

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

by winnie the poop

Updated to vFinal on Jun 15, 2004

Legend of Zelda: Ocarina of Time/Master Quest FAQ/Walkthrough
Version Final (6/15/04)
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(Thanks to Starvenus for the ASCII)

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Just cut and paste the string above (on the Table of Contents) you want to go to.

Explanation:

1. highlight the string (no numbers or ~)
2. Ctrl + C
3. Ctrl + F
4. Ctrl + V
5. Press "Find Next" until you're at where you wanted to be.

L E G A L S T U F F / C O N T A C T I N F O R M A T I O N

If you want to have this guide posted somewhere else too, please kindly ask me. My email is: hockeyfox@ameritech.net. If you see this guide on somewhere else, please inform me ASAP. Thanks.

The sites that has permission to post this guide:

~NONE! It's all free because every site has them anyway... LOL.

H I S T O R Y

Version Final- Yes, I am ALIVE! I read all of the e-mails dating as far back (Jun.15.2004) as 2003 and submitted some of the tips I got into the FAQ.
Backlog: ZERO!

Version 1.9- Added the buttons of the Songs in the Songs section.
(Mar.26.2003) Also proofreaded the entire guide, but I know it isn't perfect YET so bear with it. Also, added the Scarecrow's Song section and added a LOT of tips.

Version 1.8- Corrected some mistakes in the Golden Skulltula Locations.
(Mar.14.2003) Also added the Enemy List and the Upgrades. The guide pretty much finished except for itty-bitty stuff.

Version 1.7- Pretty big update.... the main crops: Golden Skulltula Locations (Mar.12.2003) and the Fishing Section. Next update: Enemy List.

Version 1.6- Noticed a MAJOR error... anyway, took care of it.
(Feb.26.2003) (7K worth of guide removed) Added a MAJOR-ass tips on the guide.

Added: Fishing and Story sections. ~Sorry about the lack of updates, was sick~ Time for Xenosaga!

Version 1.5- After some resting yesterday, I added some Codes, tips, and (Feb.21.2003) the FAQ (will add more). Wasn't planning to update again this soon, but I had to because everybody kept sending me the SAME tip: the one for the heart piece above the entrance to Dodongo Cavern.

Version 1.4- Revised some minor errors and added some tips. OoT (Feb.19.2003) walkthrough COMPLETED!

Version 1.3- Added some tips and added OoT guide (finished Fire Temple) (Feb.18.2003) Might finish the OoT guide on the next update

Version 1.2- Added the Masks section and some tips from e-mails. Thinking (Feb.17.2003) about doing the OoT guide. Also debating about the Gold Skulltula guide. OoT guide now up to Adult Link (on separate save, not on this until it is completed)

Version 1.1- Added the Items/Weapons List and corrected some minor (Feb.15.2003) errors such as grammar.

Version 1.0- Submitted first version to GameFAQs. Walkthrough complete, (Feb.14.2003) Side-Quests done. Awaiting for e-mails...

=====

B A S I C S / C O N T R O L S

=====

The controls for this game is basically the same as the n64 version's only this time... you use the C button OR the X, Y, Z buttons as the C buttons. Also, the Z-targeting in the n64 version is L-targeting here now.

A--- ACTION BUTTON

- Climb
- Attack (roll)
- Jump (while L-targeting and going back to the side)
- Jump Attack (L-targeting and go forward or be stationary)
- Push/Pull (boxes, crates)
- Drop/Throw/Pick Up (bombs and some crates)
- Open (chests and doors)
- Speak/Check

B--- ATTACK BUTTON

- B= Swing Horizontally
- L + B= Swing Vertically
- L + Up + B= Stab
- Hold B= Spin Attack
- Circle + B= Spin Attack

X--- ITEM SELECT

(Same as Right C)

-Use for selecting items

Y--- ITEM SELECT

(Same as Left C)

-Use for selecting items

Z--- ITEM SELECT

(Same as Down C)

-Use for selecting items

R--- USE SHIELD

L--- L-TARGET/CHANGE CAMERA POSITION

C--- ITEM SELECT/FPV

-Use as item selector

-C Up brings up the First Person View

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EXPLANATIONS FOR OCARINA OF TIME
AND MASTER QUEST

=====

sighs I've said this MANY times and I'll say it again: Master Quest is just HARDER, just harder. That's that simple. The game is the same, but the dungeons has been changed to make it harder, hence the title, 'MASTER QUEST'! The game Master Quest has been made for the people who mastered the original OoT and call themselves 'masters'. The game tests the brainpower of those so-called 'masters'. If they beat the game then they are indeed a 'Master' of OoT. You want to be a 'Master'? Then beat the game.

The ONLY difference is IN the dungeons. I can 100% confirm this because, obviously, I beat the game. The Gold Skulltulas' locations are different since some of them are in the dungeons. The dungeons change so the Skulltulas will. The Gold Skulltula's locations OUTSIDE the dungeons are all the same. Everything INSIDE the dungeons are different except the Bosses.

The rooms' layout in the dungeons are exactly the same but Nintendo somehow made the puzzles different! They did it SO professionally that I thought they had the puzzles were a second option for the dungeons in the original OoT! Nintendo rules.

The heart pieces are the same in MQ. Therefore, it was easy to compose a list of the Heart Pieces. Enjoy the list!

I put up all of the side-quests I could do during the three-day span. I'll do more side-quests in the later updates.

sighs I'm ready for the waterfall of the e-mails! *cries*

=====

S T O R Y

STORY

Once upon a time, there were three goddesses that created the earth. They were Din, Nayru, and Farore. They all created the earth and the spirit of the law so the creatures could live respectably to the law. As they left the dimension to another, they left behind a mark... That mark is the Triforce.

The Triforce contained three virtues: Power, Courage, and Wisdom. The Triforce protected the land for years to come. However, the Triforce could be possessed by an individual. If that individual has a good heart, the land will see an era of prosperity. If the heart is evil, the world would suffer a long drought of peace.

A myth said that when an individual finally capture the Triforce, it will split into three pieces. The person who touched the Triforce will get the virtue he believed in most. The other two pieces will go to its best host. If an individual collects them all, he or she will reign supreme.

The five races that Farore created, the Gorons, the Zoras, the Gerudos, the Kokiri, and the Hylians, all respected the Triforce with all of their hearts. However, as a popular saying goes, whenever there is good, there will always be evil. Therefore, Triforce will never be safe from the evil.

One day, a Gerudo man with an evil heart trekked the vast deserts of Hyrule. He had heard about how powerful the Triforce could be and he really wanted it to rule the land. He knew nothing on how to get it... until recently. He found out about a mythical Ocarina of Time. He walked down the horizon of the storming sand. He looked up. He knew that item must have some connection to the Triforce. Oh, how badly he wanted it!

Ganondorf went to the Hyrule Field and devised his evil plans to capture the Triforce. First, he went to the Kokiri Forest and snuck in a spider in the Great Deku Tree, the protector of the Forest. Then he went to the volcano of the Gorons and awakened the Dodongo. Finally, he went to the Zora's Domain and made Jabu-Jabu jabby.

Back at the Kokiri Forest... The Great Deku Tree suddenly realized that the time was now. The boy without a fairy time must leave...

W A L K T H R O U G H

WALKTHROUGH (Master Quest only)

NOTE This Walkthrough is for the Master Quest version of Zelda on Gamecube, not Ocarina of Time. Just making sure you know that. Also, the Walkthrough will not cover the Side-Quests... The Side-Quests will be in a separate section. The Walkthrough covers the storyline or the requirements you have to do.

I have actually received a e-mail that my Master Quest walkthrough was wrong. I'm debating whether if those people has the brains to know that there's TWO walkthroughs here.

If you want the Ocarina of Time, press Ctrl + F and copy n paste this:

O C A R I N A O F T I M E

Then you will be brought all of the way to OoT. (2 or 3 tries)***END NOTE***

K O K I R I F O R E S T

(Master Quest)

Call me Link. Gah, bad Moby Dick joke. Anyway, you wake up as Link after a long sequence involving a fairy and a tree. First of all, I want you to get used to the controls here on the Gamecube version because Gamecube's controls are a bit clunky compared to n64's (if you ever played the n64 version, you'll understand).

First of all, I want you to get familiar with the jumping. The jumping in this game is automated when you reach a edge. Try it on some wood blocks across your house. If you made it to the other end, you get 5 rupees. Don't buy anything yet! Go to Mido, the little boy guarding the path to the Great Deku tree. Speak to him, and he will tell you that he won't let you pass him unless you have a sword and shield! Now time for some hunting!

Go to the left of your house and go up a hill. You should see some fences with some grass around. Go through the fences to the other side, where a hole resides. Go up to the hole and press A to crawl through. Go left and wait until you see a giant boulder rolling after you! Now don't move and the boulder will go to the right of you. Follow that boulder and take the first right path you see. Ah-ha! Your first treasure chest! Go up to it and press A to see how lovable Link looks like trying to get that item outta the big chest! ^_^ Guess what's the item? Your first SWORD! The sword is KOKIRI SWORD. Go to the item menu (start button) and go to the equipment menu. Move your cursor to the sword. Press A to equip. Now, back to the overworld. Practice with your sword with some grass and signs. Familiarize yourself with the L-targeting.

Your next objective: to get the shield! This time, there's no hunting! :-(All you have to do is to find 40 rupees and buy the shield in a store. You should have some already. If you don't have 40 yet, go to the house down the hill and enter it. There are some chests with rupees inside. Go back out and go right and you should see a little cliff. Get up on it. Go right and take the blue rupee between the larger cliff and the house. Take the rupees from the chests! Also, walk around in the patches of tall grass, you might find some rupees. If you STILL don't have 40 rupees, try picking up some rocks and throw them. There might be some rupees there.

When you've had enough, go to the store (the house near Mido) and buy

your first shield! It's DEKU SHIELD! Equip it, I trust you know how to. Go back out and talk to Mido. He will let you through to the Great Deku tree, after all that bickering!

On the way to the Deku tree, you will encounter your first Deku Babas. Use the L-targeting to lock on them and use the B button to use the sword. When you've defeated one of them, pick up the wood stick it left behind! Now you have your first DEKU STICK! Equip it to one of your C buttons. Proceed to the Deku Tree when you've defeated all of the Deku Babas.

The Deku Tree will speak to you and you will be given an option, select 'Yes'. Then enter the opening the Deku tree created for you. Here begins your epic adventure as Link!

I N S I D E T H E D E K U T R E E

INSIDE THE DEKU TREE
(Master Quest)

Go left and up the ladder. Go down the path, and jump across the gap to another path. Watch out for the bat, use the L-targeting to track him down and kill him. Jump again to the other platform. Go up the path and kill the monster (I call him the Spider, alright?). Open up the chest and you will get the DUNGEON MAP! Now you can see all of the rooms that you wasn't in before! Very useful, indeed.

Go up the vines and walk around the walkway until you see a switch. Go on the switch and the fire will ignite on the torch, causing the web to burn out. Go through that door that is now accessible. In the room, there is a switch with a fire next to it. Don't worry about it right now. Go down to the bottom platform and kill all of the monsters that resides there. You should get your first DEKU NUT! Now, get back up to the original platform, use the vines to get back up. Get your Deku Stick out and start a fire by putting the Stick next to the fire. Then go back to the bottom platform and make the cold torch touch the flamed Deku Stick. Now a treasure chest will come out. It's on the other side of the room. Press the switch and jump to the other side. Open the chest. It's a BLUE RUPEE. Now, make sure you've killed every monster in the room because if you didn't... you're still locked in the room. Kill every monster then the door will unlock and a big treasure chest will come out. Get to it and open it. Its.... the FAIRY SLINGSHOT! Equip it! Also, practice with it so you can aim without using the L-targeting.

Go back to the second floor and roll to the crate near the vines. You will uncover a GOLD SKULLULTA. Destroy it and take the token. Now, get one of Deku Sticks on fire and burn that spider web to the right. Enter the door.

You will see a GIANT BABA lunging at you. Stay back at the edge of the room and fire Deku Seeds (use the Slingshot) at the Baba. It will need 4 hits to dieeeee. Then destroy both spiders. now take out your

Slingshot and aim at the open eye above the other door. If you did hit it, the door will unlock.

Use your Slingshot to destroy the spiders and the Skulltulas. Then get on the other side (use the vines) and open the chest. It's your first COMPASS! Whoo! Turn back and immediately jump onto the floating platform and again, IMMEDIATELY jump to the original platform. If you didn't make it (Skulltula hit you), then shoot a Seed at the ladder above the alcove. It will come down, allowing you to use it. Exit the room.

Go back to the main floor. It's down to 1F, the place where you began this dungeon. You should have a lit torch near a web. Light up your Stick and roll on the web. The web will burn out. You'll FALLLLLLL to the B1F. Now swim to the higher platform and get on it. Kill off the Babas and press the switch. Go to the lit torch and light up your Stick again. Burn the web and press the switch that was behind the web. A chest will come out on the other platform... :P Get to it and open it. It's a BLUE RUPEE or a DEKU SHIELD if you lost it earlier. Go back to the lower platform and use the Slingshot to close the eye above the door. Enter the door.

A Deku himself will be firing some Nuts at you. You have to L-target him or the Spiders and press R to use your shield. The Nut will bounce off your shield and toward your target. Chase down the Deku and kill him. Go back to the previous room and light up your Deku Stick. Go back in again and light up the two torches. The bars will go out. Enter the new door.

Take the chest and the RECOVERY HEART.

This portion is a bit tricky, especially if you have never played a n64 Zelda before. You have to press the switch to bring out the fire and light up your Deku Stick. Then you have to get on the moving platform. While on the platform, get to the near side and roll (use A) when the spiked log comes close. So, press the switch when the moving platform is at the farthest away. Then do what I just said. When you've gotten past the log with your fire on the Stick still intact, jump to the next platform and light up both torches. The door will unlock. Kill the skulltula by standing in the northwestern corner and fire some Seeds at it. Then get on the cube and exit the room.

JyHw1234@cs.com adds: "There is a MUCH easier way, and very simple. Just jump on the platform and hold R. Then while Link is crouched the log will just go right over him." He was referring to the log portion. You can just hold R and go under the log! Thanks, man!

Kill absolutely ALL of the enemies here and there are many of those! A Deku, 4 Spiders on the floor, a few more Spiders on the roof and a Bat! Use the Deku's Nuts to kill the ground Spiders (use the shield) then kill the Deku. Then all of the spiders will come crashing down. Kill them all, and don't forget the bat. When you've killed them all, exit through the new door.

Don't move any further when you enter the room. Stay where you are and fire Seeds at the bats on the torches. There are 4 in all, and when you kill them all, stand on the switch. Use the torches to light up your Stick. Burn down web to the right of the door you just entered. (The other door has nothing valuable for now, wait until you have Song of Time) Crawl through the hole.

Don't worry about the Giant Baba. GO right and reflect a Nut back to the Deku. The Deku will surrender and ask you if you want to buy a Deku Shield for 50 Rupees. Your decision. Then use the Seeds to kill the Baba. Go to the block and Navi will tell you that you can push the block! Do so by pressing down A when the Action Button says 'Grab'. Press up to push the block. Push it until it falls off to the water. Jump off to the next platform with the fire. Yes, the LOWEST platform! Light up your Deku Stick and immediately jump to the shallow part of the water and climb up to the middle platform. Now, jump from here to the block. Then climb up to the upper platform. Quickly go to the web and roll! If you was fast enough, the web will burnnnnnn! Drop down the new hole.

Take the hearts if necessary. Then go on the dry ground. You will be facing 3 Dekus! However, you have to defeat them in a certain order. I found this out by trial and error, but I've heard that you can get the info from somewhere else, but I don't know where. The order (from left to right) is: 3, 1, 2. Then track down the 2nd Deku and he will tell you the secret of Queen Gohma and unlock the door. Enter the door (refresh your health and seeds first).

~B O S S~

Q U E E N G O H M A

This boss is pretty easy, even for the first dungeon. If you listened to the Deku's advice, you already know how to beat her. First, go to the First-Person View and look for her eye. Then the battle begins.

All you have to do is avoid her until she climbs to the ceiling. When L-target her if you haven't yet and get your Slingshot ready with a Seed. Wait until her eye is red and shoot! She will come crashing down, exposed for attacks. Immediately go to her eye and MASH, I repeat, MASH your B button!!!!!! If you mashed your B button fast enough, you won't have to hit her eye again with a slingshot! It's that simple! If you didn't kill her on the first try.... Try again! She's not that hard.

Superkyle1991@cs.com sent this tip:

"To quickly kill Queen Gohma, throw a Deku Nut when she's on the ground. Her eye will be red. Also use L-Targeting forward and B to kill her quick."

This makes the boss even MORE EASIER! What a boss! :P

Take the heart container when you've defeated your first boss. Then use the blue warp to go back to...

K O K I R I F O R E S T

(Master Quest)

Congrats! You have gotten your first Spiritual Stone, the KOKIRI EMERALD! The next objective: go to the Goron Mountain and get the second spiritual stone.

Leave the Kokiri Forest by going to the other end of the little town, out a tunnel. Then your long-time friend, Saria will call you and say good-bye and give her treasure, the FAIRY'S OCARINA. Then you will be at...

H Y R U L E F I E L D

(Master Quest)

This field is probably the most memorable and the most well-known location in the entire kingdom of video games. Cherish the moments in this field, for they are always magnificent to remember.

Proceed and you will be encountered by an owl, Kaepora Gaebora, and he will tell you some tips for your journey. Also, he will tell you where to go next. Your next destination: Hyrule Castle. Go to the north. You will see a majestic castle. Enter it via the draw bridge. If the bridge's up, that means it's nighttime. Wait until its daytime shouldn't take long) then enter the castle.

Also, if you want to explore the field, you can go to Lon Lon Ranch and check it out.

H Y R U L E C A S T L E

(Master Quest)

Before entering the ACTUAL Castle, I suggest you look around the Market. Check out the stores, the slingshot mini game (if you get all 10 rupees, you get a bigger Seed package!), and talk to people! Have fun in the market! After you've done that, go north to the Castle.

After entering the Castle's area, you will be confronted by Kaepora again. He explains to you that time flows normally only in the fields and the time stops in the towns and the Lon Lon Ranch.

Then go to the tree where Kaepora was on. Roll to the tree and crash. A gold skulltula will come out. Kill it and take the token. Then go up

the gate and talk to the guard. He will say you can't enter. What to do? Go back and look for some vines to climb up. Climb up and go to the top of the gate. Jump off the gate and maneuver Link through the blind spots of the guards. By the way, if you get caught, go back to the vines to find Malon, the Lon Lon's owner's daughter. She will ask you to find his father in the castle. For your trouble, she will give you a WEIRD EGG. Now, try again and avoid the guards. it's basically all trial and error.

Here's some tips on avoiding the guards. Use the slope to avoid the first guard then sneak past the two guards up ahead. Then go left, across the field. Don't take the road to the Castle! Go left and look for a rough surface on the wall. Climb up and jump off to the moat.

Swim down the moat and climb up using the slope on the corner. Then go left and you're done!

You will see a guy in blue sleeping near the river. It's Talon, Malon's father! Yay! Now wake him up! You can't? Oh... I know! Wait until your egg hatches into a chicken, and when it does, equip it to one of your C button and use it when you're near Talon. Talon will wake up and say "What the tarnation?" ^_^ He will get mad and storm off.

Now, you have to do a little puzzle. You see the blocks? Push the nearest block to the end and push the block off the platform onto the water. Then do the same thing with the other block. The puzzle should finish up looking like a block onto another one. Then get on the top block and jump to the waterfall. Crawl through the hole.

You come upon the Castle Courtyard. You have to maneuver among the bushes to avoid the guards. This one is more difficult because if you miss, you'll start over in the beginning (where you found Talon, the father). My tip: be PATIENT! Take your time, don't rush anything. The first part has only one guard so you should have no problem getting past him. Then there's two guards... Just be patient and time your movements. After that part, you will see a guard with some vines and a walkway above him. Use the stairs to get on the walkway and walk over him. Easy said, easy done.

The next parts has several guards, but you know what to do. In the part with a big bushes that makes the area look like a hedge maze, wait until BOTH guards goes down the left side of the area. Then follow the guards and stop when they stop. When both of them goes right, go out of the area and enter the sacred fountain to encounter the holder of the title: Zelda.

Before you talk to Zelda, I suggest you to use your Slingshot to shoot Seeds at the windows (one at each side). The left one has a picture of Mario and Daisy! Shooting it will give you a red rupee! Then do the same thing to the other window and a old lady will get mad and throw a bomb at you! Hilarious! Now go talk to Zelda.

(Master Quest)

She will speak to you about... nah, I don't want to spoil it to you. After the lengthy cut scene, take the ZELDA'S LETTER and go talk to Impa. She will teach your first Song, the ZELDA'S LULLABY. Impa will tell you to go to Kakariko, the town between Hyrule Field and the Death Mountain. Go to Kakariko. Then go up the stairs to the left and talk to the guard. Show him the Zelda's Letter. He will let you pass through, but he asks you a favor: buy a mask for his son. You don't have to, but I suggest you do. Also, he gives you a tip: go to the Bazaar in the Market (Hyrule Castle) and buy a better shield. If you go there and tell the shop that the guard told you about this, you get a discount! It's up to you if you want to do this. Also, wait until nighttime to find a Golden Skulltula on the back of a house in the southwestern part of the town. Roll into the tree in the middle part to find a Golden Skulltula.

NOTE This is the time to do the Side Quests... The Side-Quests I recommend you doing are: Collect the Seven Chickens (Kakariko), Learn the Saria's Song (Kokiri Forest-Lost Woods), Find the Super-Cocco (Lon Lon Ranch), Learn the Epona's Song (Lon Lon Ranch), and Grave-Digger Tour (Kakariko). Refer to the Side-Quests section if you want to know how to beat them. ***END-NOTE***

Back on the track, go up the path to the Death Mountain Trail. Ah, the classic Zelda enemy, the Tektite! You can kill them or just run from them. Doesn't matter. Follow the path until you enter the huge Goron City.

G O R O N C I T Y

(Master Quest)

Talk to the Gorons around the City. They will tell you that the Spiritual Stone was taken away by the boss, Darunia. One of them also said that Darunia is waiting for the messenger of the Royal Family... that's you! The room Darunia is in is at the bottom of the city. All you have to do is stand on the mat and sing the Zelda's Lullaby. Then the door will open. Enter.

You meet Darunia... he's mad at you because you're just a little kid and he expected somebody more bigger. He wants you to sing him a tune that's from out of the mountain, something green, whatever that means. So you have to go back to the Kokiri Temple and look for Saria. She will teach you the Saria's Song. *sighs* Time to go back.

Go back to the Death Mountain Trail, then to Kakariko, then to the Hyrule Field, and finally to the Kokiri Forest.

Or you could go from the Goron City to the Lost Woods via a shortcut! Here's how: (from Alan Tareholt, thanks a LOT!)

"After you access Darunia's room, use the flames to light the lower level torches right away. Get out another Deku stick. Then, since the torches will keep burning, bring the flame up to the second level torches. Put the Deku stick away again. Finally, touch the flame to one of the bomb flowers on the wall by the rocks. If done correctly, the bomb should fall out, start counting down, and start a chain reaction, blowing up all the rocks. Follow the walkway and you are in the Lost Woods!"

L O S T W O O D S

(Master Quest)

Go left when you arrive the Kokiri Forest. Climb the vines, follow the path up to a tunnel. Enter the tunnel. Now you are in the Lost Forest, where Saria resides. The forest is a maze. If you enter the wrong tunnel, you go back to the beginning of the forest. You could do this by trial & error but I didn't. You could see if the tunnel is the right one by standing VERY CLOSELY to the tunnel, just before the dark part of the tunnel. If you can see the other side of the tunnel, it's the right one. If you can't it's the wrong one. Here's the directions:

Right, Left, (meet Kaepora), Right, Left, Forward, Left, Right

You will arrive at a Sacred Forest Meadow. Fight the wolflos (use the L-targeting and the shield. Wait until he attacks you and strike him with your sword. Make sure you have your Deku Sword up to stop the attack.) and enter the maze. There are Dekus around them, and I trust you know how to beat them. Go up the stairs at the end of the maze to find Saria. She will teach you the SARIA'S SONG. Leave the Meadow and talk to Kaepora. Then leave the Lost Woods. I suggest you go back to the Lost Woods and go left.

Get on the wood stump and play the Saria's Song. You will be awarded a Piece of Heart. Simple as that. Go back and take the right path. You should see a tree and a underlying floor. Jump down to the bottom floor. Get on the wood stump. You will be playing a mini-game. Just follow the buttons the guys gives you. If you get it for the first time, you get a green rupee. If you get it again for the second time, you get a blue rupee. Better yet, get it for the third time to get a... Piece of a Heart!!!!!!!!!!!!

Then get back up to the higher platform. Aim your Slingshot at the middle of the piece of a wood hanging from a tree. If you hit 3 'bull-eye's in a row, you get a bigger bag for your seeds! (You know if you got a bull-eye if you see a '100' rising from the tree.

After all that, go back to the Goron City.

NOTE: I suggest you go to the Lon Lon Ranch and play the Cucco mini-game and win a bottle of milk and learn Epona's Song from Malon.
END NOTE

G O R O N C I T Y

(Master Quest)

When you finally arrive to the Goron City, immediately sing the Saria's Song. Then Darunia will go CRAZY!!! Hahaha.. After some chit-chat, he will give you the GORON'S BRACELET. It allows you to pick up the bombs from the bomb flowers. Now, do not leave the Goron City. I suggest you get a Stick aflame from a torch inside the Darunia's room. The quickly get out of the room and light all 4 torches in the bottom level of the City. The large vase in the middle will spin. Go to the next floor. Take a bomb from a set of stairs and try to throw it into the spinning vase. If you're successful, pray. That's because when the vase stops spinning, the face of the vase shown is your treasure. If the face is flat or stoic, you get nothing. If the face's sad, you get 3 rupees. If the face's happy, you get a Piece of Heart and a red rupee and a blue Rupee. This may take you a few tries.

Now, go out to the Death Mountain Trail. Go right to see a Goron and a bomb flower. Take the flower and throw it over the fence. If you did it correctly, the rock blocking the Dodongo's Cavern breaks. Now you can access the second dungeon!

D O D O N G O ' S C A V E R N

DODONGO'S CAVERN

(Master Quest)

Use the bombs to blow up the wall. Now you are officially in the Dodongo's Cavern. Jump to the rising platform and to the center platform. L-target the bomb and while doing so, look to the right so you can see if the platform to the right is up. If it's up, quickly pick up the bomb and run to the platform and jump to the right platform. Then throw the bomb at the wall to your left. There's a chest with the DUNGEON MAP behind that wall.

Go back to the bomb flower. Take the bomb and jump off the platform you're on to the northeast. You should land on a flat surface with a large boulder. Drop the bomb next to the boulder and get away. The bomb will break the boulder. Step on the switch that appears. Then get on the platform that has been elevated by the switch.

When you get on the top, run to the bridge and go to the alcove at the end. Step on the switch. A fire will light up in one of the torches. Also, the door directly below you will open. Jump down immediately and enter the door.

There are two Beamos... just ignore them and pick up a bomb on the end of the line and drop it on the middle of the platform, where's there's no bomb. The bomb will explode, causing a chain reaction to occur. All of the bombs will explode, allowing the stairs to come down. Go up the stairs.

This part baffled me for so long.... Finally I figured it out. XD You have to collect all of the white rupees in the room (I think about 6) to open the door. One is under a Beamos, just walk up to it to get it, some are in crates, and one is on the vines. Don't forget the crate on the bottom floor. Enter the door.

Kill all of the Baby Dodongos with a Slingshot and the Seeds. Then a chest will come out, it contains the COMPASS. Then go out the room via the new door. Cross the bridge to the other side.

I think it's safe to say I was embarrassed when I finally figured the simplest puzzle in this room... All you have to do is to push the blocks under the 3 torches and light up a Deku Stick and light up all three torches and a door will open. Enter the door.

Kill all 5 Spiders and take the blue rupee from the chest. Break the right crates to uncover a Gold Skulltula. Then exit the room.

Back in the torch room... The second fire is now lit. Go to the platform with the torch and quickly jump to the alcove behind it. Then run and light up the first torch ahead. Then push the C direction (whatever your Deku Stick is on) to kill the Skulltula. Then take another Stick and light it up again. Then light up the other torch. Whew! See that block blocking (no pun intended) your way? Ignore it. Go down and grab the block down there. Pull it all of the way to the next platform. Get up on the platform and kill the Skulltula.

Kill all of the monsters in the next hallway first. Then light up a Deku Stick and go up the bomb flower. The bomb should go down. Immediately grab the bomb and throw it to the wall on the end of the hall. Exit the door.

Kill both Lizaflos, use your L-targeting and shield. Wait until a Lizaflos attacks you (have shield ready) and then attack him. That way, you have no chance of getting hit. The door should unlock when you beat both of them. Enter the door.

Before doing anything, kill the bat and break all of the crates you see. Then get back on the original platform and use your Slingshot to trigger the yellow switch. Then jump to the next platform. Then go left and jump to the small alcove in the wall. Kill the bat and grab the bomb. Throw the bomb at the boulder at the northeastern corner. Then press the switch and go to the other switch (the light one) and attack it with your sword. Quickly go back to the original platform and jump over the platforms to the other end.

Now, go straight to the other hallway. (You can detour to the left for 10 rupees) And take the bomb and explode the boulders out. Take another bomb and jump down to 1F, to your left. Bomb the wall with a crack.

Use the left white platform to get to the high platform with a bomb flower. use the bomb to take down to wall to the right if you want a Red Potion (for 40 rupees). If you don't need a Red Potion, then bomb the boulder. Grab the bomb beneath the boulder and throw it to the right, below the bombs on the walls. It will ignite a chain reaction and ends up uncovering an eye. Shoot the eye out with a Seed. The door will finally get unlocked. Enter the door.

After crossing the baby-Dodongo infested hallway, you enter a room with two Lizaflos. You know what to do, so kill them away. Go ahead to the next room. Do not bomb the bombs on the wall yet. It's not worth it. Just wait until you become an adult. Instead, go to the other bombs (the southern one) and cause a chain reaction. A door will open.

GO through the door and you find the treasure chest! Finally.... What's inside? A bomb bag! Yay! Ride the platform up to 2F and drop a bomb into the skull's eye. Do the same thing for the other eye. Use the bridge's holes to do this. The mouth of the skull will open. Enter the mouth.

Use the left opening and walk down the hallway. Then go left and pull the gravestone. Kill the Lizaflos. Then pull the other two gravestones. Then throw a bomb over the flaming blocks to trigger a switch, which will turn off the flames. Go over the blocks. Pull the gravestones. Then go up to the hole to the right, before the statues. Defeat the ghost there and pull the gravestone. Take the blue rupee (if you don't have a Hylia shield, you will get it here- thanks to sjorgnsn@hotmail.com). Go back out and stay at the higher platform.

Now, kill all of the statues by throwing the bombs at them and then do it again to destroy them. When you've done that, go through the opening. Then pull the gravestone at the end of the hallway to uncover a switch. Press the switch and enter the new door. In that room, put a bomb on the middle of the room. Then.... drop to the bottom level.....

~B O S S~

K I N G D O D O N G O

Meh. I don't know why the dungeons were so challenging... yet the bosses are nothing.

Anyway, just throw a bomb into his mouth when his mouth is open (duh). When the bomb explodes inside him, he will collapse. Hit him once with your sword. Then stick to the wall. Dodongo will roll and miss you completely. When he went past you, follow him. He will crash into a wall. He'll turn toward you can open his mouth again. Throw another bomb into him. Slash. Stick to the wall. Repeat. I think 4 or 5 hits will do it. Pathetic, indeed.

Don't forget the heart container and step into the light...

D E A T H M O U N T A I N T R A I L

(Master Quest)

Darunia comes out of nowhere and calls you his Sworn Brother. :P He also mentioned Ganondorf. That dorf! He also gives you the second Spiritual Stone: GORON'S RUBY. Darunia recommends you to go to the fairy at the top of the mountain. Go up the path and you should see three boulders to the left. Go up the path and run all of the way across the molten lava pit, and up the vines. Then you should see a false wall. Bomb that one away and you will be able to enter a hole. Enter the hole and play the Zelda's Lullaby on the Triforce. A fairy will come out and award you a Magic Power. Now you can do a Charged Attack! Try it out, it's pretty useful in the future! Then Kaepora will take you to the Kakariko Village...

When you finally arrive the Kakariko village, you will be on a rooftop. Now don't move! Go right and DROP, not JUMP from the roof to the another ceiling below (above the chicken pen) and enter the small doorway. While you're inside, you can take a HEART PIECE!

Call Saria with the Saria's Song. She will tell you that the next Spiritual Stone is at Zora's Domain. So go there. Get out of the Kakariko Village and into the Hyrule Field. Go left and jump into the river. Swim all of the way to the next patch of grass. Then walk to the sign. Finally, you're in the Zora's River portion of the Zora's Domain!!!

Z O R A ' S R I V E R

(Master Quest)

Cut open the grass if you don't have many bombs left. Then you will be confronted by Kaepora yet again. He tells you to sing the melody of the Royal Family. Don't sing it yet! Crash into the tree and kill the Golden Skulltula. Use the bombs to blow the boulders apart. Grab the chicken, it is very important to get ahead in the river. Use the chicken to get across the river. Then throw the chicken to the higher platform and quickly jump to it and grab it again. Do this again when you face a problem like that.

Work your way upriver. When you get to a point where there's 2 path overlapping, get to the highest point and use the chicken to fly to a small indent in the wall to get a HEART PIECE. Then fly back to the overlapping paths. Throw out the chicken and get on the stone portion of the path. Play the Zelda's Lullaby. The waterfall will open up. Enter the hole in the wall.

Z O R A ' S D O M A I N

(Master Quest)

You are officially in the Zora's Domain. Take your time and look around. Play the diving mini-game (go up the stairs to the king and go left). If you beat it, you get a SILVER SCALE. Your underwater breath increases from 3 seconds to 6! Use that extra breath to your advantage and dive down to a hole underwater. If you made it, you arrive at Lake Hylia.

The first thing you should do at Lake Hylia is to look for the bottle that's on the bottom of the Lake Hylia. Use your new-found ability (6 second dive) to grab the bottle. Then go back to King Zora. Show him the bottle. He will read the bottle. Princess Ruto is inside the Jabu Jabu! The Zora summons you to go to Jabu-Jabu to get Princess Ruto out. Before going to Jabu-Jabu, go down to the body of water and capture a fish with your empty bottle. Then go back to the King and walk through the opening behind him. Then put the fish to the front of Jabu-Jabu. Then Jabu-Jabu himself will suck the fish and.... you!!!!!!

I N S I D E T H E J A B U - J A B U ' S B E L L Y

INSIDE THE JABU-JABU'S BELLY
(Master Quest)

Go past the Octorok and use a bomb to destroy the boulder behind the Octorok. The press on the switch beneath the boulder. The chest will come out. Open it to receive the DUNGEON MAP. Then shoot the right cow (yea, a COW!!! lol) to get a chest containing a Deku Nut. Then shoot the left cow to unlock the door. Enter the door.

You will confront your first jellyfish. To kill it, use a Deku Nut to stun it and slash it with your sword. Then go down the chasm. Open the chest- DEKU NUT. Then dive into the water and into the hole. When you come out the other side of the hole, get on the platform and shoot a Seed at the cow in the water. It will make a Chest come out. It contains a COMPASS. Now, press on the switch. The switch opens the other door in 1F. Use the platform to go up to 1F. Then jump to the platform and open the door.

Ahhh! A weird looking creature! Let's kill it! Wait... it talks! Ah, it's Princess Ruto! She tells you to leave and she walks into a sucker and falls in. Follow her into the sucker. Talk to her twice to get the ability to carry her. Before you carry her anywhere, shoot the cow across the room to uncover a treasure chest containing a BOMBCHU. Now get back to Ruto. Pick her up and step on the switch on the bottom. Then ride the water geyser and jump to the platform with a blue switch. Drop Ruto there (the switch) and enter the newly-formed door.

Kill the Lizardflos and the Like-Like (the slimy thing in the water) and all other enemies here. It will make the chest show up. Inside that chest is the world-famous BOOMERANG! Now go through the passageway (the new one, not the one you entered from) and you will arrive the place where you used the floating platform. Use it to go back up to 1F.

And enter the room where you first saw Ruto.

After entering the room, go forward a bit and turn around to the right and look up. You can see a boulder sticking out from a wall. Use your bombchu to break that boulder. The cow should be uncovered if you broke the boulder 100%. Then shoot the cow to open up the door. Go to the door. You're blocked by a sponge-like thing! No need to worry. Use your newest item, the Boomerang to stun the sponge. Climb atop the frozen sponge and enter the door.

Go forward and kill the Lizaflos then destroy the boulder with a Bomb. Step on the switch. Oh dear! You can't reach the door! Nah, just go back and go right. You should see two blocks, pick one up and bring it over to the switch and lay it there. Now enter the door.

See that tongue-like substance sticking down? Destroy it by using the boomerang. L-target it and get close to lure the 'tongue' out and hit it with a boomerang. 4 hits should do it. You won't get anything but some doors will be unlocked after you beat that stuff. Exit the room.

Go left and enter the door (without the web, of course). Now, you have to shoot both of the cows to bring out the Like-Likes. Kill them both, using the Seeds as your weapon. When you defeat them both, a chest comes out (DEKU STICK) and a fire lights up on a torch. Use that torch to light up your Deku Stick. Then exit the room and bur the web down. Enter the new door.

Inside that room is another tongue-like thing. You know what to do. When the stupid thing dies, go back out and go back to the part where the blocks you used are. Enter the door to the left and slay that green tongue-like thing again. Go back out to the only door remaining in that room you haven't used. Kill all of the monsters here then use a Bombchu to destroy that boulder on the ceiling/wall (upper right). It will both uncover and kill a Golden Skulluta. The press the switch on the middle of the room. Ride the water geyser up and target the token and use your boomerang to get it. Now go all of the way back to... where Ruto is!

When you arrived to the place where Ruto is at, grab Ruto and press the switch on the middle to bring out the geyser. Then jump off to the highest platform in the room. Enter the door. Ah-ha! The third and the final Spiritual Stone! Throw Ruto on the platform. Suddenly, The platform moves up! And the platform comes back... with a Giant Octorok!!!!!!!

To beat the Giant Octorok, just use the boomerang to STUN him. It won't hurt him at all, but to STUN him. If the Octorok's running after you, use the Boomerang to stun him. After a while he will regain the control to his body. He might spin, and if he does, throw the boomerang again. If you're lucky, his rear end will face you! ^_^ Attack his ass if this happens. If the face shows up, not his ass, then... try again! 5 hits will do it.

An amazing tip that would GREATLY help you by Tapam N:

"When you get him in damageable position, pull out a Deku Stick and jump attack him with it. He'll die in one hit."

Ride the platform up to 1F. Shoot the cow with a Seed. Run to the door and enter it. Then shoot the cow across the room and a wooden block will appear. Grab it and drop it near the edge of the platform, and throw your boomerang to stun the sponge. Quickly pick up the block and jump to the stunned sponge. Drop the block and stun the next sponge. Pick up the block yet again and jump to the next sponge and jump again and drop the block on the switch. Enter the door!

Jump to the other platform and it will transport you down. Shoot the cow to get a chest containing a RECOVERY HEART. Then enter the door next to the chest. In the next room, kill both Like-Likes with the Seeds. Then shoot the left cow to get a chest with a DEKU SHIELD (if you don't have it) or a BLUE RUPEE. Then shoot the right cow three times (each time the cow will go higher) to unlock the final door. Onward to the boss!

~B O S S~

B A R I N A D E

This boss is very cool, because this boss makes you move like there's no tomorrow. Remember to move, move, and always have the boss or its friends L-targeted.

First, Barinade will just stay in the middle while the electrical jellyfishes revolve around it. Immediately L-target the boss and throw a boomerang at her to stun her. Then switch your L-targeting to the jellyfishes. Kill them one by one with your boomerang. When you've killed them all, Barinade will get out of the floor and spin around with the jellyfishes. Again, L-target the boss and throw a boomerang at the boss (may take a few tries). When the boss' stunned, kill all of the jellyfish as fast as you can. If you can't kill them all, try to stun Barinade again and kill the rest. Now, Barinade is finally friend-less. All you have to do is to stun her and attack her body three times. She will attack you with electrical waves. So always be on the move. The waves can't hit if you're always moving. When you've attacked her three time, she will submerge into the floor and shoot some more waves. Just revolve her to avoid the waves. Then the boss will get back up. Stun her again and attack her three times. Repeat. When you've attacked her for the total of nine times, you've won the battle!

Take the heart container and enter the warp with Ruto. Congrats, you've gotten the final Spiritual Stone, the ZORA'S SAPPHIRE! Time to go back to Princess Zelda!

H Y R U L E F I E L D

(Master Quest)

Go straight to Hyrule Field. Go to the Castle and you will be embraced with an ultra-cool cut scene. Pick up the OCARINA OF TIME afterwards and learn the SONG OF TIME. Then go into the Castle and take the right path to the 'Church'. Play the Song of Time in the front of the black stone. A cut scene occurs then go into the new opening. Pick up the Master Sword. Then yet another lengthy (but cool!) cut scene occurs. You meet up with Rauru, one of the Ancient Sages. He tells you that you have to wake up the remaining six ancient Sages. He also tells you... that you've grown up! Seven years worth of slumber! He also gives you your first medallion: the LIGHT MEDALLION. Get ready... Wait... there's a weird guy behind you. The weird person says that her name is Sheik. She says you must go to the Forest Temple but you must go to the Kakariko Village first. So your next destination is the Forest Temple, but go to the Kakariko Village first. Here begins your true adventure as Link.

L O N L O N R A N C H

(Master Quest)

Before going to the Kakakiro village, stop by the Lon Lon Ranch and talk to Ingo. Pay him 10 rupees to ride one of the horses. Sing the Epona's Song on your ocarina. Epona will come, ride on her. Practice with her a bit. When the time expires, pay Ingo another 10 rupees to ride Epona again. Sing the Epona's Song again and talk to Ingo while on Epona. Talon will challenge you to a race. Pay him 50 rupees. When you race, use the carrots wisely, don't use them all at once. When you beat Ingo, he will get mad and challenge you again. The stake this time: the horse. Beat him again, no problem. The horse's yours. However, Ingo prohibits you from leaving the ranch! What to do? Simply ride Epona to the other side of the ranch and jump over the fence. Now Epona's officially yours to use! Sing the Epona's Song to get Epona to you whenever you're in the Hyrule Field.

K A K A R I K O V I L L A G E

(Master Quest)

First thing to do: Go to the windmill and learn the Song of Storms. Just talk to the musician and then show him your ocarina and he'll teach you the SONG OF STORMS.

After that, go to the Graveyard. Go to the left side and pull the grave with bright flowers in the front. Drop into the hole and you will see Dampe's ghost. Talk to him and he'll challenge you to a race. You don't have to beat him, just keep up with him. Avoid the fires at all costs. Use the A button (roll) to go faster. Watch where's he going. Follow him ALL of the way, until the end. When you've done that, you get the HOOKSHOT! Exit via the only opening left and play the Song of Time to get rid of the blocks. Then walk up the passage you're back in the windmill! Jump onto a revolving platform and jump off to a PIECE OF

HEART. Your mission here is done! Onward to the Forest Temple!

T H E P A T H T O F O R E S T T E M P L E

(Master Quest)

Do you know where the Forest Temple? Remember where you met Saria to learn the Saria's Song? The temple was behind her! :-O Anyway, go to the Lost Woods and maneuver yourself through it (the directions are the same as before.) The directions:

Right, Left, Right, Left, Forward, Left, Right

On the way, you will see your ol' friend, Mido! He doesn't know you so he will block your way. Just sing the Saria's Song front of him. He'll let you pass. Continue on. When you get to the Meadow, there will be some big guys with spears. Just wait until you see the guy passing through and kill him with a hookshot attack. There are a few of them (5?). You can check if the giant's there by press L and strafe to check.

When you've gotten to the end of the maze, you will face another big giant but he won't chase you down, but he will smash the ground with a mace, causing a shockwave to chase you. Avoid them by going from side to side until you're right next to him. Attack him with the Master Sword 3 times and he's dead. Now go up the stairs and you will be confronted by Sheik. Sheik will teach you a new song, the MINUET OF FOREST. Hookshot to the tree's branch and enter the Forest Temple.

F O R E S T T E M P L E

FOREST TEMPLE

(Master Quest)

NOTE Let us all shudder first because I know all of us are very afraid of the Wallmasters and its scary music... This is the most spookiest dungeon ever, period.

END NOTE

In the first room, climb the vines (use the vines left of the tree) up to the top of the tree. Then use the hookshot to kill all of the skulltulas. Then jump to the next tree and press the switch. The chest contains a SMALL KEY. Enter the door. In the next room, kill all of the skulltulas with a hookshot. Then go to the extreme part of the northeastern corner and look up with a hookshot. You should be able to see a Gold Skulltula. Kill it with a hookshot. Then pick up the token with a hookshot again. Open the door with a Small Key.

In the next room, you will see 4 ghosts, called Poes, running away... Your goal in this dungeon is to kill (capture) all four Poes scattered everywhere in the dungeon. Scary... Anyway, go through the door straight ahead of you. When you've entered the room, you will see a block similar to the one you saw earlier in the Dampe's Graveyard. You should know what to do: Sing the Song of Time to get rid of it. Open the door

behind it.

Kill both Stalflos in the room by using the same method you did to kill the Lizaflos. Just use your shield to repel the attacks and attack them after they've attacked you. When you've defeated both of them, you get a SMALL KEY from a chest. Leave the room to the main room with the four Poes' torches.

Go right to the eastern door. Enter the room and defeat the skeleton in the hallway to open the door. Go through the door. Immediately go left to find a Gold Skulltula.

Alright, this room took me a while to figure out. Go up the ladders (2), and go left and left again to find a blue block. Pull it then get on the other side and walk (ignore the ladder for now) down the path. If you get around the path, you will find another blue block. Push it all of the way down. Then go back to the ladder you just saw. Go up that ladder. Then look for the red block (right to the ladder) and pull it all of the way. Now, go back to the blue block you just pushed. Climb on it and climb to the right. Then push the red block all of the way forward. You should be able to see a switch. Hit the switch and a bunch of targets and blocks will appear. That's your shortcut to 2F if you ever comes here again. Don't take the targets. Just go right and kill the Blue Bubbles. To kill them, target them and shoot them with your Hookshot then slash at them twice. Use the small key to open the door.

Go down the creepy hallway then Navi will inform you about a monster that lurks on the ceiling. Yep, that's the Wallmaster, probably the most hated enemy in the Zelda saga. Just move around a lot to avoid it, don't stand in a place for a long time. Drop to the right to open a colorful chest. Inside that chest is a BOSS KEY. Drop through the hole to 1F. Kill the Floormaster, another feared enemy. Block its attacks by using your shield and counter with an attack of your own twice. Then it will split up to 3 smaller pieces. Kill them one by one by L-targeting and jump attack them. If one of the pieces attack itself to you, it will suck your blood and grow large again. The process starts over. So, it is better if you kill them fast. When you've killed them all, enter the open door.

Go to the second alcove to the right. Go into the room and slay that zombie and open the chest with a SMALL KEY. Go back out and open the door to your right. Hit the switch. Jump down and hookshot the targets to get to 2F. Walk through the twisted hallway and jump on the platforms without falling. Open the door with a Small Key.

Ignore the ghost on the pictures. Proceed to the next room. Kill the Skeleton then 2 Skeletons will come. Kill them quickly, attack like mad. When you've killed them both, a chest comes out. It contains the FAIRY BOW! Go back to where you saw the Poe in the pictures.

Walk around the room, look for a Poe in a picture. If you see one, don't go near it. Just stay far away and try your best to hit it with your new Fairy Bow and Arrows. If you hit it with the Poe sticking out, the picture will be destroyed. Do the same thing to the other two pictures.

Then the Poe himself (or herself?) will come out and fight you. It's pretty easy, just wait until she's opaque (visible) and attack her. When you've attacked her for the total of five times, she goes down. Open the chest for your DUNGEON MAP for this level. Go out to the room where you fought the Skeletons. Then use the other door.

Ah-ha! Another room similar to the one with the Poe! Do the same thing to get the Poe out and kill it. You will get a chest with a COMPASS in it. Now go all of the way to the main hall in 1F.

***DETOUR: I found this after I beat all 4 Poes but anyway, I think you can get the Golden Skulltula after you get the Fairy Bow. Go to the main floor and shoot the northwestern eye to open the door and kill the Skulltula on the platform with a well beneath. ***

When you're finally in the main floor, shoot the northeastern eye with your Fairy Bow. Then enter the unlocked door. Kill the Giant Babas first, then look up above the entrance. You should see a Gold Skulltula on a hookshot target. Kill the Skulltula and take the token. Now go left to the well. Shoot the eye in the water to drain the well. Go down and get the SMALL KEY from the chest. Then go down the tunnel to find a Golden Skulltula. Go back up 1F. Use the target the Gold Skulltula was on to get to 2F. Then use the Song of Time to reveal three stepping stones to the vines. Climb the vines to the right to a balcony with a chest. The chest contains a SMALL KEY. Use the target to get to another door.

Kill the skulltula with your hookshot. Then go to the torch. Stand in a position that the fire and the web is directly ahead of you. Shoot an arrow through the fire so the fire will attach to the arrow and burn the web. Open the door.

Now go all of the way to the room where you met the second poe. Remember the Wallmaster, don't stand in that twisted hallway room too long.

Open the door with a lock on it when you arrive to the room where the second Poe was in. Then jump diagonally and hang on the platform to the right. Walk down the hallway, ignore the Green Bubbles. Open the door with your final Small Key.

Take the box on the platform to the right. Then put the box on the switch, igniting the fire on the torch. Stand on one of the moving platforms and aim your arrow so it can hit the fire and end up hitting the frozen eye on the end. If you're successful, take the box off and exit the room.

Drop down the new hole in the floor and you will end up in a checkered floor room. You have to plot your new move, since the ceiling will fall down. The ceiling has some holes so you have to go to the place that the hole will fall on. before proceeding, kill the front 4 Skulltulas with your Fairy Bow. When you see the switch to the right, run to it. It will unlock a chest containing ARROWS. Then go left and step on the switch. It will unlock the door. Run back to the door and enter the door.

Drop to the grass patch below. Take the SMALL KEY from the chest. Use the Song of Time to bring out the blocks that you can use to get back up to the platform. Go back to the room with the checkered room. Do the same thing, run to the hole area. This time, go for the door at the end. Use your small key to open that door.

Here's a fun puzzle to do! Fire an arrow to the picture with the Poe. Then some blocks will fall from the ceiling. You have to put them together so it forms a picture. I think the puzzle is random so I can't help you. The time limit is a minute so hurry! When you've completed the puzzle, you get to fight the third Poe. Defeat her and leave the room.

Now you're back to the main room! The last Poe was waiting in that room the entire time! The last Poe will split into 4. Three of those will be a trick copy. Only one will take damage. You can find out which's real by the elimination process, but try this way: When the Poe splits into four, look carefully at the Poes. If you see a Poe spin, that's the real Poe. Attack it by L-targeting it and shoot it with an arrow. Do this five times and you've killed the final Poe!!! Time for the final boss of the Forest Temple!

NOTE: I Suggest you go out of the Forest Temple and go to the Meadow. Climb the ladder and down the hole. It will lead you to a fairy garden. The fairies will heal you 100%. Also, capture some fairies with your bottles if you can. Don't worry, the Poes will be still dead when you come back. :-) END NOTE

Ride the elevator down. The room you just entered is adjustable. Push one of the walls counter-clockwise. Then grab the chest with ARROWS inside. Then push the wall again (counter-clockwise). You should see an opening with a switch on top. Use the hookshot for the switch. Then press the switch up ahead. Push the walls counter-clockwise two more times. Go to the opening in the wall and turn around. Look up, there should be an eye. Shoot it with an arrow. The path to the boss opens.

~B O S S~

P H A N T O M G A N O N

This boss is one of my favorites because I was imitated by him and actually was afraid of him when I first fought him. He's not Ganon or Ganondorf, he's just a spirit of Ganondorf. He will ride a horse in and out the paintings, and there will be always two of them. One is false and the other true. You have to look carefully for the true version by looking for the brighter Ganondorf. Shoot an arrow at him. If the Ganondorf was false, the true Ganon will come out of the picture and slash at you. Hit him three times with your arrows then he will come out and fight you.

Ganondorf will throw some fireballs at you, and have to deflect them with your sword (think baseball). If you're L-targeting the Phantom while

deflecting the fireballs, the fireballs will go back to him and damage him! Sometimes Ganondorf will deflect your deflections! Continue deflecting and Ganondorf will finally take the damage. When he's stunned, go up to him and mash the B button like crazy. When he regains control, repeat.

Gurrr: "The easiest way to beat phantom Ganon on the horse is just aim at the middle top ceiling. he will eventually pass by when he comes out so just shoot. its a easy target. just aim at that top area and it should be no problem."

*I do not know if it will work well, but since it saves you the trouble of looking for a right one, I guess it's pretty good.

psychotic maniac: "i found out that you can also use a bottle for playing "baseball" against phantom gannon and gannondorf its quite easy and i think its easier than using a sword"

*Heh, soudns nifty. A something that's fun to do! :)

Ganondorf himself will banish the Phantom for losing to Link. Take the Heart Container and stand on the warp. The warp leads to the Chamber of Sages, where you saw Rauru. Here, you will awake the Forest Sage: Saria. She will give you your second medallion: FOREST MEDALLION. Then you end up in the Kokiri Forest and meet the Deku Tree sprout. He will tell you your past. You're not a Kokiri! You're a Hylian! mmmmmmm... interesting.

H Y R U L E C A S T L E

(Master Quest)

Before going to look for the Fire Temple, go to Hyrule Castle and into the Temple of Time. You will meet Sheik again here and learn the PRELUDE OF TIME from Sheik. And she explains to you that you can go back in time 7 years. All you have to do is to put the Master Sword back into the stone. Do so, because you need to obtain an item that is only accessible as a young Link. Go back in time and go to the Hyrule Castle.

Climb up the vines like when you did to get to Zelda. Now, jump off the gate and take the right path of the fork. You should see a boulder... Bomb the boulder and crawl through the hole. You come upon yet another Fairy Fountain... Sing the Zelda's Lullaby's on the Triforce and the Fairy will come out and give you the DIN'S FIRE. This item can be used to burn things down or to damage enemies. Now go back to the Temple of Time by using the Prelude of Time. Then take the Master Sword again.

T H E P A T H T O F I R E T E M P L E

(Master Quest)

Go to the Kakariko Village. Enter the Skulltula House if you've gotten 10+ tokens. Find the boy and he will give you an ADULT WALLET. Now you can hold up to 200 rupees! Now go to the Goron City.

Go to the second floor and look for a rolling Goron. Stop him with a timed bomb. Then he will talk to you about the Gorons and Volvagia. He gives you the GORON'S TUNIC, a flame resistant suit! Now you can walk on lava! Go down to Darunia's room and pull the statue to.... reveal a secret passage! *gasp* Enter the passage and you're in the middle of the Death Mountain Crater! Equip your Goron Tunic to prevent the heat. Go left and hookshot the log above the bridge. Then you'll meet Sheik yet again and learn the BOLERO OF FIRE. After that, go left and down the hole to enter the Fire Temple.

F I R E T E M P L E

FIRE TEMPLE
(Master Quest)

Go left and enter the door. Kill the Like-Like. If you got sucked by the Like-Like, you will lose your tunic AND shield. Kill it to get the tunic back. Open the chest to get the shield back (if you lost it). If you killed the Like-Like without losing anything, kudos to you. Open the chest (if didn't get sucked) to get.... a GREEN RUPEE! Gah.

Go back out and jump on the shoulder of the stairs to avoid the fire at the base of the stairs. Then use the Din's Fire (if you don't have it, go back to the Hyrule Castle section, second section above here) to light up all of the torches here. Enter the opened door.

Whooo! You found Darunia! Wait... he says that he has to leave to seal the dragon (Volvagia) and asks you to save the prisoners... Oh well. When Darunia leaves, go right and jump on the platforms then use the hookshot to attach yourself to the target. Then climb up the steps and break the crates. Then stand by the target and do the Din's Fire magic to light up both torches. Quickly jump off the platform westward, toward the other side of the room. Get up on the platform with an unlit torch. Use the Din's Fire to light up that torch before the other two torches go out. If you're fast enough, the gate to an alcove will open. In that alcove is a chest with a SMALL KEY. Leave the room.

~TiteHotmail adds: "Instead of running across and using the Din's Fire again you could just use Din fire in top of where the crates are and use it (lighting up both torches) and then use the bow and arrow to light up the torch on the opposite side." In other words, you can fire an arrow through the fire to the other side. I never thought of that.

Go down the stairs and use the small key to unlock the door with a lock. Kill all of the enemies here (be careful, the skeletons can inflict large amounts of damage!) to open the door. Use your shield to block the floor's attacks (there are 5). And break open the jars in the south corners for fairies. You can capture them if you want. Then wake up the armored soldier sitting on the throne (attack him to wake him up). L-target him and get close to lure him into attacking. Before he attacks, get out of the range. When he's done with his attack, get in close again and strike him. After about 8 strikes, his armor will go off. Just go up to him and attack like crazy until he dies. The locked door will

finally open.

In the next room, you will fight a mini-boss. The boss has three forms but they all attack the same and you use the same method to beat all three forms anyway. To kill the mini-boss, use your hookshot to get the boss out of the fire body. Then use the arrows or your sword to damage him even further. Repeat with the other forms (fire, ice, and forest). When you kill him, the chest will come out in the middle of the room. Take out the prize. The prize? The MEGATON HAMMER! Cool!

Leave the room and use the Megaton Hammer to press the rusted switch down. Then open the chest (DUNGEON MAP) and talk to the Goron. He will thank you and leave. 1 down... Leave the room via the far door. You're back in the original room. Climb the shoulder and up the stairs. Go right... see that weird looking statue? Get rid of that statue by using your Megaton Hammer. Then enter the door behind it.

In the large lava room, go left (use the platforms) to the door. In that room, there is a rusted switch. Smash the switch in with your Hammer. Then talk to the Goron. Don't forget the Golden Skulltula behind the Goron.

Back in the big lava room... go all of the way across the room to the wall of fire. Get on the moving platform (next to the wall of fire) and hookshot to the torch to pull yourself over the fire. Then bomb the colored wall and enter the door. Use the Din's Fire to light up the torches in the room and talk to the Goron. Open the chest for a SMALL KEY. Go back to the big room. Again, go back to the other side. There is a platform that will rise when stepped on. It's in the northeast corner. Use the platform to jump to an alcove in the wall. Use the Din's Fire to light up that fire and shoot an arrow through the fire to another torch (near the door). Drop to the lava below and climb the platform to the right. Use the hookshot and the target to get to the door you just unlocked by shooting a fire arrow.

In the new room, have your shield ready for the attacking floor boards. There are 8 so wait until all 8 have broken. Then use the torch to hookshot yourself to the other side of the firewall. Open the chest for the BOSS KEY. Use the torch in the middle of the room to get back. Return to the big room. Use the small key on the locked door.

Climb up the screen (bars, whatever you want to call it) to the top and jump to the platform with fire on the bottom. The platform will go up to 2F. Walk off the platform and enter the door.

Look around the room a bit... then go left and up the platforms. Use the Din's Fire to light up the torch. It will trigger an event where a target will come up. Jump to the platform where the target is on. Jump on the top of the target and jump off it to the higher platform. Kill the Lizaflos and climb up to 3F.

I was stuck in this 3F for so long that I nearly gave up... Man... You're

lucky that you have my guide to get through this part. Go to the south part of the room and do a spin attack through the bars to trigger a switch. Then break the crates to uncover a chest with BOMBS. Go to the other side and bomb the wall (well... hard to explain WHERE... it's just in the north part. There's two walls that can be bombed. They're next to each other, only a barrier divides them.) Smash the rusted switch. then use one of the targets to pull yourself on the barriers. Look around for a cracked floor. Use a bomb to make a hole. Drop to 2F.

Break all of the crates to find a rusty switch. Smash the switch to open the gates. Open the chest to find a COMPASS. Go back up to 3F, use the fences to climb up. Go down to the lower floor of 3F. Make sure you've bombed the wall left of the switch you just used to bring out the targets. After that, go back up to the top part of 3F.

Then jump all of the way to the other side. Stand on the edge as close as you can. You should be facing a locked gate with some crates behind it. Do a FULL magic spin-attack to open the gate. Jump to the opened alcove. Smash the crates but not the little boxes. Open the chest for BOMBS. Then pick one of the boxes and run all of the way (avoid the Lizaflos!) to the part where I told you to bomb. Put the box on the switch and enter the door.

Finally, a Goron! Talk to him and he'll thank you and leave. Open the chest for a SMALL KEY. Go back to the previous room and get on the top part of the room. Use the small key on the door on the right.

Ignore all of the boxes and crates and go to the other side. Do not enter the door, just go back a bit and get on a fenced platform that can be jumped to a higher solid platform with a crate and 2 little boxes. Do not break the crate, just grab a box and drop down and place the box on the switch. Use your hookshot on the crate to get back up. Now, you have to light up a fire near the ceiling... To do that, go to the lit torches and shoot an arrow through one of them to the other torch. A door will unlock. Go into the door.

Look right, you should be able to see the block of time. Get on it and jump off to the large platform. Stand on the middle (on the face) and smash the platform with your Hammer. The platform will go down all of the way to 1F. Now you can access the boss.

NOTE: You must be wondering: what happened to 4F and 5F? You forgot about that part! Relax... No, I didn't. 4F and 5F are not mandatory to beat the dungeon. The only important things that are ahead: Gold Skulltulas. If you want to go and collect them, go ahead. I'm not covering that part because this is a Walkthrough not a Secrets FAQ. Also, it might be better if you beat the boss first because the platform in 1F will bring you up to 4F. So I guess it's better to beat the boss first. END NOTE

V O L V A G I A

This boss is somewhere between Barinade and Phantom Ganon. Not too easy or hard. Just right. :-)

First of all, fill your bottles with fairies. Then go to battle. Volvagia will stick its head out of the ground. Quickly go to the head and smash it with the Hammer. The dragon will scream with agony and faint for a while. During that time, attack the dragon with your sword!

When the dragon have taken some damage, it will fly over the platform, spouting fire. Just stay on the platform and fire arrows at it. After that, wait for the dragon's head to come up and strike it with a Hammer again and strike it with the sword. Finally, the dragon will fly wayyyy high and make the boulders fall to the platform. Just stand there and press R (shield) and block upwards. You are unlikely to get hit if you do this. Continue fighting. Have your Hammer out when the head's coming out of the platform so you are ready to strike it quick. It won't take long before the dragon dies.

"I don't know if anyone was aware of this, but when fighting Volvagia, and the rocks come crashing down, you can hang onto the side of the platform (kinda like hanging on a wall while climbing-- just don't drop off!), and you WON'T get hit at all." -Some amazing stuff from kpslip18 and Bodrick!

Take the Heart and say bye-bye to the Fire Temple.

The warp will return you to the Chamber of Sages. Guess who's the Sage of Fire? Yes, Darunia. He will give you the third medallion, the FIRE MEDALLION.

D E A T H M O U N T A I N C R A T E R

(Master Quest)

Now that you have the Hammer, you can break very hard boulders (red rocks) now! Get across the hole in the bridge by using the Hookshot. Then go to the place with two boulders blocking a path. Break them both with the hammer and enter. You've entered a Fairy Fountain! Sing the Zelda's Lullaby on the Triforce and your Magic Power will double!

Now go back out and go right (break the boulder on the way) and jump onto the next platform and climb the ladder. Walk to the edge. You won't fall over, you just will climb down the rocky wall. Climb down until you reach an alcove with a Piece of Heart. Now time to look for the Water Temple.

T H E P A T H T O T H E W A T E R T E M P L E

(Master Quest)

The direction to the Water Temple is not the Zora's Domain. Instead,

it's in the Lake Hylia. However, go to the Zora's Domain and into the Zora's Fountain first. When you finally arrive the Zora's Domain, you notice that the entire Domain has been frozen! Doesn't matter, you must save the world! Walk up to the king and walk past him to the Zora's Fountain. Use the ice glaciers to jump to the Heart Piece. Then go back and use the other path (go north) and enter the Ice Cavern.

I C E C A V E R N

ICE CAVERN (Master Quest)

This is what I call a 'mini-dungeon' because it does have a map, compass and everything but this place does not have any boss. This dungeon is also VERY short. You could say this is a warm-up to the hardest dungeon in the game, the Water Temple.

Proceed into the Cavern and go to the little niche to the left to avoid the oncoming boulder. When a boulder passes, quickly go up the passage. Kill all of the enemies ahead and use the Fairy Bow to trigger the switch to the right of the ice wall. The switch will melt the ice wall. Go to that direction and kill all of the enemies in the big room. Don't forget to kill the semi-invisible enemies too. Go through the new opening after you've killed all of the monsters.

In the new area, kill both Wolflos and take your bottle out. Get some of the blue flame into the bottle and pour the flames onto the red ice. The red ice will melt, and nothing's there... wait... go to the opposite part of the room and break the icicles and attack the switch. The switch will show you the treasure chest. The chest's in the area of the red ice. Open the chest for the DUNGEON MAP. Then take the blue fire into your bottles again. Leave the area. Use the fire on the north (up some platforms) red ice in the next room.

Bypass the invisible monsters and the boulders. Now when you're in a room with a Piece of Heart stuck in the ice, go to the middle of the room to find a submerged switch. Use a bomb to trigger that switch. Now the ice blocking your way to the Piece of Heart is gone. Grab the Piece. Use the bombs to destroy the wind blowers. Follow the path to a chest containing a COMPASS. Then go back and stand near the red ice with a Golden Skulltula and play the Song of Time. A hidden block will come out. Stand on the block and pour the fire on the ice. Kill the Skulltula and take the token. Leave the area.

Go to the other red ice in the room and melt it with your blue flame. Watch out for the rolling boulder. Then kill all of the monsters here so you can navigate easier. Go to the blue flame and sing the Song of Time to get the hidden block visible. Take the flame and melt the red ice. Want the Golden Skulltula? Okay... go back to the entrance for this room and look up. Shoot an arrow at the switch. Kill the Skulltula. Then hit the switch again. Proceed down the passage. Open the door. Here's your mini-boss for the mini-dungeon.

The mini-boss is a measly skeleton. Kill it. Then you've gotten the mini-dungeon's treasure: the IRON BOOTS! Then Sheik appears out of nowhere and teaches you the SERENADE OF WATER. Now, make sure you have a bottle full of blue flame. Leave the dungeon by equipping on the Iron Boots and dive down the water pit.

T H E P A T H T O T H E W A T E R T E M P L E (con'd)

(Master Quest)

Go to King Zora. He's stuck in red ice... so... melt him! With your blue flame, duh! Speak to the King and he will grant you a prize: the ZORA'S TUNIC! Now you can breathe underwater! Whoo!!!!!!

Now, sing the Serenade of Water and you'll warp to Lake Hylia. Equip your Zora Tunic and Iron Boots and go into the Lake Hylia. When you're on the BOTTOM, look up to see a blue diamond. Press it by using your Hookshot. Now you will be in the...

W A T E R T E M P L E

WATER TEMPLE

(Master Quest)

***NOTE: I really, really hate this dungeon so I bypassed all of the un-needed extras like the Golden Skulltulas. You can still follow my walkthrough and beat the boss and come back later for the Skulltulas.
END NOTE***

sigh THE hardest dungeon in the history of n64 Zelda, the Water Temple, is here. Do not be afraid. Don't be. Just stick with me. :-)

First thing to do: Get into the central 'tower' of water and sink down using your Iron Boots. Go right and into the passage. !!!!!!!!!!!!!!! Princess Ruto! She still remembers you and still calls you her fianc^腹! Hot damn! Anyway, follow her up to 3F and use the Din's Fire to light up the 4 torches. Enter the door.

OK, I was STUCK here for a LONG time... Typical of the water dungeon... Kill all three Skeletons and then hookshot the mysterious plate on the wall to reveal a hidden chest. Open the chest for the DUNGEON MAP. Then go back to the previous room and look at the Triforce. Play the Zelda's Lullaby (stuck here for a while) front of the Triforce. The water level will fall! So THAT's what Ruto was talking about! *shakes head*

Jump down to 1F. Once again, use the Din's Fire to light up the torches and enter the door. Kill the spiked metal ball in the room by shooting your Hookshot at it then slash it once with your sword. Kill both Lizaflos. Then a chest will appear. Inside that chest is the COMPASS. Now, go back out. Use the hookshot to pull yourself to 2F. (Use the target to get in the range of the other target on 2F.)

When you're on 2F, just go forward and use the Hookshot on the plate on the wall. Here comes a chest! Guess what's inside? A LONGSHOT! It's exactly like the Hookshot, only that it reaches twice the distance!

Now go back to the central platform (1F) and enter the tower. Use the Longshot to reach 2F of the tower. Play the Zelda's Lullaby front of the Triforce. The water will rise. Then go out the door. Look for a target to get to 3F. Then go back to the tower's side of 3F. Walk around the tower to find an alcove with a Triforce panel. Hookshot yourself to it. Sing the Zelda's Lullaby, of course. The water level will rise to the highest level. Use the Iron Boots to sink down to 2F of the tower. Look for a door into the tower. Enter.

In the tower, take off your Iron Boots to float back up to 3F. Get on the floating platform and sing the Song of Time to reveal a block. Get on the block and use the Din's Fire to light up the torches. Then put your Iron Boots and dive all of the way to B1F (still in the tower). Walk around the blocks and you should see a block sticking out of the floor halfway. Get on that block to cause the block to fall. Hit the switch with your Longshot and go up the new gap in the room.

You know the drill: hit the weird panel and get a chest. This time, the reward is a SMALL KEY. Go back to 3F, but get out of the tower. Look for a door with a lock on it. That's where you will go next.

OH MAN! This puzzle must has taken me ages to figure out!!!! Now, go to the edge of the passage and look up with your Longshot. Hit the switch and jump off to the moving platform below. This is where I was stumped. Look at the waterfall and you look at all that targets. Where do you attach the Longshot? WHERE??? Ah... use the left-most target, the top one. That way, when you attach the Longshot to the target, you will fall down to the bottom target. Then look up and hit the weird panel. The top target will rise up. Attach the Longshot to the top target. Now just climb all of the way to the end of the room. Whew!

Drop to the water level. Kill all three Skeletons. After that, attach to the target nearest to the alcove. (if you want some fairies, go to the jars on a cliff) Use the targets to get to the alcove and over the spikes. Exit the room.

Ah, the famous battle. Link vs. Dark Link... Most people was stumped on how to beat him. There is only one way and it is easy. Just use the Hammer on him and he can't avoid the attack. Just do it over and over again. When he finally die, go to the new door. You can use the Iron Boots to slow him down since he mimics your movements (thanks to Doc on that).

A tip from seang@comcast.net: "I found the dark link battle much more easier by using din's fire on him. If you battle him in this way however, you should load up your bottles on green potion."

-Hmm... it's a good idea, a 'sure fire' (pun!) way to beat him! I personally prefer the Hammer method, but you could do that too.

Another tip, from flip28skater: "it helps to use din's fire but it uses a lot of magic as in the walkthrough so if you use all your magic,

DO NOT L-TARGET DARK LINK!!! you wont hit him if you do if you don't target him you can actually beat him with your sword! You get hit a lot, but I guarantee you will not die!" I still DON'T get why people don't just use the Megaton Hammer.

YET another tip: from Alphagold123,

"It is also possible to beat Shadow Link very easily with the Biggoron's Sword. You can L-Target him and it usually hits him. Shadow Link also doesn't get much of a chance to strike back."

Still... Megaton Hammer?!?!?!

Superstarlet AD: "There is an unbelievably easy way to defeat Dark Link in the water temple. It's so simple, you'll kick yourself (if you still care). What does Navi have to say when you target him? "Defeat yourself." Or something to that effect. What's the best way to defeat yourself? Go into battle with a broken sword, of course. Buy the Giant's Knife, break it, and when you meet Dark Link, equip the broken sword. When you attack, he leaps into the air, and stands on your blade - but now he can't do it. He'll fall to the ground, and then he's vulnerable. The broken sword works just fine, it just doesn't have much reach. Luckily he'll be well within it's range."

Use the Longshot again to hit the weird panel and drop down through the hole. Use the Longshot to get from a target to another. Use this method to keep away from the water vortexes. When you get to the end, follow the path to another room filled with water. Go into the water and dive to a passageway underwater to another room. When you get to the other room, use the Din's Fire to light up all of the torches here. Go back to the previous room and exit the room.

The next room also stumped me as well. What you have to do is jump down and stand on a little pool of water. Look up and hit the switch with your Longshot. When the water beneath you is at its highest, use the Din's Fire. Then jump to the chest. The BOSS KEY 担 yours! Go out of the room and dive in the water and follow the passage up. Use the Iron Boots to step on the switch. Take off the Iron Boots and float all of the way to 3F.

Look around for a statue head with a target. Use your Longshot to get there. Then enter the door. Look up... there's a switch. Longshot it. Then attach your Longshot to one of the targets. Now open the door to...

~B O S S~

M O R P H A

This boss ain't too hard for me, although for some it is. For the entire battle, the boss will attack you the same way. There are no variations, just attack the same way throughout the battle. As for you, you will only be able to attack the boss in one way. That is: L-target the boss then Longshot it. If you got it, the boss will be pulled straight to you. Then attack it. That's it. Do it about 14 times to beat the boss.

The boss attack: make some water into a solid/liquid object what will try to get and grapple you. The attack will do some MAJOR damage to you! It's easy to avoid this attack because it's pretty slow but... if you do, be ready to take some serious damage! I'm talking about 4~5 hearts here!

Sam Everline posts a life-saving technique:

"I have found an easier way to beat morpha or just speed up the fight! Use DIN'S FIRE when you are close to the red blob when it is in the water. it counts as 5-6 hits."

Michael McCabe: "When you fight morpha you will notice that the corners of the room do not have spikes. Instead of dodging the attacks, you should go to a corner, between the spikes and stand there. When morpha lunges out it won't reach far enough to hurt you. Then longshot it and attack until it is dead."

Good luck.

Take the Heart and go into the Warp. guess who's the Ancient Sage of Water? Ruto... Damn... she STILL loves you! hahahaha! She, of course, gives you the WATER MEDALLION. 4 down, 2 to go.

Stay where you are in Lake Hylia, don't go anywhere. Go right and check the stone tablet. It says you have to shoot the sun when it's morning. So wait until the morning if it's not morning yet. Shoot the morning sun, and receive the FIRE ARROWS! This item will be useful in the last two dungeons.

***IMPORTANT!!!!!!!!!!

S U N S O N G

Go to the graveyard and play the Zelda's Lullaby on the Triforce and go into the new hole. In the new hole, kill ALL of the bats with your boomerang. The door will open (you can use the Din's Fire to light the torches for a chest containing BOMBS.) and enter the door. Ignore the ReDeads and check the stone. You will learn the SUN'S SONG. This is very, very vital to getting the treasure in the well.

K A K A R I K O V I L L A G E / P A T H T O T H E S H A D O W T E M P L E

(Master Quest)

Go straight to Kakariko Village. When you enter the village, an AMAZING cut scene occurs and you also learn yet another song from Sheik: the NOCTURNE OF SHADOW. It will lead you straight to the entrance of the Shadow Temple, but before that, you have to go back in time and enter the Well to seal the evil underneath and take the mysterious treasure there. So go back to the Temple of Time and put the Master Sword back in its place. Then go back to Kakariko Village and sing the Song of Storms in the windmill. It will cause the water in the well to go out.

Go into the well.

B O T T O M O F T H E W E L L

BOTTOM OF THE WELL
(Master Quest)

Before you go into the well, learn the Sun's Song. The explanation on how to get it is just above the above section.

This is another little mini-dungeon like Ice Cavern. Not too tough.

Go straight, run past the ReDead. Go left a bit to find an alcove with a boulder sticking out of the wall. Use the bomb to reveal an eye. Use the Fairy Slingshot to close the eye. A gate will open. Then go left a bit more and follow the passage until you see two boulders blocking a path. Bomb them out. Then kill the Skulltula and press on the switch. Don't even try to jump over the gap! Just safely go back to the moat/river and continue until you see a Triforce underwater. Stand on it and sing the Zelda's Lullaby. Don't forget to shoot the switch on the face.

The gate behind you will open so go through it and open the chest for the DUNGEON MAP. Go left and into a cell. Use the Slingshot again to hit the switch. Return to the beginning of the dungeon, where there was some deep water. Crawl through the hole and climb up to the platform.

Now you will fight a mini-boss. To beat the mini-boss, let one of the hands catch you. That will lure the monster out. Smash A to get off the hand's grasp. Go up to the monster and let it lower its head to try to bite you. When his/her head is low enough, attack the doofus with your sword. Repeat until the damn doofus dies. Open the chest for a COMPASS. Don't leave the room yet... see that weird-looking corner to the far left of the entrance? Bomb the crack on that corner, it will reveal a SMALL KEY. Now you CAN leave the room!

Go to the Triforce where you sang the Zelda's Lullaby. Then go right and crawl through the hole. Get back up and shoot a Seed at the face painting (aim at the upper right part). Enter the door. At the next room, ignore the Floormaster and open the locked door with your Small Key. Bomb the crack on the corner to reveal a switch. Step on it and return to the main plaza via the previous rooms.

Go to the middle part of the plaza and drop to B3F via the hole (behind the chest where you got the Dungeon Map). Step on the switch. Drop off again.

Look at your map and go to the direction of the chest (to the east). You will see some ReDeaths. Use the Sun's Song to stun them all. Then walk to the chest and open it. The treasure of this dungeon is now yours! It's the mysterious LENS OF TRUTH! Try it out right now! Get the feel of

it... Use the Lens of Truth to see the invisible spiders in the north passage of B1F. Get through the passage to find a Gold Skulltula. Go back to B1F via the ladders.

Go back to the main plaza and enter the door that you unlocked a while ago (opposite the cell, and next to the chest). Use the Lens of Truth to see the invisible floor. Take the Small Key and go back out. Go to the westernmost door and use the Small Key on that door. Enter the door and kill the Gold Skulltula in the back of the room. Ignore the enemies.

Now go back to the main plaza. To the opposite of the pit, there's a door that you never used before. Use the Lens of Truth to see the invisible enemies. Kill them all then pull the gravestone to uncover another Gold Skulltula. Now the Bottom of the Well is history. Time for the Shadow Temple!

First, go to the Temple of Time and take the Master Sword back. As an adult Link WITH the Lens of Truth, you can tackle the Shadow Temple! Sing the Nocturne of Shadow and enter the...

S H A D O W T E M P L E

SHADOW TEMPLE (Master Quest)

For your information you start at B1F. There is no 1F. This dungeon only have the levels: B1F to B4F. Just letting ya know.

Also, if you don't have the Fire Arrows, go back to Lake Hylia and get it by shooting the sun at the stone tablet.

Use the Longshot to get across the pit. Then use the Lens of Truth to get through the wall. Check out the cool bird statue. It says you have to make the beak face the skull of truth. Get your Lens of Truth out again. Look at the skulls on the poles. Only one will appear when viewed through the Lens of Truth. Then push the block to the direction of the skull. Then a gate will open. Whew! Then of course, use the Fire Arrows to light up the far torches on the hands. Go into the mouth.

In the next room take the right door. The wall to the door is false so just pass through. Then sing the Sun's Song to stun the zombies and attack them each 4 times to kill them. Take the chest for a SMALL KEY. Go back to the previous room and go across the room to the other door.

You should be at the room with two reapers spinning with their sickles. Your goal here is to get all of the white rupees (5) to open the gate leading to the chest. Use the roll attack to get under the sickles. Also, kill the skulltulas with your arrows. (Use the longshot for the highest rupee) When you've gotten all 5, go to the gate and kill the skulltula protecting the chest. Open the chest for the DUNGEON MAP. Go back to the original room with the statue of a bird.

Use your Lens of Truth to find a false wall that can be broken with a bomb. Do so (break the wall with your bomb) and open the door with the Small Key. In the next room, use your Lens of Truth to navigate through the maze. First, take the right door. Use the Sun's Song to stun the zombies and do them like Buffy does. Then take the COMPASS from the chest. Now use your Lens of Truth to look for a block. Go up that block and play the Song of Time. Go through to the door. Use your Lens of Truth to see the eyes and shoot them all. If you hit the right eye, a path will open. Look for the new path. Go through it to fight your old friend: that mini-boss you fought earlier in the Bottom of the Well. Kill it. Guess what you get? Yes, yet another chest. What is in that chest this time? The dungeon's Big Treasure, the HOVER BOOTS!

Go all of the way to the room down the mouth. Go left and go back into the room with the reapers. Go to the northeastern corner and go to the dead end and you'll fall. When you get to B4F, use your Lens of Truth to find an invisible chest with a SMALL KEY inside. Go back out to B2F and go to the room before the reapers.

Go to the north wall. This time, the wall ain't fake. Bomb the wall and go through, use your small key on the door.

Quickly run past the Beamos and the spikes. Now you come upon a set of guillotines. Just time yourself and walk under the blades and past the Beamos. Continue until you see two Beamos up ahead. Use your arrows to hit the bomb flower. It will stun the Beamos for a while. Use that time to go left. However, if you stun the Beamos TWICE, they will go to hell.

Use your Lens of Truth to see the hidden platforms. Don't forget to burn the eye down with your Fire Arrow. Enter the door. In the new room, use your Lens of Truth again to see the reapers. Like before, collect all white rupees in the room. For the rupee that's floating in the air, play the Song of Time to make a block show itself. Get on the block to get the rupee. After collecting all of them, open the chests to get a SMALL KEY and a BLUE RUPEE.

Go back to the big room and go to the platform with the two Beamos. Ignore them and jump to the lower transparent platform. Jump all of the way to the platform with a Beamos and 2 spinning spikes. In that area, you MAY (not required to) collect all of the white rupees for a BUNDLE OF ARROWS. Go to the gate and do a spin attack to open the gate.

I remember the next room quite fondly. It gave me a hard time in the original OoT but not now... HAH! Use the Lens of Truth to find a hidden block and push it under the spikes so it protects you from the spikes. Use the block to stop the spikes while you collect the chests in the room. There are three of them: BUNDLE OF ARROWS, BLUE RUPEE, and a SMALL KEY. To get the Blue Rupee and the Small Key, go up on the top of the cells. (Push the block to the end and climb up) The Small Key's chest only comes out if you press on the switch. Also, don't forget the Gold Skulltula in a cell.

Go to the big room again. Now, you're looking for the exit! No more

'side' rooms for this room! Go past the spinning spikes to find a small bridge to a guillotine. Use the Lens of Truth to see the hidden platforms. Use the Hover Boots to get across.

Kill both zombies to get a chest with a BLUE RUPEE. Get all of the white rupees in the room (use the Longshot) to open the door to the left. There are some rupees on the top of spikes. Use a spin attack to get them. Open the door and kill all of the enemies to get a chest with a BLUE RUPEE. Go back out again and attach yourself to the roof with a Longshot and enter the locked door with your Small Key.

The next part is tough. Wait until the fan stops to get through without getting blown off the course. That's the only tip I can give, I guess. Just stick with the plan and don't give up. If you find yourself fighting with the wind, keep going. You don't want to lose some ground. Roll attack to prevent some wind. Keep fighting until the fan stops. In the room with the fans on the sides, just look at the first fan. When it stops, RUN! Don't hesitate! Just go, go, go, and go to the door! You should make it pretty easily.

"In the Shadow Temple, where you have to navigate the fans to the door, I know how to keep from being blown away, just put on your Iron Boots and nothing can move you. And when you get to the gap in the floor, use the Longshot on the wooden mantel on the ceiling." Yet another great tip from flip28skater!

Use the Sun's Song to stun the zombies and kick their asses. A chest will come out, but it's invisible. use the Lens of Truth to see it. It contains a SMALL KEY. Go back to the wind room.

Use your Lens of Truth and look right for a hidden passageway. Equip your Hover Boots and let the wind carry you over to the passageway. Open the door.

Kill both mummies and open the chest for a BLUE RUPEE. You want some more arrows? Alright, bomb the corner with a crack (SE corner) to find an invisible chest with a BUNDLE OF ARROWS. Now bomb the OTHER crack (NW corner) to find a Gold Skulltula! Now you can leave the room.

Pull the block on the left to the ladder. Now, climb the block and the ladder. Now time for some exploring, mate! Get on the ship! A-hoy! Want to steer? Sure, if you stand on the Triforce and sing the Zelda's Lullaby... you will move the boat! A-hoy! I see land! Ahh! Pirates! No, it's just some skeletons. Kill them all then jump off the ship to the left. The ship will sink... I miss her already... :-)

A wonderful tip from Steven Kwartler:

"In the Shadow Temple when you aboard the boat to go to the boss, skeletons come. If you are low on hearts or don't want to fight the skeletons, just use din's fire WITHOUT L-TARGETING!, they will both go away"

This makes fighting them a breeze! I really needed that, because it was a hassle fighting them on the ship!

Shoot the bomb flowers that are on the other side of the river. That will create a bridge so you can get across the river. Before you get across the river, turn around (on the bridge) and look right. There's a Gold Skulltula there. Now proceed over the bridge. See the block of time? Get on it to get a recovery heart. Then make it disappear with the Song of Time. Hit the eye that appears with an arrow. Some targets will come up. Get on the upper target. It will lead you to a switch. Step on the switch to open a door. Go to that door.

Use your Lens of Truth to see the invisible walls. Make your way to the west door. Go behind the spinning vases with faces to find a SMALL KEY. Go back to the maze. Go to the north door and use the Small Key.

IMMEIDATELY use the Din's Fire when you enter the north room. That will burn off the wooden traps but it will set the bats on fire, making them even more dangerous! Kill them all with your arrows and the L-targeting ability. Finally... open the chests for a BLUE RUPEE and... the BOSS KEY!!!! Whoo! time for the boss! Go back to the river and open the only remaining door that you haven't opened.

In the room, use your Lens of Truth to see the invisible platforms and use the platforms to get to the Boss Door. Before opening the door, go to the east platform and look down. Kill the Gold Skulltula and take the token. Time for the boss of the Shadow Temple!!!!!!!!!!!!!!!!!!!!!!

~B O S S~

B O N G O B O N G O

Now THAT担 what I call a WEIRD Boss! This guy looks like a monkey and he is! Bongo is a monkey name, y'know! And guess what? You're on a drum, too! The process of defeating him is a bit tricky.

His attacks are:

- slapping you
- grabbing you and throwing you into the poisonous waters

What you have to:

QUICKLY L-target one of the hands and hit it with an arrow. Do the same for the other hand (do it very fast!) Then put on your Lens of Truth to see the 'eye' of Bongo Bongo. Shoot it with your arrow again. He will fall down, stunned. Attack his eye with all your might. He will come back up. Repeat until he's dead.

I gave you a pretty short explanation but it's pretty tough. I beat him the first time in the original OoT pretty easily, but when I went for a second time, I had a hard time!

An AWESOME tip from bluepikachu252: "Equip the Ice Arrows (previously thought to be useless) and fire them at one of the hands, much like a Longshot or regular arrow. The Ice Arrow, however, freezes the hand. The other hand now tries to break the first hand out of the ice. Now,

take the Lens of Truth and turn it on, then find the eye, which became visible to the Lens when the hand got frozen. Shoot it with the Longshot (or Arrow), then, if you got a good angle (sometimes you wind up behind Bongo Bongo when you do this), stab him like normal. The eye doesn't even move towards you using this method."

Finally, an use for the Ice Arrows! Man!

If you died, you don't have to go all of the way through the dungeon to the boss again. Just go to the first reaper room in B2F and go to the northeast alcove and drop down. Kill the invisible Skulltula and you're back on the ship! Ride the ship to the boss!

When you've defeated Bongo Bongo, take the Heart and Impa will give you her power and the SHADOW MEDALLION! One medallion left...

K A K A R I K O V I L L A G E

(Master Quest)

I highly suggest you go play the Arrows mini-game in the Kakariko Village. It's in a house with a target on a banner. Enter it and pay 20 rupees to play one game. If you get a 8 out of 10 (or 9) you will get another chance at it. If you get a 10 out of 10, you get a Big Quiver, which holds 10 extra arrows! Also, go back to the Dampé's grave. Race him again, but this time, you have a Longshot! Use that to get across the pit in the end. If you make it in 1:00 or less you get a Piece of Heart! You can do some other side-quests if you like. I'm just going ahead to look for the sixth dungeon and Medallion.

T H E P A T H T O T H E S P I R I T T E M P L E

(Master Quest)

Call Epona (use the Epona's Song) and ride her to the west end of the Hyrule Field. Enter the path at the west. It leads to the Gerudo's Valley. Still on the horse, jump over the chasm while going FULL speed. Then proceed to the Gerudo's Fortress. Get seen by one of the Gerudos. Then you will be thrown into a cell.

Use the Longshot on the wood plank above you. Then jump to the left, onto the abode. Shoot all of the guards below with your arrows. Drop to the ground. Go to the recess in the wall (with some crates) and enter the doorway. Go right and up a ramp. You're back outside. Kill the guard, and enter the other doorway yet again. Go speak to the guy in the cell! He will tell you that there are more guys like him stuck in cells around the Fortress. AHHH! There's a Gerudo behind you! Defeat her, but be careful! If you get hit by the Gerudo's special move, you get knocked out and you will return to the cell in the beginning! Take the key when you beat her. Open the door and talk to the guy. Now you have three carpenters left to find.

Continue on the path upwards. You will see some Gerudos in a room. Kill them all and don't forget the Gerudo to the right. Go to the other side and go up the ramp. If it's nighttime, you can see a Gold Skulltula on the wall when you leave. Then drop down a floor and enter the doorway. Be aware of the Gerudo here. On the end of the hall, you will find the second carpenter in a cell. Kill the Gerudo ninja again to get the Small Key. Open the cell and talk to the carpenter. 2 down, 2 to go!

Go out and drop another floor to find another doorway. Enter it to find another carpenter stuck in a cell. You know the drill: kill the ninja and unlock the jailed crybaby. Alright, now go back out. Drop to the ground level and go all of the way to the end of the wall to the right. There should be a doorway near the end. In that room is the final carpenter.

Kill the Gerudo ninja and the carpenter will leave. A Gerudo ninja will come up to you and say that she was impressed by your madz skillz. She will award you the GERUDO'S MEMBERSHIP CARD. The card will allow you to get around the Gerudo Fortress without getting caught and thrown in a cell.

You can now access the horseback archery challenge behind the fortress. If you get 1,000 points, you get a Piece of Heart! If you get 1,500 after you get 1,000, you get a BIGGEST QUIVER! I HIGHLY suggest you to do that because it's too easy to pass up (and fun)!

Now, I'm going to do the Gerudo's Training Ground side-quest for the Ice Arrows.

G E R U D O ' S T R A I N I N G G R O U N D

(Master Quest)

Doing this is solely for getting the Ice Arrows. There are no other prizes in doing this side-quest. Go to the woman front of a gate to the fortress and pay her 10 rupees. Now the quest begins.

Open the chests for a BUNDLE OF ARROWS and BOMBCHU. Look up above the entrance to see an eye. Shoot it with an arrow. Enter the unlocked door.

Kill all of the enemies in the room within the time limit (1:00) to get a SMALL KEY from a chest. ****DO NOT FORGET the stone statue on a ledge!**** Go out the new door.

In the next room, use the Fire Arrows to light up the torch to the right. Collect all six white rupees (don't try to get them all at once, do it in several tries). Also, use the hover boots to reach the faraway platforms. The door will open when you get all six rupees.

Kill all of the jellyfishes and burn the web leading to the water. Then just equip your Zora Tunic and Iron Boots to go to the bottom of the pool. Your ONLY weapon that you can use underwater is the Longshot. So use

that while underwater to kill all of the enemies there. Then use the targets to grab the rupees. Position yourself so the rupee is on the way to the target so you can get it. When you've collected them all, swim back up to the surface and open the chest for a SMALL KEY.

Go back to the first room and light up the torches with your Din's Fire. Enter the left door.

Again, you have to kill all of the enemies in the room in a given time. Luckily, there's only one enemy! Unluckily, it's the big armored one. Lure the enemy to solid ground so you don't have to fight on sand (you will sink in the sand, exposing yourself for attacks). Then do all jump attacks to kill him. Open the chest for a BLUE RUPEE. Leave the room.

The new objective: get all white rupees in a time limit (1:30). First, go left and down for the first rupee (Destroy the ice monster). Then go all of the way uphill and when you get to the top, go right. Go to the northeast corner (use the target to Longshot over the fire). In the corner, behind the icicles is the second rupee. Now go all of the way south, down the ramps. The third rupee is in the pit. You have to fall off but don't jump. You want to fall off SLOWLY so you can hang on the ledge and still get the rupee. Go back on the ground and go left. Look up and attach yourself to the target to get over the fire AND get the fourth rupee! Now go to the left side of the room and go through the middle part (use the target to get over the fire) then drop off the cliff to get the fifth and final rupee. Now enter the opened door.

The next puzzle is the enemies-limited time thing. Just slay the monsters the normal way. Killing them all won't just open the door, it will grant you a chest with a BUNDLE OF ARROWS. use the Lens of Truth to see a hidden passage and sing the Song of Time to reveal a hidden block. Use the blue fire to melt the ice. Enter the door.

Drop to the lower level, and the floor will spin. Use the arrows to blind the eyes on the statue. Do it without missing a statue and you will get a chest with a BOMBCHU. Now, shoot the switch in the fire. A door will open, so enter that door.

Again, kill all of the enemies here in 1:00. Remember to use the jump attacks on the armored enemy to damage him heavily. The chest will come out when you defeat all of the enemies in time. A BUNDLE OF ARROWS is inside. Look above the door (not the one where you entered). Shoot the mark there to trigger a event, which a chest drops in the fire. Step on the switch to get rid of the fire. The chest contains a SMALL KEY. Go out of the door.

Use the hammer to smash down the rusty switch then attach on the target to the right. Go into the final maze.

Go left to a door first. Continue the path, opening the doors on the fences. Go around the maze, picking up some chests for a BLUE RUPEE, a

GREEN RUPEE, a RED RUPEE, and a GREEN RUPEE. When you finally get to the middle, break the crate to reveal a rusty switch. Smash the switch with your Hammer. A treasure chest will open at 2F.

This part REALLY frustrated me! More like... pissed me off! I finally found out after about 30 minutes, literally. Anyway, go out of the south door to the original room then go all of the way to the room with the spinning floor and the statues with eyes. Use the NORTH door on 2F to enter the room with the chest! FINALLY! The Ice Arrow's yours!

Erik Bell: "I noticed in the room where you get the ice arrows that if you look through the grating past the chest the arrows come in that there is another chest... it was closed but i had thought there was no way i missed anything, then i looked in there and there was no entrance... I popped on my lense o' truth and i saw a small hole in the corner of the room... I went back to the grating maze where you hit the switch and used the lens to find the hole, the chest contained 50 rupies..."

Now leeeeeeeeeeeeeave! Whew!

T H E P A T H T O T H E S P I R I T T E M P L E (con'd)

(Master Quest)

Go to the gate to the Haunted Wasteland. Climb up the ladder and talk to the Gerudo. She will open the gate for you. Enter the Haunted Wasteland. Now, You just have to look for the next flag and go there. Do this for every flag. (There's a part where you have to cross some quicksand to a flag. Use the Longshot to attach to a crate to get across.) When you get to the end, you will arrive upon a small house. Ignore the house, equip the Lens of Truth and look for a Poe at the top. The Poe will tell you to follow it. Follow the Poe until you see a red flag. Then ignore the Poe and go to the flags. Now you're in the Desert Colossus!

xmattx adds: "You can use the Hover Boots to get across the quicksand when going to the Spirit Temple." Yeah, I guess you could... Up to ya. :-)

Walk all of the way to the end and enter...

T H E S P I R I T T E M P L E

SPIRIT TEMPLE
(Master Quest)

Go up the stairs and take the BOMBCHU from the chest. Now go back out. Back outside? Yes, go back.

Sheik will greet you when you go out and teach you the REQUIEM OF SPIRIT. Warp back to the Temple of Time and put the Master Sword back into its place in the pedestal. Then sing the Requiem of Spirit to warp back to

Desert Colossus again as the child Link. Enter the Spirit Temple.

S P I R I T T E M P L E - Y O U N G L I N K

(Master Quest)

Go up the stairs and talk to the Gerudo thief. It's Nabooru, the second-in-command of the Gerudos! AHHHH!!!! Oh wait, she says she opposes Ganondorf! Whew... She will ask you a question, answer: "Nothing really..." Then she will ask you to get the treasure from the temple, the Silver Gauntlets. If you crawl through the hole, the dungeon will officially start.

Before you go into the hole, go back and look up above the entrance. You should see a switch sticking out. Shoot it to get a chest with BOMBCHU. Then go back to the top of the stairs. Go where the water is and look right. There's a boulder so bomb it. The eye will appear, shoot it to reveal a chest with a SMALL KEY inside. Now you can crawl through the hole.

To kill the fire puddles, use the Deku Nuts to stun them and use the JUMP ATTACK to finish it off. You cannot harm it with a normal attack, it's too weak. The jump attack is the only attack that will damage the fire puddle. When you've killed both of the puddles, go through the west door. Right front of you is the chest with the DUNGEON MAP inside. Leave to the previous room.

Go through the east door, and go behind the mummy and kill it. Pull the far gravestone to uncover a switch. Press the switch to make a wall fall. Then use your bombchu to break the left boulder on the wall. Then aim your bombchu to the left wall so it will go to the gap in the wall and get to the other side to break the boulder. It may take you a several tries (or a LOT!). When you finally do it, shoot the eye behind the boulder to create a platform. Use the platform to get to the other side. Play the Sun's Song to stun the mummies then get behind them to kill them effortlessly.

Here's a tip from wgt1+@pitt.edu: (a REALLY good one!)

"There's actually a really easy way to hit the far away boulder. All you have to do is line yourself up with it from across the pit and send a bombchu straight down through the pit. It won't get lost down there. It will just ride up the other side."

-Yeah it's easier that way. I never realized that the pit had a bottom...

In the next room, get on the spinning platform and fight the Skeleton. If you're lucky, you might push him off the platform for an easy kill! Then go out the other door.

Kill the surrounding bats then pull the gravestone and press the switch underneath. Then kill some more bats on the other side. You will notice a weird enemy, Anubis, will mimic your movements. You and Anubis will revolve around the treasure chest. To kill it, just use the Din's Fire. Then open the chest for a SMALL KEY. Return to the room with the fires

and the fire puddles.

Place a bombchu in the front of the hole to blow the boulder up. Crawl through the hole and use the Small Key on the door. Hit the switch and kill the Like-Like. Climb up the wall and kill all of the Mini-Dinos. Look up and you should notice some light coming from a wall. Use a bombchu to blow that part of the wall out to allow in some light. The sun face in the middle will get some light. There's nothing else you can do here. Use the small key to open the door.

Drop to the ground level then go to the left side of the HUGE statue of the Desert Colossus. Hit the eye there with a Seed. A chest will be revealed. Open it for the COMPASS. Then go to the middle door. Use the Din's Fire to burn the ice on the eye. Then use a Seed again to close the eye. Enter the unlocked door.

Go to the big pit. Don't drop down, just look around in the pit. If you see another eye, shoot it. Open the chest for a SMALL KEY. Go back to the large room.

Go up to the top floor and look down. You should see a box on the top of a block of Time. Jump all of the way to that block. Pick up the box and jump to the platform (stairs) NOT the ground level. Go up the stairs with the box then leave it on the top floor. Sing the Song of Time to reveal a block of Time. Take the box again and jump to the block and onto another platform. Now, look down. You should see a hand with a switch. Jump down to it with the box. Step on the switch and leave the box on the switch. Go to the unlocked door.

Bypass the flames and open yet another door. In the next room, use your Slingshot to turn on the switch on a ledge. The flames will go out, so run to the other side of the room. Pull the NE sun block to the light, then get another sun block to the light too. If you have two of the sun blocks in the light, the door will unlock. Use the last sun block to get to the ledge. Attack the switch and run to the new door. Go up the stairs to access the mini-boss of this dungeon.

The mini-boss is something familiar: the hated Armor Solider! Just kill him with the same strategy as before. Just wait until he attacks then attack him. Use the jump attack; it's easier AND more powerful. When you've defeated him, open the door to access the room with the SILVER GAUNTLETS!

Now, warp to the Temple of Time and take the Master Sword to turn into an adult. Again, warp back to the Desert Colossus. Enter the Spirit Temple again.

S P I R I T T E M P L E - A D U L T L I N K

(Master Quest)

GO up the stairs and look up. You should see a rock in a hole above. Use the bombchu to bomb the rock out. Then you should be able to see a target there. Longshot up there and push the big black block to the end. Open the door.

You're back into the big room where you played a big role here as a young Link. Go left and enter the door to the room where you had to bomb the wall for the light. Hookshot to the chest for a SMALL KEY. Now, hit the switch and look down the pit and kill the Like-Like with your bombs before going down. Go down and open the door. Smash down the switch with your Hammer. Go back to the big room with the Desert Colossus statue.

Go up a set of stairs and shoot your Longshot at the torch at the other set of stairs. Be aware of the Floormaster and enter the door with a lock.

Use the target at the ceiling to get over the fire. At the next room, kill all of the Beamos using your bombs. After that, the door will open and a chest appears. Open the chest for a BUNDLE OF ARROWS. Then go to the block of Time nearest to the chest. Sing the Song of Time to move the block to the other side of the room. A switch will be revealed. But you can't use it yet. Go to the two blocks. Sing the Song of Time a few times until the bottom block has a box on it. Take the box and put it on the switch. Enter the new door.

Kill both lizards and ATTACK the chest. Yes, attack the chest, not open! The chest is a trap. You know if you're successful if a cut scene occurs. Enter that door.

In the next room, there is an INVISIBLE Floormaster! Yeah, very frightful. Equip your Lens of Truth to see it and KILL it. The door will open.

The only enemy here is the armored one. Do the same strategy on it as before. When you kill it, go out. You will exit the interior part of the dungeon. Open the treasure chest. It's the MIRROR SHIELD!!! Yay!!! Return to the room with the lizards (3 rooms back).

Kill the lizards again, then go to the block of Time. Sing the Song of Time to move the block. Then you will use your Mirror Shield for the first time! Position yourself so you're on the sunlight's way. Then hold R to bring out your shield. Tweak your shield's direction so the sunlight will reflect off the shield and hit the sun face beneath the window. The door will open. Sing the Song of Time again to get access to the door.

In the room, immediately sing the Sun's Song to stun the zombie. Kill it and open the chest for the BOSS KEY. Go back to the big room.

Try to jump over to the hand. If you made it, play the Zelda's Lullaby

to make a chest come out. Open it for a BLUE RUPEE. Then go back to 3F, either side. Use the Fire Arrows to light up all three unlit torches (one at the left, right and center.) very fast because the fires doesn't stay for long. Lighting all fires in time will unlock a door. Enter that door (finally).

In the next room, be careful of the Wallmasters from above. You have to reflect the sunlight to all 3 sun faces, but let's do that LAST. First, kill all enemies: 2 Wallmasters and 2 Skeletons. After that, burn down the sun's faces to open the shutter down to 1F.

In the room with a boulder in the middle, get the 2 accessible white rupees. Then break the boulder with your Hammer and smash the switch. Quickly collect the white rupee in the water geyser. Then go to the other side of the geyser. Collect the two white rupees in the boulders. (on the sides of the stairs) A chest will appear. Inside that chest is a SMALL KEY. Make your way to the big room and go down to 1F again (go to the other side of the geyser again).

Open the door with the lock on it. Smash the rusty switch down. An alcove will open. Look at the block above the alcove. It's a Time Block, right? Go into the alcove and sing the Song of Time. Another alcove will open. The alcove's header? A cow. So get into the alcove and sing the Epona's Song. The next alcove has a sun on the top. Therefore, sing the Sun's Song inside. The next two alcoves are blanks. You've sang four songs so far. There's only 2 songs left... The Song of Storms and the Zelda's Lullaby. The fifth alcove wants the Song of Storms and the sixth wants the Zelda's Lullaby. Then kill the monster in front of the gate you just opened with the Zelda's Lullaby. Enter...

AHHHHH!!! A tiny room full of spiders! There's about 10 of them! Kill them all with your Longshot. Open the chest to get a PURPLE RUPEE. Don't forget the Gold Skulltula on your way out. Now, sing the Prelude of Time to warp back to the Temple of Time to turn to young Link (yes, I know it's a lot of work, sorry) and return to the Spirit Temple.

Crawl through the hole and get the SMALL KEY from the chest. Then do 50 push-ups. I'm just kidding. Go back to the Temple of Time AGAIN to turn to Adult Link again. Go back to the Spirit Temple, of course.

Go to the third floor in the big room and enter the right door. Go to the room where you had to kill four Beamos. Use the Small Key on the locked door.

First thing to do: kill all of the bats here. There are some of them way high so don't miss them. Then collect all of the white rupees in the room by climbing the moving wall. Just time yourself and plan ahead. It took me a LONG time to get them all and get to the top. Just be patient, don't rush. When you've gotten all of the rupees, get on the top and open the door.

A Tip from 'Willerdnerd37': You can use your Longshot to attach yourself to a certain section of the wall (with the white rupee) and viola! You have

the rupee, instead of going up the wall by hand, risking falling down.
Thanks!

Stand on the Triforce and, of course, play the Zelda's Lullaby. It will unlock a door. Go into that door and break all of the crates to find a rusty switch. Smash the switch and enter the door.

Kill ALL of the enemies first so they won't bug you on your quest anymore! Then reflect the light in the first part to the sun. The sun will smile. Scary... Anyway, run to the second snake mirror and push it clockwise. Then go back to the previous room. Use the new-found sunlight on the sun. The platform you're on will fall to 3F. Immediately use your mirror shield on the face of the Desert Colossus statue (use L-target if you want). Be aware of the Wallmasters. When the face have taken enough sunlight, it will crumble. Use the Longshot on the cage in the mouth of the statue. It will take you there. Open the boss door. You will have a cut scene then fight the mini-boss (the armored solider AGAIN). When you've defeated the solider, the armor will fall off and show you the true person that was inside: Nabooru! Then the witches will banish her again. Enter the door behind the throne.

~B O S S~

T W I N R O V A

This boss is... different... Yeah, that's the word. What you have to do is to look for the witch that's preparing to attack you with her magic. When you find the witch, L-target her and use your Mirror Shield to repel the magic. If you're lucky, the other witch will pass near the magic-wielding witch. Use this chance to switch your L-target to the other witch. The magic should reflect to the other witch and damage her. Do this four times then the witches will combine!!!

Now this is the true form of the Twinrova. Sadly, this is the easier form... Or should it be 'Gladly' not 'Sadly'? Whatever.

To beat the second and the final form of Twinrova, L-target the boss and hold up your Mirror Shield. Do not let your shield down until you've absorbed _3_ magic attacks in a row (they must be the same magic too!). Then your shield will reflect the absorbed magic back at Twinrova. The twins will get stunned, and use this chance to damage the twins! The twins will get back up. Hold your Mirror Shield, to start over the cycle. Continue until the Twinrova diesssssssssssssssssss.

A pretty good tip from Steven Kwartler:

"When fighting Twinrovas second form, after you daze her and she goes on the outer platform, keep her L-Targeted and use your long shot. This will pull you to her and allow you to use a jump attack, which is more effective and will kill the boss easier"

Hristo Voynov submits a good tip I didn't think of before:

"when u fights the two witches (first form) when one witch shots magic right away z target the other witch so it goes to her instead on of

"If you're lucky, the other witch will pass near the magic-wielding witch". also if u want to see instead on going there u can do it on the bubbles and the Octoroks. use it the same way."

Watch the HILARIOUS cut scene and pick up the Heart.

Nabooru, the sixth Sage, will grant you her power in the SPIRIT MEDALLION. then Rauru calls you to go back to the Temple of Time. Do so.

Watch the unforgettable cut scene in the Temple of Time. I won't spoil anything! Mum's the word! Now go to the place where Hyrule Castle used to be. Go up the stairs and the Sages will create a rainbow bridge to the Ganon's Tower for you. Enter the Ganon's Tower.

G A N O N ' S C A S T L E

GANON'S CASTLE
(Master Quest)

Kill all of the enemies and the statues in the first hall to open the door. In the big room, go left and enter the door with the Spirit Medallion.

SPIRIT ROUTE

Kill all of the enemies (2 Bats and 1 puddle) then use your arrow to shoot the eye above the door. It will OPEN, causing an armored soldier to come down. Hit it to 'wake' it up and lure it to the big pillar in the middle. The armor guy will break the pillar. After that, kill the enemy. Use the Hammer to smash down the switch. Enter the room.

Kill the green skull and open the chest for a BOMBCHU. Look up to the top of the cage to see a opening... Use the bombchu on the wall directly opposite of the hole in the cage. The Bombchu should go through the hole and hit the switch. The door will open, and kill the green skull. Sing the Sun's Song to stun the zombies. Kill them all. Then bring out your Fire Arrows and shoot one of them at the weird plate on the ceiling. The plate will burn, letting some of the sunlight to pass through. Use the sunlight to burn the suns NEAREST to the door. You will get two chests: RECOVERY HEART and a GOLDEN GAUNTLET. Then burn the suns that's on the 'diagonal' walls, the ones that's not straight. You will get a SMALL KEY and RECOVERY HEART from the new chests. Then aim the shield at the Spirit Medallion above the door. It will unlock the door. Enter.

Use the Light Arrows to break the orb. The Spirit segment of the tower is done. Go to the Forest Route.

FOREST ROUTE

Kill both Skeletons to unlock the door. Before entering, look up to see a torch. Use the Longshot to get on the platform. Take the SMALL KEY. Now leave.

Look right and into the vent. You should see an eye. Shoot it with an arrow and a chest will come out. Open it for a BUNDLE OF ARROWS. Equip on the Hover Boots and use the wind from the vent to carry you over to the right platform. Stun the Beamos there quickly with a Deku Nut. Use two bombs to finish it off. Bomb the central Beamos once to kill it. Then do the same for the rest of the Beamos. Go to the platform with the door. Shoot the frozen eye in the left vent with a Fire Arrow to get a chest containing BOMBS. Go near the northeast platform and wait until the vent stops blowing and jump on the little platform (kill the Beamos if you haven't) and sing the Song of Time TWICE. The statue on the block will fall to the switch. The door will open.

Again, use the Light Arrow to break the Forest Orb. Your next room is the Water Route.

WATER ROUTE

Kill all of the ice blowers and the hand on the right. The water around the blue fire will disappear. Get the blue fire into one of your empty bottles. If you want a RED RUPEE, use the fire on the red ice with a chest inside. Otherwise, use the fire on the large red ice to the north. Before leaving, take a blue fire in a bottle with you (2 preferable).

Kill all of the bats here then push the block to the back door with five red ices around it. Put the blue fire on the red ice. Then go back to the other room (take another blue fire if you don't have one) and return to the ice room (puzzle will restart). Then kill all four bats again (one of them is invisible).

Before moving the blocks, get all of the white rupees in the room. For the one with no ice below... Use the Hover Boots to get it. When you've gotten them all (except the one in the red ice), move the left block to the right and down. The block should end up in the pit. Then move the other block to the right, up and finally left to an alcove. Climb up the block and melt the red ice with your blue fire. Collect the final white rupee. Enter the door and destroy the Orb with your Light Arrow again.

Time to go to the Shadow Route.

SHADOW ROUTE

Look right and shoot the bomb flower with your arrows. A chest will come out on the left platform. Use the Longshot on the chest to pull yourself over to the chest. Equip your Lens of Truth to see a invisible platform. Use your Hover Bots to get over to that platform. Get the white rupee, and use the Hover Boots to get to the platform with the bomb flower. Pick up the white rupee and get back to the invisible platform. Go to the platform with the Beamos.

Kill the Beamos with bombs to uncover a white rupee. Don't forget to light up the torch on that platform. Go over to the platform with two

Beamos. Kill them both and turn around to see an open eye. Shooting it with an arrow will make the chest come down to the black spot. It contains a SMALL KEY.

Use the Lens of Truth to see TWO invisible paths. Take the left one. It will lead you to a small platform with a Beamos on it. Kill it before you reach the platform, and take the white rupee. Go back and walk the other path.

Wait until the guillotine is going up to its highest point and jump over the gap to grab the last white rupee. Enter the door and destroy the Orb.

Go to the Fire Route.

FIRE ROUTE

Equip on the Goron Tunic. Jump to the moving platform and jump again to the upper right platform (of the 4). The platform will rise. When you're at the top, do a back flip (L + Down + A) to get the white rupee. Jump down from above to the moving platform below.

Stay on the platform and kill the Beamos with the bombs while on the platform. Then get on the platform where the Beamos was on. Pick up the huge black boulder and get the second white rupee. (if you can't lift the black boulder, then you must have missed the Golden Gauntlet from the Spirit Temple) Jump back to the moving platform. Use the target to Longshot yourself. Get over the target and jump to the platform to pick up the third rupee.

Get on the south moving platform and get on the platform with a big black boulder. Kill the puddles and throw the boulder to the other side of the room. Now get on the left side of the platform and use the Longshot to get to the target again. Go up to the higher platform and jump to the platform on the lava. Quickly jump off to the right. The platform you just landed will rise. Jump off when you're at the peak. You should land on the black boulder you just threw and pick up the final rupee. Longshot to the target near the door and enter.

Light. Arrow. Orb. What part could you not understand?

Time for the final route: the Light Route!

LIGHT ROUTE

In the first room, beat the enemies to a pulp to move on. In the next room, sing the Zelda's Lullaby on the Triforce for a chest with a RECOVERY HEART inside.

Kill the Beamos with a Bomb, then look up to see a target. Longshot to it and open the door. Oh, no! There's no orb! No need to fret. Equip your Lens of Truth and you see a glass wall... The switch is in the right fire... use your sword to open the glass wall. Now you can destroy the final Orb!!!

Congrats, you've completed the Trials and you have access to the Final Battle!!!

I recommend you go back out and collect any more hearts, power-ups, or whatever you feel you need to do. Especially fill up your bottles with Fairies. Biggoron Sword isn't a bad idea. There is one power-up I want you to get: the Double Defense. It's in the same place where you found the Din's Fire. It's being blocked by a big black boulder... but since you have the Golden Gauntlets, you can throw it away and enter the Fairy Fountain.

Now.... enter the Tower...

T H E F I N A L B A T T L E

(Master Quest)

On the way up to the Boss, kill all of the enemies in the rooms to unlock the doors. Just be safe, don't rush things because you want Link to be in PRISTINE condition when you fight Ganondorf haha... Don't forget the Boss Key on the way up.

Actually... you don't have to be in a great condition to fight Ganondorf, your health will automatically fill up when you reach the room with the piano (Thanks 007 Bert Simpson)

Watch the cut scene and fight...

~B O S S~

G A N O N D O R F

Ah, the Evil King. Remember Phantom Ganon? Rather, to be specific, the second form of Phantom Ganon? The one where you had to play baseball? You have to use the same thing here versus Ganondorf himself.

There are no Navi here so no L-target. However, the energy balls you shoot back with your Master Sword will still go back to Ganondorf. Continue reflecting the energy balls until Ganondorf gets hit. When he does, QUICKLY draw out your LIGHT arrows and shoot one at him when he's stunned! Then go to the platform in the middle and play hack and slash.

When Ganondorf has taken enough, his attack will change. He will draw some massive energy forms and throw multiple balls at you. To reflect the balls all at once, use the Charged Spin Attack. All of the energies will fly back right at Ganondorf! No baseball this time! Again, use the Light Arrows to stun him even further and attack him with your Master Sword.

Here's an AWESOME tip from NeoGameBrain@aol.com! (and the Lewis Family)
"When Ganondorf powers up his big multi-ball attack, take a cheap shot at him with the light arrows. It's quite a time saver and easier on the magic meter to boot."

He also said that you can see how longer you have until you kill him by looking at his cape. If it has a lot of holes, you're almost to the finish (and Ganondorf will execute his second attack).

When you've defeated Ganondorf, the whole tower will collapse. Zelda will tell you to follow her. Follow her, don't go ahead of her. Make sure she sees you when she stops and turns around. When she's trapped in a circle of fire, kill both Skeletons to release her. Continue on until the end. If you're having trouble with the falling rocks, you can see where the rocks will fall by looking for some shadows around.

Now you're done with the game!!! Yay!!! Oh wait... hear something?

Ganondorf has revived! But how? The Triforce of Power, that's how. Your Master Sword was hit and thrown off. You can't use it...

~B O S S~

G A N O N

This boss is pretty simple for a final boss. When fighting him without a sword, use arrows or the Biggoron Sword (if you have one) to damage him. Attacking him head-on won't do anything... His weak spot is the tail. But damn! He's always facing you so you can't get to his rear! No problem.

If you're using arrows, just L-target him and close to him. Lure him into attacking, and before he completes the attack, do a back flip to avoid the attack! He will just stand there, a bit dazed. Use the chance to go to the tail and shoot some arrows at it.

If you're using the Biggoron Sword, just roll between his legs and L-target the tail and hit it! It's that simple, no catch at all.

When Ganon finally collapses, go take the Master Sword and equip it. It is the only weapon that can KILL Ganon. Use the same strategy as the Biggoron's. Roll to his tail and attack, attack, and attack. Repeat until he's DEAD!

The best tip of the day: "While your Master Sword is off behind the fire, you can fight Ganondork (No, that's not a typo.) without bothering with magic or Light Arrows. Just put up your shield while Z-Targetting him to block his attack. Roll between his legs. Now hit his tail with your Megaton Hammer or Jump Slash it with your Biggoron Sword (preferably the sword). He will turn around and you can repeat the process until you can get your Master Sword back. If you had your Biggoron Sword out to hit his tail, you can't get out your shield to block his next attack, right? Wrong. You can use your shield as long as the Biggoron Sword isn't actually in your hands. Normally, you can sit still and wait for the Put Away option to come in the Action box thing, but you'll be hit by the time that happens. Instead, put your Longshot on one of the C buttons and take it out while still Z-Targetting Ganondorf. Don't shoot it. Instead, use your shield. Roll under him and then b! press B to take out your sword and A to Jump Slash his tail. Easily done. Take note that you have to Change from the Sword to Shield quickly if you don't want to be hit."

Thanks Ojie Bobaloke for that one!!!

Flip28skater:"when you're fighting Ganon, if you run out of magic, let him destroy the pillars on or two of hold a lot of big magic jars, it should refill it most of the way."

maxime dupuis: "if u don't have the biggoron sword and that you're out of arrows you can do the same strategy as the biggoron sword but with the megaton hammer!"

One more tip, but this one is GREAT! (By Scrinnameless)

"Make sure you have four bottles. Fill two of them with Fairies (just in case), and the other two with Blue Potion. You're going to need the Blue Potions. After you beat Ganondorf and escape from the collapsing castle, and see Ganondorf transform in all his glory, keep the Light Arrows on your C-items. L-target Ganon's face and draw an Light arrow. By "drawing," I mean you get one on the string and hold it there. Keep backing away from Ganon. Every so often, he crouch. When he does, release the arrow. It'll stun him first go. Run around behind him, target his tail, and do an overhead lunge (L+A). When you run out of magic, use a blue potion."

ANOTHER tip: (Tapam N)

"Roll between legs. Throw Deku Nut. Repeat. No need to Z Target, and this makes Ganon, in my opinion, the easiest boss in the game. You can kill Ganon with about 31 Deku Nuts; I used up all 30 of the Deku Nuts I had, hit him once with the Master Sword, and Zelda came and shot her beam at Ganon."

Shenron688: "I found out that if when you fight ganon for the final time you shoot him with the powered up light bow it would stun him giving you enough time to get to his tail and kill him."

I knew about that tip by Shenron but I forgot about it, heh. >_> LOL.

Alas! Enjoy the ending!

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O C A R I N A O F T I M E
W A L K T H R O U G H

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This walkthrough, obviously, is only for the Ocarina of Time version of the bonus disc. You can also use it for the n64 version... The guide is the same expect the dungeons, which I re-wrote them because they were different from Master Quest. If you're reading this and going to read MQ, don't be surprised if you get bored because some parts are the same. If you don't like the similar ness (if that is a word), too bad.

K O K I R I F O R E S T

(Ocarina of Time)

Here begins your adventure as a elf clad in green. Anyway, you wake up as Link after a long sequence involving a fairy and a tree. First of all, I want you to get used to the controls here on the Gamecube version because Gamecube's controls are a bit clunky compared to n64's (if you ever played the n64 version, you'll understand).

First of all, I want you to get familiar with the jumping. The jumping in this game is automated when you reach a edge. Try it on some wood blocks across your house. If you made it to the other end, you get 5 rupees. Don't buy anything yet! Go to Mido, the little boy guarding the path to the Great Deku tree. Speak to him, and he will tell you that he won't let you pass him unless you have a sword and shield! Now time for some hunting!

Go to the left of your house and go up a hill. You should see some fences with some grass around. Go through the fences to the other side, where a hole resides. Go up to the hole and press A to crawl through. Go left and wait until you see a giant boulder rolling after you! Now don't move and the boulder will go to the right of you. Follow that boulder and take the first right path you see. Ah-ha! Your first treasure chest! Go up to it and press A to see how lovable Link looks like trying to get that item outta the big chest! ^_^ Guess what's the item? Your first SWORD! The sword is KOKIRI SWORD. Go to the item menu (start button) and go to the equipment menu. Move your cursor to the sword. Press A to equip. Now, back to the overworld. Practice with your sword with some grass and signs. Familiarize yourself with the L-targeting.

Your next objective: to get the shield! This time, there's no hunting! :-(All you have to do is to find 40 rupees and buy the shield in a store. You should have some already. If you don't have 40 yet, go to the house down the hill and enter it. There are some chests with rupees inside. Go back out and go right and you should see a little cliff. Get up on it. Go right and take the blue rupee between the larger cliff and the house. Take the rupees from the chests! Also, walk around in the patches of tall grass, you might find some rupees. If you STILL don't have 40 rupees, try picking up some rocks and throw them. There might be some rupees there.

When you've had enough, go to the store (the house near Mido) and buy your first shield! It's DEKU SHIELD! Equip it, I trust you know how to. Go back out and talk to Mido. He will let you through to the Great Deku tree, after all that bickering!

On the way to the Deku tree, you will encounter your first Deku Babas. Use the L-targeting to lock on them and use the B button to use the sword. When you've defeated one of them, pick up the wood stick it left behind! Now you have your first DEKU STICK! Equip it to one of your C buttons. Proceed to the Deku Tree when you've defeated all of the Deku Babas.

The Deku Tree will speak to you and you will be given an option, select 'Yes'. Then enter the opening the Deku tree created for you. Here begins your epic adventure as Link!

I N S I D E T H E D E K U T R E E

INSIDE THE DEKU TREE
(Ocarina of Time)

Alas, you first dungeon of the Ocarina of Time! The dungeon is made to be easy so the new-comers can learn the basics without any trouble. If you're new, don't worry, the dungeon is a cakewalk.

First, use the L-targeting (so you can be familiar and comfortable with it) on the Deku Babas and kill them all. You will receive some DEKU NUTS. Then go up the ladder to the left. Walk up the path until you see a gap. In this game, you don't have to press any button to jump. The jumps are made AUTOMATICALLY. Just run to the edge and Link will jump.

Go ahead and open the chest for your first DUNGEON MAP. It is a... map! Just a map of the dungeon! What did you expect? Ha. Now, continue on to the door. Open it to find a Deku shooting some nuts at you. L-target him and hold R (shield). The nuts will reflect off the shield and hit the Deku. He will run around the room, so chase him. He will beg for mercy and tell you a secret. Now, open the next door.

Drop down to ground floor and climb up the vines. Open the chest for... the FAIRY SLINGSHOT! Yay! Equip it! Whoo! Stop celebrating, dammit! Go up another set of vines for a chest with a RECOVERY HEART. Go back down to the platform with the Fairy Slingshot. Jump to the floating platform and to the door. If you failed, just use the slingshot to make the ladder above the door come down.

Go back to where you found the Dungeon Map. Now, use your new treasure (Slingshot, to you slow people) to shoot the skulltulas on the vines. There are three so don't miss one. Then climb up the spider-free vines to 3F. Ignore the skulltulas and enter the door.

In the new room, stand on the switch to raise the platforms. Jump onto them to the other side of the room (with a chest). When you're successful, open the chest for a COMPASS. The compass shows all of the chests that haven't been opened yet in the dungeon. Go down to the ground level. Stand near the west alcove and wait for the Skulltula to come down. Kill it. Go back to the original platform. Now, you have to use your Deku Stick to light up the unlit torch. What you have to do is: bring out your Stick and put it on the lit torch (causing the Stick to get on fire) and bring the Stick over to the unlit torch, causing the torch to get on fire. Now quickly press the switch and jump to the west alcove (don't forget to kill the Skulltula beforehand) and open the chest for... a RECOVERY HEART. Behind that chest is a Gold Skulltula. Kill it and take the token. (You will find out what it is for later)

Go back to the previous room and drop to 1F. Make sure you aim at the CENTER of the web below and DO NOT move up to roll! Just stay still and

make sure you hit the center. If you do it right, the web will break, leading you further down to B1F.

When you're on B1F, get on the lowest platform and kill the Deku Baba. Then go to the middle platform and step on the switch. It will trigger the torch, causing to light up. Open the chest for a RECOVERY HEART. Now, light up one of your Deku Stick. Jump to the water, but make sure you land on the shallow part of water so the fire won't go out. Jump to the lowest platform again and burn down the web. Enter the door.

You meet another Deku again. You know what to do: L-target him and hold up your shield. Chase him down and he'll tell you some numbers: 2, 3, 1. Remember those numbers. Use your Slingshot to hit the eye above the door. It will open the door.

Go into the water and look for a switch underwater. When you find it, press A to dive down to it. Pressing the switch will make the log move up. Get back onto the platform and jump on the moving platform. When you get on the other side, kill the skulltula and pull/push the block to the other end. Climb the block to the door.

Kill the Baba in the middle of the room. Use your Deku Stick again to light up both of the unlit torches in the room to open the next door. Of course, go into that door.

Kill the Skulltula and the spiders (might be tough, just use your shield to block their attacks). Again, use your Stick to burn down the webs. You should be able to see a tunnel where you can crawl through. Go ahead and crawl through it.

Kill all three Babas if you like. The first thing you should do in this room is to push the block all of the way to the water. Then you should have access to the middle-level platform with a torch lit. Use that torch to light up your Deku Stick. When you've done that, run and jump over to the block (don't fall into the water) and jump again to the highest platform. Get on the web and ROLL! To roll, run and press A. Your stick will hit the web. Guess what happened? Yeah, the web got burnt to a crisp. Drop down to B2F.

Collect the hearts in the water if you need them. Then get on the solid ground. There are 3 Deku Scrubs shooting seeds at you! You have to defeat them, of course, but... remember that tip the Deku gave you earlier? The 2, 3, 1 thing? Let's try that! L-target the MIDDLE Deku and reflect a Seed back at him. Then do the same thing to the RIGHT one. Finally, do it to the LEFT one. Then the last Deku will run around. Chase him down and he will give you a tip for the Boss. Also, the door to the Boss will open! Refill your health before going in.

Q U E E N G O H M A

This boss is pretty easy, even for the first dungeon. If you listened to the Deku's advice, you already know how to beat her. First, go to the First-Person View and look for her eye. Then the battle begins.

All you have to do is avoid her until she climbs to the ceiling. Then L-target her if you haven't yet and get your Slingshot ready with a Seed. Wait until her eye is red and shoot! She will come crashing down, exposed for attacks. Immediately go to her eye and MASH, I repeat, MASH your B button!!!!!! If you mashed your B button fast enough, you won't have to hit her eye again with a slingshot! It's that simple! If you didn't kill her on the first try.... Try again! She's not that hard.

Superkyle1991@cs.com sent this tip:

"To quickly kill Queen Gohma, throw a Deku Nut when she's on the ground. Her eye will be red. Also use L-Targeting forward and B to kill her quick."

This makes the boss even MORE EASIER! What a boss! :P

Take the heart container when you've defeated your first boss. Then use the blue warp to go back to...

K O K I R I F O R E S T

(Ocarina of Time)

Congrats! You have gotten your first Spiritual Stone, the KOKIRI EMERALD! The next objective: go to the Goron Mountain and get the second spiritual stone.

Leave the Kokiri Forest by going to the other end of the little town, out a tunnel. Then your long-time friend, Saria will call you and say good-bye and give her treasure, the FAIRY'S OCARINA. Then you will be at...

H Y R U L E F I E L D

(Ocarina of Time)

This field is probably the most memorable and the most well-known location in the entire kingdom of video games. Cherish the moments in this field, for they are always magnificent to remember.

Proceed and you will be encountered by an owl, Kaepora Gaebora, and he

will tell you some tips for your journey. Also, he will tell you where to go next. Your next destination: Hyrule Castle. Go to the north. You will see a majestic castle. Enter it via the draw bridge. If the bridge's up, that means it's nighttime. Wait until its daytime shouldn't take long) then enter the castle.

Also, if you want to explore the field, you can go to Lon Lon Ranch and check it out.

H Y R U L E C A S T L E

(Ocarina of Time)

Before entering the ACTUAL Castle, I suggest you look around the Market. Check out the stores, the slingshot mini game (if you get all 10 rupees, you get a bigger Seed package!), and talk to people! Have fun in the market! After you've done that, go north to the Castle.

After entering the Castle's area, you will be confronted by Kaepora again. He explains to you that time flows normally only in the fields and the time stops in the towns and the Lon Lon Ranch.

Then go to the tree where Kaepora was on. Roll to the tree and crash. A gold skulltula will come out. Kill it and take the token. Then go up the gate and talk to the guard. He will say you can't enter. What to do? Go back and look for some vines to climb up. Climb up and go to the top of the gate. Jump off the gate and maneuver Link through the blind spots of the guards. By the way, if you get caught, go back to the vines to find Malon, the Lon Lon's owner's daughter. She will ask you to find his father in the castle. For your trouble, she will give you a WEIRD EGG. Now, try again and avoid the guards. it's basically all trial and error.

Here's some tips on avoiding the guards. Use the slope to avoid the first guard then sneak past the two guards up ahead. Then go left, across the field. Don't take the road to the Castle! Go left and look for a rough surface on the wall. Climb up and jump off to the moat.

Swim down the moat and climb up using the slope on the corner. Then go left and you're done!

You will see a guy in blue sleeping near the river. It's Talon, Malon's father! Yay! Now wake him up! You can't? Oh... I know! Wait until your egg hatches into a chicken, and when it does, equip it to one of your C button and use it when you're near Talon. Talon will wake up and say "What the tarnation?" ^_^ He will get mad and storm off.

Now, you have to do a little puzzle. You see the blocks? Push the nearest block to the end and push the block off the platform onto the water. Then do the same thing with the other block. The puzzle should finish up looking like a block onto another one. Then get on the top block and jump to the waterfall. Crawl through the hole.

You come upon the Castle Courtyard. You have to maneuver among the bushes to avoid the guards. This one is more difficult because if you miss, you'll start over in the beginning (where you found Talon, the father). My tip: be PATIENT! Take your time, don't rush anything. The first part has only one guard so you should have no problem getting past him. Then there's two guards... Just be patient and time your movements. After that part, you will see a guard with some vines and a walkway above him. Use the stairs to get on the walkway and walk over him. Easy said, easy done.

The next parts has several guards, but you know what to do. In the part with a big bushes that makes the area look like a hedge maze, wait until BOTH guards goes down the left side of the area. Then follow the guards and stop when they stop. When both of them goes right, go out of the area and enter the sacred fountain to encounter the holder of the title: Zelda.

Before you talk to Zelda, I suggest you to use your Slingshot to shoot Seeds at the windows (one at each side). The left one has a picture of Mario and Daisy! Shooting it will give you a red rupee! Then do the same thing to the other window and a old lady will get mad and throw a bomb at you! Hilarious! Now go talk to Zelda.

K A K A R I K O V I L L A G E

(Ocarina of Time)

She will speak to you about... nah, I don't want to spoil it to you. After the lengthy cut scene, take the ZELDA'S LETTER and go talk to Impa. She will teach your first Song, the ZELDA'S LULLABY. Impa will tell you to go to Kakariko, the town between Hyrule Field and the Death Mountain. Go to Kakariko. Then go up the stairs to the left and talk to the guard. Show him the Zelda's Letter. He will let you pass through, but he asks you a favor: buy a mask for his son. You don't have to, but I suggest you do. Also, he gives you a tip: go to the Bazaar in the Market (Hyrule Castle) and buy a better shield. If you go there and tell the shop that the guard told you about this, you get a discount! It's up to you if you want to do this. Also, wait until nighttime to find a Golden Skulltula on the back of a house in the southwestern part of the town. Roll into the tree in the middle part to find a Golden Skulltula.

NOTE This is the time to do the Side Quests... The Side-Quests I recommend you doing are: Collect the Seven Chickens (Kakariko), Learn the Saria's Song (Kokiri Forest-Lost Woods), Find the Super-Cocco (Lon Lon Ranch), Learn the Epona's Song (Lon Lon Ranch), and Grave-Digger Tour (Kakariko). Refer to the Side-Quests section if you want to know how to beat them. ***END-NOTE***

Back on the track, go up the path to the Death Mountain Trail. Ah, the classic Zelda enemy, the Tektite! You can kill them or just run from them. Doesn't matter. Follow the path until you enter the huge Goron

City.

G O R O N C I T Y

(Ocarina of Time)

Talk to the Gorons around the City. They will tell you that the Spiritual Stone was taken away by the boss, Darunia. One of them also said that Darunia is waiting for the messenger of the Royal Family... that's you! The room Darunia is in is at the bottom of the city. All you have to do is stand on the mat and sing the Zelda's Lullaby. Then the door will open. Enter.

You meet Darunia... he's mad at you because you're just a little kid and he expected somebody more bigger. He wants you to sing him a tune that's from out of the mountain, something green, whatever that means. So you have to go back to the Kokiri Temple and look for Saria. She will teach you the Saria's Song. *sighs* Time to go back.

Go back to the Death Mountain Trail, then to Kakariko, then to the Hyrule Field, and finally to the Kokiri Forest.

Or you could go from the Goron City to the Lost Woods via a shortcut! Here's how: (from Alan Tareholt, thanks a LOT!)

"After you access Darunia's room, use the flames to light the lower level torches right away. Get out another Deku stick. Then, since the torches will keep burning, bring the flame up to the second level torches. Put the Deku stick away again. Finally, touch the flame to one of the bomb flowers on the wall by the rocks. If done correctly, the bomb should fall out, start counting down, and start a chain reaction, blowing up all the rocks. Follow the walkway and you are in the Lost Woods!"

L O S T W O O D S

(Ocarina of Time)

Go left when you arrive the Kokiri Forest. Climb the vines, follow the path up to a tunnel. Enter the tunnel. Now you are in the Lost Forest, where Saria resides. The forest is a maze. If you enter the wrong tunnel, you go back to the beginning of the forest. You could do this by trial & error but I didn't. You could see if the tunnel is the right one by standing VERY CLOSELY to the tunnel, just before the dark part of the tunnel. If you can see the other side of the tunnel, it's the right one. If you can't it's the wrong one. Here's the directions:

Right, Left, (meet Kaepora), Right, Left, Forward, Left, Right

You will arrive at a Sacred Forest Meadow. Fight the wolflos (use the L-targeting and the shield. Wait until he attacks you and strike him with your sword. Make sure you have your Deku Sword up to stop the attack.) and enter the maze. There are Dekus around them, and I

trust you know how to beat them. Go up the stairs at the end of the maze to find Saria. She will teach you the SARIA'S SONG. Leave the Meadow and talk to Kaepora. Then leave the Lost Woods. I suggest you go back to the Lost Woods and go left.

Get on the wood stump and play the Saria's Song. You will be awarded a Piece of Heart. Simple as that. Go back and take the right path. You should see a tree and a underlying floor. Jump down to the bottom floor. Get on the wood stump. You will be playing a mini-game. Just follow the buttons the guys gives you. If you get it for the first time, you get a green rupee. If you get it again for the second time, you get a blue rupee. Better yet, get it for the third time to get a... Piece of a Heart!!!!!!!!!!!!

Then get back up to the higher platform. Aim your Slingshot at the middle of the piece of a wood hanging from a tree. If you hit 3 'bull-eye's in a row, you get a bigger bag for your seeds! (You know if you got a bull-eye if you see a '100' rising from the tree.

After all that, go back to the Goron City.

NOTE: I suggest you go to the Lon Lon Ranch and play the Cucco mini-game and win a bottle of milk and learn Epona's Song from Malon.
END NOTE

G O R O N C I T Y

(Ocarina of Time)

When you finally arrive to the Goron City, immediately sing the Saria's Song. Then Darunia will go CRAZY!!! Hahaha.. After some chit-chat, he will give you the GORON'S BRACELET. It allows you to pick up the bombs from the bomb flowers. Now, do not leave the Goron City. I suggest you get a Stick aflame from a torch inside the Darunia's room. The quickly get out of the room and light all 4 torches in the bottom level of the City. The large vase in the middle will spin. Go to the next floor. Take a bomb from a set of stairs and try to throw it into the spinning vase. If you're successful, pray. That's because when the vase stops spinning, the face of the vase shown is your treasure. If the face is flat or stoic, you get nothing. If the face's sad, you get 3 rupees. If the face's happy, you get a Piece of Heart and a red rupee and a blue Rupee. This may take you a few tries.

Now, go out to the Death Mountain Trail. Go right to see a Goron and a bomb flower. Take the flower and throw it over the fence. If you did it correctly, the rock blocking the Dodongo's Cavern breaks. Now you can access the second dungeon!

D O D O N G O ' S C A V E R N

DODONGO'S CAVERN
(Ocarina of Time)

The fiery temple... the challenge here isn't 'fiery' that's for sure. Probably one of the easiest dungeons in the whole game, if not THE easiest. At first, you will depend on your Goron's Bracelet heavily, but when you finally get the Big Treasure (Bomb Bag) you will depend on that instead.

Use the bombs on either sides to bomb the wall. Now you are OFFICIALLY in the cavern. Anyway... just go up to the middle platform with a Beamos on it. ***A tip on the Beamos: use a Deku Nut to stun them. Then you can walk around it freely.*** Go left and pick a bomb flower, use that on the wall to the left of the bomb. When you bomb that wall, it reveals an alcove with a chest inside. The chest's content: the DUNGEON MAP.

Now go ALL of the WAY over to the other side of the room! *pant* When you're finally on the right side, pick up the bomb flower and run past the Beamos and bomb the wall. Enter that newly found hallway.

Kill the baby dinos with a single hit of your sword, but they will lay there and explode after a while so get out of the range after killing them. Go over to the higher platform. Pull one of the statues to the blue switches, making the door STAY open. Enter (duh) the door.

Kill the bats if you wish, but you don't have to. Just move on to the next door. In that room, you will encounter your first Lizaflos. They are tough IF you don't know how to defend yourself. What to do: Use the L-targeting to lock on them and get your shield up (Deku) and wait until a lizard attacks you. When the sword hits the shield, it's the time for you to strike! Repeat until both Lizards are dead.

Then you will meet another new enemy: Baby Dodongo. My suggestion is to avoid them since they're not worth the trouble of fighting and you don't have to kill them this time. Just take out a Deku Stick and light it up with a nearby lit torch. Light up all three unlit torches in time to open the door. (If you need some Deku Sticks, bomb the wall that you saw when you came in the room... it has a Deku selling some Sticks for 15 rupees)

Step on the switch and the door on the OTHER SIDE will open! *sighs, runs* When you arrive the opened door, you will see some bombs surrounding a large wall. Don't worry about now, just go in the other door.

You will see three weird-looking statues... For your info, the middle one is ALIVE! Yes, ALIVE! Just go up to it and it'll wake up. Run to a bomb flower and drop it. Lure the statue to the bomb. If the bomb's explosion hits it, the statue will dieeeeeee away. Whoo! Open the chest for a COMPASS. Now return to the previous room.

Pick up a bomb (don't pick one from the set) and place it on the stone platform where there's no bomb. The bomb will trigger a chain reaction and clear the platform from bombs. The stairs will come down... hmmm...

now what do we do? Oh! How about going UP the stairs! What a good idea!
When going to the door, don't forget the Gold Skulltula on the vines.

In the room with 4 statues, kill the flaming bats first (2). After that,
DO NOT touch any statues yet! Go around the statues and look for a ladder.
Pull/push the statue that's front of the ladder. The other statues are
alive so if you touched them, they'll give you some trouble. Press on the
switch and go out the door.

Go across the bridge and drop down to the ground floor when you reach a
new room. Be aware of the spikes here. They're not really a hassle,
but still be aware of them. Use the block underneath the ladder to get
on a platform with a bomb flower. Pick the bomb and wait until the
bomb's flashing rapidly and throw it at the wall! If you timed it
correctly, of course, the wall will break open.

Aww... a circle of fire is blocking your path... awww.... You want a
solution??? Ah ok... Here's how: See that eye? Shoot it, duh! The
fire will go even HIGHER! No, I'm kidding, the fire will go out. Just
proceed.

Ignore the Baby Dodongo in the hallway. As you enter the new room, the
door will lock behind you. Yes, you have to fight the Lizaflos again.
If you still have your shield, good for you. If your shield's gone...
too bad. You have to use your skills to dodge the attacks. Kill them
both and the door will unlock.

Ah, you see yet another circle of fire... However, this time, there's
two! What you have to do is: shoot the eye that you can see. Then jump
on the first platform and look LEFT. You should be able to see an alcove
with an eye inside. Of course, you know what to do. The path should be
clear now.

Jump over the chasm and open the chest... It's the Big Treasure, the
BOMB BAG! Now you don't need to use the Bomb Flowers! Now you can get
a bomb any time you want! Whoo!

Move on, move on. Step on the switch and a platform will be moved to 2F.
Now you can access 2F and 1F anytime! Anyway, go across the bridge and
bomb the wall for a chest with a DEKU SHIELD. That is, if you don't
have a Deku Shield! If you had a Deku Shield, you will get a BLUE RUPEE.
Thanks Bary Witteveen! However, mathieucantinhapin told me that this chest
contained a RED RUPEE! I'm not sure what's up, two different rupees.
Who cares, you get a rupee anyway! ^_^

Go back to the middle of the bridge. There should be two holes in the
bridge. Guess what's directly below the holes? The skull's eyes! You
have to drop the bomb through the holes to the eyes. Do it for each eye.
The mouth should open. Drop to 1F and enter the mouth!

In the mouth, go right (kill the bats if you want) and you should see some

more bats. They will be a threat to you so kill them. Then walk all of the way to the other side (ignore the blocks for now). Bomb the wall and enter. In the room, DO NOT touch the statue! Just use your Slingshot to kill the Gold Skulltula behind it. Then carefully pick up the token. If you touched the statue... it's your problem. You can kill him or go back to the previous room and try again.

Back in the previous room, (don't forget to kill the bats again) go back to the ledge with some blocks around it. Pull the lower block to the point when it's underneath the upper block. Then get on the lower block and push the upper block until it falls down. Pull the fallen block all of the way to the OTHER block. Use the block get over the upper block.

mathieucantinhpin: "I just wanted to say that all you really have to do is jump on the ledge, jump on the block then jump on the higher ledge and follow it down to the door. (Its just an easier way to do it)"
-Why didn't I think of that? :P

Walk up the ramp and push the block down to the ground floor. Kill both bats and push/pull the block to the hole in the middle. It will open the door to the BOSS! Open the chest for BOMBS and bomb the black part of the floor and drop down to...

~B O S S~

K I N G D O D O N G O

Meh. I don't know why the dungeons were so challenging... yet the bosses are nothing.

Anyway, just throw a bomb into his mouth when his mouth is open (duh). When the bomb explodes inside him, he will collapse. Hit him once with your sword. Then stick to the wall. Dodongo will roll and miss you completely. When he went past you, follow him. He will crash into a wall. He'll turn toward you can open his mouth again. Throw another bomb into him. Slash. Stick to the wall. Repeat. I think 4 or 5 hits will do it. Pathetic, indeed.

Don't forget the heart container and step into the light...

D E A T H M O U N T A I N T R A I L

(Ocarina of Time)

Dodongo comes out of nowhere and calls you his Sworn Brother. :P He also mentioned Ganondorf. That dorf! He also gives you the second Spiritual Stone: GORON'S RUBY. Dodongo recommends you to go to the fairy at the top of the mountain. Go up the path and you should see three boulders to the left. Go up the path and run all of the way across the molten lava pit, and up the vines. Then you should see a false wall. Bomb that one away and you will be able to enter a hole. Enter the hole and play the Zelda's Lullaby on the Triforce. A fairy will come out and award you a Magic Power. Now you can do a Charged

Attack! Try it out, it's pretty useful in the future! Then Kaepora will take you to the Kakariko Village...

When you finally arrive the Kakariko village, you will be on a rooftop. Now don't move! Go right and DROP, not JUMP from the roof to the another ceiling below (above the chicken pen) and enter the small doorway. While you're inside, you can take a HEART PIECE!

Call Saria with the Saria's Song. She will tell you that the next Spiritual Stone is at Zora's Domain. So go there. Get out of the Kakariko Village and into the Hyrule Field. Go left and jump into the river. Swim all of the way to the next patch of grass. Then walk to the sign. Finally, you're in the Zora's River portion of the Zora's Domain!!!

Z O R A ' S R I V E R

(Ocarina of Time)

Cut open the grass if you don't have many bombs left. Then you will be confronted by Kaepora yet again. He tells you to sing the melody of the Royal Family. Don't sing it yet! Crash into the tree and kill the Golden Skulltula. Use the bombs to blow the boulders apart. Grab the chicken, it is very important to get ahead in the river. Use the chicken to get across the river. Then throw the chicken to the higher platform and quickly jump to it and grab it again. Do this again when you face a problem like that.

Work your way upriver. When you get to a point where there's 2 path overlapping, get to the highest point and use the chicken to fly to a small indent in the wall to get a HEART PIECE. Then fly back to the overlapping paths. Throw out the chicken and get on the stone portion of the path. Play the Zelda's Lullaby. The waterfall will open up. Enter the hole in the wall.

Z O R A ' S D O M A I N

(Ocarina of Time)

You are officially in the Zora's Domain. Take your time and look around. Play the diving mini-game (go up the stairs to the king and go left). If you beat it, you get a SILVER SCALE. Your underwater breath increases from 3 seconds to 6! Use that extra breath to your advantage and dive down to a hole underwater. If you made it, you arrive at Lake Hylia.

The first thing you should do at Lake Hylia is to look for the bottle that's on the bottom of the Lake Hylia. Use your new-found ability (6 second dive) to grab the bottle. Then go back to King Zora. Show him the bottle. He will read the bottle. Princess Ruto is inside the Jabu Jabu! The Zora summons you to go to Jabu-Jabu to get Princess Ruto out. Before going to Jabu-Jabu, go down to the body of water and capture a

fish with your empty bottle. Then go back to the King and walk through the opening behind him. Then put the fish to the front of Jabu-Jabu. Then Jabu-Jabu himself will suck the fish and.... you!!!!!!

I N S I D E T H E J A B U - J A B U ' S B E L L Y

INSIDE THE JABU-JABU'S BELLY
(Ocarina of Time)

This dungeon is probably your first 'challenging' dungeon in this game if you're a new-comer. This is your first dungeon that requires some back-tracking, unlike the other two which you just go along the path and end up beating it. Good luck!

The enemies you see in the first room are called Octoroks. To kill them, you can use your Slingshot OR reflect the seeds they shoot at you with your Deku Shield. It's up to ya. After that, L-target the thing sticking down from the ceiling. It's a 'switch' for this dungeon. Shoot it with a Seed. Naturally, the door will unlock. Enter the door, you silly boy.

Ignore the jellyfishes and go to the next door. Don't worry about this part, you will come back later. In the next room, you will find the girl you were looking for: Princess Ruto! Yay! Your quest's over! Wait... it can't be this SHORT! Ruto tells you to go away and walks into a hole. Follow her through the hole.

Talk to Ruto TWICE and you will be permitted to pick her up and carry her around. Pick her up and enter the door near her. Avoid the bubbles and get into the water. Go to the other ledge and throw Ruto over to the platform. Go back to the switch and press it. The water will rise, so swim to the ledge where Ruto is and get onto it. Pick her up again and throw her by the door. Shoot the switch above and enter the door.

Dan %&\$@#!% Octorok! If you don't see any platform front of you, don't jump into the water and dodge the seeds the Octorok shoots at you. When the platform FINALLY come down, jump onto that platform and ride it to 1F. Open the door to the right and you will be at the place where you met Ruto. This time, don't fall into any pits! Go over to the other side of the room and open the door, of course.

Go right (avoid any monsters you see) and step on the yellow switch. Drop Ruto on the switch and enter the door. The enemies here are some flying stingrays. To get them out of the floor, attack them or use a Deku Nut. When they're in the air, use two Seeds for each one to finish them off. When you've killed all four, a chest comes out. Guess what's inside? Yes, the great BOOMERANG! I love this weapon! Get out of here.

Oh man! Ruto's gone! No need to worry. Just return to the room where you first met her. She's there but a bit mad! :P Pick her up again and return to the previous room. This time, go left. Again, leave Ruto on the switch and open the door.

You will meet your first 'tail' enemy. There are many of these in this dungeon but they're all the same. To kill it: L-target it and throw the boomerang when it's out of its position and swinging (to lure it out, get in close). Hit it about 4 times and it'll die. Simple enough. A chest will come out: DUNGEON MAP.

Go back to the previous room and head left. The red slimy thing's gone! Yeah the tail is connected to it... so what? let's go into the room!

There's a timer for this room. If you want a prize, you have to break all bubbles here in 40 seconds. My suggestion is to L-target one of them and walk up to it. You'll take some damage but it's pretty worth it because it's faster and the damage is MINIMAL. However, if you're a sissy and want the safe way... ok... you can use the sword to break them. The prize: a COMPASS. Return again.

Go over to the other side of the fork, to the door left of the room where you got your Boomerang. In that room, you will fight another 'tail'. You know what to do, so kill it. Return YET AGAIN! This time, to the MIDDLE door. Guess what? Yes, you have to kill another tail. Well, there's also some jellyfish around. Kill them first with your boomerang. After you've killed the tail, leave (don't forget Ruto!) to the room with the pits.

Drop down the right-most pit (when you enter from the fork room) and you should end up on the highest platform of B1F. Don't forget the Gold Skulltula and enter the door down the hall.

WHOOOOO! The Third Spiritual Stone! Let's throw Ruto over to it! She got it... Uhhh? She suddenly went up and here comes a Giant Octorok!

To beat the Giant Octorok, just use the boomerang to STUN him. It won't hurt him at all, but to STUN him. If the Octorok's running after you, use the Boomerang to stun him. After a while he will regain the control to his body. He might spin, and if he does, throw the boomerang again. If you're lucky, his rear end will face you! ^_^ Attack his ass if this happens. If the face shows up, not his ass, then... try again! 4 hits will do it.

An amazing tip that would GREATLY help you by Tapam N:
"When you get him in damageable position, pull out a Deku Stick and jump attack him with it. He'll die in one hit."

Go on the platform and you will go up to 1F again. Go down the hall and enter the door. Use the boomerang to stun the slimy red stuff and use them as platforms to get to the next door. Get on the isolated platform and it'll go down to B1F again. Take a crate and place it on the switch. The door will stay open.

Kill all five jellyfish just to be safe and look at the left side of the vines. There's a Gold Skulltula. Kill it and take the token if you

want. Go up the vines to the top. L-target the switch and hit it with your boomerang. The door to the boss will open!

~B O S S~

B A R I N A D E

This boss is very cool, because this boss makes you move like there's no tomorrow. Remember to move, move, and always have the boss or its friends L-targeted.

First, Barinade will just stay in the middle while the electrical jellyfishes revolve around it. Immediately L-target the boss and throw a boomerang at her to stun her. Then switch your L-targeting to the jellyfishes. Kill them one by one with your boomerang. When you've killed them all, Barinade will get out of the floor and spin around with the jellyfishes. Again, L-target the boss and throw a boomerang at the boss (may take a few tries). When the boss' stunned, kill all of the jellyfish as fast as you can. If you can't kill them all, try to stun Barinade again and kill the rest. Now, Barinade is finally friend-less. All you have to do is to stun her and attack her body three times. She will attack you with electrical waves. So always be on the move. The waves can't hit if you're always moving. When you've attacked her three time, she will submerge into the floor and shoot some more waves. Just revolve her to avoid the waves. Then the boss will get back up. Stun her again and attack her three times. Repeat. When you've attacked her for the total of nine times, you've won the battle!

Take the heart container and enter the warp with Ruto. Congrats, you've gotten the final Spiritual Stone, the ZORA'S SAPPHIRE! Time to go back to Princess Zelda!

H Y R U L E F I E L D

(Ocarina of Time)

Go straight to Hyrule Field. Go to the Castle and you will be embraced with an ultra-cool cut scene. Pick up the OCARINA OF TIME afterwards and learn the SONG OF TIME. Then go into the Castle and take the right path to the 'Church'. Play the Song of Time in the front of the black stone. A cut scene occurs then go into the new opening. Pick up the Master Sword. Then yet another lengthy (but cool!) cut scene occurs. You meet up with Rauru, one of the Ancient Sages. He tells you that you have to wake up the remaining six ancient Sages. He also tells you... that you've grown up! Seven years worth of slumber! He also gives you your first medallion: the LIGHT MEDALLION. Get ready... Wait... there's a weird guy behind you. The weird person says that her name is Sheik. She says you must go to the Forest Temple but you must go to the Kakariko Village first. So your next destination is the Forest Temple, but go to the Kakariko Village first. Here begins your true adventure as Link.

L O N L O N R A N C H

(Ocarina of Time)

Before going to the Kakakiro village, stop by the Lon Lon Ranch and talk to Ingo. Pay him 10 rupees to ride one of the horses. Sing the Epona's Song on your ocarina. Epona will come, ride on her. Practice with her a bit. When the time expires, pay Ingo another 10 rupees to ride Epona again. Sing the Epona's Song again and talk to Ingo while on Epona. Ingo will challenge you to a race. Pay him 50 rupees. When you race, use the carrots wisely, and don't use them all at once. When you beat Ingo, he will get mad and challenge you again. The stake this time: the horse. Beat him again, no problem. The horse's yours. However, Ingo prohibits you from leaving the ranch! What to do? Simply ride Epona to the other side of the ranch and jump over the fence. Now Epona's officially yours to use! Sing the Epona's Song to get Epona to you whenever you're in the Hyrule Field.

K A K A R I K O V I L L A G E

(Ocarina of Time)

First thing to do: Go to the windmill and learn the Song of Storms. Just talk to the musician and then show him your ocarina and he'll teach you the SONG OF STORMS.

After that, go to the Graveyard. Go to the left side and pull the grave with bright flowers in the front. Drop into the hole and you will see Dampé's ghost. Talk to him and he'll challenge you to a race. You don't have to beat him, just keep up with him. Avoid the fires at all costs. Use the A button (roll) to go faster. Watch where's he going. Follow him ALL of the way, until the end. When you've done that, you get the HOOKSHOT! Exit via the only opening left and play the Song of Time to get rid of the blocks. Then walk up the passage you're back in the windmill! Jump onto a revolving platform and jump off to a PIECE OF HEART. Your mission here is done! Onward to the Forest Temple!

T H E P A T H T O F O R E S T T E M P L E

(Ocarina of Time)

Do you know where the Forest Temple? Remember where you met Saria to learn the Saria's Song? The temple was behind her! :-O Anyway, go to the Lost Woods and maneuver yourself through it (the directions are the same as before.) The directions:

Right, Left, Right, Left, Forward, Left, Right

On the way, you will see your ol' friend, Mido! He doesn't know you so he will block your way. Just sing the Saria's Song front of him. He'll let you pass. Continue on. When you get to the Meadow, there will be

some big guys with spears. Just wait until you see the guy passing through and kill him with a hookshot attack. There are a few of them (5?). You can check if the giant's there by press L and strafe to check.

When you've gotten to the end of the maze, you will face another big giant but he won't chase you down, but he will smash the ground with a mace, causing a shockwave to chase you. Avoid them by going from side to side until you're right next to him. Attack him with the Master Sword 3 times and he's dead. Now go up the stairs and you will be confronted by Sheik. Sheik will teach you a new song, the MINUET OF FOREST. Hookshot to the tree's branch and enter the Forest Temple.

F O R E S T T E M P L E

FOREST TEMPLE
(Ocarina of Time)

Alright, this dungeon is pretty tough, so brace yourself...

Kill the Stalfos and climb up the vines up to the tree. There's a Gold Skulltula on the vines. What you do to it is up to you. Jump to the other branch (other tree) and open the chest for a SMALL KEY. Enter the door.

Go through the corridor (be aware of the Skulltula above) and you will see four ghosts, called Poes, running away (or floating away?)... They are located somewhere in the Temple, but they aren't in the same place... grumble... You have to catch them all and the fires will come back so the elevator to B1F will be intact. Go to the north door.

Ignore or kill the blue bubble and you will enter a room with two Skeletons. Defeat them both in the same method you did with the Lizaflos. After killing them, chest comes out. Guess what? A SMALL KEY! Yippee...

Go to the main room and go DEAD RIGHT to a corridor with some blocks. Sing the Song of Time to make the blocks disappear. You will reach a room with some vines and a Giant Baba facing you. Kill it by stunning it with a hookshot attack. Go right and kill the two skulltulas on the vines. You can't kill the third one so climb past it when it's not looking. You should end up in an alcove with a door inside.

In that door, kill the sole enemy- blue bubble. Doing it will award you a DUNGEON MAP. Go out the other door. Use the target to the left to hookshot yourself over there. Pressing the red switch will empty a nearby well, so go into that well. In that well, run to the end of the tunnel for a chest with a SMALL KEY. Climb up the vines and get out of the area.

Go back to the main room with the torches. From where you entered, go right to a locked door. Use a small key on it. Kill the skulltula and

go into a dual-floor room. Go up to 2F using a ladder and pull/push the block (follow the arrows). When you've pushed the block to the end, go around the corridors and push the block into the pit. BUT... don't climb on it yet! Go back to the ladder that leads you further up to 2F. Push the red block all of the way until it stops. Then go back to the blue block and climb on it and go up to 2F (climb to the right). Of course, you push the red block to the end and climb up the ladder. Kill the enemies here if you want and use a small key on the door.

Ah-ha! The infamous twisted corridor! Whoever played this game will never forget this corridor. Anyway, go forward and be aware of the Wallmasters, a VERY feared enemy! It can jump down from the ceiling and pick you up and return you to the BEGINNING of the dungeon! VERY, VERY ANNOYING! Quickly jump over to the door to the right. Now your small keys are gone.

Finally, you've encountered the first Poe! Unfortunately, you can't do anything YET. Go down the stairs and open the door. Kill the Skeleton and two more Skeletons will come down. Kill the second one (after you killed the first one) quickly because if you take too much time, the first Skeleton will come back to life. When you've killed them both, A chest will be awarded. Open...it... FAIRY BOW!!!! YES! It rules, I'll tell you right now. Go back to the previous room.

NOW you can do something about that Poe! What you have to do is: stay away from a picture WITH a Poe and shoot it with an arrow. If it hits the Poe, the picture will burn. Do it for all pictures. When you've destroyed the last one, the Poe will come out. Go down to the bottom part and fight it. To kill it: L-target it and avoid its attacks until it is opaque (is visible) and attack it. Repeat until it dies, of course. When it is killed, the torch goes on! 1 down, 3 to go! Open the chest (duh) for a nice, fancy SMALL KEY!

Go to the room where you got your Bow and enter the opposite door. Guess what's inside? Another Poe! Do the same thing you did with the first Poe. When you've killed it, take the COMPASS and RETURN to the room with the two blocks. You know, the one before the twisted corridor.

At the two-story room, kill both bubbles for the safety's sake and shoot the eye above the door you entered with an arrow. The twisted corridor will be 'un-twisted'. Go back into the corridor and drop to the chest for... the BOSS KEY! This key will unlock the boss door, opening the access to the boss. Drop through the hole before the Wallmaster gets you! Kill the enemies to open the door.

You're back to that grassy room with the vines... Finally, something sunny! ^_^ Get rid of the Giant Baba (don't fall off the path!) and enter the door in the second alcove. Kill the Floormaster (don't forget to kill the babies FAST or they will attach onto you and grow back into an adult). In the chest is yet ANOTHER SMALL KEY. Go out and enter the door to the right.

Stay where you are and take out your Bow and hit the eye on 2F. It's good targeting practice! A chest will come out. Go up the ladder and use the

ladder that you had to use to push the red block. Open the chest for a BUNDLE OF ARROWS. Go up to 2F and re-shoot the eye to turn the hallway back to twisted (sorry).

Continue going from door to door until you arrive to where you found the second Poe. Use a Small Key on the door, of course.

Ah, yet another Wallmaster resides in this very room! Try to jump diagonally to the right. Try to get on the platform so you don't have to use the ladder. If you missed, run around! Wait until the Wallmaster comes down (if you don't get picked up) and kill it with 2 swipes of your sword! Go up the ladder and through the twisted corridor.

Get on a moving platform and take out your bow and aim carefully at the frozen eye BUT DON'T shoot yet! Wait until your arrow's path to the eye crosses the fire on the torch. Then shoot! The arrow will catch on fire and if it hits the eye... The eye will melt and the corridor will be normal now!

Go back to the corridor and drop to B1F. You will arrive at a checkered floor. The ceiling here will drop when you are near. Before crossing the room, kill the Skulltula to the right (with an arrow). Then walk to the first white space to the right that the ceiling doesn't drop on. When the ceiling is going up, RUN to the switch! When you've stepped on the switch, wait until the ceiling drops and rises again. Then RUN, RUN, RUN all of the way to the door! Ignore the Skulltula and the chest (not important, BUNDLE OF ARROWS).

When you have passed that ceiling obstacle, you will enter a room with... a Poe! This time, to get the Poe out is different. First, shoot the picture with an arrow (as always) but the Poe won't come out UNTIL you solve the puzzle. You have to put together the blocks that fell from above. The blocks has some picture on it. When put together correctly, it should look like the Poe on the picture. The time limit is 1:00. If you didn't make it in time, just try again. (You know how to pull and push, right?) After putting together the puzzle, kill the Poe the regular way.

After killing your third Poe, go through the door and you will be back into the main room! That's where the fourth/final Poe is! Go down to the center. The Poe will split into four. Only one of them is the actual Poe. To find out, you can do the trial/error method, but I have a better one. Look at the Poes CAREFULLY when they break up. A Poe will spin once afterwards. That's the real one. L-target it and shoot it with an arrow. Do it over and over until it dies. The final torch will light up and you now have access to B2F!!!

B2F: The walls here can be moved, revolving the 'shell'. Grab a wall and push it COUNTERCLOCKWISE. A gap will reveal a switch. Of course, step on it. Again, push the wall counter-clockwise. Another switch will appear. After stepping on the switch, push the wall one more time for a chest with a BUNDLE OF ARROWS. Give the wall one more push and press the switch. The gate to the boss door opens. Make sure your bottles are filled with fairies (go out of the Temple and climb the ladder down the stairs. The first hole you see leads to a Fairy Fountain, where you can get fairies.)

~B O S S~

P H A N T O M G A N O N

This boss is one of my favorites because I was imitated by him and actually was afraid of him when I first fought him. He's not Ganon or Ganondorf, he's just a spirit of Ganondorf. He will ride a horse in and out the paintings, and there will be always two of them. One is false and the other true. You have to look carefully for the true version by looking for the brighter Ganondorf. Shoot an arrow at him. If the Ganondorf was false, the true Ganon will come out of the picture and slash at you. Hit him three times with your arrows then he will come out and fight you.

Ganondorf will throw some fireballs at you, and have to deflect them with your sword (think baseball). If you're L-targeting the Phantom while deflecting the fireballs, the fireballs will go back to him and damage him! Sometimes Ganondorf will deflect your deflections! Continue deflecting and Ganondorf will finally take the damage. When he's stunned, go up to him and mash the B button like crazy. When he regains control, repeat.

Gurrr: "the easiest way to beat phantom Ganon on the horse is just aim at the middle top ceiling. he will eventually pass by when he comes out so just shoot. its a easy target. just aim at that top area and it should be no problem."

I do not know if it will work well, but since it saves you the trouble of looking for a right one, I guess it's pretty good.

psychotic maniac: "i found out that you can also use a bottle for playing "baseball" against phantom gannon and gannondorf its quite easy and i think its easier than using a sword"

*Heh, soudns nifty. A something that's fun to do! :)

Ganondorf himself will banish the Phantom for losing to Link. Take the Heart Container and stand on the warp. The warp leads to the Chamber of Sages, where you saw Rauru. Here, you will awake the Forest Sage: Saria. She will give you your second medallion: FOREST MEDALLION. Then you end up in the Kokiri Forest and meet the Deku Tree sprout. He will tell you your past. You're not a Kokiri! You're a Hylian! mmmmmmm... interesting.

H Y R U L E C A S T L E

(Ocarina of Time)

Before going to look for the Fire Temple, go to Hyrule Castle and into the Temple of Time. You will meet Sheik again here and learn the PRELUDE OF TIME from Sheik. And she explains to you that you can go back in time 7 years. All you have to do is to put the Master Sword back into

the stone. Do so, because you need to obtain an item that is only accessible as a young Link. Go back in time and go to the Hyrule Castle.

Climb up the vines like when you did to get to Zelda. Now, jump off the gate and take the right path of the fork. You should see a boulder... Bomb the boulder and crawl through the hole. You come upon yet another Fairy Fountain... Sing the Zelda's Lullaby's on the Triforce and the Fairy will come out and give you the DIN'S FIRE. This item can be used to burn things down or to damage enemies. Now go back to the Temple of Time by using the Prelude of Time. Then take the Master Sword again.

T H E P A T H T O F I R E T E M P L E

(Ocarina of Time)

Go to the Kakariko Village. Enter the Skulltula House if you've gotten 10+ tokens. Find the boy and he will give you an ADULT WALLET. Now you can hold up to 200 rupees! Now go to the Goron City.

Go to the second floor and look for a rolling Goron. Stop him with a timed bomb. Then he will talk to you about the Gorons and Volvagia. He gives you the GORON'S TUNIC, a flame resistant suit! Now you can walk on lava! Go down to Darunia's room and pull the statue to.... reveal a secret passage! *gasp* Enter the passage and you're in the middle of the Death Mountain Crater! Equip your Goron Tunic to prevent the heat. Go left and hookshot the log above the bridge. Then you'll meet Sheik yet again and learn the BOLERO OF FIRE. After that, go left and down the hole to enter the Fire Temple.

F I R E T E M P L E

FIRE TEMPLE
(Ocarina of Time)

Go up the stairs and go left. You will meet your long-lost brother, Darunia! He tells you to find the imprisoned Gorons while he deals with the dragon (yea... right). When the conversation's over, use the platforms to go to the left. Step on the switch to open the gate. Speak to the Goron and take the SMALL KEY. Go to the previous room.

Use the small key on the locked door. In the big lava room, go to the right and get on the right-most platform. You should see a suspiciously-made brick wall. Bomb that wall and the door behind you leads you to a Goron and a SMALL KEY in a chest. Go back out and go to the extreme opposite side in the big lava room. Enter the lock-less door. Again, you find a imprisoned Goron and a chest with a SMALL KEY. Is everything here so easy? *shrugs*

Go back out and stand on the edge of the platform you're on. Sing the Song of Time and the big block above will come down. Climb up to the door. In that room, there's some blocks that will move to hit you. Use your shield to protect yourself. Or you can just dodge them. Kill the Like-Like and grab the token from the Gold Skulltula. That's all in this room. Go

back out yet again.

Use the small key on the north door (to the left) and climb up the fence. Drop down to the platform with a big stone block (kill the bats if you like). Push the block off the edge so it is in the way of the flaming pillar. Drop and stand on the block. The fire will push the block up to 2F. Use your small key on the door.

Kill both bubbles on the ledges and jump over the gap to the platform with a switch and a block. Don't worry about the switch. Push the block over the edge and drop down and pull the block all of the way. Use the block to go to the platform above the switch. Not the one on the top, just above the switch. Go to the edge of the platform so you're looking down at the switch. Take out your bow and shoot an arrow at the switch. Immediately climb to the top platform and climb up the fence to the door.

Go left and look for an alcove somewhere in the maze. I do not have a guide for the rolling boulders because... I can't! Just be careful and do not get hit by the rolling boulders. When you find the alcove, enter the door for a Goron and, of course, a chest with SMALL KEY. Return to the maze.

Now, go across the maze to a switch (no door) that opens... ANOTHER SET OF A GORON AND SMALL KEY! -- There's too much... *yawn* Anyway, go down and go right a bit, look for a door with a lock on it. Of course, you know what to do.

Use the other small key on the door ahead. Go on the first platform with holes and a wall of fire will chase you. Just run around the place to the end. Ignore the door and jump up on the green fence. Drop down into the fenced area. Open the chest for the DUNGEON MAP. Open the door and go right. Do the process (run away from the fire) again but this time, take the door you ignored earlier.

You will be on the top part of 3F. Kill whatever is on the top part and jump onto the platforms all of the way to the right. On the way, press the switch to open the gate. Go to that alcove for a Goron and a SMALL KEY. Go back to the door you used to enter the room. But don't open the door. Bomb the floor that has been damaged to make it a full hole for you to drop down. Guess what's waiting for you? Yes, a Goron and a damn SMALL KEY. Go back up to 3F (top part).

Now, you CAN open the door leading to the room with the fire wall. Jump to the platform with a locked door. Open the door to access the OTHER part of 3F!

Drop to the lower level and make your way through the fire maze. Just walk around cautiously and see if the path's flamed. The nearest door is a fake so don't bother. The real one is with a key, the one on the other side. When you've made it, ignore the Goron in the cell because you can't do anything for him yet. Go to the next room and make your way around the maze again. Find a switch (to the left) and step on it. Go DEAD left and go straight to the platform that you can access now. The

door is fake but you can bomb it to reveal the actual door.

Time for a cool mini-boss! The boss has three forms but they all attack the same and you use the same method to beat all three forms anyway. To kill the mini-boss, use your hookshot to get the boss out of the fire body. Then use the arrows or your sword to damage him even further. Repeat with the other forms (fire, ice, and forest). As he dies, the fire will go out. Stand on the platform to go to 4F.

Remember when you had to shoot an arrow from above to hit a switch so you could climb a fence without fire? Well, you have to do this again in this 4F room. Good luck. When you're done, you'll be at 5F.

At 5F, step on the switch and quickly walk around the narrow steps to the chest. This may take a few tries so try to walk on the outside edge so you won't fall into the pit, which will take you back to 1F (or 3F?). You can take the wide path but it takes too much time and the fire may go back when you finally arrive. The narrow path isn't hard so I suggest taking that one. The chest's prize? The MEGATON HAMMER!!! Congrats! It is indeed a useful item!

Go back to the beginning of 5F. You see a block sticking out of the floor? Smash it down with your new weapon. You'll go down to 4F. Use the Hammer again to get rid of the statue. Kill all of the Bats in the room with two crates. Then smash the block with a face yet again. The floor will turn into steps to 3F. Take a crate and go down to the switch. Place the crate on the switch, that'll keep the door open.

Use the Hammer yet again... And you'll go back to 3F again. Use the Hammer on the rusted switch. In the room with the blue block on the far side, sing the Song of Time when on the edge. The block will change positions. Now you can use the block as a 'stepping stone' to the platform with the switch. Smash down the switch and grab the SMALL KEY from the chest and talk to the damn Goron. Go back up (use the block) and smash the LARGE block (with a face) and it'll drop to 1F! What a ride it is from 3F to 1F! Wheee!

Back to 1F... you don't have the Boss Key... no need to worry. Go to the first room and go down the stairs. Use your Hammer to move the statue out of the way. Enter the door.

Kill ALL 7 or 8 enemies (bats and puddles) to open the next door. Dodge the plates and get the token from the Gold Skulltula (on the wall). Exit the room and you will fight the mini-boss AGAIN! You know what to do if you're this far. After you've defeated the mini-boss, open the chest for BOMBS and go in the new door. Smash down the switch for the final Goron and the BOSS KEY!!!

Go back to the room where you met Darunia and open the boss door...

~B O S S~

V O L V A G I A

This boss is somewhere between Barinade and Phantom Ganon. Not too easy or hard. Just right. :-)

First of all, fill your bottles with fairies. Then go to battle. Volvagia will stick its head out of the ground. Quickly go to the head and smash it with the Hammer. The dragon will scream with agony and faint for a while. During that time, attack the dragon with your sword!

When the dragon have taken some damage, it will fly over the platform, spouting fire. Just stay on the platform and fire arrows at it. After that, wait for the dragon's head to come up and strike it with a Hammer again and strike it with the sword. Finally, the dragon will fly wayyyy high and make the boulders fall to the platform. Just stand there and press R (shield) and block upwards. You are unlikely to get hit if you do this. Continue fighting. Have your Hammer out when the head's coming out of the platform so you are ready to strike it quick. It won't take long before the dragon dies.

Take the Heart and say bye-bye to the Fire Temple.

The warp will return you to the Chamber of Sages. Guess who's the Sage of Fire? Yes, Darunia. He will give you the third medallion, the FIRE MEDALLION.

D E A T H M O U N T A I N C R A T E R

(Ocarina of Time)

Now that you have the Hammer, you can break very hard boulders (red rocks) now! Get across the hole in the bridge by using the Hookshot. Then go to the place with two boulders blocking a path. Break them both with the hammer and enter. You've entered a Fairy Fountain! Sing the Zelda's Lullaby on the Triforce and your Magic Power will double!

Now go back out and go right (break the boulder on the way) and jump onto the next platform and climb the ladder. Walk to the edge. You won't fall over, you just will climb down the rocky wall. Climb down until you reach an alcove with a Piece of Heart. Now time to look for the Water Temple.

T H E P A T H T O T H E W A T E R T E M P L E

(Ocarina of Time)

The direction to the Water Temple is not the Zora's Domain. Instead, it's in the Lake Hylia. However, go to the Zora's Domain and into the Zora's Fountain first. When you finally arrive the Zora's Domain, you notice that the entire Domain has been frozen! Doesn't matter,

you must save the world! Walk up to the king and walk past him to the Zora's Fountain. Use the ice glaciers to jump to the Heart Piece. Then go back and use the other path (go north) and enter the Ice Cavern.

I C E C A V E R N

ICE CAVERN
(Ocarina of Time)

Just walk forward and enjoy the scenery for now. Then you will be confronted by 5 Frezzards. Their attack: blowing COLD AIR that could freeze you! Just slash three to kill one. Kill them all to make the shutter open.

In the next room, you will see some blades revolving. Your mission here is to collect all five white rupees. Three of those is in plain sight. One is behind some icicles and one is in air, just jump from a high platform to it. Remember, use the alcoves to avoid the spinning blades if you need.

Kill all ice bats (3) and get on the platform, killing the Frezzard on the way. Get your bottle(s) out and get the blue fire into the bottle. It can be used to burn down red ice. Go to the red ice with a chest inside. Use your blue fire to reveal the chest. Now you have the DUNGEON MAP. Before you leave, fill up your bottles with blue fire (try to have at least two)

Back in the spinning blades room, go left to find a wall of red ice. Burn it down and follow the path to a little room with two red ices and a blue fire. Burn both red ice down for a PIECE OF HEART and COMPASS!!!! Now you love me, don't you hahaha! Don't forget to refill your bottles!

Now back to the blade room yet again. Burn down the final red ice-wall. It will lead you to a room with a block. Guess what? They form a puzzle! Sorry, kiddo... you have to think again. Yeah, you have to collect all 5 white rupees again.

Kill all of the Ice bats and go to the block. Facing the alcove with the blue fire, push the block to the left. Take the rupee, and push the block up, take the rupee again. Push the block to the right and down. You should have 4 white rupees by now. Push the block into a pit. A new block will appear. This time, push it up and right. It will lead you to a red ice with a white rupee inside. Melt it and take the final rupee. The shutter will open. Push the block out of bounds again. Before moving on, refill your bottles with blue fire. Bring two of those if you can. When the new block comes, push it left, up, right, down and left. Climb up.

Kill both Freezards and use a blue fire to burn down the red ice. Open the door, and you will fight a Staflos. He's not even that hard so just kick his ass. (he probably deserved it) Open the chest for... IRON BOOTS! Now you can sink all of the way to the underwater floor! Then Sheik appears out of nowhere and teaches you the SERENADE OF WATER. Now, make sure you have a

bottle full of blue flame. Leave the dungeon by equipping on the Iron Boots and dive down the water pit.

T H E P A T H T O T H E W A T E R T E M P L E (con'd)

(Ocarina of Time)

Go to King Zora. He's stuck in red ice... so... melt him! With your blue flame, duh! Speak to the King and he will grant you a prize: the ZORA'S TUNIC! Now you can breathe underwater! Whoo!!!!!!

Now, sing the Serenade of Water and you'll warp to Lake Hylia. Equip your Zora Tunic and Iron Boots and go into the Lake Hylia. When you're on the BOTTOM, look up to see a blue diamond. Press it by using your Hookshot. Now you will be in the...

W A T E R T E M P L E

WATER TEMPLE
(Ocarina of Time)

Unequip your Iron Boots and equip them again when you're in the other pool of water. Drop to 1F and go right (east) and walk through the corridor.!!!!!!!!!!!! Ruto!!!!!!!!!! She still remembers you! Man! She says that there is three places in the temple that you can change the water's level. She'll go up to one. Follow her to 3F. Open the door.

Kill all spikes here and take the DUNGEON MAP from the chest. Go back to the previous room and look at the Triforce mark on the wall. THAT's the place where you change the water levels. Sing the Zelda's Lullaby front of it and the water level will drop. Go to !F.

Use the Din's Fire (if you don't have it, go get it in Hyrule Castle as a young link OR shoot a arrow through the middle torch to light up the torches) to light up the unlit torches, unlocking the door. Behind that door is three clams. To kill them, wait until their mouth is open and shoot the Hookshot at it. Kill all three for a chest with a SMALL KEY.

Go back to the main room. Since the water is emptied out, go to the west passage (opposite of east) and you will see a red block. Push it all of the way until it drops. Swim under and up to the next room. Hit the switch and a geyser of water will come up. Use it as a platform to access the next solid platform. Open the door.

You will see a swirling water with a serpent underneath. Drop into the water and equip the Iron Boots, and land ON the serpent's tail. Do not land on ANYWHERE else! Look at the serpent's face and you should see a switch. Shoot it with your hookshot. The shutter will open. Use your hookshot on the target in the passage. Kill the clams if you want... or just unequip your Iron Boots and float up the little path. You will be led to a little room with a SMALL KEY. Hit the switch and immediately go down and

out of the room.

Time to take the south passage (right of the west passage)! Bomb the cracked floor and drop into the water (Iron Boots), and kill the clam. Go up again and step on the switch. Kill the monsters before you hookshot to the target. Stand by the shutter and execute a Charged Spin Attack to hit a switch. Take the token from Gold Skulltula. Go back to the main room.

Go to the south end of the building (door with a lock) and enter the door. Hookshot to 2F. Alas! The second Triforce where you can raise/fall the water level! Sing the Zelda's Lullaby, and the water will rise. Do not proceed upwards. Equip your Iron Boots and drop to B1F (The platforms that was on 1F has floated to 2F, revealing a passage).

In B1F, hit the switch and a zillion of Spikes and clams comes flying out! Kill them all to open the OTHER shutter. Just keep your distance from the monsters and you should be alright. Go up the new passage and take the SMALL KEY. Now return to 2F of the main building.

At 2F, open the door to get out of the building and jump to the west passage of the 2F (with 2 clay jars). Go down the passage and use the hookshot to get over the spikes. When you see a geyser with a chest inside, go by it and shoot an arrow at the switch. Now you can leisurely open the chest for a COMPASS.

Go back to the east passage of 1F where you met Ruto. Since the water level's at 2F, you can access the east 2F now. There is a cracked floor there. Of course, you use a bomb. Take the easy SMALL KEY (should have 3 if you followed my directions).

Go to the west door of 2F. The door should have a lock on it so use up a Small Key on it. Stand on the geyser and shoot the switch with an arrow. You will be brought up to 3F. Enter the door and you find the third and final Triforce! Sing the Zelda's Lullaby to get the water level up one more time. Now you can access the east room of 3F. Go there.

In the east portion of 3F, drop into the water and PULL the block all of the way (do not push). That's all for the east portion FOR NOW. Go back to the main chamber and go to the west door (with a lock).

Kill the bats and drop to the second platform below. Now you have to beat the waterfall... You have to hookshot to the highest platform you CAN get to (wait until the upcoming platform is the highest you can get to). Once there, hookshot again to the next platform. Repeat all this until you get to the top. Try to be calm, don't panic.

Kill all of the enemies in the Dragon-head room. Then shoot the switch in the middle of the room (with an arrow). Hookshot to the nearest target and shoot the switch yet again. Hookshot at the target on the wall and jump over the Dragon-head. Shoot the target again, and hookshot to the highest

Dragon-head. hit the switch again and GET ON the head... Shoot the switch for the final time to get to the higher platform. Kill the two spiders... and use the Like-Like to transport you over the spikes (use the Hookshot). Enter the door...

Ah, the famous battle. Link vs. Dark Link... Most people was stumped on how to beat him. There is only one way and it is easy. Just use the Hammer on him and he can't avoid the attack. Just do it over and over again. When he finally die, go to the new door. You can use the Iron Boots to slow him down since he mimics your movements (thanks to Doc on that).

A tip from seang@comcast.net: "I found the dark link battle much more easier by using din's fire on him. If you battle him in this way however, you should load up your bottles on green potion."

-Hmm... it's a good idea, a 'sure fire' (pun!) way to beat him! I personally prefer the Hammer method, but you could do that too.

Another tip, from flip28skater: "it helps to use din's fire but it uses a lot of magic as in the walkthrough so if you use all your magic, DO NOT L-TARGET DARK LINK!!! you wont hit him if you do if you don't target him you can actually beat him with your sword! You get hit a lot, but I guarantee you will not die!" I still DON'T get why people don't just use the Megaton Hammer.

YET another tip: from Alphagold123,

"It is also possible to beat Shadow Link very easily with the Biggoron's Sword. You can L-Target him and it usually hits him. Shadow Link also doesn't get much of a chance to strike back."

Still... Megaton Hammer?!?!?!?

Superstarlet AD: "There is an unbelievably easy way to defeat Dark Link in the water temple. It's so simple, you'll kick yourself (if you still care). What does Navi have to say when you target him? "Defeat yourself." Or something to that effect. What's the best way to defeat yourself? Go into battle with a broken sword, of course. Buy the Giant's Knife, break it, and when you meet Dark Link, equip the broken sword. When you attack, he leaps into the air, and stands on your blade - but now he can't do it. He'll fall to the ground, and then he's vulnerable. The broken sword works just fine, it just doesn't have much reach. Luckily he'll be well within it's range."

Enter the opened door and take the prize: the LONGSHOT!!! Play the Song of Time to get rid of the block behind the chest. You will land down to a river with some Vortexes. You can either swim or use the Iron Boots to walk the river. If you're using the Iron Boots, don't forget the Gold Skulltula. Get on the platform and shoot the eye (arrow) and go to the chest for a SMALL KEY.

Go back to the main chamber and if the water level is at 3F, you have to go back to the first Triforce (where Ruto showed you... east room of 1F to 3F) and bring the level down to 1F. Go to the ledge and face the south passage of 2F. Shoot the eye and quickly Longshot to the target.

(If you're wondering how I did get to 2F... I went into the building and used the Longshot to get to 2F)

Push the block up and open the chest for a SMALL KEY. Go straight out and look up, Longshot to the target. Drop down to 1F, north passage. Go through the water passage (Use the Longshot to get to the door) and open the locked door.

You see six spiders... ignore them and get to the next door (don't use the Iron Boots, just swim). I ignored them and still got to the other side without any harm from them. I don't need to waste the arrows on them :P

Stay on the high platform and nit-pick the Stingers below in the water. Use the Longshot, arrows, whatever. Then drop off to the left and bomb the wall with a crack. You will find a block... push it, of course. When the block stops moving, go back out and look for another crack in the wall. Bomb it and pull the block until you stops. Go back into the passage and push the block until it falls. The water level will rise, and you have the access to the next room!

I recommend you kill or lure the enemies into the chasm below so they won't bother you en route to the door. Press the switch and the water geysers will come up... Jump onto them and open the door on the other side.

Equip your Iron Boots and wait until you see a boulder rolling across... then you go right and down the passage (kill the Gold Skulltula if you want) and up to find a locked door. Behind the door is a chest with the BOSS KEY! There's also two jars with fairies inside. Capture them into your bottles or use them now.

Make your way back to the main room. Go into the building and raise the water level to 2F. Get out of the building and enter the west door of 2F. Ride up the geyser again and get out... and raise the water yet again to 3F. Now you can access the Boss Door!

Go to the north side of 3F and Longshot to the statue. The jars by the door has a fairy inside. Just letting ya know. Enter the door and you see some spikes on a slope. You have to run all of the way to the top. The only way: run NON-STOP. If you pause your running for a moment, you go back to the bottom and you may get hit. If you get hit too, you go back to the bottom again. You have to run non-stop. When you finally get to the top, open the door to fight...

~B O S S~

M O R P H A

This boss ain't too hard for me, although for some it is. For the entire battle, the boss will attack you the same way. There are no variations, just attack the same way throughout the battle. As for you, you will only be able to attack the boss in one way. That is: L-target the boss then Longshot it. If you got it, the boss will be pulled straight to you. Then attack it. That's it. Do it about 14 times to beat the boss.

The boss attack: make some water into a solid/liquid object what will try to get and grapple you. The attack will do some MAJOR damage to you! It's easy to avoid this attack because it's pretty slow but... if you do, be ready to take some serious damage! I'm talking about 4~5 hearts here!

Sam Everline posts a life-saving technique:

"I have found an easier way to beat morpha or just speed up the fight! Use DIN'S FIRE when you are close to the red blob when it is in the water. it counts as 5-6 hits."

Michael McCabe: "When you fight morpha you will notice that the corners of the room do not have spikes. Instead of dodging the attacks, you should go to a corner, between the spikes and stand there. When morpha lunges out it won't reach far enough to hurt you. Then longshot it and attack until it is dead."

Good luck.

Take the Heart and go into the Warp. guess who's the Ancient Sage of Water? Ruto... Damn... she STILL loves you! hahahaha! She, of course, gives you the WATER MEDALLION. 4 down, 2 to go.

Stay where you are in Lake Hylia, don't go anywhere. Go right and check the stone tablet. It says you have to shoot the sun when it's morning. So wait until the morning if it's not morning yet. Shoot the morning sun, and receive the FIRE ARROWS! This item will be useful in the last two dungeons.

***IMPORTANT!!!!!!!!!!

S U N S O N G

Go to the graveyard and play the Zelda's Lullaby on the Triforce and go into the new hole. In the new hole, kill ALL of the bats with your boomerang. The door will open (you can use the Din's Fire to light the torches for a chest containing BOMBS.) and enter the door. Ignore the ReDeads and check the stone. You will learn the SUN'S SONG. This is very, very vital to getting the treasure in the well.

K A K A R I K O V I L L A G E / P A T H T O T H E
S H A D O W T E M P L E

(Ocarina of Time)

Go straight to Kakariko Village. When you enter the village, an AMAZING cut scene occurs and you also learn yet another song from Sheik: the NOCTURNE OF SHADOW. It will lead you straight to the entrance of the Shadow Temple, but before that, you have to go back in time and enter the Well to seal the evil underneath and take the mysterious treasure there. So go back to the Temple of Time and put the Master Sword back in its place. Then go back to Kakariko Village and sing the Song of Storms in the windmill. It will cause the water in the well to go out. Go into the well.

B O T T O M O F T H E W E L L

BOTTOM OF THE WELL
(Ocarina of Time)

Before you go into the well, learn the Sun's Song. The explanation on how to get it is just above the above section.

After crawling through the hole, kill the Skulltula and go through the fake wall at the end. Follow the moat (watch out for the green skull) to the Triforce. Sing the Zelda's Lullaby on the Triforce to stop the water flow (from the head).

Go back to the beginning of the Well... not the VERY beginning, but the place where there WERE a pool of water. Now since the water stopped flowing, the water is gone. Go into the pit for a chest with BOMBS and crawl through the hole. After killing the Skulltula, enter the door.

Now you will fight a mini-boss. To beat the mini-boss, let one of the hands catch you. That will lure the monster out. Smash A to get off the hand's grasp. Go up to the monster and let it lower its head to try to bite you. When his/her head is low enough, attack the doofus with your sword. Repeat until the damn doofus dies. A chest will come out: the LENS OF TRUTH! Now you can go to the Shadow Temple! However, you may explore the dungeon even further for some Gold Skulltulas but that's it. There are no 'rewards' in the dungeon other than the Gold Skulltulas. I'd say you ignore them for now and beat the game... so if you want some more Gold Skulltulas, you can always come back.

First, go to the Temple of Time and take the Master Sword back. As an adult Link WITH the Lens of Truth, you can tackle the Shadow Temple! Sing the Nocturne of Shadow and enter the...

S H A D O W T E M P L E

SHADOW TEMPLE
(Ocarina of Time)

For your information you start at B1F. There is no 1F. This dungeon only has the levels: B1F to B4F. Just letting ya know.

Stand on the platform and use the Din's Fire to light all of the torches at once. Enter and you're officially in the Shadow Temple.

Longshot to the next platform. The face-wall ahead is fake so just walk through it (can see if it is fake by equipping your Lens of Truth). Ignore the statue and the torches and look around with your Lens of Truth for another fake wall. It should lead you to a door.

Now you're in a mini-maze. Use your Lens of Truth throughout this maze portion. Go right and enter the door behind a fake wall. In that room is 2 bats and a zombie. Killing them all will award you a DUNGEON MAP. Go back to the maze and continue on. You should end up in a room with a familiar setting... Yes, it's that mini-boss again (the one you had to kill to get the Lens of Truth!). Kill him again for a chest with the HOVER BOOTS! Now you can 'fly' for a short period of time! How cool!

Return to the place with the falcon statue. Equip your Lens of Truth and look at the torches. Only one should have its fire up. That's the REAL fire. Pull the statue so the beak is pointing to that fire. The shutter will open... Equip on your Hover Boots and walk to the tongue (you will make it BARELY!) and go down the ramp.

Ignore the Beamos and go right. The wall there is fake so just walk right through it. In that room, there's two Mummies so immediately play the Sun's Song to stun them both. Kill them off and get the COMPASS.

Return to the fork with a Beamos. Go to the opposite side, through a fake wall. Now you see a scary image: dual-headed Reaper swinging around two Blades! Eeeek! Anyway... (rolls eyes) Get all white rupees here... Just roll to avoid the blades if they get near you. 3 of them are in plain sight, 2 in alcoves and there's one that can be only accessed if you use the Longshot to get on a high crate. When you've collected them all, enter the room that just opened for a SMALL KEY. Return to the previous room.

The wall to the left ain't fake but a bomb can break it down. Do so (avoid the Beamos) and enter the locked door.

You will encounter a set of guillotines after you've killed all of the Skulltulas in the passage. Just wait until it's rising from the floor and now you can run under the blade. Continue avoiding the blades until you land on the platform with a Skeleton. Ignore the Skeleton and equip your Hover Boots and walk left. Trust me, there's a platform there. Equip your Lens of Truth to see the invisible platforms. Follow the platforms to a door. Again, use the Lens of Truth in the room to see the invisible Reapers.

Kill the Like-Like and all three Bats to open the shutter. Grab the BLUE RUPEE from the chest and the Gold Skulltula 痴 token. Return to the big room and walk back to the platform with the Skeleton. Kill the Skeleton and wait for the platform with the chains to drop. Jump to the platform and ride it up. When the platform's at the peak, jump off. You see the rupees? Yea, collect them all. One of them is INSIDE the Beamos. You don't have to kill it, just walk up to it and you'll get it. Enter the shutter.

Equip your Lens of Truth to see a block hidden in a wall. Pull it out and push it under the spikes. Now the block will act like your shield from the spikes. Push the block until BOTH of the spikes hits it. Then get on the other side of the block and pull it. Don't forget to get the Gold Skulltula and a chest with a BUNDLE OF ARROWS in the cells. Pull the block all of the way. Climb onto the block and go onto the platform.

Get on a spike's top and step on the switch. A chest with a BLUE RUPEE will come out. Then go back to the other side. Equip your Hover Boots and walk over the chasm to a far platform. Your Lens of Truth will uncover an invisible chest. Guess what's inside? A ever-worthy SMALL KEY! Yippee! Leave the room.

Go past the moving spikes and the Beamos. You should see a narrow path leading to a guillotine. Take the path, but before you cross the guillotine, equip your Lens of Truth. You see the platforms now? Go to the moving platform and to the door.

Now, now, before you salivate yourself and take the seemingly easiest white rupee ever, equip your Lens of Truth to see an INVISIBLE spike! Now that rupee doesn't look so easy, doesn't it? HUH! Longshot the zombies to stun them and kill them. Killing them yields a chest with a BLUE RUPEE. Use the Longshot to collect all rupees. That will open a door.

Climb up the steps (be aware of the bats) and take a bomb from a flower. Throw it into the skull vase. When the bomb explodes, the vase will break, and a SMALL KEY will fly out! Don't forget the Gold Skulltula before leaving.

Use the Key on the door (use Longshot and Lens of Truth to get there). A vent will try to blow you off course. Just equip on your Iron Boots and nothing will make you move! When you see a gap, just use the Longshot on the wood bar above. Drop to the bottom level and walk with your Iron Boots all of the way to the door.

Sing the Sun's Song immediately to stun the zombies. Of course, kill them both. Equip on your Lens of Truth to see an invisible chest for a BUNDLE OF ARROWS. Get out of the room and equip your Hover Boots. Wait until the first vent (nearest one) blows and get in the way and the wind will blow you over to a secret passage! (you can see the secret passage with your Lens of Truth)

In the next room with 2 mummies, sing the Sun's Song and slay both of them. Open the chest... yay, a Small Key! What? a BLUE RUPEE? UGH! Where's the Small Key so I can open the next door? Hmmm I see a crack on a corner, let's try to bomb it. Nothing's there... Maybe something's invisible! *gets out the Lens of Truth* Ah-ha! A chest! *opens* YES! A SMALL KEY! Whooo! Now I can open the door!

Go left and pull the block up once. Then pull/push the block all of the way until it "sinks". Climb on the block and up the ladder. Get on the ship, mate! Sing the Zelda's Lullaby on the Triforce and the ship will moooooove! Coolness... Unfortunately some sailors (Skeletons) doesn't like it one bit. Kill them off and jump off to the left when the ship begins to sink.

Open the door down the river and equip your Lens of Truth. Now you can see the invisible doors. There are 3 other doors here: the south door leads to an invisible Floormaster and the prize is a SMALL KEY so go there first. The west door is nothing big, just some rupees and bombs. The room you have

to enter is the north.

In the north room, immediately use the Din's Fire to burn off the wooden traps. Kill the zombie (the right one, not the left) and open the chest for the BOSS KEY. If you want a BLUE RUPEE, kill the zombie to the left and open the chest. Return to the river.

You see the bombs on the other side of the river? Shoot one of them with an arrow. That'll cause some serious damage to the tall statue. The bridge will fall down, creating a bridge. Go across the river to the door.

Equip your Lens of Truth again... use the Hover Boots to get to the Boss Door.

~B O S S~

B O N G O B O N G O

Now THAT担 what I call a WEIRD Boss! This guy looks like a monkey and he is! Bongo is a monkey name, y'know! And guess what? You're on a drum, too! The process of defeating him is a bit tricky.

His attacks are:

- slapping you
- grabbing you and throwing you into the poisonous waters

What you have to:

QUICKLY L-target one of the hands and hit it with an arrow. Do same for the other hand (do it very fast!) Then put on your Lens of Truth to see the 'eye' of Bongo Bongo. Shoot it with your arrow again. He will fall down, stunned. Attack his eye with all your might. He will come back up. Repeat until he's dead.

I gave you a pretty short explanation but it's pretty tough. I beat him the first time in the original OoT pretty easily, but when I went for a second time, I had a hard time!

An AWESOME tip from bluepikachu252: "Equip the Ice Arrows (previously thought to be useless) and fire them at one of the hands, much like a Longshot or regular arrow. The Ice Arrow, however, freezes the hand. The other hand now tries to break the first hand out of the ice. Now, take the Lens of Truth and turn it on, then find the eye which became visible to the Lens when the hand got frozen. Shoot it with the Longshot (or Arrow), then, if you got a good angle (sometimes you wind up behind Bongo Bongo when you do this), stab him like normal. The eye doesn't even move towards you using this method."

Finally, an use for the Ice Arrows! Man!

***If you died, you don't have to go all of the way through the dungeon to the boss again. Just go to the first reaper room in B2F and go to the

northeast alcove and drop down. Kill the invisible Skulltula and you're back on the ship! Ride the ship to the boss!***

When you've defeated Bongo Bongo, take the Heart and Impa will give you her power and the SHADOW MEDALLION! One medallion left...

K A K A R I K O V I L L A G E

(Ocarina of Time)

I highly suggest you go play the Arrows mini-game in the Kakariko Village. It's in a house with a target on a banner. Enter it and pay 20 rupees to play one game. If you get a 8 out of 10 (or 9) you will get another chance at it. If you get a 10 out of 10, you get a Big Quiver, which holds 10 extra arrows! Also, go back to the Dampé's grave. Race him again, but this time, you have a Longshot! Use that to get across the pit in the end. If you make it in 1:00 or less you get a Piece of Heart! You can do some other side-quests if you like. I'm just going ahead to look for the sixth dungeon and Medallion.

T H E P A T H T O T H E S P I R I T T E M P L E

(Ocarina of Time)

Call Epona (use the Epona's Song) and ride her to the west end of the Hyrule Field. Enter the path at the west. It leads to the Gerudo's Valley. Still on the horse, jump over the chasm while going FULL speed. Then proceed to the Gerudo's Fortress. Get seen by one of the Gerudos. Then you will be thrown into a cell.

Use the Longshot on the wood plank above you. Then jump to the left, onto the abode. Shoot all of the guards below with your arrows. Drop to the ground. Go to the recess in the wall (with some crates) and enter the doorway. Go right and up a ramp. You're back outside. Kill the guard, and enter the other doorway yet again. Go speak to the guy in the cell! He will tell you that there are more guys like him stuck in cells around the Fortress. AHHH! There's a Gerudo behind you! Defeat her, but be careful! If you get hit by the Gerudo's special move, you get knocked out and you will return to the cell in the beginning! Take the key when you beat her. Open the door and talk to the guy. Now you have three carpenters left to find.

Continue on the path upwards. You will see some Gerudos in a room. Kill them all and don't forget the Gerudo to the right. Go to the other side and go up the ramp. If it's nighttime, you can see a Gold Skulltula on the wall when you leave. Then drop down a floor and enter the doorway. Be aware of the Gerudo here. On the end of the hall, you will find the second carpenter in a cell. Kill the Gerudo ninja again to get the Small Key. Open the cell and talk to the carpenter. 2 down, 2 to go!

Go out and drop another floor to find another doorway. Enter it to find another carpenter stuck in a cell. You know the drill: kill the ninja

and unlock the jailed crybaby. Alright, now go back out. Drop to the ground level and go all of the way to the end of the wall to the right. There should be a doorway near the end. In that room is the final carpenter.

Kill the Gerudo ninja and the carpenter will leave. A Gerudo ninja will come up to you and say that she was impressed by your madz skillz. She will award you the GERUDO'S MEMBERSHIP CARD. The card will allow you to get around the Gerudo Fortress without getting caught and thrown in a cell.

You can now access the horseback archery challenge behind the fortress. If you get 1,000 points, you get a Piece of Heart! If you get 1,500 after you get 1,000, you get a BIGGEST QUIVER! I HIGHLY suggest you to do that because it's too easy to pass up (and fun)!

Go to the gate to the Haunted Wasteland. Climb up the ladder and talk to the Gerudo. She will open the gate for you. Enter the Haunted Wasteland. Now, You just have to look for the next flag and go there. Do this for every flag. (There's a part where you have to cross some quicksand to a flag. Use the Longshot to attach to a crate to get across.) When you get to the end, you will arrive upon a small house. Ignore the house, equip the Lens of Truth and look for a Poe at the top. The Poe will tell you to follow it. Follow the Poe until you see a red flag. Then ignore the Poe and go to the flags. Now you're in the Desert Colossus!

xmattx adds: "You can use the Hover Boots to get across the quicksand when going to the Spirit Temple." Yeah, I guess you could... Up to ya. :-)

Walk all of the way to the end and enter...

T H E S P I R I T T E M P L E

SPIRIT TEMPLE
(Ocarina of Time)

Just enter and exit because there's nothing you can do. When you leave, Sheik will teach you the REQUIEM OF SPIRIT. You are told to travel back in time and enter the Temple. So sing the Prelude of Light and put the Master Sword back and become a Child. Sing the Requiem of Spirit to return to the Desert. Enter the Temple once again.

S P I R I T T E M P L E - Y O U N G L I N K

(Ocarina of Time)

Go up the stairs (DO NOT TOUCH THE STATUES or you WILL regret it!) and talk to that fine girl. That's Nabooru, the second-in-command of the Gerudos. When she asks you a question, select the third option (Nothing, really...) and she asks you to get the Silver Gauntlets for her. Crawl through the hole.

Kill all four bats here before confronting the statue. L-target the statue

and touch him and send him a bomb. When he explodes, take the left door.

Kill the Skeleton and the Green Bubble (a Seed from the Slingshot will do). Now line yourself up to the fence and move a bit to the right. Then throw your boomerang and it should hit the switch behind the fence. Walk over the bridge and take the chest for a DEKU SHIELD (not sure what you get if you didn't lose the shield). Exit.

You will see an enemy coming up, that's Anubis. Use the Din's Fire to kill him OR you can move to the left (Anubis mimics your movements) and shoot the switch, which brings out a ring of fire. If Anubis got hit by the fire, he goes bye-bye. (He's weak against fire). Exit the other door.

Do not get the white rupees on the fence yet, just run around until the Wallmaster comes down. Kill the Wallmaster... Now you can take the white rupees. After you've collected them all, kill the bats and get the token from the gold Skulltula. After crossing the bridge, use your Din's Fire to light up the torches. It will yield a chest with a SMALL KEY. Go to the room with the statue and 2 doors (the one when you had to go left).

Look between the doors... there should be a hole that you can crawl through.... go through it and use the Small Key on the door. Kill the Skulltulas (and the Gold Skulltula if you want) and climb up. Kill the Skulltulas on the wall and go around to lure the Lizaflos out and kill them too. After all that, hit the switch with a Seed or Boomerang. Open the chests for a DEKU SHIELD and a BOMBCHU. Look up at the wall where there were two Skulltulas. You will be able to L-target a weird portion of the wall. Drop the Bombchu and it will explode when it gets there. The sunlight will pass through, lighting the sun up. Exit the room.

You will be in the Desert Colossus room (that's what I will this room from now on, ok? Try to remember that)... Look at the huge statue, it's visually stunning. Anyway, drop to the ground floor and get on the platform in front of the Desert Colossus statue. Use the Din's Fire to light up the torches, bringing out the chest with a DUNGEON MAP.

Go back to the door (don't enter) where you used to enter this room. There is a statue by the door. It's not alive so don't worry. Push it off the edge and it'll land on the switch below. It will open the door on 3F (WAIT UNTIL YOU PLAY MQ, YOU WON'T BELIEVE HOW MUCH TROUBLE YOU HAD TO TAKE TO THIS POINT!) ahem... go to that door and enter.

In this room you have 3 objectives: get all white rupees, light up all 3 torches, and push the sun block to the sunlight. To get all of the white rupees, just take them. Some of them are guarded by Beamos. Just use a bomb to kill them. After that, get your Deku Stick out and light it up (use the lit torch) and light up all 3 torches in this room. You will be awarded a SMALL KEY from a chest. Now, go to the blocks and push a block out of the way and pull the block with a sun face to the sunlight. It will open the door. Go into that door and up the stairs.

You will fight a Iron Knuckle a pretty tough enemy. To fight it, go up to

it and it will 'wake' up. Just lure it into attacking and attack him when he finishes his attack. If you need health, just lure him to a pillar and he'll destroy it. The pillar will give out three hearts. After killing him, go into the door and get the treasure: the SILVER GAUNTLETS. Watch the cut scene and warp back to the Temple of Light and become an adult. Return to the Spirit Temple.

S P I R I T T E M P L E - A D U L T L I N K

(Ocarina of Time)

Go up the stairs and push the BIG black block (you can do it now, since you have the Silver Gauntlets) and shoot the switch on the ceiling. Take the either door, but I took the left door first.

In the west room, kill the Wolflos or make him fall into the pit below. If he fell, just ignore him. Stand on the Triforce and sing the Zelda's Lullaby and a chest will come out. Longshot to the chest and take the COMPASS. Go back to the previous room.

In the east room, you have to collect all of the white rupees. All of the rupees are in the alcoves except one. To get that one, just equip your Hover Boots and walk off the high platform to it. If you want a Gold Skulltula, sing the Song of Time by the Time Block. Go into the next room.

Beware the Like-Like and open the chest for the SMALL KEY. Go back to the room with the Beamos.

Since you have the Small Key now, you can open the locked door. Kill the Like-Like and climb up to 2F. There's an invisible Floormaster so equip your Lens of Truth and kill it and its offsprings. The snake mirror in this room can be moved so you can grab it to make the sunlight hit various sun faces. Here's the effects of each sun-face:

- Sun-face 1: (directly below the window) Chest with RECOVERY HEART
- Sun-face 2: (right of Sun 1) Chest with a trap inside so DON'T OPEN THIS
- Sun-face 3: (right of Sun 2) Opens the door
- Sun-face 4: (right of Sun 3) releases an invisible Floormaster

Ah-ha! You're back in the Desert Colossus room! Go up to 3F and jump to the left hand of the Desert Colossus statue. Play the Zelda's Lullaby on the Triforce. A chest will appear on the right hand. Go up to 3F again (on the OTHER side) and Longshot to the chest. Open it for a SMALL KEY. Use the Key on the door on 3F. (Use the Longshot to get to the staircase)

Ignore the Beamos and enter another door. Oh boy... here's THREE Anubis! Just use the Din's Fire to get rid of them all. Kill the Beamos with a Bomb. Enter the door.

There's 4 statues here, and ALL of them are alive, but they can be used

to YOUR advantage! Just wake up the northwest one only and run to the east door. That will lure the statue to the switch. The door will be opened for you!

When you go up the stairs (use the Lens of Truth to see 2 invisible chests with a RECOVERY HEART each), you will see another Iron Knuckle... just kill him the same way you did as a Child. After killing him, go out for a chest with your best shield: the MIRROR SHIELD! Return to the room with 4 statues.

Go to the sunlight and face the sun. Hold R to bring out your Mirror Shield. Then align your Shield's trajectory so the sunlight hits the sun face. When it does, the door leading to a chest with a SMALL KEY opens.

Go back to the room with 3 Anubis. Go straight to the locked door and open it. Kill the Beamos with a Bomb each. Before climbing the wall, kill the Skultula above. Then you may scale the wall. A tip: just be patient and move quickly and do not waste any time. That's all... this may take a several tries but be patient. When you finally get to the top, ignore the Beamos and enter the door.

A tip that would BYPASS the ENTIRE thing: use your Longshot to attach to the top of the wall. (Thanks to wouldntyouliketoknow)

Play the Zelda's Lullaby on the Triforce. Go into the door. Kill all fire puddles here. The doors here are all fake... Use your Megaton Hammer to break them all... Actually you don't have to, just break the east door on the back wall. It will reveal a eye. Shoot the eye with an arrow and a platform will come out. Use your Longshot to get on that platform. Jump to the platform with the switch. Now you can open the chest for the BOSS KEY. Return to the previous room.

Enter the other door... Execute a Charged Spin Attack to hit the switch behind the bars. Enter the new door.

Kill the Lizaflos and reflect the sunlight to the sun above. It will reveal a chest with BOMBS. Go to the next segment and kill all three skulls. Bomb the 'fat' part of the wall here and go to the last part of the room. Kill the Lizaflos. Now go back to the first snake mirror and push it to the left twice so the sunlight goes to the next snake. Of course, you have to change the next snake's angle. Push the snake to the left once. Return to the previous room...

Drop down to the lower platform and reflect the light to the sun and the platform you're standing on will drop to 3F. Reflect the light to the Desert Colossus痴 head and it will melt away. Longshot to the gate and enter the boss door.

Watch the cut scene and fight the Iron Knuckle. Watch another cut scene and enter the next door for the boss fight...

~B O S S~

T W I N R O V A

This boss is... different... Yeah, that's the word. What you have to do is to look for the witch that's preparing to attack you with her magic. When you find the witch, L-target her and use your Mirror Shield to repel the magic. If you're lucky, the other witch will pass near the magic-wielding witch. Use this chance to switch your L-target to the other witch. The magic should reflect to the other witch and damage her. Do this four times then the witches will combine!!!

Now this is the true form of the Twinrova. Sadly, this is the easier form... Or should it be 'Gladly' not 'Sadly'? Whatever.

To beat the second and the final form of Twinrova, L-target the boss and hold up your Mirror Shield. Do not let your shield down until you've absorbed _3_ magic attacks in a row (they must be the same magic too!). Then your shield will reflect the absorbed magic back at Twinrova. The twins will get stunned, and use this chance to damage the twins! The twins will get back up. Hold your Mirror Shield, to start over the cycle. Continue until the Twinrova diesssssssssssssssssss.

A pretty good tip from Steven Kwartler:

"When fighting Twinrovas second form, after you daze her and she goes on the outer platform, keep her L-Targeted and use your long shot. This will pull you to her and allow you to use a jump attack, which is more effective and will kill the boss easier"

Hristo Voynov submits a good tip I didn't think of before:

"when u fights the two witches (first form) when one witch shots magic right away z target the other witch so it goes to her instead on of "If you're lucky, the other witch will pass near the magic-wielding witch". also if u want to see instead on going there u can do it on the bubbles and the Octoroks. use it the same way."

Watch the HILARIOUS cut scene and pick up the Heart.

Nabooru, the sixth Sage, will grant you her power in the SPIRIT MEDALLION. then Rauru calls you to go back to the Temple of Time. Do so.

Watch the unforgettable cut scene in the Temple of Time. I won't spoil anything! Mum's the word! Now go to the place where Hyrule Castle used to be. Go up the stairs and the Sages will create a rainbow bridge to the Ganon's Tower for you. Enter the Ganon's Tower.

G A N O N ' S C A S T L E

GANON'S CASTLE
(Ocarina of Time)

Go down the stairs and enter the door to the main hub of the Ganon's Tower. Go left and enter the first door to the left.

SPIRIT ROUTE

Take all 5 white rupees here. Just pull the statues if you want the spikes to get out of your way to the rupees. For the high rupee, just use the Longshot. Move on to the next room.

Kill both puddles and do a Charged Spin Attack through the bars to hit a switch. A chest will come out with a BOMBCHU. Look up and you should see a hole in the bars. Line yourself to the hole and turn around. Drop the bombchu and it should go up the wall, the ceiling and through the hole and finally explode at the switch. That'll open the door.

There are four Suns but you should only reflect the sunlight to the sun to the right of the door. The other three will release a Wallmaster...

Shoot a Light Arrow at the Orb to end this Route...

FOREST ROUTE

Kill the Staflos for a chest with a BLUE RUPEE. Shoot a Fire Arrow at the torch above the door. Then use the Din's Fire on the torches at the ground level. Enter the next room.

Equip your Hover Boots and let the wind bring you over to the left platform, picking up a rupee on the way. Take the other rupees... The one that you couldn't reach can be reached by pressing on the switch and Longshot to the new target. For the northeastern one, just wait until the vent stops blowing and grab it.

Orb should be Light-cleaned...

WATER ROUTE

Killing both Freezards will unlock the door. The left chest is a trap so don't bother opening it. The right chest has a RECOVERY HEART. Take the blue fire into your bottle and release it on the red ice. Go to the next room. (Bring a bottle of blue fire with you)

Push the FARTHEST block right and down (end up in a pit). Then push the other block right, up and left. Climb on the block and melt the red ice with your blue fire. Use your Megaton Hammer to smash down the rusted switch. Enter the opened door for the Water Orb.

SHADOW ROUTE

Longshot to the chest (to your left) and open the chest for a BLUE RUPEE. Kill the Skull and shoot the torch on the east side with a Fire Arrow. If the torch got lit up, some platforms will come out. IMMEDIATELY equip your Hover Boots and cross the platforms and get to the platform (the one without the Like-Like). Equip your Lens of Truth and look left. You should be able to see an invisible path that leads to an island with a rusted switch. Go to that platform and smash down the switch. The door will open.

Go back on the previous platform and equip your Lens of Truth again... Go to the west path but don't go all of the way yet. Look down and you should see a switch below. Use your Hover Boots to get to it. A chest will come out. Longshot to the chest. Open it for the GOLDEN GAUNTLETS.

Continue the path to the door. R.I.P. 2003, Shadow Orb.

FIRE ROUTE

Equip your Goron Tunic on if you haven't yet. Take the white rupee on the right platform. Go up (ignore the faraway rupee on a platform for now) and get the white rupee from a platform with a fire puddle. Go back down a bit and go to the platform with some fires revolving. There's a white rupee there so take it. Go to the BIG black boulder and grab it. If you have the Golden Gauntlet from the Shadow Route, Link will throw the big boulder away. Take the rupee and go back to the platform with the fire puddle. Now that the big boulder is between that platform and the next one, you can get the last white rupee. The door will open... if this rupee was the last one, you can just sink to the fire and the door will be still unlocked so no worries.

You know what to do in the next room.

LIGHT ROUTE

To access this route, use the Golden Gauntlets to throw the boulder out of the way.

Equip your Lens of Truth to see the invisible enemies. Kill them all and a chest will be revealed. Open it for a SMALL KEY. There are six other chests and three of them are traps... They are the SE, SW, and the NE. BUNDLE OF ARROWS, RECOVERY HEART, and a BLUE RUPEE in the other chests. Open the locked door.

Just sing the Zelda's Lullaby on the Triforce for a SMALL KEY.

Immediately Longshot to the target above. Then drop to the left OR right. Just get the rupees from each segment. There are two more left and they are in the alcoves in the walls. Get to them and quickly enter the door before the time runs out.

The black wall up ahead is fake so just walk through it to find the true room with the Light Orb. Destroy it!

Congrats, you've completed the Trials and you have access to the Final Battle!!!

I recommend you go back out and collect any more hearts, power-ups, or whatever you feel you need to do. Especially fill up your bottles with Fairies. Biggoron Sword isn't a bad idea. There is one power-up I want you to get: the Double Defense. It's in the same place where you found the Din's Fire. It's being blocked by a big black boulder... but since you have the Golden Gauntlets, you can throw it away and enter the Fairy Fountain.

Now.... enter the Tower...

T H E F I N A L B A T T L E

(Ocarina of Time)

On the way up to the Boss, kill all of the enemies in the rooms to unlock the doors. Just be safe, don't rush things because you want Link to be in PRISTINE condition when you fight Ganondorf haha... Don't forget the Boss Key on the way up.

Actually... you don't have to be in a great condition to fight Ganondorf, your health will automatically fill up when you reach the room with the piano (Thanks 007 Bert Simpson)

Watch the cut scene and fight...

~B O S S~

G A N O N D O R F

Ah, the Evil King. Remember Phantom Ganon? Rather, to be specific, the second form of Phantom Ganon? The one where you had to play baseball? You have to use the same thing here versus Ganondorf himself.

There are no Navi here so no L-target. However, the energy balls you shoot back with your Master Sword will still go back to Ganondorf. Continue reflecting the energy balls until Ganondorf gets hit. When he does, QUICKLY draw out your LIGHT arrows and shoot one at him when he's stunned! Then go to the platform in the middle and play hack and slash.

When Ganondorf has taken enough, his attack will change. He will draw some massive energy forms and throw multiple balls at you. To reflect the balls all at once, use the Charged Spin Attack. All of the energies will fly back right at Ganondorf! No baseball this time! Again, use the Light Arrows to stun him even further and attack him with your Master Sword.

Here's an AWESOME tip from NeoGameBrain@aol.com! (and the Lewis Family) "When Ganondorf powers up his big multi-ball attack, take a cheap shot at him with the light arrows. It's quite a time saver and easier on the magic meter to boot."

He also said that you can see how longer you have until you kill him by looking at his cape. If it has a lot of holes, you're almost to the finish (and Ganondorf will execute his second attack).

When you've defeated Ganondorf, the whole tower will collapse. Zelda will tell you to follow her. Follow her, don't go ahead of her. Make sure she sees you when she stops and turns around. When she's trapped in a circle of fire, kill both Skeletons to release her. Continue on until the end. If you're having trouble with the falling rocks, you can see where the rocks will fall by looking for some shadows around.

Now you're done with the game!!! Yay!!! Oh wait... hear something?

Ganondorf has revived! But how? The Triforce of Power, that's how. Your Master Sword was hit and thrown off. You can't use it...

~B O S S~

G A N O N

This boss is pretty simple for a final boss. When fighting him without a sword, use arrows or the Biggoron Sword (if you have one) to damage him. Attacking him head-on won't do anything... His weak spot is the tail. But damn! He's always facing you so you can't get to his rear! No problem.

If you're using arrows, just L-target him and close to him. Lure him into attacking, and before he completes the attack, do a back flip to avoid the attack! He will just stand there, a bit dazed. Use the chance to go to the tail and shoot some arrows at it.

If you're using the Biggoron Sword, just roll between his legs and L-target the tail and hit it! It's that simple, no catch at all.

When Ganon finally collapses, go take the Master Sword and equip it. It is the only weapon that can KILL Ganon. Use the same strategy as the Biggoron's. Roll to his tail and attack, attack, and attack. Repeat until he's DEAD!

The best tip of the day: "While your Master Sword is off behind the fire, you can fight Ganondork (No, that's not a typo.) without bothering with magic or Light Arrows. Just put up your shield while Z-Targetting him to block his attack. Roll between his legs. Now hit his tail with your Megaton Hammer or

Jump Slash it with your Biggoron Sword (preferably the sword). He will turn around and you can repeat the process until you can get your Master Sword back. If you had your Biggoron Sword out to hit his tail, you can't get out your shield to block his next attack, right? Wrong. You can use your shield as long as the Biggoron Sword isn't actually in your hands. Normally, you can sit still and wait for the Put Away option to come in the Action box thing, but you'll be hit by the time that happens. Instead, put your Longshot on one of the C buttons and take it out while still Z-Targetting Ganondorf. Don't shoot it. Instead, use your shield. Roll under him and then b! press B to take out your sword and A to Jump Slash his tail. Easily done. Take note that you have to Change from the Sword to Shield quickly if you don't want to be hit."

Thanks Ojie Bobaloke for that one!!!

Flip28skater:"when you're fighting Ganon, if you run out of magic, let him destroy the pillars on or two of hold a lot of big magic jars, it should refill it most of the way."

maxime dupuis: "if u don't have the biggoron sword and that you're out of arrows you can do the same strategy as the biggoron sword but with the megaton hammer!"

One more tip, but this one is GREAT! (By Scrinnameless)

"Make sure you have four bottles. Fill two of them with Fairies (just in case), and the other two with Blue Potion. You're going to need the Blue Potions. After you beat Ganondorf and escape from the collapsing castle, and see Ganondorf transform in all his glory, keep the Light Arrows on your C-items. L-target Ganon's face and draw an Light arrow. By "drawing," I mean you get one on the string and hold it there. Keep backing away from Ganon. Every so often, he crouch. When he does, release the arrow. It'll stun him first go. Run around behind him, target his tail, and do an overhead lunge (L+A). When you run out of magic, use a blue potion."

ANOTHER tip: (Tapam N)

"Roll between legs. Throw Deku Nut. Repeat. No need to Z Target, and this makes Ganon, in my opinion, the easiest boss in the game. You can kill Ganon with about 31 Deku Nuts; I used up all 30 of the Deku Nuts I had, hit him once with the Master Sword, and Zelda came and shot her beam at Ganon."

Shenron688: "I found out that if when you fight ganon for the final time you shoot him with the powered up light bow it would stun him giving you enough time to get to his tail and kill him."

I knew about that tip by Shenron but I forgot about it, heh. >_> LOL.

Alas! Enjoy the ending!

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F R E Q U E N T L Y A S K E D
Q U E S T I O N S
(FAQ)

=====

~Is Master Quest the unreleased 64DD version of Zelda?~

Yes, indeed. It is known as 'Ura Zelda' if you played it in the 64DD.

~Are Link and Zelda lovers?~

Uh... ok... If you're serious, then I will give you my answer.

NO! There! NOW you want an explanation? Alright... there simply is no evidence that they are lovers.

~Your guide ro><0r\$!!!!1!!!!!!~

Yes, thank you. But I don't need pointless e-mails... I'm too busy curing AIDS.

~Your guide su><0r\$!!!!!!!111!111!~

I'm happy that you have an opinion. Good for you. Seriously, don't send me any positive or negative e-mails that doesn't have any 'help' or 'tips' for the guide. I already have too much e-mail backlog.

~Is the Master Quest version really hard? What's the difference?~

The story is the SAME as the OoT version. Also, the overworlds, non-dungeon locations are the same. The only difference in the Master Quest is the dungeons themselves. Since some of the Gold Skulltulas are in the dungeons, some of their locations change, but NOT ALL!

~Is there any extra ending if you beat MQ or beat it without dying, etc.?~

NO! And no, no, no, no ,no, AND NO! Like I said before, the story does not change so why should the ending change? I have beaten the n64 version and the Gamecube version and I recalled them quite vividly. Trust me, you commie.

~How do you get this game????~

Me no store. Get out! No, I'm kidding. You get it by pre-ordering Zelda: Wind Waker. If it's too late, try to buy it from a local store if you're lucky. The most reliable source is eBay so I suggest you go there.

~What demos are on this bonus disc?~

F-Zero (the most impressive one), 1080o Avalanche, Wind Waker, Wario

World, Metroid Prime, Zelda: LttP and Four Swords and some others.

~Is there a Resident Evil demo in this game?~

As much I'd like it, there aren't any.

~In the Dodongo Cavern where you have to collect all white rupees to open a door, I've tried everything, blah, blah, blah...~

The most frequently asked question EVAR! (no, not a typo, just 1337 language) Press A to ROLL! Roll to the boxes to break them apart and there's some white rupees in the crates. Don't forget the one under the Beamos.

~Do I have to get the Ice Arrows from the Gerudo's Training Grounds?~

To be blunt, no.

~Is Ganondorf's blood red or green?~

What do you want to know? Are you some kind of a sick freak that plots to mass-murder a large groups of people with a toothpick?!?! Forgive me, I'm rambling... (Stick that toothpick up your...)

If my recollections were correct, the blood was green.

A great explanation about the history of the blood from chrisr07:
"In the first version (Preorder copies and some others) and the second version (ones coming out a month or so after the release), Ganondorf's blood is red. In the third version (some time after) the blood was changed to green because of parents who got angry that there was red blood in the game. One way to tell what version of the N64 version you have is to see what set of codes you need to use on the N64 Gameshark. There are three versions. Which ever set of codes works for you game, then that's your version. I haven't finished Master Quest or Ocarina of Time on the GC, so I can't say what color the blood was, but that's how the blood was in N64."

You happy yet?!?!?!

~HELP! I'm stuck in the (insert temple or dungeon here)!~

points to the Walkthrough

~Any difference in the control layout?~

Nothing much, except that the Z button from n64 is now the L on the Gamecube. Also, you can use the C stick for the C buttons. You can use the X, Y, and the Z for the C items. X is C left, Y is C right, and

Z is C down. I guess that's it.

~How many dungeons are there?~

Eight dungeons and four mini-dungeons. (If you want to know the mini-dungeons, here goes: Ice Cavern, Bottom of the Well, Gerudo's Fortress and the Ganon's Castle. Good enough?)

~Who the hell is Sheik? Who do he think he is, jumping from everywhere! He scares me!~

Just beat the game to find out. One of the finest points in the story.

~I CAN'T hit Dark Link! AHHHHHHH!~

Dammit, you SUCK! You unforgivable piece of... nah. A lot of people have trouble with him. I never had any trouble with my trusty Megaton Hammer. Start off swinging some sword attacks at him and quickly switch to the Hammer and it should hit him every time.

~Can you beat the Marathon Man in Master Quest?~

No. *flips switch* *wolves infected with rabies comes flying out*

~How do I get Epona?~

Oh god... there's a Secrets section for a reason. But since I'm a nice bastard, I'll give you a summary. Just learn the Epona's Song from Malon as a child. As an adult, go back to Lon Lon Ranch and pay 10 rupees to Ingo. Ride on Epona. Do it for the second time and talk to Ingo while on Epona. Beat him twice and Epona's yours.

~I lost my Deku Shield!~

Too bad. Buy another one or if you're lucky, you might find one nearby.

~I HATE the mummies/zombies!~

Bah. I don't get the fuss. Just sing the Sun's Song and get behind one of them and play hack and slash.

~*shivers* Wal...lllllll...mas....terssssss.s.s.s.ssss~

Just look at Link's shadow. If it's larger than Link, that means a

Wallmaster is coming down soon. Roll around a lot or run around. The Wallmaster should miss. Now you can kill it. Not too tough.

Another tip, this time from Captain Thorny Rose (NICE name!)
"I don't know iof this works for the Floormasters as well, but to beat a Wallmaster, stand still until you see the shadow and then use Din's Fire. Even if it is right on top of you, it'll bounce off you while you're "magicing". At one point in the Spirit Temple three of them were about to fall on me and I accidentally used Din's Fire. It was cool. They also leave either three blue or one red rupee this way."

I never thought of this... Huh. Great one, an easy kill!

~Help! I've been infected with malaria!~

I heard that jumping to a piranha-filled river cures it. I heard it works wonders. You got to try it! If you ever come back, tell me what happened!

~What is the point of the bugs?~

Throw them at the soft soil to get a Gold Skulltula out. Or you could sell them to a guy on his knees for some rupees.

~Any other similar games?~

Hmmm... you already know Majora's Mask and Wind Waker... I only know of one. Legacy of Kain. It's pretty good.

~Hey! Why is there an annoying "Master Quest/Ocarina of Time" under every section title in the Walkthrough? It hurts my eyes!~

Well, too bad. The reason for that addition: several people has e-mailed me saying that I had a WRONG guide! Yes, really! 20 of them, actually. I got sick of explaining to them that there were TWO guides in this babble. So I added the sub-titles so people know what version that guide is for. So there.

~You never replied! To my e-mail!~

If your question could've been answered in the guide, then I will ignore you completely. Sorry, bud. Allow 2-4 days for a reply, if your question is good enough.

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B O S S E S

BOSSES (OoT and MQ)

Q U E E N G O H M A

This boss is pretty easy, even for the first dungeon. If you listened to the Deku's advice, you already know how to beat her. First, go to the First-Person View and look for her eye. Then the battle begins.

All you have to do is avoid her until she climbs to the ceiling. Then L-target her if you haven't yet and get your Slingshot ready with a Seed. Wait until her eye is red and shoot! She will come crashing down, exposed for attacks. Immediately go to her eye and MASH, I repeat, MASH your B button!!!!!! If you mashed your B button fast enough, you won't have to hit her eye again with a slingshot! It's that simple! If you didn't kill her on the first try.... Try again! She's not that hard.

Superkyle1991@cs.com sent this tip:

"To quickly kill Queen Gohma, throw a Deku Nut when she's on the ground. Her eye will be red. Also use L-Targeting forward and B to kill her quick."

This makes the boss even MORE EASIER! What a boss! :P

K I N G D O D O N G O

Meh. I don't know why the dungeons were so challenging... yet the bosses are nothing.

Anyway, just throw a bomb into his mouth when his mouth is open (duh). When the bomb explodes inside him, he will collapse. Hit him once with your sword. Then stick to the wall. Dodongo will roll and miss you completely. When he went past you, follow him. He will crash into a wall. He'll turn toward you can open his mouth again. Throw another bomb into him. Slash. Stick to the wall. Repeat. I think 4 or 5 hits will do it. Pathetic, indeed.

B A R I N A D E

This boss is very cool, because this boss makes you move like there's no tomorrow. Remember to move, move, and always have the boss or its friends L-targeted.

First, Barinade will just stay in the middle while the electrical jellyfishes revolve around it. Immediately L-target the boss and throw a boomerang at her to stun her. Then switch your L-targeting to the jellyfishes. Kill them one by one with your boomerang. When you've killed them all, Barinade will get out of the floor and spin around with the jellyfishes. Again, L-target the boss and throw a boomerang at the boss (may take a few tries). When the boss' stunned, kill all of the jellyfish as fast as you can. If you can't kill them all, try to stun Barinade again and kill the rest. Now, Barinade is finally

friend-less. All you have to do is to stun her and attack her body three times. She will attack you with electrical waves. So always be on the move. The waves can't hit if you're always moving. When you've attacked her three time, she will submerge into the floor and shoot some more waves. Just revolve her to avoid the waves. Then the boss will get back up. Stun her again and attack her three times. Repeat. When you've attacked her for the total of nine times, you've won the battle!

P H A N T O M G A N O N

This boss is one of my favorites because I was imitated by him and actually was afraid of him when I first fought him. He's not Ganon or Ganondorf, he's just a spirit of Ganondorf. He will ride a horse in and out the paintings, and there will be always two of them. One is false and the other true. You have to look carefully for the true version by looking for the brighter Ganon. Shoot an arrow at the Ganon. If the Ganon was false, the true Ganon will come out of the picture and slash at you. Hit him three times with your arrows then he will come out and fight you.

Ganon will throw some fireballs at you, and have to deflect them with your sword (think baseball). If you're L-targeting the Phantom while deflecting the fireballs, the fireballs will go back to him and damage him! Sometimes Ganon will deflect your deflections! Continue deflecting and Ganon will finally take the damage. When he's stunned, go up to him and mash the B button like crazy. When he regains control, repeat.

Gurrr: "the easiest way to beat phantom Ganon on the horse is just aim at the middle top ceiling. he will eventually pass by when he comes out so just shoot. its a easy target. just aim at that top area and it should be no problem."

I do not know if it will work well, but since it saves you the trouble of looking for a right one, I guess it's pretty good.

psychotic maniac: "i found out that you can also use a bottle for playing "baseball" against phantom gannon and gannondorf its quite easy and i think its easier than using a sword"

*Heh, soudns nifty. A something that's fun to do! :)

V O L V A G I A

This boss is somewhere between Barinade and Phantom Ganon. Not too easy or hard. Just right. :-)

First of all, fill your bottles with fairies. Then go to battle. Volvagia will stick its head out of the ground. Quickly go to the head and smash it with the Hammer. The dragon will scream with agony and faint for a while. During that time, attack the dragon with your sword!

When the dragon have taken some damage, it will fly over the platform, spouting fire. Just stay on the platform and fire arrows at it. After that, wait for the dragon's head to come up and strike it with a Hammer again and strike it with the sword. Finally, the dragon will fly wayyyy

high and make the boulders fall to the platform. Just stand there and press R (shield) and block upwards. You are unlikely to get hit if you do this. Continue fighting. Have your Hammer out when the head's coming out of the platform so you are ready to strike it quick. It won't take long before the dragon dies.

M O R P H A

This boss ain't too hard for me, although for some it is. For the entire battle, the boss will attack you the same way. There are no variations, just attack the same way throughout the battle. As for you, you will only be able to attack the boss in one way. That is: L-target the boss then Longshot it. If you got it, the boss will be pulled straight to you. Then attack it. That's it. Do it about 14 times to beat the boss.

The boss attack: make some water into a solid/liquid object what will try to get and grapple you. The attack will do some MAJOR damage to you! It's easy to avoid this attack because it's pretty slow but... if you do, be ready to take some serious damage! I'm talking about 4~5 hearts here!

Sam Everline posts a life-saving technique:

"I have found an easier way to beat morpha or just speed up the fight! Use DIN'S FIRE when you are close to the red blob when it is in the water. it counts as 5-6 hits."

Michael McCabe: "When you fight morpha you will notice that the corners of the room do not have spikes. Instead of dodging the attacks, you should go to a corner, between the spikes and stand there. When morpha lunges out it won't reach far enough to hurt you. Then longshot it and attack until it is dead."

Good luck.

B O N G O B O N G O

Now THAT's what I call a WEIRD Boss! This guy looks like a monkey and he is! Bongo is a monkey name, y'know! And guess what? You're on a drum, too! The process of defeating him is a bit tricky.

His attacks are:

- slapping you
- grabbing you and throwing you into the poisonous waters

What you have to:

QUICKLY L-target one of the hands and hit it with an arrow. Do same for the other hand (do it very fast!) Then put on your Lens of Truth to see the 'eye' of Bongo Bongo. Shoot it with your arrow again. He will fall down, stunned. Attack his eye with all your might. He will come back up. Repeat until he's dead.

I gave you a pretty short explanation but it's pretty tough. I beat him the first time in the original OoT pretty easily, but when I went for a second time, I had a hard time!

An AWESOME tip from bluepikachu252: "Equip the Ice Arrows (previously

thought to be useless) and fire them at one of the hands, much like a Longshot or regular arrow. The Ice Arrow, however, freezes the hand. The other hand now tries to break the first hand out of the ice. Now, take the Lens of Truth and turn it on, then find the eye which became visible to the Lens when the hand got frozen. Shoot it with the Longshot (or Arrow), then, if you got a good angle (sometimes you wind up behind Bongo Bongo when you do this), stab him like normal. The eye doesn't even move towards you using this method."

Finally, an use for the Ice Arrows! Man!

T W I N R O V A

This boss is... different... Yeah, that's the word. What you have to do is to look for the witch that's preparing to attack you with her magic. When you find the witch, L-target her and use your Mirror Shield to repel the magic. If you're lucky, the other witch will pass near the magic-wielding witch. Use this chance to switch your L-target to the other witch. The magic should reflect to the other witch and damage her. Do this four times then the witches will combine!!!

Now this is the true form of the Twinrova. Sadly, this is the easier form... Or should it be 'Gladly' not 'Sadly'? Whatever.

To beat the second and the final form of Twinrova, L-target the boss and hold up your Mirror Shield. Do not let your shield down until you've absorbed _3_ magic attacks in a row (they must be the same magic too!). Then your shield will reflect the absorbed magic back at Twinrova. The twins will get stunned, and use this chance to damage the twins! The twins will get back up. Hold your Mirror Shield, to start over the cycle. Continue until the Twinrova diesssssssssssssssssss.

A pretty good tip from Steven Kwartler:

"When fighting Twinrovas second form, after you daze her and she goes on the outer platform, keep her L-Targeted and use your long shot. This will pull you to her and allow you to use a jump attack, which is more effective and will kill the boss easier"

Hristo Voynov submits a good tip I didn't think of before:

"when u fights the two witches (first form) when one witch shots magic right away z target the other witch so it goes to her instead on of "If you're lucky, the other witch will pass near the magic-wielding witch". also if u want to see instead on going there u can do it on the bubbles and the Octoroks. use it the same way."

G A N O N D O R F

Ah, the Evil King. Remember Phantom Ganon? Rather, to be specific, the second form of Phantom Ganon? The one where you had to play baseball? You have to use the same thing here versus Ganondorf himself.

There are no Navi here so no L-target. However, the energy balls you shoot back with your Master Sword will still go back to Ganondorf. Continue reflecting the energy balls until Ganondorf gets hit. When he does, QUICKLY draw out your LIGHT arrows and shoot one at him when he's stunned!

Then go to the platform in the middle and play hack and slash.

When Ganondorf has taken enough, his attack will change. He will draw some massive energy forms and throw multiple balls at you. To reflect the balls all at once, use the Charged Spin Attack. All of the energies will fly back right at Ganondorf! No baseball this time! Again, use the Light Arrows to stun him even further and attack him with your Master Sword.

Here's an AWESOME tip from NeoGameBrain@aol.com! (and the Lewis Family)
"When Ganondorf powers up his big multi-ball attack, take a cheap shot at him with the light arrows. It's quite a time saver and easier on the magic meter to boot."

He also said that you can see how longer you have until you kill him by looking at his cape. If it has a lot of holes, you're almost to the finish (and Ganondorf will execute his second attack).

G A N O N

This boss is pretty simple for a final boss. When fighting him without a sword, use arrows or the Biggoron Sword (if you have one) to damage him. Attacking him head-on won't do anything... His weak spot is the tail. But damn! He's always facing you so you can't get to his rear! No problem.

If you're using arrows, just L-target him and close to him. Lure him into attacking, and before he completes the attack, do a back flip to avoid the attack! He will just stand there, a bit dazed. Use the chance to go to the tail and shoot some arrows at it.

If you're using the Biggoron Sword, just roll between his legs and L-target the tail and hit it! It's that simple, no catch at all.

When Ganon finally collapses, go take the Master Sword and equip it. It is the only weapon that can KILL Ganon. Use the same strategy as the Biggoron's. Roll to his tail and attack, attack, and attack. Repeat until he's DEAD!

The best tip of the day: "While your Master Sword is off behind the fire, you can fight Ganondork (No, that's not a typo.) without bothering with magic or Light Arrows. Just put up your shield while Z-Targetting him to block his attack. Roll between his legs. Now hit his tail with your Megaton Hammer or Jump Slash it with your Biggoron Sword (preferably the sword). He will turn around and you can repeat the process until you can get your Master Sword back. If you had your Biggoron Sword out to hit his tail, you can't get out your shield to block his next attack, right? Wrong. You can use your shield as long as the Biggoron Sword isn't actually in your hands. Normally, you can sit still and wait for the Put Away option to come in the Action box thing, but you'll be hit by the time that happens. Instead, put your Longshot on one of the C buttons and take it out while still Z-Targetting Ganondorf. Don't shoot it. Instead, use your shield. Roll under him and then b! press B to take out your sword and A to Jump Slash his tail. Easily done. Take note that you have to Change from the Sword to Shield quickly if you don't want to be hit."

Thanks Ojie Bobaloke for that one!!!

Flip28skater:"when you're fighting Ganon, if you run out of magic, let him destroy the pillars on or two of hold a lot of big magic jars, it

big guy in a cave some use.
for 200 Rupees.
coughripoffcough

Biggoron Sword Wield this big-ass That's what I'm
(I call it 'Biggy') to be like Rambo. talking about! Two-
Twice as powerful handed! Look down to
as Master Sword! the Secrets section to
To get it, you find out how to get it.
must do a long
trading sequence.

S H I E L D S

Deku Shield default, 40 rupees This shield's alright
to buy it. Also, because it can be burnt
sometimes can be to a crisp if it got
found in chests by a flaming bat. It's
OK, I guess.

Hyllian Shield Buy it for 60 Very good shield! More
rupees from various stable than Deku shield,
stores. but it still can be lost
by a Like-Like.

Mirror Shield Found in the Spirit This shield is the best.
Temple. Can reflect Can't get lost by ANY
magic and light. WAY. 2 thumbs up.

T U N I C S

Kokiri Tunic default, the green The original... and it
tunic looks the best! You
can ~~種~~ lose this Tunic to
a Like Like

Goron Tunic default, Darunia's You can withstand any
son will give it to heat when equipping this
you when you stops Use this in the Crater.
his rolling (Goron Can be lost to Like-
City) Also can be Like
bought in Goron City
for 200 rupees

Zora Tunic Get it from King You won't have to
Zora when you free breathe underwater so
him from the red unlimited swimming!
ice. Also can be Can be lost to a
bought for 300 Like-Like
rupees from the
Zora's store

B O O T S

Kokiri Boots	default	If you don't have this, AND have the game AND begun the game... then I think you're retarded :P
Iron Boots	The Big Treasure of the Ice Cavern	You can sink to the bottom of the waters Equip it with the Zora Tunic to have unlimited exploration in the waters!
Hover Boots	The Big Treasure of the Shadow Temple	Very cool! It covers more distance than a regular jump so use this for long distances.

C B U T T O N I T E M S

Bomb	Can be bought from stores or found on fields	Standard bombs. 'Nuff said.
Bombchu	Bought from stores or chests	Can walk on walls and ceilings, pretty useful in certain situations.
Boomerang	Big Treasure in Jabu-Jabu's Belly	Can get items or attack from afar
Deku Nuts	Stores or bushes	Can stun some enemies
Deku Sticks	Stores or bushes	Use it to light some torches
Din's Fire	Great Fairy in Death Mountain Trail	Can burn things down in a large radius
Fairy Bow	Big Treasure in Forest Temple	Uh... it's a BOW!
Fairy Slingshot	Big Treasure in Great Deku Tree.	You know Dennis the Menace? You can be like him with this
Fairy Ocarina	Gotten from Saria	It's an ocarina, duh
Farore's Wind	Great Fairy in Zora's Fountain	It can be used as a warp point in dungeons.
Fire Arrows	In Lake Hylia, shoot the sun	Use to light up torches or burn webs.

	with an arrow	
Hookshot	Get from Dampe, in a race	Use it to get to faraway platforms.
Ice Arrows	Complete the Gerudo's Training Grounds	Ice Arrows... whoo-dee-poo
Lens of Truth	Big Treasure in well (Kakariko)	Use it to see invisible objects.
Light Arrows	Given to you by Zelda	Use it to kill Ganon and the Orbs.
Longshot	Big Treasure in the Water Temple	Just an upgraded Hookshot.
Magic Bean(s)	Bought from the guy in the Zora's River	Plant it in the soft soils as a young Link and return as adult to see a leaf. It can transport you to places.
Megaton Hammer	Big Treasure in Fire Temple	Use it to smash down rusty switches and break boulders.
Mask of Truth	Sell all 4 Masks and get this as a prize.	Wearing this makes you able to hear what's Gossip Stone's saying
Nayru's Love	Great Fairy in Desert Colossus	Use it to protect yourself from attacks for a while
Ocarina of Time	Get it from Zelda when you get all three stones	OCARINA OF TIME! HELLO!

O D D S A N D E N D S

Bomb Bag	Big Treasure of Dodongo's Cavern	Holds Bombs, of course.
Boss Key	There's one in every dungeon	Opens Boss Doors, giving you access to the bosses
Deku Seed Bag	Gotten in the Deku Tree (with Sling-Shot)	Duh.
Gerudo Membership Card	Given to you after you rescue all 4 carpenters in the Fortress	Allows you to move around the Fortress freely

Gold Gauntlet	In the Spirit Route of Ganon's Tower	Can lift super-heavy objects
Gold Scale	Catch a 20-pound fish in the pond	Ups your dive to 10 seconds
Goron's Bracelet	Given to you by Darunia after you sing the Saria's Song to him	Able to lift the bombs from the bomb flowers.
Quiver	Gotten with the Fairy Bow. (Forest Temple)	It's a... quiver.
Stone of Agony	Get 20 Golden Skulltula Tokens and talk to the boy in the house.	With this, you can detect hidden holes
Silver Gauntlets	Big Treasure in Spirit Temple (as a child)	Can lift heavy objects
Small Key	Found in the dungeons. Usually in the chests	In every dungeon, it unlocks the locks on the doors.

***Masks' section is a bit different... The 2nd column is on what you need to do with that mask. The third column is the people's response to the mask if you equip it.

Also, you can only get the Zora's, Goron's and Gerudo's when you sell all four original masks and get the Mask of Truth. You don't have to buy them, just 'borrow' them.***

M A S K S		
Keaton Mask	Give it to the guard near the entrance to Death Mountain Trail	If you wear this, people will talk like you're actually a fox
Skull Mask	Give it to the Skull Kid in the Lost Woods	Wear this and some people might be scared of you!
Spooky Mask	Give it to the boy who's walking around the grave- yard during daytime	Almost the same as the Skull Mask
Bunny Hood	Give it to the	This mask will BOTHER

| running man that ALOT of people! Pretty |
| is located RANDOMLY funny! |
| around the Hyrule |
Field.

| Goron Mask No need to give it The results are various. |
| to anyone, just Some might say you're |
there for fun. cute, some don't care.

| Zora Mask Just for fun like Try equipping it and |
| Goron Mask. talk to Ruto! A lot of |
| people will compliment |
you.

| Gerudo Mask Again, a 'fun' A lot of people will |
| mask. men will think you're |
trying to 'hit' on them.

| Mask of Truth Get it when you Mostly, people will |
| sell all first 4 ignore you or get |
| masks. You are horrified. |
| capable to talk |
| to the mysterious |
stones with this.

***HUGE TIP: Have the masks? Then go to the Deku scrubs crowds (I'm
sure you know where it is- in the Lost Woods-midway to the Meadow)...
Once in the crowd, equip this mask to get:

Skull Mask: Deku Stick upgrade

Mask of Truth: Deku Nut upgrade

All other masks: Either the Deku kids won't like it, or they'll give
you rupees

UPGRADES! *fap *fap* Major props to Americanadien!

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S E C R E T S / S I D E - Q U E S T S

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SECRETS/SIDE-QUESTS

Here's the list of the Secrets in this section: (in the order)

***The Secrets are the same for both versions, OOT and MQ.

~Upgrades

~Heart Piece Locations

~Golden Skulltula Locations

~Magic Bean/Soft Soil Locations

~Great Fairy and Fairy Fountain Locations

~Four Bottles

~Fishing Mini-Game

~How to get Epona
~How to get the Biggoron Sword
~'Big' Poes
~Mask of Truth
~Ice Arrows
~Shops List
~Tunes
~Golden Skulltula Trick
~Bottle Trick
~Great Rupee Hunt
~Bug Mini-Game
~Cucco Lady
~The Scarecrow's Song

U P G R A D E S

UPGRADES
(OoT and MQ)

SLINGSHOT UPGRADES:

-Go to Lost Woods and go right once. You should see a piece of wood hanging from a tree branch. Shoot it with your Slingshot to the exact middle. You should get a '100' from the tree. If you did, shoot it two more times and you will get the upgrade from the Deku Scrub that lives inside. (Young Link)

-Go to the Hyrule Market and enter the store with a Target in its banner. You have entered the Archery mini-game... pay the man 20 rupees and hit all 10 rupees in the mini-game to get the upgrade. Try to get at least 8 or 9 rupees because if you do so, you will get a free game. (Young Link)

DEKU NUT UPGRADES:

-Bring the mask of Truth to the crowd of Deku Scrubs in the Lost Woods... They will grant you the upgrade. The directions: (from the entrance of Lost Woods) right, left, right, left, left. Look for some butterflies and walk around those butterflies to find a hole. The Dekus are in that hole.

-Go to the Lost Woods again and go to the Sacred Forest Meadow's entrance but do not enter. Backtrack a bit to a big boulder. Blow it up with a bomb and drop down the hole. Make the Business Deku talk to you and he'll sell you the upgrade. (Young Link/Adult Link)

FAIRY BOW UPGRADES:

-Go to Kakariko Village and enter the red house in the middle and pay the man inside to play the mini-game. Hit 'em all to get the upgrade. (Adult Link)

-Go to the Gerudo's Fortress with Epona and go behind the Fortress itself to find a range with some targets. Talk to the man while on Epona to start the mini-game. Get 1500+ points to get the upgrade. (Adult Link)

DEKU STICK UPGRADES:

-Same place as Deku Nut upgrade #1. This time, talk to them with a Skull Mask. (Young Link)

-Again, in the Lost Woods. Go left twice and go to the bottom level and find a Business Deku and he will sell you the upgrade. (Young Link)

BOMB BAG UPGRADES:

-Go to Goron City and go to the floor with a Goron rolling all over. Stop him with a bomb in the tunnel. He will give you the upgrade only if you stopped him in the tunnel.

-In the Hyrule Market, go to the Bombchu Bowling game at night-time and win the game. If you're lucky, you win the upgrade.

H E A R T P I E C E L O C A T I O N S

HEART PIECE LOCATIONS (OoT and MQ)

There are 36 Heart Pieces in all... here's the list.

1. HYRULE MARKET::: A prize for the Bombchu game. There is no set score, just win the mini-game and you MAY get a Heart Piece! (Child)
2. HYRULE MARKET::: Find the runaway dog at night. The dog is to the left of the exit to the Hyrule Field. Just go up to the dog and make him follow you to the Lady. If you want to know where the Lady is, go to the back alley at night and there's a door leading to the lady. (talk to the Pooch Lady) (Child)
3. HYRULE MARKET::: A prize in the Treasure Box Game. (Child)
4. HYRULE FIELD::: Use the Stone of Agony to find a hidden hole near the fences in the front of the Lake Hylia and drop down. Buy it for a measly 10 rupees. (Any, Stone of Agony)
5. HYRULE FIELD::: Go to the right of the Market and look past the forest for a lone tree. Bomb the lone tree to find a hidden hole. Drop down the hole and use the Iron Boots to sink to the bottom for the Heart Piece. (Adult, Iron Boots)

6. KAKARIKO VILLAGE::: Collect 50 Gold Skulltula and get the Piece as a Prize from the kid in the Skulltula House. (Any, 50 Tokens)

7. KAKARIKO VILLAGE::: Remember when Kaepora dropped you off in the Village? Drop off to the right and into the hole. It's right next to the cow. Another way is to use the Longshot to get there as an Adult.
(Child, Adult-Longshot)

~~An tip to get to the heart without Kaepora (as a Child) from Brooks Golden:

"Grab a cucco and go to the unfinished building in Kakariko. Get on top of the red pile of bricks by first throwing the cucco on the eastern, lower portion of the pile and then climbing up and picking it up before it runs away. Repeat that to get to the very top. If you look around, you see one of the fat worker running on some nearby wood planks. Face north and, immediately after the worker turns around, jump to the wood plank. The cucco will help you float there. Carefully turn 90 degrees east so you're perfectly parallel with the plank. Being wary of the plank's narrowness, quickly run across it right off the end. Float east and slightly south towards the ledge. Right before you run into it, tap "A" and throw the cucco. If you do it right, you'll narrowly make it and hang on the ledge. Climb up, go through the door, and claim your well-earned prize."

8. KAKARIKO VILLAGE::: When you beat the Dampe's Graveyard Race, use the Song of Time to get rid of the blocks in the room after the end room. Go up the stairs and use the moving platforms to get to the platform with a Piece on it. (Adult, Child-Boomerang)

~~flip28skater adds: "Just throw your boomerang at the heart from the floor of the windmill, if you time it just right, it will hit the heart." This is referred at the above heart. You can receive it as a Child.

9. KAKARIKO VILLAGE::: As an adult, Longshot to the roof with a guy on it. Talk to the guy. (Adult-Longshot, Child-below)

You can actually get this Heart Piece as a CHILD! Here's how:
(from flip28skater)

1. Go to the big tower in the back of the city
2. Climb it
3. Go to the very top right corner of the tower
4. Use L-Targeting to focus and sidestep to the left side.
Right before you hit the edge, side-jump off the edge and you'll be able to climb on the wooden grating beside the house
5. You can stand on the grating, so climb up and then climb on the roof.

10. LON LON RANCH::: Go to the back of the ranch to enter a Storage Shed. Move the crates around to find a Heart Piece. (Child)

11. DEATH MOUNTAIN TRAIL::: Magic Bean- front of the Dodongo's Cavern entrance. Enough said. (Adult)

Here's a tip from Luigiboy2:

- ~~"1. Go up to the place where you threw the bomb flower at the boulder blocking Dodongo's Cavern (leave Goron City and turn right)
2. Notice that by the Bomb Flower, the fence is lower
 3. Throw the Bomb Flower out of the way
 4. Back flip off the edge and hold left

5. If done correctly you will land on the platform with the Heart Piece
There you go."

You can get the Heart Piece #11 as a Child with this tip! Thanks, Luigi!

~~Another tip but this time: as a ADULT!

"1. Make sure you are an adult, and you have the Hover Boots ON.

2. Get on the small platform to the left of the bomb flower.

3. Head to the left corner of the platform, and turn around.

4. Then run for the right corner and roll off the top right corner of the platform. If you time it just right, you'll manage to hover enough to get on top of the cavern." An useful tip to get to the Piece without a Magic Bean. Another money-saver! Thanks to John Cullen.

~You can backflip over the fence above the Cavern and hope you land on the platform with the Heart Piece. (thanks to Kyle Langdon)

12. GORON CITY::: Light all of the torches at the bottom floor to spin the vase. Throw some bombs into the vase to make it stop spinning. If the face is happy when the vase stops, you will get a Piece of Heart. (Child-Bombs or Goron's Bracelet)

13. LOST WOODS::: Play the Saria's Song to the guy to the left of the entrance. (Child, Saria's Song)

14. LOST WOODS::: Play a mini-game with some kids to the right of the entrance. Win the mini-games THREE times to get a Heart Piece. (Child)

15. GRAVEYARD::: Beat Dampe's ghost again after you get the Hookshot. However, do it when you get the Longshot to get a better chance. Do it under 1:00 and get a Piece of Heart. (Adult-Longshot)

16. GRAVEYARD::: Plant a Magic Bean on the soil to the left. Come back as an adult. (Adult)

flip28skater also adds: "The heart piece in the graveyard where you plant a magic bean, can be acquired another way, stand on one of the headstones near the bean spot and Longshot to the crate." Saves you some money doesn't it?

17. GRAVEYARD::: Look to the right and find an unmarked grave and pull it. Drop down the hole and kill the ReDead. Play the Sun's Song to receive a Piece of Heart. (Any, Sun's Song)

18. GRAVEYARD::: As a child, wait until night and enter the Graveyard. Wait until Dampe is on a soft spot then talk to him. Pay 10 rupees to make him dig the spot. If you're lucky, you get a Piece. If you didn't, try again. (Child)

19. ZORA'S RIVER::: Play the Song of Storms to the frogs on the logs. (Child, Song of Storms)

20. ZORA'S RIVER::: Use the chicken (found at the beginning of the river) to fly to a platform near the end of the river (waterfall) with a Piece. OR... you can boomerang to the Heart and it will fall to the river... you can pick it up. (Thanks to Gurr) (Child)

21. ZORA'S RIVER::: Use the Hover Boots to reach the platform in the middle of the river. (Adult, Hover Boots)

You can get it as a Child, thanks to Tim Murphy for the tip:

1. Grab the cucco and go to the steep hill with a little waterfall next to it (northeast of the singing frogs on the log)

2. Look south (downriver) and you should see a narrow strip with a ladder

- So jump onto that platform with your cucco.
3. Throw your cucco away and climb up the ladder
 4. Grab another cucco (on the top)
 5. Fly to the platform with the heart piece!

Another tip from flip28skater:

"Another way to do it as a child is to grab the first chicken, and follow the path to where it goes up to near the pillar and jump the small gap, still holding the chicken, and when you see the platform with a single bush on it, jump to it and when you are almost there, throw your chicken to grab the ledge and from there, just jump to the piece."

This one is a good one, you should try this out!

22. ZORA'S RIVER::: Play all of the songs you know (the top six) front of the frogs. And play the mini-game. The solution to the mini-game: A, Left, Right, Down, Left, Right, Down, A, Down, A, Down, Right, Left, A (Child, all 6 top songs)-(Thanks to Dang Le for pointing out a mistake)

23. ZORA'S DOMAIN::: Light the four torches (get the fire from the King's Room, and the first fire is down the stairs) and take the Piece of the Heart from behind the waterfall. (Child, Deku Stick)

24. ZORA'S FOUNTAIN::: Just jump (take the right direction, not left) to the platforms to the Heart Piece. (Adult)

25. ZORA'S FOUNTAIN::: Use the Iron Boots to reach the bottom of the lake... (Adult, Iron Boots and Zora's Tunic)

26. ICE CAVERN::: (MQ)-> You can't miss this... it's frozen in the ice. Bomb the switch (under the surface) to make the ice disappear and get the Piece. (Adult) (OoT)-> Also in red ice but in different place.

27. LAKE HYLIA::: Use the Gold Scale to dive to the bottom of the tank in the old hag's house. (Adult, Gold Scale)

28. LAKE HYLIA::: As a child, get a 10-pounder fish in the fishing mini-game. (Child)

29. LAKE HYLIA::: Magic Bean... 'Nuff said. (Adult)

Flip28Skater: "You can sing the Scarecrow Song and hookshot to the Scarecrow to get the Heart Piece."

30. DEATH MOUNTAIN CRATER::: In a recess in the wall, go to the top and climb down. (Adult, Hammer)

31. DEATH MOUNTAIN CRATER::: Magic. Bean. Right. Next. To. The. Fire. Temple. (Adult)

32. GERUDO VALLEY::: Use the Longshot to get to the crate below the bridge. Break the crate to find a Piece of Heart. (Adult, Longshot) Can be accessed as a Child with a cucco, but I think it's more easier if you do it as an Adult, though. Thanks to Tim Murphy for the info.

33. GERUDO VALLEY::: Dive down the water near the waterfall. Look around for a ladder. Climb up to find a Piece. (Adult)

Flip28skater: "You can use the Cucco as a Child to get the Heart Pieces #32 and #33. Just fly down the chasm with the cucco."

34. GERUDO'S FORTRESS::: Get on the next-to-top floor and go close as

possible to the chest on the higher platform and use the Longshot on the crate. Open the chest for a Piece of Heart. (Adult, LongShot)

35. GERUDO'S FORTRESS::: Get over 1,000 points in the Horseback Archery Mini-Game. (Adult, Epona)

36. DESERT COLOSSUS::: There's some soft soil right next to the Spirit Temple. Think Magic Bean. (Adult)

G O L D E N S K U L L T U L A L O C A T I O N S

GOLDEN SKULLTULA LOCATIONS
(OoT and MQ)

Print it out and use the _ as your 'checklist'.

Also, for every dirt patch, you have to get a bug in a bottle and put the bug into the patch to get the Skulltula. Do this BEFORE you put a Magic Seed in the patch or it's gone forever.

In this checklist, everything was gotten AFTER the Spirit Temple so I suggest you get everything you need and start collecting after you have the right equipment and items.

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OCARINA OF TIME  
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YOUNG LINK

- _1. KOKIRI FOREST::: On the back of the Know-it-all Brother's House (on the hill). Kill it with the Slingshot and do a back-flip to get it.
- _2. KOKIRI FOREST::: Dirt Patch in front of the Shop. Bottle and the bug.
- _3. LOST WOODS::: In the Lost Woods, go to the 'crowd' of the Deku Scrubs. There's a dirt patch there.
- _4. LOST WOODS::: Another dirt patch... just go left twice after you enter the Woods from the Kokiri Forest.
- _5. DEKU TREE::: Go to 2F and enter the room where you got your Compass. Get the platforms up and go to the left alcove to find it. (shouldn't have missed it anyway)
- _6. DEKU TREE::: In the basement, look up to the vines that can be used to climb back up to 1F. There's a Skulltula there.
- _7. DEKU TREE::: On the bars in the water (in the basement). Use the Slingshot to kill it and jump to get the token.
- _8. DEKU TREE::: Remember where you saw a weak wall (basement with 3 ways out). Return here and bomb it open and get the Skulltula with your boomerang.
- _9. HYRULE MARKET::: In the room next to the drawbridge, roll to break the

crates and under one of them, a Skulltula.

- _10. LON LON RANCH::: Go to the tall silo in the back of the ranch at NIGHTTIME and kill/take it with your boomerang.
- _11. LON LON RANCH::: Behind the horse corral (at the back) at NIGHTTIME.
- _12. LON LON RANCH::: Another one at NIGHTTIME, go to the track and turn around and look at a lit window. The Skulltula's there.
- _13. LON LON RANCH::: Roll into the tree on the ranch/track to get the Skulltula out.
- _14. HYRULE CASTLE::: Play the Song of Storms on the cornered tree in the Hyrule Castle Grounds. It's near where you found Talon and the moat. (The skulltula trick is here)
- _15. HYRULE CASTLE::: Outside the gate, roll into the tree. Easy...
- _16. KAKARIKO VILLAGE::: From the entrance, roll into the front tree.
- _17. KAKARIKO VILLAGE::: On the building that isn't completed yet (around the middle, NIGHTTIME)
- _18. KAKARIKO VILLAGE::: On the back of the Skulltula House, NIGHTTIME.
- _19. KAKARIKO VILLAGE::: On the ladder en route to the top of the lookout tower... use your slingshot to kill it and climb up to get the token. (NIGHTTIME)
- _20. KAKARIKO VILLAGE::: At NIGHTTIME, climb up the stairs leading to the Death Mountain Crater and turn left just before you pass through the gate. The skulltula's on the side of a house.
- _21. GRAVEYARD::: Again, NIGHTTIME. On the stone wall to the right.
- _22. GRAVEYARD::: Dirt patch. Left of the entrance. 'Nuff said.
- _23. DEATH MOUNTAIN TRAIL::: Clear the boulder to the Cavern and a dirt patch will be uncovered... Hmmm...
- _24. DEATH MOUNTAIN CRATER::: Go to the summit and go through the path that has rocks falling down. Climb up the wall and enter the crater. The skulltula is in a nearby crate. Roll to break it open.
- _25. DEATH MOUNTAIN CRATER::: With Bolero of Fire, warp to the Crater as a child and there's a dirt patch nearby.
- _26. GORON CITY::: On the top floor, find a passage that you can bomb through. At the end, roll to break open a crate for the Skulltula.
- _27. ZORA'S RIVER::: At NIGHTTIME, go to the waterfall at the end and jump down and look around. You should see a Skulltula on a nearby ladder.
- _28. ZORA'S RIVER::: Roll into the first tree you see in the Zora's River. It's just next to the boulders.

- _29. LAKE HYLIA::: You see that platform with a big tree? To the left of it, there's a platform with a Skulltula that lurks at night. It's the lone platform out in the water.
- _30. LAKE HYLIA::: Right next to the lab, a dirt patch.
- _31. LAKE HYLIA::: Another one that resides near the lab... On the back of the lab, a Skulltula crawls around at NIGHTTIME.
- _32. ZORA'S FOUNTAIN::: You see that log sticking out of the water? Get on it and you should be able to see the Skulltula.
- _33. ZORA'S FOUNTAIN::: Go right of the entrance and swim to the solid ground and roll into the tree. (The ground has the entrance to a great fairy fountain)
- _34. JABU-JABU::: In the room with a pool of water in the middle (B1F, near Ruto). Climb up the vines to the right to find the Skulltula.
- _35. JABU-JABU::: Kill the green tentacle and go back to where you first found Ruto and go to the hole that the tentacle occupied. It's the northeast hole, coming from the tentacle paths. Drop down to find the Skulltula.
- _36. JABU-JABU::: Another Skulltula lives near #35.
- _37. JABU-JABU::: In the room before the boss, the Skulltula is on the vine wall.
- _38. BOTTOM OF THE WELL::: In the northeast door of the large room in the middle. Go to the part with the Like-Like. There's a Skulltula there.
- _39. BOTTOM OF THE WELL::: In the OTHER door (the locked one) of the middle room, a Skulltula resides up on the wall.
- _40. BOTTOM OF THE WELL::: In the same path as #39, but a bit further. You have to use your Lens of Truth to get there.
- _41. GERUDO VALLEY::: On the THIN plank in the beginning, turn around when you cross it and you should see a Skulltula at NIGHTTIME.
- _42. GERUDO VALLEY::: Grab a chicken and fly down the chasm to a thin piece of land. There's a patch of dirt there.
- _43. DESERT COLOSSUS::: Dirt Patch near the entrance to Spirit Temple.
- _44. SPIRIT TEMPLE::: The room with a fence that can be made into a bridge, and with an Anubis. (1F) The Skulltula is on the fence.
- _45. SPIRIT TEMPLE::: On your way to 2F, the Skulltula is on the wall. (can be attained as an adult)
- _46. SPIRIT TEMPLE::: The room before the one with the Iron Knuckle. Look up above the entrance and you've found it.

ADULT LINK

- _47. KOKIRI FOREST::: On the back of the House of Twins at NIGHTTIME.

- _48. LOST WOODS::: Plant a Magic Bean on the dirt patch (#3) in the crowd of Scrubs. Return as an adult and ride the leaf to a Skulltula.

- _49. SACRED FOREST MEADOW::: At the end, climb up the ladder and look left. You should see a Skulltula. (NIGHTTIME)

- _50. FOREST TEMPLE::: In the first room (outside), look up at the vines and you should find a Skulltula.

- _51. FOREST TEMPLE::: From the main room, go north. Enter the room and you should see a Skulltula on a wall.

- _52. FOREST TEMPLE::: At 2F, go to the northwestern room and fight off the Babas and look around for a Skulltula. You can get on this platform by dropping through the hole in the twisted corridor.

- _53. FOREST TEMPLE::: Another one near #52.

- _54. FOREST TEMPLE::: In B2F, push the walls and check the alcoves each time. Eventually, you will find a Skulltula.

- _55. HYRULE CASTLE::: On the ruined gate. Use the hookshot to get it.

- _56. KAKARIKO VILLAGE::: With a hookshot/longshot at NIGHTTIME, hookshot to the roof of the Skulltula House and hookshot back to the roof of Impa's House for a Skulltula.

- _57. DEATH MOUNTAIN TRAIL::: Climb up the wall after the falling rocks portion. Use your Hammer to break open a red boulder to find a Skulltula.

- _58. DEATH MOUNTAIN TRAIL::: Go back to the bomb flower where you used to bomb the huge boulder in front of the Dodongo's Cavern. Use your Hammer to break the boulder for a Skulltula.

- _59. DODONGO'S CAVERN::: From the main room, enter the southeastern door and look around... Navi should point to an empty location. Play the Scarecrow's Song and get to Pierre for a Skulltula.

- _60. GORON CITY::: Remember where the Spiritual Stone of Fire stood as a child? Go to the platform in the middle and look behind it... there's a Skulltula.

- _61. FIRE TEMPLE::: In the room to the right of the first room. (Play the Song of Time to open a door to the room with Skulltula)

- _62. FIRE TEMPLE::: With your Hammer, get the blocks (statue) out of the way and enter... Pass through the first room and the next room has the Skulltula. (The room should have the spinning tiles)

- _63. FIRE TEMPLE::: At 3F, with the boulders rolling around. Go to the north side and bomb around the wall. If you're lucky, the weak wall will break, uncovering a Skulltula.
- _64. FIRE TEMPLE::: You remember where you got the Hammer? It's in the entrance of this room.
- _65. FIRE TEMPLE::: At the top part of 3F, look up and you should see Navi flying around an invisible person. Sing the Scarecrow's Song and Pierre should come up. Longshot to him and longshot to another target to 5F. The skulltula is there.
- _66. ZORA'S RIVER::: Go to the wooden bridge and look up. Use your Longshot to get that Skulltula. (NIGHTTIME)
- _67. ZORA'S RIVER::: Get to the high platform by climbing a ladder behind it. Then walk to the left (from the ladder) wall and you should be able to see one at NIGHTTIME.
- _68. ZORA'S DOMAIN::: You remember the guy that offered you the Diving Game and the Silver Scale? Go to that location at the top of the frozen waterfall. Look left and you should see a Skulltula.
- _69. ZORA'S FOUNTAIN::: Go to the right side (solid ground) where you crashed into a tree for a Skulltula. This time, pick up the boulder (Silver gauntlets) and bomb the hole. Then use the Lens of Truth to kill the Skulltulas and find the Golden version of the Skulltulas at the end.
- _70. ICE CAVERN::: An easy find. It's in the room with the Heart Piece and the Compass.
- _71. ICE CAVERN::: In the room that you have to push ice blocks around.
- _72. ICE CAVERN::: Behind the icicles in the room with the spinning blades and the white rupees.
- _73. LAKE HYLIA::: On the top of the dead tree. (Hint: Longshot)
- _74. LAKE HYLIA::: Go into the lab and equip your Iron Boots. Dive down to the bottom and roll into the crate.
- _75. WATER TEMPLE::: With all water drained, go to the south path and go through the path to a grate. Use the Magic Spin Technique to hit the switch to access the Skulltula.
- _76. WATER TEMPLE::: In the tower, 2F.
- _77. WATER TEMPLE::: In the underground river with the vortexes. Equip your Iron Boots and look around carefully. When you find the Skulltula, use the Longshot to get it.
- _78. WATER TEMPLE::: 3F, west room. The skulltula is on the right wall in the room with moving platforms (waterfall)
- _79. WATER TEMPLE::: In the river with rolling rocks, go against the water and drop down the hole to find a Skulltula.
- _80. SHADOW TEMPLE::: In the room that has two spikes that drop down. Use

the block to make your way to a cell. In that cell, a skulltula lurks. (B3F)

- _81. SHADOW TEMPLE::: Again in B3F. Go to the room with the invisible grim reapers. A skulltula is on a wall.
 - _82. SHADOW TEMPLE::: In the room that you have to throw a bomb into a skull for a small key. The skulltula is behind the skull.
 - _83. SHADOW TEMPLE::: Get on the boat and look left. You can see a small cell... You can longshot to there or use the Scarecrow's Song to get there for a Skulltula.
 - _84. SHADOW TEMPLE::: From the maze with invisible walls, go to the room with three spinning skulls. A skulltula sleeps there.
 - _85. GERUDO VALLEY::: Get to the other side of the broken bridge and look behind the stone pillar to your left for a Skulltula.
 - _86. GERUDO VALLEY::: Same place as #85 but look behind the tent.
 - _87. GERUDO FORTRESS::: At NIGHTTIME, go to the last target of the Archery Range. Guess what? Yep, a Skulltula on the target.
 - _88. GERUDO FORTRESS::: On the wall, NIGHTTIME. It's around 3F, where you have to go out and jump to a diagonal platform to a Skulltula. Pretty tricky to explain.
 - _89. HAUNTED WASTELAND::: In the Poe's hut.
 - _90. DESERT COLOSSUS::: In a tree near an oasis (NIGHTTIME). Use the longshot, not rolling.
 - _91. DESERT COLOSSUS::: Magic Bean in the front of the Temple... Ride on the leaf at NIGHTTIME and ride to the stone platform with the Skulltula.
 - _92. SPIRIT TEMPLE::: In the room that has rolling boulders in a trench, go to the Block of Time and sing the Song of Time to get rid of it and take the Skulltula.
 - _93. SPIRIT TEMPLE::: In the Desert Colossus room (big statue), go up the left staircase and go up to 3F. Use the Scarecrow's Song to get on the other side of 3F for the Skulltula.
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YOUNG/ADULT LINK

- _94. HYRULE FIELD::: In the front of the Kakariko Village 痴 entrance, bomb the tree's base. In the hole, you should be able to find a Skulltula.
 - _95. HYRULE FIELD::: Near the entrance to Gerudo's Valley, bomb the place in the middle of the circle of rocks. In the hole, use the Din's Fire to burn down the webs. Look behind the cow to find the Skulltula.
 - _96. DEATH MOUNTAIN TRAIL::: Bomb the smooth wall at the base of the trail.

The skulltula's just there.

- _97. DODONGO'S CAVERN::: Go to the southeastern room from the main room and bomb up the breakable wall to find a room with a Skulltula.
- _98. DODONGO'S CAVERN::: From the main room, go to the northwestern door and enter. Go up the stairs and the Skulltula is at the vines.
- _99. DODONGO'S CAVERN::: In the skull, go to the end of the room with weird walls and bomb the wall at the end to uncover a room with a Skulltula.
- _100. DODONGO'S CAVERN::: In the room with the staircase that you brought down with the bomb flowers. It's on the left side. Best attainable as an adult with Longshot.

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MASTER QUEST  
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YOUNG LINK

- _1. KOKIRI FOREST::: On the back of the Know-it-all Brother's House (on the hill). Kill it with the Slingshot and do a back-flip to get it.
- _2. KOKIRI FOREST::: Dirt Patch in front of the Shop. Bottle and the bug.
- _3. LOST WOODS::: In the Lost Woods, go to the 'crowd' of the Deku Scrubs. There's a dirt patch there.
- _4. LOST WOODS::: Another dirt patch... just go left twice after you enter the Woods from the Kokiri Forest.
- _5. DEKU TREE::: Go to 2F and break the first crate you see. Simple!
- _6. DEKU TREE::: Go to 2F and enter the room where you found the Compass. Use a bombchu to break the boulder up above the vines. Climb the vines to find the Skulltula.
- _7. DEKU TREE::: In the room with some tombstones and bats, (the one with 3 paths out) sing the Song of Time when you see Navi turning green at places that has nothing. Do this repeatedly until you can get to the top for a Skulltula. (Boomerang)
- _8. DEKU TREE::: From the same room as #7, burn down a web and enter the door and use your boomerang to get a Skulltula.
- _9. HYRULE MARKET::: In the room next to the drawbridge, roll to break the crates and under one of them, a Skulltula.
- _10. LON LON RANCH::: Go to the tall silo in the back of the ranch at NIGHTTIME and kill/take it with your boomerang.
- _11. LON LON RANCH::: Behind the horse corral (at the back) at NIGHTTIME.

- _12. LON LON RANCH::: Another one at NIGHTTIME, go to the track and turn around and look at a lit window. The Skulltula's there.
- _13. LON LON RANCH::: Roll into the tree on the ranch/track to get the Skulltula out.
- _14. HYRULE CASTLE::: Play the Song of Storms on the cornered tree in the Hyrule Castle Grounds. It's near where you found Talon and the moat. (The skulltula trick is here)
- _15. HYRULE CASTLE::: Outside the gate, roll into the tree. Easy...
- _16. KAKARIKO VILLAGE::: From the entrance, roll into the front tree.
- _17. KAKARIKO VILLAGE::: On the building that isn't completed yet (around the middle, NIGHTTIME)
- _18. KAKARIKO VILLAGE::: On the back of the Skulltula House, NIGHTTIME.
- _19. KAKARIKO VILLAGE::: On the ladder en route to the top of the lookout tower... use your slingshot to kill it and climb up to get the token. (NIGHTTIME)
- _20. KAKARIKO VILLAGE::: At NIGHTTIME, climb up the stairs leading to the Death Mountain Crater and turn left just before you pass through the gate. The skulltula's on the side of a house.
- _21. GRAVEYARD::: Again, NIGHTTIME. On the stone wall to the right.
- _22. GRAVEYARD::: Dirt patch. Left of the entrance. 'Nuff said.
- _23. DEATH MOUNTAIN TRAIL::: Clear the boulder to the Cavern and a dirt patch will be uncovered... Hmmm...
- _24. DEATH MOUNTAIN CRATER::: Go to the summit and go through the path that has rocks falling down. Climb up the wall and enter the crater. The skulltula is in a nearby crate. Roll to break it open.
- _25. DEATH MOUNTAIN CRATER::: With Bolero of Fire, warp to the Crater as a child and there's a dirt patch nearby.
- _26. GORON CITY::: On the top floor, find a passage that you can bomb through. At the end, roll to break open a crate for the Skulltula.
- _27. ZORA'S RIVER::: At NIGHTTIME, go to the waterfall at the end and jump down and look around. You should see a Skulltula on a nearby ladder.
- _28. ZORA'S RIVER::: Roll into the first tree you see in the Zora's River. It's just next to the boulders.
- _29. LAKE HYLIA::: You see that platform with a big tree? To the left of it, there's a platform with a Skulltula that lurks at night. It's the lone platform out in the water.
- _30. LAKE HYLIA::: Right next to the lab, a dirt patch.

- _31. LAKE HYLIA::: Another one that resides near the lab... On the back of the lab, a Skulltula crawls around at NIGHTTIME.
- _32. ZORA'S FOUNTAIN::: You see that log sticking out of the water? Get on it and you should be able to see the Skulltula.
- _33. ZORA'S FOUNTAIN::: Go right of the entrance and swim to the solid ground and roll into the tree. (The ground has the entrance to a great fairy fountain)
- _34. JABU-JABU::: In the room before the boss, use the Din's Fire to burn down the web and use the Boomerang to get the Skulltula.
- _35. JABU-JABU::: In 1F, go to the left-most circular room and use the bombchu to break a boulder for a switch. Ride the geyser to the Skulltula.
- _36. JABU-JABU::: Same place where you got your Boomerang... Just sing the Song of Time to get rid of the block and get the Skulltula inside.
- _37. JABU-JABU::: In the room where Ruto dropped into, take out the Lens of Truth and look for some jellyfishes and bats. Kill them all and a pillar will come out. Use it to get to the other side and use the Din's Fire to find the Skulltula.
- _38. BOTTOM OF THE WELL::: Go down to the bottom level and equip your Lens of Truth. Go up the north passage and kill all of the Skulltulas coming down. At the end, a GOLDEN skulltula.
- _39. BOTTOM OF THE WELL::: In the center room, go to the southwestern cell and step on the switch and enter the opened door. Use your Lens of Truth to make your way to the coffin with a Skulltula underneath.
- _40. BOTTOM OF THE WELL::: Go to the west room and go to the very back of the room and a Skulltula is behind a statue.
- _41. GERUDO VALLEY::: On the THIN plank in the beginning, turn around when you cross it and you should see a Skulltula at NIGHTTIME.
- _42. GERUDO VALLEY::: Grab a chicken and fly down the chasm to a thin piece of land. There's a patch of dirt there.
- _43. DESERT COLOSSUS::: Dirt Patch near the entrance to Spirit Temple.
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ADULT LINK

- _44. KOKIRI FOREST::: On the back of the House of Twins at NIGHTTIME.
- _45. LOST WOODS::: Plant a Magic Bean on the dirt patch (#3) in the crowd of Scrubs. Return as an adult and ride the leaf to a Skulltula.
- _46. SACRED FOREST MEADOW::: At the end, climb up the ladder and look left.

You should see a Skulltula. (NIGHTTIME)

- _47. FOREST TEMPLE::: In the first corridor after the first room, in the northeast corner, behind some vines.
- _48. FOREST TEMPLE::: Go to the west room of 1F and go immediate left after entering and look behind a wall to find one.
- _49. FOREST TEMPLE::: From the main room, go northeast to a door. After entering, kill the Giant Baba and look up. A Skulltula's on a hookshot target.
- _50. FOREST TEMPLE::: Same room as #49, but on a vine wall.
- _51. FOREST TEMPLE::: In the same room as #49, go down the well (empty it first) and the skulltula is in the tunnel.
- _52. HYRULE CASTLE::: On the ruined gate. Use the hookshot to get it.
- _53. KAKARIKO VILLAGE::: With a hookshot/longshot at NIGHTTIME, hookshot to the roof of the Skulltula House and hookshot back to the roof of Impa's House for a Skulltula.
- _54. DEATH MOUNTAIN TRAIL::: Climb up the wall after the falling rocks portion. Use your Hammer to break open a red boulder to find a Skulltula.
- _55. DEATH MOUNTAIN TRAIL::: Go back to the bomb flower where you used to bomb the huge boulder in front of the Dodongo's Cavern. Use your Hammer to break the boulder for a Skulltula.
- _56. GORON CITY::: Remember where the Spiritual Stone of Fire stood as a child? Go to the platform in the middle and look behind it... there's a Skulltula.
- _57. FIRE TEMPLE::: Go to the right door in the first room and go up north to the door (in the big room) to a cell with a Goron. The skulltula is behind the Goron.
- _58. FIRE TEMPLE::: In 3F, the room with fire that come up when you come near them, go into the door in the middle. Play the Song of Time to get to the other side to a room with a Skulltula.
- _59. FIRE TEMPLE::: Same room as #58... But hookshot to the target and smash down the switch and make your way back to the cell and bomb the wall for the Skulltula.
- _60. FIRE TEMPLE::: In the first room of 3F (with Lizardfols), step on a switch to bring out the targets. Hookshot to the top and play the Song of Time to get across the broken floor. Climb and hookshot all of the way to the platform that will rise up. Enter the room and hookshot the face and go into the new room. Ignore everything except the flames. Hammer down the switch and hookshot the target. Hit the button. Grab the block and pull it. Then Hookshot the Skulltula behind the flames.
- _61. FIRE TEMPLE::: After #60, go out via the north door and step the button to bring the flames down and run to the platform. Kill

the mini-boss. Step on the platform and jump off to get the Key. Get back on the platform and ride it up. Go to the big room and walk around, waiting for Navi to turn green. When Navi does turn green, sing the Scarecrow's Song and drop to the trench and press the switch. Hookshot to Pierre to find a chest with a SMALL KEY. Go back to the face at the beginning of the room and smash it down your Hammer. Go through the door you see now. Kill all of the enemies and smash the face with your Hammer. Hookshot the face and enter the room for the Skulltula.

- _62. ZORA'S RIVER::: Go to the wooden bridge and look up. Use your Longshot to get that Skulltula. (NIGHTTIME)

- _63. ZORA'S RIVER::: Get to the high platform by climbing a ladder behind it. Then walk to the left (from the ladder) wall and you should be able to see one at NIGHTTIME.

- _64. ZORA'S DOMAIN::: You remember the guy that offered you the Diving Game and the Silver Scale? Go to that location at the top of the frozen waterfall. Look left and you should see a Skulltula.

- _65. ZORA'S FOUNTAIN::: Go to the right side (solid ground) where you crashed into a tree for a Skulltula. This time, pick up the boulder (Silver gauntlets) and bomb the hole. Then use the Lens of Truth to kill the Skulltulas and find the Golden version of the Skulltulas at the end.

- _66. ICE CAVERN::: In the room with icy floor (north) and platforms/paths. Get some blue fire and sing the Song of Times twice near the ice block on a lone platform. Burn down the ice with the fire for the Skulltula.

- _67. ICE CAVERN::: In the north-western room, look around on the ceiling for a switch. Hitting it will uncover a Skulltula.

- _68. ICE CAVERN::: Same room as #67... Just use Scarecrow's Song to bring Pierre out. Attach to him and get the Skulltula.

- _69. LAKE HYLIA::: On the top of the dead tree. (Hint: Longshot)

- _70. LAKE HYLIA::: Go into the lab and equip your Iron Boots. Dive down to the bottom and roll into the crate.

- _71. WATER TEMPLE::: Go to the north passage of 1F and you'll be at the river with vertexes. Just play the Scarecrow's Song to make Pierre appear. Go to him and enter the new door. Hit the switch and get on the geyser and cast the Din's Fire. On the next geyser, cast the Din's Fire again and enter the door. Kill all of the dinos and get to the other side. Break the crate for a Skulltula.

- _72. WATER TEMPLE::: With your Fire Arrows, go down to the bottom level and enter the south passage. Proceed through the passage until you see some torches... Use the Fire Arrows to light them up. Kill the wolfs and look up on the ceiling. Ta-da!

- _73. WATER TEMPLE::: In the underground river with the vortexes. Equip your

Iron Boots and look around carefully. When you find the Skulltula, use the Longshot to get it.

- _74. WATER TEMPLE::: 2F... go into the main tower and press the switch on 2F and enter the gate. Enter yet another gate and use the Din's Fire to light up the torch and take the Skulltula.
- _75. WATER TEMPLE::: With your Longshot, go to west room of 2F. Roll into a crate to uncover a switch. Go up the shaft and break all of the crates to find a Skulltula.
- _76. SHADOW TEMPLE::: Go to the southwestern room of B4F with a weird stone ceiling. In one of the alcoves, a Skulltula.
- _77. SHADOW TEMPLE::: Before the boat room, bomb the dirt in the northwest corner.
- _78. SHADOW TEMPLE::: In the final room before the Boss Door. An easy find.
- _79. SHADOW TEMPLE::: Ride the ship and make the statue fall. Once on the statue, turn around and look right for a Skulltula hidden on a wall.
- _80. SHADOW TEMPLE::: In the 'secret' room that you accessed after the fan face things. Kill all of the zombies or whatever and find the Skulltula on a wall.
- _81. GERUDO VALLEY::: Get to the other side of the broken bridge and look behind the stone pillar to your left for a Skulltula.
- _82. GERUDO VALLEY::: Same place as #82 but look behind the tent.
- _83. GERUDO FORTRESS::: At NIGHTTIME, go to the last target of the Archery Range. Guess what? Yep, a Skulltula on the target.
- _84. GERUDO FORTRESS::: On the wall, NIGHTTIME. It's around 3F, where you have to go out and jump to a diagonal platform to a Skulltula. Pretty tricky to explain.
- _85. HAUNTED WASTELAND::: In the Poe's hut.
- _86. DESERT COLOSSUS::: In a tree near an oasis (NIGHTTIME). Use the longshot, not rolling.
- _87. DESERT COLOSSUS::: Magic Bean in the front of the Temple... Ride on the leaf at NIGHTTIME and ride to the stone platform with the Skulltula.
- _88. SPIRIT TEMPLE::: Get a Small Key and open the door near the Triforce symbol at 4F. Let the Knuckle smash open the pillars. One of them has a Skulltula underneath.
- _89. SPIRIT TEMPLE::: Same place as #88, another pillar.
- _90. SPIRIT TEMPLE::: Go to the east room of 1F (follow my walkthrough if you want to know how to get there) and enter the right door. Do various songs to get rid of the blocks or whatnot to open the door. Kill the minotaur. In the next room... a Skulltula.

_91. SPIRIT TEMPLE::: Back in the east room of 1F, take the left door and look up. On the ceiling: a Skulltula.

_92. SPIRIT TEMPLE::: Go to the Desert Colossus room and go to the west room of 3F. Shut off the flame jets with the crystals. Then push the sun block (the one under the crystal) to the sunlight. Kill the skulltula.

YOUNG/ADULT LINK

_93. HYRULE FIELD::: In the front of the Kakariko Village 痴 entrance, bomb the tree's base. In the hole, you should be able to find a Skulltula.

_94. HYRULE FIELD::: Near the entrance to Gerudo's Valley, bomb the place in the middle of the circle of rocks. In the hole, use the Din's Fire to burn down the webs. Look behind the cow to find the Skulltula.

_95. DEATH MOUNTAIN TRAIL::: Bomb the smooth wall at the base of the trail. The skulltula's just there.

_96. DODONGO'S CAVERN::: Remember that room with 3 torches attached to the wall? (It's on 2F) GO to it and go to the next room to the north. Drop down to find a crate. Open it for a Skulltula.

_97. DODONGO'S CAVERN::: In the skull, go to the 'wall' of stone statues that comes out alive. Kill them all and get on the wall behind them. A Skulltula is on the wall.

_98. DODONGO'S CAVERN::: Go to 2F to the big lava room where you fought two lizards. Go to the back of the room to find some boulders and bomb them up. Follow the path to find a Skulltula.

_99. DODONGO'S CAVERN::: Go to the room with the Poes and bomb flowers then take the north door. Take the Skulltula with a hookshot or a Boomerang.

_100. DODONGO'S CAVERN::: Take the south door from the room with the stairs and bomb flowers around it. In the room, play some Song of Times to make the blocks go away. The skulltula lies in a corner.

M A G I C B E A N S F A Q / S O F T S O I L L O C A T I O N S

MAGIC BEAN/SOFT SOIL LOCATIONS
(OoT and MQ)

Did you see some faraway Heart Pieces during you was playing the game? Yeah, some of them may be accessible ONLY by planting a Magic Bean in a soft soil. After that, come back to the same place as Adult Link and there will be a big Magic bean Leaf waiting for you! It will transport you around the area. Use the chance to get some Hearts, Gold Skulltula,

Rupees, or whatever lies secretly.

You can still get the Gold Skulltula even if you've planted the Beans in a soft soil. Just put some bugs in the soft soil, and the Gold Skulltula will pop out. (Thanks to Tim Bos)

The Magic Beans can be bought as either Link. Go to Zora's River and look for a man lying near the beginning of the area. Talk to him and he'll sell you a Magic Bean for 10 Rupees. However, each Bean will be worth 10 more Rupees than before. The second one will be 20 rupees, third one 30 rupees, and so on. There are 10 Beans in all.

The items in the "(.....)" are the rewards. You be the judge which you should get first.

Here's the Locations:

-In the KOKIRI FOREST, go to the shop where you bought your first Kokiri Shield. Right next to the shop is the soft soil. (Rupees)

-It's right next to the Magic Bean Seller in the ZORA'S RIVER. Can't miss this. (Piece of Heart)

-Go to the entrance of the Dodongo's Cavern (DEATH MOUNTAIN TRAIL). The soft soil is on the inside part of the entrance. (Piece of Heart)

-There is a soft soil patch in the GRAVEYARD. It's to the left when you enter. (Piece of Heart)

-Enter the LOST WOODS and go left then south. There is a patch of soft soil when you enter the south part. It only acts as a 'shortcut'. (Shortcut to the Bridge)

-Sing the Minuet of Forest and leave the Secret Garden Meadow to the LOST WOODS. When you leave the Garden, go left to a place with two Deku Scrubs. Kill them both and you can plant a Bean in the soft soil there. (Gold Skulltula)

-Just go to Lake Hylia and to the old hag's house. The soft soil is behind that house. (Piece of Heart)

-Sing the Bolero of Fire to warp to DEATH MOUNTAIN CRATER. The soft soil is right next to the warp point. (Piece of Heart)

-Go to the GERUDO VALLEY and grab a chicken and fly down the chasm to a platform with a cow on it. The soft soil is next to the cow. (Piece of Heart)

-Sing the Requiem of Spirit to go to DESERT COLOSSUS. The soft soil is near the entrance to the Spirit Temple. Ride the Bean during night to get a Gold Skulltula. (Piece of Heart, Gold Skulltula-night)

G R E A T F A I R Y F O U N T A I N /
F A I R Y F O U N T A I N L O C A T I O N S

GREAT FAIRY AND FAIRY FOUNTAIN LOCATIONS

GREAT FAIRY FOUNTAINS

NOTE To get the abilities or power-ups, sing the Zelda's Lullaby on the Triforce. ***END NOTE***

1. On the top of the DEATH MOUNTAIN TRAIL, walk up the path (Trail) and go left up a steep ramp. Bomb the three boulders then walk across the path with falling boulders. Climb up the wall and bomb a wall when you finally get to the top. You will be awarded the ability to perform a CHARGED SPIN ATTACK.

2. As a child, go back to HYRULE CASTLE and get over the gate. Take the right path to a boulder. Bomb that boulder and crawl through a hole. You've found the second Fairy Fountain! You get DIN'S FIRE.

3. In the ZORA'S FOUNTAIN, swim to a piece of land to the right of the entrance. Bomb the wall with the boulders. You will be awarded with the FARORE'S WIND when you sing the Zelda's Lullaby.

4. Sing the Bolero of Fire to get into the DEATH MOUNTAIN CRATER. Go across the bridge and look for a hole in the wall blocked by 2 boulders. Use your Hammer to destroy them and enter. You will receive a magic meter power-up.

5. Go to the DESERT COLOSSUS and go to the left side (when you're facing OUT of the Spirit Temple) somewhere along the wall is a crack. Bomb it to find a cave that leads to a Great Fairy Fountain. You will get a new magic, NAYRU'S LOVE.

6. After you get the Golden Gauntlets (found inside Ganon's Tower), go back outside and go where the path to the Fountain with the Din's Fire was. Pick up the HUGE black rock and throw it out of the way. You will uncover a cave. Enter the cave to find the final Fairy Fountain. The reward: DOUBLE DEFENSE POWER.

FAIRY FOUNTAINS

-If you want a fast Fairy without going to a Fairy Fountain, just sing the Song of Storms in front of a Gossip Stone for an easy fairy. (Thanks to Quintin Hughes for this info)

-You can get a fairy from the Gossip Stones by playing any of the songs (except the warp ones for obvious reasons), not just the Song of

Storms. (Thanks to Pnut for the tip!- I guess this nullifies the above tip doesn't it?)

-Get out of the Hyrule Castle to the HYRULE FIELD. Go all of the way right. You will find a little island, guarded by a Peahat. Bomb the boulder to find a hole leading to a Fairy Fountain.

-In the GRAVEYARD, go to the first row of the tombstones. Pull the tombstone with some bright flowers in the front. Drop down the hole and look for a weird-looking wall. Bomb it to find the Fairy Fountain.

-Sing the Minuet of Forest to go to SACRED FOREST MEADOW. Go down the stairs and up the ladder. Drop down the first gap you see when you get to the top. There's a hole there that connects to the Fairy Fountain.

-There's a platform in the middle of the ZORA'S RIVER. Use the ladder or a chicken to get to that platform with the stones creating a circle. Bomb the area in the middle to uncover a hole. Of course, it leads to the Great Fairy Fountain.

-It's in the middle of the GERUDO'S FORTRESS. Use the Stone of Agony to find the hole. Otherwise, it's near the crates.

T H E F O U R B O T T L E S

FOUR BOTTLES (OoT and MQ)

Bottles are indeed one of the most valuable items in OoT. It contains fairies, fire, potions, bugs, and even fish! So it's pretty important to get all four bottles... especially that you can have up to 100 hearts with this (4 fairies and your own 20 hearts)!!!!!!! You would be virtually unstoppable with 4 fairies. So the bottles are indeed important.

Here's how you get them all:

#1: After you get the Silver Scale from the Diving Mini-Game in the Zora's Domain, go to Lake Hylia via the tunnel underwater. You should see a bottle underwater when you enter the lake. Dive down and pick it up. It's yours now!

#2: Go to Lon Lon Ranch as a Child. Go into the stable to find Talon sleeping (again!). Wake him up and he'll give you a little mini-game to play. You have to find all 3 'special' cuccos in 30 seconds. Just watch where Talon throws the chickens and memorize the locations. You will know if you've picked up a right one when Talon tells you that you've found one. If no message was taken, just throw the cucco away. When you get all 3 in time, you get a bottle with Lon Lon Milk!

Here's a tip on getting the super cuccos easier from Michael Soo.

"Simply throw all the chickens in the corner behind the table and then have him release the super chicks. They'll be the only ones

out there and the ones behind the table won't move."
Yeah, this makes it a million times easier!

#3: Go to the Kakariko Village as a Child and talk to the lady next to a fenced in pen. She will tell you that all of her cuccos has ran away. Your mission is to take all seven cuccos back into the pen. Here's the locations:

#1- On top of the windmill. Use a chicken to fly over the fence from the platform with the door to the windmill, then climb the ladder to see the cucco.

#2- On the other side of the fence near the windmill, near the Potion Shop. Use a cucco to fly over the fence from the platform with the door to the Windmill.

#3- Near the entrance to the Death Mountain Crater.

#4- Use a cucco to fly to the top of the Skulltula House and throw one back and get the other one to the pen. Then go back to the other cucco. Take it to the pen.

#5- Right near the cucco lady.

#6- There's a cucco in a crate behind the entrance to the Graveyard. Roll to it to break the crate open.

#7- Near the entrance to the Village.

#4: Get all 10 'Big' Poes in the Hyrule Field to the man who wants them (in the first room in the Hyrule Castle). It is 100 times better if you go to the OoT FAQs and look for a map of the Hyrule Field with the Poes' locations. It's not a good idea to explain it via words. It's easier if you look at a map.

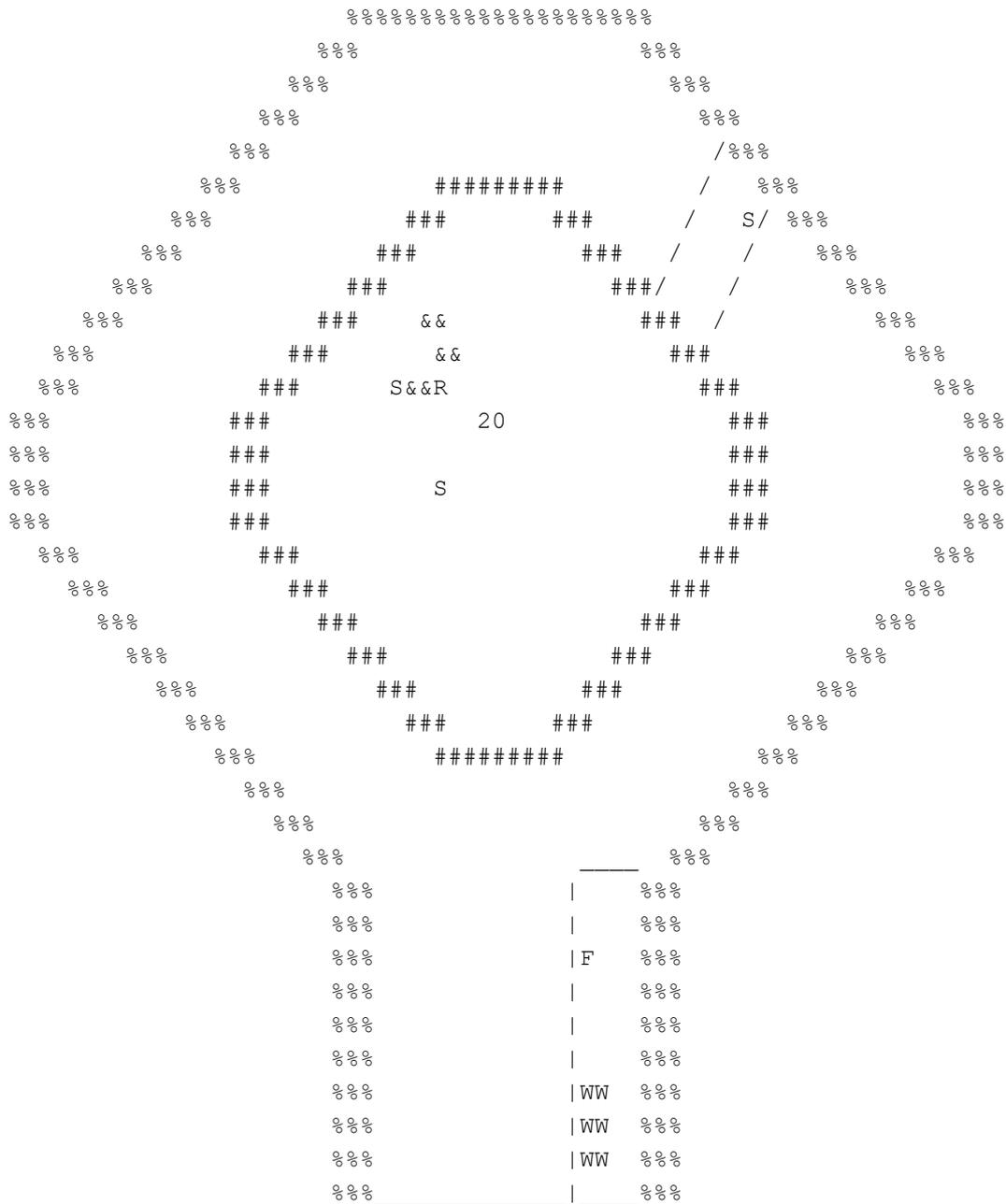
T H E F I S H I N G M I N I - G A M E

FISHING MINI-GAME (OoT and MQ)

This fishing game is one of the BEST, if not the BEST, fishing games in the kingdom of fishing video games. This sub-game easily beats out other games that is ENTIRELY about fishing like Sega's Bass Fishing on Dreamcast. You pick your location fast, easy, and you don't have to use a boat!

Location: I'm sure most of you people know where this is but... this is for those who haven't played Zelda. The pond is in the small house/shack on an island on Lake Hylia. When you enter Lake Hylia from the Hyrule Field, it is on the left side. The house is placed against the wall and you have to get across a small strait to get there.

Here's a MAP of the pond: (with different stuff like lures, etc.)



LEGEND	
%%%-----	Wall
###-----	Pond's Coast
WW-----	Tank
F-----	Fisherman
20-----	20-pound fish
S-----	Sinking Lure
R-----	'Right' Spot
&&-----	Log

*The sinking lure's locations are the POSSIBLE ones. It can't be at all three places so only one of those locations has the lure.

HOW TO WIN

First, it's better to teach you the controls.

Control stick (while the line is in water): wiggle the lure

Control stick (with a fish on your lure): move the line right/left

B-----Cast the line
Down + A-----Stop the line
A-----Reel the line
A + R-----Reel the line faster
L-----Switch camera angles

Got it? Now, just go and pay the poor man 20 buck-a-roos. Then pick a spot and fire your reel! Try to aim at the middle of the pond or maybe just look for a large school of fish. (don't run in the water, it will scare the fish!)

Just wait and reel or wiggle your lure until a fish bites. Don't just stay there with your lure sitting in a area without any fish, fish won't move around a lot. Aim at the areas with some fish. When a fish finally bites, press A and R and HOLD! Just press left or right to surprise the fish and eventually it'll come to you.

When you've gotten a fish, Link will find out how much the fish weighs and asks you if you want to keep it. My suggestion: throw away all of the fish except the large fish you catch (15+ pounds). Why? Read on.

PRIZES

Only two: a Heart Piece and the Gold Scale. As a Link, catch a 15-pounder and the fisherman will award you a Heart Piece. Do the same thing to get the Gold Scale... but do it as an Adult. Simple.

TIPS

-20-pounder fish-

A good tip:

- Stand on the log (on the north part of the pond)
- Look down to find the big fish (usually found during rainy days)
- Cast the line and try to attract that fish by wiggling the line.
- When the fish FINALLY bites, just hold A and R and you should get it since it is right next to you. (Thanks Carson Lee)

-Sinking lure-

This lure can get some of the largest fish in the pond easier than the regular lure. In fact, this lure ATTRACTS the fish more! To get it, catch a 15+ pounder and the lure will be somewhere in the pond area. Some of the possible locations are on the map above. Remember, get the 15-pounder first!

-Where to stand-

IMO, I think the logs at the north part of the pond is the best place to fish on. That's because the middle of the pond, with the best fish, is pretty close to it so if you catch a large fish, you won't have a

long distance to get the fish. Therefore, you have a less 'fight' with the fish! You win easier this way! The spot is marked on the map.

-Best times-

Easily rainy days and early mornings. You can play the Sun's Song to get to that point. Fish are abundant, large fish are aplenty. Hell, you might even find a Hylian Loach!

-Hylian Loach-

Perhaps THE fish (if you want to call it a fish) that defines this pond! It weighs about 35 pounds and is rarely seen! It sure doesn't look like a regular fish so you'll know it's a Loach when you see it. It's a big ***** and a ***** to catch! The best way to catch is get a sinking lure and look for it. When you find it (doubtful), aim the line at it and pray for the bite! It might take a while to win the battle with it so be patient. The fisherman will award you a PURPLE RUPEE if you caught it.

-Fisherman's Hat-

Not really a tip but... anyway. You can use your fishing equipment to grab the hat from the fisherman! It's funny! :D However, he will get mad and charge you 50 rupees! Oops!

E P O N A

HOW TO GET EPONA (OoT and MQ)

It's pretty simple to get Epona. Here's the steps on how to get her.

1. Learn the Epona's Song from Malon (Lon Lon Ranch, Young Link)
2. Pay 10 rupees to ride on Epona (Lon Lon Ranch, Adult Link)
3. Pay another 10 to ride on Epona (Lon Lon Ranch, Adult Link)
4. On the second session, talk to Ingo while on Epona.
5. Pay 50 rupees to race with Ingo. Win.
6. Race again. Win, of course.
7. Jump over the south fence.

To win the races, start strong. Don't let Ingo get front of you. However, do not start too STRONG and run out of carrots. You should have 2 or 3 or even 4 carrots once you grab the lead. Use the evenly for the rest of the race. Use them all when you're almost to the end. It's not hard, just be smart and don't waste the carrots on the beginning.

B I G G O R O N S W O R D

HOW TO GET THE BIGGORON SWORD (OoT and MQ)

Want this BAD-ASS 2-handed weapon, don't you? Huh? HUH? I can't hear you, solider!!!! Heh... I'll go straight to the point.

HOW TO FIND BIGGORON:

"Go up DeathMontianTrail, passed the tektites. When you get by the entrance of Dodongo's Caverns turn directly around and go up the ramp. When you reach the top, turn left to see a flag(same kind in Haunted Wastland) and three boulders (should of took out as young Link to go get magic power) up the hill. Go up the hill and up past where the boulders were. Go up the path (as young Link you would of been showered will rocks) and to the wall. Kill the tree skulltulawullas and the tektite and climb up the wall. Stick to the right wall and walk 'till a very short cut scene shows Biggoron getting up." (AS AN ADULT)

Thanks to jason martin!

1. Go to the Kakariko Village and talk to the woman who you helped to get the chickens. She will give you a POCKET EGG. Play the Sun's Song repeatedly until the Cucco turns into a POCKET CUCCO, then wake Talon up in the house in the middle of Kakariko.

2. Give the POCKET CUCCO back to the Cucco lady to get COJIRO. (Thanks Ben Charlton for a correction)

2. Go to Lost Woods entrance and turn left to the place where you sang the Saria's Song to the Skull Kid. There's a guy sleeping on a stump. use the rooster to wake him up. He will give you an ODD MUSHROOM.

3. The time to deliver the Mushroom is limited (3:00) so use Epona to run back to Kakariko Village. When you're in the village, go up the stairs to the left and enter the house to the right. Go into the door in the back. Go to the other house and talk to the old lady there. She will give you an ODD POTION.

4. Go back to the Lost Woods and go to the exact spot where the guy was. Now there's a girl there. She will give you the POACHER'S SAW.

5. Go to the Gerudo Valley and talk to the head carpenter outside the tent. He will give you the BROKEN GORON'S SWORD.

6. Go back to Biggoron and give him the Broken Goron's Sword. He says that he can fix it but he asks you a favor: get some eye drops from the Zora's Domain. He gives you the PRESCRIPTION.

7. Talk to King Zora and he will give you an EYEBALL FROG. He says that the old hag in the Lake Hylia will make the eye drops out of the frog. So ride the Epona to get to Lake Hylia quickly (time limit). Give the Frog to the old hag and she will give you the WORLD'S FINEST EYE DROPS.

8. Again, there's a time limit! Yet again, use the horse to go to the Death Mountain Crater and give the eye drops to Biggoron. Biggoron will say thanks and tells you to come back in 3 days. Sing the Sun's Song 6 times to make 3 days pass and go back inside and take the BIGGORON SWORD! Congrats! Enjoy the weapon! I sure did!!!

T H E ' B I G ' P O E S

'BIG' POES
(OoT and MQ)

This side quest is my FAVORITE quest in any game. That's because I loved riding on Epona and kicking the Ghosts' asses. It felt so life-like to me! Anyway, go to the front gate of the Hyrule Castle as an Adult. Open the door near the gate. You will see a weird guy and talk to him. He says that he's looking for some ghosts and he will buy them if you capture some. Well, if you capture one of the 'Big' Poes, you get 50 rupees! Get to working! Get on Epona and ride around the Hyrule Field and look for the Poes. When one of the Poe appears, show your skills with the arrows! When you slay the Poe, go to the spirit. You will be asked whether if you want to get the Poe or not. Choose yes and bring the Poe over to the man. he will give you 50 rupees. If you get all 10 Poes, you get 50 rupees AND a Bottle! Whooo! If you want a map to where the Poes are, go to the Ocarina of Time (N64) FAQs and there's a map on the Poes' locations. Also, you can see the Poes day or night.

Here's a tip from lilibat:

"The big Poes are actually spawned by a certain trigger spot. When you trigger one slowly move around with Epona until you find the trigger and stand on it. The Poe will spawn, run away and then spawn in a few minutes again. This lets you aim and pelt them with arrows without having to ride around after them. Yeah it's kinda cheesy but easier than chasing after them!"

~Yeah, it works! I've tried it and I find it easier to hit the Poes while sitting still on Epona. It's not a sure-fire method but it works!

T H E M A S K O F T R U T H

THE MASK OF TRUTH (OoT and MQ)

The Mask of truth are not required to beat the game. It is only used to hear what the 'Gossip Stones' are saying. The Gossip Stones are the stones with the one eye engraved on a side. I think it's pretty worthless because I never learn anything valuable. Anyway... here's how you get it. All of the trading are done as a Child Link. Also, talk to the owner of the Mask Shop first to discuss more stuff about the Mask vending.

1. Buy a Keaton Mask from the Mask Shop in the Hyrule Market and give the mask to the guard in the Kakariko Village. The guard is the one standing next to the entrance to the Death Mountain Trail.
2. Buy the Skull Mask for the Skull Kid in the Lost Woods.
3. Buy the Spooky Mask and go to the Graveyard during DAYTIME to find a boy pretending to be Dampe. Talk to him to sell him the Mask.
4. Buy the Bunny Hood for the marathon man (you know you CAN'T beat him, right? Good...). The marathon man is located all around the Hyrule Field so just walk around the Field to find him. It shouldn't take more than 10 minutes to find him.

When you've sold all four masks, go back to the Mask Shop and the owner will thank you and give you the prize: The Mask of Truth!

ICE ARROWS

(MQ)

The dungeon to the Ice Arrows in MQ is different than the OoT version. it is also much MORE difficult! Here's the Walkthrough if you're too lazy to look for it in the Walkthrough section.

START

Doing this is solely for getting the Ice Arrows. There are no other prizes in doing this side-quest. Go to the woman front of a gate to the fortress and pay her 10 rupees. Now the quest begins.

Open the chests for a BUNDLE OF ARROWS and BOMBCHU. Look up above the entrance to see an eye. Shoot it with an arrow. Enter the unlocked door.

Kill all of the enemies in the room within the time limit (1:00) to get a SMALL KEY from a chest. **DO NOT FORGET the stone statue on a ledge!** Go out the new door.

In the next room, use the Fire Arrows to light up the torch to the right. Collect all six white rupees (don't try to get them all at once, do it in several tries). Also, use the hover boots to reach the faraway platforms. The door will open when you get all six rupees.

Kill all of the jellyfishes and burn the web leading to the water. Then just equip your Zora Tunic and Iron Boots to go to the bottom of the pool. Your ONLY weapon that you can use underwater is the Longshot. So use that while underwater to kill all of the enemies there. Then use the targets to grab the rupees. Position yourself so the rupee is on the way to the target so you can get it. When you've collected them all, swim back up to the surface and open the chest for a SMALL KEY.

Go back to the first room and light up the torches with your Din's Fire. Enter the left door.

Again, you have to kill all of the enemies in the room in a given time. Luckily, there's only one enemy! Unluckily, it's the big armored one. Lure the enemy to solid ground so you don't have to fight on sand (you will sink in the sand, exposing yourself for attacks). Then do all jump attacks to kill him. Open the chest for a BLUE RUPEE. Leave the room.

The new objective: get all white rupees in a time limit (1:30). First, go left and down for the first rupee (Destroy the ice monster). Then go all of the way uphill and when you get to the top, go right. Go to the northeast corner (use the target to Longshot over the fire). In the corner, behind the icicles is the second rupee. Now go all of the way south,

down the ramps. The third rupee is in the pit. You have to fall off but don't jump. You want to fall off SLOWLY so you can hang on the ledge and still get the rupee. Go back on the ground and go left. Look up and attach yourself to the target to get over the fire AND get the fourth rupee! Now go to the left side of the room and go through the middle part (use the target to get over the fire) then drop off the cliff to get the fifth and final rupee. Now enter the opened door.

The next puzzle is the enemies-limited time thing. Just slay the monsters the normal way. Killing them all won't just open the door, it will grant you a chest with a BUNDLE OF ARROWS. use the Lens of Truth to see a hidden passage and sing the Song of Time to reveal a hidden block. Use the blue fire to melt the ice. Enter the door.

Drop to the lower level, and the floor will spin. Use the arrows to blind the eyes on the statue. Do it without missing a statue and you will get a chest with a BOMBCHU. Now, shoot the switch in the fire. A door will open, so enter that door.

Again, kill all of the enemies here in 1:00. Remember to use the jump attacks on the armored enemy to damage him heavily. The chest will come out when you defeat all of the enemies in time. A BUNDLE OF ARROWS is inside. Look above the door (not the one where you entered). Shoot the mark there to trigger a event which a chest drops in the fire. Step on the switch to get rid of the fire. The chest contains a SMALL KEY. Go out of the door.

Use the hammer to smash down the rusty switch then attach on the target to the right. Go into the final maze.

Go left to a door first. Continue the path, opening the doors on the fences. Go around the maze, picking up some chests for a BLUE RUPEE, a GREEN RUPEE, a RED RUPEE, and a GREEN RUPEE. When you finally get to the middle, break the crate to reveal a rusty switch. Smash the switch with your Hammer. A treasure chest will open at 2F.

This part REALLY frustrated me! More like... pissed me off! I finally found out after about 30 minutes, literally. Anyway, go out of the south door to the original room then go all of the way to the room with the spinning floor and the statues with eyes. Use the NORTH door on 2F to enter the room with the chest! FINALLY! The Ice Arrow's yours!

Now leeeeeeeeeeeeeeeave! Whew!

END

S H O P S L I S T

SHOPS LIST

(OoT and MQ)

HYRULE MARKET

Bombchu Shop	Rupees
Bombchus-10	100
Bombchus-20	180

Bazaar	Rupees
Arrows-10	20
Arrows-30	60
Arrows-50	90
Bombs-5	35
Deku Stick-1	15
Hylia Shield-1	80
Recovery Heart-1	10

GORON CITY

Goron Shop	Rupees
Bombs-5	35
Bombs-10	50
Bombs-20	80
Bombs-30	120
Goron Tunic-1	200
Recovery Heart-1	10
Red Potion-1	40

KOKIRI FOREST

Bombchu Shop	Rupees
Arrows-10	20
Arrows-30	60
Deku Nuts-5	15
Deku Nuts-10	30
Deku Seeds-30	30
Deku Shield-1	40
Deku Stick-1	10
Recovery Heart-1	10

KAKARIKO VILLAGE

Potion Shop	Rupees
Blue Fire-1	300
Bottled Bug-1	50
Deku Nuts-5	15
Fairy-1	50
Fish-1	200
Poe-1	30
Green Potion-1	30
Red Potion-1	30

Bazaar	Rupees
--------	--------

Arrows-10	20
Arrows-30	60
Arrows-50	90
Bombs-5	35
Deku Nuts-5	15
Deku Stick-1	10
Recovery Heart-1	10
Hylia Shield-1	80

ZORA'S DOMAIN

Zora Shop	Rupees
Arrows-10	20
Arrows-30	60
Arrows-50	90
Deku Nuts-5	15
Fish-1	200
Recovery Heart-1	10
Red Potion-1	50
Zora Tunic-1	300

T U N E S

TUNES
(OoT and MQ)

I doubt you need this list but here's the Tunes list just in case. Also, I will explain the uses of each tunes.

There's also a list of 'funny' or 'cool' tunes list in the OoT N64 FAQs. Check it out!

Left, Up, Right, Left, Up, Right

-Learned from Impa herself after meeting Zelda in the castle

-Stand on the Triforce marks and play this. Most of the time, something will happen.

-Use this song to open Darunia's room.

%%
E P O N A ' S S O N G
%%

Up, Left, Right, Up, Left, Right

-Learn this from Malon (after meeting Talon in Castle) in the Lon Lon Ranch as Child.

-Use it to call Epona to you (Adult)

-Use it to milk cows

%%
S A R I A ' S S O N G
%%

Down, left, Right, Down , Left, Right

-Learn this from Saria herself in the Lost Woods after you meet Zelda

-Use this song to talk to Saria

-Also will make Darunia happy (gives you Goron's Bracelet)

%%
S U N ' S S O N G
%%

Up, Down, Right, Up, Down, Right

-Learnt in the grave of Hyrule. Play the Zelda's Lullaby on the Triforce and fall through the hole. Kill all bats to open the shutter. Walk all of the way to the end to learn the song.

-Use this to stun zombies

%%
S O N G O F T I M E
%%

Right, A, Down, Right, A, Down

-Learnt automatically in game progress

-Used to make the 'Time' blocks disappear and appear

%%

S O N G O F S T O R M S

%%

A, Down, Up, A, Down, Up

-Learn from the guy in the Windmill (Kakariko Village) as adult. Show the Ocarina to the guy and he will teach you.

-Used to empty the well

-Can be used to open hidden holes too.

%%

M I N U E T O F F O R E S T

%%

A, Up, Left, Right, Left, Right

-Learned from Sheik in the Secret Garden Meadow

-Warps you to Secret Garden Meadow

%%

B O L E R O O F F I R E

%%

Down, A, Down, A, Right, Down, Right, Down

-Again, learn from Sheik in the Death Mountain Crater

-Warps you to the front of the Fire Temple

%%

S E R E N A D E O F W A T E R

%%

A, Down, Left, Left, Right

-Learn from Sheik in the end of the Ice Cavern

-Warps you to Lake Hylia

%%

N O C T U R N E O F S H A D O W

%%

Left, Right, Right, A, Left, Right, Down

-Learn from Sheik in Kakariko Village

-Warps you to the Graveyard

%%%%%%%%%%%%%%%%%%%%%%%%
R E Q U I E M O F S P I R I T
%%%%%%%%%%%%%%%%%%%%%%%%

A, Down, A, Left, Right, Down

-Learn from Sheik in the Desert Colossus (when you leave the Temple)

-Warps you to Desert Colossus

%%%%%%%%%%%%%%%%%%%%%%%%
P R E L U D E O F L I G H T
%%%%%%%%%%%%%%%%%%%%%%%%

Up, Right, Up, Right, Left, Up

-Learn from Sheik in the Temple of Time

-Warps you to the Temple of Time (Hyrule Castle)

T H E G O L D E N S K U L L T U L A T R I C K

GOLDEN SKULLTULA TRICK
(OoT and MQ)

I knew about this trick since I had the Nintendo 64 version of Ocarina of Time. I just hadn't added this part to the FAQ and I finally did when several people started to e-mail me about it. So I had to submit it so I could have less e-mails! :)

What this trick does is that it increases your Gold Skulltula tokens at no cost! What I mean by 'no cost', the game does not input in that you didn't kill the Gold Skulltula and the token. In other words, INFINITE GOLD SKULLTULA TOKENS! You're stoked, eh? Here's how:

As a Young Link with the boomerang, go to the Hyrule Castle and make your way through the guards to the moat. Swim the moat up to the little slope that you can use to go up to solid ground. There should be a tree right next to that slope. In fact, it's in the corner of the fence. You're there already? Cool...

Go stand by the tree and play the Song of Storms. A hole should appear. Of course, drop down to it. Bomb the walls or whatever to find the Gold Skulltula there. When you finally find it, kill it with your Slingshot. AND DO NOT TAKE THE TOKEN YET! After that, either stand behind or ahead of the portal (the token should be between you and portal or the portal should be between you and the token).

All set? Good. L-target the token and throw the boomerang. If you're between the portal and the token, BACKFLIP to the portal BEFORE the token gets to you. You will have one more token but the Gold Skulltula's still there. You can repeat this as much as you want. Or, you can be behind the portal and throw the boomerang and just WALK/RUN to the portal before the token comes back.

Summary:

1. Go to the Hyrule Castle
2. Swim the moat to the tree
3. Sing the Song of Storms
4. Drop to the hole and find the Gold Skulltula
5. Kill the Skulltula and L-target the token
6. Stand behind the portal or between the token and portal
7. Throw the boomerang
8. BEFORE the token comes, walk/walk to the portal
9. Repeat

Simple, no?

Thanks to HamannParts02@aol.com and Kevin Pellegrino for this info
(even though I knew about this :P)

T H E B O T T L E T R I C K

BOTTLE TRICK (OoT and MQ)

Another infamous (and famous!) 'glitch' (if you want to call it). This glitch may be found accidentally or purposely alike. Some people are so unlucky that they lost one of their main items (that are vital to their successes in the game) to this hideous trick.

The reason I call this trick 'hideous' is that it is pure cheating, unneeded cheating. This game isn't that hard yet people cheat! Oh well... Here's how:

1. Find a place where you can capture a fish or a bug with your bottle.
2. Have a EMPTY BOTTLE ready in one of your C-button buttons.
3. Press the bottle's button and while you're still swinging (mid-swing) press start.
4. At the menu screen, select a item for your C-button. Select it to the bottle you just used... If you switch back to the game, the item will be replaced with a bottle.

The item you replaced will be gone forever in this game save. If you accidentally chose a vital item, turn off the game and go back to your save. Therefore, it is very wise if you replace it to stuff like a mask, claim check, bombchu, and maybe Deku nuts...

Be careful, be careful...

T H E G R E A T R U P E E H U N T

GREAT RUPEE HUNT

Wanna get rich?!?! You have 30 Skulltula tokens and got the Giant Wallet, right? Good. Wanna use that wallet to the MAX?!!!!!!!!!!! Here's some quick ways to do it:

-the ol' bush whackin'. Yeah, it may be boring but it's sure to earn you some rupees

-As an child, go to the front room of the Hyrule Castle (where the guy that wants the Poes lives as an Adult) and break the crates. It will yield TONS of rupees.

-Get the Stone of Agony (20 tokens) and if you're lucky, you might feel some vibrations and uncover a hidden hole! It might contain some major rupees! (Use Song of Storms or Bombs to uncover the hole)

-"If you go, as an adult, to the Lost Woods, and go directly to the left the skull kid will be there. If you fight him a rupee about the size of young link pops out and its worth a whopping 500 rupees. FYI it is easier to beat him with the Biggoron sword. This can be done an unlimited amount of times." Timothy Diagle submitted this. Thanks, Tim!

-Do the Masks Quest and go give the Running Man the Bunny Hood (in the Hyrule Field). He will fill your wallet up to the max!

-A good one, submitted by Kenny Eubanks, one that I forgot to put in... "For a quick cache rupees, approach Hyrule Castle during the daytime. (Young Link.) Climb up the chains of the drawbridge, and you will come to a small ledge. Play the Sun Song to advance to night fall. Then hop onto the wooden bridge. Move across it's length to find 5 invisible red rupees. Then you can slip back inside Hyrule castle from there. Advance to the next morning and repeat."

If you're not sure to do, just go up and walk on the chains and get to the extreme peak and wait (or sing the Sun's Song) until nightfall and jump onto the thin up-ended bridge and walk it across.

-VileBetraye88:Here is an easy way to refill your wallet. First, you need to set all your bottles to C, and fill your bottles with bugs. Then, sell them to that guy. Don't sell them all, instead keep one bug. Next, empty the bottle on the floor, 3 bugs should fall. Finally, catch the bugs with all your bottles again to refill your supply. Now sell your bugs. The guy buys bugs 50 rupees apiece! Keep doing this until your wallet is filled.

Here it is step-by-step

1. catch bugs
2. sell 2
3. drop last bug
4. refill bottles w/ bugs
5. sell 2
6. rinse, repeat
7. enjoy!

Thanks Vile!

-"as an adult, go near the spirit temple with your light arrow ready. Kill

the monsters with the light arrow. it should give you 50 rupees each and to recover magic, a great fairy is nearby." ~Matthew Richer. Thanks Matt!

-From Eric T... He says that if you climb the chains in the drawbridge of the Hyrule Castle (as Young Link), you get several rupees on the top! I remember doing that when I was a kid (on n64). I forgot about it! Heh.

-From Tom Sherwood: "On your way up death mountain, go to the part with all the falling boulders. Go down the pit and you will see a Cow, 4 Heart Things and 26 Rupees. Now, get the rupees and exit the cave. Re-enter and the rupees would of reset so you can get them again!!"

Do this as many times as you like until your wallet is full.

-From Matthew Richer-Perry: Go to Kakoriko Village and go behind the potion shop and drop into the hole. Take a fish and sell to the guy who wants one for 100 rupees. Repeat.

-linkahi: "go to the keese room in ganons tower and equip the light arrows to your c-button. shoot each keese with the light arrow and you will get fifty rupees from each. this uses some magic, but if you have one left over from somewhere this is a pretty good idea, there are about eight keese in the room, so that gets you four hundred rupees, from there go to the temple of time, become a kid and do the storeroom trip and the drawbridge trip and youll have 500 rupees."

-slb13579: "After completing the biggoron's Sword Trading sequence a Skull Kid will be running around the place where the Skull Kid was as a kid destroy him with either the Master Sword or Biggoron's Sword preferably the Biggoron's sword then he will leave behind 200 rupees every time! So you can get 200 rupees whenever you want before completing the Gold Skulltula side quest."

-Steven Lorenz: "After you get the 'Light Arrow' from Zelda, go around killing enemies with the 'Light Arrow', you should get a 'Purple Rupee' (50 Rupees) each enemy."

-Have some more rupee stuff? E-mail me!

T H E B U G M I N I - G A M E

BUG MINI-GAME

Go to the Zora's River and get on a stump (around in the middle part) and you will see some frogs coming on the log. Impress them by playing all six gray Songs. Then they will ask you to play a game. It's pretty difficult but here's the buttons that will win the mini-game:

A, Left, Right, Down, Left, Right, Down, A, Down, A, Down, Right, Left, A

You will receive a Piece of Heart when you beat this mini-game.

T H E C U C C O L A D Y

CUCCO LADY

Want a bottle? Here's an easy way to get one!

Go to the Kakariko Village as a Child and talk to the lady next to a fenced in pen. She will tell you that all of her cuccos has ran away. Your mission is to take all seven cuccos back into the pen. Here's the locations:

- #1- On top of the windmill. Use a chicken to fly over the fence from the platform with the door to the windmill, then climb the ladder to see the cucco.
- #2- On the other side of the fence near the windmill, near the Potion Shop. Use a cucco to fly over the fence from the platform with the door to the Windmill.
- #3- Near the entrance to the Death Mountain Crater.
- #4- Use a cucco to fly to the top of the Skulltula House and throw one back and get the other one to the pen. Then go back to the other cucco. Take it to the pen.
- #5- Right near the cucco lady.
- #6- There's a cucco in a crate behind the entrance to the Graveyard. Roll to it to break the crate open.
- #7- Near the entrance to the Village.

After putting all of the Cuccos to the pen, talk to the lady and she will thank you and give you a Bottle! Congrats!

T H E S C A R E C R O W ' S S O N G

THE SCARECROW'S SONG

A LOT of people has e-mailed me about this. To get the Scarecrow's Song, just go to Lake Hylia and go near the beach, to the left of the Lab. You should see two scarecrows there. Talk to the right one and he will introduce himself as Pierre. Just bring out your Ocarina and he will get excited and ask you to sing a song.

Don't sing anything, just make up YOUR OWN song. Make sure you remember it so you can use it in the dungeons (when Navi turns green) to get some Golden Skulltulas. That's it.

E N E M Y L I S T

ENEMY LIST

I'll try to make the explanations short and sweet. This list is in the alphabetical order so you can find what you're looking for quite

easy.

ANUBIS

Found in: Spirit Temple

Appearance: Very weird... it's floating and it mimics your movements so if you go to YOUR left, Anubis will go to ITS left. Same as forward, back and right. Kinda looks like a coffin, actually.

How to defeat: Use Din's Fire or any form of flame.

ARMOS KNIGHT

Found in: Dodongo's Cavern, Fire Temple and a few other dungeons

Appearance: Looks like a normal statue but once you touch it, it will come alive and move.

How to defeat: You can stun it with a Deku Nut and slash it once. You can also L-target it and throw a bomb. Either way, the Armos will go crazy and after a while, it will explode.

BABY DODONGO

Found in: Dodongo's Cavern

Appearance: A small green lizard with no legs, moves around like a snake

How to defeat: Anything, really. Slingshots, Deku Nut/Sword combo, Bombs, whatever. It will explode after a while like Armos.

BARI

Found in: Jabu-Jabu's Belly

Appearance: Just a jellyfish

How to defeat: You can use your boomerang or Deku Stick to destroy it immediately. Or, you could throw a Deku Nut to stun it and hack at it once. However, it will split into 3 Biris.

BEAMOS

Found in: Pretty much almost everywhere

Appearance: It's that one with a eye that shoots at you with a blue laser. White-ish/yellow-ish body, single eye that revolves.

How to defeat: Two bombs, sometimes one. Deku nut can be used to Stun it for a while.

BIRI

Found in: Jabu-Jabu's Belly

Appearance: A small jellyfish, smaller than Bari.

How to defeat: You can use your boomerang or Deku Stick to destroy it immediately. Or, you could throw a Deku Nut to stun it and hack at it once.

BLUE BUBBLE

Found in: Forest Temple

Appearance: A skull with blue fire around it, jumping around

How to defeat: Touching it with your shield while L-targeting will 'shut down' its shield, the fire. Then hack at it.

BUSINESS SCRUB

Found in: Everywhere

Appearance: just a Deku, but when you defeat it, it won't go away. If you go up to it, it will offer you a proposal for something like Nuts, Sticks, or whatever.

How to defeat: Just reflect a Nut back to it with your Shield or use a Boomerang, Slingshot.

DARK LINK

Found in: Water Temple

Appearance: Looks like you but it's black

How to defeat: Oh god. Just use your Din's Fire or attack it with your Megaton Hammer or Sword while NOT L-targeting.

DEAD HAND

Found in: Bottom of Well and Shadow Temple

Appearance: A very ugly white ghoul with 6 'assistants' (hands)

How to defeat: Just let one of the hands grab you and smash A to get out and hack at the guy's head.

DEKU BABA

Found in: Deku Tree, Forest Temple and the overworld

Appearance: There are 3 kinds but they look the same. It's the ones that has a blue head on a single stem. One of them just stands there, won't lunge at you. The other one does lunge at you. The final one is like the second one but BIGGER.

How to defeat: Some sword attacks, boomerang, Deku Nut to stun, Bombs, or Slingshots.

DEKU SCRUB

Found in: Pretty much everywhere

Appearance: Come on, you know better. The DEKU! The one what shoots seeds at you and hides underground!

How to defeat: Reflect the seeds back at him. OR use any long-ranged weapons.

DINOLFOS

Found in: Gerudo's Training

Appearance: Like Lizalfos but with a spear

How to defeat: Just dodge its attack and jump attack

DODONGO

Found in: Dodongo痴 Cavern

Appearance: no, not the boss, it's just a smaller version of the boss. Just a slow-moving lizard.

How to defeat: A few Slingshot or sword attacks to its back or a few bombs.

FLOORMASTER

Found in: Forest Temple and Spirit Temple

Appearance: An ugly-looking hand that moves around pretty quickly and lunges at you.

How to defeat: L-target it and wait until, it starts to lunge and dodge. Then attack it with your sword until it dies. However, when it dies, 3 mini-Floormasters will come to life. Destroy them with a single swipe of your Sword IMMEDIATELY because if they attaches into you, they will grow back into a Floormaster!

FREEZARD

Found in: Ice Cavern

Appearance: A transparent enemy, you have to look carefully to find it. It is about the same size as you and moves around like ice.

How to defeat: Just some swipes of your sword. Be careful, they can freeze you.

GERUDO GUARD

Found in: Gerudo's Fortress

Appearance: A pretty female ninja

How to defeat: You can L-target it and hold up your shield until it attacks you and strike back with your sword. Or you can just jump attack and hope the Gerudo was off-guard at that time.

GIBDO

Found in: Bottom of Well and Shadow Temple

Appearance: Just a mummy

How to defeat: Play the Sun's Song to stun it and get behind it and attack with your sword until it dies.

GOHMA LARVA

Found in: Deku Tree

Appearance: It starts off as an egg but it will hatch and turn into a Spider if you come near it.

How to defeat: If you shoot a Slingshot Seed at the egg before it hatches, it will go away forever. But if you have to fight the spider, just kill it with your sword. Not that hard...

GREEN BUBBLE

Found in: Forest Temple

Appearance: A skull with a green fire around it

How to defeat: Just like Blue Bubble.

GUAY

Found in: Lon Lon Ranch, Lake Hylia, and Desert Colossus

Appearance: A purple beak that swoops at you.

How to defeat: Just L-target it and shoot a Slingshot or Boomerang or about any long-ranged weapons

IRON KNUCKLE

Found in: Spirit Temple and Gerudo's Training Grounds and Fire Temple

Appearance: A huge armored knight that wields a big axe

How to defeat: L-target him and get close to lure it into attacking and back off or do a back flip to avoid the attack and do a jump attack to hit him. After a few hits, the armor will fall off. The Knuckle will be a bit faster but just use the same strategy to finish him off.

KEESE

Found in: Pretty much everywhere

Appearance: A bat, sometimes with blue fire or red fire

How to defeat: L-target it and use your Slingshots to kill it. Try to kill it quickly because the fire and ice Keeses sure are annoying if they hits you.

LEEVEER

Found in: Desert Colossus (Haunted Wasteland too?)

Appearance: Green revolving thingy with spikes that pops out from the sand

How to defeat: Meh. I recommend you just run away. You can use your sword though.

LIZALFLOS

Found in: Dodongo's Cavern, some other places as well

Appearance: A green lizard that stands like a human and attacks you with a knife

How to defeat: L-target him and hold up your shield until it attacks you. Then attack him with your sword. Anything else won't work.

LIKE LIKE

Found in: Fire Temple, Bottom of Well, Shadow Temple, Spirit Temple

Appearance: A slimy thing and tries to suck you into itself

How to defeat: Back off and attack when it's safe. 2 jump attacks will do him good. 4 Slingshot Seeds too. Deku Nuts will stun him.

MAD SCRUB

Found in: Secret Garden Meadow

Appearance: Just like Deku Scrub but fires 3 seeds at a time.

How to defeat: Like a Deku Scrub.

MOBLIN

Found in: Secret Garden Meadow

Appearance: Big monster with a spear. Walks around the corridors in the Meadow. There is also a GREAT MOBLIN, a bigger version of a Moblin that uses its mace to smash the ground at you.

How to defeat: A sword attack or a Longshot attack will kill it instantly. For the Great version of Moblin, you have to dodge the attacks and get to him and attack him three times. Or you could use your arrows to kill him.

OCTOROK

Found in: Water Temple, Lake Hylia, Jabu-Jabu's Belly, Zora's River

Appearance: A purple octopus with a mouth that fires some stuff at you like a Deku does.

How to defeat: Reflect that stuff that came out back or just use a long ranged weapon.

PARASITIC TENTACLE

Found in: Jabu-Jabu's Belly

Appearance: A tongue-like slimy thing that hangs from the ceiling.

How to defeat: L-target and boomerang.

PEAHAT

Found in: Hyrule Field

Appearance: A huge flower that spins its blades at you.

How to defeat: Get under its blades and attack its core with your sword.

POE

Found in: Hyrule Field, Forest Temple, Graveyard, Dodongo's Cavern

Appearance: A ghost with a lantern

How to defeat: L-target it and attack it with a sword QUICKLY because it will disappear if you L-target it for a while

RED BUBBLE

Found in: Forest Temple?

Appearance: A skull with a red flame around it

How to defeat: Just like a Green or Blue Bubble

REDEAD

Found in: Graveyard, Shadow Temple, Bottom of Well

Appearance: A zombie with flesh

How to defeat: play the Sun's Song to stun it and get behind it and
attack it until it dies

SHABOM

Found in: Jabu-Jabu's belly

Appearance: Just a bubble that floats around

How to defeat: Boomerang

SHELL BLADE

Found in: Water Temple

Appearance: A clam that has spikes and opens its mouth before attacking

How to defeat: Wait until it opens its mouth and attack it with your sword
or Hook/Longshot

SKULLTULA

Found in: EVERYWHERE

Appearance: A skulltula! A SKULLTULA! YOU MUST KNOW!

How to defeat: When it comes down, wait for it to turn around and fire
some Seeds at it or use your long-ranged weapons.

SKULLWALLTULA

Found in: Everywhere

Appearance: A spider with a skull that crawls on walls.

How to defeat: Meh. A Hook/Longshot or a Seed from the Slingshot.

SPIKE

Found in: Water Temple

Appearance: A silvery ball with spikes

How to defeat: Throw a Deku Nut or use your Hook/Longshot to make it retract its spikes then attack it with your sword or Longshot

STALFOS

Found in: Forest Temple, Spirit Temple, Shadow Temple

Appearance: A skeleton with a round shield and a wavy sword

How to defeat: L-target it and use your shield to block SOME of its attacks. Use your side-jumps to avoid the attacks that cannot be blocked. Kill it by counter-attacking.

STALCHILD

Found in: Hyrule Field

Appearance: Just a Skeleton

How to defeat: Ta-da! SWORD!

STINGER

Found in: Water Temple, Jabu-Jabu's Belly

Appearance: A stingray

How to defeat: Go close to it and it will hover above the ground. Use a Deku nut to stun it and finish it off with your sword.

TAILPASARAN

Found in: Jabu-Jabu's belly

Appearance: A 'claw' with some fluffy balls behind it.

How to defeat: Boomerang

TEKTITE

Found in: Death Mountain Trail

Appearance: a Spider that jumps around, kinda red with some other colors

How to defeat: Just go past it and it'll jump at you. Turn around and
attack it with 2 sword lunges

TORCH SLUG

Found in: Fire Temple

Appearance: A red puddle with a fire on it

How to defeat: Hookshot/Deku Nut it and the fire will go out and attack
it with a sword several times

WALLMASTERS

Found in: Spirit Temple and Forest Temple and Shadow Temple

Appearance: A hand that resides up in the ceiling that will try to grab you

How to defeat: Look at your shadow... When it gets bigger, a Wallmaster's
coming. just run around until the wallmaster comes down
and if it misses, attack it with two swipes to kill it.

WHITE BUBBLE

Found in: Spirit Temple

Appearance: Duh... a skull without any flame

How to defeat: Just like any other Bubbles but no flame

WOLFOS

Found in: Pretty much everywhere

Appearance: A wolf with sharp claws

How to defeat: Hmm. kinda like the other -flos... L-targeting, shield,
counterattack

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C O D E S

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CODES
(Master Quest)

The following coeds are for the Action Replay, some sort of hacking device. I don't have the GameShark codes yet because of the obvious reasons (not released yet). Thanks to Jay Philbrook and www.codejunkies.com for the codes! Here I go:

(FOR MASTER QUEST!)

(m) Must Be On

- 1 QP0V-C6FG-K6QWH
- 2 UE1N-WQBP-PBJXW
- 3 3NKK-9ZQD-AFU3C
- 4 BBZN-Z5N0-GJWQV
- 5 XCD5-765Y-HKWF3
- 6 FTC9-TD6X-X7ETJ
- 7 VCFU-Q34Q-KYNK7
- 8 P7F9-00VJ-9KE0C
- 9 E550-WDWX-95ECG
- 10 E9FZ-A3QA-YCERP

Max Hearts

- 1 8D0C-48AP-VEW7F
- 2 QMYT-7HGZ-CMB54

Infinite Hearts

- 1 3GR1-11U0-FEGJP
- 2 Q266-TJQG-EBUZP

Infinite Magic

- 1 Z59A-EK7C-YQQD2
- 2 6WQM-BN2K-5NNR2
- 3 NZU9-MUP6-7X3DW
- 4 17D2-N33R-G8MWX
- 5 FXHV-U6G5-Y9KGX
- 6 EH7H-VFB0-1VA5X

Infinite Hover When Moving

- 1 6Q1E-4MTR-U1W0E
- 2 Z3WQ-V76M-UTEYQ
- 3 NKNC-DE52-H9GT5

Infinite Rupees

- 1 9461-QHQ2-5RW8G
- 2 1YP9-51T5-EDQHM

Swords/Shields/Boots/Tunics

- 1 KYPK-3H2W-Q2NYK
- 2 2ZD5-W6YZ-0ZPJZ

Biggoron's Sword

- 1 4CMZ-QDN5-75AYD
- 2 RY3N-TM6T-37C03

999 Gold Skulltulas

- 1 MF87-F54D-BN2GF
- 2 QF7A-FU5M-0666X

Have Deku Stick

- 1 7DVQ-BB7N-MF7U9
- 2 V80R-NP28-4BCN9

Infinite Deku Sticks

- 1 T3GP-6JNA-W5JNQ
- 2 D9J6-J0X0-KM3K2

Have Deku Nuts

- 1 5UHE-VXGN-T4BF1
- 2 R4HJ-DUFT-2CP5A

Infinite Deku Nuts

- 1 E498-M509-WAX22
- 2 39DQ-ZNM0-X673X

Have Bombs

- 1 U4QQ-J8B7-7726R
- 2 KTBU-16W8-0NXAC

Infinite Bombs

- 1 2PW5-BXR9-HXWWF
- 2 9XFN-AJ9Q-NWYNX

Have Fairy Slingshot

- 1 DFW0-PBDB-2XVR1
- 2 EKC6-CYMX-FWWJ0

Infinite Slingshot Ammo

- 1 1GPU-JACW-H62C6
- 2 9NDN-HCEM-PFAD6

Have Fairy Ocarina (Not Time)

- 1 Q9J6-G92G-QCDN1
- 2 R1BP-NX6J-5JU0T

Have Ocarina Of Time (Not Fairy)

- 1 ZU3M-E1VA-UWUFD
- 2 6NZH-NR1A-FAHJF

Have Bombchu

- 1 ATJW-64XU-Q5Q5Y
- 2 JU05-7TZ8-PVD4Q

Infinite Bombchu's

- 1 NJW2-2YGW-FZKRA
- 2 U413-RK5W-Z9E57

Have Boomerang

- 1 DZ10-JWAN-XMHXU
- 2 21T1-7MOD-UQXXE

Have Lens of Truth

- 1 M4QQ-H3MM-WJ2AE
- 2 A5A2-PRF0-42Q5X

Have Magic Beans

- 1 2KJG-Q3JU-QH8TM
- 2 Y4YU-8AQA-VFM58

Infinite Magic Beans

- 1 CKAX-QY8E-Z9DFE
- 2 Y8QF-F1P8-X12A3

Have Fairy Bow

- 1 ZTK5-6HA9-EC9UP
- 2 Q1JB-Z9WD-2EBZP

Infinite Arrows

- 1 RJFQ-6KWK-U8WM3
- 2 3UKY-72Y3-VJCKD

Have Fire Arrow (MP2)

- 1 HGYU-W32F-8E91Z
- 2 CPHF-HTHK-UDY1C

Have Ice Arrow (MP2)

- 1 UY0Y-WWQE-GJB3C
- 2 5ZX8-FZ9Y-RC0WR

Light Arrow (MP4)

- 1 QQJQ-GDWD-HABJ8
- 2 C13A-RTM0-THMJ4

Have Hookshot (Not Longshot)

- 1 5T5T-B4YQ-RC1ZA
- 2 RHYQ-GC92-YDT4U

Have Longshot (Not Hookshot)

- 1 38GW-PD4W-BR30V
- 2 ERC6-9C6B-JY1QW

Have Megaton Hammer

- 1 H5KH-CPZW-33NAW
- 2 M9ED-P98U-RGZQG

Have Din's Fire (MP6)

- 1 56CA-BE9K-CJ7NE
- 2 XVA6-2994-TQ1TT

Have Faeroe 痴 Wind (MP6)

- 1 JU76-EUZW-9H2CN
- 2 PUYG-6MPF-GAZ48

Have Nayru's Love (MP12)

- 1 MCRJ-BZVC-TQY2R
- 2 FHR6-08B1-PKE53

Have Empty Bottle 1

- 1 2FW1-NFZ9-E6UYW
- 2 992N-6BUW-D0E0G
- 3 FH5G-WF28-NYX86

Have Empty Bottle 2

- 1 ZF3H-5WC0-B2DGH
- 2 UHH6-R17M-PM6F0
- 3 86PY-FTZ1-CQ2W7

Have Empty Bottle 3

- 1 0FRE-Y09U-JNC4C
- 2 V9X5-K8WW-0CVKD
- 3 AZYG-2ZMM-J0X55

Have Empty Bottle 4

- 1 11RJ-A63P-B4JT3
- 2 9QWM-M85C-5ERYE
- 3 9R33-PAR1-3V6J6

EMPTY BOTTLE 1 CONTAINS:

Red Potion

- 1 0GYU-0EX5-0J2UT
- 2 F6VF-8E0H-3MQTG
- 3 4YU0-P31G-B9KU6

Green Potion

- 1 W9KC-30B2-HHYKD
- 2 F6VF-8E0H-3MQTG
- 3 CDD5-3V9N-MVRN9

Blue Potion

- 1 Z8ZA-GQ65-70GU1
- 2 F6VF-8E0H-3MQTG
- 3 TEP9-DQ8B-37VC7

Bottled Fairy

- 1 EYCC-A2XU-GBCNC
- 2 F6VF-8E0H-3MQTG
- 3 V647-48CN-J7GTV

Fish

- 1 1EBV-XEHA-A9GEA
- 2 F6VF-8E0H-3MQTG
- 3 UKP6-7RPX-8Q1JN

Lon Lon Milk (1/2 Full)

- 1 YJB8-45KB-CXTVF
- 2 F6VF-8E0H-3MQTG
- 3 FT7J-0821-4WRMT

Lon Lon Milk

- 1 Z617-CRBA-J0WH2
- 2 F6VF-8E0H-3MQTG
- 3 RD15-7F41-ECRNP

Letter

- 1 TG44-KCBC-FXZ4C
- 2 F6VF-8E0H-3MQTG
- 3 TNZ8-WQ9Z-CGHWY

Blue Fire

- 1 JFR2-03KQ-QBYV2
- 2 F6VF-8E0H-3MQTG
- 3 GN8T-T0Y7-N22FZ

Bug

- 1 FT1A-1G8B-M2VKQ
- 2 F6VF-8E0H-3MQTG
- 3 000H-5A8Z-97QQ8

Poe

- 1 MCKN-1V3Y-8C1G0
- 2 F6VF-8E0H-3MQTG
- 3 RBFP-AC35-PNGVW

Big Poe

- 1 ZNE9-F9VR-GRA8P
- 2 F6VF-8E0H-3MQTG
- 3 Y3NJ-8Q8E-XCENX

EMPTY BOTTLE 2 CONTAINS:

Red Potion

- 1 NV17-5A97-86R62
- 2 UYPR-7VC2-9HY5H
- 3 B7AN-TAZT-CWJYP

Green Potion

- 1 JKYY-52UZ-DE1AD
- 2 UYPR-7VC2-9HY5H
- 3 N3AG-5GW3-U94Y5

Blue Potion

- 1 JZRU-ADWJ-DXJ68
- 2 UYPR-7VC2-9HY5H
- 3 7DKW-Y48C-CFWQU

Bottled Fairy

- 1 X09D-GNBG-0RP2E
- 2 UYPR-7VC2-9HY5H
- 3 D4G2-UTZ3-FNQXV

Fish

- 1 CYHP-2WTR-N1CT7
- 2 UYPR-7VC2-9HY5H
- 3 HJ6R-X19D-2MQN3

Lon Lon Milk (1/2 Full)

- 1 MJMU-R4PE-977D7
- 2 UYPR-7VC2-9HY5H
- 3 2MP7-HT7N-7CKBP

Lon Lon Milk

- 1 3J7X-7UH2-PV727
- 2 UYPR-7VC2-9HY5H
- 3 G3ND-D7XE-33NFP

Letter

- 1 YTH0-XH1C-J3U5U
- 2 UYPR-7VC2-9HY5H
- 3 ZTFT-UDXE-J7EYY

Blue Fire

- 1 FH2Z-0TQJ-6QDQX
- 2 UYPR-7VC2-9HY5H
- 3 5WHG-0807-NQF86

Bug

- 1 Rdff-KH6G-9TPEY
- 2 UYPR-7VC2-9HY5H
- 3 M6Z5-KR3T-M72JP

Poe

- 1 K03R-JJUG-5FMJ4
- 2 UYPR-7VC2-9HY5H
- 3 U36K-ME6C-JWJ1N

Big Poe

- 1 QZYU-FUFY-QPN8X
- 2 UYPR-7VC2-9HY5H
- 3 MNMJ-THMT-9YBN1

EMPTY BOTTLE 3 CONTAINS:

Red Potion

- 1 Y9MU-BBW6-9FW9K
- 2 D6WC-5FKC-EAMP8
- 3 UPKR-ANUX-BBNH6

Green Potion

- 1 YJD9-PG79-JFYU2
- 2 D6WC-5FKC-EAMP8
- 3 H30T-U1PF-47XUW

Blue Potion

- 1 RRDV-10BQ-49246
- 2 D6WC-5FKC-EAMP8
- 3 2Z5V-BGXM-F4WQY

Bottled Fairy

- 1 9TMA-XWPK-AB5PV
- 2 D6WC-5FKC-EAMP8
- 3 39ZV-8RC0-ZGFR3

Fish

- 1 TVAP-KYZQ-1U48J
- 2 D6WC-5FKC-EAMP8
- 3 P3K5-49MC-UX3UK

Lon Lon Milk (1/2 Full)

- 1 ZCUY-A4RC-D22AF

- 2 D6WC-5FKC-EAMP8
- 3 R2Y4-H5KU-J5RCQ

Lon Lon Milk

- 1 FE20-EA7Z-V77AW
- 2 D6WC-5FKC-EAMP8
- 3 B5Q8-5CH6-1DUJB

Letter

- 1 P3QX-2WUC-G4N3G
- 2 D6WC-5FKC-EAMP8
- 3 PK82-HEZK-DAGWJ

Blue Fire

- 1 VQHG-9XPW-7HTYG
- 2 D6WC-5FKC-EAMP8
- 3 YPCA-9DKG-FYY7Z

Bug

- 1 U7EH-498P-8VCJE
- 2 D6WC-5FKC-EAMP8
- 3 745Q-B9CH-XJPM

Poe

- 1 6NRV-3B49-QCHCU
- 2 D6WC-5FKC-EAMP8
- 3 K2PN-8QD4-5AMOG

Big Poe

- 1 Y5N6-Z4Q5-NDEY6
- 2 D6WC-5FKC-EAMP8
- 3 JA96-N8DX-FM7AV

EMPTY BOTTLE 4 CONTAINS:

Red Potion

- 1 0AZ0-6P8M-A970R
- 2 XPHX-A5FU-UCAFT
- 3 8GN6-K5N2-RGPTT

Green Potion

- 1 A29Z-0PDR-8WPRP
- 2 XPHX-A5FU-UCAFT
- 3 RW96-DDAC-W7Z9J

Blue Potion

- 1 XWU5-KR7V-8HY8M
- 2 XPHX-A5FU-UCAFT
- 3 Z446-HATA-76JKF

Bottled Fairy

- 1 WUQ5-YJKW-YQCFQ
- 2 XPHX-A5FU-UCAFT
- 3 TX72-WB45-DW8A2

Fish

- 1 UYKV-G2QG-TNVRG
- 2 XPHX-A5FU-UCAFT

3 M76C-HR63-U2YRK

Lon Lon Milk (1/2 Full)

- 1 ATK6-7H04-Q4Z9M
- 2 XPHX-A5FU-UCAFT
- 3 N7GK-M46A-KX5EB

Lon Lon Milk

- 1 C59V-DKNW-FHPVG
- 2 XPHX-A5FU-UCAFT
- 3 U078-VQ88-QZNJ1

Letter

- 1 3ZXF-6DNR-ZBA26
- 2 XPHX-A5FU-UCAFT
- 3 UPRC-5DU9-3PPRQ

Blue Fire

- 1 69QQ-RMYF-3HR69
- 2 XPHX-A5FU-UCAFT
- 3 KP75-57VM-Y7P8G

Bug

- 1 85X0-Z05G-1P51C
- 2 XPHX-A5FU-UCAFT
- 3 WG2W-VN9F-3MTOX

Poe

- 1 73MY-HGNF-WHGHG
- 2 XPHX-A5FU-UCAFT
- 3 Q7QD-9FZZ-DQQC2

Big Poe

- 1 M59R-CR43-MU74J
- 2 XPHX-A5FU-UCAFT
- 3 DAV8-FQ1X-81BWK

Infinite Time

- 1 8MFE-CTHY-NPN0C
- 2 XBVR-Y9P9-AK3F7

Super Animated Link (Super Fast Animations)

- 1 ABUM-6FA5-HVJVJ
- 2 4U2W-1HYP-39FCV

Matrix Link

- 1 H7VQ-N425-QY48R
- 2 55CC-TD2M-D4VPQ

Low Gravity Jumps/Falls

- 1 FVKV-KJQ5-MF1M2
- 2 99NG-Y074-4QGGE

Press Y To Jump

- 1 ZMGN-H4T1-R9BVE
- 2 T97D-AEFE-PKTT4
- 3 YV69-CZYT-PN3GE

D-Pad Up To Grow Link

- 1 3W6G-WT65-GFJ0W
- 2 69PZ-MX3M-6FRHA
- 3 ZTQY-WHW2-BC9KD
- 4 25VV-JECE-9273Z
- 5 ACXC-KR89-X8UKZ
- 6 E9FZ-A3QA-YCERP

D-Pad Down To Shrink Link

- 1 B76F-141R-UGTA5
- 2 QB5Q-V3E6-RHM05
- 3 BYT3-74Z0-YVX02
- 4 T6VH-TJAE-Y7FG2
- 5 GHUV-YV7V-4FF0M
- 6 E9FZ-A3QA-YCERP

D-Pad Left To Reverse Time

- 1 Y94N-BHCB-QJY8G
- 2 JTZU-3FG6-XZGWK
- 3 VHQZ-WX8J-F2J05
- 4 P9M1-GD7P-ERB9C
- 5 E9FZ-A3QA-YCERP

D-Pad Right to Fast Forward Time

- 1 246F-TRBK-Q12V7
- 2 9UT1-JWZK-NDCPT
- 3 5U3C-A2QK-JAGB2
- 4 0Y8Q-273X-PAEWJ
- 5 E9FZ-A3QA-YCERP

Hold Z button to Run Fast

- 1 7HR4-1YQ5-R112H
- 2 W25T-V8HG-EBUE8
- 3 9QRN-FEZM-DHCBT
- 4 QHTG-E136-W4Q88
- 5 E9FZ-A3QA-YCERP

Hold Z button to Run Faster

- 1 RMJA-T79R-9KE03
- 2 5W6C-AG55-PAMKR
- 3 9QRN-FEZM-DHCBT
- 4 T72Z-HBQM-QCGGG
- 5 E9FZ-A3QA-YCERP

Hold Z button to Haul Butt

- 1 FY47-ATWT-HQ130
- 2 W25T-V8HG-EBUE8
- 3 9QRN-FEZM-DHCBT
- 4 V0BC-RQTF-TCD3X
- 5 E9FZ-A3QA-YCERP

No Night Time Enemies (Hyrule Field)

- 1 Q360-M9KW-D0D2G
- 2 X2MJ-TT08-MC033

Enemies Day & Night (Hyrule Field)

- 1 X26N-YA8K-NGRW4
- 2 YYFY-YCU8-A2TW1

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The site with the Master Quest codes. I don't have the device YET so don't ask me anything about it! ^_^ Try asking the www.codejunkies.com guys if you got some questions.

=====
C R E D I T S
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claps hands

-Mountain Dew, to make me stay awake throughout the FAQing.

-My brainpower, to finish the difficult game AND do a Walkthrough for that game (Master Quest), all in the same three day span!

-The game itself because it made me lose 10 pounds! I was 145 before I started this game and when I was done, I was a sleek 135! Wow! My abs' showing! ;)

-Of course, Miyamoto and his crew at Nintendo for bringing this awesome game and its alter ego to the Gamecube!

-Starvenus for the awesome ASCII art!

-Prima Games guide for some pointers on the guides.

-Nemesis (Brett Franklin) and marshmallow for their inspiration (didn't copy off) on the layout and formatting. Their layout gave me some ideas on how to make this guide look nice and easy to navigate.

-Scott "Cyriz" Zdankiewicz for providing a Skulltula list. I couldn't have found some of the Skulltulas if it were for his list!

-"FNG" (Jay Philbrook) and www.codejunkies.com for the Action Replay Codes!

-Superkyle1991 for some pointers and a tip for Queen Gohma.

-xhopekillsfearx for the tip on how to get across the quicksand (en route to Spirit Temple)

-wgt1+ for the GREAT tip in the Spirit Temple

-seang4 and HamannParts02 for a tip in the battle with Dark Link

-flip28skater@aol.com for _4_ neat Heart Piece tips!!! AND a tip in the Shadow Temple and Dark Link! He also helped me find stuff for the fishing section. My leading contributor as of right now!

-NeoGameBrain and the Lewis Family for a nifty Ganondorf tip!

-JyHw1234 for a pointer in Deku Tree.

-mhammes for pointing a typo.

-sjorgnsn for a alternate chest content in Dodongo's Cavern

-Quintin Hughes for a tip on the Fairy/Gossip Stone

-Kevin Pellegrino for the Gold Skulltula info and pointing out an error in the Songs section.

-The Lost Gamer for an error in the Walkthrough

-Luigiboy2 for a Heart Piece tip!

-John Cullen for a Heart Piece tip!

-Brooks Golden for a detailed explanation on getting a Heart Piece!

-Glenn Brown on the spelling of 'Lizaflos'

-lilabat for a Big Poe tip!

-Tim Murphy on the tip for Heart Piece #21 and #32!

-chrisr07 for the sweet history re-telling of the Ganondorf's blood.

-Alphagold123 for a tip on Dark Link

-Bary Whiteveen for an alternate chest discovery.

-bluepikachu252 for a neat Bongo Bongo tip

-Gurrr for a Phantom Ganon tip and a tip on Heart Piece #20.

-GenocideOwl for pointing out a mistake in the Biggoron Sword quest.

-Doc on a tip on Dark Link

-ZX27 for informing me about the infamous Bottle Trick!

-Mathieu Cantin Halpin on a chest reward AND a slick tip in the Dodongo's Cavern!

-Americanadien for the upgrades in the Masks section!

-Michael Soo on a tip for Super Cuccos thing!

-Pnut for a correction on fairies from the Gossip Stones!

-Steven Kwartler for a amazing tip on fighting the skeletons in the Shadow Temple!

-Dang Le for pointing out a mistake in the Frog Catching Song!

-007 Bert Simpson for an error in the Ganondorf part.

-Kenny Eubanks for a Rupee Hunt tip.

-Carson Lee for a fishing tip.

-wouldntyouliketoknow for a tip in the Spirit Temple.

-Willerdnerd37 for a tip in Spirit Temple.

-Ojie Bobaloke for the greatest Ganon tip!

-jason martin for the detailed Biggoron section.

-If I have missed anyone, I'm sorry. I mean it! >_> <_<

-More to come... if you want to be on this section, e-mail me with a suggestion or a new info to put on this Walkthrough!!!

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