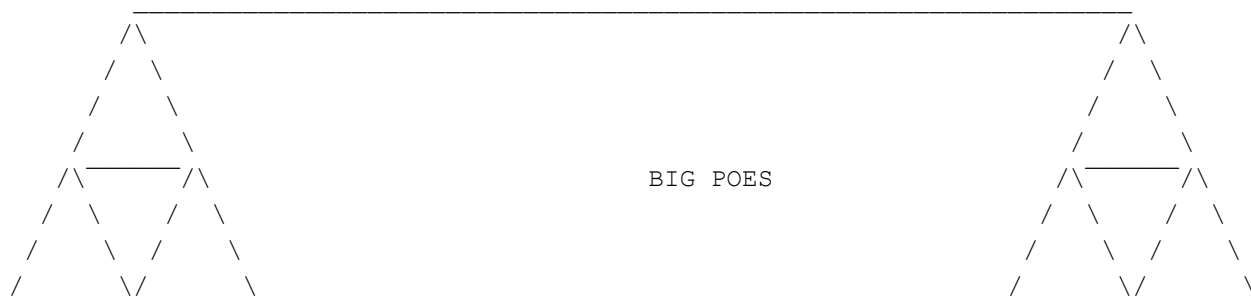
#097 - From the Desert Colossus Statue room, go through the door on the third floor on the eastern side. Inside, take care of the enemies if there are any, then go down the grating that opens up. Run past the spikes to the end of the hallway and through to the next room. From here, go through the west door. Inside, play Zelda's Lullaby at the Triforce symbol on the floor to reopen the door, then look up towards the ceiling to spot the Gold Skulltula. Kill it, then use the Longshot to claim the Gold Token.

#098 - Head through the east door on the third floor in the Desert Colossus room and continue on until you hit the room with the boulder/rusted switch in the middle, the geyser blocking off the path to the entrance, and three doors. Go through the right door of the three. Inside, use the Megaton Hammer to hit the rusted switch down, opening a gate. Head into the niche in the wall and play the Song of Time, which will open another gate in the northwest. Play Epona's Song in here (for those who never bothered to learn it, Up Left Right, Up Left Right). That will in turn set open another small nook in the southwest. Play the Sun's Song in that one, then the Song of Storms in the northeast, and finally Zelda's Lullaby in the center-west. That will open up the northern door, so go through it. You shall encounter a swath of Skulltulas hanging out from the ceiling. Take out most of them to clear your path to the chest, then use the Lens of Truth to spot a hidden Skulltula; take that out as well, then go and open the chest for a purple Rupee. Turn around and you should see the Gold Skulltula on the right wall. Kill it, then grab the Gold Token with the Longshot. [FUTURE, Megaton Hammer, Song of Time, Epona's Song, Sun's Song, Zelda's Lullaby, Song of Storms, Longshot]

#099 - On the fourth floor, in the room with the snake statues, go to the southeast corner and use your Lens of Truth to find a chest next to the

bars that contains a Small Key. Go two rooms east and open the locked door inside here to find an Iron Knuckle. Set it off, and during the fight, get it to break down the northern rocks. After the fight, kill the Gold Skulltula here, and retrieve the Gold Token with your Longshot. [FUTURE, Lens of Truth, Longshot]

#100 - On the fourth floor, in the room with the snake statues, go to the southeast corner and use your Lens of Truth to find a chest next to the bars that contains a Small Key. Go two rooms east and open the locked door inside here to find an Iron Knuckle. Set it off, and during the fight, get it to break down the western rocks. After the fight, kill the Gold Skulltula here, and retrieve the Gold Token with your Longshot. [FUTURE, Lens of Truth, Longshot]



[BGPS]

When you become an adult and have obtained the Fairy Bow from the Forest Temple as well as won Epona in the race contest, you have the opportunity to go out hunting ten Big Poes located across the overworld of Hyrule. None of them are time-of-day dependent; they will all appear at day or nighttime. Once you stumble across one, it will appear, and will retreat away from you. To kill it, you must shoot it twice with your Bow. Once you have finished it off, you need to get off of Epona, and collect the Poe Soul in an empty bottle.

You can then sell the Big Poes at the Poe Shop located in the first building in Hyrule Town to the merchant there (the same building with the guard and all the pots in the past). Each Big Poe you bring will net you 100 Rupees, while bringing all ten shall net you the fourth Empty Bottle.

With all due diligence, the locations...

1. Head to the northwest corner of the field, where the water drains out from the back of Hyrule Castle's walls into a river, and there are a number of bushes. Move Epona into the bushes, and you should find your first Big Poe. It should be noted that this Big Poe in particular can be ridiculously difficult to find and lure out long enough to kill, so you need to be patient in getting it to appear.
2. On the road inbetween Hyrule Castle and Lon Lon Ranch, there is a sign that says •You are here: Hyrule Castle. This way to Lon Lon Ranch.• Move around a bit in this area to set off the Big Poe's appearance.
3. This next one can be found at the lone tree in front of Lon Lon Ranch's entrance. To trigger the appearance of the Poe, you have to be coming in from the east side and head west.
4. From the Kakariko Village entrance, head south a bit, and right underneath

the ledge another Poe will appear. This one may be somewhat difficult to get to appear; if it refuses to show up at the bottom, try going around the river across the bridge and to the top of the ledge overlooking the river to see if it appears there.

5. Straight west from the entrance to the Kokiri, next to the dirt road, and just before the fence area, there should be a gray boulder sitting on the side of the road. The poe will appear once you approach the boulder going towards the fence.
6. On the map, in the relative center, there should be a Y-shaped geographical feature (very close to the last Big Poe listed in this section). Near the y-shape is a big stone wall to the north. Go along the south side of this wall or alongside the dirt road near it to set off the appearance of the Big Poe.
7. In the southeast corner of Hyrule Field, near the entrance to Lake Hylia, there is a grove of dead trees, coupled with a single living pine tree. Move into the circle of grass in between the single green pine and the other deciduous to set off the Poe's appearance.
8. Also in the same area as the last one (in the grove of dead trees). There should be a brown rock located near the southern wall. Approach the general area around it for the second Big Poe to make its showdown.
9. From the entrance to Lake Hylia on the path to Gerudo Valley, there is an underpass underneath a rock ledge. Going through this underpass will allow you to come to an encounter with this Big Poe. You may have to stick to the left wall (from the perspective of going from Lake Hylia to the Valley) for it to appear, however.
10. On the pathway leading up from the green area near Gerudo Valley into the barren part, look up at the high wall next to you that is in the barrens area. If the Poe does not appear to you while you are down below, head into the dirt portion and go up to the top of the wall to make this Big Poe appear.



[SHLS]

Kokiri Shop (Kokiri Village)

Arrows (10 pieces) - 20 Rupees

•You need a bow to shoot them. You can't buy them unless you have a bow. •

Arrows (30 pieces) - 60 Rupees

•You need a bow to shoot them. Use them, and you'll run out. •

Deku Nuts (5 pieces) - 15 Rupees

•Throw them to stun your enemies. You can carry only a limited amount of them. •

Deku Nuts (10 pieces) - 30 Rupees

•Throw them to stun your enemies. You can buy only the amount you can actually carry. •

Deku Seed (30 pieces) - 30 Rupees

•You can use them as bullets for your Slingshot. You can't buy them unless you have a Slingshot. •

Deku Shield - 40 Rupees

•Once equipped, you can defend with Z. If set on fire, it will burn! •

Deku Stick (1 piece) - 10 Rupees

•A long branch gathered from the Great Deku Tree. You can use it as a weapon, but it will break. •

Recovery Heart - 10 Rupees

•This will instantly refill one Heart Container. •

Bazaar (Hyrule Town)

Arrows (10 pieces) - 20 Rupees

•You need a bow to shoot them. You can't buy them unless you have a bow. •

Arrows (30 pieces) - 60 Rupees

•You need a bow to shoot them. Use them, and you'll run out. •

Arrows (50 pieces) - 90 Rupees

•Shoot these with a bow. You can't buy them unless you have a bow. •

Bombs (5 pieces) - 35 Rupees

•Take it out with C and use C again to throw it. You can't buy them without a bomb bag. •

Deku Nuts (5 pieces) - 15 Rupees

•Throw them to stun your enemies. You can carry only a limited amount of them. •

Deku Stick (1 piece) - 10 Rupees

•A long branch gathered from the Great Deku Tree. You can use it as a weapon, but it will break. •

Hylian Shield - 80 Rupees

•This is a big, heavy shield just like the ones Hylian Knights use. It can stand up to flame attacks! •

Recovery Heart - 10 Rupees

•This will instantly refill one Heart Container. •

Potion Shop (Hyrule Town)

Blue Fire - 300 Rupees

•You need an empty bottle to put it in. Use it to feel refreshing coolness. •

Bottle Bug - 50 Rupees

•You need an empty bottle to put it in. It looks like just an ordinary bug... •

Deku Nuts (5 pieces) - 15 Rupees

•Throw them to stun your enemies. You can carry only a limited amount of them. •

Fairy's Spirit - 50 Rupees

•You need an empty bottle to put it in. Don't go into battle without it! •

Fish - 200 Rupees

•Just caught and so fresh! You can keep it in a bottle. •

Green Potion - 30 Rupees

•Drink to recover your magic power. This is just a single dose. •

Poe - 30 Rupees

•This is a bottled ghost spirit. Sell it to someone who is crazy about weird things like this. •

Red Potion - 30 Rupees

•Drink to recover your life energy. This is just a single dose. •

Bombchu Shop (Hyrule Town Back Alley)

*NOTE: Once an item is bought here, it is gone forever.

Bombchu (10 pieces) - 100 Rupees (4 items)

•This looks like a toy mouse, ut it's actually a self-propelled time bomb. •

Bombchu (20 pieces) - 180 Rupees (4 items)

•This looks like a toy mouse, ut it's actually a self-propelled time bomb. •

Potion Shop (Kakariko Village)

Blue Fire - 300 Rupees

•You need an empty bottle to put it in. Use it to feel refreshing coolness. •

Bottle Bug - 50 Rupees

•You need an empty bottle to put it in. It looks like just an ordinary bug... •

Deku Nuts (5 pieces) - 15 Rupees

•Throw them to stun your enemies. You can carry only a limited amount of them. •

Fairy's Spirit - 50 Rupees

•You need an empty bottle to put it in. Don't go into battle without it! •

Fish - 200 Rupees

•Just caught and so fresh! You can keep it in a bottle. •

Green Potion - 30 Rupees

•Drink to recover your magic power. This is just a single dose. •

Poe - 30 Rupees

•This is a bottled ghost spirit. Sell it to someone who is crazy about weird things like this. •

Red Potion - 30 Rupees

•Drink to recover your life energy. This is just a single dose. •

Goron Shop (Goron City)

Bombs (5 Pieces) - 25 Rupees

•Take it out and throw it with C. You can buy them only if you have a bomb bag. •

Bombs (10 pieces) - 50 Rupees

•Take it out with C and use C again to throw it. You can't buy them without a bomb bag. •

Bombs (20 pieces) - 80 Rupees

•Take it out with C and use C again to throw it. You can't buy them without a bomb bag. •

Bombs (30 pieces) - 120 Rupees

•Take it out with C and use C again to throw it. You can't buy them without a bomb bag. •

Goron Tunic - 200 Rupees

•A tunic made by Gorons. Adult size. Protects you from heat damage. •

Recovery Heart - 10 Rupees

•This will instantly refill one Heart Container. •

Red Potion - 40 Rupees

•If you drink this, you will recover your life energy. This is a single dose. •

Zora Shop (Zora's Domain)

Arrows (10 pieces) - 20 Rupees

•You need a bow to shoot them. You can't buy them unless you have a bow. •

Arrows (30 pieces) - 60 Rupees

•You need a bow to shoot them. Use them, and you'll run out. •

Arrows (50 pieces) - 90 Rupees

•You need a bow to shoot them. You can't buy them unless you have a bow. •

Deku Nuts (5 pieces) - 15 Rupees

•Throw them to stun your enemies. You can carry only a limited amount of them. •

Fish - 200 Rupees

•Just caught and so fresh! You can keep it in a bottle. •

Recovery Heart - 10 Rupees

•This will instantly refill one Heart Container. •

Red Potion - 50 Rupees

•If you drink this, you will recover your life energy. This is a single dose. •

Zora Tunic - 300 Rupees

•A tunic made by Zoras. Adult size. Prevents you from drowning underwater. •

Other Shops

Throughout the land of Hyrule, there are other small one-item shops that you can purchase items from. Not including the Deku Scrubs, they are the following;

Magic Beans Salesman - Zora's River

Magic Beans - x0 Rupees

The Magic Beans Salesman is easily found; just follow the path along Zora's River until you hit the fence, and the guy will be sitting right next to it. You can buy up to ten Magic Beans, with the price starting at 10 Rupees, and going up by 10 every time. The Magic Beans can be planted in dirt patches such as the one next to the salesman; in the future, it shall have sprouted into a magical leaf.

Talon - Lon Lon Ranch

Lon Lon Milk - 30 Rupees

Restores some health to Link. The purchase may only be made in the past.

Granny - Kakariko Village

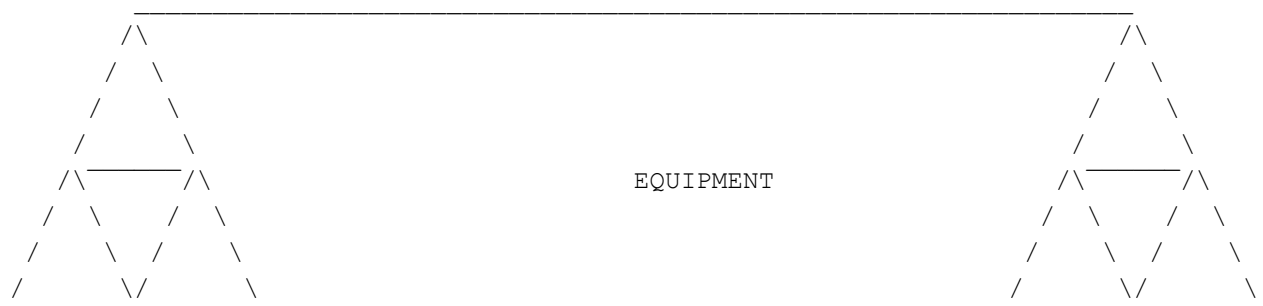
Blue Potion - 100 Rupees

Restores both magic power and health to Link. To get to Granny's Potion Shop, go through the regular Potion Shop in Kakariko Village by head along the side wall and exiting out the opposite side. Granny will only have the Blue Potions after you have brought her the Odd Mushroom as part of the Biggoron's Sword sidequest.

Magic Carpet Salesman - Haunted Wasteland

Bombchus (10 pieces) - 200 Rupees

At the entrance to the Haunted Wasteland, go along for about three flags, and you should see a sign that points left to a shop. Go to the shop, use your Hover Boots to get onto the floating carpet, and you will find your salesman. While the price is steep, if you run out of Bombchus to buy at the Bombchu Shop in Hyrule Town, this is the only place in the game you can buy them.



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a. SWORDS

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[ESWD]

KOKIRI SWORD

This sword is obtained at the beginning of the game in the very small boulder maze found through the cubby crawl-through hole near the House of Twins in Kokiri Village. It will be your mainstay weapon throughout most of the early portion of the game, but adult Link shall be unable to use it.

MASTER SWORD

Obtained automatically as part of the storyline, the Master Sword is adult Link's de facto weapon, but you shall lose it every time you return to the past, and regain it every time you go into the future. Not much else to really say here.

BIGGORON'S SWORD

A sword that can optionally be obtained through the Biggoron's Sword sidequest. This massive weapon requires two hands to wield, and can do twice the damage of its one-handed counterpart.

GIANT'S KNIFE

A large knife that can be purchased from the giant Goron residing at the end of one of the third floor hallways in Goron's City. However, it is of a flawed workmanship, and will break after only a few uses. If you ever obtain the Biggoron's Sword, this knife shall be replaced by said Sword.

BROKEN KNIFE

The broken form of the Giant's Knife. If you ever obtain the Biggoron's Sword, this knife shall be replaced by said Sword.

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b. SHIELDS

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[ESHD]

DEKU SHIELD

A beginning shield that young Link must buy to go to the Great Deku Tree. It can be used to reflect Deku Nut attacks back at Deku Scrubs. However, it is very susceptible to being burned by fire.

HYLIAN SHIELD

You can obtain one of these guys from the Kakariko Graveyard, or buy one from the Baazar in the Hyrule Town Market. The Hylian Shield is a very useful item, blocking nearly every attack from any foe in the game. Young Link in especially can benefit, as not only does it stop King Dodongo's rolling attack, but the Shield also covers nearly his entire body.

MIRROR SHIELD

Found in the Temple of Time. Can be used to reflect light from a source into another object. Can also be used to absorb and regurgitate magic attacks back at an opponent.

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c. TUNICS

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[ETNC]

KOKIRI TUNIC

Link's clothes at the beginning of the game; the regular attire of the Kokiri, and (in Link's grown-up form), the clothes of the Hero. However, there is nothing special about the tunic itself.

GORON'S TUNIC

A red tunic that can be bought from the Goron's Shop or received from Darunia's son in the future. When worn, the wearer can resist extreme temperatures. However, young Link is unable to wear it.

ZORA'S TUNIC

A blue tunic that can be bought from the Zora's Shop or obtained from King Zora after dethawing him in the future. When worn, the wearer can breath underwater. However, young Link is unable to wear it.

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d. BOOTS

-+-----+

[EBTS]

KOKIRI BOOTS

The regular boots that Link will wear for the majority of the game. You will start out with this at the very beginning.

IRON BOOTS

Heavy metallic boots that, when equipped, shall weigh the bearer down. While walking, Link will move at a very sluggish pace, along with when he is rolling. In water, he will also sink to the very bottom, and stay stable as opposed to being pushed around by buoyancy.

HOVER BOOTS

Light boots with the quality of feathers that allow the user to hover over thin air for a few seconds. When jumping off a ledge, a yellow hover platform will appear under Link. While walking on regular ground, however, the boots will be slippery and slide.

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e. EQUIPPABLE ITEMS

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[EET]

BOMBCHUS

Nifty explosives that are shaped like mice. Once Link sets a bombchu on the ground, it will begin to move forward in the general direction that it was placed in, as opposed to staying in one spot. It will explode either after it runs out of time or hits certain targets (some objects, such as enemies, will cause it to explode on contact, while most walls will not). You can tell the timeframe of when it shall explode by how quickly the bomb flashes red; the faster it does it, the closer it is to exploding. Bombchus can be used to kill foes, but they can also be used to destroy walls and boulders.

BOMBS

Explosives that will self-destruct a few seconds after being laid down. You can tell the timeframe of when it shall explode by how quickly the bomb flashes red; the faster it does it, the closer it is to exploding. Bombs can be used to kill foes, but they can also be used to destroy walls and boulders, as well as reveal holes to underground caverns in the overfield and other outdoor areas. Both Links can use bombs once a Bomb Bag has been procured.

BOOMERANG

A practical boomerang that Link can throw in parabolic motions both vertically and horizontally to have return to him. It is also capable of striking enemies at long-range, as well as retrieving certain objects from afar (such as Gold Tokens). Only young Link is allowed to use the Boomerang.

DEKU NUTS

Nuts dropped by the Great Deku Tree, and also the primary weapon of Deku Scrubs. Link can throw a Deku Nut at an enemy to stun them, and the movement of the attack is VERY fast. Only young Link is capable of throwing Deku Nuts.

DEKU STICK

A branch off of the Great Deku Tree. The branch can be wielded as a one-strike melee weapon to hit an enemy with. Link can also light a stick up on fire by passing it through a torch, and light unlit torches by bringing the lit Deku Stick over. He can also extinguish a Deku Stick by swinging it or jumping into water to save the Deku Stick. However, letting the fire run on too long shall destroy the Deku Stick. Only young Link can equip Deku Sticks.

DIN'S FIRE

A magical attack that lets out a burst of flame that expands outwards in a circle, exterminating any foes within its path and lighting any torches that it passes over. Requires a magic meter before it can be learned and used. The Great Fairy for learning Din's Fire from can be found on the Hyrule Castle Grounds by going right at the curved path and planting a bomb at the boulder, and crawling through the cubby hole. Inside, play Zelda's Lullaby.

EMPTY BOTTLE

An empty bottle that you can place a variety of objects in, from fish to bugs, from potions to fairies, and even blue fire and Poe Souls. Four of these items can be obtained in-game.

FAIRY BOW

A long-range bow that shoots arrows to kill from afar. However, it is reliant on how much ammo it has; should you run out of Arrows, you cannot use the Slingshot anymore. Only adult Link is able to use the Fairy Bow.

FAIRY OCARINA

Allows Link to play various songs; most of these songs have magical properties that can cause various effects, such as changing the time of day or communicating with somebody across a long distance. The Fairy Ocarina has four different inputs; C Up, C Left, C Right, and A. The Fairy Ocarina itself later gets replaced by the Ocarina of Time.

FAIRY SLINGSHOT

A weapon which only young Link is capable of using. The Fairy Slingshot can be used to kill enemies from afar, and can also stun enemies. However, it is reliant on how much ammo it has; should you run out of Deku Seeds, you cannot use the Slingshot anymore. Only Young Link is able to use the Slingshot.

FARORE'S WIND

A magical technique that creates a warp point in a dungeon, allowing you to exit the dungeon and do whatever is required, and then come back and teleport to the warp point. A magic meter is required before Farore's Wind can be learned and used. The Great Fairy who teaches Farore's Wind can be found in Zora's Fountain in the future; on the southeast shore, plant a bomb on the wall nearby the silver rock to blow up the wall. Inside, play Zelda's Lullaby at the fountain.

FIRE ARROWS

Arrows that, when shot, will have a flame on the shaft. Can light up torches. To obtain them, wait until you have defeated the Water Temple, then stand on the plaque on the island in Lake Hylia with the large tree. Turn to face the two stone pillars to the west, and when the morning sun rises, shoot an arrow into the sun. The Fire Arrows will drop down below onto the small island with the two pillars, ready to be retrieved.

HOKSHOT

A nifty tool that can be used to latch onto targets which Link can then use to pull himself over. It can also be used to hit targets from long distances, as well as retrieve certain items. Only adult Link can use the Hookshot.

ICE ARROWS

Arrows that, when shot, will have ice on the shaft that can freeze opponents. To obtain them, you must complete the Gerudo Training Ground in the Gerudo Fortress area.

LENS OF TRUTH

A magical lens that allows you to see through illusions and fake objects as well as spot invisible items. Requires magic power to operate.

LIGHT ARROWS

Arrows with the element of light behind them. They are obtained automatically in the storyline.

LONGSHOT

A functional upgrade of the Hookshot that has twice the range of the Hookshot. Only adult Link can use the Longshot.

MAGIC BEANS

Magical beans that can be bought from the vendor in Zora's River. Once you plant them in patch of soil and come back in seven years' time, they will have sprouted into magical leafs that you can hop on that will carry you around, often netting you items such as a Gold Skulltula or Heart Piece. Only young Link can plant these.

MEGATON HAMMER

A weapon requiring both hands to wield. The Megaton Hammer is capable of dealing major amounts of damage to anything that it strikes, and can also smash open red rocks, as well as hitting rusted switches into operation.

NAYRU'S LOVE

A magical technique that causes a protective shield to envelop Link. A magic meter is required before Farore's Wind can be learned and used. The Great Fairy who teaches Farore's Wind can be found in the Desert Colossus in either time; in the center-north portion of the area, there should be two pine trees next to a wall. Plant a bomb at the crack in the wall to blow it apart, and head inside. Play Zelda's Lullaby at the fountain.

OCARINA OF TIME

Allows Link to play various songs; most of these songs have magical properties that can cause various effects, such as changing the time of day or communicating with somebody across a long distance. The Ocarina of Time has four different inputs; C Up, C Left, C Right, and A.

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f. ACCESSORIES

[EACE]

ADULT'S WALLET

Lets Link carry up to 200 Rupees, an upgrade over his beginning maximum of 99 Rupees. To obtain it, collect 10 Gold Tokens, and talk to the first villager in the Gold Skulltula House in Kakariko Village to become uncursed to receive this.

BOMB BAG

To start off with, when you first gain the ability to use Bombs, you shall also get a bomb bag with a capacity of twenty. The first upgrade can be obtained in Goron City as a kid by throwing a bomb at the Goron rolling around on the second floor. The second upgrade can be had by winning the Bombchu mini-game in the Hyrule marketplace as a kid (however, the Bomb Bag upgrade comes as a prize at random). All told, the functionality of the Bomb Bag upgrades to 30 Bombs the first time, and then 40 Bombs the second.

DEKU SEEDS BULLET BAG

Once you have first obtained the Fairy Slingshot, you will get the Bullet Bag with the capacity to hold 30 Deku Seeds. The first upgrade can be had by going right one area at the start of the Lost Woods, and scoring three Bullseyes on the target hanging from the tree in this area. The second one can be won from the Slingshot archery mini-game located in Hyrule Town, right next to the entrance to Hyrule Castle. The two upgrades will boost your total holding capacity to 40 Deku Seeds, and then 50.

GERUDO'S CARD

Obtained after freeing all four carpenters in the Gerudo Fortress Thief's Complex. Allows you unlimited and free movement throughout the Fortress area.

GIANT'S WALLET

Lets Link carry up to 500 Rupees, an upgrade over his beginning maximum of 200

Rupees. To obtain it, collect 30 Gold Tokens, and talk to the first villager in the Gold Skulltula House in Kakariko Village to become uncursed to receive this.

GOLDEN GAUNTLETS

An upgrade of the Silver Gauntlets. Lets you lift even heavier objects.

GOLDEN SCALE

Allows you to dive to a maximum of eight meters. You can obtain this in the future by breaking the fish weight record at the Fishing Pond, and then talking to the pond owner.

GORON'S BRACELET

Lets young Link pick up and throw bombs from bomb flowers.

QUIVER

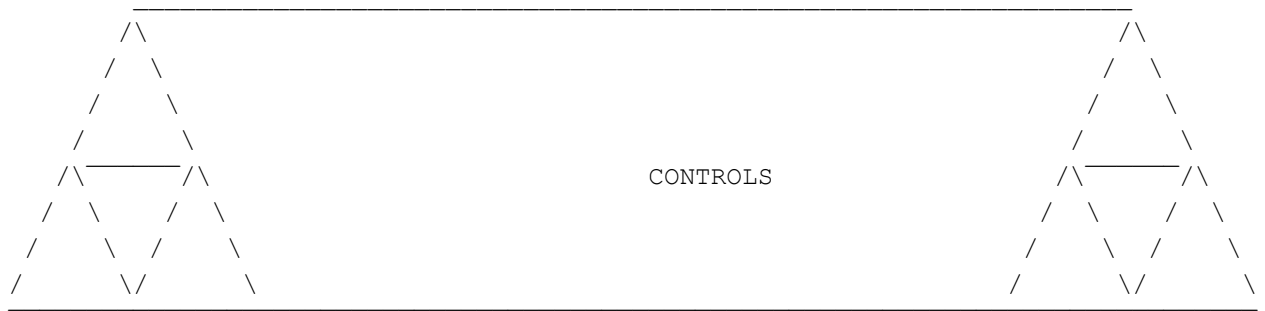
The first quiver you obtain will be with your Fairy Bow, and it can contain up to 30 Arrows. The first upgrade for the quiver can be found by won from the archery game in the central brick building in Kakariko Village with a perfect score, while the second can be gotten by scoring 1500+ points at the Gerudo Horseback Archery Range. The first upgrade will push you up to 40 Arrows held at any one time, while the second gives you the ability to hold 50 Arrows.

SILVER GAUNTLETS

Lets adult Link pick up the giant rectangular blocks that are found at a few key locations in Hyrule, as well as push in and pull out giant blocks.

SILVER SCALE

Allows you to dive to a maximum of five meters. This item is had by winning the diving game shop in Zora's Domain as a kid.



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a. LINK

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[CRLN]

A - Talk to people, check items, open chests, select text options in menus, pick up/drop items, throw items (you must have forward motion to do this), put away weapons/equipment

B - Lets Link bring out his sword; consecutive taps of the B Button allows him to swing his sword repeatedly.

Analog Stick - The direction you push this in will be the direction that your persona walks in. The speed that Link will move at depends on how far from the center you displace the stick. Can be used to scroll up, down, left and right in menus, and to look around in first person-view. The control stick is also used for Link to swim. Link can also jump left and right while L-Targeting a foe.

L - L-Targets any item of particular interest or enemy, and motions the camera to focus on that which is being L-Targeted. When encountering multiple enemies, press Z again to switch between foes (it may help to also be pressing the control stick in the direction of the enemy you want to L-Target). When there are no enemies around, L-Targeting will cause the camera to take an out-of-body view, allowing you to peer around corners. Whenever L-Targeting is in effect, Link's shield (if he has one equipped) will be put up to defend himself.

C Down - Puts the camera into a first-person view. While you are in this view, you can look around at your surroundings.

C Up, Left, Right - Hitting these buttons once will cause the item assigned to that button to be taken out. Certain items will automatically be used; however, with others, you shall be required to press the specific C button again to use it.

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b. HORSE-RIDING

[CRHR]

A - Press the A button to use up a dash icon and gallop. Hit A continuously to continue galloping. In order for dash icons to replenish, you must wait a while without using any. You can use the gallop to jump over fences and other obstacles. When in first-person view, use the A button to cancel out of it.

B - Goes into first-person view with shooting arrows. Hold the B Button to keep your arrow notched, then let go to shoot.

Analog Stick - The direction you push this in will be the direction that your persona walks in. The speed that Epona will move at depends on how far from the center you displace the stick. When you go into first-person view, however, the analog stick will allow you to aim your bow as well as turn around the view, but you cannot physically turn Epona around.

CREDITS

I would like to start off in giving one Jason thanks for noting that Meg is vulnerable to the Hookshot, and not just the Fairy Bow.

Email me at darkstar.ripclaw AT gmail DOT com if you need any of these things. Do NOT ask stuff that is answered in this guide; unless the wording is truly ambiguous, a bit of toying around never hurts. Please refer to the actual in-guide FAQ first before asking a question.

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Wish Upon A Darkstar

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