

Zelda II: The Adventure of Link FAQ/Walkthrough

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Updated to v1.0 on Sep 11, 2018

Introduction



Welcome to *Zelda II - The Adventure of Link*! Widely considered among the most challenging entry in the *Zelda* series, as well as the only title that prominently features side-scrolling action, this game is very different from the rest. This guide covers the original NES version of the game released in North America, so be aware there may be regional differences.

This guide is intended to be as thorough and comprehensive as I can make it. Along the way, I'll be pointing out to you every secret that can be found in the overworld, as well as every item that can be found in each and every one of the palaces (which are this game's version of traditional *Zelda* dungeons). In a game as difficult as this one, it's important to acquire every single advantage you can find. So though this guide is written with the completionist in mind (as is my usual approach), it should also be useful for those just looking to clear the game regularly, as it's tough to beat without finding everything.

Before each dungeon, I'll tell you what all it's possible to have at that point in the game (after walking you through how to get everything of course), then take you room by room through the dungeons. At the end is an **appendix** that serves as a quick reference if you want to look up where certain things (e.g. Treasure Bags) are located, as well as some handy charts about experience points and the like. After that is a **quick version** of the walkthrough for those more experienced with the game who just want to know the best order for completing the adventure and have a brief list of all there is to do in the game.

Experience Points and Leveling Up

A unique feature of this game compared to the rest of the *Zelda* series is the leveling system for three of Link's stats: the attack power of his sword (i.e. Attack), his magic meter (i.e. Magic), and his life meter (i.e. Life). Link levels up by collecting experience points or EXP. You can acquire EXP by defeating most enemies or by obtaining Treasure Bags. The latter can be picked up from certain locations, or on rare occasions they can be dropped by defeated enemies (in which case they will contain significantly more EXP than just beating the enemy regularly).

As you progress through the game, you level up at certain EXP milestones, per the chart below:

Level Up	EXP
Life - Level 2	50
Magic - Level 2	100
Life - Level 3	150
Attack - Level 2	200
Magic - Level 3	300
Life - Level 4	400
Attack - Level 3	500
Magic - Level 4	700
Life - Level 5	800
Attack - Level 4	1000
Magic - Level 5	1200
Life - Level 6	1500
Attack - Level 5	2000
Magic - Level 6	2200
Life - Level 7	2500
Attack - Level 6	3000
Magic - Level 7	3500
Life - Level 8	4000

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Attack - Level 7	5000
Magic - Level 8	6000
Attack - Level 8	8000
1-Up	9000

Every time you level up, however, your EXP count resets to zero, making the next level milestone that much harder to reach. If you don't want your EXP to reset, you can choose to cancel, and thus continue acquiring EXP to reach a different milestone. (For example, if you gain 50 EXP but would rather focus on leveling up Magic or Attack instead of Life, you can cancel the Life level up--which postpones it--and keep your 50 EXP to make reaching 100 or 200 EXP more efficient.)

As you can see from the above chart, the maximum level for each of the three stats is level 8. After you've fully leveled up every stat, you'll gain an extra life each time you acquire 9000 EXP from then on. Suffice it to say then, it is absolutely worth your while to learn the game's combat and fight as many enemies as you can. See the **dedicated section** of the appendix for more details and charts on enemy EXP.

Lives, Continuing, and Saving

One final note about saving and the lives system. Unlike other *Zelda* titles, this game does have a lives system. You start with three lives. If your life meter runs out completely, or if you fall into a pit of water or lava, you will lose a life and start back at the beginning of the corresponding screen. You can obtain more lives (or 1-ups) by picking up Dolls that look like miniature Links (there are only six in the game though) or, much later, after you have maxed out all your stats, you get an extra life each time you accumulate 9000 EXP.

If you run out of lives, however, you get a game over.



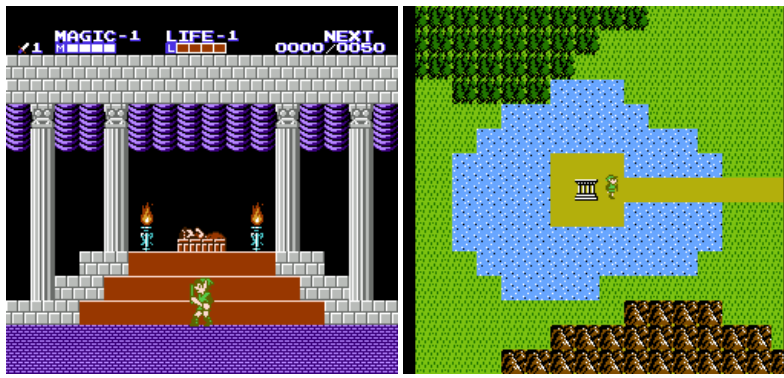
A game over does three things: First, regardless of whether you choose to continue or save, it adds a number next to the save file on the menu select screen, which can best be thought of as a "death counter." This counter is permanent until you erase the file. Second, you'll be sent back to the North Castle at the very beginning of the game no matter how far you've gotten, even if you ran out of lives against a boss deep inside a palace. (The only exception to this is if you get a game over inside the Great Palace, which is the final palace--in which case you respawn at the entrance to that palace--but only if choose *continue*.) So getting a game over will require an incredible amount of backtracking! Third, you lose whatever experience points you've accumulated to that point. Now if you get a game over, your progress will still be saved--you retain the same levels, spells, items, and overall game progress. But any experience points collected since the last level up will be lost and reset to 0 after a game over.

You can also save your progress at any point in the game. Pause the game on the first controller, then on a second controller, press Up on the D-pad and the A button simultaneously, which will bring up the save screen (pictured below). Unfortunately, unlike the first *Legend of Zelda*, saving in this game will count toward your death counter. It also functions like a game over in that you restart at the North Castle with your EXP reset. So make sure to save at your own discretion! Also, the only difference between the continue option and the save option is that continuing takes you directly back to the North Castle (or the entrance to the Great Palace if you've gotten that far), while saving takes you back to the title screen, from which you can access the file menu. (Note that if you're playing this game on the Wii U Virtual Console, you can easily sidestep these issues by creating restore points. In fact, the restore point feature will make this game much easier if you use them often! Sure, it's a cheap method, but this game sometimes has cheap difficulty, so it balances out.)



And now, with all that out of the way, let's **start our adventure!**

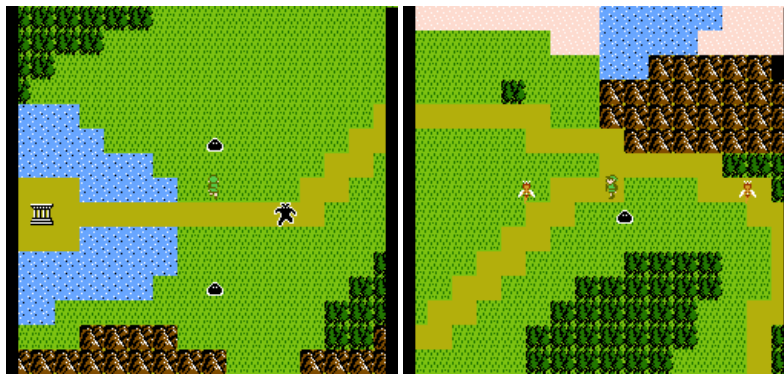
Setting Out



Departing the North Castle

Upon starting a new game, Link will find himself at the North Castle in front of Princess Zelda's sleeping form. There's nothing you can do here, so exit either to the right or left (it doesn't matter which way).

Emerging outside, you'll find yourself on the overworld map. As long as you stay on the road (colored yellow), no enemies can attack you. As soon as you leave the road, however, one of three icons will appear: either a weak blob-like enemy, a strong anthropoid enemy, or on rare occasions a Fairy—if you're low on health, always make sure to run to a Fairy icon if you see one! Running into either of the two black enemy icons will take Link to an action scene where you must fight your way past enemies and/or obstacles as you exit to the right or left—and running into the large enemy icon in particular will give you a more challenging setup while the small enemy icon gives you an easier one.



Coming across these enemy icons isn't all bad, though. Defeating enemies in most cases grants Link experience points (though on less frequent occasions an enemy will drop a Magic Jar or Treasure Bag instead). EXP is needed to level up Link's stats: Life, Magic, and Attack. So try to fight as many enemies as you can, but don't go overboard—the enemies in this game hit very hard, and healing is not as easy in this game as in other *Zelda* titles. The best way to heal is in the various towns spread throughout Hyrule, so if you're going to be fighting enemies to gain levels, it's always a good idea to do so near a town. (For more details about enemy encounters by region, see the **relevant section** of the appendix.)

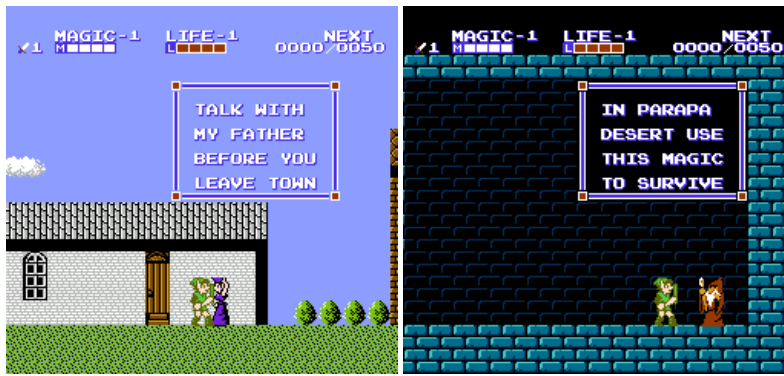
For now, keep to the road. Follow it from the North Castle northeast, then take the road at the fork as it bends south to find your first town: Rauru.

Rauru Town



Whenever you enter a town, you normally start on the right side of the screen and move left to get to the center of town. Rauru Town is a peaceful place with green fields. Feel free to talk to the various townspeople you encounter, as some of them give you helpful hints while others simply give you various greetings. Of particular note is a young woman wearing red waiting outside her small white house. Talk to her, and she'll invite you inside. Follow her in for full restoration of your life meter! She will heal you like this whenever you need it, so be sure to take advantage. Even better, there is a healing woman like her in every town in the game!

Continue left to the second half of Rauru Town. Outside a somewhat larger white house, a maiden wearing purple will emerge. Talk to her, and she will advise you to speak with her father before leaving. Follow her inside to go into the house. Cross the spacious room to the end to enter the basement. At the end of the basement is a wise old man, who will grant you your first magic spell: **Shield**.



As the maiden inside the house tells you, every town has a wise man from whom you should learn new magic. As soon as you gain the Shield spell, a menu will pop up showing only that spell. The way magic works in this game is you have to bring up the menu (by pressing Start, which also pauses the game), highlight the spell, and then unpause by pressing Start again. Then whenever you want to use that particular spell, press the Select button to activate it. This uses up your magic meter, however, so don't use magic unless you need it! And you certainly don't need Shield while you're in this town.

Our business in Rauru is now finished, but you can feel free to talk to some of the residents for hints though. The first old woman you encounter standing still will tell you, "Return the crystal to the palace of Parapa." For those who didn't read (or have access to) the instruction booklet, that is the goal of this game--to return the six crystals to their respective palaces and open the way to the final palace where the Triforce of Courage awaits. Inside the nearby house behind her, a man says, "If all else fails use Fire." This refers to a spell you won't learn until the **second half of the game**, and there are a couple enemy types only vulnerable to Fire at that point.

In the second part of town, a young man walking along will tell you, "Only the Hammer can destroy a roadblock." This refers to the boulders you can sometimes see on the overworld map, and we'll obtain the Hammer **later in the game**. Finally, in the last house on the edge of town a young child says, "Get Candle in Parapa Palace. Go west." The Candle is the main inventory item we have to obtain in the **first palace**. The "go west" part refers not to Parapa (which is in the east), but rather where we go **afterward**. More on that later.

With all that aside, feel free to leave the town and return to the overworld map.

Parapa Desert

Follow the road north away from Rauru Town. At the place where the road forks, take the northwest fork, and you'll find a tiny forest the size of a single map tile. Enter this small forest to find a number of blue bats called Aches nesting in a single tree. Get close to an Ache to lure it into swooping down. Quickly dodge out of its way (if it comes toward you) and then hit it with your sword when it's low enough. Each Ache gives 3 EXP when defeated. But the real prize is the **Treasure Bag (50 EXP)** in the middle of this area--for items like Treasure Bags and Magic Jars, you need to crouch and hit the item with your sword in order to pick it up. Also, this Treasure Bag by itself is enough to give you your first level up! Go ahead and level up Life to 2. (If you want, you can select "Cancel" instead, which keeps your EXP amount where it is and allows you to save up your EXP for Magic or Attack. See the **enemy index** for a full chart of level up milestones. I've also included other charts there showing how much EXP each enemy gives. Also, for a full list of Treasure Bags you can find out in the wild and accompanying screenshots, see the **appendix**.)

Our next goal is 100 EXP. So go throughout the forests and fields in this general vicinity and grind up the experience. The best enemies for EXP at this point in the game are spear-carrying beasts called Moblins. The Orange Moblins that just charge straight ahead toward you are unfortunately no good since they don't give EXP, but there's another variety of Orange Moblin that stand and throw spears, and these give 10 EXP each. Simply defeating ten of these foes (not including smaller enemies like the jelly-like Bits and Bots or spider-like Deelers) will get you right where you need to be--even fewer if one happens to drop a Treasure Bag instead of the usual EXP! And again, make sure you fight these enemies near Rauru Town so you can heal if need be. (There's also Ruto Town to the northwest.) Also, another good reason to keep your health up during combat is that when Link's life meter is full, he'll shoot sword beams with each slash, much like in the original *Legend of Zelda* (though his sword beams don't go as far in this game). Weak enemies (including Moblins) are just as susceptible to them as regular sword strikes, but note that stronger enemies are immune to sword beams.

After you've obtained 100 EXP and leveled up Magic to 2, it's time to head to Parapa Desert. Northeast of Rauru Town through the woods is a cave entrance. Go in to find it's very dark inside. That's okay, though. Jump over the slight bump in the ground, but as you jump over the second bump, immediately crouch and get your sword ready. See that movement across the floor coming toward you? Stab at it a couple times to find that it was an enemy approaching you in the darkness--it only takes two hits even at your lowest Attack level. There are no more enemies here, so continue left to the end of this cave and exit.

Back in the overworld, you'll find yourself in a wide desert area. Enemy encounters here tend to just be stones blown by the wind, but sometimes there are Geldarms you'll have to defeat by slashing it once to make its tall insectoid body contract, after which you can then wail on its vulnerable head until it's dead (giving you 5 EXP per kill). Make your way southeast through the desert until you're by the sea, then continue south to reach a road. Midway along this road, you'll enter what's called a trap, which is a hidden action scene. (I've colored in this space for you on the screenshot below.) This trap is a dangerous place with watery pits you have to leap across, but bubbles rise up from the surface. These bubbles not only damage you, but worse, they can knock you into the water, causing you to lose a life! So jump very carefully as you make your way to the end.

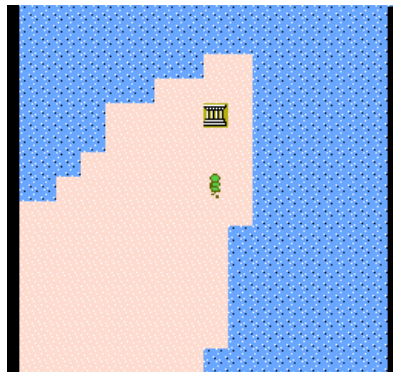


When you reemerge in the overworld once again, resume going south. You'll reach a small forest with a plain in the center. (Be careful of enemy encounters in this small area as they contain more powerful enemies, since you're technically in the **southwest quadrant** at this point!) Enter this plain to be taken to an action scene. Don't grab the Heart Container just yet! There's an Orange Goriya guarding it, and a very obnoxious thing about this game is that enemies can still attack and do damage to Link even during item grabbing animations. Take out the Goriya, using your shield to block his boomerangs (crouch if you see he's about to throw a boomerang from the ground), and defeating it will net you 20 EXP. Now take **Heart Container #1**--which not only lengthens your life meter by an extra block but also grants you a full heal as well--and get out of here. (For a full list of Heart Containers and accompanying screenshots, see the **appendix**.)

Retrace your steps back north, through the trap with rising bubbles again, and back into the desert. Go all the way to the northeast part of the desert to find your ultimate destination and first palace: **Parapa Palace**. If you still need to level up or heal at a town, feel free to cross through the nearby cave again to do so. Other than that, it's time to go inside the palace.



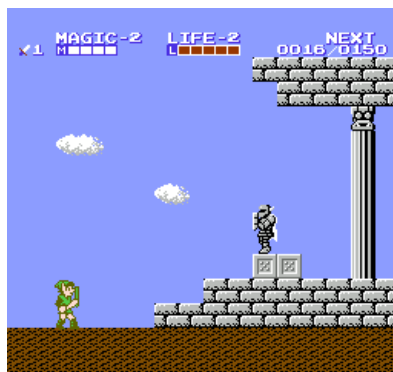
Parapa Palace



Welcome to your first palace of the game! As tough as the overworld enemies and traps can be at times, this game's palaces are home to some of the strongest foes you'll face in Hyrule. You'll want to make sure you're properly leveled up before entering a palace. As such, you should have the following before entering Parapa Palace:

- Attack: Level 1
- Magic: Level 2
- Life: Level 2
- 4 blocks in Magic Meter
- 5 blocks in Life Meter
- Magic spell: Shield

Note that your levels should be *at least* that high. If you want to raise them any further, that's highly encouraged too, but this guide will assume you're leveled at least that much.



Candle

You start at an outdoor entrance, which will be the case for all palaces in this game. Go right to find an elevator. Simply step into it, and control it with Up or Down on the D-pad. Take this elevator down into the palace proper. Once inside, you can go either left or right--let's start by going left. Dog-like enemies called Wosus will bound toward you in this corridor. They're easy enough and go down after one hit, but they give no EXP, and worse, if they make contact with you, they'll not only drain a little bit of your life, but they'll also take away 10 EXP as well!

In the next room, you'll encounter a couple blue Bots on the ledge above--they're just as weak here as they were in the overworld, but make sure neither jumps on you as you pass. On the other side of the room, you'll be introduced to your first credible threat: a Red Stalfos. It'll come at you, shield in hand, and bring its sword down on you. Thankfully it only holds its shield at a high position, so crouch and wait for it to approach you, then once it's close enough, stab it with your sword. It'll be repelled slightly, then come back toward you, at which point you should strike again. After a few hits, it'll be destroyed and yield 30 EXP. Continue west, dispatching another Wosus on the way, and grab **Key #1**.

With the Key in hand, backtrack all the way right to the elevator where you first entered from. Keep going right from here, destroying Wosus as you go, and in the next room unlock a door with your Key. In addition to Wosus, you'll encounter a flying flaming skull called a Bubble. If these things hit you, they'll drain both life and magic. You can fight them if you want, but be advised they take a *lot* of hits to destroy--we're talking more than a hundred hits if you're at Attack level 1! Yet fighting them later will be worthwhile, considering that not only do they give up a whopping 50 EXP per kill, but they also respawn. (In palaces, smaller enemies like Bots and Bubbles respawn whenever you scroll their original positions off screen, but more powerful enemies like Stalfos and Iron Knuckles do not respawn unless you leave the palace entirely and return.) In this particular instance, I do not recommend fighting them, since not only are you probably at level 1 on Attack, but this room is crawling with infinitely spawning Wosus who will get in your way.

Instead, continue to the right. In the next room, take out a Red Stalfos, ignore the elevator you find, and then dispatch another Red Stalfos. Fight your past a Bot and Bubble up ahead, then take out a third Stalfos. On the other side of the final elevator is a **Fairy!** You can use this Fairy now if you're low on health, but otherwise hold off if you can. After all, after you use the Fairy now, the only way it will respawn is if you leave the palace and reenter (but this would also revive all defeated enemies)--which could be useful as a desperate strategy if you wind up low on health later in this palace but the Fairy is already gone. At any rate, take the elevator next to the Fairy and go up a level. Go right (which is the only way you can go), and take out a couple Wosus as you pick up **Key #2**.

In the next room, go ahead and cast Shield (i.e. select "Shield" on the pause menu, then unpause and press Select). Link's clothes will turn from green to red, and you'll take only half damage from enemies! Like all spells, this magic will last as long as Link is in a certain room/screen. Take out the Bot in front of you, then some Wosus after that. At the end of the room is the real reason I've had you use Shield: a bull-like new enemy called a Guma. This red beast will throw chain hammers at you in an arc, much like Hammer Bros. from the *Super Mario* series. You must get inside the arc, then assault the Guma with your sword until it's dead. A Guma gives you 50 EXP when defeated. Take **Key #3** which it was guarding, but that's not all! See that statue behind the Key? Strike it with your sword, and a **Red Magic Jar** should drop. Whereas Blue Magic Jars refill a portion of Link's magic meter, the red variety restores all of Link's magic. Nice! (Note that these statues can only drop a Magic Jar once--once it's gone, it won't reappear unless you leave the palace entirely and return, just as with the Fairy.) Statues like this can be found in all palaces and frequently drop a Red Magic Jar--but be careful, since in later palaces, they can sometimes spawn a powerful enemy instead.

These items in hand, backtrack all the way left to the elevator and go down. (You can use that Fairy to heal up if you haven't already, but I still advise waiting if you can.) On the floor with the Fairy, go left to the next elevator, and take that one down. Ignore the statue to your right, and go left, past a gauntlet of four Bubbles--including one that moves super fast! In the next room, take out a couple Bots, then be careful on the bridge they were guarding, as it will start collapsing as soon as you step on it. Keep walking to make sure you don't fall in the lava below, and if you're feeling daring enough, quickly grab the **Treasure Bag (50 EXP)** on the way. Get past two more Bots at the end of the bridge and advance to the next room.

In this room, definitely make sure you cast Shield. You'll first encounter another Guma, so take it out the same way you did the first one. It's an open-air environment this time, though, so make sure not to push it back too far, or you'll scroll the next enemy onto the screen as well! And this next enemy is a strong adversary indeed: an Orange Iron Knuckle. These armored foes are among the most powerful in the game. It can stab you high or low with its sword, so you'll need to block with your shield either standing or crouching as needed. But just like you, it can also guard with its shield high or low as well. The best strategy to use against Iron Knuckles is to jump toward them and then stab them in the head as you're descending, then repeat the process. They don't seem to block well when you perform this jumping attack. Thankfully the orange variety is the weakest kind of Iron Knuckle, so patiently take it down for 50 EXP. Unlock the door it was guarding to claim this palace's special item: the **Candle!** Now you'll be able to see clearly inside caves for the rest of the game.



Stone Statue #1

At some point inside this palace, you should've obtained 150 EXP, which allows you to level up Life to 3. Your next goal is 200 EXP, which will (finally) allow you to upgrade Attack as well. If you haven't gotten to 200 EXP yet, don't worry--there's one final gauntlet of enemies in Parapa Palace where you can do so.

After picking up the Candle, return right and make your way all the way across the collapsing bridge back to the elevator, then go up. Go all the way right to the elevator by the Fairy. This time, if you haven't made use of that Fairy yet, now is the time to do so because we aren't coming back this way anymore, and there are some challenging foes ahead! (And again, you can go left and then up to exit the palace and return to make the Fairy respawn if you used it up earlier.)

Ride the elevator down and head right. Defeat the Orange Iron Knuckle who comes toward you, then on the gradual steps ahead, take out a pair of Red Stalfos--for these two, it helps to remain one level lower than they are, allowing easy access to their legs for stabbing, while being hard to hit yourself. In the next room, unlock the door while defeating a Guma, then take out another Iron Knuckle. After all this, you should be at or near 200 EXP, in which case you can level up Attack to 2--which is good, because in the next room is this game's first boss!

Boss Battle: Mazura



Also known as Horsehead, this boss stands ready for combat and swinging a powerful mace that will send you flying backward if it connects. Before the battle begins, be sure to cast Shield (this will be a standard tactic in all boss battles). At this point, it's just a matter of jumping high and swinging your sword at the top of your arc to hit Mazura in the head, then retreating as soon as you land so the boss can't hit you with his mace. As is the case with all bosses, a life meter will appear on the left side of the screen letting you know how much health the boss has left. Simply keep jump attacking and retreating until you deplete Mazura's life meter. This is thankfully a fairly simple fight. You'll gain 50 EXP for defeating this boss.

As soon as Mazura is down, take **Key #5** which falls from the ceiling and use it to unlock the locked door beyond. Up ahead is the first stone statue into which Link must insert each of his six crystals. Note that whenever you deposit a crystal in the statue at the end of a palace, all of Link's magic and life meters are filled back up, and his EXP jumps up to the next level--which if you're following this guide, means you can level up Magic to 3. Also note that once you insert the crystal *and* have obtained the palace's special item (which in this case would be the Candle), then the palace turns to stone on the overworld map and you can't enter it again.

This means you have a choice in front of you for different strategy options: You can go ahead and insert the crystal and take the free level up now, or you can skip it (by simply jumping over the center of the platform directly below the statue's eyes), which leaves the palace open if you want to grind EXP from the more powerful enemies within, and allows you to insert the crystal at a later time when the level up requirements become much higher. Some players will retrieve the special items in all six palaces and wait until the end of the game to go back, defeat the bosses, and insert the crystals all at once for maximum leveling up potential and even extra lives! (Note that all six crystals must be placed in their statues eventually before you can reach the final palace, however.)

Each strategy is valid, but for the sake of this walkthrough, I'll assume that the player is inserting the crystals right away after defeating the palace bosses instead of waiting. You can do it either way you like though. Regardless of which choice you make, exit the palace by continuing to the right after the stone statue.



Next, now that Parapa Palace is clear, it's time to journey to the **swamps to the south** on our way to **Midoro Palace!**

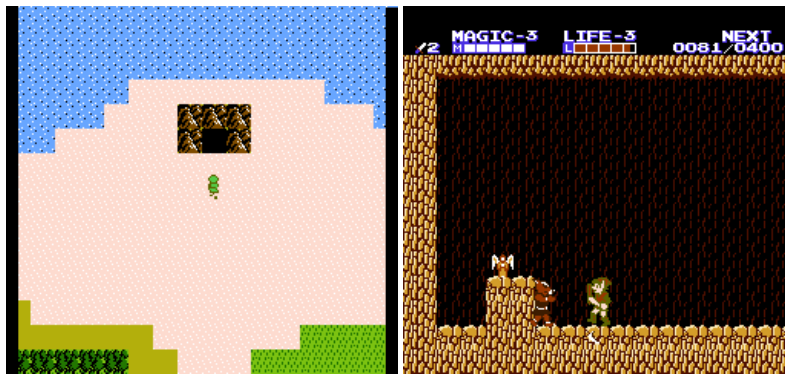
Through the Swamps

Tantari Desert

Depart from Parapa Palace southwest and go back through the cave passage you took to get to this desert. Once inside, you'll notice you can see properly now! And that one enemy you had to defeat in the dark you'll find is a beetle-like creature called a Lowder, which you can destroy for 3 EXP. Exit the cave and heal up back at Rauru Town if you need to.

Now that you're armed with the Candle and can see inside caves, make your way to the cave southwest of the North Castle. In there, you'll find three more Lowders to fight, and after them a trio of Red Octoroks. Octoroks typically stand in one place, then jump and spit a rock at you. They're in depressions in the cave at this location, so crouch to block the rocks and stab them once they jump up. Defeating them will give you 10 EXP each. At the far end of this cave is **Magic Container #1**--which just like Heart Containers extends your magic meter by a full block and restores your magic. (For a full list of Magic Containers and accompanying screenshots, see the **appendix**.) Now exit the cave.

Back in the overworld, make your way to the desert far to the north of the North Castle. This is a different one from Parapa Desert, called Tantari Desert. You'll find a solitary cave here near the sea--enter it. Take out the Ache you find as you arrive. Afterward, be very careful. There are pits of lava you must jump, but on the other side are Red Octoroks spitting rocks at you. If they hit you while you're in midair, there's a good chance you'll be knocked into the lava! Jump only when there's an opening in their attacks, then take them both out as you reach the other side. At the far end of the cave is a Red Goriya, who is more powerful than the orange variety you faced earlier. Block its boomerangs and hit it repeatedly with your sword until it falls, yielding 20 EXP. Behind the Goriya is a **Trophy**, which is your real prize here. Take it and head back out of the cave into the overworld again.



Your next destination is the town of Ruto. From the cave in Tantari Desert, proceed south to the road, then follow it west into a mountainous area where you'll find the town.

Ruto Town



Ruto is more of a rustic place than Rauru, but no less welcoming. At the very first house is a young woman in red who will restore your health. At the next house is an old woman wearing orange, and if you talk to her, she will invite you inside and restore all your magic. Both of these varieties of healer will be available in every town from here on!

In the next building over is a man who's very memetic in the *Zelda* community; whenever you first speak to him at this point in the game, all he says is, "I am Error." He'll have something a bit more useful to say later, however. Also, an old woman walking along outside will mumble the following words if you talk to her: "Hammer... Spectacle Rock... Death Mtn." Someone from Rauru already mentioned the Hammer's usefulness for destroying roadblocks; now she has told you the location. **We'll get to it in due time though.**

Continue to the second part of town. The maiden at this first house will realize you retrieved their Trophy and invite you into her house. (If you haven't obtained the Trophy yet, you'll have to do so before she'll let you in.) Follow her in, then go down to the basement to the old man, who will teach you the **Jump** spell. Casting this spell will enable Link to jump twice his height as long as he stays on that particular screen. Very useful!



After acquiring the Jump magic, there's little left for us in this town except to gain more hints from townsfolk. In the next house over, a woman will tell you to "use Keys in palaces they are found in." Strictly speaking, you can use a Key obtained from one palace in another, but I think what she means is, there are just enough Keys in each palace to open every locked door contained therein. Back outside, a woman near the edge of town warns, "Do not go south without a Candle." Thankfully we

have one! I would also add not to venture south without learning the Jump spell either. Finally, a man walking outside will tell you, "Find Magic in a cave south of the castle." And if you've been following this guide, you've already just done that--he's referring of course to the game's first Magic Container!

Passage to the Swamp

Exit Ruto Town, and head all the way south to a cave. Inside is a lengthy gauntlet consisting of three sections with relatively powerful enemies. Make sure you're all healed up and ready before you go.

The first section contains several Red Octoroks who shouldn't pose much of a problem for you. Nevertheless, cast Shield because there is a Red Goriya waiting for you after them. Fight your way past it to the second section of the cave. Again, cast Shield in here. Several Lowders creep back and forth. They're easy enough, but once again a Red Goriya waits at the end. Defeat this foe and continue to the right.

For this third and final section, you really don't need Shield--in fact, you'll want to conserve your magic here. Up ahead are a few Aches, whom you should be used to fighting by now. But you'll notice one of these Aches is red instead of the usual blue. When this red Ache swoops down, it turns into a bipedal monster who will then shoot fire at you (which your shield cannot block!). This enemy is in fact an Acheman. Destroy the Acheman when it reaches the ground (preferably before it spits fire), and you'll gain 10 EXP from defeating it. At the end of the cave is a tall wall you must scale. Cast Jump in order to make the leap, and then exit.

Moruge Swamp

On the other side of the cave passage, you'll find yourself back on the overworld map near the edge of Moruge Swamp. Before you do anything, you're probably hurting and in need of healing after that trial in the cave. As soon as you emerge outside, go east to the lone tree you find bordering the swamp. In here you'll find a hidden **Fairy** who will grant you a full heal! Note that Fairies you find like this hidden in the overworld only heal you once, then they won't reappear there again until you progress in the game. (This is of course in addition to random Fairy encounters you see when their icons appear in the overworld instead of enemy icons. Those can appear almost anytime, albeit infrequently. Also, for a full list of Fairies in predetermined locations and accompanying screenshots, see the **appendix**.)

Continue south through Moruge Swamp. The annoying thing about swampy terrain in the overworld is that it makes Link walk slower, thus enabling enemies to catch up with you more easily. Note that enemy encounters here tend to include Red Octoroks and even the occasional Moby who will swoop down toward you to cause trouble (a small bird that gives 2 EXP upon defeat). Now see the boulder blocking the way to a nearby cave? In the tile immediately southwest of that boulder is an action scene containing nothing but **Doll #1**--your first 1-up of the game! These extremely valuable items grant Link an extra life. Be sure to take it! Be forewarned, however, that Dolls never respawn, and there are only a limited number of them in the game. (For a full list of Dolls and accompanying screenshots, see the **appendix**.)

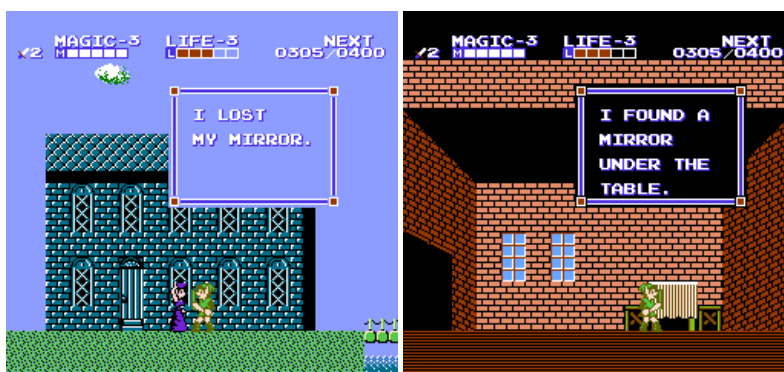
Now it's time to make our way to the next town. Continue your journey southward. You'll soon come across a bridge over a river south of some woods. Cross this bridge to find it's a trap. You'll find yourself in an action scene on a long bridge infested with skeletal enemies called Bago-Bagos. Each one you take out will give you 5 EXP, but you'll want to focus more on getting out here in one piece. Bago-Bagos will leap out of the water in infinite numbers, spitting projectiles at you, then coming toward you once they land on the bridge. Hurry to the other side to return to the safety of the overworld. Now it's just a short journey south on the road to Saria.

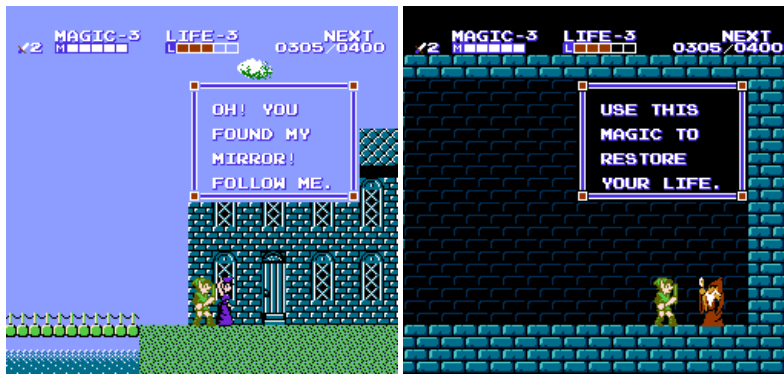
Saria Town



As soon as you enter the town, you can see a man who will issue you an ominous warning: "Eyes of Ganon are everywhere" before adding, "Be careful". What he means is that the usual townspeople walking here and there throughout the town are not all who they appear to be. Some of them are monsters in disguise! Meaning that if you talk to some of them, they'll turn into a Purple Ache immediately afterward and attack. Some Purple Aches have the HP level of a regular Ache, but others have extremely high HP, like a Bubble (but still give the same EXP, alas). Be careful! Thankfully this only applies to walking NPCs, not the ones standing still or inside buildings.

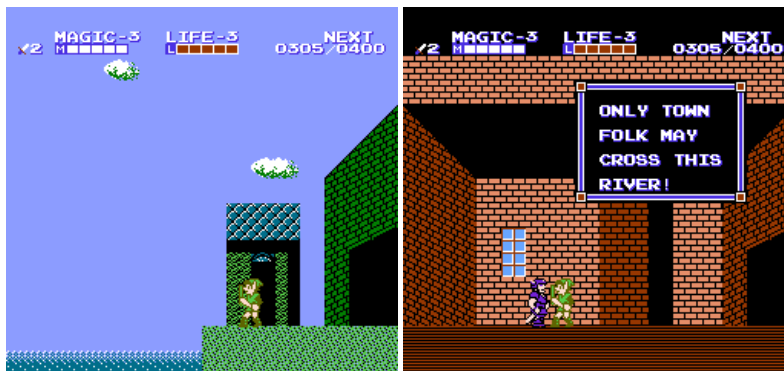
If you go toward the second house, you'll meet a maiden who complains about her missing mirror. Time to find it! Advance to the next screen, and enter the first dwelling you find. Walk up to the table inside and press B. Link will pick up her mirror! Return it to the young lady, and she will invite you inside. You know the drill now: Follow her in, then go into the basement. There you'll find an old man who will teach you the **Life** spell. This is a *very* useful spell--literally a lifesaver! Casting Life will restore a significant portion of your life meter, but the downside is that it costs a huge amount of magic power to use (much more so than either of the two previous spells). Still, if you have enough magic, it's great to use in a pinch if you get low on health.





Return to the second section of the town to meet the usual two women who will restore both your magic and your life. Between them is an interesting house where a Purple Bot lives. In contrast to some of the people outside, this Bot is not an enemy you fight. If you try to talk to it, it will simply snooze. After talking to it four times, however, it wakes up and says, "Let me be! Master is in woods N of river." This refers to Bagu. It's possible to go visit him now, but we'll wait until **after finishing the next palace**. Also, a large woman walking around outside (who is not an enemy) will tell you, "In Midoro Swamp find a Handy Glove." This glove is in fact located inside **Midoro Palace**, which is our next destination!

Note that if you keep going left, you'll run into a hut in front of an impassable river. The River Man inside the hut will forbid you from crossing (for now), so let's exit the town to the right, i.e. the way we came in.



Midoro Swamp

East of Saria Town is a single tree. By now you should know this holds something good for us! Head there, and once you arrive, you'll be met by a horde of annoying Megmats who jump around incessantly. Defeating one yields 5 EXP; try to hit them as they're in a downward arc coming down toward you. In the center of this small forest is a **Treasure Bag (100 EXP)**—very valuable indeed! At this point, you should be close to your next level up, which will raise Life to level 4. If you don't have 400 EXP yet, keep defeating nearby enemies (and healing at Saria as needed) until you get there.

Continue east to find another bridge trap over the river. This one's easier than the previous bridge sequence and features mere Lowders as well as bubbles rising up from the water instead of tenacious Bago-Bagos. Nevertheless, at another tree farther east you can heal yourself with the **Fairy** you find there, if you need it.

Turn north now, going through the woods and crossing the road into Midoro Swamp proper. (Yup, this is a different swamp from Moruge Swamp where we first entered this region.) Make your way north to a couple safe yellow spaces—in the eastern half of this space is an action scene where you'll find a handy **Red Magic Jar** to restore your magic. A good strategy to use on Red Magic Jars in particular when you find one is to cast the Life spell to heal yourself, then pick up the jar, since the red variety will restore your magic fully. If you don't have enough magic to use Life, no worries—obtain the Red Magic Jar first, then cast Life as your magic is refilling! Just like Fairies, these Red Magic Jars do regenerate in time, but you have to progress in the game first. (For a full list of Red Magic Jars in predetermined locations and accompanying screenshots, see the **appendix**.)

Keep going north out of the swamp and enter the nearby cave you find. Deal with more pesky Megmats inside, preferably while using the high ground afforded by standing on the pillars in here. After several of them, you'll find an Orange Goriya, who is not all that threatening anymore if you've gotten used to the stronger red variety. Take out the foe, then continue past more Megmats to the next room, where you'll find a **Treasure Bag (200 EXP)**. Great! Now we're closing in on another lucrative level up. Exit this cave the way you came in.

Return to the swamp and make your way west. You'll reach a stretch of safe yellow ground in a valley between mountains, then plunge west back into the muck. Hug the southern wall here, and then in the corner you'll come to another action scene containing a **Red Magic Jar**. From here, your next destination of **Midoro Palace** is easily visible in the west. Before you enter, go ahead and grind up to 500 EXP from the enemies around here (which are mostly Red Octoroks) and upgrade Attack to level 3. Now we're ready for the next palace!



Midoro Palace



The difficulty definitely steps up as you reach your second palace. Parapa will feel like only a warm-up in comparison! Still, you also need to be using your time here to prepare for even more difficult trials after this palace. As such, you should have the following before entering Midoro Palace:

- Attack: Level 3
- Magic: Level 3
- Life: Level 4
- 5 blocks in Magic Meter
- 5 blocks in Life Meter
- Magic spells:
 - Shield
 - Jump
 - Life
- Inventory item: Candle



Handy Glove

Upon entering Midoro Palace, you'll find yourself at the usual outdoor entrance. But see the Iron Knuckle statue? Strike it with your sword--it will either cause a **Red Magic Jar** to spawn or a Red Iron Knuckle (if you get the latter, simply exit the palace and return). This is a great way to heal up after the arduous trek here, using Life magic and then restoring your magic meter. Simply keep leaving and reentering the palace until both your life and magic meters are full. From now on, whenever you enter a palace, the statue at the beginning will almost always be this way!

Take the elevator down two levels to begin the palace proper. There's nothing to the right, so go left instead. You'll be met by snake-like enemies called Anerus. Block the rocks they spit and take care of them with a few crouched slashes--they're basically the palace equivalent of Octoroks and are worth 20 EXP per kill. Watch out as a Bubble will join the fight farther on in this room. In the next room over, after getting past a Bot, you'll face a couple Blue Stafos. These are stronger than their red counterparts, and sometimes they'll jump into the air and try to execute a downthrust maneuver on you, so be ready to dodge at a moment's notice while fighting these foes. You'll gain 50 EXP each from defeating them. At the end of this room is **Key #1**.

Return to the elevator in the previous room that took you down to this level, and use it to go down once more (which is as far as it can go). Go right past some Bots, and beware of the Ra statue in here that will fire beams of energy (which you can thankfully block with your shield). Once you're in the next room, it might be a good idea to cast Shield as you'll have to face off against not one but two Gumas, and the placement of the platforms in this room will make getting under their arc of chain hammers difficult to pull off. Once you've taken them both down, **Key #2** is waiting for you at the end of the corridor.

Go back once again to the same elevator you've been using, and this time go up twice. As before, there's nothing to the right, so go left. The red statues on the ceiling here will spit molten liquid down on you that you'll have to dodge. Watch out, because sometimes they'll leak a blue liquid that will turn into a Bot and attack you. Take out a Blue Stafos as you move left to the next room. Here you'll find more Bots, but they're accompanied by an annoying stone dragon head called a Ra. They move in a wave-like pattern and keep coming at you until you destroy them all. Defeat them if you like (they give you 20 EXP each), but keep moving. Get past the locked door and into the next room.

Be careful crossing the pit of lava here. It's best to let any Bots on the next platform across from you go ahead and jump to their doom before you try leaping and risk getting knocked down in midair. Grab **Key #3** as you cross. In the next room, dodge more falling drips of liquid as you take on an Orange Iron Knuckle. Farther on is another Iron Knuckle accompanied by a Bubble. Keep going left.

The next room is an important one. There is a Ra statue here that, if struck with your sword, will yield a **Red Magic Jar**. Heal yourself while using it! Also in this room are two Bubbles in relatively close quarters. Scroll only one on-screen at a time, position yourself so that it comes down to within your sword's reach, then slash away. It'll stay still while it's stunned by your hits, but you'll have to adjust your position every so often to keep it within your sword's reach (as each hit repels you slightly). It's important that you use this room to grind up some EXP as not only can this palace be pretty tough (especially the boss at the end), but after Midoro Palace is one of

the most difficult sequences in the game, so now is the time to raise your levels. (And again note that Bubbles respawn.) You may have already raised Magic to level 4 by this point—if not, definitely do so now. Afterward, you'll want to gain at least 800 EXP to upgrade Life to level 5 before the end of this palace, and this room is a good place to start that process. (You can stay and level up even more if you'd like.)

After your levels are at least 3-4-4, you're free to continue on. Once you're ready, take the elevator at the end of this room down once, then go left through the locked door, fighting your way past a Blue Stalfos and an Aneru as you go. The next room features falling blocks that damage you if they fall on you. A **Treasure Bag (50 EXP)** is lying on the floor here, but the blocks may quickly cover it. Don't worry if that happens—you can come back and get it more easily soon enough. Advance to the next room.

Definitely cast Shield in this room (and make sure you have enough magic for Jump as well). Here you'll face for the first time a Red Iron Knuckle. It's stronger than its orange brethren but doesn't really have any new tricks, so defeat it in the usual way by jump attacking its head. Do watch out for the statue leaking fiery liquid and the occasional Bot though. Farther on is a second Red Iron Knuckle who should be defeated to access this palace's special item: the **Handy Glove**. With it, you can now destroy blocks (like the ones that fell in the previous room) with your sword. Before leaving this room, cast Jump and leap up to the Iron Knuckle statue at the beginning of this room; slash it to reveal a **Red Magic Jar** with which you can heal up. Now exit.



Stone Statue #2

Back in the previous room, go ahead and pick up the Treasure Bag if you haven't already. You can punch through the falling blocks now, but they'll still hurt if they land on you, so keep moving. Go back to the elevator that took you down to this level, and take it down once more.

A pair of Orange Iron Knuckles await you down here, but so does a new enemy: a Fiery Moa that flies along near the ceiling, dropping flames. It's too high to fight, so do your best to avoid its fire as you take out the armored foes. The next room is a mean one, and it may be a good idea to use Shield here. You'll face Blue Stalfos in close quarters with Ra statues shooting beams at you all the while. Each encounter is blocked off with breakable blocks. After two or three battles like this, you'll reach the next room. Watch out for Bubbles, Bots, and falling liquid as you ignore the elevator you see and continue right. The next room is fairly simple, as you first encounter a Bot, then some advancing Wosus, and then at the end is a Guma guarding **Key #4**. (There's nothing you can get from the Iron Knuckle statue here, unfortunately.)

Key in hand, backtrack left to the previous room, and this time take the elevator down. Go right and battle past a Bot and Guma. In the following room, there is a precariously placed **Treasure Bag (100 EXP)** on a collapsing bridge above lava, with a couple collapsing bridges above it. Drop down each one, quickly grab the prize if you want it, then move right and jump to safety. Take out some Wosus and a Red Iron Knuckle up ahead.

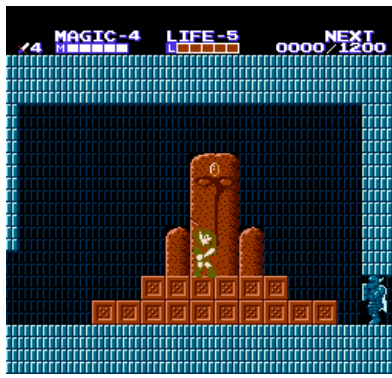
The next room is a veritable gauntlet, as you'll have to face first a Blue Stalfos, then after the locked door an Orange Iron Knuckle, and finally a Red Iron Knuckle. You can use Shield if you want, but you might want to conserve your magic, as after these three strong foes is the boss!

Boss Battle: Jermafenser



Also known as Helmethead, this boss differentiates himself from Horsehead by having ranged attacks. He'll fire the occasional energy beam from his helmet that you should block with your shield, and you should also cast Shield magic. Your offensive strategy is the same as the first boss—jump and attack his head. The first part of his helmet will fly off. Keep attacking to knock the rest of the helmet off as well. For the rest of the battle now, these two pieces of Jermafenser's helmet will fly around the room, also shooting beams at you. Thankfully they only attack two projectiles at a time (in addition to Jermafenser's own projectile), so after a break in the two, resume your attack on the boss, then be ready to defend again. Helmethead's movements can be a little bit wonky, so make sure not to get too hasty and jump into the boss, damaging yourself! Again, cast the Shield spell, and hopefully you have enough magic left over to cast Life as well if your health starts running low. Defeating this boss will grant you 200 EXP.

As soon as Jermafenser is down, take **Key #5** which falls from the ceiling and use it to unlock the locked door beyond. Up ahead is the stone statue where you insert your second crystal, but as before, it's up to you whether you want to deposit the crystal now (which will give you a free level up on Attack if you've been following this guide) or wait until later so you can keep Midoro Palace open.



Regardless of what you choose, up next are the treacherous tunnels of **Death Mountain** and beyond that **Island Palace**!

Navigating Death Mountain

Bagu and River Man

Make your way through the swamp after leaving Midoro Palace. As you work your way out, note that the two Red Magic Jars you collected on the way over here should be back if you need to pick up either one again. Return to the road that takes you back to Saria Town. Instead of going back to Saria though, look for the woods north of the bridge that's northeast of the town. These woods contain hidden traps that will pit you against hordes of leaping Megmats. But near the center of the woods is the home of an NPC named Bagu. (See screenshot below. I've colored in the five traps, whereas the space where Link is standing is Bagu's house and thus your destination.)



Find Bagu's house and enter. Speak to the man, and he'll give you a note to show to the River Man. Now time to return to Saria! (Of the two bridges that take you there, I recommend the eastern bridge as it's much easier to cross.) Back in Saria Town, go all the way left (healing from the two usual ladies on the way) to the hut by the impassable river. Go inside and talk to the River Man. Thanks to your acquaintance with Bagu, he will now erect a bridge to help you cross, which will form as soon as you exit the building. Continue the rest of the way left and out of the town.



You'll be back on the overworld map, but this time on the south side of the river that splits Saria Town. The only thing in front of you is the tunnel that will take you directly to Death Mountain itself.

Death Mountain

Note: This next sequence is one of the most challenging parts of this game, perhaps *the* most challenging sequence of the game outside the path to the final palace. If you've been following this guide, your levels should be at least 4-4-5. If you want to level up further, feel free to go around the areas of Hyrule where we've already been, defeating enemies and gaining experience points. If Parapa and/or Midoro Palaces are still open to you, those are great places to level up. Whenever you're ready, cross through Saria Town and enter the cave beyond to begin this rigorous journey.

Welcome to Death Mountain! This place is a large network of interconnected caves. It's easy to get lost here (if you don't have a guide). I've included a map below of the entire Death Mountain region. Just follow the numbers for the most direct route to our destination, which is Spectacle Rock in order to obtain the Hammer. (There's also a Magic Container in it for us as well.) The general rule of thumb here is, if you ever have a choice of more than one path to take, always take the eastern path. And see all those cave entrances with no number on them? Don't even bother to go inside those--there's nothing in there, not even extra items. Just dead ends with tough enemies.

Speaking of which, the enemies in here are tough, and there are very few opportunities to heal. This place is a test of endurance, and knowing where to go is only part of the battle--especially once you reach Spectacle Rock itself. At any rate, as you can see on the below map, begin by entering the cave to the east.



Cave #1

This first cave is simple enough. You'll be accosted by some weak Bots, so take them out in the usual way (preferably with sword beams). The only moderately tough foes are a pair of Red Moblins who come your way. Assuming you still have your sword beam, you should be able to take them out easily enough. Dispatch more Bots as you reach the end of this cave.

After emerging back in the overworld, there's only one way to go, so head inside farther east.

Cave #2

In here you'll find three Red Octoroks on a set of steps leading up. Simply take your time ascending and take them out as you come to them. Coming down on the other side, you'll be in for a nasty surprise as you're met by a Blue Goriya. This is the toughest version of Goriya, but it fights no differently than the other colors, so take it out in the same way. Farther on, you'll have to descend a set of three steps, each guarded by a Red Octorok. This is a bit trickier since it's all too easy to drop onto an Octorok and take damage. Wait for one to shoot a stone, then gradually ease your way down next to it, holding Left on the D-pad so as not to collide with the enemy, then defeat it. After these three Octoroks is the exit.

Again, there's only one way to go here, so continue east.

Cave #3

This cave is a little more interesting. Bots and Aches will greet you upon entering. Take them out, but as you continue forward, you'll notice an elevator. Ignore it! Keep going right, and you'll encounter a new enemy: an Orange Daira. This crocodilian foe will come charging at you swinging an ax. Fight it the same way you would a Stalfos--run and crouch stab the enemy, but making sure to time your blows in between each ax swing. It helps to retreat a bit after delivering each blow to avoid its ax. Defeating one earns you 70 EXP. Exit the cave to the right.

Back outside, you'll have to cross through a small wood before you get back onto safe ground. If you get caught by enemy encounter here, you'll have to fight your way through Deelers and Moblins. At any rate, the path diverges at this point, so again proceed into the east cave entrance.

Cave #4

Here you'll have to cross a bridge over lava while being dogged by obnoxious Bago-Bagos and the rocks they spit. Make sure to crouch to dodge these projectiles with your shield whenever they get close and defeat any Bago-Bago in your way. This place is annoying, so just make your way across and outside as quickly as you can.

There's only one way to go out here, so continue east.

Cave #5

Make sure to cast Jump once you enter this place. You'll soon see high ledges above the ground, and you should go ahead and jump up there. At first, the only enemies you encounter in here are simple Bots, but soon enough you'll see the dreaded Red Daira. Unlike their orange counterparts, the red version throws axes at you continuously. Worse, you currently have no way of blocking these axes! So it's highly recommended you stay up top--especially since there is a **Red Magic Jar** to be had up here. If you're brave enough to fight a Red Daira, you can gain a very nice 100 EXP from defeating it. Whether you fight or flee via the upper platforms, make your way right to the end of this cave.

As usual, there's only one way to go once you're back in the overworld, and this time it's south.

Cave #6

This time you're going from right to left instead of vice versa. You should probably cast Shield once you arrive. You'll find a Blue Goriya not long after you enter, along with some Aches. Farther along, after a rise in the ground, you'll be met by a charging Orange Daira. All the Aches around here will make fighting this fiend a little harder than usual! Fight or avoid the enemies and exit to the left.

You can only go one way once outside again, so continue south.

Cave #7

You start on relatively high ground and will eventually be working your way down. The first enemies you find are red Bits. (Remember them from early in the game?) They're not much different than Bots, so take them out. Soon you'll tackle another Orange Daira. The difference here is that it will run up to the lip in the ground, swinging its ax, not letting you do your usual tactic of stabbing its lower body. What you'll have to do is run up and crouch stab between ax swings, then quickly retreat from the swinging ax. Repeat until it's gone. There are more Bits and a second Orange Daira up ahead before you leave this cave.

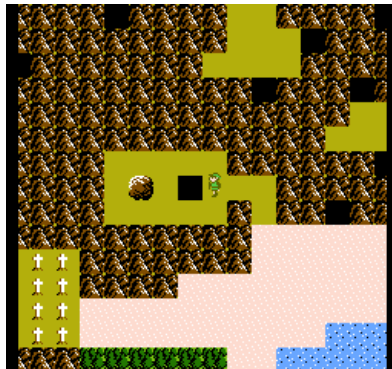
Outside, your scenario is the same as it's been the past couple times--take the south cave entrance. Not too much farther now!

Cave #8

Just as you were a couple caves ago, you're going from right to left here. The layout is otherwise similar to the last cave, except instead of Bits, you have the more familiar Bots. You also have two Orange Dairas who will attack you from right below your fighting level. Defeat these foes, and at the end of this cave is a much needed **Red Magic Jar**. Definitely take advantage of it, then exit.

You're nearly at your goal. Be careful, though, because once you leave this cave, you won't be on the usual safe yellow ground but in a sandy area, where you're susceptible to enemy encounters. Make your way to the safe ground immediately west of where you emerged to find a hole in the ground with a boulder right beside it. Welcome to Spectacle Rock!

Spectacle Rock



The toughest part of your journey is right here at the end--all those cave passages up to now have merely been a warm-up for the main event!

Enter the hole in the ground you find in the overworld. Inside, you'll find yourself in a cave with totem decorations in the background. Cast Shield because up ahead is a Red Daira coming at you throwing axes. Leap over the ax it throws and get in one or two sword strikes before it throws the next ax. Repeat until it's gone. Up next are a couple Lowders and an Acheman, all of whom are easier to defeat. Advance to the next area.

Pesky Megmats meet you as you enter this next section. Be patient and take them out as they come to you. Farther ahead is an Orange Daira, who shouldn't give you too much trouble now. You'll soon find an elevator. You can continue going right, but there's nothing up ahead except some Lowders and a room full of Red Octoroks at a dead end. I only recommend going that way if you're very close to a level up and need just a little more EXP.

No, instead take the elevator down a level, and cast Shield once you arrive. Go right and take out the Red Daira who charges toward you. Continue right to a new section with lava pits. Jump over the lava pits, and after a while you'll see a small spike-covered enemy called a Myu. It's too small to hit even with a crouching stab, so instead wait for it to wander and fall into the lava before crossing. In the next section, cast Shield again as you have to deal with not only an Orange Daira, but after that a Red Daira too! At the end of this section, you'll find the prize they were guarding: the **Hammer**. This gives you the ability to smash boulders in the overworld, and it's what you've been braving your way through Death Mountain to find! Now it's time to get out of here at last.



Return all the way left to the elevator that brought you down here (again watch out for the Myu in the lava pit section). As an optional detour, you can skip this elevator and continue left. You'll have to deal with a couple unbeatable Myus and a Red Daira. If you make it to the next section, defeat the Red Octoroks you find here, who are guarding a **Red Magic Jar**. Now you can heal up! Return to the elevator.

Ride the elevator up, then go all the way left to exit this cave. (Note that a couple Achemen will have respawned.) Now that you have the Hammer, it's time to destroy some boulders in the overworld and open up new paths. First, stand next to the boulder here at Spectacle Rock and press the A button to use it. The boulder will be gone, so enter the space it occupied.

You'll fall down a pit and land inside a cave next to **Magic Container #2**. Don't forget to cast the Life spell to heal before grabbing it! Now go left to exit--there are no enemies to worry about in here.

Leaving Death Mountain

If you take a close look at this region of the overworld, you'll find that it looks like a smaller version of the overworld from the original *Legend of Zelda*! That's right--the vast bulk of this game takes place in the far northern reaches of Hyrule, quite a ways from where Link adventured in his first quest to defeat Ganon.

Anyway, nostalgia aside, there's nothing for you here aside from enemy encounters. During your travels through Death Mountain, you should've obtained enough EXP to level up Magic to 5. If you haven't yet, go ahead and do that with the enemies here. The woods are probably the easiest place to do that since they're infested mostly with Deelers and Moblins. Stay away from the graveyard though--it's filled with flying Red Moas whose movements are difficult to anticipate and only drop 10 EXP per kill (but take away 20 EXP per hit they deal to Link), as well as sometimes Red Dairas!

Once your levels are 4-5-5, it's time to leave. Follow the coastline northeast to reach a cave we haven't entered yet (which I've labeled #9 on the map above). Go inside.

This final cave is fairly rudimentary. There are lava pits you have to jump across, with Red Octoroks guarding the way, much like the cave in Tantara Desert where you obtained the Trophy earlier in the game. Make sure to block an incoming stone before making the leap across, then defeat the Octorok. Continue carefully across the lava and make your way to the exit.

Once back in the overworld again, follow the path all the way north to the tunnel that will finally take you out of Death Mountain and back into the main part of Hyrule. Congratulations--you've just completed a very difficult part of the game!

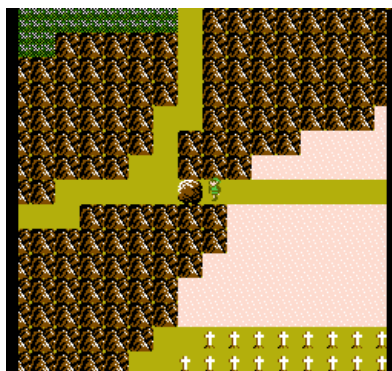
Clearing Boulders

As you emerge, the only way to go is east across the bridge, which functions as a trap per usual. On this bridge, you'll first encounter a Red Moblin, and after that a Blue Moblin accompanied by a Lowder. The Blue Moblin sometimes throws its spears, so watch out for that. Unfortunately it doesn't give up any more experience points than the red variety, just the standard 20 EXP. On the next section of bridge, you'll have to dodge bubbles that rise up from the water and fight a Red Daira. Cast Shield here just in case. Continue right to get back to the overworld map.

Upon emerging from the bridge, you'll find yourself on a road leading east into a huge graveyard. Go due east to where the road begins to curve northeast, and instead leave the road going south across the sandy terrain. At the southwestern coast, you'll find yourself in an action scene containing nothing but **Doll #2**, for a much needed extra life! Take it and return north to the road.

As for the graveyard right in front of you, the only thing you want from it right now is a **Red Magic Jar** hidden in an action scene right near the middle--to get there, follow the road north, counting off four tombstones. At the fourth row, move all the way east until you find the action scene. Bots will be meandering around here, guarding the Magic Jar. After you've taken your prize, exit to the right--if you go left, you'll be met by a Blue Goriya.

Back in the overworld, it's time to make use of our new Hammer. Leave the graveyard heading north across the desert to another road. Go west along this road and break the boulder to return to what should be familiar territory. You're near Midoro Swamp again!



Go north along this road, and you'll soon find another boulder blocking the way. Break it to create a shortcut to Rauru Town--which is ideal if you're in need of healing. Return to the road and head back south. Venture east across the plains southeast of Rauru to find a boulder blocking a cave entrance. Destroy the boulder and enter the cave.

Leap over an advancing Myu, and afterward take out a Lowder. Up next is a Blue Goriya accompanied by a second Lowder. Destroy both foes, and in the next room, you'll find **Heart Container #2**. Nice! Now leave this cave the way you came in.

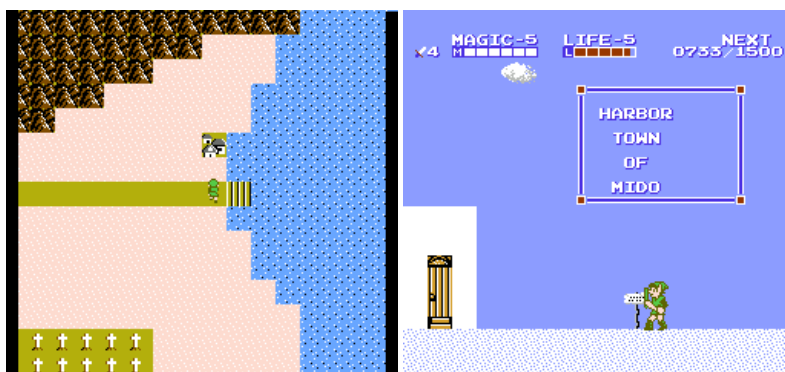
Return to the road and follow it south, then all the way west until you're at the woods where Bagu's house is. Leave the road and go northwest into Moruge Swamp. In the eastern part of the swamp you should find another cave entrance blocked by a boulder. Break the boulder and go in. Beware, however, as this will be a particularly difficult cave to traverse.

In the first section is a bridge over lava, and you should know what that means: Bago-Bagos! To make matters more complicated are the Lowders inhabiting this bridge as well. Cross as carefully and quickly as you can, and in the next section go ahead and cast Shield. You'll be met by a single Orange Daira, then after that are not one but two Red Dairas! After you've gotten past all three enemies, jump over a single lava pit to obtain the **Water of Life**. Now exit the cave the way you came in, again being careful of the Bago-Bagos on your way out.



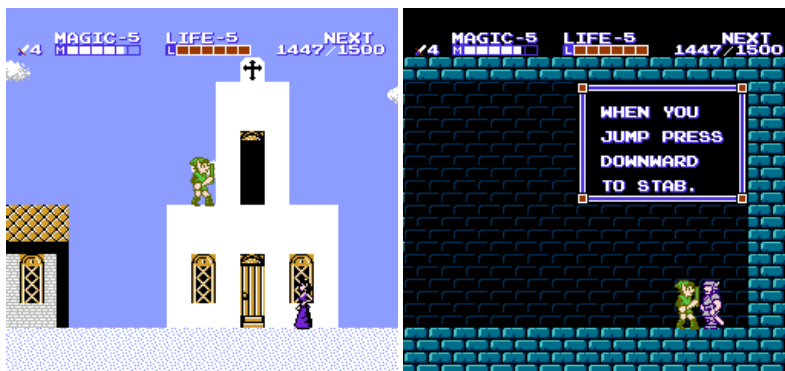
From Moruge Swamp, return to the road south of you. Now follow that road all the way east, as far as you can. You'll break apart another boulder along the way. At the end of the road is a port and a new town: the harbor town of Mido!

Mido Town



Be sure to stop at the second house and heal up as usual. Farther on is a house with an open door. Enter it to find a man who will tell you to "Ask Error of Ruto about the palace." Aha, so it looks like Error will have something to say after all! And it'll be about your next palace. Before we find out what he has to say, let's finish up here in Mido first. Walking around outside is a young woman who says, "No one is here but a churchbell will ring." But that refers to the next part of town.

Go left to that next area of Mido, and you'll soon see the church in question, except the entrance is on the upper floor; interacting with the door on the ground floor will just tell you the door won't open. You can't get up there with a normal jump, but you can easily reach it if you cast the Jump spell. (The old woman who restores your magic is one house over.) Do so, then leap up and enter. Inside you'll find it looks like a standard house along with a basement at the end. But unlike the usual basements so far, this one is not inhabited by an old man but by a swordsman. Talk to the swordsman, and he will teach you the **Downthrust** technique! All you have to do is press Down on the D-pad while in midair, and Link will execute a downward sword attack. This is very handy for taking out almost any ground-based (and unarmored) enemy!



We're not done in this town yet. Leave the church and continue left, letting the old woman refill your magic meter. Also in this part of town is a child walking around who says, "The Island Palace in the south has a Raft." This refers to the special item you get in the **next palace**. In the last part of town, another townswoman will tell you, "Find Magic in a cave in Moruge Swamp." Instead of a Magic Container, however, this refers to where you find the Water of Life, which we already have (if you've followed my guide this far).

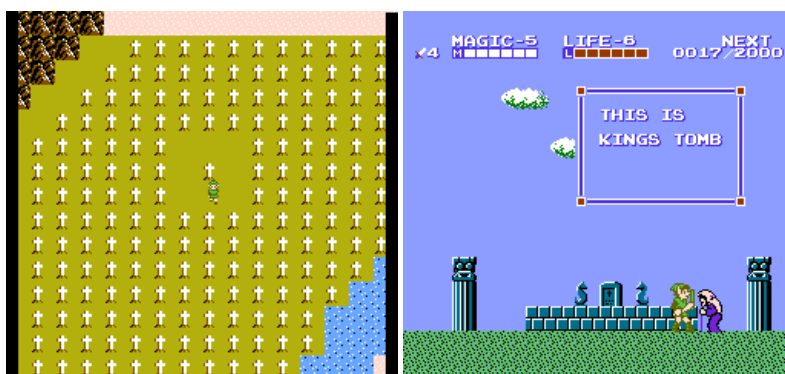
Speaking of the Water of Life, there is another old woman who will come out of her house in this section of town. If you've obtained the Water of Life, talk to her, and she'll invite you inside. Follow her in, then go down into the basement to meet an old man who will teach you **Fairy** magic. This spell turns Link into a Fairy for the entire time he's on that particular screen. You can't attack in this form, but you can fly anywhere you please--which makes it ideal for skipping certain tricky areas--but note that as soon as you leave the current screen, you'll revert back to regular Link. Now leave Mido Town.



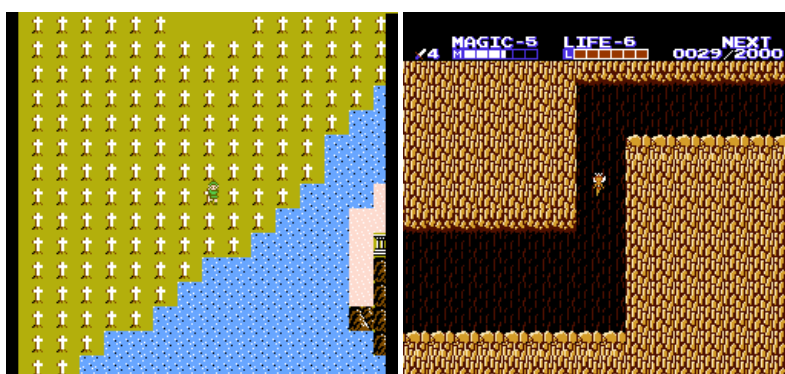
The King's Tomb

With all that out of the way, the only other thing you should do before reaching the next palace is leveling up. If you've been following along, your next level is Life, which you can upgrade to level 6 by obtaining 1500 EXP. So go around the overworld battling enemies until you reach that level. (There are Red Dairas worth 100 EXP each that can be encountered in the graveyard, but they're also accompanied by Moas that can drain your EXP so it may not be worth it. The Moblins in the wooded areas might be a safer bet.) Once you've leveled up to 4-5-6, it's time for the next stage of your adventure.

Return to the large graveyard you encountered after Death Mountain. (You can retrieve the Red Magic Jar at the center of this graveyard I told you about earlier if you haven't already.) In the north central part of the graveyard, you'll notice a tombstone standing by itself. Go there to find an old woman tending the tomb, who tells you this is the King's Tomb. Now if you had returned to Ruto Town to talk to Error (after speaking to the young man in Mido), he will have told you, "South of Kings Tomb in Mido is a tunnel." Our task now is to find this tunnel in order to reach Island Palace.



Leaving the King's Tomb, walk due south through the graveyard until you enter an action scene where Link falls into a cave. Be ready with the Downthrust technique as soon as you regain control of Link because there are a group of Lowders directly below! Continue to the right to find a wall so tall that not even the Jump spell will help you scale it. Instead, cast Fairy and fly up and over to the next section of the cave. Up ahead is a Myu--which you can now easily defeat with Downthrust (each Myu in the overworld is worth 3 EXP when defeated)--as well as a couple Lowders and a Blue Goriya.



When you emerge from the cave, you'll find yourself on a remote island in the overworld. Follow the coastline around north and then west to reach your next destination: **Island Palace**.



Island Palace



Don't think you're out of the woods yet just because you've made it past Death Mountain. This palace introduces some of the most powerful and dangerous enemies in the game. It's also advisable that you defeat as many of them here as you can, as at your current levels (if you've been following along), you'll gain just enough EXP to reach 2000 and level up Attack (i.e. before finishing and leveling up again by inserting the crystal). And unlike the first two palaces, there are no Bubbles you can use for grinding here!

At any rate, you should have the following before entering Island Palace:

- Attack: Level 4
- Magic: Level 5
- Life: Level 6
- 6 blocks in Magic Meter
- 6 blocks in Life Meter
- Magic spells:
 - Shield
 - Jump
 - Life
 - Fairy
- Inventory items:
 - Candle
 - Handy Glove
 - Hammer



Raft

As usual, use the **Red Magic Jar** from the Iron Knuckle statue at the entrance to refill both your magic and life meters, then take the elevator down a level. Cast Shield as you arrive. The only way to go is right, and you'll soon meet a potent new enemy called a Doomknocker. This blue ironclad foe throws a spiked club at you that functions like a boomerang--i.e. it'll come back to its thrower! So you'll have to dodge it twice while fighting this monster. You can use Downthrust on the Doomknocker, but be careful because sometimes it'll jump, slamming into you. Take it down for 100 EXP. After the Doomknocker (and a stray Myu--which are worth 5

EXP in palaces by the way) is another enemy, this one a Blue Parutamu, which is a Blue Stalfos wearing a horned helmet. This enemy can jump and use its own downthrust technique just like Blue Stalfos, but your own Downthrust won't work because of its helmet. So just fight it the same way you would a Stalfos--you'll get 70 EXP for defeating it.

The next room is a simple affair with Wosus and Myus over breakable blocks--just don't break so many blocks trying to Downthrust these foes that you wind up on the bottom and at a disadvantage. Run through the next room as fast as you can, as there are a couple Fiery Moas raining down fire on you and falling blocks in the middle of the room. The following room contains several Myus on top of breakable blocks, along with a Doomknocker. Go ahead and take out the enemies, then use Downthrust through the blocks to obtain first **Key #1** and farther on a **Treasure Bag (100 EXP)**.

The next room is a tad tricky--you might want to cast Jump to make it considerably easier though. You'll hop up some steps made of breakable blocks, and there are a couple Red Iron Knuckles trapped within. Don't free them--but you might do so accidentally if you try using Downthrust on the Myus on top of them. Avoid this urge! Jump over the Myus and continue right. There will be a wide gap ahead with a Red Parutamu at the bottom. Run and jump from the edge to make it to the other side (if you do it right, you don't even need to cast Jump, but if you miss the jump, you will have to cast Jump magic to make it back out and to the right). Go right to the next room, which actually takes you outdoors. Do your best to avoid the Fiery Moe's flames overhead while you take down a Red Iron Knuckle who's guarding **Key #2**.

With the Key in hand, return left back inside and drop into the lower area. Defeat the Red Parutamu for 50 EXP, then take the elevator down. Disembark and go right through the locked door. (*Tip:* Though this guide will never take you to a locked door without a key, if you ever do want to bypass a lock without obtaining the Key, you can cast Fairy and fly through it.) Defeat a Bot or two, as well as a new enemy called Mau, which is a statue of a wolf's head that comes steadily toward you, shifting between going up and down, shooting projectiles as it goes. It's an annoying enemy that comes at you infinitely and only yields 5 EXP each upon defeat. Get past them to the next room going right.

Carefully hop over the lava pits, either defeating the Bots or letting them jump to their fiery doom. In the center of the room, a Red Iron Knuckle guards **Key #3**, so take out the enemy. In the next room, you definitely want to cast Shield. You'll first need to take out another Red Iron Knuckle, which shouldn't pose much of a problem for you at this point. After that is the dreaded Blue Iron Knuckle. This version of the foe is even more powerful than the Orange and Red Iron Knuckles, but unlike those other two varieties, this one throws its swords at you as well! Its swords can either be thrown high or low, so you constantly have to be ready with your shield. Just like the other Iron Knuckles, your best bet is to jump attack its head. (It should be noted that Downthrust doesn't work on Iron Knuckles due to their armor, obviously.) Be prepared for a fight because Blue Iron Knuckles take a lot of hits to subdue! Once you finally do defeat it, you'll gain 150 EXP. This Iron Knuckle was guarding the palace's special item: the **Raft**. That will come in handy after this palace!



Stone Statue #3

Backtrack a couple rooms to the elevator that brought you down to this level. If you have enough magic, cast Jump, then jump up and strike the Mau statue to the left of the elevator to reveal a **Red Magic Jar** (if it's a Red Iron Knuckle, hurry and retreat up the elevator, then return and try again). You'll have to deal with hordes of incoming Maus while doing this unfortunately. Continue left, and in the next room, take out a couple Red Iron Knuckles, with Wosus running along in between. Ignore the elevator you find in this room and keep moving left. In the following room, hop up the steps of breakable blocks and go along the upper route, taking out Maus as you go, until you see **Key #4** below you. Use Downthrust to break through and obtain it. Now you have the unenviable task of using your sword to break blocks and create steps to get out of here--all the while dealing with endless waves of Maus! Cast Jump if you need extra height to make it out, but you should really try to carve out steps to conserve magic.

Return to the previous room, and this time take the elevator down. Then go right and cast Jump. Hop up to the high ledges made of breakable blocks, where you can retrieve a **Treasure Bag (100 EXP)**. Below you will be a Red Parutamu whom you may as well defeat for the experience points. At the end of the room is a Doomknocker you'll have to get past to advance.

The next room is a challenging one, and you'll probably want to cast Shield when you enter. Take the lowest of the three routes first, breaking the blocks to move forward. You'll soon encounter a Red Iron Knuckle, but due to the very low ceiling, you'll be unable to jump! Well, not completely unable--believe it or not, even in these very close quarters, the jump attack is still effective against Iron Knuckles. Just make sure you're extra careful about shielding against its sword swings. Past this Red Iron Knuckle at the end of the low corridor is another **Treasure Bag (100 EXP)**. Now hop out of here and take the highest route. You can't go very far that way, so you'll have to use Downthrust to break through the blocks and reach the middle route. A Blue Iron Knuckle will be on your left and a Red Iron Knuckle on your right. Try to arrange it so you can fight the red foe without the blue noticing--as its thrown swords can go through walls and still hit you! (Sometimes this isn't possible though, and you'll have to do your best to finish off the Blue Iron Knuckle first.) Defeat the Red Iron Knuckle and move forward.

At this point, if you've been fighting every enemy in this palace so far, you should be at or near 2000 EXP for the next level up. If you're within 300 of that mark, then go ahead and move on to the boss in the next room. If you're a little more than that, you can take on the Blue Iron Knuckle in this penultimate room for 150 EXP (if you haven't already). Failing even that, there are Maus on the floor above. Either way, get ready to face the boss when you're done.

Boss Battle: Rebonack



Also known as Guardian Iron Knuckle, this boss is an Iron Knuckle who rides into the boss arena mounted on a metal horse! In this form, all he does is make occasional passes. Simply jump up and use the Downthrust technique on the boss. (You don't even need to cast Jump, though I would definitely recommend casting Shield.) After you've depleted approximately half his life meter, the horse will be gone and Rebonack will fight you on foot. At this point he becomes just a regular Blue Iron Knuckle, though those throwing swords are still very dangerous. Use standard jumping attacks to do this boss in. Unlike ordinary Iron Knuckles, Rebonack gives up 300 EXP when you defeat him.

As soon as Rebonack is down, take **Key #5** which falls from the ceiling and use it to unlock the locked door beyond. Up ahead is the stone statue where you insert your third crystal, but as before, it's up to you whether you want to deposit the crystal now (which will give you a free level up on Magic if you've been following this guide) or wait until later so you can keep Island Palace open.

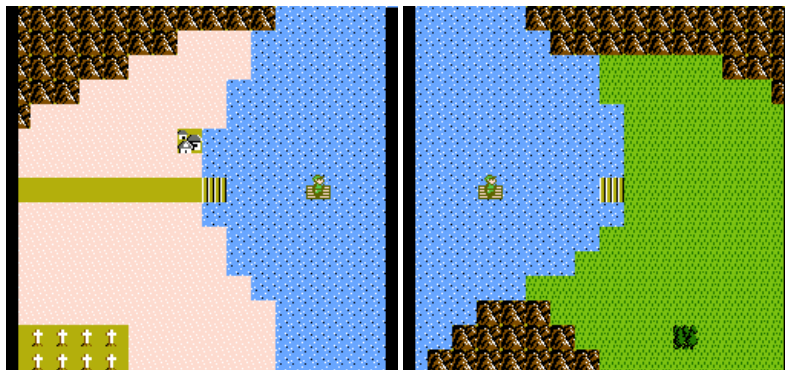


Regardless of what you choose, up next is a voyage to a **new continent** where **Maze Palace** awaits!

To Eastern Hyrule

A New Continent

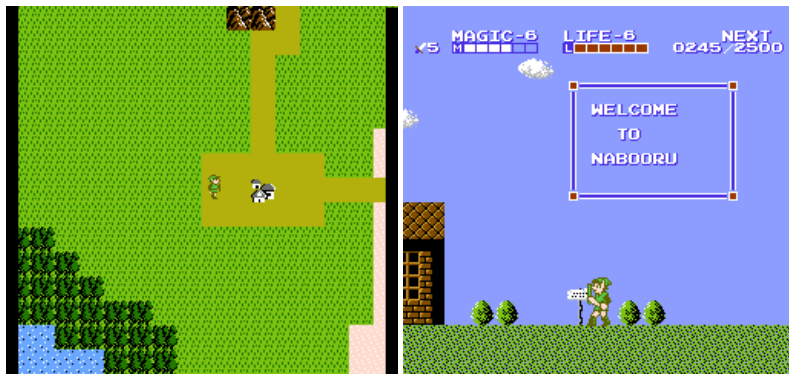
Depart Island Palace the way you arrived at the island (i.e. through the cave on the island). Continue all the way left through the cave to emerge back in the graveyard south of the King's Tomb. Go north to the road and to the port (heal up at Mido Town if you need to). Now simply step on the dock by the town, and Link will ride the Raft east to a whole new land!



When you arrive in Eastern Hyrule, take care because you won't disembark on a road but in a grassy plain. Enemy encounters around here consist of Tektites, long-legged monsters that hop around and fire beams at you. You have no way of defeating them now so quickly escape such encounters. Your first stop is a single tree south of where the dock is. Go there to enter an action scene. You'll meet slow moving floating eyeballs called Girubokkus. A Girubokku is only vulnerable when its eye is open, which is when it stops moving. They might move slowly, but they inflict a ton of damage if they make contact, so get past them carefully. You get 20 EXP if you defeat one. Anyway, go to the right past this horde of eyeball enemies to find your prize: a **Treasure Bag (200 EXP)**. Now leave and return to the overworld.

If you got hurt by the Girubokkus or other enemies, there's a Fairy you can find. Go south into a wooded area with a lake and river. Move to the southwest corner of the woods by the lake to find a hidden action scene containing a **Fairy**. Heal up! Now leave the woods heading north, then go east from the port to find your first town in this part of Hyrule: Nabooru.

Nabooru Town



If you talk to the walking townspeople, you'll notice their dialogue is different from those on the western continent. These people seem more serious, more aware of what's at stake, and some ask you to save their town or even Hyrule as a whole. Inside the first house is a man who says, "With Boots I could walk on the water." This is one of the more straightforward hints in the game—the Boots are the special item inside the **next palace**, and they indeed grant you the ability to walk on (some) water. At the next house over you'll find the usual old woman who restores your magic.

Go left to the next part of town. A young woman wearing red will emerge from the two-story house. Talk to her, and she will complain of thirst. Your task couldn't be easier—go to the fountain next to her house and press B to pick up some water. Then talk to her again, and she'll invite you inside. (Why she couldn't have fetched the water herself is an entirely different matter.) Inside, go down to the basement to meet an old man who will teach you the **Fire** spell. Whenever you use this spell, Link will shoot a fireball from his sword! Like all magic he uses, it only remains active on the screen where you cast it. Still, it doesn't use much magic, so that's good.



Go left past the fountain to find another woman in red, and this one will heal you when you talk to her and follow her into her house. Also in this part of town, a child walking along will tell you, "Jump in a hole in the palace if you go." What this means is, if you find what looks like a bottomless pit inside a palace, you won't lose a life—you can jump in to reach the next floor down!

As you enter the third area, a woman is there who will say, "See a man in Darunia before the islands." More on that in the next section. A woman walking around here will give you the following warning: "The River Devil eats those who are weak." Perhaps at an earlier point in the game's development, this River Devil was meant to be a powerful enemy or perhaps a boss of some sort, but you can ignore her warning. The River Devil (located south of Nabooru) is nothing more than an obstacle in your path, albeit one we can't move at present **but will later**. Finally, inside the last open house is a Red Ache on the ceiling. No, it's not an Acheman—it's just a sleeping monster. If you talk to it (you have to cast Jump to reach it), it won't say anything. Speak to it four times, however, and it says, "You are persistent" and "find Heart over ocean." This is a clue about how to collect the **next Heart Container**, which we can't reach until we get the Boots. Now leave the town and head back to the overworld map.

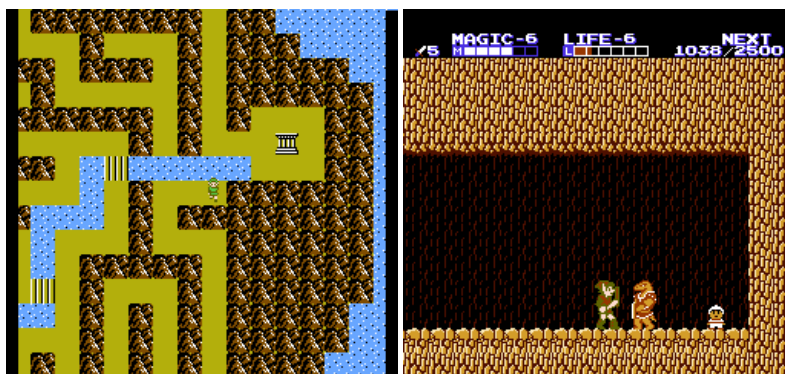
Child Rescue

From Nabooru, follow the road north into a cave. Inside the cave, take out a couple Achemen, then prepare to meet a new enemy: a Zora. Normally an aquatic enemy, the Zora will either be positioned on all fours or stand on its hind legs. From either height it will fire a beam at you that you'll have to block or dodge. The only way to damage a Zora is by using Link's Fire magic. Simply keep your distance and fire away, standing or ducking to block shots as necessary. It'll give up 50 EXP upon its defeat.

Exit the cave and continue north off the road, then turn east into the woods. Enemy encounters here include Girubokkus, so it's up to you if you decide they're worth fighting (I generally don't). At the east end of the woods, turn south and go down to where the coastline touches the mountainside to find yourself in an action scene with nothing to do but pick up **Doll #3!** From here, cross the long bridge you see before you to enter a place called Maze Island.

We'll explore this island more fully later (after all, we were told to see a man in Darunia before visiting this place proper), but for now stay along the southernmost road—to avoid traps—and follow it to the southeast corner, then turn north. At the end of the path (across the river from the next palace), you'll fall into an action scene. Cast Shield once you land inside the cave and go right to face an Orange Geru. This is a lizard-like enemy with a spear and shield. It fights basically like an overworld

version of an Iron Knuckle--and just like the latter, their heads are immune to Downthrust. Fight this one as you would an Iron Knuckle (i.e. use jump slashes), and you'll gain a very nice 150 EXP for defeating it. Continue right to find the **Kidnapped Child** the Geru was holding captive. (Even though he's a character, the child functions like an item, so go over and pick him up, and then you'll take him with you automatically.) Time to take this child home!

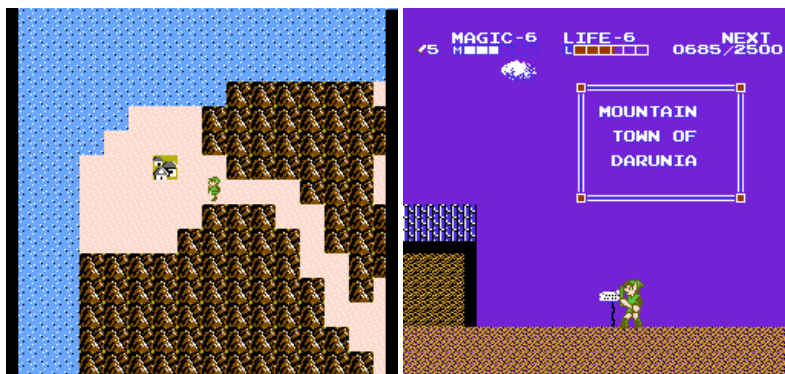


Go left to exit this cave (there are no more enemies here) and return to Maze Island in the overworld. Retrace your steps and go back across the long bridge to the mainland.

Go all the way west, past the cave where you first arrived in this area. You'll come to a desert area where you must follow a narrow path in mountainous terrain. This path contains two hidden traps (both marked on the screenshot below). The first introduces you to Blue Octoroks--who function just like the red variety, only they're stronger. You'll be on lower ground, and they'll come at you from slightly higher ground, so wait for them and then stab when they're in striking distance. Be careful jumping over the pits of water so an Octorok's shot doesn't knock you in. Once you get past this, it's almost immediately time for the second trap. The second is nearly identical to the first, except this time rising bubbles are added to the mix. So be extra careful. Once you emerge from the narrow area, continue westward to the next town, which is Darunia.



Darunia Town



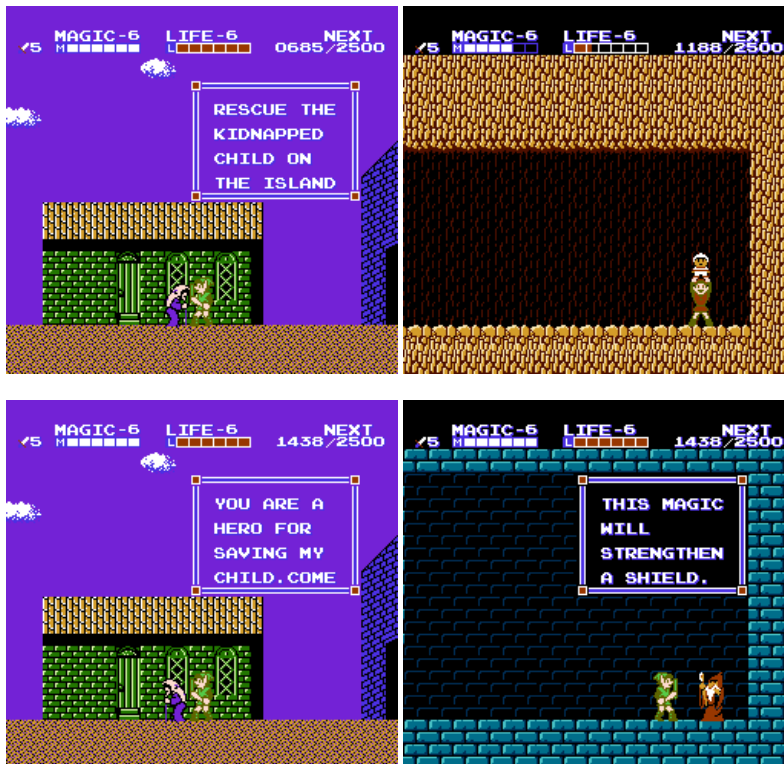
This is a rugged, mountainous town under a purple sky. Very homely! But beware, because just like Saria Town, some of the walking residents turn into Purple Aches and attack after talking to them. (Saria and Darunia are the only two towns where this happens, by the way.) You can heal both your life and magic meters at the series of two-story houses you find in the first section of town.

Moving left to the next area, you'll find that this part of town is strangely devoid of inhabitants (well, except for those walking to and fro). Keep walking though--notice how short the house is with no door or windows? Cast Jump and then leap onto the roof of that house. Go right, jumping from rooftop to rooftop until you get to the house at the end of this section with a chimney. Press Down while standing on that chimney to go down it, Super Mario style! You'll land inside the house, at which point go right into the basement to meet the second swordsman. He will teach you the **Jump Thrust** technique! Whenever you jump, press Up on the D-pad. Note that this only works before Link is at the apex of his jump, for obvious reasons. Anyway, this will definitely come in handy against certain aerial enemies.



Leave the house, and if you talk to one of the men walking through, he'll tell you, "The palace has a false wall." This actually refers not to the next palace but **the palace after that**--which we'll cover in due time. Now continue left to the third section of town.

At the first house here is an old woman who will be overjoyed that you saved her child (assuming you've already rescued the Kidnapped Child). Follow her inside the house and then go down to the basement to the old man who will teach you the **Reflect** spell. This magic strengthens Link's shield and allows you to block things you couldn't before, such as ax attacks and fire. You can also reflect certain magic attacks back at their source.



As far as hints, there is a child standing in front of a house who says, "A powerful knight lives in this town." Thanks kid, but we've already visited and learned from him! One of the walking women will tell you, "The Devil does not like noise." (A woman walking in the first area of town also says this.) This again refers to the mythical River Devil, but unlike that woman in Nabooru, this woman's advice is solid. You'll eventually get a **musical item** that will allow you to **vanquish the River Devil and continue southward**.

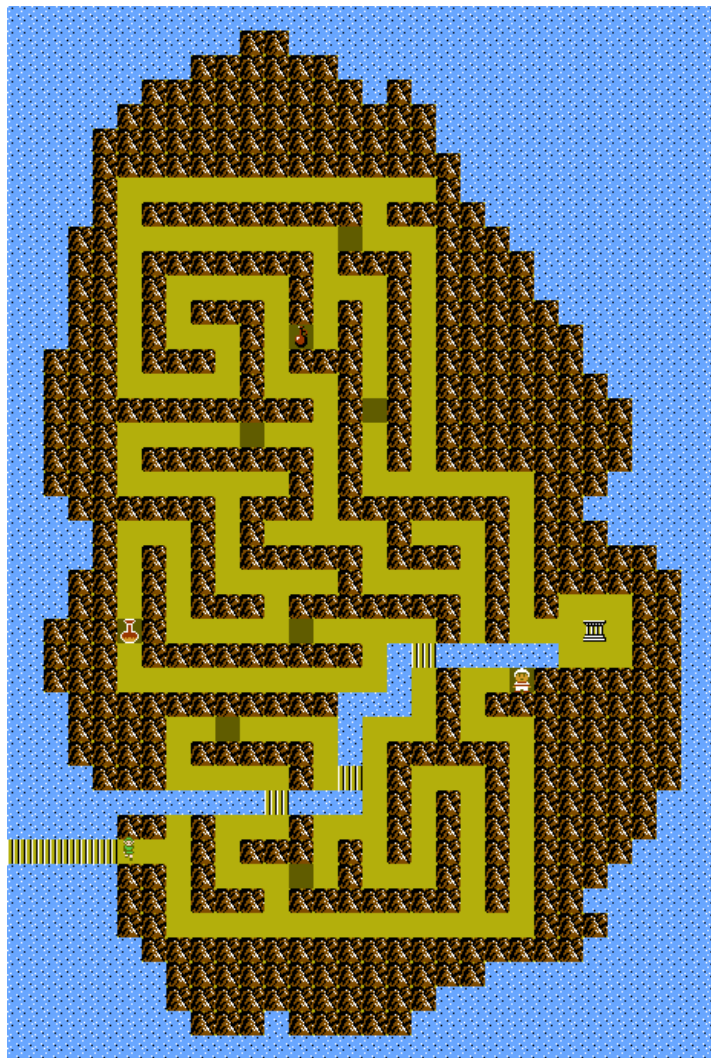
At any rate, you're free to leave the town now. Make your way back east, through the two action scenes with the Blue Octoroks and watery pits. You can continue east toward Maze Island, but it's a better idea to return through the cave back south to the vicinity of Nabooru. Your next level up should occur at 2500 EXP, and you're probably a long ways off from that yet. What you should do is wander the plains around Nabooru and engage the enemies here, most of whom are Tektites. Every time you encounter them, cast Fire, which is their weakness. Block their beams and take them down with fireballs, all while evading their erratic leaps. Sometimes a fly called a Boon will join the fray and try to drop rocks from above. (Good thing you just learned Jump Thrust!) Tektites and Boons are both worth 50 EXP each when defeated, and on rare occasions will drop a 200-EXP Treasure Bag. Heal up at Nabooru as needed and keep grinding EXP from these enemies until you reach 2500 EXP, at which point you can upgrade your Life stat to level 7. That's quite a lot of defense! Now head north through the cave and then east to Maze Island.

Maze Island

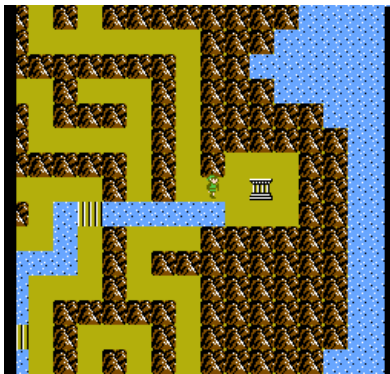
Cross that long bridge, and now it's time to navigate this place for real. The fact that the path is entirely yellow road might make it seem safe, but there are traps hidden throughout this road. (Incidentally, there are no traps on the bridges on this island--which makes this the only place in the game where that's the case.) I've marked all the traps on the map at the bottom of this section, including the spaces where you can get items. Use it to navigate the island.

Start by going toward the southeast corner (i.e. as if you were going after the Kidnapped Child), then make the second-to-last turn north. Follow the winding road, then take the easternmost bridge north. Go south at the fork in the road and follow the path all the way until you're on the northbound road in the far western part of the island. You'll end up falling into a cave that contains **Magic Container #3** (and no enemies)! Exit the cave and continue your trek through the maze.

Loop around north, then south and east. Go north at the fork, and eventually you'll enter a trap--the only one you have to face on your way to the palace. Fight your way through the Blue Octoroks and Tektites on to the other side and back to the overworld. Go north, then at the fork, turn east to find yourself in a trap again. (Or if you're fine on magic, just continue north instead.) After the enemies, though, you'll find a **Red Magic Jar** waiting for you, so clear out the foes, then heal up and take the jar. Once you're out again, go north, a long way west, north again, and then all the way back east, and now the follow the road a great distance south until you reach **Maze Palace** at the end.



Maze Palace



One nice thing about Maze Palace is that the elevator leading from the entrance is relatively centrally located within the palace--which means that it's easy to reach if things start getting tough and you need a quick recharge in life and/or magic. The central location of the first elevator will also allow you to leave and return to this palace more easily than other palaces, letting enemies respawn and enabling you to accumulate more EXP. You'll need to get 3000 EXP for your next level up, and respawning the strong enemies here lets you do that. (There are also a few Bubbles here and there, but their 50 EXP doesn't go as far for you now as it did earlier in the game!) But even with all that going for you, this place is still pretty brutal.

At any rate, you should have the following before entering Maze Palace:

- Attack: Level 5
- Magic: Level 6
- Life: Level 7
- 7 blocks in Magic Meter
- 6 blocks in Life Meter
- Magic spells:
 - Shield
 - Jump
 - Life
 - Fairy
 - Fire
 - Reflect
- Inventory items:

- o Candle
- o Handy Glove
- o Raft
- o Hammer



Boots

The usual tranquility of the palace entrance is disrupted this time by the presence of a Fiery Moa (which gives 50 EXP for defeating it). Take out the enemy if it becomes a problem (Jump Thrust is useful) and stab at the Iron Knuckle statue for a **Red Magic Jar**. If it gives you a Red Iron Knuckle instead, either defeat it for the EXP or exit and try again. Once both your meters are full, take the elevator down.

Go right, and you'll meet a new enemy: a Wizard. Wizards teleport around a room and cast a magical spell at you. This spell always travels along the floor, so crouch to block it. Wizards are invulnerable to all attacks except their own, so if you want to defeat one, you'll have to cast Reflect and deflect their spells right back at them, which gives you 100 EXP for each defeated Wizard. Unless you're in need of EXP, I advise conserving your magic and avoiding them. There are two Wizards in this room you'll have to deal with. Fight or evade them and go right.

In the next room, a Blue Parutamu will drop into a small depression in the ground where a **Treasure Bag (100 EXP)** is waiting. As long as the enemy remains in that nook in the floor, it's invulnerable, so go up and coax it to jump out, then fight it normally. Pick up the Treasure Bag, then continue right and take out another Blue Parutamu that's in the exact same situation. At the end of this corridor is an elevator you should take down one level.

On the next floor, go right and defeat a Red Parutamu. Up ahead is a collapsing bridge over a wide hole in the floor. Run to the edge of the collapsing bridge and make a big leap to reach the other side (you don't need Jump magic for this if you do it right, by the way). If you fall, you'll land a couple floors down and will have to make your way back up and around to try again (which involves going a long way right on the bottom floor to pick up a Key, then a long way left to find an elevator). Assuming you made it, continue right and take out a Wosu and a Doomknocker as you go. Be careful in the next room as you'll have to leap onto several platforms suspended over lava. On each platform is a flame held up by two breakable blocks--this game's version of a torch, if you will. Break the blocks that form these torches in order to jump over the flames. On the second platform is a Doomknocker you'll either have to defeat or knock into the lava (though it will respawn if you go the latter route). At the end of this room is **Key #1**. Stand on the right with your back against the wall when you strike the Iron Knuckle statue--if you get a Red Iron Knuckle instead of the **Red Magic Jar**, you'll want to knock the enemy into the lava instead of vice versa! Now leave this room the way you came in.

Go back left to the wide gap in the floor. Drop in, but hold Right on the D-pad. When you come to the floor below, you'll want to keep holding Right so you land on the ledge. (If you land on one of the collapsing bridges, then jump from there to the right ledge.) Another Wosu and Doomknocker greet you as you resume going right, as does a Bubble this time. Cast Shield when you reach the next room. A Blue Parutamu will drop down to fight you, along with a Red Parutamu. After these foes, you still have a Blue Iron Knuckle in front of you. You'll need to defeat it and unlock the door beyond to reach the palace's special item: the **Boots**. Now you'll be able to walk on water in the overworld--well, certain parts of the water at any rate!



Stone Statue #4

Go back left and drop down into the hole again. You'll land on a collapsing bridge over lava, so quickly move to the right! Watch out for incoming Ras--the Downthrust works great here. The next room presents you with three more platforms over lava with torches atop each. On top of the first platform is a Doomknocker as well, and on the second is a Red Parutamu. As you near the end of the room, you'll encounter a fast-moving Bubble that you should do your best to avoid. Pick up **Key #2** at the end, then make your way back left.

Fight your way past Ras in the next room, and in the room after that are Bots and Wizards. Unlock the door in here and ignore the elevator you see. (Unless you're in great need of healing, in which case you can take it all the way up and backtrack to the palace's entrance.) Go left from the elevator, and you'll come to another of those obnoxious rooms with breakable blocks and infinitely spawning Maus. Use Downthrust to break through the blocks once you're above **Key #3**, then cast Jump to get back out and return to the right.

Back in the room with Bots and Wizards, take the elevator here all the way up--it'll take you back to the early room with the two Blue Parutamus who were guarding the Treasure Bag. Go left through here and back into the first room with Wizards. You should take the elevator here back up to the entrance and heal up, then return. Once you're ready, go left from the elevator, unlock the door, and head into the next room. A Red Iron Knuckle greets you in somewhat narrow confines. Defeat it,

then cast Jump and use Jump Thrust to break the blocks above you--watch out as this will release a Bubble! Jump up into the opening you've created and pick up **Key #4**. Drop down and unlock the door.

You'll find another elevator. Skip it for now and go left past some Wosus and a Doomknocker. In the next room, ascend the steps made of breakable blocks and defeat the Doomknocker that's up top (but do *not* use Downthrust to do so!). Ignore the items you see below and go all the way left and take out a final Doomknocker. Now you're free to pick up **Key #5** and a **Treasure Bag (200 EXP)** at your leisure below the blocks. Next, go right to the previous room and take the elevator down.

Wosus and Wizards infest this room. Go right. The next room is extremely dangerous--it has the now familiar three platforms over lava layout, complete with torches. But this time the enemy inhabitants are Ras flying in their wave patterns. Be very careful making your jumps in here as it's all too easy to get knocked into the lava here by an incoming Ra! The key to success here is just to keep moving. But make liberal use of Downthrust if a Ra gets too close. If you're really struggling, you can stay in place, letting the Ras come to you and destroying them--there are only a finite number of them in any given room. At the end of this room is **Key #6** as well as an Iron Knuckle statue. As before, stand to the right of the statue before hitting it in case it spawns an Iron Knuckle instead of a **Red Magic Jar**. The Ras haven't gone away (unless you've defeated them all), so you'll have to deal with them as you make your return trip to the left.

Back in the previous room, fight your way past Wosus and Wizards again. Then open the locked door past the elevator and continue left. You must now cross two collapsing bridges over lava, with a Myu crawling along each! Only Downthrust the Myu if it's directly in your way; otherwise just jump over it and keep moving. At the far end of this room is an elevator that you should ride down.

Unlock another door as you emerge and cast Jump. Hop up onto the upper platforms, where you'll be met by a Blue Parutamu. Take it out en route to another **Treasure Bag (100 EXP)**. There's one more Blue Parutamu down below if you want to fight that one too.

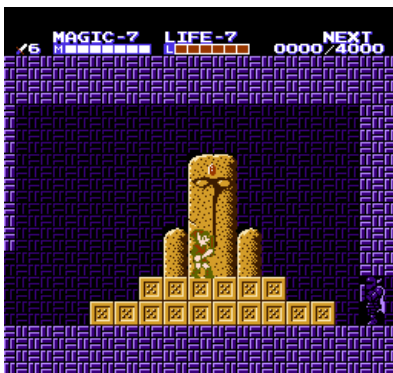
At this point, you should be closing in on 3000 EXP for a level up in Attack. If you have at least 2500 EXP, then you're fine. If not, then backtrack and defeat enemies until you do have that much (exit and reenter the palace if need be). In the next room are nothing more than a couple Red Iron Knuckles for you to defeat for 100 EXP apiece. Now continue right to the boss.

Boss Battle: Carock



As soon as you arrive, cast Reflect and (if you have enough magic left over) Shield. Carock is a tall mage clad in red who rapidly teleports throughout the room firing spells at you along the floor. He's basically a faster and more powerful version of a Wizard. Once the battle starts, immediately retreat to the far left side of the screen, turn and face right, then crouch. All of Carock's spells will be reflected back at him! He's very fast, so it might take a while for the spells to end up hitting him. The biggest danger of this battle is trying to get yourself into position before taking too much damage. Also, sometimes Carock will appear right on top of you, causing more damage. Don't let yourself get turned around, so make sure you're always facing toward the center of the room! After absorbing eight hits of his own magic, Carock will be destroyed, giving you 300 EXP.

As soon as Carock is down, take **Key #7** which falls from the ceiling and use it to unlock the locked door beyond. Up ahead is the stone statue where you insert your fourth crystal, but as before, it's up to you whether you want to deposit the crystal now (which will give you a free level up on Magic if you've been following this guide) or wait until later so you can keep Maze Palace open.



Regardless of what you choose, up next is a **brief interlude** before the **Palace on the Sea!**

Walking on Water

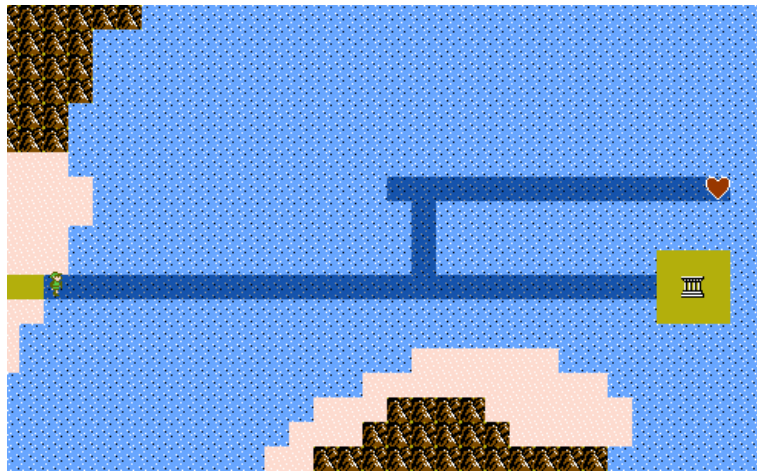
Unlike previous interludes between palaces, there's very little to do after clearing Maze Palace (there isn't even a new town to visit). Thankfully navigating Maze Island is a lot easier now thanks to the Boots--simply walk on the river itself! Follow the river west until you can't go any farther, then go down to the bridge back to the mainland. What's more, you don't even have to go back through the cave near Nabooru Town. Simply walk on the water down toward that town instead! (One thing to note about the Boots is that you can't walk across any and all water, only certain spaces--generally stretches of water near the coast. In other words, the Boots only allow you to walk on shallow water!)

South of Nabooru across the plains is a cave. Enter it. This cave consists of two sections. The first contains a couple Tektites--cast Fire if you want to fight them. The next section looks empty, but keep going and you'll find a new enemy: an Aruroda. This powerful scorpion will shoot fire at you out of its tail, which is impossible to block without a Reflect spell. You'll want to cast Shield too. An Aruroda is only vulnerable when its eye is open, so defend until then. Once it opens its eye, crouch and stab it. (You can even try using Downthrust as well.) Defeating an Aruroda gives you 150 EXP, so that's worth the trouble. Go to the far end of this cave to find an even greater prize: a **Treasure Bag (500 EXP)**! That's the most we've ever gotten from a Treasure Bag so far! Now leave this cave the way you came in.

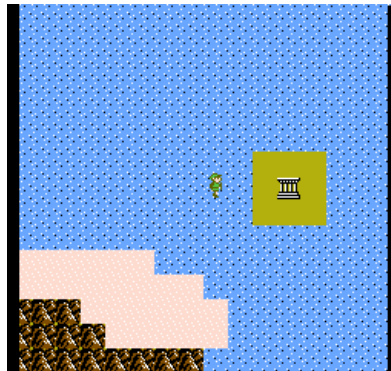
Go northeast from the cave to the boulder that blocks the path to the rest of the coast and destroy it with your Hammer. Now follow the coastline east. If you want, you can avoid the enemy encounters here by walking on the water--enemies can't challenge you there! Make your way to the eastern end of this shore, then hug the northernmost protrusion of the mountain wall to find a hidden action scene. There are no enemies here thankfully, but you'll need to cast Jump to leap up the rock wall in front of you. Keep going right to find another **Treasure Bag (500 EXP)**. That's 1000 free EXP right off the bat! Now leave this place.

It's time to head to the next palace. You might think you need to heal up at Nabooru or another town to do so, but there's no need! Make your way across the water westward to the road that leads east from Nabooru. Two spaces away from the water, walk north onto the sandy terrain, and you'll eventually find an action scene containing nothing but a **Red Magic Jar**. That's your magic meter refilled!

Return to the road and walk due east from Nabooru Town out onto the sea. I've included a map below that shows how to reach the next Heart Container, coloring in your path on the ocean. (Note that you can walk across a lot more of the water than this, especially in the west near the coast--but I've marked the path you need to take to both the Heart Container and the next palace.) At the point where you're level with the northern protrusion of the coastline south of you, turn north. Go as far north as you're able, then turn east. Now go all the way east until you're in another hidden action scene. Again, there are no enemies here. You'll be in the midst of the sea (it acts like marshland here)--walk forward to find a rocky island. If you jump out of the water just right, you won't need to cast Jump. On this island is **Heart Container #3**. And that's your life meter refilled! Now exit this place and return to the overworld map. Retrace your steps west, then south, and finally just walk east all the way to **Palace on the Sea**.



Palace on the Sea



The Palace on the Sea is a test of endurance comparable to the caves of Death Mountain. Thankfully there are Red Magic Jars scattered somewhat liberally here, but the enemies are very tough at this point. You'll notice I didn't have you level up before this palace, for the simple reason that there was too little to do between Maze Palace and this one. (Though if you want to level up once or twice via the Tektites near Nabooru Town, you're welcome to do so.) By the time you arrive here, you should have at least 1000 EXP from the Treasure Bags in the overworld, which already puts you a quarter of the way to your next level up--i.e. 4000 EXP. With strong enemies and many Treasure Bags around here, you should have no trouble getting all the necessary experience points.

At any rate, you should have the following before entering Palace on the Sea:

- Attack: Level 6
- Magic: Level 7
- Life: Level 7
- 7 blocks in Magic Meter
- 7 blocks in Life Meter
- Magic spells:
 - Shield
 - Jump
 - Life
 - Fairy
 - Fire
 - Reflect

- Inventory items:
 - Candle
 - Handy Glove
 - Raft
 - Boots
 - Hammer



Flute

There's one thing you'll notice after you arrive here--unlike previous palaces, the Iron Knuckle statue at the beginning of the Palace on the Sea is empty. It's a good thing I had you fill up both meters before arriving here! Take the elevator down, and there's only one way to go: right. Watch out for a Ra statue shooting beams at you from above as you ascend the steps, taking out Anerus and blocking their shots as you go. In the next room, defeat or dodge a couple Bubbles, then cast Fairy so you can fly over the tall wall in front of you. You'll pass by **Key #1** and another Bubble as you continue right, but don't worry about it. As soon as you're in the next room and back in Link's regular form, simply go back and pick up the Key.

Resume your journey to the right. Make your way across a collapsing bridge over lava while dodging incoming Ras. Note that a **Treasure Bag (200 EXP)** rests on this bridge, so pick it up if you can. Keep going right, and in the next room are a couple Red Iron Knuckles sectioned off by a couple breakable blocks each. Break the blocks and defeat the enemies, but watch out for the dripping liquid on the ceiling that sometimes spawns a Bot. Unlock the door ahead and take the elevator down.

As you descend to this new room, you can go either left or right, but to the right lies nothing but an eventual dead end, so go left instead. You'll be introduced to a powerful new enemy called a Mago. Similarly to Wizards, they teleport from place to place, but instead of sending out an easily blocked spell at you, they cast fire instead. They do a lot more damage than Wizards, but at least you can take them out with regular sword attacks. And you probably should, since Magos give up 200 EXP each upon defeat! Watch out for the Bubble in here as well as you continue advancing left.

It's a good idea to cast Jump when you arrive at the next room. In the middle, blocks will start falling, which will allow you to jump up and reach a high floating platform containing **Key #2**. Beware the Fiery Moa in here that makes your task more difficult. The next room contains a few Orange Iron Knuckles, who must be pretty easy to defeat for you by now. There's another Fiery Moa in here too. Jump and slash the Ra statue you find in this room in order to get it to drop a **Red Magic Jar** you can use to heal and restore your magic. There's an elevator at the end you should ride down.

If you need even more magic, time for a detour! (If not, skip to the next paragraph.) From the elevator you just rode down, go right, fighting your way past Magos and Bots. The next room is a very dangerous one, featuring Bago-Bagos, a couple Red Iron Knuckles in cramped spaces, and a wide lava pit with breakable blocks your only passage across it. Whatever you do, do *not* use Downthrust! Also, casting Jump in here makes scaling the blocks much easier, so use it if you can spare the magic. In general, I encourage fighting Iron Knuckles (especially if they're not blue), but I wouldn't even bother with these two, what with all the hazards and the risk of falling into the lava. Get out and continue right. After that horrid previous room, you'll be in a new room with some Wosus, a Bubble, and at the end a Blue Iron Knuckle. Cast Shield, and take care of this powerful foe. Stand under the Iron Knuckle statue and use Jump Thrust--this should drop a **Red Magic Jar** down to you. Now backtrack left a couple rooms and return to the elevator that took you down to this floor.

From the elevator, go left, dealing with any Magos and Bots you come across. In the next room, destroy or avoid a Bubble as you enter, then note the elevator you come across, wedged between two statues spewing hot liquid down at you. Cast Jump and, making sure no Bots are forming, jump through the liquid drops onto the high ledge and pick up the **Treasure Bag (200 EXP)**.

Take that elevator below you down, then go left, breaking through blocks and defeating a Guma as you go. Continue left, and carefully use Jump Thrust to drop another **Treasure Bag (200 EXP)** down to you while being wary of the Bubble trapped with it. Go right, past the elevator, and cast Jump. Hop up to the high ledge and engage a Red Iron Knuckle. When it's dead, take **Key #3** that it was guarding.

Again, another detour, but only if you need magic. (Otherwise, skip to the next paragraph.) Take the elevator down another floor and go left. (The Iron Knuckle statue to your right is empty.) Evade the incoming Ras and Bubbles and continue on to the next room. Defeat a couple Red Iron Knuckles while dodging falling liquid. Cast Jump and hop up onto the second cluster of breakable blocks. One of the blocks on the top row near the right edge should yield a **Red Magic Jar** when struck. Take it, then return left to the elevator, returning to the room where you got the high Key from the Red Iron Knuckle.

Go right into a wide hall with Bubbles and Magos (a great place for some EXP if you need some). Continue right into another hall with a Blue Iron Knuckle at the end. It looks like you're at a dead end, but you're not--jump into the wall behind the Blue Iron Knuckle to find that you can walk through the wall! (I've colored in the false wall for you in the screenshot below.)



On the other side, keep going right, past some Magos and Bots. In the next room (with breakable blocks above you), go ahead and take out all the Magos, as well as any Wosus that come toward you. One of the blocks in the middle set of breakable blocks should contain another **Red Magic Jar** for you when you strike it with your sword.

At the end of the corridor, take the elevator up. Breaking through the pairs of breakable blocks, you'll fight three Blue Stafos--these foes should be no sweat for you now. At the end of this room is **Key #4**. Now backtrack to the elevator, take it down, retrace your steps left, and then ride the first elevator you see down. You'll enter a chaotic room filled with Maus and Magos. (Ignore the Iron Knuckle statue on your right as it's empty.) Unlock the door and do your best to get past these enemies. In the next room, an Orange and then a Blue Iron Knuckle are waiting for you--the first is easy, the second not so much. Cast Shield! Once you defeat them, you can unlock an additional door and claim this palace's special item: the **Flute**. Playing this instrument will allow us to open a new path in the overworld. For now, cast Jump and then strike the Iron Knuckle statue at the beginning of this room, which will hopefully give you a **Red Magic Jar** you can use to heal up.



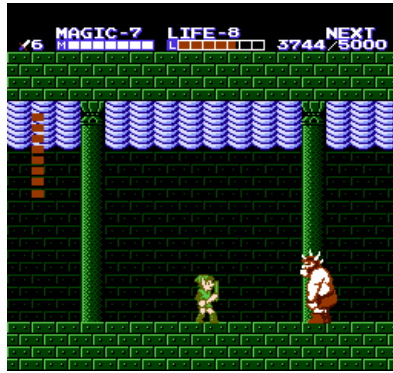
Stone Statue #5

Go back right through the room with Maus and Magos, then ride the elevator up. Go left on the next floor, and walk back through the false wall again. Keep going left until you find another elevator and take it up. Go left again, fighting off Bubbles as you unlock the door. A Guma awaits in the next room, but since it's on a high ledge, just ignore it and execute Jump Thrust on the nearby Ra statue to score another **Red Magic Jar**. Pass the next elevator and keep going left, breaking through the blocks and taking out another Bubble. Destroy more blocks and then fight both a Red Iron Knuckle and Bubble together. They're guarding a **Treasure Bag (200 EXP)** that you can obtain by using Jump Thrust on the breakable blocks above. Now go down the nearby elevator.

Again, the Iron Knuckle statue you see on your right as you arrive is empty, so move to the left. As you fight your way past Magos and Bubbles, you'll notice a **Treasure Bag (50 EXP)** that you can dislodge with another Jump Thrust, so do so. Continue left to the next room, which pits you against one of each type of Iron Knuckle--so cast Shield. The orange one is easy enough, and you can ignore the red one since it's so high up. The Blue Iron Knuckle, unfortunately, is in a tight space with breakable blocks overhead, so use quick Jump Thrusts to give yourself some jumping room and then defeat the foe. Take **Key #5** and return to the elevator, which you should now ride all the way up two floors.

Once more, you'll be in a room with one of each Iron Knuckle color. Cast Shield, but note that this is the room before the boss, so if you're low on magic, you may not want to do that. Also, you should've leveled up Life to 8 by now (which is the maximum Life stat!), but if you haven't, tackle these three Iron Knuckles in order for the EXP. If you're fine on experience, then go ahead and take out the Orange Iron Knuckle as you unlock the door (since it's easy enough) and avoid the Blue Iron Knuckle by Downthrusting past it and getting to the steps beyond. Fight or dodge past the Red Iron Knuckle afterward in the same way, and continue on your way right to the boss room.

Boss Battle: Gooma



Not to be confused with the regular enemy Guma, Gooma is far more powerful and challenging. This bull-like creature with a horned helmet will swing a spiked ball at you on its long chain--and if it hits, it will inflict significant damage and send Link flying backward (much like Mazura's mace attack). First of all, as you should know by now, cast Shield. Gooma's helmet prevents him from taking any damage to his head or face. Instead you must attack any part of his body from the neck down--which is hard to do while he's swinging that ball and chain! Once Gooma is done with a swinging attack, quickly move in and jab with your sword, then immediately retreat to avoid Gooma's followup attack. Keep repeating this process, and if you can get into a rhythm of waiting, running in, stabbing, and retreating, you'll whittle his health down soon enough while taking minimal damage yourself. You'll earn 500 EXP for taking down this boss.

As soon as Gooma is down, take **Key #6** which falls from the ceiling and use it to unlock the locked door beyond. Up ahead is the stone statue where you insert your fifth crystal, but as before, it's up to you whether you want to deposit the crystal now (which will give you a free level up on Attack if you've been following this guide) or wait until later so you can keep Palace on the Sea open.



Regardless of what you choose, up next is a challenging trek to a **hidden town** that will help us find the hidden **Three-Eye Rock Palace!**

Hidden Places

Beyond the River Devil



From the Palace on the Sea walk all the way west back to Nabooru. Up to this point, if you'd tried exploring very far south of Nabooru, the way would've been blocked by a creature on the map called the River Devil. Now armed with the Flute, we can do something about it! So go south from Nabooru until you see the black creature that's blocking the way farther south. Stand next to it and play the Flute--which you do by simply pressing the B button--to make it vanish. Now we can go forward. Continue south on the road.

This is a very treacherous path, however, as you'll have to pass through three traps on the way (which are marked on the screenshot below). Each trap is filled with Gerus hiding behind high walls who throw stones down toward you. Don't just walk in a straight line--they track your movements and throw accordingly! Instead, keep moving back a little bit and then forward as you continuously head right. Thankfully these rocks don't do too much damage, but in two of the traps, an Orange Geru will meet you on the ground--just dodge past it. Same with the Zora in the second trap.



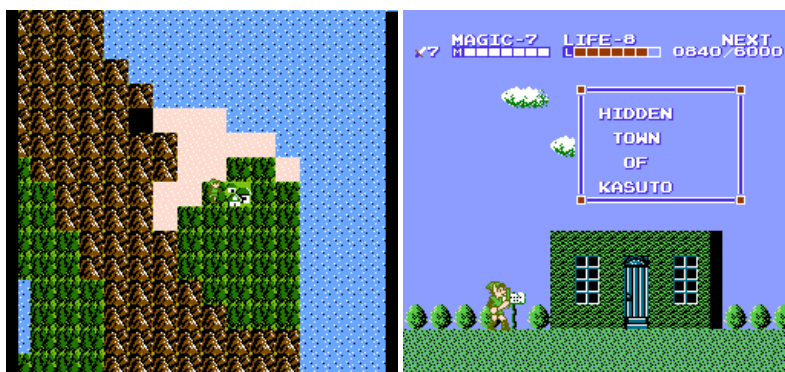
After these three traps, you'll come to an area with a graveyard to the southwest and a swamp to the northeast. (Note that there is a town southeast of your position, but you should avoid it for now--it's abandoned and infested with (invisible) enemies. We'll get there later.) Head into the swamp and trudge to the northwest corner of the swamp to find yourself in another hidden action scene. Cast Jump and try to clear out the Boon that's dropping rocks on you. Jump up to the high ledge to find **Doll #4** waiting for you! Now exit back to the overworld.

Look for a cave entrance at the north end of the swamp and head inside. In the first section are a series of Girubokkus, who shouldn't pose much of a problem for you anymore. The next section is just like an earlier cave--largely empty, but with an Aruroda at the end. Defeat it when it opens its eye, and as before, you can claim the **Treasure Bag (500 EXP)** it was guarding! Now backtrack and leave this cave.

Journey eastward out of the swamp and into the woods. Look for another cave and go in there. Once again, there are two sections you'll have to traverse. The first contains three Tektites on varied terrain, so cast Fire if you want to fight them. The second section features not only an Orange Geru but also your first encounter with a Red Geru as well. Unlike the orange version, which wields a spear you can block, the red version has a club that can't be blocked (unless you want to waste magic by casting Reflect). Worse, if you do defeat a Red Geru, it only gives you 100 EXP--which is 50 less than the supposedly weaker orange variety! Also unlike an Orange Geru, the Red Geru will never drop a Treasure Bag or Magic Jar.

At any rate, at the end of this cave, you'll find yourself back in the overworld in an eastern cove. If you use the Hammer in the woods, you'll find you can clear away trees. Clear the second tree on the second row to find a new town! (You'll have to make sure you're facing the tile in question--see the first screenshot below.) Go ahead and enter it before an enemy encounter overtakes you.

Kasuto

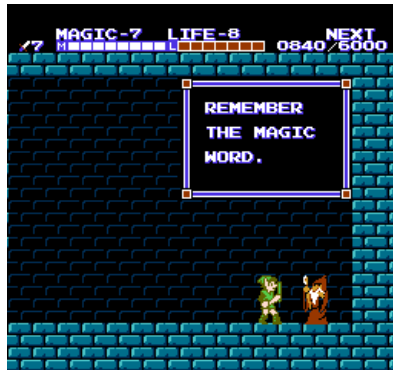
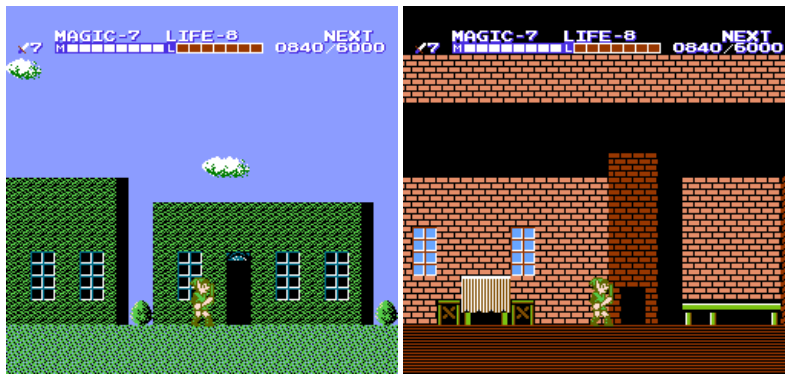


Welcome to the hidden town of Kasuto! Unlike most towns, not only is this one hidden (you'll have to clear away the tree each time you want to come here), but you also move from left to right in this town instead of right to left. A woman near the entrance tells you, "We had to flee Kasuto." And a larger woman walking around says, "The old man who remains has magic." Old Kasuto is the abandoned town I told you to avoid earlier, and the old man who remains there will teach you your final spell **when we get there**.

Anyway, talk to the old woman wearing purple at the second house. She'll insist you come inside, so follow her. Once inside, she'll also tell you about a secret at the edge of town, which we'll get to later in this section. Go into the basement, but instead of finding the usual old man, instead you'll get **Magic Container #4**. Nice find! Leave this house, and then restore your magic with the old woman in orange at the end of this first section of town.

In the next section is the young woman who will restore your health. If you talk to some of the walking residents, one will say, "The hole in palace is endless trap." This refers to an interesting game mechanic in the **next palace** where the holes you can fall into form an endless loop. Another NPC says, "Call for help at the Three Eye Rocks." This is a rock formation where we'll cause the next palace to appear--more on that in the next section below.

Keep going and then enter the only open door in this part of town. Once inside, you'll notice an opening in the wall, like a fireplace. Go in there, and this time you will find the old man! He will teach you a spell called, well, **Spell**. Casting it turns all nearby enemies into weak Bots (though it doesn't work on bosses obviously)--and sometimes other strange effects.



Leave the house and continue right to the final section of town, which is empty and leads to a dead end. Cast Spell, and you'll cause a large structure to emerge from the ground! Go inside to find a **Magical Key**. Now we no longer need to look for Keys inside palaces to open locked doors! That's all you can do here for now, so backtrack all the way left to leave town.



Now that we're here, I should tell you that the woods around New Kasuto are an excellent place to grind for EXP. The weak enemy encounters consist of Red Deelers and more importantly Orange Gerus. The latter are not too difficult to defeat, and they give you a sweet 150 EXP per kill. (Try to avoid the strong enemy encounters as they contain Blue Deelers and the stronger yet less lucrative Red Gerus instead.) Simply hang around gaining EXP, then return to Kasuto anytime you need to heal.

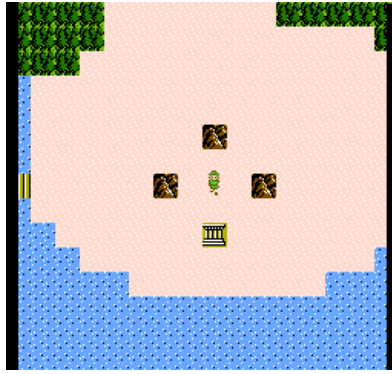
Three-Eye Rock

If you want, you can go all the way up to 6000 EXP for the next level up, but I'm going to tell you about a couple other items you can obtain before you get too far into grinding here. Leave Kasuto and go back through the cave that brought you here. Once on the other side, go southeast, and then once you're to the southeast of the lake (but still a few spaces shy of the sandy terrain below), you should find a hidden action scene. As soon as you enter, cast Shield because a Red Geru will be on you immediately! Defeat this foe, then go right to find a **Treasure Bag (500 EXP)**. Return to the overworld, and now venture south onto the sand. Go to the southeastern coast, where you'll find another action scene, this one containing nothing but **Heart Container #4**. Now with those last two containers, both your magic and life meters have reached their maximum possible lengths!

At this point, before we move on to the next palace, let's finish leveling up. You can use any of the woods south of the River Devil, but it's better to grind in the vicinity of Kasuto so you can heal if need be. So return to the woods around the hidden town and continue slaying Gerus until you reach 6000 EXP and can upgrade Magic to level 8. That's the maximum Magic stat! Your next (and final) level up occurs when you reach 8000 EXP. You can do that in the woods around Kasuto as well if you

want, but there's so much free EXP in the next palace (from Treasure Bags and bosses) that what I suggest doing is grinding up to about 5000 or 5500 EXP. That won't take as long as grinding all the way up to 8000 EXP and also makes the Treasure Bags in the upcoming palace worth it, while at the same time enabling you to skip fighting any regular enemy you don't feel like facing from then on.

Regardless, whenever you're ready, leave Kasuto, go through the cave, and then venture south. Far to the south of the lake is a formation of three rocks in the desert, known as Three-Eye Rock. Stand in the exact center of these rocks and play the Flute. This causes **Three-Eye Rock Palace** to appear! Enter.



Three-Eye Rock Palace



Just to warn you now, this place is one of the toughest palaces in the entire game--it may well be one of the hardest dungeons in the whole *Zelda* series. I had you come in with your levels at 7-8-8 and with just a few thousand to go before you max out Attack. There are 1200 experience points' worth of Treasure Bags in here, in addition to 700 EXP from the boss and 300 EXP each from the two mini-bosses (a first for this game!). So as long as you come in with approximately 5000 EXP, the remaining 3000 can be easily obtained, and you can keep unnecessary combat to a minimum--because it's critical to conserve as much life as you can in this extremely difficult palace. This also means that once you insert the final crystal and complete the palace, you'll get a free extra life for doing so because all your stats will be fully leveled up!

At any rate, you should have the following before entering Three-Eye Rock Palace:

- Attack: Level 7
- Magic: Level 8
- Life: Level 8
- 8 blocks in Magic Meter
- 8 blocks in Life Meter
- Magic spells:
 - Shield
 - Jump
 - Life
 - Fairy
 - Fire
 - Reflect
 - Spell
- Inventory items:
 - Candle
 - Handy Glove
 - Raft
 - Boots
 - Flute
 - Hammer
 - Magical Key



Cross

Thankfully, unlike Palace on the Sea, the Iron Knuckle statue at the entrance to this palace is generous enough to offer you the usual **Red Magic Jar** so take it if you need it. Ride the elevator down a floor, then go right and use Jump Thrust while dealing with the Bubbles who are guarding a **Treasure Bag (100 EXP)**. Now go left, past more Bubbles, into the next room. Let the Blue Parutamu come down to you off the steps and then climb them up yourself. Defeat the Fiery Moa if it gets in your way, as well as any Wosus, then use Downthrust to pick up another **Treasure Bag (200 EXP)**. Now go right back to the elevator. (If you took a lot of damage here, feel free to go back up and heal from the Red Magic Jar at the entrance.)

When you're ready to progress, take the elevator down and unlock the door to go right. Some Wizards will harass you here, as well as a Doomknocker at the end. In the next room, you'll have to take on a Blue Iron Knuckle--you can either defeat it normally or just keep striking the enemy so it backs into the hole behind it. Beyond the two holes you'll see an Iron Knuckle statue on a high ledge. You can cast Jump to reach it, but it might be better to save your magic and just drop into the hole on the right. See, there are four floors that are connected via these holes, and if you fall down far enough, you'll just cycle through them from the top! So drop down four floors, holding Right on the D-pad, and you should eventually land on top of the ledge with the Iron Knuckle statue--strike it for a **Red Magic Jar**. (If it gives you a Red Iron Knuckle instead, then just drop down the pits again to reload it.)

From the Iron Knuckle statue, go right and unlock the door. Feel free to ignore the Blue Iron Knuckle here and jump up the steps to the next room, where you'll find Wizards who have Mau statues firing beams as backup. It's going to be hard to make it through this room without taking some hits, so if you do get hit, make sure it's by a statue beam as that does a lot less damage than a Wizard or its spell! Continue right to find a Blue Iron Knuckle trapped inside breakable blocks. Break the high corner piece off so you can jump up and avoid its throwing swords. Very fast Bubbles patrol this place as well, so try to take them out--but be careful of using Downthrust lest you wind up down with the Iron Knuckle! On the other side of the Blue Iron Knuckle is a **Treasure Bag (100 EXP)**. Once you grab it, climb up and out of here, going right. Jump over a wide gap to avoid the Doomknocker down below. (If you don't make it, you may as well take out the foe. You can get back up without casting Jump, but it's difficult.)

Continue right to a room with Wizards and a Fiery Moa. Count off the Iron Knuckle statues in the background, and when you pass the third one, stop and pay attention. As the Fiery Moa drops its flames, you might notice that some of them fall *through* the floor. That's right--you have a false floor in front of you. Count off two bricks from the third Iron Knuckle statue, and that's where the hole begins. If you run and jump from the edge of that, it's possible to make it without casting Jump--but you probably want to cast Jump just to make sure. (If you fall, simply go left a room, take the elevator back up to where the Doomknocker was, then go right and try again.) See the screenshot below for the false floor's exact location.



Past the invisible hole, break through the block wall (which prevents you from skipping this room with the Fairy spell, by the way) and resume going right. In the next room, you'll have your first mini-boss battle! It's actually a rematch against Rebonack, and the strategy is exactly the same as before: Wait for him to charge into the room on horseback and execute Downthrust on the foe. After Rebonack dismounts the horse, fight him as you would any regular Blue Iron Knuckle. Now that your levels are much higher than they were in Island Palace, he should go down a lot more quickly now--and he gives the same 300 EXP that he did back then. Take **Key #1** that drops and unlock the locked door beyond to find this palace's special item: the **Cross**. With it, you'll be able to see otherwise invisible enemies on your way to the final palace.



Stone Statue #6

With the Cross in your possession, backtrack left, and this time drop into the invisible hole on purpose. Upon landing, go right, jump up and destroy the breakable blocks, then jump up the gap you've created. (It's possible to do this without the Jump spell, so just keep at it.) On the other side, a Red Iron Knuckle guards a **Treasure Bag (200 EXP)**. After claiming your prize, head left, breaking through more blocks while fighting or dodging a Bubble, another Red Iron Knuckle, and a Fiery Moa. The next room contains some nasty enemy placement, so I recommend casting Shield. A couple Blue Parutamus will drop down to you from above, and all the while Wizards will be teleporting and firing spells at you. (Casting Reflect or even Spell might be a good idea in this room too.) Take the elevator up at the end. You'll be back at the place where the Doomknocker was. Jump up the high ledges here to go left. It's possible to do so without casting Jump if you want to conserve magic, though hard to pull off.

Go all the way left a couple rooms until you reach the series of endless, looping holes. (Note: If you want to go back to the entrance to heal, it's not far away if you continue left and take the elevator at the end all the way back up.) Drop down the left hole and hold Left on the D-pad so you land on solid ground one floor below. Get past the Blue Iron Knuckle and take the **Treasure Bag (200 EXP)** it was guarding. Next drop down the hole two more floors, holding Left so you again land on the left ledge. Here is another **Treasure Bag (200 EXP)** guarded by a Bubble or two. Now what you want to do is drop down the hole four floors, to the level with two collapsing bridges. Run across these bridges and jump onto the right ledge. Go right through the locked door and past the Blue Iron Knuckle to the next room.

Warning: This room might just be the absolute hardest room in the whole game. You have Ras coming at you as you must jump over lava pits. That's normally no problem because the best way to deal with Ras is simply to keep going and never break stride. Unfortunately, some horribly placed Myus later in the room do exactly that, requiring you to deal with them before progressing, all the while Ras are knocking you around. Worse, because both sides of this room are walled off with breakable blocks, you can't cheese your way through here by casting Fairy! The key to getting past this room is realizing that the Ras do *not* come at you in unlimited numbers--there are a finite number of them. Reach the wide ledge with the two Myus and dispatch them. Now use Downthrust to take out any remaining Ras, and you should be clear to make it the rest of the way (though watch it for two more Myus).

The next room is a breather room of sorts, with only a couple Wizards and a Red Iron Knuckle. After that is a room with nothing but a wide gap of lava--there are no ledges or platforms to get across. You must cast Fairy, and then do your best to avoid incoming Bubbles as well as two streams of dripping liquid. In the next room, get past a Blue Parutamu and Fiery Moa, then take the elevator down two floors. Go left and either fight or evade the Wizards and a Blue Parutamu (the occasional Wosuu runs through here as well). The next room is an annoying affair with a large structure of breakable blocks with infinitely spawning Maus dogging your path. Take the top route, dispatching a Red Iron Knuckle as you go, then Downthrust your way to the **Treasure Bag (200 EXP)** situated below. Cast Jump to make it easier to get out, and if you keep going left, Downthrust to the last gap in this structure--stab one of the blocks to your left, and you should obtain a **Red Magic Jar!** Now escape this room before the Maus overwhelm you. Head back right to the elevator and ride it up two levels.

Go right and take out a Myu as you go (don't free the trapped Bubble above you). In the next room, it'll be time for your second rematch against Rebonack. Take him out as you did previously, then pick up **Key #2**. Continue right, and in the next room, you'll find a gap with a small bit of collapsing bridge in the middle of it. While it's possible (just barely) to drop down and then leap back up onto the opposite ledge without casting Jump, it's incredibly tough to pull off, so I recommend just casting Jump and getting across that way. On the other side is a Blue Iron Knuckle in a confined space guarding **Doll #5**. This is a very worthy prize, so cast Shield, take out the foe, and pick up the extra life.

Now if you're in need of magic (and you probably are), it's time for a small detour. (If somehow you're nearly at full magic, then skip to the next paragraph.) Drop down the nearby pit two floors. You'll land on a collapsing bridge, so quickly run to the right once you land. Avoid the Bubbles as best you can, and if you make it to the end, you'll be on a high ledge with an Iron Knuckle statue. Strike it and hope it gives you a **Red Magic Jar**. Now drop and head left out of this room. After a room with two Red Iron Knuckles and a Fiery Moa, you'll go into an additional room with an elevator guarded by a Blue Parutamu and some Wizards. Ride the elevator up two floors and go right another two rooms to the gap where you fought the Blue Iron Knuckle for a Doll.

Fall down the hole, but as soon as you drop to the next floor, immediately bring up your magic menu and then cast Fairy. Go right through the narrow passage and ignore the Blue Parutamu that tries to challenge you. Go into the next room, and it's time to meet this palace's boss!

Boss Battle: Barba



Unlike previous boss chambers, this one has lava pits. It's all too easy to either get knocked into the lava or just fall in due to carelessness, so the key to victory here is to be extremely careful and patient. Cast Shield and Jump, and if you still have enough magic left over, cast Reflect as well. The dragon Barba will emerge from one of the lava pits at random and spew fireballs at you out of his mouth, then submerge, repeating the process. Stand on the middle ledge and wait. If he appears on the far side of the room, simply guard against the fireballs by jumping over them (or crouching and blocking if you have Reflect active). When he appears close to you, jump up and strike him on his vulnerable head to do damage. If you're good, you can also get in a cheap shot when Barba is sticking his head back down into the lava. The important thing here is not to get greedy or impatient because one mistake here could cost you a life. Once you defeat the boss, you'll earn 700 EXP from the battle.

As soon as Barba is down, take **Key #3** which falls from the ceiling and use it to unlock the locked door beyond. Up ahead is the stone statue where you insert your sixth and final crystal, and at this point, there's no reason not to deposit the crystal, assuming you've maxed out all three of your stats. Even better, once you do so, not only will your magic and life meters be refilled as usual, but the next level up will in fact give you a 1-up!



Now all that remains is the treacherous **final approach** to the **Great Palace**!

Through the Valley of Death

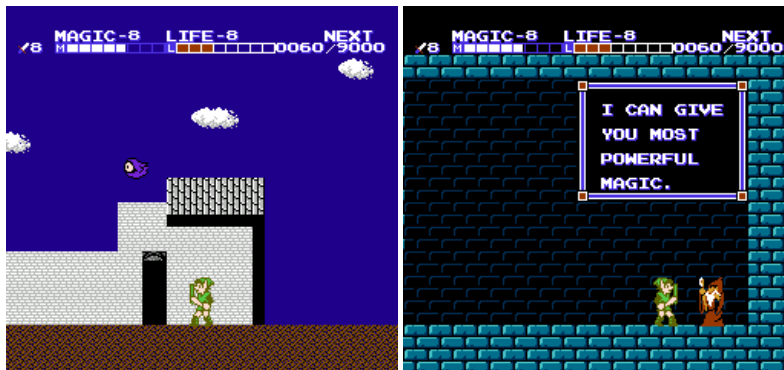
Note: Before going any further, make sure you have inserted all six crystals into the stone statues in all six palaces if you haven't already. You cannot enter the Great Palace unless all the crystals are in place!

From Three-Eye Rock, head west to a bridge leading to a new town. On this bridge is a challenging trap. The bridge itself is broken up, requiring you to jump over the pits of water below. All the while you'll be dogged by Bago-Bagos jumping out of the river. A Zora will accost you as well about halfway through, so just make your way through here as fast as you can, but be careful making your jumps.

Old Kasuto



Once on the other side and back in the overworld again, you might think you'll be safe heading into the town you see, but you'd be mistaken! This town is Old Kasuto. The residents had to flee to the hidden town you found in the woods far off to the east because this place is now infested with Purple Moas—who are only visible now assuming you obtained the Cross from Three-Eye Rock Palace. Avoid the enemies as best you can and enter the very first building you find. Go all the way into the basement to find your final old man, the abandoned town's only remaining inhabitant. He will teach you the **Thunder** spell. It uses by far the most magic of any spell you possess, but it functions as basically a screen nuke—destroying (or at least heavily damaging) all nearby enemies.



At this point, now that you have all spells and should have Magic maxed out at level 8, here is how much magic each spell costs to use (note that 16 MP = 1 full bar in the magic meter):

SHIELD	016
JUMP	008
LIFE	050
FAIRY	040
FIRE	016
REFLECT	016
SPELL	016
THUNDER	064

There is literally nothing else to do in this town even though it goes on for another two sections, so unless you want to fight Purple Moas for some odd reason, go ahead and exit Old Kasuto to the right and return to the overworld map.

Return through the bridge trap. Now go north into the woods and venture east onto another bridge trap, which takes you to a similar action scene with a broken up bridge, Bago-Bagos, and a Zora. Emerging on the other side, you'll need to cut through the graveyard and then south into a choke point, where there's another trap waiting for you (see the screenshot below). Gerus will fling rocks at you from the wall while a couple Blue Moas will fly around (the latter will be invisible without the Cross). You can use Thunder to take out the enemies (it's in fact the only way to defeat Gerus on the walls), but you'd be better served saving your magic. Make your way through this action scene to enter a brand new terrain. Welcome to the Valley of Death!



Valley of Death

As soon as you reach this part of the overworld (which will be easily recognizable from the unique ruddy terrain), go into the eastern nook to find a hidden action panel containing nothing but a much needed **Red Magic Jar** (marked on the screenshot above). Take it and exit.

Now head west. Be advised that you can get enemy encounters here, and if you do, they tend to be brutal—they are filled with lava pits and Blue Moas. Sometimes they contain Girubokkus and even Blue Gerus as well. Try to avoid them if at all possible, and if you can't, get out of them as quickly and carefully as you can.

From here on, I refer you to the map of the Valley of Death I've included at the bottom of this section, which marks the locations of traps (and one item).

As you head west, you'll eventually reach a trap where the mountain walls narrow. Here, jump over a lava pit to be met by an Orange Geru in a very narrow passage. Lure it out to where the ceiling is higher, but note this will give you less fighting room—make sure the Geru doesn't knock you into the lava! Take it out as well as a couple Blue Moas who fly around in this vicinity. Up ahead are more pits of lava you must clear with a third Blue Moa causing trouble plus a Girubokku. After the lava pits is another Orange Geru in a narrow passageway you'll need to coax out. Finally, there is a wide pit of lava that you can just barely leap without casting Jump—but you might want to cast Jump anyway just to be safe. (Also note that you can cast Fairy to get through all these traps—and the random enemy encounters—far more reliably. But it does use up magic, and in traps like this one, you'll inevitably take damage from the two Gerus. It might be worth it to preserve a life though.)

Now the path turns north. Soon you'll come to a small fork in the road. Going west will take you to an action scene with a **Treasure Bag (500 EXP)**, but by this point in the game you shouldn't need it, so take the east fork. (I've marked the Treasure Bag on the map below anyway, just in case.) Keep venturing north, and you'll reach another trap that's the same as before. Cast Fairy if you have the magic to spare. Next, you'll continue north until you get to a cave.

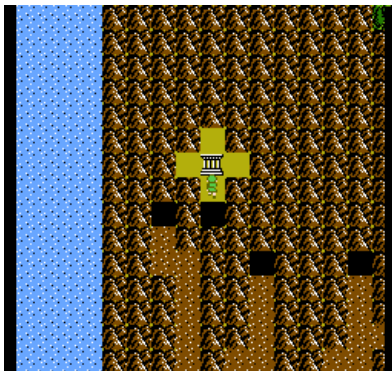
Inside the first section of this cave are a bunch of Blue Moas and Girubokkus—thankfully no lava pits. Navigate your way past the enemies, and in the next section, you'll encounter first an Aruroda and after that a powerful Blue Geru. I advise dodging past the foes instead of fighting them (though maybe cast Shield if you want to make sure you can get through safely). Once past them, you'll be outside of the cave and on a new path in the Valley of Death.

The route here is very linear, so follow it south from the cave and then it'll curve around north to your final trap. This one is just the same as the previous two, except this time instead of two Orange Gerus, you'll have to fight Red Gerus in the narrow corridors. Again, cast Fairy if you can. After this trap, head north into a second cave, where you'll immediately be set upon by a Blue Geru. Cast Shield and either defeat or avoid the foe. After the Blue Geru is a Red Geru in a somewhat narrow passage. Once you get past both of them, continue right and out of the cave.

Having traversed the Valley of Death, there is now nothing before you but the **Great Palace** itself!



Great Palace



This is it, the grand finale! The nice thing about the Great Palace is that from now on, if you run out of lives and get a game over inside the Great Palace, you'll be taken back to the palace entrance instead of all the way back to the North Castle! Granted, though, the Great Palace is absolutely massive (it's so big that the palace by itself is considered a kind of "disc 2" for the game as a whole) so if you've made it far within the palace, starting over from the entrance will nevertheless be a stiff penalty. Still, it's better than the alternative! Also, by now you should have maxed out your levels, so you won't be needing to fight enemies in here for EXP. This place is home to the most powerful foes in the game, so only fight if you have to--otherwise, just keep moving. (Also of note is that the strong enemies here don't drop 200-EXP Treasure Bags or Red Magic Jars--only the minor enemies drop 50-EXP Treasure Bags and Blue Magic Jars.) It also doesn't help that this place is huge and has a lot of rooms that look identical. Keep your wits about you and follow this guide closely.

There are two routes through the Great Palace. Most players will want to take the most direct route, from the start to the final boss. However, you'll miss out on some minor items along the way like a few Red Magic Jars and even a Fairy. There is of course no bonus from grabbing every item, but if you're a completionist, I've included the longer route as well.

With all that aside, you should have the following before entering the Great Palace:

- Attack: Level 8
- Magic: Level 8
- Life: Level 8
- 8 blocks in Magic Meter
- 8 blocks in Life Meter
- Magic spells:
 - Shield
 - Jump
 - Life
 - Fairy
 - Fire
 - Reflect
 - Spell
 - Thunder

- Inventory items:
 - Candle
 - Handy Glove
 - Raft
 - Boots
 - Flute
 - Cross
 - Hammer
 - Magical Key



Entry

As you arrive, go forward to find a magical barrier. Assuming you've inserted all six crystals in the stone statues at the palaces scattered throughout Hyrule, the barrier will lift, allowing you entry. (Alas, there is no statue here to give you a Magic Jar!) Take the elevator down and go left. You'll meet the first new enemy of the Great Palace: a Fokkeru. This red bird soldier will hurl fireballs at you--it's similar to a Guma, except stronger and with fire instead of chain hammers. Also note that the flames stay on the floor for a while and will sometimes even travel along the floor. It will take many hits to take down a Fokkeru, even with maximum Attack power--and likewise it will cause a lot of damage even if your Life is at Level 8. Continue left to the next room.

Take the upper route here, and be sure to jump over the false floor that's right after the pillar below you. (All rooms that look like this will have a false floor at this location--see the screenshot below.) Underneath you are some Bots, but be aware that Bots in the Great Palace are stronger than elsewhere in the game. At the end of this room is an elevator you should ride down.



Now go right. You'll pass through an empty room with a bridge over lava. The room after that looks empty too, but there is a Fokkeru at the end waiting to shower you with fire. Defeat it, then move to the elevator it's guarding and take it down to the next level.

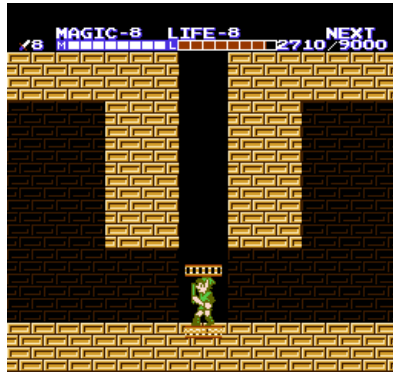
In this room, you'll be met by Ras, but these ones are gold instead of the usual blue. They still behave the same way though. Bust through the breakable blocks while defeating incoming Ras with Downthrust. In the next room, you'll be introduced to a powerful new enemy called a Red Fokka. This is an armored bird that behaves just like a Blue Iron Knuckle by throwing its swords at you--but in addition, it also jumps. A lot. Cast Shield and either dodge past it or defeat it. Take down a Bot up ahead, then Downthrust through the blocks and ride the next elevator down one floor.

On this next floor, it might look like there's nothing but solid wall on either side of you, but that's not the case. Hug the left wall to find you can walk through it (it's a few spaces above the bottom of the screen--I've colored in the false wall for you in the screenshot below). Walk left to find an empty room with a Fokka statue on a high ledge. Cast Jump and then jump up and stab it--you'll get a **Red Magic Jar!** Sometimes it will spawn a Red Fokka instead, so if that happens, return to the elevator and try again. Now take the elevator down the rest of the way, two more floors.



At this point, the route splits. If you just want the direct route to the final boss, skip to the **next section heading**. If you're a completionist and want to completely empty the Great Palace of its items and see everything, then the following section is for you. (I personally recommend taking the most direct route to the ending, but I make the next section in case anyone's interested in exploring this palace fully.)

Detour for Completion



From the elevator, go left past another Fokkeru to the next room. You'll meet Anerus, but unlike their counterparts in other palaces, this version is red and spits fireballs instead of rocks--you can only block those if you cast Reflect. Don't worry about Reflect in this room; instead just defeat each Aneru as you come to them, taking the upper route. Watch out, for just as before there is an invisible hole after the pillar below you that you'll need to jump. Take the next elevator down.

You'll find a couple Bots in a structure of breakable blocks. Before you start destroying the blocks, however, what you'll want to do is create some "steps" as you go inside the structure (defeating the Bots as you go) and then position yourself on the right end of the structure four blocks from the floor. A Blue Fokka will come into view then, rapidly jumping and throwing swords at you. If you're standing on a structure four blocks tall, you're in the best possible place to fight this thing. (See the screenshot below.) Crouch, as this will enable you to both block its highest sword throws as well as strike its head when it gets close to you. Stay here, crouching and slashing as the Blue Fokka jumps near, and soon it'll be destroyed. Break through the next structure of breakable blocks and continue right. Quickly get across the collapsing bridge, jumping over or defeating the Myus, then beware of Bots as you jump the upcoming lava pit. Ride the elevator down at the end.



Don't be fooled by the curtains as you arrive in the next room. There is no boss here, only a couple Bubbles and a Fokkeru. The next room is very similar to the one from the previous floor, with a collapsing bridge (featuring Bubbles instead of Myus) and afterward Bots on a ledge over a pit of lava. Take this next elevator down too, and on the next floor, you can walk left through another false wall to a Fokka statue you can strike with the Jump spell to receive a **Red Magic Jar**. Now ride the elevator down to the bottom.

Keep moving in this room to evade both the Ras and the Myus. Cast Shield and maybe Jump in the next room as you'll see a Red Fokka on the ledge above you, along with a couple Bots. Unfortunately for you, there's a false floor above there, allowing the enemies to drop to your level. Move right quickly, and use Jump Thrust to break through the blocks and continue right. You'll fall through a second false floor into a hole to the next floor down. Once you land, move left through this empty room. Up next is another empty room, but it's filled with nothing but lava. Cast Fairy to make it across. (If you don't have enough magic, then you'll have no choice but to sacrifice a life in order to refill your magic meter.)

In the next room, destroy a Myu as you make your way through a breakable block structure, but as before, make sure you can stand four blocks tall on the end. This time you'll have to drop off to scroll the Blue Fokka onto the screen, then double back, cast Jump, and leap up to your spot and take out the Blue Fokka there. Once it's down, continue left through another block structure with a Myu in it, and ride the next elevator up.

Beware of Ras in this room, as well as the two Bots at the beginning when you hop over a lava pit. Quickly cross the collapsing bridge, jumping over any Ras who get in your way, then proceed to the next room. You'll cross a series of bridges over lava as you're accosted by a Red Fokka. Get past the creature, and you'll notice the next room looks exactly the same, i.e. a bridge over lava. But as you reach the third open area in this room, a gigantic Bot will drop onto you from the ceiling! This is a Boss Bot. Simply hit it once (use Jump Thrust right as it's falling on you), and it will split into five Bots with extremely high HP. Destroy them if you want, but it's best just to ignore them and keep moving.

The next room contains nothing but Ras flying at you, and in the room after that are Anerus guarding breakable block structures that have one Bubble trapped within each. Fight or avoid the enemies, but note that this first cluster of blocks contains a **Red Magic Jar** for the taking. When you're done here, take the elevator up one floor. Once again, you can walk through the false wall on your left, and this time you'll find a **Fairy** to rejuvenate your life! Return to the elevator and take it up one more level. Dodge past the Red Fokka who harasses you here and continue left into a room with Ras and Myus. Take the next elevator up one floor, and walk through the false wall on the left to find another Fokka statue. Cast Jump to reach it, and slash it for a **Red Magic Jar**. Return to the elevator and take it the rest of the way up.

Take out the Fokkeru in your way and keep going right (there's a false floor along the upper route, but it doesn't matter if you fall in or not). In the next room, traverse the collapsing bridges over lava, and at the end execute a Downthrust to take out the Aneru below. Ride the elevator up and go left, fighting or evading Bubbles as you go. The next room is an interesting one, featuring Anerus spitting fire at you from within breakable block structures. This is a good place to cast Reflect so you can deal with their incoming fire while breaking through the structure and taking out the enemies. There are two such structures here, containing three Anerus each. Afterward, take the elevator up.

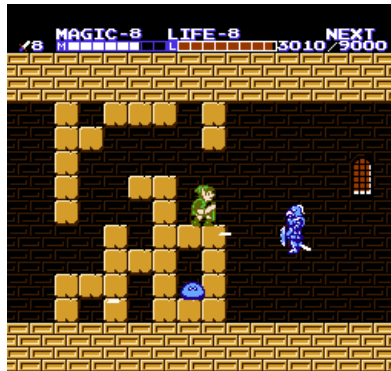
Go right along the upper path, jumping over an invisible gap a couple spaces left of the pillar below you. You'll be harassed in here by waves of Ras, so avoid them as they come toward you. The next series of rooms are ones you've visited earlier when you first arrived at the Great Palace, though there will be a Fokkeru waiting for you by the elevator at the end if you haven't defeated it yet. Take the elevator down, go right, and break through the blocks while fighting off waves of incoming Ras. In the next room is a Red Fokka (unless you've already beaten it) followed by a Bot and breakable blocks through which you should Downthrust on your way to the next elevator. Now ride this elevator all the way down three floors to the bottom, back to the place where the routes initially diverged. Now after that lengthy detour, you're back on the main route!

Direct Route



From the elevator, go right past another Fokkeru to the next room. Waves of Ras will assault you. You'll also meet Anerus, but unlike their counterparts in other palaces, this version is red and spits fireballs instead of rocks--you can only block those if you cast Reflect. Don't worry about Reflect in this room; instead just defeat each Aneru as you come to them. At the end is a Fokka statue on a high ledge; cast Jump to reach it and hopefully gain a **Red Magic Jar** for your trouble. Take the elevator down.

You'll find a couple Bots in a structure of breakable blocks. Before you start destroying the blocks, however, what you'll want to do is create some "steps" as you go inside the structure (defeating the Bots as you go) and then position yourself on the right end of the structure four blocks from the floor. A Blue Fokka will come into view then, rapidly jumping and throwing swords at you. If you're standing on a structure four blocks tall, you're in the best possible place to fight this thing. (See the screenshot below.) Crouch, as this will enable you to both block its highest sword throws as well as strike its head when it gets close to you. Stay here, crouching and slashing as the Blue Fokka jumps near, and soon it'll be destroyed. Break through the next structure of breakable blocks and continue right.



Wait for the Aneru to spit a fireball, then quickly get across the collapsing bridge, jumping over or defeating the Aneru. Beware of the Bubble as you jump the upcoming lava pit. Ride the elevator down at the end.

Don't be fooled by the curtains as you arrive in the next room. There is no boss here, only a Giant Bubble and a Fokkeru. The former is nothing more than a larger version of a Bubble. But unlike Bubbles (which give 50 EXP in regular palaces and 20 EXP in the Great Palace), this enemy gives no EXP at all when defeated--not that you need it anyway. Get past both foes and on to the next room. Cast Shield once you arrive because you'll quickly be set upon by a powerful Blue Fokka, but unlike previous rooms, there is no high vantage point for you here! Take it out as best you can, then get past the Giant Bubble as you climb the steps and Downthrust your way through the breakable blocks to the elevator beyond.

Ride the elevator down one level and walk through the false wall to your left. Cast Jump and strike the Fokka statue for a **Red Magic Jar**, then return and take the elevator down one more floor. Go left and wait for the Bots to fall into the lava before hopping over the lava pits yourself. At the end in the next room, **Doll #6** is waiting for you! Now backtrack past the lava pits and ignore the elevator, continuing right. Climb up the steps and then carefully Downthrust through the higher breakable blocks down to the **Fairy** waiting for you below--but don't Downthrust any farther or you'll wind up in the lava! Now return to the elevator and take it down the rest of the way to the next floor.

Go left from the elevator, past a Bot and a Fokkeru, to the next room. Fight past the Ras here in cramped conditions, then under two of the breakable blocks is a false floor (specifically the fifth and sixth blocks from the left--see the screenshot below). Drop down the invisible hole and head right.



Another Boss Bot will drop from above in this room, so Jump Thrust it and move on. In the next room is a collapsing bridge over lava, with Bubbles underneath and some Myus on top of the bridge. For a brief detour for a Fairy, read on. (If you want to get to the finale already, simply skip to the next paragraph.) Quickly run across the collapsing bridge, ignoring the enemies, and on to the next room. This is a dangerous room filled with Fire Bago-Bagos. They're just like regular Bago-Bagos, except this version breathes fire! Don't worry about casting Reflect--just move on to the next room as quickly as possible, taking out any Bago-Bagos that get in your path. The next room has ledges made of breakable blocks that you should keep intact. Defeat or avoid the two Giant Bubbles in here, then jump on the breakable blocks at the end and use them to reach a high ledge. At the end of this corridor is a **Fairy!** Now backtrack through this room, as well as the room with Fire Bago-Bagos, back to the room with the collapsing bridge.

Run along the collapsing bridge, looking for a tiny gap below in the middle of the lava. Drop into this gap to make it safely to the floor below.



Go left to find a trio of breakable block structures. Inside the first (at Link's height) is a **Red Magic Jar**. Better, there is another **Red Magic Jar** inside the third structure at the end of the room as well! This way you should be able to fully restore both your life and magic meters. (If either of these blocks spawns a Red Fokka, run right to the next room and return). Make sure you're fully healed before continuing on because to the right are none other than the final bosses of the game!

Boss Battle: Thunderbird



As you reach the center of the room, a majestic red flying creature enters, dropping fireballs toward the floor. In this form, the boss is invincible, so cast Thunder once it enters--the boss will turn blue and now be vulnerable to your attacks! Next cast Shield, Jump, and Reflect. If you came in with a full magic meter (and with those two Red Magic Jars just outside this room, you should have), you'll have just enough for all these spells. Jump up and strike Thunderbird's head with your sword, the only place on its body where the thing is vulnerable. Your Reflect spell will catch most of the fireballs it spews, while Shield will help with whatever damage you do take--thankfully Thunderbird's body won't damage you, only its fireballs. Note that the more damage Thunderbird takes, the greater the barrage of fireballs it will throw down upon you. Keep up your attacks, and Thunderbird will go down eventually. You'll gain 1000 EXP from defeating this boss.

But you're not done yet! Take the **Key** that drops from the ceiling and continue right. At the end of this room, you'll find a sage holding the Triforce of Courage. Before he grants it to you, you must pass one final test.

Final Boss: Shadow Link



The room changes color, and Link's own shadow emerges to do battle with you! This is just an old-fashioned sword battle, man to man. You'll likely have no magic left over from the Thunderbird battle, but if you do lose a life and have to try again, you'll definitely want to cast Shield, as well as have Life available. None of your offensive magic--Fire, Spell, or Thunder--has any effect on Shadow Link. Also note that no matter your levels, Shadow Link will always take eight hits to defeat, and likewise will take away a full unit of health from you if he hits you (or half a unit if you have Shield active).

By far the best method to beat Shadow Link is to retreat to the far left edge of the screen, then turn around and crouch. Slash at Shadow Link whenever he comes near--he'll rarely be able to defend against this, allowing you to inflict easy damage on him. He may get in a hit or two on you in this position, but it will be rare. This is actually a very easy (and almost anticlimactic) way to defeat the final boss. The more traditional and less cheap way involves going toe to toe with him, striking when his guard is down, sometimes using jump attacks if you prefer (though these will be far less effective on Shadow Link than they were against Iron Knuckles and Gerus). Unfortunately, fighting him this way is nearly impossible as Shadow Link guards with nearly frame-perfect precision. You might get a lucky hit in every now and again, but he'll almost certainly whittle your life away before you can get in enough hits to subdue him. But if you have lives to spare and are up for the ultimate challenge, give it a shot! Otherwise, use the tried and true method of crouching in the left corner and stabbing. Regardless of how you fight, after landing eight successful blows, Shadow Link will be vanquished and the Triforce of Courage will be yours!

Congratulations on completing *Zelda II - The Adventure of Link*! With this being one of the hardest games in the *Zelda* series as well as being one of the toughest NES titles, this is no mean feat. Enjoy the ending, and then once you're back on the title screen, press Start to go to the file menu. Link will have a Triforce icon next to him, indicating you've completed the game. Also, clearing this game with a triple zero (000) next to your file is one of the great challenges of this game (as you can neither run out of lives nor even save your game).

At any rate, unlike the original *Legend of Zelda*, there is no second quest per se. If you start up your save file, though, you'll be able to play the whole game over again in a kind of new game plus. Your levels, spells, and sword techniques carry over, making the early parts of the game very easy indeed, but your lives, keys, crystals (for obvious reasons), inventory items, and Magic and Heart Containers do not carry over.

If there is any further information you need to know about this game, please check the **appendix**.



Appendix

This section is an index of sorts that gives you a quick reference for where to find all hidden item locations, the EXP value of each defeated enemy, and what each and every random enemy encounter in the game contains.

Please choose one of the options from the Table of Contents or from the list below:

- **Enemy Index**
- **Heart Containers, Magic Containers, and Dolls**
- **Treasure Bags**
- **Fairies and Red Magic Jars**

Enemy Index

Obtaining EXP from Enemies














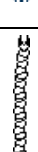

































Though an enemy index, the whole point of this section of the appendix is to help you level up. The best way to obtain experience points is by defeating enemies in both the overworld and inside the various palaces. Naturally, the stronger enemies give more EXP, but it requires more skill and practice to keep Link alive while fighting more powerful opponents--so it's best to try to fight enemies and grind for EXP near towns where you can acquire easy healing.


















Before we get to the enemies themselves, here is a chart of the level up milestones for all three stat categories:

Level	Attack	Magic	Life
1	N/A	N/A	N/A
2	200	100	50
3	500	300	150
4	1000	700	400
5	2000	1200	800
6	3000	2200	1500
7	5000	3500	2500
8	8000	6000	4000
1-Up	9000	9000	9000















With that in mind, we will now look at enemies in three different categories: overworld enemies, palace enemies, and finally enemies that appear in the Great Palace (since these latter are in a different category than the other palaces). Defeating an enemy will net you a certain number of experience points (if applicable). However, after defeating five of a certain type of enemy (i.e. weak or strong), the sixth drop will be either a Treasure Bag or Magic Jar, depending on the type. Weak enemies drop 50-EXP Treasure Bags and Blue Magic Jars, whereas strong enemies drop 200-EXP Treasure Bags and Red Magic Jars. Other relevant attributes are noted in the chart below as well.






Overworld Enemies

Enemy	EXP	Treasure Bag EXP	Magic Jar Type	Attributes
Bit 	2	50		Respawns after defeat if scrolled off screen.
Bot 	2	50		Respawns after defeat if scrolled off screen.
Moby 	2	-	-	Takes away 10 EXP upon contact.
Red Deeler 	2	50		
Blue Deeler 	3	50		
Lowder 	3	50		
Myu 	3	50		Can only be defeated by using Downthrust. Respawns after defeat if scrolled off screen.
Geldarm 	5	50		Hit its body once to make the enemy lower its head.
Megmat 	5	50		
Bago-Bago 	5	50		Takes away 10 EXP upon contact.
Ache 	3	50		Respawns after defeat if scrolled off screen.
Purple Ache 	3	-	-	Some NPCs turn into Aches after talking to them (only in Saria and Darunia). Sometimes has high HP.
Acheman 	10	50		Respawns after defeat if scrolled off screen.
Leever 	10	50		
Red Octorok 	10	50		Sometimes moves toward Link.
Blue Octorok 	20	50		Sometimes moves toward Link.
Girubokku 	20	50		Only vulnerable when its eye is open.
Red Moa 	10	50		Takes away 20 EXP upon contact.
Purple Moa 	30	-	-	Requires Cross to see. Found only in Old Kasuto.
Blue Moa 	50	50		Requires Cross to see. Takes away 20 EXP upon contact.
Orange Moblin (Weak) 	-	50		This version charges at Link in infinite numbers. Takes away 10 EXP upon contact.
Orange Moblin (Strong) 	10	50		This version stands at a distance and throws spears.
Red Moblin 	20	50		
Blue Moblin 	20	50		
Orange Goriya 	20	50		

















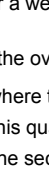

Red Goriya		20	50		
Blue Goriya		30	200		
Boon		50	200		
Tektite		50	200		Can only be defeated with Fire.
Zora		50	200		Can only be defeated with Fire.
Aruroda		150	200		Only vulnerable when its eye is open.
Orange Daira		70	200		
Red Daira		100	200		
Geru (Wall)		50	-	-	Can only be defeated by casting Thunder.
Orange Geru		150	200		
Red Geru		100	-	-	
Blue Geru		200	-	-	

Palace Enemies

Enemy	EXP	Treasure Bag EXP	Magic Jar Type	Attributes
Wosu	-	-	-	Takes away 10 EXP upon contact.
Bubble	50	-	-	Depletes magic while touching Link. Sometimes moves at high speed. Respawns after defeat if scrolled off screen.
Bot	2	50		Respawns after defeat if scrolled off screen.
Myu	5	50		Can only be defeated by using Downthrust. Respawns after defeat if scrolled off screen.
Bago-Bago	5	50		Takes away 10 EXP upon contact.
Mau	5	-	-	Takes away 10 EXP upon contact.
Ra	20	50		Takes away 10 EXP upon contact.
Aneru	20	50		Sometimes moves toward Link.
Fiery Moa	50	200		Takes away 10 EXP upon contact.
Wizard	100	200		Can only be defeated by using Reflect.
Mago	200	-	-	
Red Stafos	30	200		
Blue Stafos	50	200		
Red Parutamu	50	200		
Blue Parutamu	70	200		
Guma	50	200		
Doomknocker	100	-	-	
Orange Iron Knuckle	50	200		
Red Iron Knuckle	100	200		
Blue Iron Knuckle	150	-	-	
Mazura	50	-	-	Boss of Parapa Palace. Only the head is vulnerable.

Jermafenser		200	-	-	Boss of Midoro Palace. Only the head is vulnerable. The helmet will attack after enough damage.
Rebonack		300	-	-	Boss of Island Palace. First half of battle on horseback, second half dismounted.
Carock		300	-	-	Boss of Maze Palace. Defeat by using Reflect.
Gooma		500	-	-	Boss of Palace on the Sea. Vulnerable from the neck down.
Barba		700	-	-	Boss of Three-Eye Rock Palace. Only the head is vulnerable. There are three lava pits in this boss's room.

Enemies in the Great Palace
















Enemy	EXP	Treasure Bag EXP	Magic Jar Type	Attributes	
Giant Bubble		-	-	-	Depletes magic while touching Link. Respawns after defeat if scrolled off screen. Sometimes splits into 2 Bubbles upon defeat.
Boss Bot		-	-	-	Splits into 5 Bots with high HP once hit. Respawns after defeat if scrolled off screen.
Bubble		20	-	-	Depletes magic while touching Link. Sometimes moves at high speed. Respawns after defeat if scrolled off screen.
Bot		10	50		Respawns after defeat if scrolled off screen.
Myu		10	50		Can only be defeated by using Downthrust. Respawns after defeat if scrolled off screen.
Fire Bago-Bago		20	50		Takes away 10 EXP upon contact.
Ra		20	50		Takes away 10 EXP upon contact.
Aneru		20	50		Sometimes moves toward Link.
Red Fokka		70	-	-	
Blue Fokka		100	-	-	
Fokkeru		200	-	-	
Thunderbird		1000	-	-	Boss of the Great Palace. Cast Thunder to make the head vulnerable.
Shadow Link		-	-	-	Final boss.


Random Enemy Encounters

In the main part of the walkthrough for this guide, I list in detail what enemies you encounter in each section of each cave, trap, and action scene in the overworld, as well as in each room of each palace. What I wasn't able to cover, except fleetingly, were the various random enemy encounters you find throughout the overworld (i.e. when Link runs into a black icon of either a weak enemy or a strong enemy on the map), which is what I will cover in this section.

For the purposes of enemy encounters, the overworld game map divides neatly into four quadrants:

- **Northwest Quadrant** — This is where the game begins, and covers the lands surrounding the North Castle, leading north into both the Tantari and Parapa Deserts. The southern border of this quadrant is the mountainous wall separating this part of Hyrule from the swamps to the south.
- **Southwest Quadrant** — This is the second main section of the game, and covers the Moruge and Midoro Swamps, leading south into the large graveyard where the King's Tomb lies, the woods where Bagu lives leading to Saria Town, the coastlines by Mido Town and Island Palace, and even as far south as the land reminiscent of the original *Legend of Zelda* overworld map south of Death Mountain.
- **Northeast Quadrant** — This is the third main section of the game, where Link first arrives when you travel by Raft across the sea east from Mido Town. It covers the lands surrounding Nabooru Town, including the northern territory stretching from Darunia Town to Maze Island, as well as the lengthy coastline to the southwest of the Palace on the Sea.
- **Southeast Quadrant** — This is the final main section of the game, south of the road guarded by the River Devil, and covers the lands stretching from Old Kasuto and the adjacent graveyard in the west, new Kasuto in the east, and Three-Eye Rock to the south. It also includes the entirety of the Valley of Death.

Northwest Quadrant			Northeast Quadrant		
Plain 	×3 Bit ×2 Bot	×3 Bit ∞ Orange Moblin (Weak)	Plain 	×3 Tektite	×1 Boon ×2 Tektite
Forest 	×3 Red Deeler ∞ Orange Moblin (Weak)	×2 Red Deeler ×2 Orange Moblin (Strong)	Forest* 	×6 Girubokku	×1 - ×3 Red Deeler ×2 - ×3 Blue Deeler ×3 - ×4 Girubokku
Desert 	∞ blowing rocks	∞ blowing rocks ×2 Bot ×3 Geldarm	Desert 	×6 Leever ×2 Blue Octorok	×5 Leever ×1 Zora
Southwest Quadrant			Southeast Quadrant		
Plain 	×2 Bot ×2 Megmat	×1 Megmat ×2 Orange Goriya	Forest 	×2 Red Deeler ×2 Orange Geru	×2 Blue Deeler ×2 Red Geru
Forest 	×1 Red Deeler ×2 Blue Deeler ×2 Red Moblin	∞ Moby ×2 Blue Deeler ×2 Blue Moblin	Desert 	×2 Aruroda	×3 Leever ×2 Aruroda
Desert 	∞ blowing rocks ×5 Geldarm	×2 Lowder ×2 Blue Goriya	Swamp 	×5 Girubokku ×1 Boon	×3 Blue Octorok ×1 Boon
Swamp 	×5 Red Octorok	∞ Moby ×4 Red Octorok	Graveyard 	×6 Blue Moa	×4 Blue Moa ×2 Blue Geru
Graveyard 	×6 Red Moa	×4 Red Moa ×2 Red Daira	Valley 	×2 Girubokku ×4 Blue Moa ×5 lava pits	×4 Blue Moa ×2 Blue Geru ×5 lava pits

*A curiosity about enemy encounters in forest areas of the northeast quadrant is that if you're drawn into battle with a strong enemy icon (i.e. ) , this is the only scenario where the number of enemies you face varies. You start out with one Red Deeler, two Blue Deelers, and three Girubokkus. But as you defeat these enemies, more show up off screen to replace them, meaning that if you intend to defeat them all, you'll eventually fight a total of three of each type of Deeler and four Girubokkus before the area will be cleared out. To my knowledge, no other enemy encounter does this, and it's different from ones containing respawning enemies such as Bots.

At any rate, after making enemy icons appear on the overworld map, if ever you retreat back to the safety of the road and an enemy catches up with you on the road, you'll simply be taken to the following empty action scene:



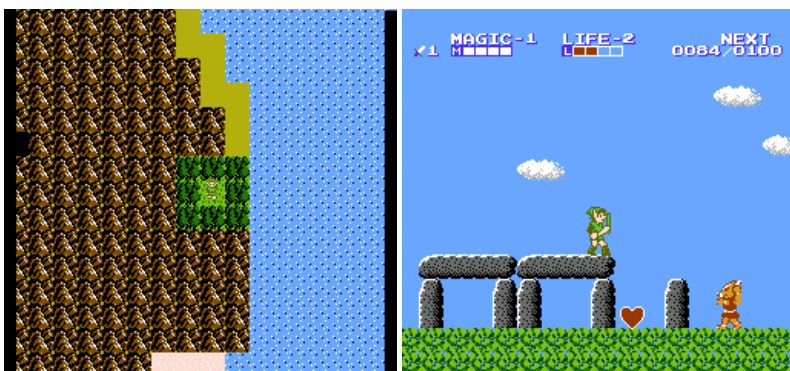
Heart Containers, Magic Containers, Dolls

There are four each of Heart Containers and Magic Containers, making for a total of eight container items. Collecting one adds an extra bar to the corresponding meter, so it's vital that you collect all eight in order to give yourself the best chance of surviving this challenging adventure! Additionally, there are six Dolls scattered throughout Hyrule, and each gives you an extra life. Much like the Heart/Magic Containers, Dolls are one-time only items, so once you grab them, that's it.

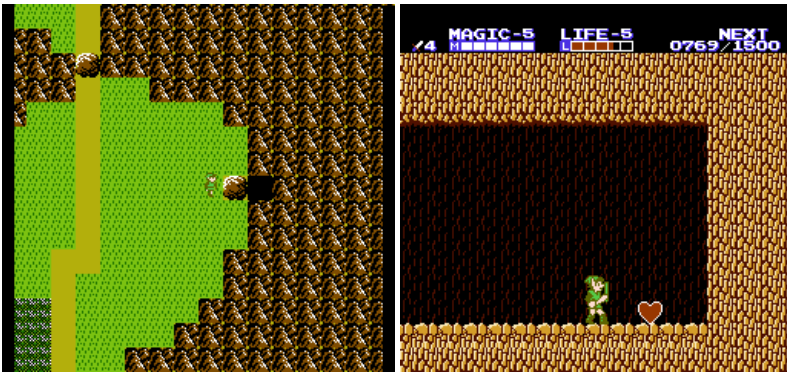
Heart Containers

Let's start with the Heart Container locations:

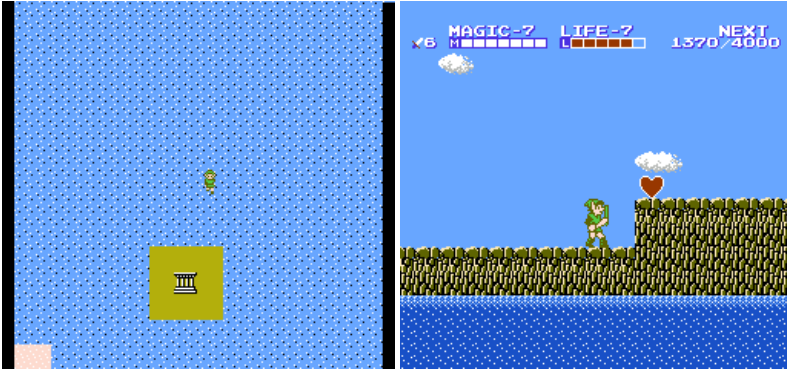
- Clearing in the middle of small forest south of Parapa Desert (guarded by an Orange Goriya)



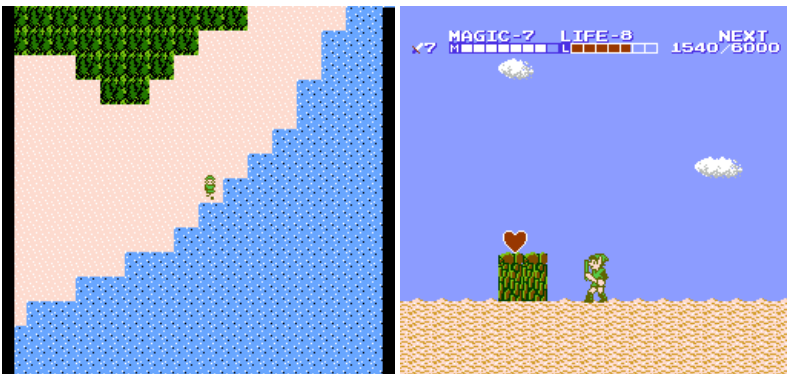
- Cave east of Midoro Swamp (destroy boulder with Hammer to enter cave)



- In the water north of Palace on the Sea (walk on water with Boots to reach)



- Coast east of Three-Eye Rock



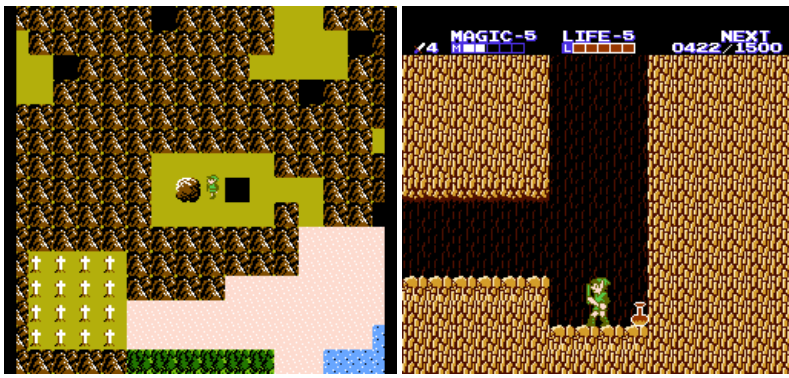
Magic Containers

And now for the locations of the Magic Containers:

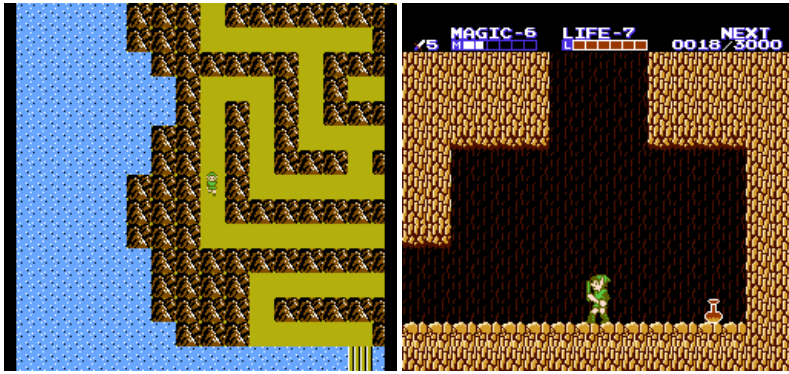
- Cave southwest of North Castle



- West entrance of Spectacle Rock at Death Mountain (destroy boulder with Hammer to enter)



- Western road at Maze Island



- Kasuto (talk to old woman in purple at the second house, then follow her inside and go into the basement)



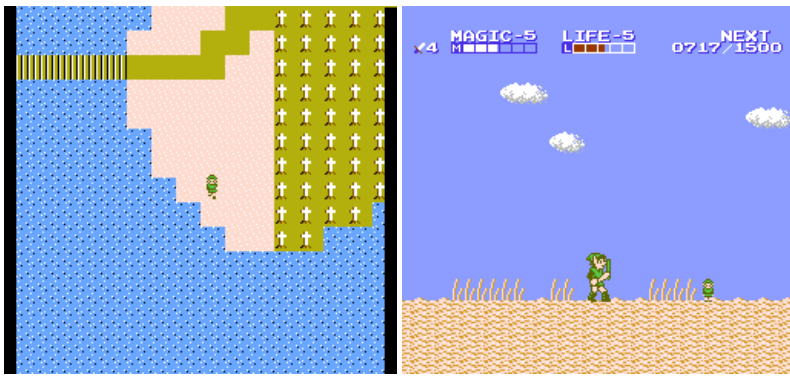
Dolls

Finally, here are all six Doll locations (four in the overworld and the last two inside palaces):

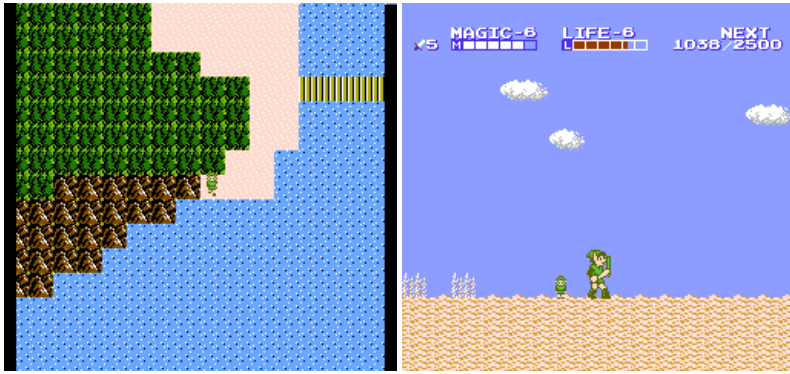
- Moruge Swamp (catty-corner to the boulder blocking the cave entrance)



- Coast southwest of King's Tomb



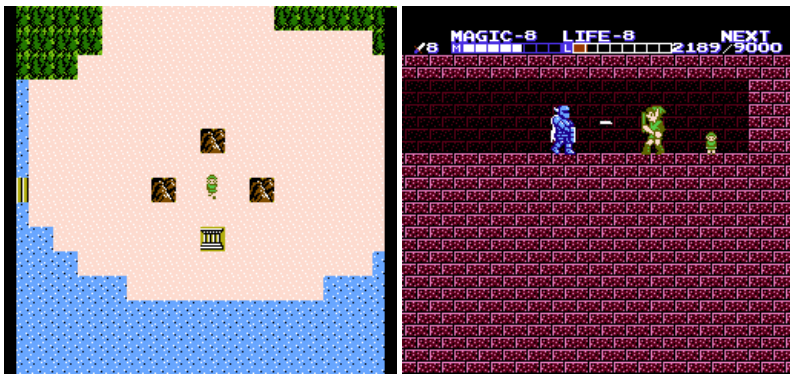
- Coast southwest of bridge leading to Maze Island



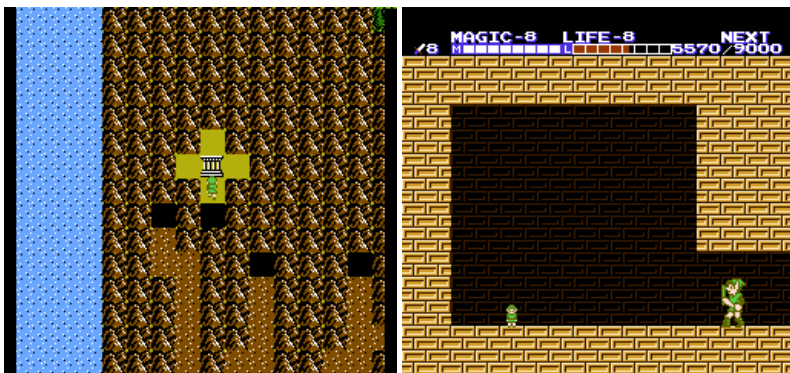
- Northwest corner of swamp that's located southeast of River Devil (cast Jump to reach)



- Three-Eye Rock Palace (in room above boss room, guarded by Blue Iron Knuckle at end of narrow corridor)



- Great Palace (near the end, a few floors above final boss rooms, go left from elevator and jump across lava pits guarded by Bots)



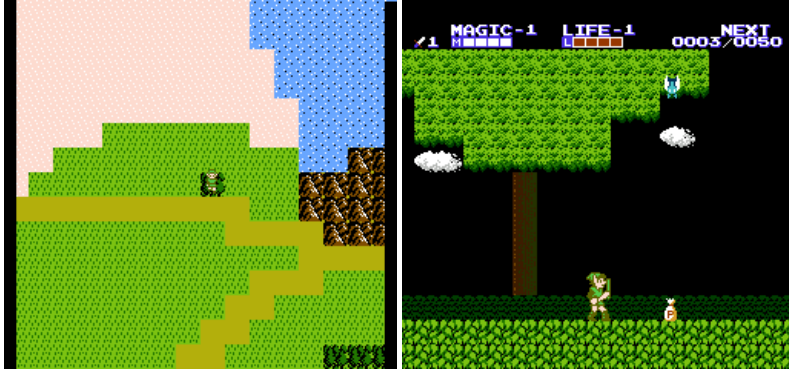
Treasure Bags

Treasure Bags are a category of item unique to this game. They contain experience points, a generally a higher number of experience points than you'd typically obtain from defeating an enemy (particularly if said enemy drops a Treasure Bag instead of EXP). That said, the Treasure Bags you find lying out in the overworld or in palaces can only be picked up once, and after that they're gone for good. There are a total of 9 in the overworld and 21 inside palaces (i.e. in the first six palaces-- there are none inside the Great Palace), for a grand total of 30 Treasure Bags, all of varying denominations (which will be listed in each instance below).

Treasure Bags in the Overworld

Overworld Treasure Bags are typically found in hidden action panels, sometimes guarded by enemies, other times just out in the open and ready to be collected.

- Tree northeast of North Castle (guarded by Aches) — **50 EXP**



- Tree east of Saria Town (guarded by Megmats) — **100 EXP**



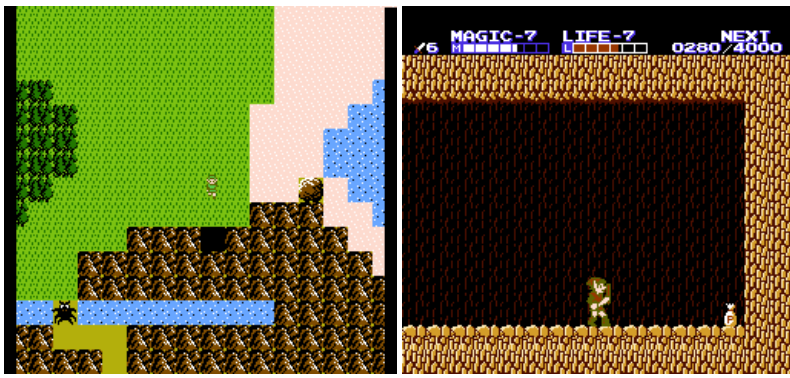
- Cave north of Midoro Swamp (guarded by Megmats and Orange Goriya) — **200 EXP**



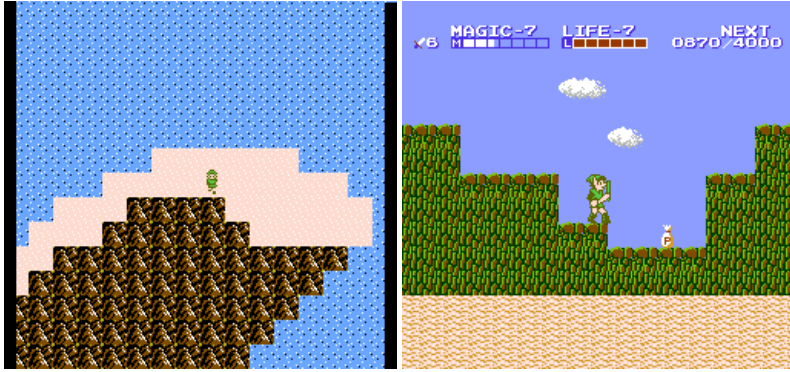
- Tree west of Nabooru Town (guarded by Girubokkus) — **200 EXP**



- Cave south of Nabooru Town (guarded by Aruroda) — **500 EXP**



- Coast southwest of Palace on the Sea (cast Jump to reach) — 500 EXP



- Cave southeast of River Devil, in swamp (guarded by Girubokkus and Aruroda) — 500 EXP



- Woods northeast of Three-Eye Rock, southeast of lake (guarded by Red Geru) — 500 EXP



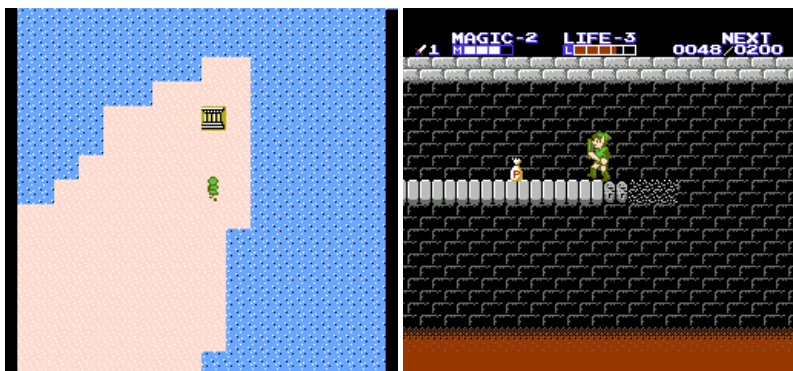
- Valley of Death (dead end at west fork) — 500 EXP



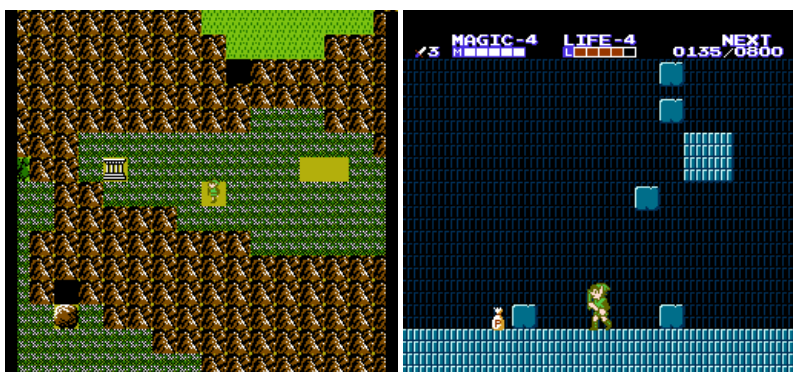
Treasure Bags in Palaces

Treasure Bags are abundant inside palaces, but they tend to be in places that are tricky to reach or are guarded by powerful adversaries. Be sure to collect as many of them as you can, because after you collect a place's special item, defeat the boss, and insert the crystal into the stone statue at the end, the palace will turn into stone on the overworld map and you'll be unable to return—thus making every single Treasure Bag on the following list permanently missable!

- Parapa Palace (bottom floor, in room next to room with the Candle, on collapsing bridge over lava) — **50 EXP**



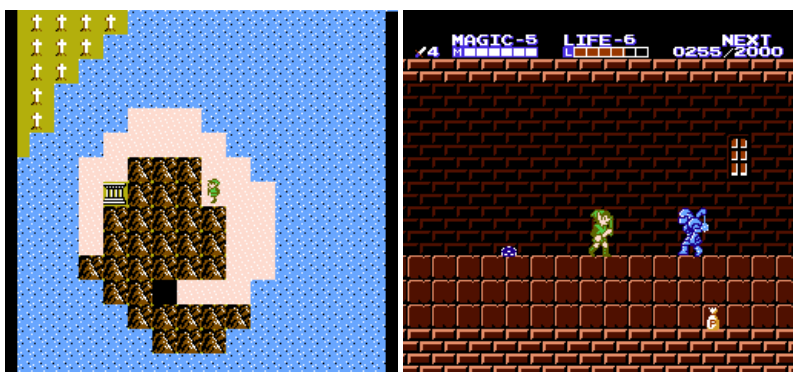
- Midoro Palace (two floors below entrance, in room next to room with the Handy Glove, below falling blocks) — **50 EXP**



- Midoro Palace (bottom floor, two rooms before boss room, on lowest collapsing bridge over lava) — **100 EXP**



- Island Palace (one floor below entrance and three rooms to the right, under breakable blocks) — **100 EXP**



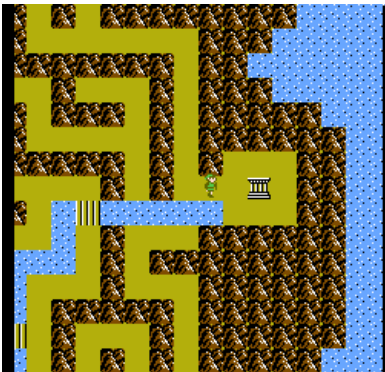
- Island Palace (bottom floor, two rooms before boss room, on high breakable block platform, cast Jump to reach) — **100 EXP**



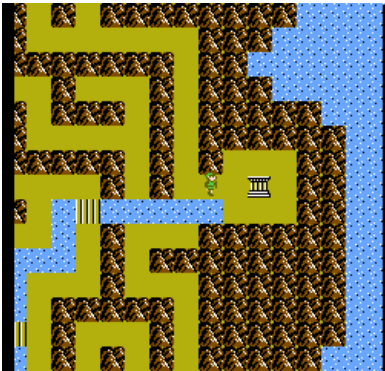
- Island Palace (bottom floor, in room next to boss room, on lowest route past breakable blocks and guarded by Red Iron Knuckle) — **100 EXP**



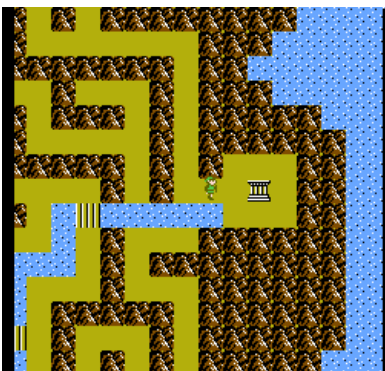
- Maze Palace (one floor below entrance and one room to the right, in gap in the ground and guarded by Blue Parutamu) — **100 EXP**



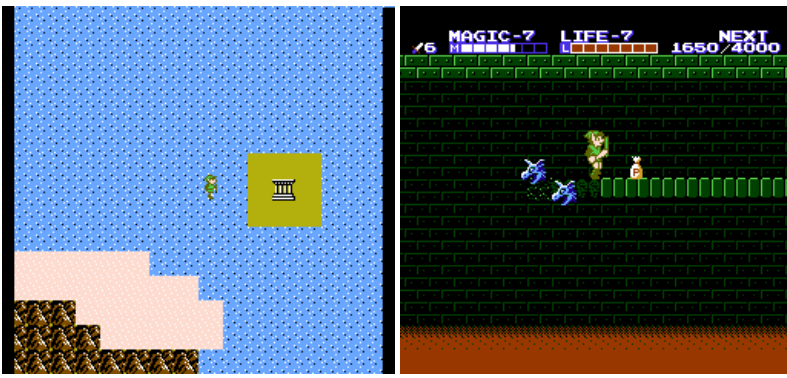
- Maze Palace (one floor below entrance and two rooms to the left, under breakable blocks) — **200 EXP**



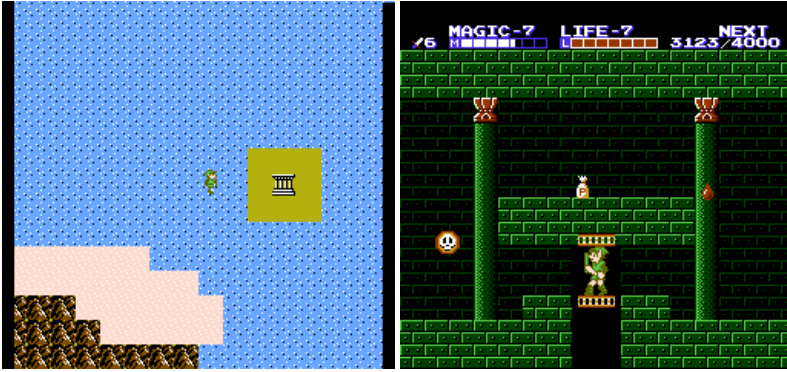
- Maze Palace (one floor above bottom, two rooms before boss room, on high breakable block platform, cast Jump to reach) — **100 EXP**



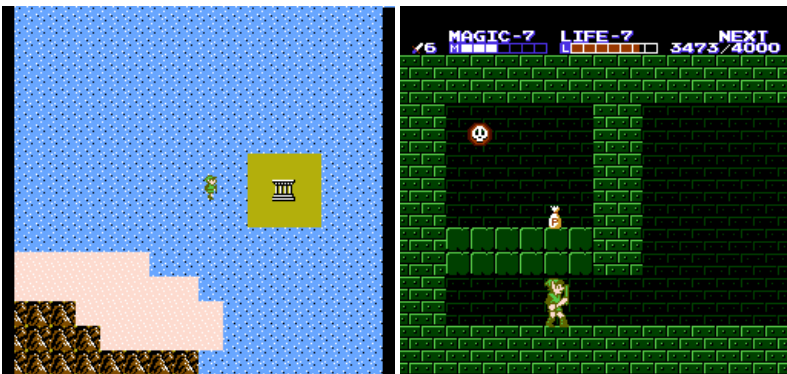
- Palace on the Sea (one floor below entrance and two rooms to the right, on collapsing bridge over lava) — **200 EXP**



- Palace on the Sea (one floor below boss room, on high ledge between two leaky statues, cast Jump to reach) — **200 EXP**



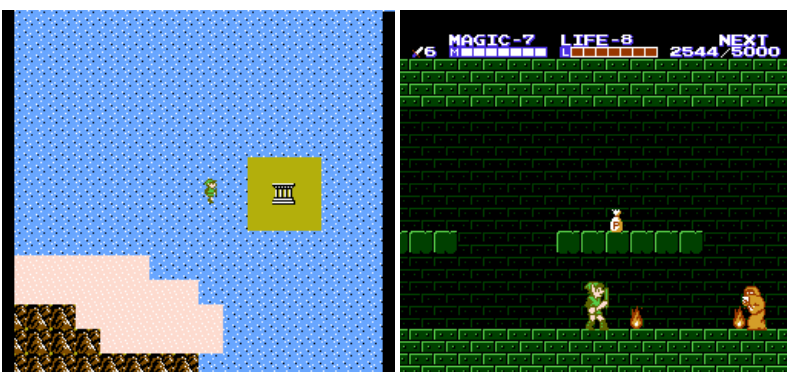
- Palace on the Sea (one floor below previous Treasure Bag and then left, on breakable blocks guarded by Bubble) — **200 EXP**



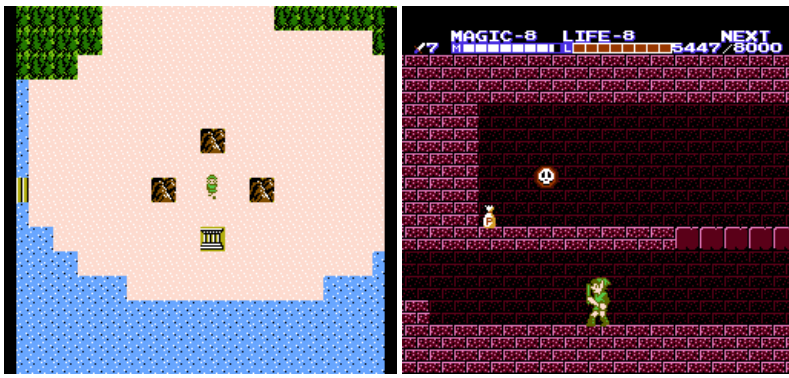
- Palace on the Sea (one room left of room with third Treasure Bag in this palace, on breakable blocks guarded by Red Iron Knuckle) — **200 EXP**



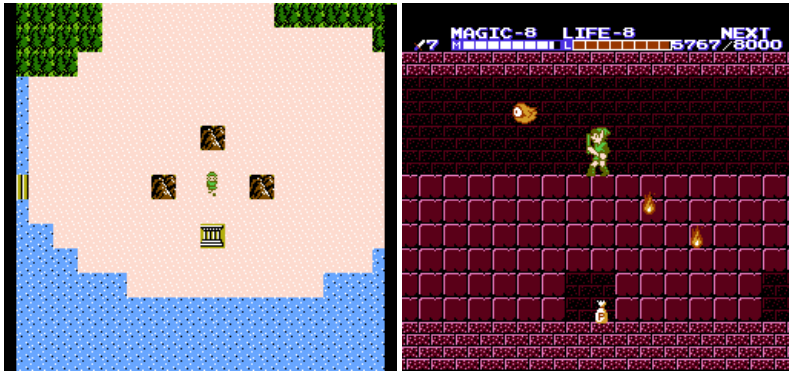
- Palace on the Sea (one floor below previous Treasure Bag, on breakable block platform) — **50 EXP**



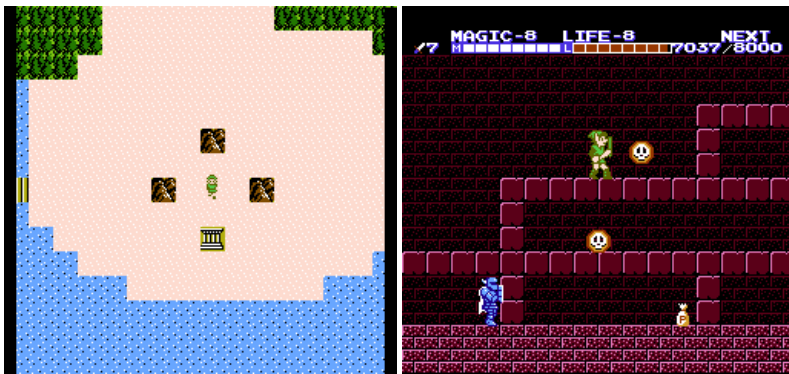
- Three-Eye Rock Palace (one floor below entrance, on ledge with breakable blocks and guarded by Bubbles, cast Jump to reach) — **100 EXP**



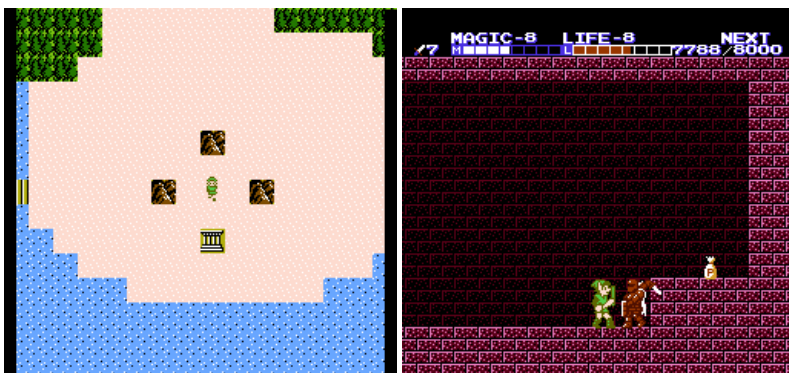
- Three-Eye Rock Palace (one floor below entrance and one room to the left, under breakable blocks) — **200 EXP**



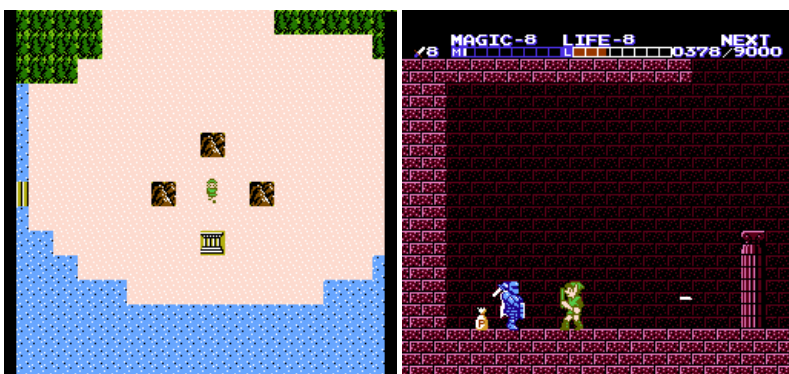
- Three-Eye Rock Palace (one floor below previous two Treasure Bags and three rooms to the right, on lowest route past breakable blocks and Blue Iron Knuckle) — **100 EXP**



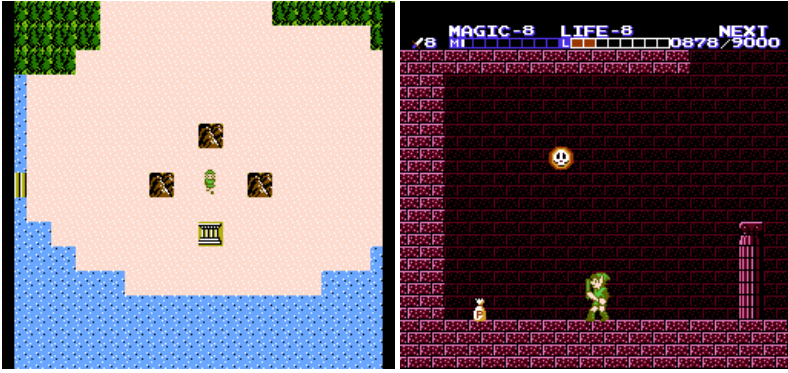
- Three-Eye Rock Palace (drop through false floor one room left of room with Cross, then past breakable blocks to the right and guarded by Red Iron Knuckle) — **200 EXP**



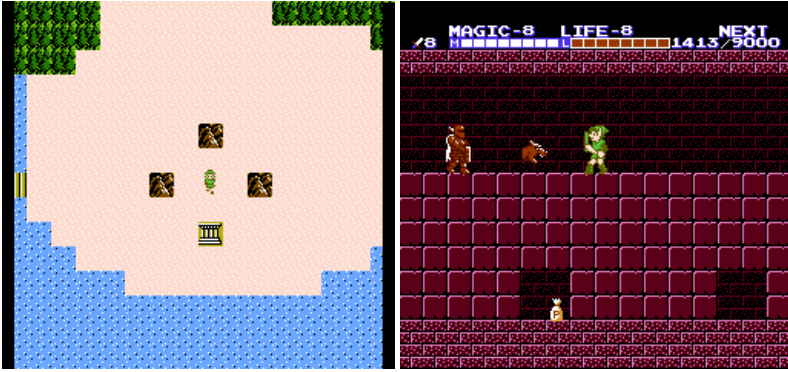
- Three-Eye Rock Palace (second floor of endless holes, on left and guarded by Blue Iron Knuckle) — **200 EXP**



- Three-Eye Rock Palace (bottom floor of endless holes, on left and guarded by Bubbles) — 200 EXP



- Three-Eye Rock Palace (bottom floor and leftmost room, under breakable blocks) — 200 EXP



Fairies & Red Magic Jars

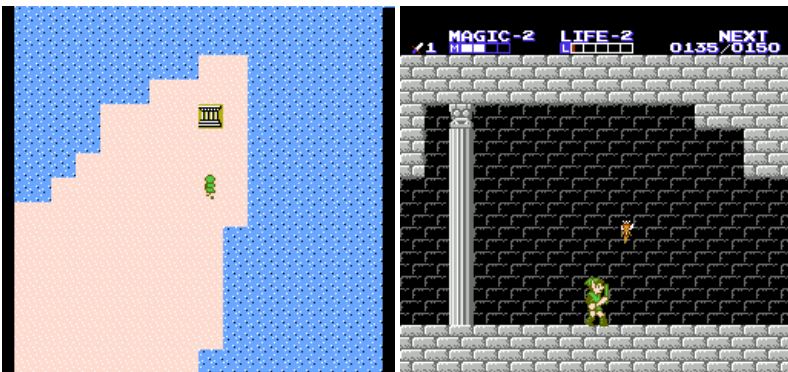
Fairies are beings who fully restore Link's life meter, whereas Red Magic Jars are items that completely refill Link's magic meter (not to be confused with Blue Magic Jars, which only refill one unit of the magic meter at a time--you can only find these as uncommon item drops from weak enemies). Throughout the game, you can acquire Red Magic Jars as somewhat rare enemy drops after defeating certain strong enemies. Also, on occasion you'll see a Fairy icon in the overworld whenever you venture off the road instead of the usual enemy icons.

But even aside from these instances, you can find both Fairies and Red Magic Jars in set locations throughout the overworld and inside palaces. This guide will tell you where to find these locations. Note that unlike Treasure Bags, Dolls, etc., these are not one-time use scenarios; both Fairies and Red Magic Jars will eventually respawn. Of course, for overworld locations it's not as simple as leaving the corresponding screen and returning--you have to progress in the game (e.g. visit a palace) in order for them to eventually return. And for the ones in palaces, you typically have to leave the palace entirely to get them to appear again.

Fairies

Fairies are nowhere near as plentiful as Magic Jars. You can find them waiting to heal you on rare occasions inside certain rooms of certain palaces, as well as at specific points in the overworld. In fact, outside random encounters on the overworld map, there are only seven Fairies in the whole game--three of them being in the Great Palace!

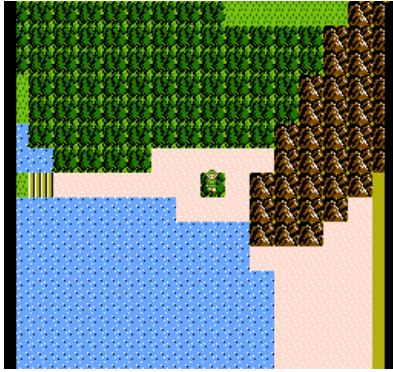
- Parapa Palace (one floor below entrance, rightmost room)



- Tree at north tip of Moruge Swamp (upon emerging from cave exit south of Ruto Town)



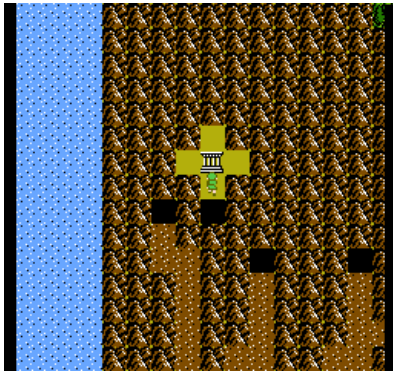
- Tree east of Saria Town and south of Midoro Swamp



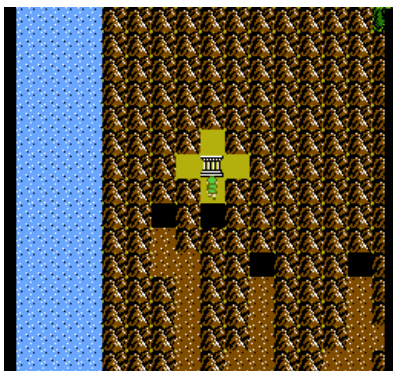
- Woods southwest of Nabooru Town (on southwest shore of lake)



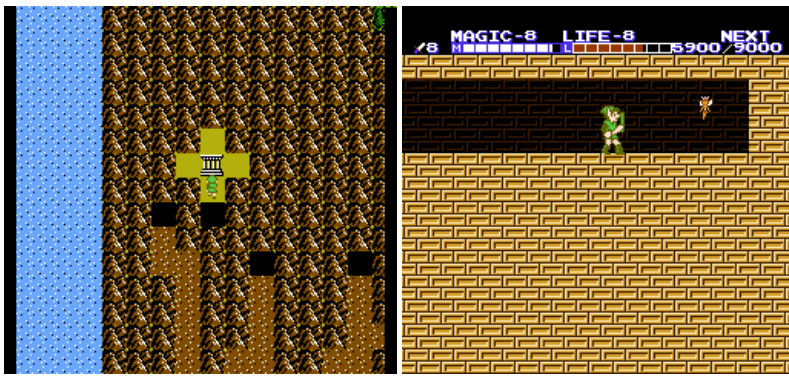
- Great Palace (on **detour for completion**, walk through false wall left from elevator)



- Great Palace (three floors above bottom and final boss rooms, go right from elevator, in between breakable blocks above lava)



- Great Palace (one floor above bottom floor and final boss rooms, in rightmost room with Giant Bubbles)



Red Magic Jars

Now let's cover the Magic Jars. There are 9 Red Magic Jars to be found in the overworld and 26 inside palaces, making for a grand total of 35 Red Magic Jars.

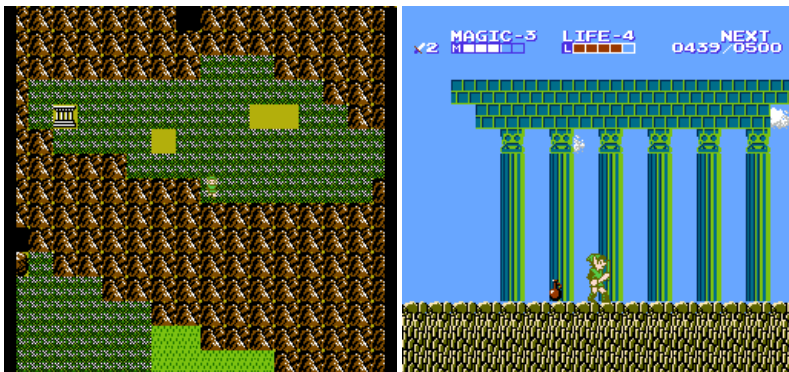
Red Magic Jars in the Overworld

Magic Jars found in secret action scenes in the overworld tend to be out in the open once you arrive at the appropriate action scene and rarely guarded by enemies.

- Midoro Swamp (on easternmost safe space of yellow road)



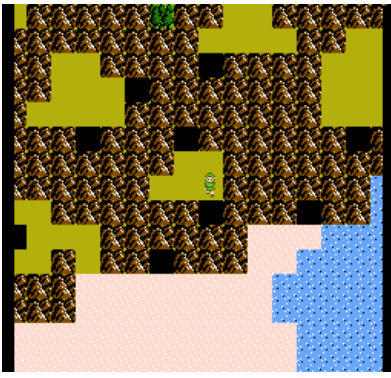
- Midoro Swamp (corner of swamp southeast of Midoro Palace)



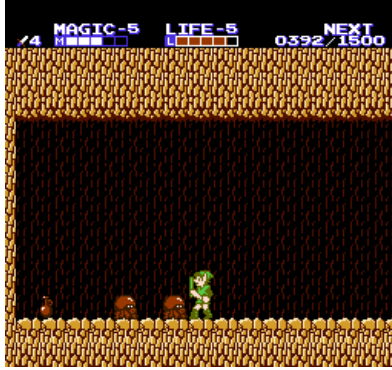
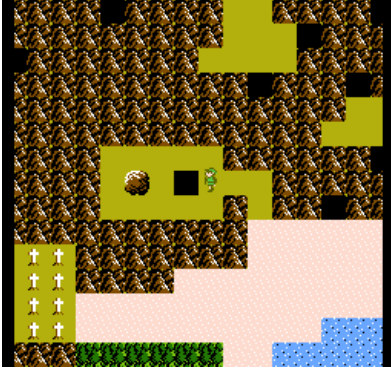
- Death Mountain (inside **5th** cave in sequence on high ledge, cast Jump to reach)



- Death Mountain (inside **8th** cave in sequence, near exit)



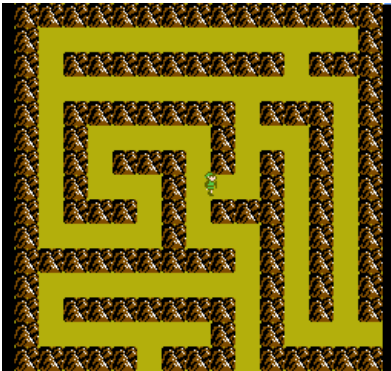
- Death Mountain (inside **Spectacle Rock**, three rooms to the left of the room with the Hammer)



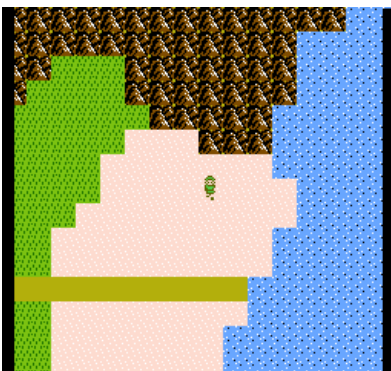
- Southwest of King's Tomb (guarded by Bots)



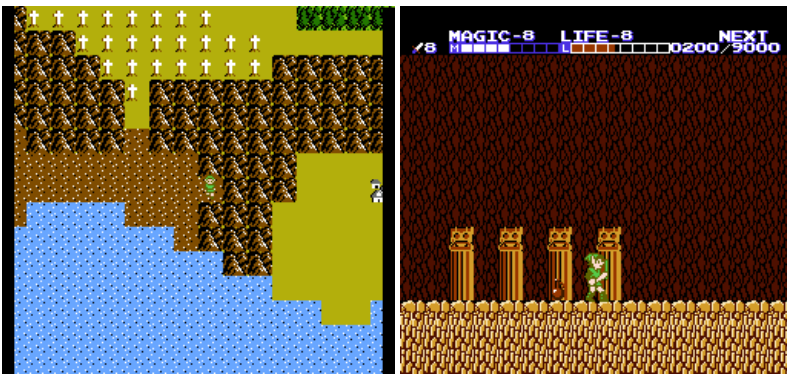
- North central fork at Maze Island (guarded by Blue Octoroks and Tektites)



- Coast northeast of Nabooru Town



- Valley of Death (southeasternmost point, right after entering valley)

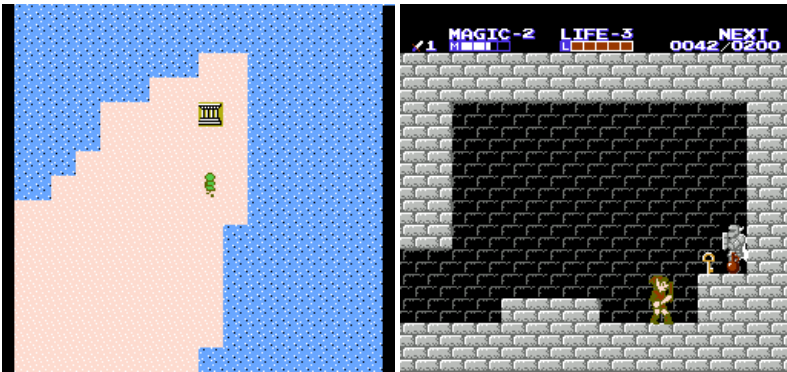


Red Magic Jars in Palaces

Magic Jars are plentiful in palaces, typically being hidden inside Iron Knuckle statues (or Fokka statues in the case of the Great Palace), as well as inside breakable blocks and other places. Be sure to use Red Magic Jars strategically inside palaces—try to conserve them until you're genuinely in need of magic (for instance the healing that comes from using the Life spell!).

Note that almost every Iron Knuckle statue or Fokka statue has a chance of producing a Red Iron Knuckle or Red Fokka when struck instead of a Red Magic Jar, so be careful.

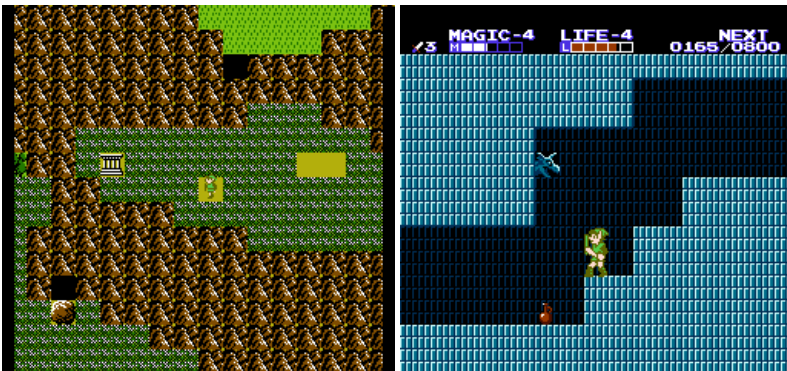
- Parapa Palace (top floor, in rightmost room with Bot, Wosus, and Guma, strike Iron Knuckle statue)



- Midoro Palace (at entrance, strike Iron Knuckle statue)



- Midoro Palace (one floor below entrance, in leftmost room with Bubbles, strike Ra statue)



- Midoro Palace (one floor below previous Red Magic Jar, in leftmost room with fire-spitting statue, Red Iron Knuckles, and Handy Glove, cast Jump and strike Iron Knuckle statue)



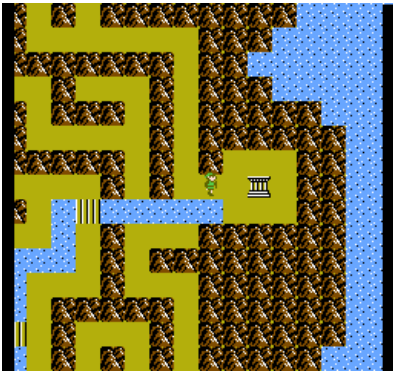
- Island Palace (at entrance, strike Iron Knuckle statue)



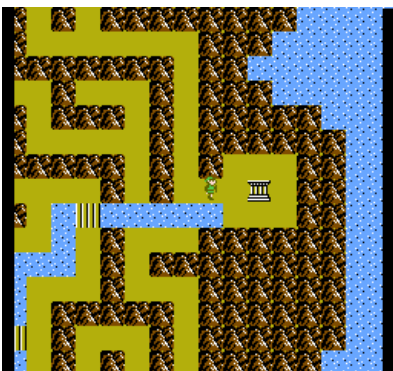
- Island Palace (one floor above bottom, two rooms left of Raft with Bots and Maus, cast Jump and strike Mau statue)



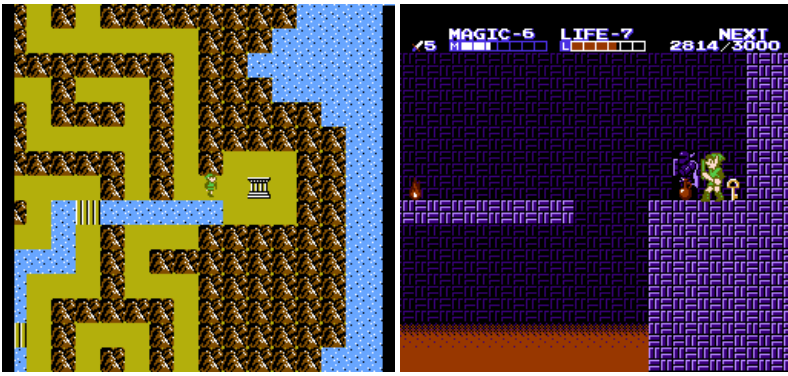
- Maze Palace (at entrance with Fiery Moa, strike Iron Knuckle statue)



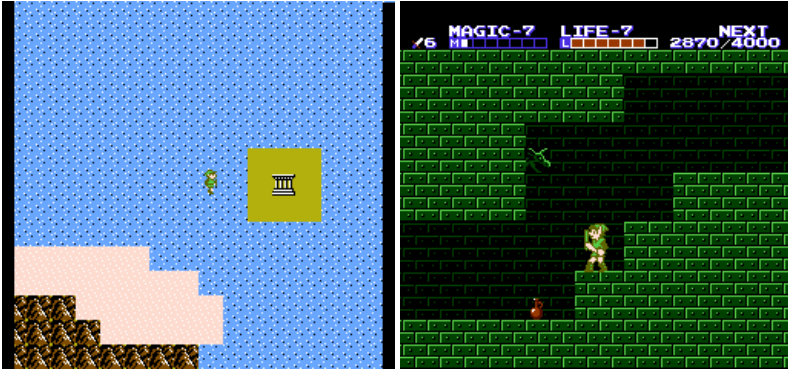
- Maze Palace (two floors below entrance, in rightmost room with lava, torches, and Doomknocker, strike Iron Knuckle statue)



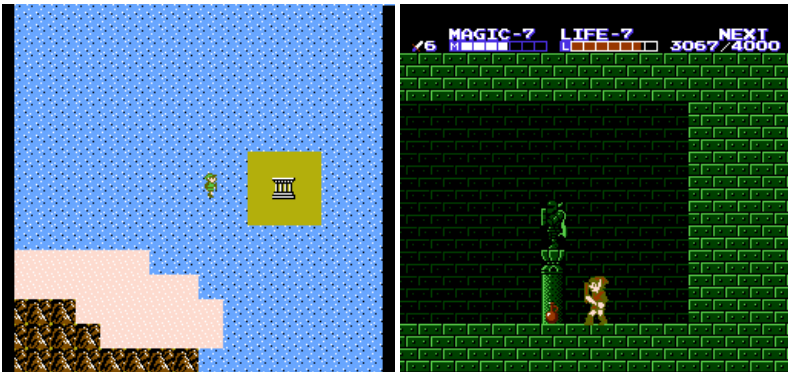
- Maze Palace (two floors below entrance, in room with lava, torches, and Ras, strike Iron Knuckle statue)



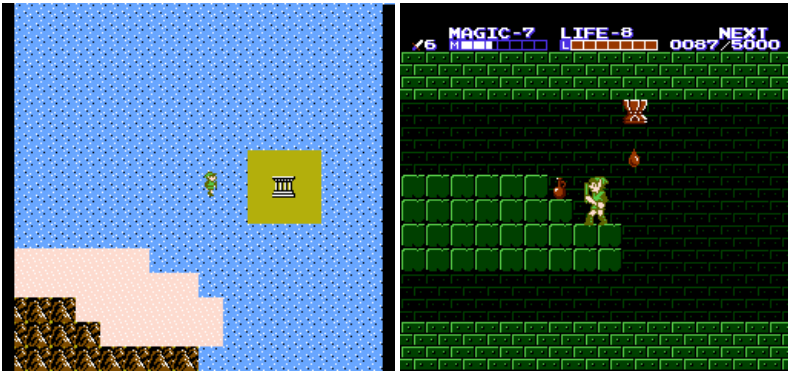
- Palace on the Sea (two floors below entrance, in room with Fiery Moa, and Orange Iron Knuckles, strike Ra statue)



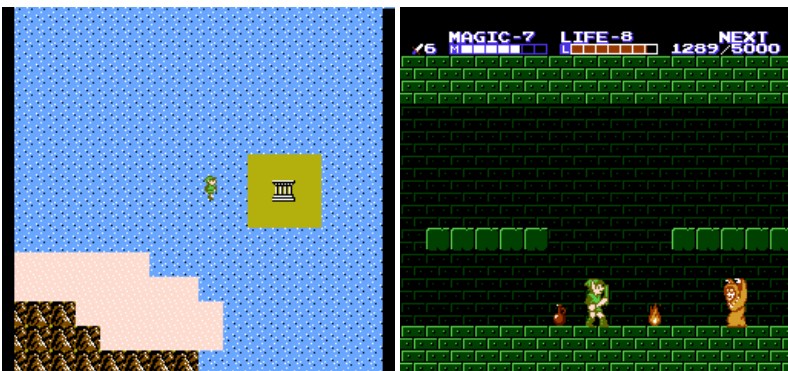
- Palace on the Sea (one floor below previous Red Magic Jar and two rooms to the right, with Wosus, Bubble, and Blue Iron Knuckle, strike Iron Knuckle statue)



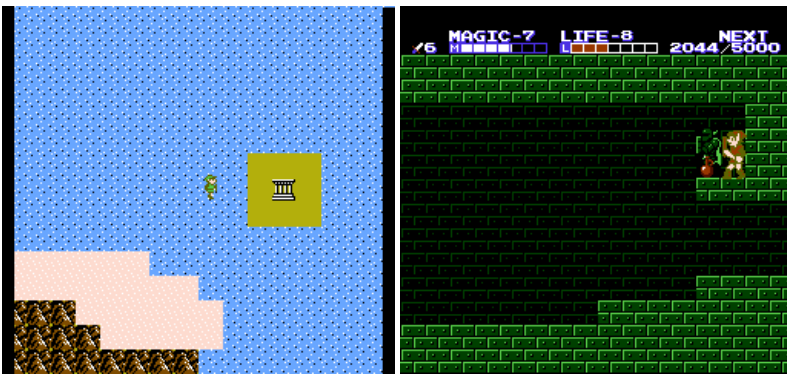
- Palace on the Sea (bottom floor, in leftmost room with leaky statues and Red Iron Knuckles, cast Jump and strike high breakable block in left structure)



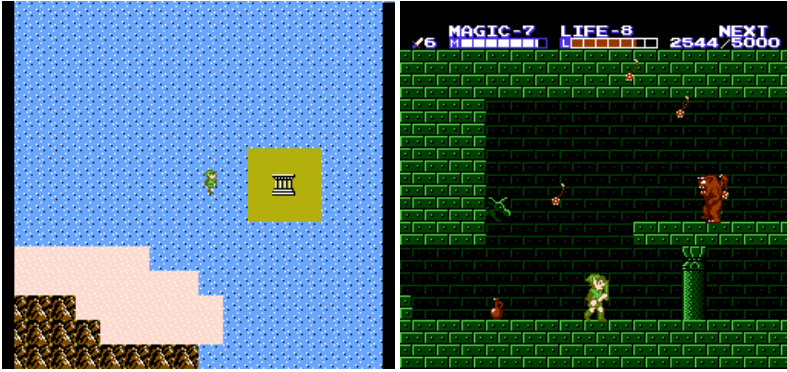
- Palace on the Sea (one floor above bottom, in rightmost room with Wosus and Magos, strike breakable block in middle structure)



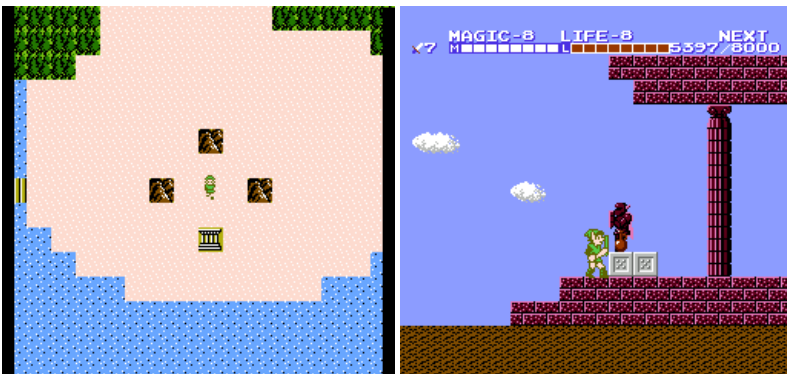
- Palace on the Sea (bottom floor, in same room as Iron Knuckles and Flute, cast Jump and strike Iron Knuckle statue)



- Palace on the Sea (two floors above bottom, in leftmost room with Guma on high ledge, strike Ra statue)



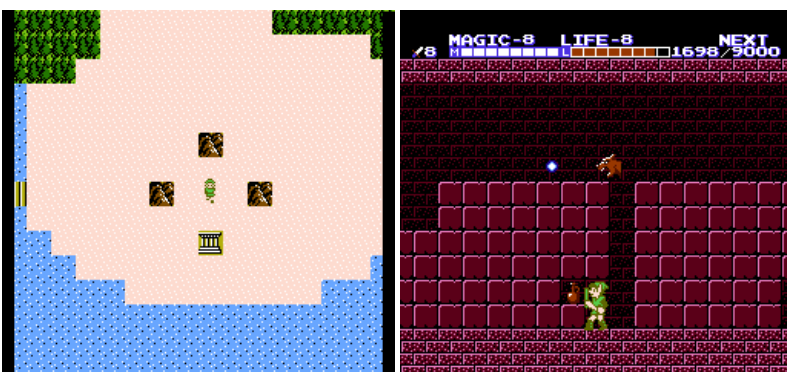
- Three-Eye Rock Palace (at entrance, strike Iron Knuckle statue)



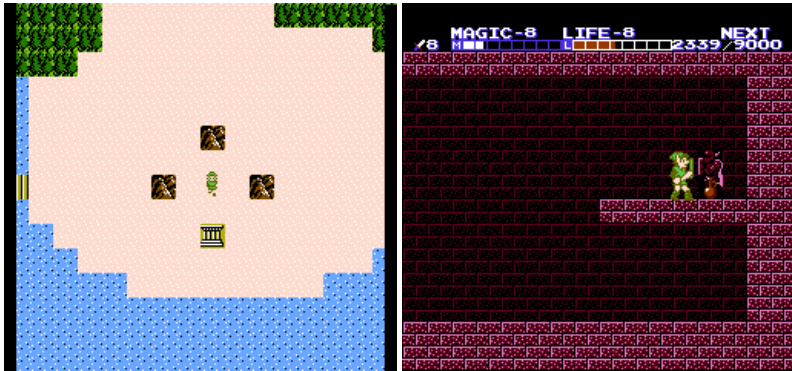
- Three-Eye Rock Palace (on top floor of endless holes on high ledge, fall from bottom floor of loop and strike Iron Knuckle statue)



- Three-Eye Rock Palace (bottom floor, in leftmost room with Maus and Red Iron Knuckle, strike breakable block near left end of structure)



- Three-Eye Rock Palace (bottom floor, in rightmost room on high ledge to the right of collapsing bridge, drop into hole on previous floor and strike Iron Knuckle statue)



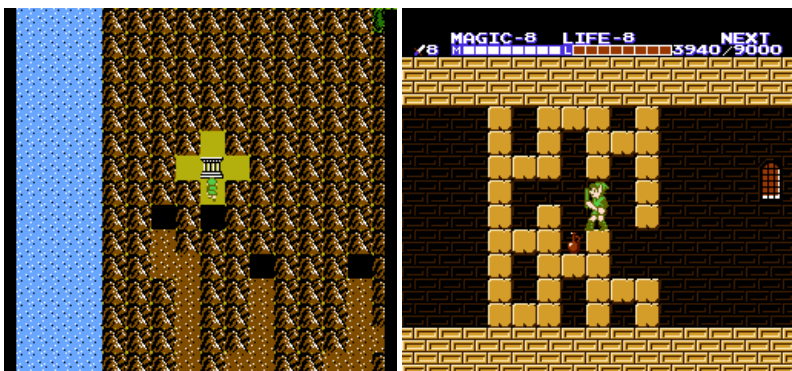
- Great Palace (four floors below entrance, walk through false wall left from elevator, cast Jump and strike Fokka statue)



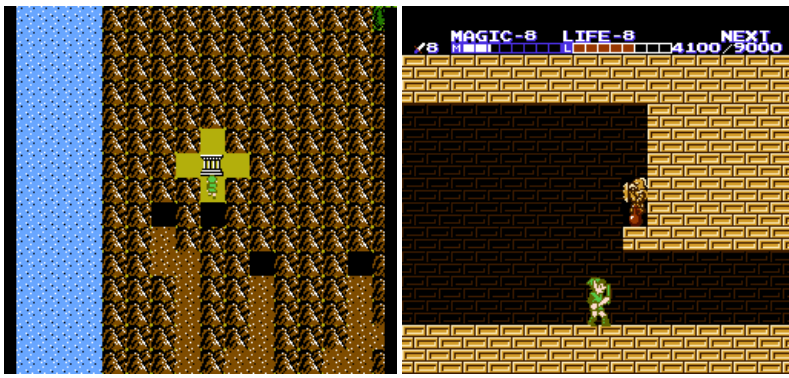
- Great Palace (five floors below previous Red Magic Jar, after going left at detour for completion, walk through false wall left from elevator, cast Jump and strike Fokka statue)



- Great Palace (one floor below Fairy on route for completion, strike breakable block in right structure, guarded by Aneru and Bubble)



- Great Palace (two floors above Fairy on route for completion, walk through false wall left from elevator, cast Jump and strike Fokka statue)



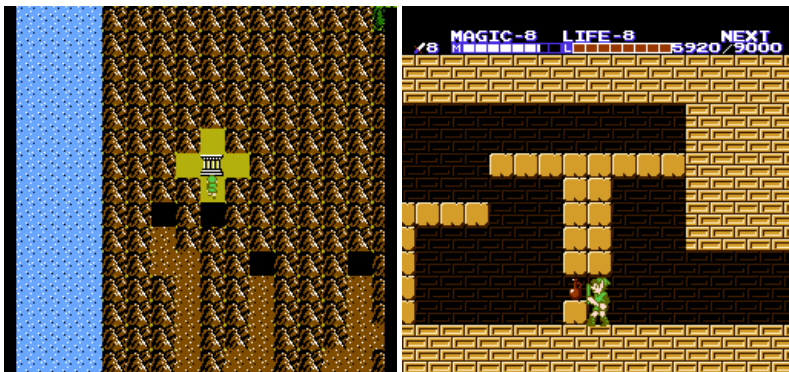
- Great Palace (on **direct route**, two floors below first Red Magic Jar and one room to the right, cast Jump and strike Fokka statue)



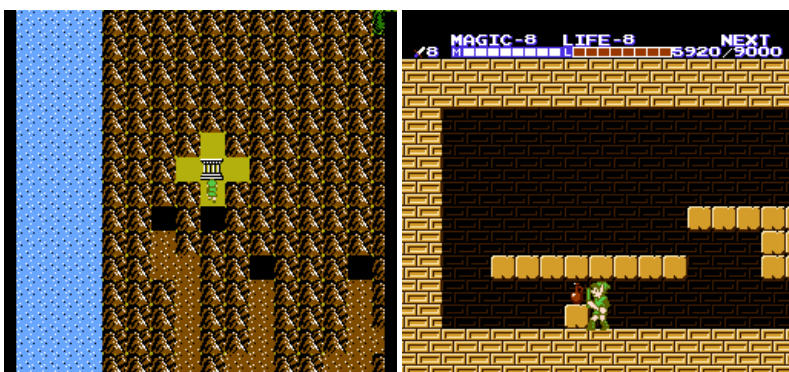
- Great Palace (one floor above above Fairy and Doll on **direct route**, walk through false wall left from elevator, cast Jump and strike Fokka statue)



- Great Palace (bottom floor, in room before boss room, strike breakable block in first (i.e. rightmost) structure)



- Great Palace (bottom floor, in same room as previous Red Magic Jar, strike breakable block in third (i.e. leftmost) structure)



Quick Guide

If you're already familiar with the game and just need a quick reference for where to find something or the sequence you should use for the most optimal path in the game, this is the place for you. It is just as thorough as the rest of the guide in terms of obtaining items, finding hidden places, and visiting every location. It's just in list form, without the excess verbiage.

Recommended Levels

Before we start, a note on levels: Since leveling up doesn't fit into the neat and tidy category of what to do between obtaining this or that item, I have made a separate list here of where your levels should ideally be by certain points in the game. I find that the below list strikes the best balance between prepared for the next stage of the game while keeping grinding for EXP to a relative minimum. That being said, if you want to grind more and thus level up at a faster rate than recommended here, that's certainly a good idea too. And in fact, if you're going for the coveted 000 run (i.e. no saving and no game over), then you should most definitely level up a lot more than this! The guidelines below are what's recommended for a generally strong overall run to get you to the end of the game.

Note that I've listed the numbers in the same order you find them on the menu select screen, i.e. the first number is your Attack level, the second number is your Magic level, and the third number is your Life level.

- 1-1-1: Start of game
- 1-1-2: In vicinity of North Castle (note: obtain first 50-EXP Treasure Bag)
- 1-2-2: Before entering Parapa Palace
- 1-2-3: Inside Parapa Palace
- 2-2-3: Inside Parapa Palace once more
- 2-3-3: Clear Parapa Palace by inserting 1st crystal into stone statue
- 2-3-4: In vicinity of Saria Town
- 3-3-4: Before entering Midoro Palace
- 3-4-4: Inside Midoro Palace
- 3-4-5: Inside Midoro Palace once more (note: grind by defeating Bubbles)
- 4-4-5: Clear Midoro Palace by inserting 2nd crystal into stone statue
- 4-5-5: At Death Mountain
- 4-5-6: Before beginning Island Palace
- 5-5-6: Inside Island Palace
- 5-6-6: Clear Island Palace by inserting 3rd crystal into stone statue
- 5-6-7: Before beginning Maze Palace
- 6-6-7: Inside Maze Palace
- 6-7-7: Clear Maze Palace by inserting 4th crystal into stone statue
- 6-7-8: Inside Palace on the Sea
- 7-7-8: Clear Palace on the Sea by inserting 5th crystal into stone statue
- 7-8-8: Before beginning Three-Eye Rock Palace
- 8-8-8: Inside Three-Eye Rock Palace
- 1-Up: Clear Three-Eye Rock Palace by inserting 6th crystal into stone statue

Now on to the quick guide proper! For more details on any segment of the game, please use the Table of Contents to be linked to the appropriate section.

Before Parapa Palace

- Learn Shield magic: Rauru Town (talk to woman outside middle house in 2nd part of town)
- Obtain Treasure Bag (50 EXP): tree northeast of North Castle
- Pass through cave northeast of Rauru Town, then through trap south of Parapa Desert
- Obtain Heart Container #1: clearing in small forest along coast south of Parapa Desert
- Go to Parapa Palace: northeastern end of Parapa Desert

Parapa Palace

- Take elevator down, go left 1 room, obtain Key #1
- Go right 4 rooms, visit Fairy
- Take elevator up, go right, obtain Key #2
- Continue right 1 room, obtain Key #3 and Red Magic Jar from Iron Knuckle statue
- Go left 1 room, take elevator down 1 floor, go left 1 room, take elevator down, go left 1 room, obtain Treasure Bag (50 EXP) on collapsing bridge
- Continue left 1 room, obtain Candle
- Go right 2 rooms, take elevator up, go right 1 room, take elevator down, go right 2 rooms, defeat Mazura, obtain Key #4
- Insert 1st crystal into stone statue, exit

Before Midoro Palace

- Obtain Magic Container #1: cave southwest of North Castle
- Obtain Trophy: cave in Tantari Desert
- Learn Jump magic: Ruto Town (2nd part of town, after obtaining Trophy)
- Pass through cave south of Ruto Town (requires Jump)
- Visit Fairy: tree at north edge of Moruge Swamp
- Obtain Doll #1: Moruge Swamp, catty-corner to boulder blocking cave entrance
- Cross bridge trap to go to Saria Town
- Learn Life magic: Saria Town (1st part of town, after finding mirror inside 1st building in 2nd part of town)
- Obtain Treasure Bag (100 EXP): tree east of Saria Town
- Cross bridge trap east of Saria Town
- Visit Fairy: tree east of previous bridge trap
- Obtain Red Magic Jar: Midoro Swamp, on easternmost edge of road

- Obtain Treasure Bag (200 EXP): cave east of Midoro Swamp
- Obtain Red Magic Jar: Midoro Swamp, southwest corner
- Go to Midoro Palace: western end of Midoro Swamp

Midoro Palace

- Obtain Red Magic Jar from Iron Knuckle statue at entrance
- Take elevator down 2 floors, go left 1 room, obtain Key #1
- Go right 1 room, take elevator down again, go right 1 room, obtain Key #2
- Go left 1 room, take elevator back up 2 floors, go left 2 rooms, obtain Key #3
- Continue left 2 rooms, obtain Red Magic Jar from Ra statue
- Take elevator down 1 floor, go left 1 room, obtain Treasure Bag (50 EXP) among falling blocks
- Continue left 1 room, obtain Handy Glove and Red Magic Jar from Iron Knuckle statue (requires Jump)
- Go right 2 rooms, take elevator down, go right 4 rooms, obtain Key #4
- Go left 1 room, take elevator down, go right 1 room, obtain Treasure Bag (100 EXP) on collapsing bridge
- Continue right 2 rooms, defeat Jermafenser, obtain Key #5
- Insert 2nd crystal into stone statue, exit

Before Island Palace

- Talk to Bagu: woods south of Midoro Palace
- Talk to River Man: Saria Town (building by river in 3rd part of town, then cross bridge left to exit town)
- Enter Death Mountain
 - Go east into 1st cave
 - Go east into 2nd cave
 - Go east into 3rd cave (ignore elevator inside cave)
 - Go east into 4th cave
 - Go east into 5th cave (obtain Red Magic Jar while inside; requires Jump)
 - Go south into 6th cave
 - Go south into 7th cave
 - Go south into 8th cave (obtain Red Magic Jar while inside)
 - Go west into Spectacle Rock (east entrance)
 - Go right 1 room, take elevator down, go right 2 rooms, obtain Hammer
 - Go left 3 rooms, obtain Red Magic Jar
 - Go right 1 room, take elevator up, go left 1 room to exit
 - Obtain Magic Container #2: use Hammer on boulder at Spectacle Rock (west entrance)
 - Go northeast into 9th and final cave
 - Go north to exit Death Mountain
- Cross long bridge trap to reach graveyard
- Obtain Doll #2: coast southwest of King's Tomb graveyard
- Obtain Red Magic Jar: graveyard southwest of King's Tomb
- Use Hammer on boulder blocking road west back to Midoro Swamp and Saria Town
- Obtain Heart Container #2: use Hammer on boulder blocking cave entrance northeast of Midoro Swamp
- Obtain Water of Life: use Hammer on boulder blocking cave entrance at northeast corner of Moruge Swamp
- Use Hammer on boulder blocking road east to Mido Town
 - Learn Downthrust technique: Mido Town (2nd part of town, cast Jump to reach high church entrance)
 - Learn Fairy magic: Mido Town (3rd part of town, after obtaining Water of Life)
- Go to Island Palace: take tunnel south of King's Tomb to reach island (requires Fairy)

Island Palace

- Obtain Red Magic Jar from Iron Knuckle statue at entrance
- Take elevator down, go right 3 rooms, obtain Key #1 and Treasure Bag (100 EXP) under breakable blocks
- Continue right 2 rooms outside, obtain Key #2
- Go left 1 room back inside, take elevator down, go right 1 room, obtain Key #3
- Continue right 1 room, obtain Raft
- Go left 2 rooms, obtain Red Magic Jar from Mau statue (requires Jump)
- Continue left 2 rooms, obtain Key #4
- Go right 1 room, take elevator down, obtain Treasure Bag (100 EXP) on high breakable block platform (requires Jump)
- Continue right 1 room, obtain Treasure Bag (100 EXP) along lowest route
- Continue right 1 room, defeat Rebonack, obtain Key #5
- Insert 3rd crystal into stone statue, exit

Before Maze Palace

- Use Raft at port by Mido Town to cross sea to Eastern Hyrule
- Obtain Treasure Bag (200 EXP): tree south of port in Eastern Hyrule
- Visit Fairy: woods on southwest shore of lake south of previous Treasure Bag
- Learn Fire magic: Nabooru Town (2nd part of town, after finding water from neighboring fountain)
- Pass through cave north of Nabooru Town
- Obtain Doll #3: coast southwest of bridge leading to Maze Island
- Rescue Kidnapped Child: Maze Island, across river from Maze Palace
- Pass through 2 traps on the way to Darunia Town
 - Learn Jump Thrust technique: Darunia Town (2nd part of town, cast Jump to reach chimney to go down)
 - Learn Reflect magic: Darunia Town (3rd part of town, after rescuing Kidnapped Child)

- Go to Maze Island via long bridge leading east, navigate at least one trap in maze
 - Obtain Magic Container #3: western Maze Island
 - Obtain Red Magic Jar: fork in north central Maze Island
 - Go to Maze Palace: eastern end of Maze Island

Maze Palace

- Obtain Red Magic Jar from Iron Knuckle statue at entrance
- Take elevator down, go right 1 room, obtain Treasure Bag (100 EXP) in nook in floor
- Take elevator down 1 floor, go right 2 rooms, obtain Key #1 and Red Magic Jar from Iron Knuckle statue
- Go left 1 room, drop down hole 1 floor, go right 1 room, obtain Boots
- Go left 1 room, drop down hole, go right 1 room, obtain Key #2
- Go left 3 rooms, obtain Key #3
- Go right 1 room, take elevator up 3 floors, go left 2 rooms, obtain Key #4 (requires Jump)
- Continue left 1 room, obtain Key #5 and Treasure Bag (200 EXP) under breakable blocks
- Go right 1 room, take elevator down, go right 1 room, obtain Key #6 and Red Magic Jar from Iron Knuckle statue
- Go left 2 rooms, take elevator down, obtain Treasure Bag (100 EXP) on high breakable block platform (requires Jump)
- Continue right 2 rooms, defeat Carock, obtain Key #7
- Insert 4th crystal into stone statue, exit

Before Palace on the Sea

- Navigate river, then exit Maze Island via long bridge leading west
- Obtain Treasure Bag (500 EXP): cave south of Nabooru Town
- Obtain Treasure Bag (500 EXP): coast southwest of Palace on the Sea
- Obtain Red Magic Jar: beach east of Nabooru Town
- Obtain Heart Container #3: walk on water east from Nabooru Town, then north and east until north of Palace on the Sea
- Go to Palace on the Sea: walk on water all the way east from Nabooru Town

Palace on the Sea

- Take elevator down, go right 1 room, obtain Key #1 (requires Fairy, go right 1 room from Key, then return as normal Link)
- Continue right 1 room, obtain Treasure Bag (200 EXP) on collapsing bridge
- Continue right 1 room, take elevator down, go left 1 room, obtain Key #2 (jump from falling blocks to reach)
- Continue left 1 room, obtain Red Magic Jar from Ra statue
- Take elevator down, go right 2 rooms, obtain Red Magic Jar from Iron Knuckle statue
- Go left 3 rooms, obtain Treasure Bag (200 EXP) above elevator (requires Jump)
- Take elevator down 1 floor, go right to obtain Key #3 (requires Jump), and left to obtain Treasure Bag (200 EXP) on breakable blocks
- Take elevator down again, go left 1 room, obtain Red Magic Jar from breakable block in left structure (requires Jump)
- Go right 1 room, take elevator up 1 floor, go right 4 rooms (walking through false wall), obtain Red Magic Jar from breakable block in middle structure
- Take elevator up, go left 1 room, obtain Key #4
- Go right 1 room, take elevator down, go left 1 room, take elevator down, go left 1 room, obtain Flute and Red Magic Jar from Iron Knuckle statue (requires Jump)
- Go right 1 room, take elevator up, go left 3 rooms (walking back through false wall), take elevator up, go left 1 room, obtain Red Magic Jar from Ra statue and Treasure Bag (200 EXP) on breakable blocks
- Take elevator down, obtain Treasure Bag (50 EXP) on breakable block
- Continue left 1 room, obtain Key #5
- Go right 1 room, take elevator up 2 floors, go right 1 room, defeat Gooma, obtain Key #6
- Insert 5th crystal into stone statue, exit

Before Three-Eye Rock Palace

- Use Flute to vanquish River Devil south of Nabooru Town, then follow road south through 3 traps
- Obtain Doll #4: northwest corner of swamp after River Devil (requires Jump)
- Obtain Treasure Bag (500 EXP): cave at north end of swamp
- Pass through northeast cave (north of lake), then use Hammer in nearby woods to find Kasuto
 - Obtain Magic Container #4: Kasuto (talk to old woman at 2nd house, then enter)
 - Learn Spell magic: Kasuto (2nd part of town, enter 3rd building, then enter fireplace)
 - Obtain Magical Key: Kasuto (3rd part of town, requires Spell, enter tall building that appears)
- Obtain Treasure Bag (500 EXP): woods south of cave leading to Kasuto (southeast of lake)
- Obtain Heart Container #4: southeast coast (east of Three-Eye Rock)
- Go to Three-Eye Rock Palace: use Flute between 3 rocks at Three-Eye Rock

Three-Eye Rock Palace

- Obtain Red Magic Jar from Iron Knuckle statue at entrance
- Take elevator down 1 floor, go right, obtain Treasure Bag (100 EXP) on high ledge (requires Jump)
- Go left 1 room, obtain Treasure Bag (200 EXP) under breakable blocks
- Go right 1 room, take elevator down, go right 2 rooms, obtain Red Magic Jar from Iron Knuckle statue (drop down endless holes 4 times)
- Continue right 2 rooms, obtain Treasure Bag (100 EXP) under breakable blocks
- Continue right 2 rooms (jump over false floor), defeat Rebonack, obtain Key #1 and Cross
- Go left 1 room, drop through false floor, obtain Treasure Bag (200 EXP) on right
- Go left 1 room, take elevator up, go left 2 rooms, drop down endless holes 1 floor, obtain Treasure Bag (200 EXP) on left
- Drop down endless holes 2 floors, obtain Treasure Bag (200 EXP) on left
- Drop down endless holes 4 floors, go right 4 rooms (use Fairy to cross lava pit), take elevator down 2 floors, go left 1 room, obtain Treasure Bag (200 EXP) under breakable blocks and Red Magic Jar from breakable block in left side of structure

- Go right 1 room, take elevator up 2 floors, go right 1 room, defeat Rebonack, obtain Key #2
- Continue right 1 room, obtain Doll #5
- Drop down hole 2 floors, go right on collapsing bridge, obtain Red Magic Jar from Iron Knuckle statue
- Go left 2 rooms, take elevator up 2 floors, go right 2 rooms, drop down hole 1 floor, use Fairy to go right 1 room, defeat Barba, obtain Key #3
- Insert 6th crystal into stone statue, exit

Before Great Palace

- Cross bridge trap west of Three-Eye Rock on the way to Old Kasuto
- Learn Thunder magic: Old Kasuto (enter 1st house)
- Return across bridge trap, then cross 2nd bridge trap north of 1st bridge trap
- Enter Valley of Death at trap south of graveyard
 - Obtain Red Magic Jar: southeast corner of Valley of Death
 - Go west to 1st trap
 - Obtain Treasure Bag (500 EXP): west fork
 - Take east fork and go north to 2nd trap
 - Go north into 1st cave
 - Exit south from 1st cave, then curve around west and north to 3rd trap
 - Go north into 2nd cave
 - Exit 2nd cave to arrive at Great Palace

Great Palace

- Take elevator down, go left 1 room
- Take elevator down, go right 2 rooms
- Take elevator down, go right 1 room
- Take elevator down 1 floor, walk through false wall left, obtain Red Magic Jar from Fokka statue (requires Jump)
- Take elevator down 2 floors
- Detour for completion
 - From elevator, go left 1 room
 - Take elevator down, go right 1 room
 - Take elevator down, go right 1 room
 - Take elevator down 1 floor, walk through false wall left, obtain Red Magic Jar from Fokka statue (requires Jump)
 - Take elevator down, go right 1 room
 - Drop through false floor, go left 2 rooms (use Fairy to cross lava pit)
 - Take elevator up, go left 4 rooms, obtain Red Magic Jar from breakable block in right structure
 - Take elevator up 1 floor, walk through false wall left to visit Fairy
 - Take elevator up, go left 1 room
 - Take elevator up 1 floor, walk through false wall left, obtain Red Magic Jar from Fokka statue (requires Jump)
 - Take elevator up, go right 1 room
 - Take elevator up, go left 1 room
 - Take elevator up, go right 3 rooms
 - Take elevator down, go right 1 room
 - Take elevator down 3 floors to rejoin direct route
- From elevator, go right 1 room, obtain Red Magic Jar from Fokka statue (requires Jump)
- Take elevator down, go right 1 room
- Take elevator down, go right 1 room
- Take elevator down 1 floor, walk through false wall left, obtain Red Magic Jar from Fokka statue (requires Jump)
- Take elevator down 1 floor, go left 1 room to obtain Doll #6, then back right 1 room to visit Fairy
- Take elevator down 1 floor, go left 1 room, drop through false floor under breakable blocks
- Go right 3 rooms to visit Fairy
- Go left 2 rooms, drop into narrow hole below collapsing bridge
- Go left, obtain 2 Red Magic Jars from breakable blocks
- Go right 1 room, defeat Thunderbird, obtain Key
- Continue right 1 room, defeat Shadow Link for Triforce of Courage

Outro

Version History

- [Version 0.9](#) — *August 19, 2018* The text of this guide is fully finished! All that remains now is adding the screenshots/images, plus some further editing.
- [Version 1.0](#) — *September 9, 2018* It took a long time to capture all the screenshots and other images, then getting them just right, and various parts of the guide needed to be reworked after all that. Though there may be minor revisions in the future, for now this guide is finished.

Special Thanks

The maps put together by Rick Bruns over at www.nesmaps.com have proved invaluable to me in helping keep the information in the overworld and the various palaces and towns laid out in an easily accessible manner. I highly recommend visiting his site to look at all the maps he's compiled, and maybe give him a donation if you're feeling so inclined!

The "Experience Chart" document here on GameFAQs by user AWing Pilot was the source for my own leveling up chart that I included in the appendix of this guide. Likewise, I'm heavily indebted to GameFAQs user Aspie Giraffe and their helpful "Game Challenges FAQ"—it was an immensely useful source of info on enemy traits, attacks, spells, and all sorts of things.

And of course, I'm thankful to the people at Nintendo for making such a creative and innovative game. It's certainly an underappreciated entry in the series. And thank you for choosing to use this guide to help you through the game!

Contact Me

If you found this guide helpful, please be sure to click "Yes" at the top of the screen to recommend it! I also have a PayPal if you feel like donating. Every little bit helps!

Constructive criticism is also welcome. Please, though, before leaving any negative feedback or clicking "No" on this guide, drop me a line first to let me know what your criticism is. I'll do my best to accommodate you or at least let you know what my reasoning was for the thing you're criticizing. I want to take everyone's feedback seriously.

For any questions, or if there are any errors, omissions, inaccuracies, grammatical/spelling mistakes, or other issues, please email me at [therewster1106\[at\]gmail\[dot\]com](mailto:therewster1106[at]gmail[dot]com); be sure to include "Zelda" or something similar in the subject line so I know it's not spam. You can also send me a private message on GameFAQs as well (my user name is TheRewster and my inbox should be open). Also, if I have made even the tiniest of errors--misspelled the name of an enemy or item, messed up a palace room, made a mistake in the enemy index or anywhere else, etc., etc.--I want to know so I can fix them all.

Thank you for reading my guide! I hope it was helpful to you.

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