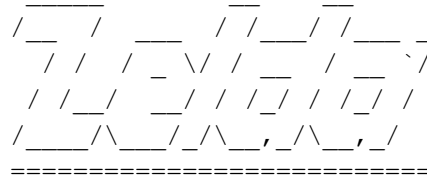
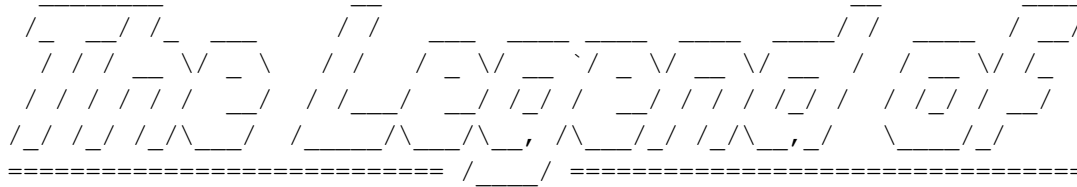


# The Legend of Zelda FAQ/Walkthrough

by Beautiful Affair

Updated to v1.01 on Jun 26, 2014



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## The Legend of Zelda (NES) FAQ/Walkthrough

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Version: 1.01

Last Updated: 13 January 2014

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### Version History

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Version 1.01 | 13 January 2014

\* Made a minor correction in the Enemies section.

Version 1.00 | 4 December 2013

\* The first, complete posted version of this FAQ/Walkthrough.

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=====  
i. Introduction  
=====

Hello and welcome to my FAQ/Walkthrough for the NES adventure classic, The Legend of Zelda. Within this FAQ I will provide a complete walkthrough to beat this game 100 percent; both quests, all items. The Legend of Zelda is the first in what would later become a series of one of the biggest game franchises of all time. In the original title, you play as Link, and have to rescue Princess Zelda from the clutches of the evil Ganon. However, you must also traverse through 8 separate dungeons in order to collect the scattered pieces of the Triforce in order to be able to get to Ganon's dungeon. You can also collect new weapons and upgrades, too. The concept of this game is very simple, but as an overhead action game, it has defined the adventure genre and is easily one of the biggest NES titles ever. Any Zelda fan should definitely play this one!

=====  
1. STORY [0100]  
=====

A l o n g , l o n g t i m e a g o t h e W o r l d w a s i n  
a n a g e o f C h a o s .

In the midst of this chaos, in a little kingdom in the land of Hyrule, a legend was being handed down from generation to generation, the legend of the "Triforce"; golden triangles possessing mystical powers. One day, an evil army attacked this peaceful little kingdom and stole the Triforce of Power. This army was led by Ganon, the powerful Prince of Darkness who sought to plunge te World into fear and darkness under his rule. Fearing his wicked rule, Zelda, the princess of this kingdom, split up the Triforce of Wisdom into eight fragments and hid them throughout the realm to save the last remaining Triforce from the clutches of the evil Ganon. At the same time, she commanded her most trustworthy nursemaid, Impa, to secretly escape into the land and go find a man with enough courage to destroy the evil Ganon. Upon hearing this, Ganon grew angry, imprisoned the princess, and sent out a party in search of Impa.

Braving forests and mountains, Impa fled for her life from her pursuers. As she reached the very limit of her energy she found herself surrounded by Ganon's evil henchmen. Cornered! What could she do? ... But wait! All was not lost. A young lad appeared. He skillfully drove off Ganon's henchmen, and saved Impa from a fate worse than death.

His name was Link. During his travels he had come across Impa and Ganon's henchmen. Impa told Link the whole story of the princess Zelda and the evil Ganon. Burning with a sense of justice, Link resolved to save Zelda, but Ganon was a powerful opponent. He held the Triforce of Power. And so, in order to fight off Ganon, Link had to bring the scattered eight fragments of the Triforce of Wisdom together to rebuild the mystical triangle. If he couldn't do this, there would be no chance Link could fight his way into Death Mountain where Ganon lived.

Can Link really destroy Ganon and save Princess Zelda?

Only your skill can answer that question. Good luck. Use the Triforce wisely.

```
=====
                                     2. GAME OVERVIEW                               [0200]
=====
```

```
-----
2.1. Controls                                                                    [0201]
-----
```

D-Pad: Move Link in the direction you push on the D-Pad (Up to head north, Left to head west, Down to head south and Right to head east)  
Move the cursor in the inventory menu

Select: Pause game while playing; resume game when paused

Start: Begin the game from the name screen  
Bring up inventory menu while on the field screen

A: Attack using your sword

B: Use item equipped in the inventory at the top of the screen

```
-----
2.2. Basics                                                                    [0202]
-----
```

```
o-----o
| Name Select Screen |
o-----o
```

When you begin the game, you will be taken immediately to a screen with three files. You can select a file that is saved should you have one, or if not, you can create a new file to progress through the game on. You can manage your files by naming them, or delete a file you don't want with the Elimination Mode button. Here is an example of what a file on the Name Select Screen Would look like:

```
  O   LINK   -
-+-   2     <3 <3 <3
  |
  / \
```

The picture of Link isn't just there to make it look a little spruced up, but

it will also tell you what state Link is in. Say, if he's holding a white sword and is wearing a blue tunic, it means that you are in the second quest and have picked up the Blue Ring. The name is what you have named your file. The number below his name means how many times you have died in your game. The amount of hearts shows how much health you have. The two options you can select below the game files are:

REGISTER YOUR NAME: Begin a brand new game if you have a blank file, and choose a name from the on-screen characters. Select "Register End" when you have finished doing this.

ELIMINATION MODE: Erase a file with some game progress on it that you no longer want.

```
o-----o
| Game Screen |
o-----o
```

Main Screen  
-----

```

+-----+
|                                     |
|   +-----+ // X0*1 +-B-+ +-A-+ - LIFE - | Your life
On-screen map | |           | +O X0*2 |*4 | |*5 |   <----- (heart meters
and          -----+--+> .      | O' X0*3 |   | |   | <3 <3 <3 | filled in
current      | +-----+           +----+ +----+ | red)
location     |_____|
|                                     |
|                                     |
|           _____ |           |           | KEY
|           |#####| /           |           | ---
|           _|#####|_|           |           | *1 = Rupees
|           .-' +-----+           |           | *2 = Keys
|           _.'-' +-----+           |           | *3 = Bombs
Field Screen-----+----->           |           | *4 = Equipped
|                                     |           | inventory
|           .-----|           |           | item
|           \           :`           |           | *5 = Equipped
|           |           |           |           | sword
|           |_____|           |           |
|                                     |
+-----+

```

Inventory Menu Screen  
-----

```

+-----+
| INVENTORY |
|           |
|           +-----+ |
|           +----+ | | _ _ |
Equipped -----+----->| | | | |
item           +----+ | | | | |
| USE B BUTTON | | _ _ | | | |
|   FOR THIS   | | | | | |
|           | | | | | |
|           +-----+ |
|           |

```



- \* = Must have Raft to access this area
- \*\* = Progress past Lost Hills to access this area
- \*\*\* = Use Recorder to access this area
- \*\*\*\* = Use Candle on bush to access this area
- \*\*\*\*\* = Use Bomb on right rock to access this area

(15,8): Letter location

The following below are locations of various places that have the same thing in them, namely shops, gambling caves and Heart Containers.

Gambling Caves: (1,7), (7,1), (7,7), (13,1), (16,7)

Heart Containers: (8,4), (12,1), (13,6), (16,3), (16,6)

Item Shops: (3,7), (5,4), (5,5), (6,6), (7,2), (7,4), (7,6), (11,4), (13,8),  
(14,4), (15,3), (16,2)

Potion Shops: (4,5), (5,2), (5,8), (8,6), (9,1), (12,4), (14,8)

Important Locations in Second Quest (not marked on map)

-----

(8,5): Dungeon 1 (E)  
 (5,5): Dungeon 2 (A) \*

(13,5): Dungeon 3 (L)  
 (12,7): Dungeon 4 (D) \*\*

(6,4): Dungeon 5 (Z) \*\*\*

(1,5): Dungeon 6 (Wizard's Hat) \*\*\*\*

(13,2): Dungeon 7 (Spiral) \*\*\*\*\*

(10,7): Dungeon 8 (Big Spiral) \*\*\*\*\*

(1,8): Dungeon 9 (Death Mountain) \*\*\*\*\*

- \* = Must defeat top centre Armos to access this area
- \*\* = Push right-hand stone to access this area
- \*\*\* = Must have Raft to access this area
- \*\*\*\* = Use Recorder to access this area
- \*\*\*\*\* = Burn bush on the right-hand side on top row to access this area
- \*\*\*\*\* = Must bomb wall to access these areas

(2,7): Letter location

The following below are locations of various places that have the same thing in them, namely shops, gambling caves and Heart Containers.

Gambling Caves: (1,2), (1,7), (7,1), (7,7) (13,1), (16,7)

Heart Containers: (1,6), (7,8), (11,5), (16,4), (16,6)

Item Shops: (3,7), (5,1), (5,4), (6,6), (6,7), (7,2), (7,6), (11,4), (13,8),  
(14,4), (15,3), (15,8), (16,2), (16,8)

Potion Shops: (3,8), (4,5), (5,2), (9,1), (10,6), (12,4), (14,8)

o-----o  
 | Gambling Caves |  
 o-----o

In a few areas of the overworld, you can come across secret caves usually accessed by bombing a wall. When you enter these secret caves, you get to play a "gambling" game, in which you have the chance to increase your rupees should you choose to play, but you also risk losing some of your money as well. You are shown three rupees, and just walk onto one, and then what you win or lose is displayed under each rupee once you have picked. There aren't any specific rupees that award you; it's all just a matter of luck. If you are wanting to boost your rupee count and can afford to risk a bit of money, go ahead, but if you are in need of collecting a certain amount, don't take the risk unless you really have to.

o-----o  
| Using Your Sword and Shield |  
o-----o

One of the most important things to know for survival and exploration in The Legend of Zelda is knowing how to attack your enemies and defend from their attacks. Once you have a sword, you can simply use the A Button to attack with it; if your health meter is full Link will fire beams from his sword to attack long-distance. The type of sword you have also determines how strong your attack will be against particular enemies. You can also have special accessory weapons like bows and arrows or boomerangs to help against enemies that are hard to beat or can't be taken out with the sword.

Also, you have shields to help defend from attacks. You can have a Wooden Shield and a Magical Shield, and if an enemy fires a projectile at you, if you face it directly and walk into it, the shield will usually deflect it away, however, both shields cannot defend all projectile attacks. The Magical Shield is larger and can defend against some projectiles that the Wooden Shield cannot.

=====

3. WALKTHROUGH - FIRST QUEST [0300]

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Overworld Grid  
-----

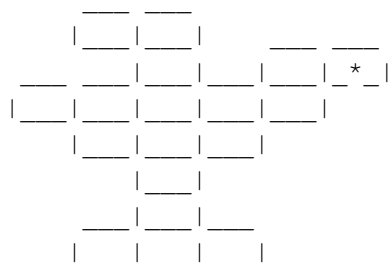
You start the game on grid square (8,1), but have no equipment and the surrounding environment is full of monsters that you won't stand a chance against in this state! You will notice that there is a nearby cave in the north-west corner of this screen, so enter it. The old man inside tells you that it's dangerous to go alone, so take this. He will hand over a wooden sword, your first weapon of the game. Simply walk over it to pick it up, and you now have a weapon to fend off enemies with!

Now exit the cave, and it's time to head off to the first dungeon. From the beginning grid square, you need to get to the location (8,5). To do this, head east by one screen, and from the area you come to with lots of bushes, make your way north by 4 screens, defeating any enemies you come across if you can for goodies, and once you get to the area with the long bridge leading west, walk across it to come across a screen with a huge tree with an open entrance. This is the first Dungeon of the game, the Eagle.

Dungeon 1 (Eagle)

-----

Map:



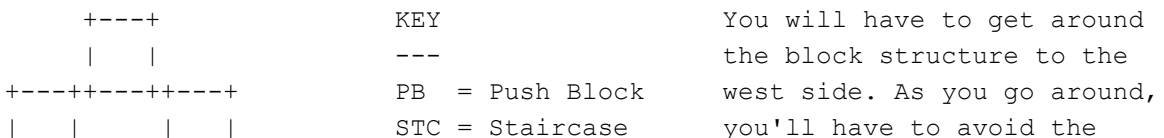
From where you enter the dungeon, there are three doorways surrounding you; two open ones (one on the west, one on the east), and a locked doorway to the north. Head through the east door. In this next room, there are five Stalfos skeletons wandering about; use your sword to kill them all. One of them is also carrying a Key, make sure you pick this up when the Stalfos drops it. Now go back to the entrance room and go through the west doorway. Kill the three Keese bats and grab the Key that is left behind when they are all defeated. Go back into the entrance room once again, unlock the north door and go straight through.

Three Stalfoses are wandering about in this room; defeat them for goodies if you want to, and go north into the next room. Here, kill off all five Stalfos skeletons and a Key will appear in the centre of the room. Collect it, then go through the doorway to the east. You'll come into a room packed with Keese bats. Kill all of them then grab the Compass, which is lying at the far right end of the room. This handy tool will point out the location of the Triforce in the dungeon. Go back into the last room and now go through the doorway to the west.

In here, the entrance will be sealed off as you come into a room full of Keese. Use your sword to beat them all and the entranceway will be open again. Unlock the door to the north and go through it. In this next room is a single block in the centre, with three Gels guarding it. Defeat these Gels (they are easy to kill off), and stand on the right-hand side of the block and push it to the left (just hold left on the D-Pad as you walk against it) and the west door will open. If you go into the room it leads to you meet the old man, whose advice is "Eastmost Peninsula is the secret". Now go back into the previous room.

Head through the doorway to the east and kill all the Gels in this room, then pick up the Map at the right-hand end of the room, and you will now have a complete layout of the dungeon at the upper-left part of the screen. Now from here, go through the doorway to the north. In this room, kill the three Stalfoses and pick up the Key that was being carried by one of them. Unlock the northern door, and go through into the room it leads to. In this next room are three Goriya enemies that hurl boomerangs. Kill them with your sword and then grab the Key that is left behind after they are all beaten. Unlock the western door and go through into the room it takes you to.

In this next room move left quickly so that you don't get hurt by the blade traps that are against each of the walls. Now, you'll notice that there is a layout of blocks that surround a staircase. To reach the staircase, you must push a certain block. Look at the diagram below:





```

+---+---+---+---+---+---+---+
| PB|      |STC|      |   |
+---+---+---+---+---+---+---+
|   |   |   |   |   |
V +---+---+---+---+
      |   |
      +---+

```

blade traps. The easiest way to do this is to walk into the path of the blade traps then quickly move backwards. The blade traps will collide then move back slowly, giving you time to go round.

Push the marked block downwards to access the staircase, and go down it. You will come into a cellar, with several Keese in here. Kill them all, then get the Bow on the other side. You now have a bow but cannot yet use it until you get some arrows, oh well. Do make sure you pick this up, as it is a mandatory piece of equipment to progress through the game with. Now leave this room to go back into the room with the blocks and blade traps. Go to the next room to the east, then south two rooms and you should be back in the room where you got the map. Now unlock the door to the east and head through into that room.

Kill the three Goriyas in here, and when you defeat them all, a Boomerang is left behind for you to claim! Pick it up, and it will be made your secondary weapon. You can use it to stun some enemies and keep them still while you attack them. Now go through the doorway to the east. In here, make sure not to get touched by the Wallmasters (you'll be sent back to the start of the dungeon if you do), and claim the Key in the south-east corner and use it to unlock the northern door, and go through into the room it leads to. In this room you will come face-to-face with the first boss, Aquamentus. This is the first boss of the game, and a rather easy one as well.

```

o-----o
|                                     |
|               - BOSS: Aquamentus -   |
o-----o
| Strategy: Aquamentus is at the far east side of the room, so stand on the |
| ----- west side. He will fire three fireballs at you, but the fireballs |
|           space themselves further apart as they get closer to you, so you |
|           can move between the fireballs and not get touched. If you have |
|           full health this fight will be a doddle; just use the beams fired |
|           by your sword to attack him, and after a few hits he'll be dead |
|           and finished.                                     |
o-----o

```

Once Aquamentus is defeated, pick up the Container Heart left behind and go through to the next room to claim the first Triforce piece and finish the dungeon!

Overworld Grid  
-----

It's now time to do a few things before we move on to the next area, but you will have to save up at least 80 rupees in order to do this, so I suggest that after you exit the dungeon, head east back over the bridge and fight enemies in the surrounding territories to earn some rupees. It may take a while, but worth it to get ahead, but try to stay close to the dungeon so as that you don't lose track of where your location is. Don't worry if you die, you restart very close to the dungeon and will not lose the rupees you had picked up.

Now, from the dungeon screen, head one screen east so that you're at the end of the bridge. Now go south by four screens, so that you can't go any further, then head east by one screen and kill all the blue Tektites here in case they

drop any goodies. Go east another screen and kill all the Tektites here too. As you head east one more screen, you'll now be at the coastline. Keep going east until you get to the corner of the area. Watch out for Leever's attacking on land and the Zora in the water that shoots fireballs at you. Once you get to the coast corner, go north by a screen and enter the cave, which is a shop. It sells shields (130), bombs (20) and arrows (80). Buy the Bombs for now, as you can afford to leave the arrows till later.

You now need to get to grid square (15,3) to another shop to get a Blue Candle for 60 rupees, which is why I told you to save up 80 rupees before (20 for the bombs, 60 for the candle). To get to this shop, you need to exit the shop and go west by two screens, north by one then east by one. Watch out for all the Moblins here and try to kill them if you can. Enter the cave on this screen to go into a shop that sells shields (160), keys (100) and blue candles (60). Pick up the Blue Candle. It will now be available in your inventory. Exit the shop.

You now have to travel to grid square (14,5). So, from here, go west a screen then head north by two screens. In this screen, kill off all the Moblins and then look at the two Armos knights standing in the centre of the screen. Touch the one on the right hand side to make it come to life but get out of the way quickly, as it will attack! Defeat the Armos if you can, and go down the secret staircase that it was guarding. You will come into a cave, with a friendly Moblin who will tell you "It's a secret to everybody". Walk over the rupee he presents to you to be awarded with 30 free rupees! Now, exit this cave, and the next destination is to get the letter from the old man, who is located at grid square (15,8).

From the screen where the two Armoses are, go north by two screens (not by the stairs on the second screen but via the coastline), then go east by a screen, then go up the blue stairs here to find a solitary cave. Inside is the old man, who says "Show this to the old woman.", and presents you with the Letter, so pick it up. Now exit the cave and go south by a screen, west by one screen, south by another screen, then west by a screen again. Here is a huge rock cluster in the middle of the screen, surrounded by Tektites. Kill them all off, then plant a bomb on the rock cluster just about here (X marks the spot):

```

      .-----
     /                               \
    .-'                               `-'
   | `                               ` |
   |                                 |
   |                                 |
   ` .                               \ /
   \                                 / \
   `-----'

```

Enter the cave that is revealed, and an old man will tell you to "Take any one you want.", and offer you a Potion or a Heart Container. It is MUCH more important to collect Heart Containers in the game than it is to get Potions, so grab the Heart Container and your health total will be taken to 5 hearts.

Now that you have 5 Heart Containers in your life meter, it's time to get a sword upgrade! Exit the secret cave and go up the blue staircase that is in the upper-left corner of the screen to an area with eight Armos knights. Go west by two screens, and you'll be at the waterfall area. Go up the staircase beside the waterfall, and you will be on a screen with a cave that is being guarded by a blue Lynel. This is a tough enemy to beat with its sword throwing ability, but if you use your Boomerang, the job will be made a bit easier for you. Enter the cave it is guarding, and the old man says "Master using it and you can have this.", so pick up the sword he gives you, and you now have the White Sword! This is stronger than your wooden sword, and will automatically replace it as your primary weapon.

Now that you have all that you need for now, it's time to get to the second dungeon, which is located at grid square (13,5). To get here, leave the cave



enter. Defeat the Keese bats and pick up the Bombs that are in the middle of the room. Go back into the last room, then go through the doorway leading north. In this next room, kill the huge horde of Ropes, then unlock the door to the east and go through it.

Kill the five Gels in here, and 5 rupees will appear in the middle of the room, so make sure to get them. Go into the north room, and the old man there will give you his advice, which is simply "Dodongo dislikes smoke". Now backtrack by two rooms, then go into the next room north. Kill the five Goriyas in here, and some Bombs will appear in the north-east corner of the room when they are all finished off. Make sure to pick these Bombs up and equip them. Now go through the northern doorway to enter the room with the boss, Dodongo.

```
o-----o
|                                     |
|               - BOSS: Dodongo -     |
|                                     |
o-----o
| Strategy: The Dodongo is some sort of rhinosaurus that is a very tough |
| ----- creature, and cannot be harmed via means of your sword, so you |
| will need a stronger weapon. So, make sure you have some bombs |
| equipped. As the Dodongo walks near you, get close enough so that |
| you are almost touching its face as it walks directly at you. |
| When the Dodongo is about to touch you, plant the bomb and the |
| Dodongo will swallow it, and the bomb will explode in its |
| stomach. You will do it right if the Dodongo freezes for a |
| second. Plant another bomb or two inside its mouth, and it will |
| be beaten and you win. |
o-----o
```

Once the boss is beaten, collect the Container Heart that it leaves behind and go through the western doorway. Collect the Triforce and you have beaten this dungeon!

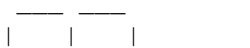
#### Overworld Grid

After you have beaten the second dungeon, there is nothing else to do but to head straight to the next one. The third dungeon is located at grid square (5,1). So to get there, from the screen on which the second dungeon entrance is, head south and go down a screen via the blue staircase. Go east by a screen and south by a screen so that you're at an area with some crossroads and lots of bushes around. Now, from here, go west by eight screens (you'll go past more areas with bushes then past a coastline, beware of the Zoras).

On this screen is a wooden jetty, but at the moment you won't be able to sail off from here as you don't have a raft. So instead, go south by a screen, and here you'll see a bridge that goes across the stream. Kill the Octoroks if you need to, and head over this bridge and go west to the next screen. On this screen with the old woman inside - but you don't need to go in here just yet. Instead, head west another screen, then go south by a screen, then east by a screen. Here, you will be at the third dungeon, the Manji.

#### Dungeon 3 (Manji)

Map:



```

  _ _ | _ | _ | _ * |
| _ | _ | _ | _ | _ |
| _ | _ | _ | _ | _ |
| _ |   | _ | _ |
  _ _ |   | _ |
    | _ | _ |

```

When you come into the first room there is only one other available doorway, which is the one leading west, so go through that one. In this room are six Zols, so use your sword to kill them all off first, before you get the Key which is lying in the middle of the room. When you have beaten the Zols and grabbed the Key, go through the northern doorway and you will be in another room with more Zols. Again, using your sword, kill them all off. Continue through the northern doorway and into the next room. In here are three tough Darknut enemies. The trick is to attack them from the sides and back with your sword, as they cannot be hurt if you attack their front, and they are immune to boomerang attacks, so be careful. If you have full health and can fire beams from your sword, it will be a lot easier.

After you defeat all the Darknuts, some Bombs appear in the middle of the room, so grab them. From here, go through the doorway to the west. Be quick as you enter this room, as there are blade traps about that could hurt you as you walk in. There are four Keese bats in this room, so use your boomerang and sword to kill them all, and grab the Compass, which lies in the middle of the room. Now go to the left side of the room and step into the path of the blade traps then get away quickly, and as the blades retract, unlock that door and go through it into the next room. In here are more Darknuts, so be prepared for a tough fight, but it's easier if you have full health and sword beams. When you beat them all, the south door will open, then go through it.

Again, in this next room are EIGHT (hoo, boy) Darknuts! Attack and kill them all off with the use of your sword (retreat to the doorway if you have to so that they don't hit you). Some more Bombs appear when they are all dead, so collect them when you beat them. Then, go down the stairs at the east side of the screen to arrive in the cellar area. Kill off all the Keese, and here you can claim an item you needed before - the Raft! Once you have it, head back upstairs to the previous room.

Backtrack into the room you were in before this one (the one that had five Darknuts in), and go through the northern doorway this time. In here is a good mixture of Zols, Keese, and Bubbles. Without getting touched by the Bubbles (which renders your sword useless for a few seconds), kill all the other enemies in here and collect the Key lying in the centre of the room. Head east into the next room, and kill all the Keese in here to get some Bombs (try using your boomerang as well, since you're in a narrow passageway and your movement will be restricted). Then carry on through the next doorway by unlocking the door and heading through.

Here in this room are three more Zols that are easily dealt with, and when you have beaten them all, another Key appears, so take this and use it to unlock the door leading north. Go into the room it leads to, and in here, avoid the blade traps and kill the two Zols. The northern doorway is sealed, so to open it, stand on the right hand side of the left block in this room and push it to the left, and this will cause the doorway to open. In the room it leads to, you will find the old man, whose advice is "Did you get the sword from the old man on top of the waterfall?". You have, so there's no need to worry about that. From the room in which the old man is, go into the next room via the doorway on the west wall.

In this room are eight Keese. Use your sword or metal boomerang to finish them all off, and collect the key that was lying in the middle of the room as you

walked in. Head back to the room with the old man (the doorway reopens when all the Keese are defeated), and go through the southern doorway back into the room with the blade traps, then back through the southern doorway to be back in the room with doors at all four sides. Unlock the door to the east and head through into the room it leads to. In here, watch out for the blade traps and defeat the Zols and pick up the Map to get the dungeon layout.

From here, go through the south doorway to a room with the only other door sealed shut and three Darknuts wandering about. You have to kill these three Darknuts in order for that door to open, so take caution as you use your sword. A good trick is to attack their sides if you stand on the other side of some of the blocks in the room and attack (since Link's sword can just reach the other side of them). Go through the doorway to the east that is opened, and in here, avoid the Bubbles as you fight the Keese and Zols. When you defeat these enemies, 5 Rupees appear in the north-west corner. Collect them, then go through the northern doorway to meet up with the dungeon boss, Manhandla.

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|               - BOSS: Manhandla -   |
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| Strategy: Manhandla is a giant blue plant with four claws on each side of |
| ----- its body, which is otherwise invulnerable unless you defeat the |
|         claws. Arguably one of the trickier bosses in the game, if you   |
|         don't know how to tackle this boss properly, it could quite     |
|         literally manhandle you. Manhandla will move around the room    |
|         shooting fireballs at Link, making approach a tough task. Using |
|         your sword, you can slash the claws and kill them. Every time a  |
|         claw is removed, the plant moves around faster and shoots the   |
|         fireballs at a more rapid rate. However, a simpler (yet trickier)|
|         method of defeating this boss is by planting a bomb. If the bomb |
|         placement is well-placed and well-timed, it can destroy the     |
|         entire boss, body, claws and all, if the body moves over the bomb|
|         the moment it explodes. Luckily, it is only seen as a dungeon   |
|         boss once in the whole game.                                     |
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When the boss is defeated, collect the Container Heart left behind, and go through the doorway to the north to find the third Triforce piece. Simply pick it up, and you have beaten this dungeon!

#### Overworld Grid

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Once outside, we can now progress on, but we have some things to do before travelling to the fourth dungeon. Once you are back outside in the overworld, the next couple of things you'll want to get are the Power Bracelet, Blue Ring, and Large Shield to upgrade Link before heading to the next area.

So, from the third dungeon entrance, go west by a screen. Remember to fight enemies in order to get rupees, as you'll need to save up a whopping 250 to buy the Blue Ring we need a little later. Now on this screen you are on now, there are two paths that lead west. Take the bottom one as you go west by another screen. Go west one more screen, fighting these Moblins you come across. At the area you end up at, go north by one screen, and you will now be at grid square (2,2), which is also known as the "Lost Woods" area. To get through this area, you need to travel in the correct directions through each screen to get through it. So, to do this, go north a screen, west a screen, south a screen, then west



screen to arrive at an area with a few Peahats and a solitary boulder. Move the boulder to reveal a staircase; go inside to the underground warp passageway. In here, go down the stairway on the right to arrive back at (10,1), which is where you warped before. Now from here, head west by three screens, north by one screen, west by another two screens, then north by three more screens, so that you're at an area with water and two rows of three Armos Knights. Awaken the middle one in the top row of knights, and when it moves, a secret staircase is revealed. Go down it to find a secret shop that sells Keys, Blue Rings and Food. Buy the Blue Ring for 250 rupees. Remember that if you don't have enough, you'll have to fight more enemies or gamble for rupees!

Now, with the Blue Ring equipped, once you leave the cave, Link's tunic will now be coloured blue, and the damage you receive from enemies will be cut down by a half, so it is well worth buying this accessory! Now, from here, you need to head all the way back to grid square (10,1) - the area where you warped to a couple of times from the underground passageways (the screen that is two screens east of the starting location). Now go east by three more screens, and plant a bomb approximately 3/8s from the left side of the screen against the wall, and it should reveal a secret save, where you can play the gambling game. You can come in and gamble for rupees if you want, but the main thing to do is to get 90 rupees to buy a Large Shield. The quick way is either to gamble (but remember, you can easily lose your money as quickly as you gain it), or you can fight enemies.

There are four locations on the overworld grid where you can find a shop that will sell you a Magical Shield for 90 rupees (all other places have them for reasonably more expensive prices). The shop locations with Large Shields on sale for 90 rupees are located at (3,7), (7,4), (7,6) and (14,4). From here (13,1), the best spot to go to buy the shield would be grid square (7,6). So from this screen with the secret gambling cave, head west by four screens, so that you're at the screen just east of the starting location. From here, go north by a further three screens, then go west by a screen.

Here, kill the Zora so that it won't annoy you. Now equip your Blue Candle, and set fire to the round bush that is fifth in from the right-hand side of the screen. If done right, it will reveal a secret staircase. Go down it and in here, you can get a Heart Container that is offered. Get this, then we can go for the shield. Exit the cave and go west by a screen, and with your Blue Candle, set fire to the bush in the top-left corner. Go down the staircase that is revealed to enter the shop, and purchase the Large Shield for 90 rupees. With this, you can now deflect projectiles such as bullets and fireballs from enemies like Zoras, and it is much more preferable (obviously) to the Wooden Shield you had previously. That is all the upgrades we need for now, so it's time to head off to Dungeon 4, found at grid square (6,4). So, go south by a screen then west by a screen. Step onto the jetty and Link will sail across the water to reach the entrance of Dungeon 4. Go inside.

Dungeon 4 (Snake)  
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Map:

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When you enter, there are two open doorways in the entrance room. Go through the one leading west. In this room, kill the eight Keese bats with your sword and/or boomerang, and when they are all beaten, a Key appears in the room, so go ahead and take this. Now go back to the previous room, then go through the doorway leading north. In here are three Vires, that when attacked with the sword, split into two Keese. So use your Sword to defeat them all, and once you have done so, unlock the door on the east and go through into the room that it leads to.

This room is very dark and filled with Vires. Equip and use your Blue Candle to light the room up. Now that you can see the layout of this room, kill the Vires inside, and collect the Compass lying at the far right end of the room so that you can now pinpoint the location of the Triforce piece in this dungeon. Go back to the previous room, then head through the other doorway - the one that was open, leading north. In here are another eight Keese and a Key. With your boomerange and sword, beat all the Keese and then collect the Key, then go through the doorway to the west.

This room is also dark, so use your Blue Candle and that will light it up. Now proceed to defeat all the Vires inside, then go through the doorway that leads north. This room is dark as well, so light it up and kill the five Zols inside, then pick up the Key that is lying in the centre of the room. Now go through the northern doorway, and light up this room. You'll notice that there is a blue gap that prevents you getting to the other side of the room, and the only way you can get across these is with a Stepladder, which you don't yet have. Avoid the Bubbles and unlock the eastern doorway, and go into that room. In here, kill all the Vires and the sealed door to the right will open, and you can go into the room it leads to.

In here is a mixture of Bubbles, Zols and Like Likes. Be very careful and watch out for the Bubbles that stop you using your sword temporarily, and the Like Likes that can swallow Link and steal his shield, so avoid them at all costs. Kill off the Zols and Like Likes, then push the left hand block, and some secret stairs will be revealed in the north-east corner. Go down them to reach the cellar of the dungeon. Defeat the Keese bats in here, and go to the other side, where you can claim the Stepladder! With this item, you can now cross narrow gaps and reach some areas you couldn't otherwise reach without this item. Once you have collected it, go back to the previous room.

Now from here, go to the previous room you were in before this one, and unlock the northern door and go into that room. Use the Blue Candle to light it up, and kill the Gels with your sword and boomerang for the ones on the outer pathway. You'll notice that the Map is lying in the corner of the room, but you can't reach it just at the moment. Go back to the previous room and go through the west doorway. In here, kill the Vires if you have to, and unlock the northern door and head into the next room. In here, kill all the Vires hopping about, and go through the doorway leading east. Light the room if you want, and head all the way across the path to collect the Map.

Now, go back to the last room and head north into the next room. In here you will meet up with an enemy you really wouldn't want to - Manhandla. There are two of those fireball-shooting statues in the bottom corners of the room, but they won't fire anything. Try killing the Manhandla by just planting a bomb underneath it to defeat it quickly (make sure not to use up all your bombs however, make sure you have at least one bomb left). It is very tricky to get past it, but just keep trying. If you get killed, remember to choose CONTINUE so that you start back at the dungeon entrance, not from the beginning square. Once the Manhandla is defeated, only then will the sealed door open. However, just before you go through, place a bomb against the east wall, right between

the two things on the wall. It will make a secret entry to a room that has ten rupees in, so go in and collect them all.

Now, go back to the last room and go through the doorway that was opened when you beat the Manhandla. In here, you will meet the old man, whose advice this time round is "Walk into the waterfall." Unlock the east door, and go through into that room. In here, use the Blue Candle to light the room up, and kill the Keese bats and collect the Key that is in the middle of the room. Head across the room then go through the east door. Be careful as you walk into this next room as there are Blade Traps inside. The best thing to do is lure the traps at the entrance and as they come towards you, step back into the doorway. When they retract, use the Blue Candle to light up the room and you can safely see your way around. There's nothing else here, so continue south through the doorway and into the next room.

In here are five Vires. Defeat them all, then stand on the right-hand side of the left block and push it to the left to open the sealed door. Go through into the room it leads to, and you'll come across Gleeok, the multi-headed dragon boss.

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|                                     |
|               - BOSS: Gleeok -      |
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| Strategy: Arguably one of the tougher bosses in the game, Gleeok is a      |
| ----- dragon with multiple heads. It blocks the doorway to the Triforce |
| room with its huge body, so you have to beat all the heads to            |
| defeat the whole thing. Simply use your sword to attack (again,          |
| more helpful if you have full health so that you can fire sword          |
| beams to attack long range), and after a few hits to each head,          |
| they will come off. However, the dragon will shoot fireballs at          |
| you, so you have to constantly be on the move, even moreso if you        |
| have to attack close-range. When the boss is down to its last            |
| head, another of its heads will detach and begin to fly around           |
| the room. It cannot be attacked with the sword, so you will have         |
| to do your best to avoid it. Once all the heads are killed, the         |
| body will vanish and you win.                                           |
o-----o
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When you win, pick up the Container Heart left behind and go through into the next room and collect the Triforce piece, and you have successfully beaten this dungeon.

#### Overworld Grid -----

Before we advance, the next objective to do out in the overworld is to save up the rather heavy sum of 180 rupees (I know, you do have to take a lot of time and save a lot of money, but trust me, it's worth it) - to buy some arrows for your Bow and finally make some use of it, and also, to be able to buy more bombs to hold in the next dungeon. The arrows cost 80 and the bombs cost 100, so make sure that you save up absolutely no less than 180 rupees. You can fight enemies for the rupees or go and gamble if you feel lucky, but just to stay safe, it's better to fight enemies as if you gamble, there's a risk of losing more money than you gain.

So, for advancing from the last dungeon, when you are back on the overworld grid, go south so that you sail back to the dock that you used to get to the dungeon. Now, you need to find a shop that sells Arrows, so from the grid

square you are at now, go south by one more screen, east by one, south by one, then finally east by one, and you're back at the starting grid square if you've followed my directions so far. Now from here, go east by seven screens and you'll be at the very south-east corner of the overworld. Now go north by a screen and enter the on-screen cave, which is a shop. Buy the Arrows for 80 rupees. You can now use your Bow to shoot these, but remember it costs a rupee to shoot an Arrow. The next dungeon has some enemies that can only be defeated with Arrows, so as well as the 100 rupees you now have to save up, get some extra to shoot these arrows.

Okay, now from here, it's time to boost your health total up by one more Heart Container. So, leave the shop and go north by a screen. If you remember previously, you went past this Container Heart a while ago but were not able to reach it. However, now that you have the Stepladder, you can! Defeat all the enemies knocking about here, then just walk across the wooden planks in the water via your Stepladder to reach the Container Heart and get more life in your life meter. Now, your next task is to get 100+ rupees if you don't have that amount already; all I can suggest is what anybody else would tell you on how to obtain money in the game - fight monsters or gamble. I'd choose the first option but it's up to you, but any way, you have to get that amount. Get a few more as well to be able to use some arrows.

Once that is done, the next objective is to get to the fifth dungeon. From the grid square on which you found the secret Heart Container (i.e. (16.3)), you need to head north by two more screens so that you're at the corner of the coastline. Now go west by a screen, north by another screen and west by one more screen, then up the blue staircase, then west by two more screens. You will then arrive in an area of the overworld known as the "Lost Hills". Like the Lost Woods you need to travel in certain directions to get through; here all you need to do is go north by four screens and you'll get through.

You will now arrive at the entrance of Dungeon 5. Before you enter, let me stress what I haven't stressed enough in the past few paragraphs: MAKE SURE YOU HAVE OVER 100 RUPEES. You need 100 to be able to buy and hold more bombs from an old man in this dungeon, and you also need some to shoot arrows to defeat the Pols Voices in the dungeon. I like to get about 130 before I go in as it's a good enough amount. If you don't have that much rupees, then leave the dungeon and fight more enemies until you get enough. Once you are ready, we can proceed with the walkthrough for Dungeon 5, the Lizard dungeon.

#### Dungeon 5 (Lizard)

Map:

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From the entrance room, there are two open doorways to choose from - take the one leading east first. In the room it takes you to, there are five Pols Voices, enemies that can only be killed via the Bow and Arrow, so equip your Bow and shoot until all of them are defeated, and a Key appears in the middle of the room for you to take. Grab it, and go back to the entrance room, then head through the other doorway. This room is dark, so you'll need to use your

Blue Candle to light it up, then defeat the Gibdos in here. One of them is carrying a key, so when you defeat it and it drops the Key, collect it. Use this key to unlock the locked doorway on the east wall and head into that room that it leads to. In here you meet the old man, whose advice is "Digdogger hates certain kinds of sound."

Go back to the last room and continue north into the next room. In here are three Dodongos to deal with, so equip your bombs and feed them to the Dodongos. It takes two bombs to kill each Dodongo, so be precise with your timing. If you use up all your bombs or fail to kill the Dodongos with them, go out to the overworld to buy some more and return. When you successfully kill all three of the Dodongos, the west door that was sealed will open, and some Bombs appear in the room that you can collect to make up for the ones you used up on the Dodongos. Go through the western doorway that was previously sealed.

In here, go across the red gap via the Stepladder and kill all the Zols infesting the room, and a Key appears when they are all killed, so pick it up. Go through the doorway to the south, and in this room, kill all the Gibdos. One of them is carrying some Bombs, so grab them when you beat the Gibdo who is carrying them. Now equip your Bombs and place one at the centre of the west wall, and it will reveal a hole when it explodes that leads to a room infested with (dear God, no) Blue Darknuts. These enemies are extremely tough, so be careful when fighting them. Then, in similar fashion as to what you did in Dungeon 1, push the very left block of the block formation in the room to be able to reach the staircase and go to the next room. In the cellar use your boomerang and sword to kill the Keese bats and head up the opposite staircase to reach the next area.

Here, you are in a room that has two locked doors, one to the south and one to the west. Unlock the one that goes west, and head into that room it leads to. In here are more Darknuts to fight off, six in total. Remember that when you fight these guys, be sure to be on the move quickly as their attacks can take one whole heart from your meter, but take your time with fighting them as well. Also, you can retreat to the doorway and stand in it so that the Darknuts won't touch you. It also comes in really helpful if you have full health and can fire beams at them. Once you defeat all the Darknuts, stand on the left hand side of the single block in this room and push it to the right to reveal some secret stairs. Go down them to reach the cellar, and defeat the Keese bats in here, and go up to the other end to claim the Recorder!

With this you can defeat the Digdogger boss, warp back to previous dungeons and find the seventh dungeon of the game. It is necessary to claim this item, so make sure you do. Now that you have it, go back upstairs and back to the previous room, and unlock the door that leads south, and head into that room. In here across the red stream are several Keese bats. Defeat them all before collecting the Key that was lying in the middle of the room. Now before you leave, equip your bombs (you'll need at least one so hope you do), and bomb the middle of the east wall to reveal a secret entrance. Go inside and you'll meet an old man who says "I bet you'd like to have more bombs." This is where having the 100 rupees I told you about before comes in. Pay the old man the 100 rupees and the amount of maximum bombs you can carry increases to twelve.

Now backtrack two rooms and push the left block in the block formation and go down the stairs. In the cellar, go down the stairs and up the other set to reach the room you were in before with the blue Darknuts. Go through the hole in the east wall you made before. In this room, bomb the middle of the east wall to reveal another opening, and go through it. In here, light up the room with your Blue Candle and defeat the three Gibdos in here. When you do, the sealed northern door will open up. Go through that one to reach another room with Dodongos in. Again, use your bombs to defeat them all. When all three

Dodongos are dead, the sealed western door opens. Ignore it for now however, and unlock the northern door and go into that room. Take the Map in this dark room and go back into the room you were in just before.

Now go through the east doorway. Light up this dark room with your Blue Candle and defeat the five Zols lurking about. When they are all defeated, 5 Rupees will appear for the taking, so grab them. Then go through the northern door, and in this room, defeat the five Gibdo mummies with your boomerang and sword, then grab the Key that appears. Enter the room to the north, light it up with the Blue Candle and take on the three red Darknuts. A good trick is to step onto the red part of the floor and stay on your Stepladder, as they can't touch you while you're on it. When they are all defeated, the Compass appears. Pick it up to get the location of the Triforce in the dungeon.

Now go through the northern doorway, light up this dark room, then equip your Bow and Arrows. Defeat the Keese, Pols Voices and Gibdos, then collect the Key in the middle of the room, and use it to unlock the door leading west, then go into the room it leads to. Kill all five Gibdos in the room to make a Key appear, then collect it. Continue heading west and into the next room. In here, use your Bow and Arrows to kill the Pols Voices. Unlock the western door and go into that next room. In here you will meet up with the dungeon's boss, Digdogger.

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|                                     |
|               - BOSS: Digdogger -   |
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| Strategy: This huge, disc-shaped boss is very tough and almost immune to |
| ----- any attacks whilst in its normal form, but if you have the      |
| Recorder (which is why it's so important to collect the item),          |
| equip it and use it. The sound played will cause Digdogger to           |
| shrink in size, and it can then be attacked, but it will move          |
| about faster. When you have shrunk the Digdogger, a few strokes         |
| of the sword will defeat the boss.                                       |
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Once Digdogger is beaten, grab the Container Heart, go into the northern room, pick up the Triforce piece, and you have beaten the dungeon!

#### Overworld Grid

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Before going to the sixth dungeon, it is now time to collect two very essential items: the Potion (which you can get from the Old Woman mentioned earlier in this FAQ) and the Magical Sword, the strongest sword you can possibly get in the game. In order to get the Potion from the Old Woman, you must have collected the Letter from the Old Man (we did this a lot earlier, so you should still have it). You also need 68 Rupees in order to buy the 2nd Potion (the better one as it can be used twice). You need a minimum of 12 Heart Containers in your life meter to be able to get the Magical Sword too. If you followed this walkthrough from the start, by now you should have 13. These items are great to have, because the Potion restores your life fully, and the Magical Sword will take care of the tougher enemies rather easily in the last few dungeons of the game, and you can keep your Life up with the Potion when the going gets tough.

So from the grid square at which the entrance to Dungeon 5 is, your next destination, for the Magical Sword, is grid square (2,6). Go south by a screen

so that you're back in the Lost Hills. The only way you can exit from here is by going west, so head west by four screens past the waterfall where you got the White Sword a lot earlier, and the stream with the Zora in. Beware of those rocks! After 4 screens you'll see that the stream starts to go south. Use your Stepladder to cross the stream, and go west by three more screens (kill or avoid the Lynels on the second screen). On the third screen you should be at an area with four red Lynels and eight stationary Armos Knights. Go down the blue staircase leading south to that screen it will take you to.

From here, go west by one more screen, south by one more, and you will be in the cemetery area with ten white Armos Knights. Go west by two more screens then finally, north by one. Here, kill the Ghini ghost by stunning it with your boomerang and hacking away at it with your sword. You now have to reveal a secret staircase that is underneath one of the tombstones. Look at the diagram below for help (tombstones on-screen marked by the respective numbers):

1	2	3	4	Stand behind tombstone number 7 and push it down, and that familiar tune will sound, and the secret staircase will be
5	6	7	8	revealed! Go down it, and in this cave the old man will
9	10	11	12	present you the Magical Sword should you have a minimum of 12 Heart Containers. Pick it up, and you have the game's strongest weapon!

It's now time to pick up a Potion from the Old Woman, so exit the cave with the Magical Sword, and from the grid square on which you revealed the secret staircase from the tombstones, so south by a screen and east by two so you're back at the area you went past just before with the ten white Armos Knights. You can reveal a secret cave with a bomb, so equip your Bombs and look at the diagram below for the location of the cave and where to bomb (X marks the spot):

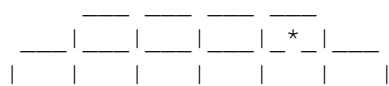
<pre> +-----+              -             -                   -            \ /   -                 -            /\    -      +-----+-----+-----+  --+ [A] [A] [A] [A] [A]  --+ [A] [A] [A] [A] [A]   +-----+-----+-----+   +-----+ </pre>	<p>When you have bombed the wall and revealed the cave, go inside and the Old Woman will be waiting there, but she won't say anything. Go to the Inventory menu and equip the Letter, then walk up to her and press B. She will then say "Buy medicine before you go." and offer a Life Potion for 40 Rupees (blue), and a 2nd Potion for 68 Rupees (red). Buy the 2nd Potion, as it can be used twice. A little note, when you use the red Potion once it'll turn blue and you can use it once more. However, you can buy a second blue Potion to turn it back red.</p>
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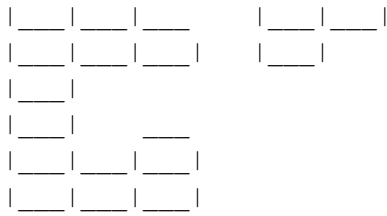
Now that we have these two very useful items, it's time to go to the sixth dungeon and get another piece of the Triforce. Simply leave the cave, go west by a screen then up the blue staircase to be at the entrance. Go inside.

Dungeon 6 (Dragon)

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Map:





When you enter, there are two doorways that lead east and west. Although you should still have some Keys in your inventory it's not necessary to unlock the west door just right now, so go into the east room. Use your Blue Candle to light up this dark room, and you'll see in here a Wizzrobe. Be careful not to touch the magic waves it spouts and kill it with your sword, and grab the Key that is left behind when you defeat it. Use it to unlock the door to the north, and go into that room. In here, you'll meet the old man, and his advice is "Aim at the eyes of Gohma." Now backtrack to the entrance room, and unlock the door leading west, and go through.

Defeat the four Wizzrobes in here (one stroke of your Magical Sword is all it takes to beat them) and pick up any goodies they leave behind, then go through the northern doorway. In this room are five Zols. Kill every one of them, and the dungeon Compass will appear in the middle of the room, so pick it up and you will be given the location of the Triforce Piece in the dungeon at the upper-left part of the screen. Carry on north, through the doorway and into the next room. In here, watch out for fireballs being shot from the statues in each corner and use your boomerang to kill the Keese in the room (it's better to attack long range in here). When they are all beaten, grab the Key that appears and continue north into the next room.

Hold Up on the D-Pad as you go through this room and don't let go until you get past the second pair of Blade Traps. Lure the ones guarding the north door and step out of their path, and while they retract, go north through the doorway and into the next room. This next room is packed with Wizzrobes and Like Likes, so defeat the Wizzrobes first before you take on the Like Likes, but remember to stay away from the Like Likes at all times so that they don't swallow you and take your shield. Also watch out for the Bubble that can stop you from using your sword if it touches you. Once the Wizzrobes and Like Like enemies have been beaten, push the left-hand block and both sealed doors will open. Go through the north one.

In this room you will be short for space as you deal with the blue and red Wizzrobes. When they are all defeated, five Rupees appear in the north-east corner of the room, so make sure to collect them. Use your Potion if you are low on life here, as a Gleeok is in the next room, to the north. Go into that next room and defeat the Gleeok, using the Bosses section if you need to, and the east door opens when you have beaten in. Go through that east door, and in the next room, whilst avoiding the Bubbles, kill the two Like Likes and Zols on either side of the red gap. Grab the dungeon Map that appears when they are defeated, then unlock the northern door and go into the room that it leads you to.

In here, defeat the mixture of blue and red Wizzrobes, then push the left block to the left to make a secret staircase appear in the north-east corner of the room, and go down it. In the cellar, defeat the Keese and go to the other end and claim the Magical Rod, which allows you to attack enemies with a strong magic wave, and when you get the Book of Magic later, you can make the weapon even stronger! Once you have picked it up, leave the cellar to the last room.

Go back to the south room and cross the red gap with your Stepladder and go through the doorway leading east. Light up this dark room with your Blue Candle and proceed to defeat the Wizzrobes, then grab the Key, which is lying in the

middle of the room. Now go through the doorway that leads east into the next room, and in here, defeat the Wizzrobes and Like Likes in here. Remember not to get swallowed by the Like Likes or get touched by the Bubbles floating about in the room either. When they are all defeated, the sealed northern door will open, allowing you to reach the next room. In here is another old man, whose advice this time round is "There are secrets where fairies don't live."

Go back to the last room then go west by two rooms. Go back over the red gap and unlock the southern door, and go into that room its leads to. Light up this dark room with the Blue Candle, and kill the Wizzrobes and get the Key, which is lying in the middle of the room. Continue south through the doorway into the next room. The doorway will seal and it's dark, so first of all, light it up with the Blue Candle and defeat the Vires hopping about in here. When you defeat them all, the door you entered through will reopen. However, go through the door leading east. In here are yet more red and blue Wizzrobes and Like Likes with a Bubble, so defeat all of them and push the block to reveal a secret staircase in the north-east corner, and go down it.

In the cellar, defeat the four Keese and go up the opposite staircase to arrive in a new area of the dungeon. Defeat the Zols and Like Likes while avoiding the Bubbles and making sure not to get touched by the Like Likes, then go south into the next room. In this dark room, light it up with the Blue Candle and kill the Vires, avoiding the Bubbles. When they are all killed, get the Key that appears in the middle of the room and go through the west doorway. In here, avoid the Blade Traps and defeat the Wizzrobes. Unlock the northern door, then equip your Bow and Arrows before going into that room where you'll meet the dungeon boss, Gohma.

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|                                     |
|               - BOSS: Gohma -      |
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| Strategy: For having to go through a moderately difficult dungeon, this |
| ----- boss is very easy to beat. Equip your Bow and Arrow and get an |
|               aim at the boss's huge eyeball. Watch out for the fireballs it |
|               shoots, and when Gohma fully opens its eye, shoot. If you hit the |
|               bullseye, the boss will die! Blue Gohmas require three hits to be |
|               defeated. |
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When you beat it, collect the Container Heart and enter the next room to find the Triforce piece and beat the dungeon!

#### Overworld Grid -----

The next thing you need to do once you have beaten the dungeon is to wander round and defeat more enemies to save up more rupees again - this time you need to get 160 rupees. The reason for this is, that you need to purchase some Food from a shop (which costs 60), and save the 100 to be able to get more bombs to hold from a man in the next dungeon. On top of that, you should save a few more to be able to fire arrows at enemies in the next dungeon as well. First, you'll need to backtrack all the way to (8,1) (the grid square where you originally start the game). To get there from the Dungeon 6 entrance, go south by a screen then east by one. On this screen, go up the left-hand blue staircase, and on the section of the new screen you arrive at, defeat the red Lynel and push the left-hand boulder and go down the stairs to find the underground warp cave. Go down the staircase in the centre.



You re-emerge at the screen with all the blue Tektites. Defeat them and pick up any goodies they leave behind (blue Tektites are usually a good source of money), and go west by two screens. You'll now be back at the starting area. From here you can wander round to fight enemies to get the 160 rupees you need, or you can gamble if you want, but it would be taking a risk. Anyway, when you have the money you need, from here you need to get to grid square (5,5), which sells Food for the cheapest price. To get there from the grid square at which you start the game, head north by a screen, west by two screens, cross the bridge on this screen and continue left by one more screen and then north by three more screens.

You should now be at an area with six Armos knights to the left of the water. One of them is revealing a secret staircase - awaken the Armos in the centre of the top row and defeat it when it starts moving. Go down the staircase that it reveals, and you'll come into a shop cave that sells Keys, Blue Rings and Food. This is the cheapest place in the game to get Food for just 60 rupees, so buy that. Now leave the cave, and back on the overworld, go south by two screens, west by two screens, then north by a screen. Defeat the Moblin here, then equip your Recorder and play it. The water will drain and reveal a staircase, which is in fact the entrance to the seventh dungeon. Go down the staircase.

#### Dungeon 7 (Demon)

Map:

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There are two open doorways when you enter this dungeon - go through the one leading east. In that room, you will encounter two Moldorms for the first time in the game. Attack their body parts with your sword until they all disappear, some Bombs will appear in the middle of the room, so pick them up. Then go through the northern doorway into the next room. Light this dark room up with your Blue Candle, then proceed to defeat the Keese bats with your sword and boomerang/magical rod. When all the Keese are defeated, go through the doorway leading east, and defeat the blue, metal-boomerang wielding Goriyas. The sealed door leading north will open; go in there to hear the Old Man's advice, which is "There's a secret in the tip of the nose."

Now go back to the last room and head through the doorway to the east. In this room you will have another encounter with Digdogger, so as you did before, equip the Recorder, use it to shrink the Digdogger, and finish it off with your sword. Pick up the Bombs it leaves behind when you kill it, then go east into the next room. In here, kill all the Stalfos skeletons using your sword and Magical Rod. One of them has a Key, so pick that up when you kill it. Now from here, go west by three rooms so that you should be in the dark room you entered before that had the Keese in. Go west one more room and you will be in a room with two statues in the centre and five blue Goriyas. Whilst avoiding the fireballs being shot from the statues in the middle of the room, defeat the five blue Goriyas in this room.

Grab the Bombs that are left behind, then equip them and plant one in the

middle of the west wall. When it explodes, it will reveal a secret opening. Go through it, and hold left as you enter this next room as there are blade traps against the wall. Kill all the Keese in the room and grab the Bombs left behind when they are all defeated. Go through the doorway leading south, and in this room, avoid the fireballs coming from the statues in the middle and defeat all the Ropes (one swipe of your sword is all it takes to beat each one), then grab the Key lying between the statues. Go back to the last room, then carry on north into the next room. In here are three Dodongos, so feed them bombs until they are all defeated and pick up the 5 rupees left behind. Unlock the northern door and go through to the next room.

The old man in here will offer you more bombs for 100 rupees. Pay him the 100 rupees I told you to save up earlier, and you will now be able to carry about the maximum amount of bombs you can possibly hold, which is 16. Now go back to the previous room, then go through the doorway to the east. In this room is a mixture of three red Goriyas and three Blue Goriyas. Using your sword and Magical Rod, defeat them all and the east doorway will open. Go through that doorway, and light this dark room up with the Blue Candle. Proceed to defeat the Stalfoses in here, and one of them will drop the Compass it was carrying, so be sure to pick it up and be able to pinpoint the Triforce piece in the dungeon.

Now go back to the last room, then head north into the next room. In here, whilst avoiding the Bubbles, defeat the Keese and Goriyas (again, the sword and Magical Rod should be your preferred weapons). When the Keese and Goriyas are defeated, the northern door that was sealed will now be opened, so go through that into the room it leads to. In this room is a second Digdogger, so equip and use the Recorder to shrink it, and it will actually turn into three miniature Digdoggers. They are no less easy to beat than the last one however, so just finish them off with your sword. Now equip your bombs and place one in the middle of the east wall, and it reveals another secret entrance to another room, which you now have to go into. In this room, use your sword to kill the Moldorms, and when all their body parts are gone, a Key appears in the middle of the room, so take it.

Now go west by two rooms, and in here, defeat the Goriyas using long-range weapons (it's better as there is less space to move about). When they are all beaten, grab the 5 rupees that appear in the north-east corner of the room, then unlock the northern doorway and continue into the room it leads to. In here is a Goriya who will not let you past, just grumbling. Equip the Food that you bought earlier and give it to him. He will eat it and then disappear allowing you to progress north and into the next room. Light this dark room up using the Blue Candle, and defeat the Keese and blue Goriyas in here while you avoid the Bubbles floating about the room. Also remember to pick up the Map lying on the platform in the middle of the room so that you can see the dungeon's layout. When that is all done, equip your Bombs and bomb the middle of the northern wall and go through the hole you have made. In here are ten rupees just waiting to be snagged. Take them and go back into the last room.

Unlock the door leading east and head into that room. In here are yet more blue Goriyas, so continue to pummel them with your sword and Magical Rod. When you defeat them all, the sealed northern door opens, so go through it. In the next room, both doors are sealed, so you need to beat the three red Goriyas and three blue Goriyas in here and they will both open. Also make sure to pick up the 5 Rupees left behind. Go through the door leading to the east, and in this room the entrance door will seal, so whilst avoiding the fireballs coming from the statues in each corner of the room, defeat the five blue Goriyas and pick up the Key in the middle of the room. When the Goriyas are all beaten, the door will reopen, so go back through it.

Now, go through the doorway leading south, then equip your Bombs and bomb the middle of the east wall, and go through the hole that is revealed to enter a room full of...yep, you guessed it, Goriyas. Defeat every one of them, then move the leftmost block in the formation of blocks in the middle to be able to reach the staircase. Go down it, and in the cellar, defeat the Keese and go to the other end and pick up the Red Candle. With this, you can do pretty much everything the Blue Candle did, except the Red Candle can be used as many times as you want on any screen, so this is a very handy item to pick up! Once you have it, exit the cellar back to the previous room.

Now equip your bombs and plant one in the middle of the east wall to reveal another secret hole leading to another room. Go through it and defeat yet some more blue Goriyas with your sword and rod, then you should notice two locked doors in this room; unlock the north one and go through into that room. In this orange-floored room, defeat the two Moldorms that inhabit it and grab the Bombs left behind when they are defeated. Go back to the last room and unlock the other door, and go through into that room. In here is the third Digdogger of the game; use the Recorder to shrink it into three smaller Digdoggers that move rather quickly. Defeat them all with your sword/rod, then continue north into the next room.

In here are three Dodongos, and two fireball-shooting statues in the centre of the room. As usual, feed each Dodongo a couple of bombs to finish them off and then get the Bombs that appear between the statues when the Dodongos are all killed. Plant a bomb in the middle of the east wall and go through the hole that is revealed when it explodes. In here, watch out for the Bubbles floating about, as you have to defeat the Wallmasters that come out here (make sure they don't touch you either; or you'll be taken back to the entrance room of the dungeon and come all the way through again). When all five Wallmasters are beaten, go around the outside of the blocks and stand to the right of the middle block in the vertical row. Push it to the left, and some stairs will be revealed in the north-east corner. Go down them.

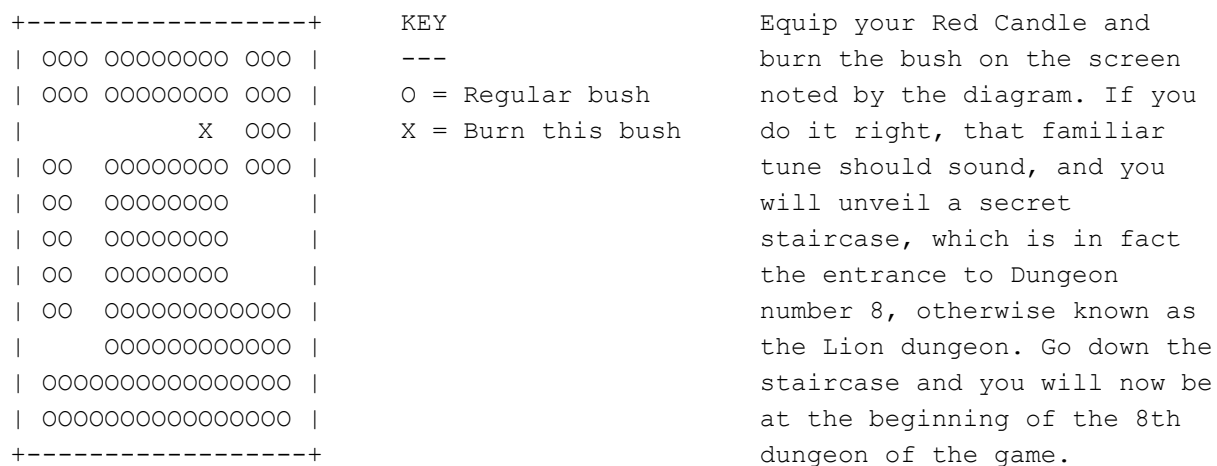
In the cellar area, kill the four Keese bats, go down the stairs, head left, then up the other staircase. In the new room, defeat the mixture of red and blue Goriyas then plant a bomb in the middle of the east wall and go through the hole. Heal up with your Life Potion should you need to, then prepare to face the dungeon boss, Aquamentus, whom you also fought in the first dungeon of the quest.

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|                                     - BOSS: Aquamentus -                                     |
o-----o
| Strategy: Aquamentus is at the far east side of the room, so stand on the |
| ----- west side. He will fire three fireballs at you, but the fireballs |
|           space themselves further apart as they get closer to you, so you |
|           can move between the fireballs and not get touched. If you have |
|           full health this fight will be a doddle; just use the beams fired |
|           by your sword to attack him, and after a few hits he'll be dead |
|           and finished.                                                     |
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When you win the fight, pick up the Container Heart left behind, go east into the next room and get the Triforce piece to finish the dungeon.

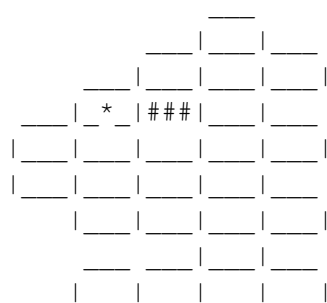
If you don't have a 2nd Potion in your inventory (i.e. a Red one), now would be the perfect time to get one before heading to the eighth dungeon. From the grid square with the pond in that you drained to visit the last dungeon, go south by a screen, east by two, then south by one more. Enter the on-screen cave to find the old woman, who offers medicine. If you already have a Red Potion in your inventory, you won't need to bother, so just leave. If you have a Blue Potion, buy another Blue Potion for 40 rupees to make it a Red Potion. If you don't have a potion at all, buy a Red one for 68 rupees. If you don't have the money to buy a Potion, go out and fight more enemies to get the rupees.

Once you have bought the potion you need (should you have had to need it), it's time to visit the last regular dungeon to claim your last Triforce piece before taking on Ganon. So, from the grid square on which this Potion shop is, you now need to get to grid square (14,2). Head east by seven screens, then go north by one. On this screen you are now at, you'll see two openings between the bushes to the east. Take the upper one as you go east to the next screen. Head east by another screen, then go south by a screen. You now need to burn one of the bushes to reveal a secret staircase. Look at the diagram below for details:



Dungeon 8 (Lion)

Map:



When you enter, there are three open doorways, one at each side of the room. To start off with, go through the one that leads east. Equip your Red Candle and light this dark room up, and defeat the Zols and Keese in here while avoiding the Bubbles, then use your Stepladder to get onto the platform in the middle of the room and get the Key, then go back into the entrance room and continue west into the next room. In here, you will meet a Manhandla, and with two fireball-shooting statues in the centre of the room it could be tricky, so try to beat the boss by planting a well-timed bomb to see if it defeats the boss in one. If not, carry on attacking with your sword and using bombs and eventually you should beat it. When it is defeated, the sealed west door will open and 5 rupees appear in the middle of the room. Get the rupees, and go through the west door.

In this next room is a group of red and blue Darknuts, as well as some Gibdo mummies. Using your sword and Magical Rod, defeat them all whilst avoiding the Bubbles that are floating about in this room, then push the leftmost block to access the staircase, which you then need to go down. In this cellar area, defeat the Keese bats, then go to the other end of the room and claim the Book of Magic, which will increase the strength of your Magical Rod! Now go back to the previous room and backtrack all the way to the entrance room of the dungeon. From here, go north through the only doorway you haven't gone through yet; into the room it takes you to.

In here is yet another Manhandla; either use a bomb to defeat it or attack its claws with your sword/Magical Rod until it dies. When it does it will leave behind 5 rupees, so pick them up. Now equip your Bombs and plant a bomb in the middle of the north wall. When it explodes, go through the hole into the next room. Now in here you face a very tough challenge. While trying to avoid the fireballs coming from the statues in each corner of the room, you have to defeat a total of five blue Darknuts, which will prove a VERY stiff task. When all the Darknuts are beaten, the north door will open, and a Key will appear in the centre of the room. Pick this Key up, unlock the door that leads east, and go into that room.

In here, if you lost a good deal of health from fighting the Manhandlas and Blue Darknuts, now would be a very good time to use your Potion and restore your life. Light this room up with the Red Candle, equip your Bow and Arrow, then proceed to defeat all the Pols Voices jumping about in here, and claim the Compass which was lying in the middle of the room to get the location of the Triforce piece in this dungeon. Go back to the previous room, then go through the doorway to the west. In this dark room, use your Red Candle as usual to light it up, then defeat the Pols Voices with your Bow & Arrows, and the Keese and Gibdos with any other weapons. Take the Key lying in the middle of the room, then go through the doorway leading west.

Again, avoiding the fireballs from the statues in each corner of the room, defeat the three red Darknuts in here. When they are all defeated, collect the Key that appears. Now go back into the last room, then head north into the next room. In here is a blue-coloured Gohma. Simply shoot three arrows into its eye to defeat it and the northern door that was sealed will open. Go through that doorway to find the old man, whose advice this time round is "Spectacle Rock is an entrance to death." Now exit the room back into the one the blue Gohma was in, and unlock the door leading east, then go through it. In here are three Gibdo mummies, two red Darknuts and one blue Darknut. To top it off are two Bubbles floating around, so do your best not to get touched by them, as you'll need your sword to defeat the Darknuts. Grab the 5 rupees left behind when all the enemies are defeated, then go through the doorway leading north after unlocking it.

In here are two fireball-shooting statues in the middle of the room, and yet more of those blue Darknuts. If you need to heal with your Potion, best do so now. Take on the Darknuts whilst avoiding the fireballs being shot at you, and when you beat them all, the eastern door will open. Before going through however, equip your bombs and bomb the middle of the north wall. Go through and in this room, defeat yet another Manhandla with the use of bombs or your sword (be careful not to waste too many bombs however). When the Manhandla is beaten, the Map appears, so take it and you now have the dungeon layout map displayed at the top-left corner of the screen. Now from here, bomb the middle of the west wall and go through the hole and into the next room. Take the 10 rupees, go back to the previous room, then go through the doorway to the north.

In here is another blue Gohma, so use your Bow and Arrow to defeat it by

shooting its eye when it is open three times, whilst avoiding the fireballs coming from each of the statues in the corner. When the Gohma is beaten, both sealed doors will open. Go through the east one and defeat the Pols Voices, red Darknuts and blue Darknuts in here, then push the leftmost block and go down the staircase. In the cellar, defeat all the Keese, then claim the Magical Key, which is like a master key for all dungeons - it can unlock any locked door in the entire game! Make sure to get it, then go back to the previous room, west by another room, then south by two rooms.

In here, go through the doorway leading east. Defeat the Gibdos and Darknuts while watching out for the Bubbles. When they are all defeat, grab the Bombs that appear in the middle of the room, then go down the staircase at the right-hand side of this room. In the cellar, kill all the Keese bats and head up the other staircase to emerge at a new part of the dungeon. In here, defeat the numerous Pols Voices with your Bow & Arrows, then the west door will open. Don't bother getting the Key in the corner; you won't need it any more now that you have the Magical Key. Bomb the middle of the northern wall and go through the hole to reach the room with the dungeon boss, the Gleeok dragon.

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|               - BOSS: Gleeok -     |
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| Strategy: Arguably one of the tougher bosses in the game, Gleeok is a |
| ----- dragon with multiple heads. It blocks the doorway to the Triforce |
|               room with its huge body, so you have to beat all the heads to |
|               defeat the whole thing. Simply use your sword to attack (again, |
|               more helpful if you have full health so that you can fire sword |
|               beams to attack long range), and after a few hits to each head, |
|               they will come off. However, the dragon will shoot fireballs at |
|               you, so you have to constantly be on the move, even moreso if you |
|               have to attack close-range. When the boss is down to its last |
|               head, another of its heads will detach and begin to fly around |
|               the room. It cannot be attacked with the sword, so you will have |
|               to do your best to avoid it. Once all the heads are killed, the |
|               body will vanish and you win. |
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When you win, grab the Container Heart and your life meter will be totally maxed out at 16 hearts! Go through to the next room and get the last piece of Triforce, and you now have completely assembled the Triforce, and beaten this dungeon!

#### Overworld Grid -----

Now that you have completely assembled the Triforce of Wisdom, the only thing left to do now in this quest is to travel to the final dungeon and defeat the evil Ganon! So, from the grid square on which the Dungeon 8 staircase is, the route you need to travel to get to the location of Death Mountain is from here (14,2) to (6,8). From here, go east by two screens (if you're on the left side of the staircase go north, head right then down the other path so that you're on the right side), then go south by a screen so that you're at the very south-east end of the overworld grid.

Now from here, keep going west until you see the cluster of rocks with the blue Tektites around them. Defeat the Tektites and push the left rock to reveal the staircase that leads to the underground warp cave. Take the centre staircase,

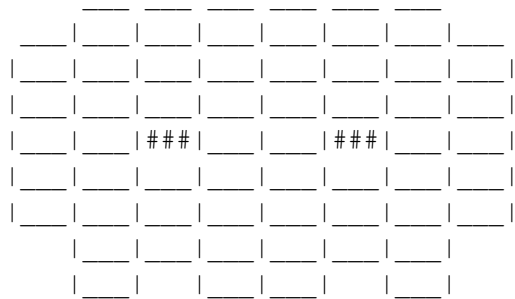
then from where you end up, go down the blue staircase that leads south by a screen. You can go in the secret cave that you bombed open earlier to get some Potion in here as you'll need it, make sure you have the 2nd Potion (red one) before you head to Death Mountain.

From here, go north by one screen via the blue staircase on the right. Then go east by two screens, then north by a screen via either blue staircase. Continue going east by 2 more screens (beware of rocks falling down the mountainside), and you should end up next to the stream from the waterfall you went past a lot earlier. Go north by a screen up this blue staircase, then finally go west by two more screens. Defeat all the Lynels hanging about here, then you can find the secret entrance to Death Mountain by bombing the middle of the front of the rock on the left. Before you go in, make sure of three things: you have collected all 8 pieces of Triforce (which really goes without saying), your health is completely maxed out and you have a 2nd Potion in your inventory, and you have a lot of Rupees to use for arrows.

#### Dungeon 9 (Death Mountain)

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Map:



Well, when you go in, there's only one other doorway, and that's the one that goes north, so head through. In this room you come into, an old man will be there to stop you going any further should you not have picked up all eight pieces of the Triforce of Wisdom. However if you've got all 8 you can continue through, so go through the next doorway heading north. The next room has some Zols and Like Likes in the middle of the room between the red gaps. Defeat these enemies (avoiding the Bubbles) and don't bother with the Key that appears; you already have the Master Key. Equip your bombs and plant a bomb in the middle of the west wall, then go through the secret hole. In here, defeat the two Lanmola enemies (the first time you'll have come across them), then push the left block in the pattern that you'll be used to by now, then go down the staircase.

In the cellar, defeat the Keese and go up the opposite staircase to the next area. In the room you end up in, defeat all the Like Likes (don't let them swallow you and cost you your shield), then head around the blocks and use your master key to unlock the east door and go through it. Equip and use your Red Candle to light this room up, then proceed to defeat the 3 blue Wizzrobes in this room. Get the 5 Rupees left behind, then go through the east doorway into the next room. In here you will encounter your first Patra enemy. Defeat the red flies going around it, then the main blue one. When it is defeated, grab the bombs left behind and go through the southern doorway.

In this next room, kill the eight Gels then pick up the 5 rupees. Now equip your bombs and blow up the middle of the east wall and go through the hole. In here is another Patra to deal with, so beat it, and when it is dead, grab the Map to get the dungeon layout, then use another bomb to blow up the middle of the north wall. Go through the hole, and in the next room is a good mixture of Wizzrobes, Like Likes and Bubbles. Defeat all these enemies with your sword and

bomb the middle of the north wall in this room as well. Go through the hole and face another huge horde of Wizzrobes. Defeat every single one of them to be able to push the left block and go down the stairs, and in the cellar you can get the much-needed Red Ring, which will cut enemy damage down to a quarter! Go back to the previous room when you get the ring and Link's tunic turns red.

Now from here, go through the southern doorway, then continue south by another room. No go west by a room, north by a room, and in here, unlock the northern door with your master key and go into that room. In here you will find the old man. His advice is "Go to the next room." Equip your bombs and blow a hole in the middle of the wall to the west, and go through. In here are yet more Wizzrobes to deal with, so use your sword to beat them all off and then stand to the right of the left-hand block and push it to the left to reveal a secret staircase in the north-east corner of the room. Go down this staircase and in the cellar, defeat the four Keese bats and go up the other staircase to reach a new area of the dungeon.

In this new room you arrive at, defeat all the Zols, unlock the west door, and go into that room. In this room with the black floor, defeat the eight Keese bats flying around, and pick up the 5 rupees that appear in the middle of the room when they are all defeated, then continue through the door to the west. In here is yet another Patra; so defeat it and then push the leftmost block in the pattern in the middle of the room as usual, and in the cellar, defeat the Keese and go up the opposite staircase to arrive at a new area. In this room, kill the 2 red Wizzrobes and 2 blue Wizzrobes, equip your bombs, then plant a bomb in the middle of the north wall to blow up yet another secret hole for you to go through.

In here, defeat the red and blue Wizzrobes and avoid the Bubbles floating about the room as well. When the Wizzrobes are dealt with, push the middle block in the vertical row to make some stairs appear in the north-east corner of the room. Go down them, and in this cellar, you will find the Silver Arrows! Make ABSOLUTE sure you get these; Ganon can't be beaten without them. When you collect the Silver Arrows, they'll replace the ordinary arrows you had for your bow. Once you have the Silver Arrows, go back up to that last room and then go back through to the room to the south. Push the block and go through the cellar back to the room before that, then in here go through the doorway to the north. In here are a good number of Like Likes; use your Magical Rod to safely attack them from distance and beat them all to make the west doorway open. However, go through the doorway to the north.

Avoid the Blade Traps as you walk into this room, use your Red Candle to light it up, and use your Magical Rod and/or sword to beat all the Like Likes in here and make sure not to let them steal your shield. Now go through the next doorway to the north, and in this room, defeat the Wizzrobes and Like Likes whilst avoiding the Bubbles. Equip your bombs and blow up the middle of the west wall and go through the hole that is made. In here watch out for the Blade Traps as you come in, and proceed to beat the Wizzrobes. Push the left-hand block in this room to make some secret stairs appear in the north-east corner of the room. Activate the Blade Traps at the north side to be able to quickly get down those stairs. In the cellar, defeat the Keese and go up the opposite staircase to the new area.

In this room, watch out for the Blade Traps against the wall as you take on yet more red and blue Wizzrobes. Equip your bombs and blow up the middle of the left wall and go through the hole. In this next room, defeat the two Zols and two Like Likes and try not to get touched by the Bubbles moving about in the room. Push the left block and go down the stairs, go through the cellar, and in the next room, defeat the Patra. Now, this is important. In the next room, you will face Ganon. If you have a Potion, use it to restore your life fully. Also



equip your Silver Arrows to be prepared for the fight. When you are ready, step into the room to the north.

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|                                     |
|               - BOSS: Ganon -      |
|                                     |
o-----o
| Strategy: Indeed, Ganon is one tough nut to crack. He is a very quick boss |
| ----- and hard to catch out, so you'll need to be fully prepared when |
| you take on him. As you enter the room, Link will hold up his |
| Triforce and light up the room, and Ganon will appear for a few |
| seconds before becoming invisible. Ganon will then start quickly |
| shooting fireballs at you from different spots in the room at |
| random. Start poking about with your sword at where the fireballs |
| appear, but do it quickly as Ganon shifts about at a good speed. |
| When you hit Ganon, he'll be visible for a moment before |
| disappearing and repeating his attack process, so carry on |
| stabbing about until you hit him again. After a few good hits and |
| he appears again, he should turn a red colour. When this happens, |
| quickly shoot the Silver Arrow at him. When the arrow pierces |
| Ganon's body, he will die and you will beat the quest and get the |
| Triforce of Power! |
o-----o
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When you defeat Ganon, grab the Triforce of Power that is left behind over his remains and head into the next room. Stab the flames with your sword and approach Zelda, and well done, you have beaten this quest! Now onto the second.

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4. WALKTHROUGH - SECOND QUEST [0400]
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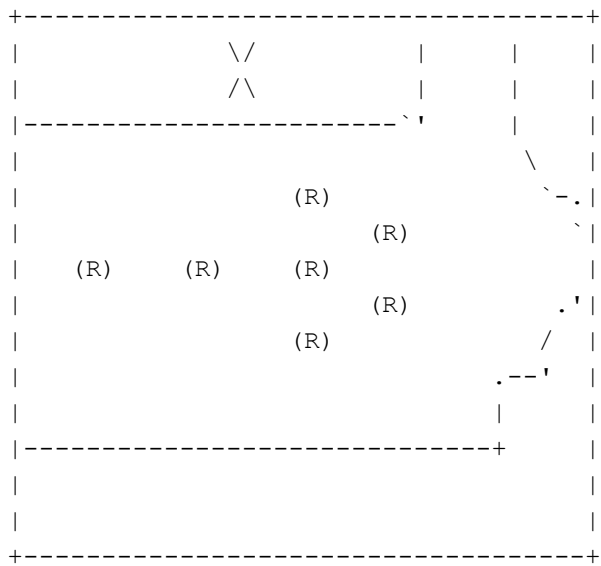
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Overworld Grid
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As you start this new quest, again you'll realise you have no sword, a crappy little wooden shield and three hearts total in your life meter. Also, what makes the second quest different from the first one is that although the overworld in general looks the same, many locations have been swapped to different places. Also, dungeons have different layouts and are in general harder. Anyway, once you begin the game the first thing to do is get Link some weaponry, so enter the nearby cave to find the old man who will tell you "It's dangerous to go alone! Take this." Pick up the sword that he offers to you and you'll have your first weapon, the Wooden Sword! Now leave the cave.

From this location on the overworld grid (8,1), you need to get to a shop and buy some bombs first of all, so head east as far as you can go until you've reached the very south-east corner of the overworld grid, and then go north by a screen to find a cave. Along your way, defeat any enemies you come across to get any rupees that they leave behind. Go inside the before-mentioned cave to enter a shop, which sells Magical Shields for 130 Rupees, Bombs for 20 Rupees and Arrows for 80 Rupees. For now you only need some bombs, so purchase them for 20 rupees (you get 4 for that price). If you don't have enough money to be able to buy them, go back out onto the overworld and keep fighting enemies until you have enough rupees to buy them.

The next item you will need before going to the first dungeon is a Blue Candle, as there are indeed some dark rooms in the dungeon to deal with and the only solution is a candle. So, once you're back out on the overworld grid screen, wander around and fight more enemies until you have 60 rupees total. Then, to get to the shop that sells Blue Candles from here, go all the way back to the grid square on which you started the game (i.e. (8,1)), then head west by one more screen, then north by a screen. Go into the on-screen cave to find a shop that sells Magical Shields, Keys and Blue Candles. Buy the Blue Candle for 60 rupees, then exit the cave. The last thing you should get before heading to the first dungeon is a Large Shield, since the earlier you get it, the better.

So from this screen, go south by one and equip your bombs, and you need to bomb the wall. Look at the diagram below to see whereabouts exactly to place your bomb (X marks the spot):



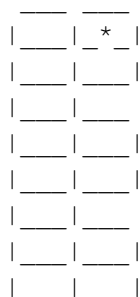
Now this isn't necessary, but you should check it out. Go inside the cave that you have just revealed to find a secret gambling cave, where you can play a game based on luck to try to get more rupees, provided you also have some to gamble with. You need to get a total of 90 rupees in order to purchase the Magical Shield. So, you can play the gambling game until you get that amount, but it is indeed risky, so if you'd rather play safe and not take any chances, fight enemies on the overworld for rupees.

Now, to find that shield, from the screen on which you entered the shop to get the Blue Candle, go west by a screen, north by a screen, east by a screen and then north by a screen. Equip your Blue Candle and burn the bush in the top left corner of the cluster of them on this screen. This should reveal a secret staircase. Go down in and you'll be in a shop that sells Magical Shields for 90 Rupees, Food for 100 Rupees and Hearts for 10 Rupees. Buy the Magical Shield, and you have the best protection of the game before you've even gone in the first dungeon of the quest!

Now, you're prepared to go to the First Dungeon of the quest, so leave the shop. To reach Dungeon 1, the "E" dungeon, go east by two screens and north by one, and like you did in the first quest, head across the bridge to reach the area where the dungeon is. Go into the big hole in the large tree trunk to enter the dungeon.

Dungeon 1 (E)  
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Map:



There are two open doorways in the first room as you enter; one to the north and one to the east. Go through the latter one to start with. In this room, defeat the tricky five red Goriyas with your sword, and when all of them are beaten, claim the Boomerang that appears in the centre of the room, and you have your boomerang accessory to help stun enemies as you attack with your sword. Go back to the entrance room, then through the northern doorway into that room. In this room are two fireball-shooting statues in the middle of the room. Avoid the fireballs being shot at you while you fight the three Goriyas in the room. Collect the Key left behind between the statues when you beat the Goriyas (careful not to get hit by a fireball as you get it!).

Now go through the northern doorway, and in here, defeat the Stalfos skeletons. Beware that they can now throw swords, so be facing them with your shield at all times and use your boomerang before two strikes of the sword that should beat them. When they are all beaten, collect the Compass that appears and you'll have the location of the Triforce in the dungeon. Now continue through the doorway to the north and into the next room. In here are three blue Goriyas. Using your boomerang and sword, defeat all three of them and get the Bombs that appear when you kill them all. Now head north and into the next room.

In here, kill all the Gels with your sword and/or boomerang, then get the 5 Rupees left behind. Using the Key you collected earlier in the dungeon, unlock the door leading east and head through into that room. In here is a Dodongo. Equip your bombs and feed the Dodongo two bombs to beat it. When the Dodongo is defeated, the southern door will open. Go through, and in this room, beware of the Blade Traps as you enter. Get the Map on the ledge that you are on, then defeat the Keese in the room by hurling your Boomerang at them. When they are all beaten, the seal on the door you came through will be released, and you can go back to the last room. Go to the previous room before this one, then go north into the next room.

Beat the two slow-moving Moldorms in here, then continue south by four rooms of the dungeon (you should be in the room with the two statues in the middle) and equip your bombs. Plant a bomb in the middle of the east wall to reveal a secret hole going east. Go into that room and kill the Keese in here with the sword and/or boomerang, then when they are all beaten, push the left-most block in the structure in the middle of the room to access the staircase. Go down this staircase to reach the cellar area. Kill all the Keese in here and go up the stairs on the other side to reach a new area of the dungeon. In this room are three Bubbles. Be careful not to touch them and wait for the Wallmaster hands to appear from the walls, and proceed to defeat them. There should be five in all. When they are all defeated, get the Key.

Unlock the west door and go through into that room. In here, avoid the fireballs coming from the statues in each corner of the room while you fight the three blue Goriyas. Now equip your bombs and blow up the middle of the north wall, and go through the hole revealed. In this room you will meet the dungeon's boss, Aquamentus.

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o-----o
|                                     |
|               - BOSS: Aquamentus -   |
|                                     |
o-----o
| Strategy: Aquamentus is at the far east side of the room, so stand on the |
| ----- west side. He will fire three fireballs at you, but the fireballs |
|               space themselves further apart as they get closer to you, so you |
|               can move between the fireballs and not get touched. If you have |
|               full health this fight will be a doddle; just use the beams fired |
```

| by your sword to attack him, and after a few hits he'll be dead |  
| and finished. |

o-----o

When you win, get the Container Heart left behind and go through the eastern doorway into the next room, then get the Triforce piece there and you have beaten the first dungeon of the second quest.

#### Overworld Grid

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Before going to the second dungeon of this quest, from here you can get some very useful equipment that is worth getting at the point. You can get the Power Bracelet for giving you the ability of moving boulders and accessing the Underground Warp passageways, the Blue Ring to cut down damage from every enemy down by a half, the White Sword, a better upgrade sword weapon, a Potion for restoring your life in the later dungeons when your life gets low, and a secret Heart Container that gives you the 5 hearts in your life meter you need to get the previously-mentioned White Sword.

From the dungeon entrance screen on the overworld, cross the bridge so that you're east by one screen. Now go south by three screens, and continue west by a total of six more screens. From the screen you are at now, go north by a screen, then west by a screen, then south by a screen, and you'll be at grid square (2,2), which is the Lost Woods area. Like in the first quest, to get through you need to go north by a screen, west by a screen, south by a screen then west by one more screen, and you'll get through. In this next area, defeat the Lynels if you need to, and continue north by a screen, up the blue stairs by another screen, and continue by two more screens, and you'll be in the north-west corner of the graveyard. Defeat the Ghini, and then push the secret tombstone to reveal a secret cave. Look at the diagram below:

1	2	3	4	Push tombstone 6 (stand below it and push it upwards to reveal the stairs) and go down that staircase you revealed to find a
5	6	7	8	cave with an old man who will offer you either a 2nd Potion or a Heart Container. Take the Heart Container, and your life
9	10	11	12	meter will now have 5 hearts.

With a total of 5 hearts in your life meter, you can now get the White Sword but first, it's time to claim the Power Bracelets. Leave the cave, and back in the graveyard, go south by a screen, and keep going east until you're at a screen with ten white Armos knights and two blue staircases. Go up the blue staircase on the right-hand side to the next screen north, then go east by one more screen. Here, there are ten Armos knights in two rows of five. Awaken the Armos knight in the very top right corner, and it reveals the Power Bracelet when it moves! Defeat that Armos and claim the bracelet, and you now have the ability to access underground warps.

For the next thing, you need to collect a staggering 250 Rupees. From the screen where you got the Power Bracelet, go west by a screen, then south so you're back on the screen with the ten white Armos Knights. Now go up the other blue staircase to the next screen north. Defeat the Lynels around here, and push the boulder with your Power Bracelet and you will reveal a secret staircase. Go down it to reach an underground warp cave, and the old man will let you take any route. Go down the middle one, and you'll arrive at an area near the beginning grid square. Defeat the blue Tektites here (they provide a good deal of rupees, and you're going to need as many as you can get). There is a secret cave nearby for a gambling game. To get to it, go east three screens

from where you warped to and equip your bombs, and bomb the north wall about three-eighths from the left of the screen to reveal a cave, and you can go in to gamble. Be advised, you risk losing money as easily as gaining it, so if you want to take the safe way to get the 250 rupees, fight enemies instead.

Once you have the required amount of rupees, from the screen on which the secret gambling cave is, go east as far as you can until you're at the very south-east end of the overworld, then go north by four more screens, then head north two, and here you'll notice a Container Heart on a plank in the water. You can't get it for now, so we'll come back to it later. For now, continue north by a further two screens so that you're at an area with a jetty. Now go west by a screen, north by one, then west by another. From here go north by a screen (on the land, not up the blue stairs), then east by two. You'll see the entrance into a tree trunk here; don't go into it however, but walk into the wall behind it and you'll somehow reveal another secret screen! Go into the entrance here and you'll be in the shop. Buy the Blue Ring with your hard-earned 250 Rupees and you now have half damage from all enemies!

Now, it's finally time to get the White Sword. Leave the shop (and as you walk out you'll notice Link's tunic has turned to blue; this means he is now equipped with the Blue Ring), then go back south a screen, then backtrack west by two, and south by one. Now, go up the blue stairs north by a screen, then go west by three more screens, and you'll be at the waterfall, which was where you got the White Sword in the last quest. Go up the blue stairs and on the next screen, defeat the tough blue Lynel around the lake whilst avoiding the Zora firing at you. When you beat the Lynel, go into the cave in the upper-left corner. In here, the old man will give you the White Sword, so pick it up. Remember, you need at least 5 Heart Containers for it.

The last item to pick up is the Letter, which you'll need in order to purchase Potions from the old lady at some point later in the game. Exit the cave then go south by a screen down the blue stairs. Now continue heading west as far as you can manage whilst you avoid the rocks falling down from the mountainside. You should be stopped by a stream that splits up the screen. When you reach this point, go south by a screen, east by a screen, then continue going south until you're at the grid square directly east of the starting grid square. From here, go east by a screen and defeat all the blue Tektites here, then push the left-hand block in the cluster of rocks in the middle of the screen to access the underground warp. In the cave, take the centre road.

At the new area you arrive at, defeat the Lynels in your area of the screen and then go south, down the blue stairs, to the next screen. You'll be back at that cemetery area. Now go north, up the other blue staircase to the next screen, east by a screen, and you'll be on a screen with the ten Armos knight enemies that you came across before. Go north to the next screen via the blue staircase, go west by two screens while fighting enemies, then on this screen defeat the horde of blue Lynels. Go north by a screen up the blue stairs, west by a screen, then south down the blue stairs. Here, defeat the horde of Lynels and Peahats, then push the block on the very left of the triangle-shaped cluster at the right-hand side of the screen. Go down the secret staircase revealed, and inside the old man says "Show this to the old woman." Pick up the Letter he gives you.

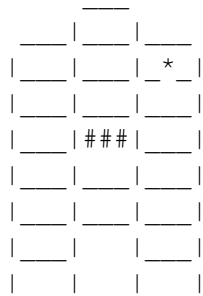
It's now time to go the second dungeon, which is located at grid square (5,5) on the overworld map. So to get there, head back to the area with the ten white Armos knights and the two blue staircases going north, and go back up the left-hand blue staircase. Defeat the Lynels in your section of the screen then push the left block and go into the underground warp. Take the centre staircase to end up at the screen a bit east of the starting area. Now go west until you reach the starting grid square, then west by one more screen, then head north

by a screen, west by two screens, then north by three more screens to find an area with six Armos knights. Awaken the middle Armos in the top row, and it will reveal a secret staircase when it moves. This is the entrance to Dungeon 2. Defeat the Armos and go down the staircase.

#### Dungeon 2 (A)

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Map:



As you enter this dungeon, there's only one other open doorway, and that's the one going north. So, start by going through that doorway. In the room that you are taken to, there are five Gibdo mummies. With the use of your boomerang and sword, defeat them all and claim the Key left behind when they are all beaten. Continue through the next doorway to the north, and in the next room, kill the three Zols. Carry on north and into the next room after that, and in here are two of those fireball-shooting statues in the middle of the room. Avoid the fireballs being shot and defeat the eight Keese bats in here. Collect the Key which is lying between the statues, and go through the next door leading north.

In this next room, the entrance will seal. There are five more Gibdos in here but they are easy to take care of with the use of the boomerang and sword. Go through the next northern doorway and you'll end up in another room full of Keese and fireball-shooting statues. Kill all the Keese and the northern door will open (it was sealed before). Don't go through it yet though; equip your bombs and place a bomb in the middle of the east wall and when it explodes, a secret hole is revealed. Go into that room you've revealed and collect the Key here (ignore the Keese for now). Now go back to the last room and head north into the next room. In here is a Manhandla, so use a well-timed bomb or several swipes of the sword and get the Key left behind.

Now go through the doorway to the east and kill the five red Darknuts in this room. Once you beat them, unlock the door that leads north and go through into that room. In here are two fireball-shooting statues and Blade Traps, watch out for both hazards as you go in. Defeat the two Zols and collect the Map that appears between the statues when you beat them, and you'll have the dungeon layout shown in the top-left corner of the screen. Now go back to the previous room and then go south through the doorway. Use your sword and/or boomerang to defeat the Keese bats in this room, then walk through the south wall and you'll come into a secret room. Go around this spiral structure and down the staircase. In the cellar, beat the Keese bats, and you can get your hands on the Recorder!

Go back to the room with the spiral, and walk through the middle of the west wall to be back in one of the rooms you were in before. Defeat the Gibdos in here to let the south door open, and go through it. In here, just ignore the Keese and unlock the east door and go through into that room. In here, use your sword to kill the Keese, Gibdos and Pols Voices, and when all enemies are killed, get the Key that appears at the bottom of the room. Continue east into the next room, and in here, defeat the five red Darknuts and get the Bombs that appear. Continue through the doorway leading south, and avoid the Blade Traps

and fireballs coming from the statues in this next room as you fight the Keese. When you defeat them all, grab the Key that appears between the statues and go through the doorway to the south.

In here, kill the three Zols, get the Key, and continue going south into the next room. In here, kill the five Gibdo mummies, and 5 Rupees will appear when you kill all of them. Get them, then go down the staircase. In the cellar, kill the Keese bats and go up the other staircase to reach a new area of the dungeon. Kill the three Darknuts in here and claim the Bombs left behind, then unlock the north door and go into that room to face the Dungeon boss, Gleeok.

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|                                     |
|               - BOSS: Gleeok -     |
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o-----o
| Strategy: Arguably one of the tougher bosses in the game, Gleeok is a      |
| ----- dragon with multiple heads. It blocks the doorway to the Triforce |
| room with its huge body, so you have to beat all the heads to            |
| defeat the whole thing. Simply use your sword to attack (again,          |
| more helpful if you have full health so that you can fire sword         |
| beams to attack long range), and after a few hits to each head,         |
| they will come off. However, the dragon will shoot fireballs at         |
| you, so you have to constantly be on the move, even moreso if you      |
| have to attack close-range. When the boss is down to its last           |
| head, another of its heads will detach and begin to fly around          |
| the room. It cannot be attacked with the sword, so you will have       |
| to do your best to avoid it. Once all the heads are killed, the        |
| body will vanish and you win.                                          |
o-----o
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When you win, get the Container Heart, go through the northern door and claim the Triforce piece in this room to finish the dungeon!

#### Overworld Grid

Before heading on, now would be a good time to stop for an important item, the Potion. Once you exit the last dungeon and are back on the overworld map, keep going south as far as you can. On the screen you are now on, defeat all the enemies and go in the cave that is on-screen. In here, you will meet an old woman, who will not say or do anything. Go to the menu and equip the Letter from your inventory. Now walk up to her and press B, and she will say "Buy medicine before you go.", and offer two bottles, one with a Life Potion (blue) for 40 Rupees, and a 2nd Potion (red) for 68 rupees. I recommend buying the red potion, as it can be used twice, so it's better to take into dungeons with you when the game gets harder. If you don't have the money for a Potion, fight enemies in the overworld until you earn enough money.

Now exit the cave, and head all the way back to the grid square on which you started the game ((8,1), it's not at all hard to make your way there), then head east by four more screens, then north by another four screens, staying to the right hand side as you make your way up, and you should arrive at a desert area. Go west by one more screen, fighting the Leever's if you can. On this screen, equip your Recorder and use it, and a secret staircase will suddenly appear in the middle of the screen. Go inside to find an old man who will offer a 2nd Potion or a Heart Container, take the Heart Container, and your life meter will now have 7 hearts in it. Now leave this secret cave and back onto the overworld map.

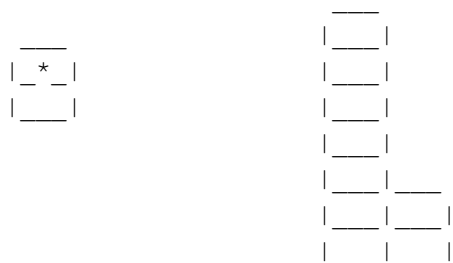
Next, you will need to buy some food from a shop for 60 rupees, so if you do not have that amount, either find a gambling cave (if you feel like risking it), or just fight enough enemies until you get enough rupees. Then, from the screen on which you revealed the secret staircase for the Heart Container, head north by a screen, then go east by three more screens. Head north by a screen via the ground (not the blue stairs), then go east by a couple more screens, then walk through that northern wall you went through before, and enter the shop. Buy the Food for 60 rupees.

You now have everything you need to prepare for the third dungeon of the third quest, now the next matter is getting there. So go back south through the wall, and your next destination is grid square (13,5), which isn't too far from here. To reach it, go west by two screens and south by three, then head west by a screen and north by one via the blue stairs to reach a lake. Like you did in quest 1 for the seventh dungeon, equip the Recorder and use it to dry the lake up and reveal a staircase. Go down it to enter the third dungeon of the quest.

### Dungeon 3 (L)

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Map:



There is only one other open doorway in the room you start in, and that's the north one, so head through that into the next room. In here, kill the five red boomerang-wielding Goriyas with your sword, then continue north and into the next room after that. In here, kill the flashing blue Rope snakes by stunning them with your boomerang and attacking them with your sword. Collect the Bombs that appear in the middle of the room when you defeat them all, and then continue north and into the next room. In here, avoid the fireballs coming from the statues in each corner of the room while you fight the five Blue Goriyas and get the Map. Then, go north into the next room.

In this room, there are two fireball-shooting statues in the centre of the room, and six Stalfos skeletons. Defeat every Stalfos in the room, then collect the Key that appears after you beat them. Head north, into the next room, and you'll find a Goriya who will not move, just saying "Grumble, grumble...". Equip the Food you bought earlier and give it to the Goriya, and he will take it and disappear, letting you pass into the next room (which you need to unlock to get through). In the next room, defeat the six red Goriyas with your sword, and when they are all defeated, a Magical Boomerang appears for you to pick up! Take this and you have a better upgrade to the regular boomerang you had just before.

Now head all the way south until you're in the room that is one room north of the entrance room. Unlock the door to the east and head through into that room. In here, you will find three Dodongos.

o-----o  
 | - BOSS: Dodongo - |  
 o-----o



| Strategy: The Dodongo is some sort of rhinosaurus that is a very tough |  
 | ----- creature, and cannot be harmed via means of your sword, so you |  
 | will need a stronger weapon. So, make sure you have some bombs |  
 | equipped. As the Dodongo walks near you, get close enough so that |  
 | you are almost touching its face as it walks directly at you. |  
 | When the Dodongo is about to touch you, plant the bomb and the |  
 | Dodongo will swallow it, and the bomb will explode in its |  
 | stomach. You will do it right if the Dodongo freezes for a |  
 | second. Plant another bomb or two inside its mouth, and it will |  
 | be beaten and you win. |

o-----o

Collect the Container Heart left behind when all the Dodongos are beaten, then unlock the southern doorway and head into that room. In here, defeat the Wallmasters coming from the walls and get the Compass in the centre of the room. When all the Wallmasters are defeated, push the middle block in the vertical row to reveal a secret staircase in the north-east corner of the room.

Go down these stairs and you'll be in the cellar. Defeat all four Keese in here using your Magical Boomerang and/or your sword, then go up the staircase at the other side of the one you entered in. You'll reappear in a room full of red Goriyas that throw Magical Boomerangs. Defeat them all, and the sealed northern door will open. Get the Key in this room, and go north into the next room. Collect the Triforce piece, and you've completed this dungeon.

#### Overworld Grid

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Before going to the next dungeon, one important thing you MUST do before going there is saving up 150 rupees - this is important as as separate points of Dungeon 4 you need to pay rupees (100 to purchase more bombs and be able to hold more in your inventory, and 50 to progress through a certain part of that dungeon as well). If you want to go to a gambling cave to risk it, here are the directions: from the lake in which you unlocked the last dungeon, go south by one screen, then east by one, south by another, then keep going west for five more screens, then south by two and west so that you're at the starting grid square, then west one more. On this screen if you haven't found the secret gambling cave entrance already, you can blow it open with a bomb (place it on the north wall just a little to the right of the second rock from the left).

From here, to get to the next dungeon, go east until you find the screen with the underground warp area infested by the blue Tektites. Push the left boulder and go down the staircase, and in the cave, take the warp stairs on the left-hand side. From the area at which you emerge, go west by two screens so that you'll be in the Lost Hills area. This time, rather than continually heading north, stand above the rock on the very right of the screen and push it downwards, revealing some secret stairs! Go down these stairs to enter Dungeon 4, the "D" dungeon. Make sure you have some bombs with you before you go in, as well.

#### Dungeon 4 (D)

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Map:

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As you enter, there's an open doorway at each side of the entrance room. To start off with, go through the doorway leading to the west. In this room, light it up with the Blue Candle, then defeat the two Zols and three Keese bats in this room full of blocks, and watch out for those Bubbles. When the Zols and Keese are all killed, a Key appears in the centre of the room. Take it, and go back to the first room, then go through the doorway to the north. In here, equip your Recorder and use it to shrink the Digdogger into three smaller ones. Avoid the fireballs from the statues in the centre of the room, and use your sword to defeat the small versions of the Digdogger.

Once you have beaten the Digdogger miniatures and the other doors open, go through to the room to the west. In here, defeat the red and blue Darknuts as well as the Pols Voices with your sword, and grab the Compass that appears in the centre of the room when they are all beaten, and you'll have the location of the Triforce piece in the dungeon. Now go north into the next room, and watch out in here, as it's very tricky. First, light the room up with the Blue Candle as it's dark. Now, you'll notice two red Darknuts and two blue Darknuts in this room. As if it's not challenging enough, there are some Bubbles in here. The red ones, if touched, make you unable to use your sword in that room again until you touch the blue Bubble. When you defeat the Darknuts, unlock the door leading east and go through.

In here, you will face Aquamentus. When you beat the Aquamentus, go through the door it was blocking. In this next room is a mixture of Gibdos, Pols Voices and Keese. Use your sword to defeat them all, then stand between the top block and middle block in the row nearest the door you came through. Push that middle block down to make a staircase appear in the north-east corner. Go down it to enter the cellar. Kill the Keese in here and pick up the Book of Magic. It has no use for the moment, but once you get the Magical Rod, it will instantly upgrade it to make it stronger, so make sure you get this item.

Go back to the last room, then go west, back into the room where you fought Aquamentus, west another room to that dark one with the red and blue Bubbles, then go through the northern doorway. In this room, you'll have yet another still task of taking on SIX blue Darknuts. If the going gets tough, don't be afraid to use a Potion if you have one. When you beat the Darknuts, collect the Key that appears and then unlock the eastern doorway and go into that room. In here, fight some more red Darknuts, then walk towards the middle of the east wall. You'll notice you'll go through into a secret room with an old man, who will offer if you'd like to hold more bombs for the price of 100 Rupees, which is why I told you to save up. Pay him the rupees and you will now get to hold 12 bombs in your inventory.

Backtrack by two rooms and then go through the doorway leading north. Watch out for the Blade Traps as you enter the room, and defeat the two Zols in here. Now, you need to get through the east door but you'll need to get past those Blade Traps swiftly. So to do that, lure the south Blade Traps then QUICKLY get to the right of the Blade Trap from the south-east corner then run right and move up before that Blade Trap returns to its original position and let the north-east Blade Trap come towards you, and it will retract when it reaches the doorway. As that one retracts, quickly go up and get through that doorway.

In here, defeat the mixture of Gibdos, Keese and Pols Voices with your sword, and a Key appears in the centre of the room when you beat them all. Pick it up,

then equip your Bombs and bomb the middle of the east wall. Go through the hole and collect the secret stash of 10 rupees in this black-floored room. Go back to the previous room then go north into the next room. In this room full of blocks, simply push the one in the middle upwards so that you have access to the western doorway. In this dark room, equip and use your Blue Candle to light it up. Defeat the five Zols on the twisting platform in the room and get the Bombs left behind. Now equip your bombs and blow up the middle of the northern wall, and go through the hole.

Now, in here, there are two red Darknuts and two blue ones, as well as three red Bubbles and a blue Bubble. Again, if the red Bubbles touch you, you can't use your sword again until you touch a blue Bubble. Fight the Darknuts (it will be a lot easier with full health to fire sword beams as well), then walk towards the northern wall to go straight through it, and meet the old man. His advice is "If you go in the direction of the arrow." Go east, through the wall, and you'll find another old man. He says, "Leave your life or money." Thief. Again, this is why you needed to have the 50 other rupees I told you about before, as it's a better choice to pay 50 rupees, rather than a Container Heart from your life. Pay the money and the sealed eastern door will open up. Go through.

In this room are three blue Bubbles, so you don't have anything to worry about in here. Of the two blocks in the centre of the room, push the left-hand one downwards to open up the secret staircase in the north-east corner of the room. Go down the stairs and head through the cellar, defeating the Keese bats, and at the new area you arrive at, don't get touched by the red Bubbles (you'll have to backtrack and touch a blue Bubble if you do) and unlock the northern door and head through. In the next room you'll meet the Digdogger, which is this dungeon's boss. Try not to get hit by the fireballs from the statues in each corner of the room while fighting.

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|                                     |
|               - BOSS: Digdogger -   |
|                                     |
o-----o
| Strategy: This huge, disc-shaped boss is very tough and almost immune to |
| ----- any attacks whilst in its normal form, but if you have the      |
| Recorder (which is why it's so important to collect the item),          |
| equip it and use it. The sound played will cause Digdogger to           |
| shrink in size, and it can then be attacked, but it will move           |
| about faster. When you have shrunk the Digdogger, a few strokes         |
| of the sword will defeat the boss.                                       |
o-----o
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When you win, get the Container Heart and head north into the room with the Triforce, but DON'T pick it up yet.

There's still another important item to pick up in the dungeon first before the Triforce. Walk through the middle of the north wall to a new area. In this room are two fireball-shooting statues in the middle of the room, and some red Darknuts to face. Defeat them, then go through the northern doorway. In here, avoid more fireballs coming from the statues in the corners and feed the three Dodongos bombs until they all die, and the northern door will open. Go through it, and in the next room, kill the Pols Voices and Darknuts, then you need to push the fourth block down in the set on the left that looks like an "L". This reveals some secret stairs; go down them and in the cellar, you can get your hands on the Raft! Now that you have it, backtrack all the way to the room with the Triforce and pick it up to finish the dungeon!

## Overworld Grid

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It's now time to pick up a few more things before heading to the next dungeon and a couple of extra Heart Containers are a few of them. So, to get the first secret Heart Container once you are outside the dungeon, head west as far as you can go (watch out for the rocks coming down the mountain). Then go south by a screen, then go east by four. Equip and use the Recorder to reveal some more secret stairs in the desert, and go down them to find a Moblin who will give you some rupees. Now continue east by three screens, south by one, then east by another. Using your new-found Raft, sail from the jetty and enter the white cave at the area you arrive at. Take the Heart Container offered by the old man to boost your life total to 10.

Now exit the cave and sail back to the overworld. Now go west, north and west again, and up the blue staircase and enter the underground warp staircase. Go down the left warp staircase, and at the new area, defeat the Lynels and go south by a screen via the blue staircase. Now head north again up the other blue staircase. From here, head east by two screens, north by one, east by another two and north by another one, then go west by one. On this new screen, defeat the Lynels and Peahats, then equip and use the Recorder to reveal some secret stairs. Go down them and you'll enter another cave with an old man who offers a Potion or Heart Container. Take the Heart Container to increase your life by another heart.

Now, backtrack all the way to the underground warp staircase you used to arrive at this area, and take the middle staircase to arrive at the area near the beginning grid square infested by blue Tektites. It's now time to start saving up rupees again. You can either go west by three screens to the gambling cave to try your luck for more rupees, or take the longer (yet safer) choice of fighting enemies on the overworld until you have no less than 148 rupees minimum. Once you have that amount, from the screen on which the gambling cave is, go north by a screen and west by two. On this screen you can enter the cave to get some Potion (red preferred). Then, go north by two screens and enter the next cave, and buy some Arrows from the shop (as you'll be getting a Bow shortly).

Now it's time to get to the next dungeon. Leave the shop and from here, the next destination is grid square (6,4). Now go south by two screens, east by one, cross the bridge and go north by a screen, and sail from the dock with your Raft. Enter the dungeon entrance to be in the fifth dungeon of the quest.

## Dungeon 5 (Z)

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Map:

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In the first room is only one other open doorway, leading north. Head through it into the next room. This room is dark, has Blade Traps and fireball statues in the centre of the room, so be aware of those when you go in. Light the room

up with your Blue Candle and defeat the Zols, then go through the doorway that leads west. Watch out for more Blade Traps in this room, and use your boomerang and sword to defeat the five Like Likes in here. Be careful not to let them touch you or you'll lose your Magical Shield, and this is a very dependable piece of armor at this point in the game, so that's the last thing you want to happen. Pick up the five rupees left behind when the Like Likes are defeated, then unlock the southern door and head through.

In this room are some Wizzrobes and red/blue Bubbles. This'll be tough, but you need to take out the Wizzrobes and avoid the red Bubbles at all costs; if you get touched by one, touch a blue Bubble as quickly as possible. Now go down the stairs to the east and head through the cellar to reach a new area of the dungeon. This room has a set of blocks shaped like a spiral. Defeat the blue Wizzrobes in here, then push the centre block in the row to the left to open the sealed door to the east. Make sure you stand to the LEFT of the block and push it right (otherwise you wouldn't be able to get past!). Go through that door.

In here is a blue Gohma. You can't beat it without a bow to fire your arrows from, so go around it and go through the southern doorway. Avoid the red Bubbles in this room and go down the stairs to the south to enter the cellar, where you'll find the Bow! Get it and equip it, then backtrack two rooms and defeat the Gohma with three shots of an arrow. You'll need rupees to fire them, remember. Get the Key that appears when Gohma is defeated, then head west into the room you were in before. Go round the spiral and back through the cellar. In the area you come back to, go north by a room into the room with Blade Traps, then go west into the next room.

In here, avoid the Bubbles and kill the Vires. Grab the Map that appears when they are all defeated, and you'll have the dungeon layout. Now head into the northern room and light it up with the Blue Candle. You now have the stiff task of taking on the Wizzrobes and avoiding the red Bubbles in this room, which will prove tricky. Touch the blue Bubble immediately if a red one touches you. When you defeat the Wizzrobes, continue north into the next room. Watch out for the Blade Traps and quickly get out of the way - there's little space in this room full of blocks. Defeat the Wizzrobes, then head east into the next room.

In here, defeat the hardly-visible Zols and get the Compass when they are all beaten. Go north into the next room and ignore the enemies and key - just go through the door to the east and defeat the Manhandla with the sword and/or a well-placed bomb. When it is beaten, the northern door will open and 5 rupees will appear. Collect them, and go through that door. Defeat the Keese bats in here, and head around the spiral, into the staircase. Go through the cellar, and in the new area, defeat all the Vires then unlock the western door and head through. In this room you will meet the Gleeok dragon, the dungeon boss.

o-----o  
| - BOSS: Gleeok - |  
o-----o  
| Strategy: Arguably one of the tougher bosses in the game, Gleeok is a |  
| ----- dragon with multiple heads. It blocks the doorway to the Triforce |  
| room with its huge body, so you have to beat all the heads to |  
| defeat the whole thing. Simply use your sword to attack (again, |  
| more helpful if you have full health so that you can fire sword |  
| beams to attack long range), and after a few hits to each head, |  
| they will come off. However, the dragon will shoot fireballs at |  
| you, so you have to constantly be on the move, even moreso if you |  
| have to attack close-range. When the boss is down to its last |  
| head, another of its heads will detach and begin to fly around |

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|           the room. It cannot be attacked with the sword, so you will have |
|           to do your best to avoid it. Once all the heads are killed, the  |
|           body will vanish and you win.                                   |
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Collect the Container Heart left behind after winning, then go north into the next room and get the Triforce to win the dungeon.

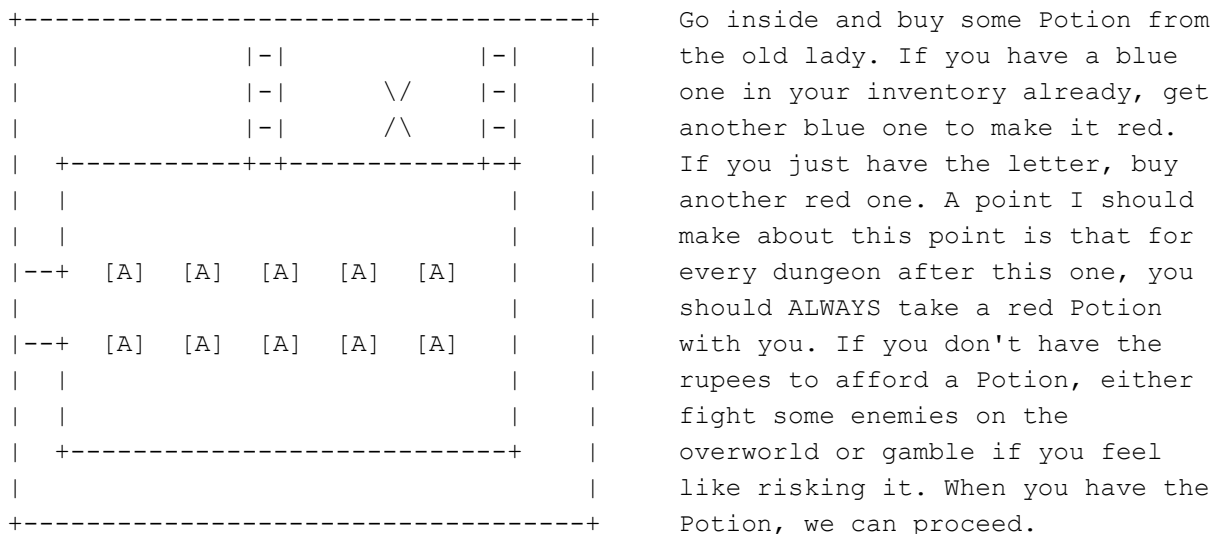
#### Overworld Grid

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It's now time to get the Magical Sword, the strongest sword you can have in this quest. Once you are outside the dungeon, go south to sail back to the overworld, then go south by one more screen, east by one, south by another, then keep going west until you get to the screen with the underground warp surrounded by blue Tektites. Defeat those Tekites and push the left boulder to reveal the staircase that takes you to the underground warp. Take the centre staircase warp to arrive at the area near the cemetery.

On the screen you are on, defeat the Lynels and go south by a screen via the blue staircase, and on the screen you are on now, go back north up the other blue staircase (the one on the right). Now go east by two screens, north by one, east by another two and north by another one, then east by two more. At where you are at now, there should be a set of rocks shaped like an arrow pointing to the left. Stand above the one on the very left and push it down to reveal some secret stairs. Go down them to enter a cave, where you will meet the old man who offers the Magical Sword. Since you now have 12 Heart Containers in your life meter, you can take it!

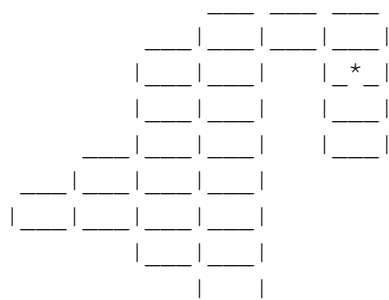
Before going to the next dungeon, it would be an idea to get some more Life Potion and save up an extra few rupees (altogether, fight enemies until you have about 120 rupees). There's a secret cave near the next dungeon where you can buy some more Potion. To get there from the screen on which you revealed the Magical Sword cave, backtrack all the way to the screen directly south of the one where you reached the area via the underground warp (i.e. the screen with two blue staircases leading north and ten white Armos Knights). Bomb the north wall according to the diagram below (X marks the spot):



Save up some more rupees (50 should do), and it's time to go to the sixth dungeon. To get there from here, just head west by three screens, equip your Recorder and use it. One of the graves will turn into a set of stairs, which are the entrance to Dungeon 6. Go down them.

## Dungeon 6 (Wizard's Hat)

Map:



The only other doorway in the entrance room is the one leading north. Head through it to start with, and in this new room, use your Blue Candle to light it up and proceed to defeat the two red Wizzrobes and three blue Wizzrobes, then collect the Bombs that appear when they are all defeated. Proceed north through the door into the next room, and in here, be careful not to touch the Like Likes to hazard losing your shield, and avoid the fireballs coming from the statues in each corner. Look out for the Bubble too. Defeat the Like Likes and Wizzrobes, then head to the next room, to the west. In here, avoid the two Bubbles and defeat the Vires (use your sword so they don't change into Keese). Then, unlock the door leading west and head through.

In here are two more fireball-shooting statues in the centre of the room. Do your best to keep away from the fireballs as you fight the mixture of Like Likes and Wizzrobes in here. When those enemies are all defeated, grab the 5 Rupees left behind, and head through to the room to the west. Don't move as you go into that room; there's two Blade Traps. Lure them towards you and step back into the doorway, then as they retract, go around them and push the very left block in this room to make a secret staircase appear in the corner. Lure the Blade Trap covering it and go down this staircase to enter the cellar. Kill the Keese and you can now claim the Stepladder!

Now go back upstairs and backtrack two rooms, then go south to the next room. Here, light this dark room up with the Blue Candle and kill the Wizzrobes inhabiting this room, and get the Key that is lying in the centre of the room. If you get touched by a red Bubble, touch the blue one before you go anywhere. Use your ladder to get across this room, and go through the doorway leading east. Defeat the Wizzrobes, continue north into the next room, and in here, equip your bombs and blow up the middle of the north wall to reveal a hole. Head through it to reach a new room.

Watch out for the Bubbles and defeat the Wizzrobes in here. Now go through the western doorway. In this next room, watch out for the Blade Traps as you walk in. Use the Stepladder to cross the red gap and get on the platform in the middle of the room, and kill all the Like Likes here. When they are all defeated, the Map appears in the centre of the room. Take it to get the dungeon map to appear at the top-left of the screen. Now walk into the middle of the north wall and you'll go through it. In this next room, defeat yet more Wizzrobes and avoid yet more red Bubbles (use the blue ones if you get touched), then go through the doorway to the north.

In this next room, defeat the five Vires and walk into the middle of the east wall to go through it. In this room are three blue Bubbles. Ignore them and push the very left block in the centre row to reveal some secret stairs in the north-east corner. Go down them and head through the cellar to the next area of the dungeon. In this room with the spiral-shaped set of blocks, kill the many

Keese then go around the spiral and unlock the door leading east, and go through it. In here is a Gleeok dragon; defeat it to open the sealed door to the east, and continue through after getting the 5 rupees left behind. In this next room are a shipload of red Bubbles. Do not touch them, otherwise you'd have to backtrack all the way back to the room with three rows of blocks and touch a blue Bubble.

Push the leftmost block in this room to reveal some secret stairs in the north-east corner. Go down them and head through the cellar to arrive in a room with a Manhandla. Defeat it with your sword and/or bombs, then head into the room to the north to fight the dungeon boss, Gohma.

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|                                     |
|                               - BOSS: Gohma -                               |
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o-----o
| Strategy: For having to go through a moderately difficult dungeon, this    |
| ----- boss is very easy to beat. Equip your Bow and Arrow and get an    |
|               aim at the boss's huge eyeball. Watch out for the fireballs it |
|               shoots, and when Gohma fully opens its eye, shoot. If you hit the |
|               bullseye, the boss will die! Blue Gohmas require three hits to be |
|               defeated.                                                    |
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After winning, grab the Container Heart and head into the next room to the north, and get the Triforce to complete this dungeon!

#### Overworld Grid

Once you are outside the dungeon and back on the overworld in the cemetery, head east by three screens then north by one via the left-hand blue staircase to the screen with the underground warp. Defeat any Lynels in your area then push the left boulder to reach the staircase, and take the middle route to re-emerge near the starting grid square at the area with the blue Tektites. From here, head east as far as you can so that you're at the south-east corner of the overworld map, then go north by two screens. Defeat all enemies on-screen here, then use your Stepladder to walk over the planks in the water to get the final secret Heart Container and bump your life total to 14.

Now, before you go anywhere, make sure you fight enemies (or gamble if you feel a bit risky) so you have about 125 rupees. The reason for this is, you will be using your Bow & Arrow in the next dungeon, as well as getting past a certain area of the dungeon as well. To get to the next dungeon, once you have the money needed, from the grid square on which that sea-bound Heart Container was, go south by two screens, then west by four, then north by two. Then go right by one screen (take the top path to the right), then south by a screen. Equip your Blue Candle and burn the bush marked on the diagram below:

+-----+	KEY	To burn that bush, stand on
0000 0000000 000	---	the right of the bush next to
0000 0000000 000	O = Regular bush	it facing left, and use your
0000 XO	X = Burn this bush	candle to make the flame
0000 O          000		reach it, and you'll reveal a
O          000		secret staircase, the
O          000		entrance to the next dungeon.
O          000		To reach it, simply backtrack
000000          000		by two screens, then go east



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again, this time by the other path, then go south by a screen, then go down the stairs into the dungeon.

### Dungeon 7 (Spiral)

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Map:

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From the start, go through the doorway to the east, and in this room, watch out for the fireballs coming from the statues in the middle of the room as you fight the Darknuts with your sword and the Pols Voices with your Bow and Arrows. When you've defeated them all, head east into the next room. Light it up using your Blue Candle, and fight the red and blue Darknuts. Watch out for the red Bubbles; if one touches you, touch the blue Bubble immediately. When the Darknuts are defeated, continue into the next room to the east. Fight a few more red and blue Darknuts and Gibdo mummies whilst avoiding the Bubbles in this room. Then, push the block in the middle row (the one directly to the right of the door you came through) downwards. Some stairs will appear in the north-east corner. Go down them.

Head through the cellar, killing the Keese if you have to, and you'll re-appear in a new area of the dungeon. Defeat the Keese in this new room and then head through the doorway to the south. Defeat the Darknuts and Pols Voices in this room, then get the Key that was at the right-hand side of the room. Then, push down the left-hand block in the pair in the middle of the room to reveal some more secret stairs in the north-east corner of the room. Go down those stairs and in the cellar, kill the Keese and pick up the Red Candle, which will replace your Blue Candle, giving you the ability to shoot flames an unlimited amount of times on one screen.

Now go back upstairs, then north to the previous room, then push the very left block and head back through that cellar passageway. At where you end back up, go through the east doorway and in the new room, defeat the Manhandla there with your bombs or your sword. When it is beaten, stand above the leftmost block in the room and push it down to open both sealed doors in this room. Continue east, into the next room. Light this dark room up with your Red Candle, then defeat the red and bleu Darknuts in here. A good tip is to stand on your Stepladder over a blue gap in the room so that you can't get touched by the red Bubbles and easily attack the Darknuts from their sides as they walk around the centre platform.

Then, go through the northern doorway and in here, light this room up with the Red Candle as well, then defeat some more Darknuts in here using the same strategy as before, standing over the blue gap in the middle of the room so the red Bubbles don't touch you. When all the Darknuts are beaten, the Map will appear. Pick it up. Go north into the next room and defeat five more blue Darknuts, then get the 5 rupees left behind and continue north through the door that opens when the Darknuts are killed. In here, avoid the fireballs coming from the statues in the middle of the room as you fight some more blue Darknuts. Equip your Bow & Arrow and proceed north into the next room where

there is a blue Gohma. Shoot it in the eye three times when the eye is fully open to defeat it.

Continue north through the next door when the Gohma is beaten. In here, watch out for the Blade Traps as you come in and kill the Keese in here. Then, push the very left block in the room (stand on the right of it and push it left) to reveal some secret stairs in the north-east corner of the room. Lure the Blade Trap sitting over them, and as it retracts, quickly go down the stairs. Head through the cellar, defeating the Keese, and in the new area you arrive at, kill all the blue Darknuts then head through the doorway to the north. In this next room full of blocks, push the one in the middle and head east to the next room. The old "thief" will tell you to leave your money or your life which is why I told you to save the money before entering the dungeon. Pay him 50 rupees and go through the doorway to the south.

Defeat yet more blue Darknuts in this next room, then push down the third block down in the diagonal row leading into the south-west corner, and some more secret stairs will appear in the north-east corner. Go down them and head through the cellar to end up in a new area of the dungeon again. In this new area, defeat the two red Darknuts and two blue Darknuts, whilst avoiding the red Bubbles (touch the blue one to regain the use of your sword in case). Then, unlock the west door and go through to enter a room full of more blue Darknuts. Kill them, get the bombs, then continue through the west door to enter the boss area, where the boss is the Gleeok dragon.

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|                                     |
|                - BOSS: Gleeok -    |
|                                     |
o-----o
| Strategy: Arguably one of the tougher bosses in the game, Gleeok is a      |
| ----- dragon with multiple heads. It blocks the doorway to the Triforce |
|             room with its huge body, so you have to beat all the heads to  |
|             defeat the whole thing. Simply use your sword to attack (again, |
|             more helpful if you have full health so that you can fire sword |
|             beams to attack long range), and after a few hits to each head, |
|             they will come off. However, the dragon will shoot fireballs at |
|             you, so you have to constantly be on the move, even moreso if you |
|             have to attack close-range. When the boss is down to its last    |
|             head, another of its heads will detach and begin to fly around  |
|             the room. It cannot be attacked with the sword, so you will have |
|             to do your best to avoid it. Once all the heads are killed, the  |
|             body will vanish and you win.                                   |
o-----o

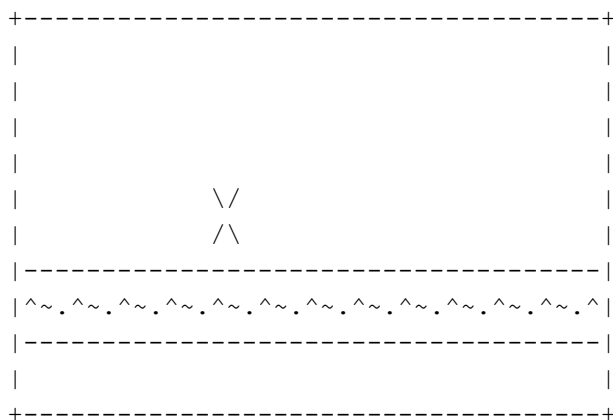
```

When you win the fight, get the Container Heart left behind, then continue west into the next room and get the Triforce piece to finish the dungeon.

#### Overworld Grid -----

Back on the overworld, head west by one screen, then south by one, then head east as far as you can go so that you're at the south-east corner of the overworld grid again. Then, go north by four screens, west by one, north by another, west by one more, then go north by a screen via the ground route. Then from here, go east by two screens and walk through the northern wall again to reach the secret shop cave. Buy the Food from here for 60 rupees. If you don't have the money, fight more enemies until you get enough. It's important as you'll need the food for the next dungeon.

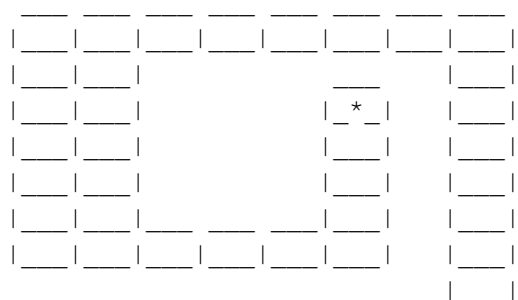
Before heading to the next dungeon, you'll need to save about 130 rupees (100 to buy some more bombs in the dungeon) as well as some to fire your arrows with. The directions to reach Dungeon 8 are, from the shop in which you purchased the food, once going south through the secret wall, head west by two screens then south by one, then go north by a screen, this time via the blue staircase. Now keep heading west until you reach grid square (10,7), then equip your bombs. Bomb the spot about here (X marks the spot):



Simply use your Stepladder to get onto the stream and bomb the wall to reveal the cave, which is the entrance to Dungeon 8. With the use of your Stepladder, you can get across the stream and get to the dungeon entrance!

### Dungeon 8 (Big Spiral)

Map:



There is only one other doorway in the room you start in, and it's the one leading north. Go through it into the next room. This next room, unluckily for you, is full of fast red Bubbles. Avoid them as best you can and push up the block to the left in the room. Some stairs will appear in the north-east corner of the room; go down them and head through the cellar to the next area of the dungeon. Kill the Goriyas in this next room, then walk through the middle of the south wall to reach another area. In this room, avoid the fireballs being shot at you from the statues in the middle of the room and feed the Dodongos some bombs to defeat them all.

Then, unlock the south door and go through into that room. In here, avoid the red Bubbles (touch the blue one in case you get hit by a red one) as you defeat the Wallmasters in here. After defeating all the Wallmasters, push the middle block in the vertical row to make some stairs appear in the north-east corner of the room. Go down them, and in the cellar, you can get the Magical Rod, and since you already picked up the Book of Magic a lot earlier in the game, it already possesses the full strength available to it, and it's a first-choice "B Button Weapon". Then, go back up to the last room.

Now, go back north to the last room, then go through the doorway to the east. In this room, use your Magical Rod/sword to kill the Goriyas and Keese, avoiding the Bubbles. Then push the block in the middle row nearest the door and some secret stairs will appear in the north-east corner. Go down them and head through the cellar to reach a new area. In here, kill the flashing Rope

snakes then head north, into the next room. Defeat the six blue Goriyas in this room and cross the blue gap with your Stepladder, and continue north into the next room after that. Use your Recorder to shrink the Digdogger into three smaller ones, and use your sword to finish them off. Continue north to the next room.

In here is a hungry Goriya. Equip the Food and give it to the Goriya, and it will disappear, letting you past so that you can head through the north door into the next room. Watch out for the Blade Traps as you enter and use the Red Candle to light this room up. Kill the Keese and grab the Compass that appears. Now head north into the next room, defeat all Goriyas and get the Key that appears between the statues and head through the door to the west. In this next room, defeat some more Goriyas and both sets of sealed doors will open. Continue west into the next room, and use the Recorder to shrink the Digdogger into three smaller ones, and finish them off with your sword. Now bomb the middle of the west wall, and head through the wall.

In here, light this dark room up and defeat the Wallmasters in the company of some more red and blue Bubbles. When all the Wallmasters are beaten, take the Bombs and go west, unlocking the door and going into the room it leads to. Feed the Dodongos two bombs each to beat them while avoiding the fireballs being shot from the statues in each corner of the room. Next, go west into the next room and avoid all the red Bubbles while you collect the Key at the bottom of the room, then push the left block in the middle of the room. Go down the stairs that appear, and head through the cellar, killing the Keese bats. In the next area you arrive at, avoid the red Bubbles (touch the blue one if you need to) and ignore the Wallmasters - just unlock the west door and go through.

Kill all the Stalfos skeletons in this next room, then push down the third block from the top of the middle diagonal row in the room to reveal some secret stairs. Go down them, and in the cellar, you can get the Magical Key! You can now unlock all doors in all dungeons with the help of this brilliant little tool. Now go back up and head east to the last room before that, then go through the doorway to the south. Push the block in the middle of the room to access the pathway, and head through the door to the west. Defeat all of the flashing Ropes in this room and then walk through the middle of the south wall to reach another room. Defeat the Goriyas and Keese in here, then collect the 5 Rupees and head through the doorway to the east.

Head along the narrow path (kill the Keese if you need to) and unlock the east door, and continue through. Defeat the six blue Goriyas in this room, take the Bombs, then push the left block in the diamond shape to access the staircase, and go down it. Head through the cellar, and in the next room at the new area you arrive at, defeat the two Moldorms, then bomb the middle of the south wall, and go through the hole. In this room, kill all the Goriyas and collect the 5 rupees left behind, and continue going south, into the next room. Kill the Aquamentus in here, and go through the west door that opens. In here, avoid the red Bubbles (touch the blue one in case), and defeat the four Wallmasters. Then, push the middle block in the vertical row to open the door to the west. Go through that. The old man will offer you more bombs, so give him the 100 rupees I told you to save up before you came into the dungeon, and you can now carry the maximum amount of 16 bombs!

Now from here, backtrack four rooms, then unlock the northern door and go into the room it leads to. You'll face a rather easy dungeon boss of three Dodongos.

o-----o  
| - BOSS: Dodongo - |  
o-----o

| Strategy: The Dodongo is some sort of rhinosaurus that is a very tough |  
| ----- creature, and cannot be harmed via means of your sword, so you |  
| will need a stronger weapon. So, make sure you have some bombs |  
| equipped. As the Dodongo walks near you, get close enough so that |  
| you are almost touching its face as it walks directly at you. |  
| When the Dodongo is about to touch you, plant the bomb and the |  
| Dodongo will swallow it, and the bomb will explode in its |  
| stomach. You will do it right if the Dodongo freezes for a |  
| second. Plant another bomb or two inside its mouth, and it will |  
| be beaten and you win. |

o-----o

Get the Container Heart left behind after winning, then continue to the next room to the north and collect the final Triforce piece to finish assembling your Triforce!

### Overworld Grid

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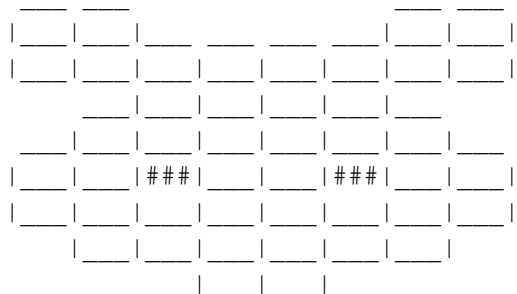
All that is left to do now is to get to the final dungeon, finish off the evil Ganon, rescue Princess Zelda, and live happily ever after...right? Well, yes, but you must be FULLY prepared before you even set foot into the last dungeon of the game as it is extremely tough to progress through, even after all you've been through thus far in the quest. Make sure you save up a good deal of rupees for the use of arrows (a Silver Arrow is a must-have for fighting Ganon), a red Potion and NO other, full life, the strongest available equipment, and that you have picked up all available Heart Containers to make it easy on yourself. Only then can you consider yourself ready to take on the last dungeon of the quest.

So, to get there from here, head west by six screens and defeat the Lynels in this area, then go north by a screen via the blue staircase. Avoid the rocks falling down, and head west by three screens. About three steps to the right of the blue staircase here, bomb the north wall to reveal the entrance to the final dungeon. Go inside.

### Dungeon 9 (Ganon)

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Map:



From the start, go through the only other doorway, the north one. In this room with the black floor, there would normally be an old man to stop you from passing, but since you have all 8 Triforce Pieces, he will have disappeared and you can carry on heading through, by going west into the next room. Light the dark room up with your Red Candle, and then defeat the lightning-fast Lanmola enemies with your Magical Rod (preferred you attack at long range, really), pick up the Bombs left behind when they are defeated, then continue west and into the next room. Avoid the Blade Traps and fireball-shooting statues in the middle of the room, and kill all the Like Likes. Then, head through the next

doorway to the west.

Again, avoid the fireballs coming from the statues in the room's centre, and kill the Vires jumping about in here. When they are all defeated, grab the 5 Rupees left behind, then unlock the northern door and head through. Kill all the Keese in here, then unlock the next door leading north and head through. In here, push away the block in the middle of the room, then go west and bomb the wall, then go through. Don't do anything in this room full of red Bubbles; just go back to the last room to see that the middle block has been reset to its original position so that you can now push it to the right and go through the northern door.

Avoid the Blade Traps as you enter this next room, and defeat the red and blue Wizzrobes in here. When they are beaten, go through the doorway to the east, and in this next room, defeat the red and blue Wizzrobes whilst avoiding the red Bubbles and fireballs coming from the statues in the middle of the room. Ignore the Key left behind (as you won't need it), then equip your Bombs and blow up the middle of the north wall, going through the hole you have made. Ignore the slew of blue Wizzrobes in this next room, avoiding fireballs from yet more fireball-shooting statues in the middle of the room. Unlock the door to the east and go through.

In here, kill the Wizzrobes and Like Likes with your Magical Rod/sword, then head over the red gaps with your Stepladder and head through the northern doorway. In here, the old man's advice is simply "Go to the next room." Just walk through the middle of the west wall to enter another room. In here, defeat the Like Likes and avoid the Blade Traps, then continue west into the next room. Defeat the Wizzrobes in here whilst avoiding the Bubbles and fireball-shooting statues. After killing all the Wizzrobes, the west door will open. However, go through the doorway to the north into the next room. Defeat the tough Patra in here, then walk through the middle of the west wall. Defeat some more blue Lanmolos then push the left block and go down the stairs. In the cellar, defeat the Keese and get the Red Ring. With this, the damage you receive from enemies is cut down to a quarter, so make sure you get this item.

Now go back upstairs and backtrack to the room where you fought the Patra, then push the left block in this room to reveal some secret stairs in the north-east corner. Go down them and head through the cellar to reach a new area of the dungeon. Kill all the Wizzrobes in the room you arrive in, then place a bomb in the middle of the east wall, and go through the hole. Avoid the fireballs coming from the statues in the room, and kill the Patra in here and keep an eye on your life meter, replenishing if you need to. After that, walk through the middle of the north wall to enter another room. In here are some harmless blue Bubbles; just push the single block and go down the stairs, continuing through the cellar to a new area.

Ignore all the enemies in this room and head west to the next room. Kill all of the Wizzrobes in here then bomb the middle of the north wall. Go through the hole and defeat another tough Patra enemy in here while avoiding all the fireballs being shot at you, and pick up the Map that appears when you finish the Patra off. Then walk through the middle of the west wall, and defeat all the Wizzrobes in this next room, then push the block to reveal some secret stairs in the north-east corner. Go down them and enter the dungeon, and collect the Silver Arrow, the necessary weapon to slay Ganon.

Head back upstairs, then head east by a room, south by a room, and west by two rooms via walking through the middles of the walls. Avoid the Blade Traps as you enter this dark room, then light it up with the Red Candle and defeat the two Zols in here. After beating them, continue south through the doorway, then go through the doorway to the west. Continue going west for two more rooms,

then head north by two more rooms. In this room, push the block up and go through the western doorway, then return to this room and push the block to the right so you can enter the north room. Head east by a room, north by a room, then east by another room, then north by another room to be back in the room with the old man.

From here, keep going west for two more rooms, then north by one. In this room, push the left block to reveal some secret stairs in the north-east corner. Go down them and head through the cellar. Now go east by another room. Replenish your health equip your Bow & Silver Arrows, then go east one more room, and you will be in battle with Ganon.

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o-----o
|                                     |
|               - BOSS: Ganon -       |
|                                     |
o-----o
| Strategy: Indeed, Ganon is one tough nut to crack. He is a very quick boss |
| ----- and hard to catch out, so you'll need to be fully prepared when |
| you take on him. As you enter the room, Link will hold up his           |
| Triforce and light up the room, and Ganon will appear for a few         |
| seconds before becoming invisible. Ganon will then start quickly        |
| shooting fireballs at you from different spots in the room at          |
| random. Start poking about with your sword at where the fireballs       |
| appear, but do it quickly as Ganon shifts about at a good speed.      |
| When you hit Ganon, he'll be visible for a moment before              |
| disappearing and repeating his attack process, so carry on             |
| stabbing about until you hit him again. After a few good hits and      |
| he appears again, he should turn a red colour. When this happens,     |
| quickly shoot the Silver Arrow at him. When the arrow pierces          |
| Ganon's body, he will die and you will beat the quest and get the     |
| Triforce of Power!                                                     |
o-----o
```

After Ganon is defeated, grab the Triforce resting on his remains and go through the northern door. Stab the flames and approach Zelda, and you've beaten the second quest, and the whole game altogether! I won't spoil the ending for you, either.

Congratulations upon completing The Legend of Zelda!

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                    5. ENEMIES                                     [0500]
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o-----o
| Overworld Enemies |
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Armos: This is a knight that stands still, and often seen in groups. They will remain stationary until you touch them from any side. They will start flashing for a second, then start moving. Some will move faster than others, and if you touch one, you will be damaged. Also note that some Armos Knights stand over secret holes and staircases that you can access if you awaken them.

Ghini: This is a ghost-like creature, found in the cemetery areas of the

overworld grid. If you touch a tombstone, another one will appear. You cannot attack the Ghinis that appear from touching tombstone, but you can use your sword to attack the original Ghini that was on-screen. When you kill it, the other Ghinis that appeared from the tombstones will also vanish.

Leever: This is a rather annoying enemy, mostly found in desert areas (but on various others as well). They have blades on their heads and move around quickly when they emerge from the ground. After a few seconds, they'll burrow back into the ground. As you could probably guess, you can only attack them while they are emerged from the ground, so a couple of strokes of the sword should do the trick.

Lynel: This is a very strong and difficult enemy to get past for two reasons: it has the ability to throw swords, and it is very hard to fight it if you don't use long-range attacks (since if you get too close it can easily use its swords to quickly kill you). Luckily, they are not too common in the game. The best strategy is to use the beams from Link's sword to attack, provided you have full health.

Moblin: This is a bulldog-like enemy that attacks using projectiles. Some throw spears (that can be deflected via your shield), and some throw boomerangs. They are more often found on the overworld, but occasionally appear in some dungeons as well (as Goriyas).

Octorok: The most common enemy to be found in the game, it's also the easiest to beat as well, whether it's in red or blue form. The Octorok is a creature with a trunk that fires bullets at you. You can use your shield to deflect these. A few hits with the sword will kill this weak enemy as it is quite slow, and very easy to evade.

Peahat: Another of the frustrating enemies found in the overworld, this enemy has propellers on its head. When the propellers spin, the Peahat will move in any random direction. While it moves, you cannot hurt it with any attack, no matter what you try. After a few seconds the propellers will stop spinning and it will stay still. During this time you can attack and hurt it. After a few hits with your sword, it will perish.

Rock: Not really an enemy, but a Rock is found tumbling down some mountainsides and move from left to right as they fall downwards. Just make sure that Link isn't standing in their path when they reach the ground!

Tektite: This is the spider-like enemy, found in groups on some screens, and they hop about a lot, making it a better decision to fight with long-range attacks or use a boomerang. Quite often, they leave behind rewards, making it worthwhile to fight them whenever you see them.

Zora: This enemy is the only one found in water. When it emerges, it will quickly shoot a fireball in your direction then go back underwater again. It is pointless attacking this enemy really, so it would be better to quickly head past rather than to bother fighting it. However, if there are several other enemies on-screen, then you could kill it to stop it bothering you if you need.

o-----o  
| Underworld Enemies |  
o-----o

Bubble: Not really an enemy, and it cannot be hurt. A bubble is a blurry orb



found in dungeons that moves around at varying speeds. Should it touch Link, he will not be able to use his sword for a few seconds. So in dungeon screens with many other enemies, stay well away from these!

**Darknut:** This enemy is one of the biggest pains to face in dungeons, whether in red or blue form. It is a slow moving creature that holds out a sword in front of it, meaning that if it walks straight into you, Link loses life. It also uses its sword to protect itself from attacks to the front, so you have to attack its back or sides in order to damage it.

**Gel:** The easiest enemy to defeat in the entire game, and a more common one in the dungeons. This is a globule of gel that moves about in quick spurts. One attack of the sword will finish it off, and you can even kill it with your boomerang because it's that weak.

**Gibdo:** This is a mummy enemy found in more of the later dungeons, and it acts similarly to the Stalfos skeletons. They are still quite slow and easy to dispatch of however, but need a few more hits with the sword to be beaten.

**Goriya:** This is a bulldog enemy that throw boomerangs at Link, but you can deflect them with your shield. Red Goriyas throw wooden boomerangs, and when you beat your first group, you will be rewarded with one yourself. Blue Goriyas throw metal boomerangs and as you would have guessed, are harder to kill than red ones.

**Keese:** This is a blue or red-coloured bat enemy, most often seen in cellars but are also seen in many other areas of most dungeons. They usually stay stationary then start flying in a random direction. They will eventually stop and stay still again. They can be attacked while flying or not moving.

**Lanmola:** This is a centipede creature similar to the Moldorm in that you attack its body parts to kill them and decrease their size until it is completely dead. Found in later dungeons, usually in pairs like the Moldorm.

**Like Like:** I don't exactly know what this creature really is, but it looks like a huge red piece of jelly. If it touches Link, it will swallow him. If this happens, you can lose your shield, so stay away from it at all times and attack with long-range weapons instead.

**Moldorm:** This looks like a worm creature composed of fireballs. Attacking its body parts will make it shorter in size, and you can keep attacking until all its body parts are gone and it will be dead. It also moves very slow, making close-quarter combat not too difficult.

**Patra:** This is a creature, found in some later dungeons, that is surrounded by flying insects that circle it at a rapid pace. Use your sword to kill off the insects (they are not too difficult), then attack the enemy's main body a few times with your sword to completely finish it off.

**Pols Voice:** This looks like a rabbit, and it is seen in some of the later dungeons. It is quite easy to evade and defeat, but the snag is that it cannot be killed by sword very easily - arrows are a better choice. Shooting an arrow will make it go straight through the Pols Voice, so you could theoretically kill multiple Pols Voices if they are all standing in a line.

Rope: This snake enemy is rather common and seen quite early in the game. Found in groups that inhabit a single room, they move about in any direction and when Link is standing in their path, they will move towards him very quickly. You should use your boomerang to stun them and finish them off with your sword.

Stalfos: This is a skeleton creature that moves about in any direction quite slowly. They do not attack, so you can just hit away with your sword. Also note that some of them carry keys, so killing them will make them release the key for you to pick up.

Vire: A blue bat that flies around rapidly. Attacking it will make it split up into two Keese bats. If you have the Magical Sword (the strongest sword in the game), one attack with the sword will kill this enemy altogether.

Wallmaster: This enemy looks like a giant blue hand that emerges from the walls slowly, hence its name. If it grabs Link, you will be taken all the way back to the beginning room of the dungeon, so stay away from it and just avoid it rather than attacking it.

Wizzrobe: This wizard creature, one of the tougher enemies in the game, can disappear and reappear at random spots in a room, and shoots magic waves towards you. When it appears, hit it with your sword a few times to defeat it.

Zol: This is a giant version of the Gel enemy, and it has eyes. Simply attack it with your sword once and it splits up into two Gels. If you have a stronger sword, you can beat it in one hit altogether.

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## 6. BOSSES

[0600]

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o-----o  
| - Aquamentus - |  
o-----o  
| Location: (First Quest) Dungeon 1, Dungeon 7 |  
| ----- (Second Quest) Dungeon 1 |  
| |  
| Strategy: Aquamentus is at the far east side of the room, so stand on the |  
| ----- west side. He will fire three fireballs at you, but the fireballs |  
| space themselves further apart as they get closer to you, so you |  
| can move between the fireballs and not get touched. If you have |  
| full health this fight will be a doddle; just use the beams fired |  
| by your sword to attack him, and after a few hits he'll be dead |  
| and finished. |  
o-----o

o-----o  
| - Dodongo - |  
o-----o  
| Location: (First Quest) Dungeon 2 |  
| ----- (Second Quest) Dungeon 3, Dungeon 8 |  
| |  
| Strategy: The Dodongo is some sort of rhinosaurus that is a very tough |  
| ----- creature, and cannot be harmed via means of your sword, so you |

| will need a stronger weapon. So, make sure you have some bombs |  
| equipped. As the Dodongo walks near you, get close enough so that |  
| you are almost touching its face as it walks directly at you. |  
| When the Dodongo is about to touch you, plant the bomb and the |  
| Dodongo will swallow it, and the bomb will explode in its |  
| stomach. You will do it right if the Dodongo freezes for a |  
| second. Plant another bomb or two inside its mouth, and it will |  
| be beaten and you win. |

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| - Manhandla - |

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| Location: (First Quest) Dungeon 3 |

| Strategy: Manhandla is a giant blue plant with four claws on each side of |  
| ----- its body, which is otherwise invulnerable unless you defeat the |  
| claws. Arguably one of the trickier bosses in the game, if you |  
| don't know how to tackle this boss properly, it could quite |  
| literally manhandle you. Manhandla will move around the room |  
| shooting fireballs at Link, making approach a tough task. Using |  
| your sword, you can slash the claws and kill them. Every time a |  
| claw is removed, the plant moves around faster and shoots the |  
| fireballs at a more rapid rate. However, a simpler (yet trickier) |  
| method of defeating this boss is by planting a bomb. If the bomb |  
| placement is well-placed and well-timed, it can destroy the |  
| entire boss, body, claws and all, if the body moves over the bomb |  
| the moment it explodes. Luckily, it is only seen as a dungeon |  
| boss once in the whole game. |

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| - Gleeok - |

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| Location: (First Quest) Dungeon 4, Dungeon 8 |  
| ----- (Second Quest) Dungeon 2, Dungeon 5, Dungeon 7 |

| Strategy: Arguably one of the tougher bosses in the game, Gleeok is a |  
| ----- dragon with multiple heads. It blocks the doorway to the Triforce |  
| room with its huge body, so you have to beat all the heads to |  
| defeat the whole thing. Simply use your sword to attack (again, |  
| more helpful if you have full health so that you can fire sword |  
| beams to attack long range), and after a few hits to each head, |  
| they will come off. However, the dragon will shoot fireballs at |  
| you, so you have to constantly be on the move, even moreso if you |  
| have to attack close-range. When the boss is down to its last |  
| head, another of its heads will detach and begin to fly around |  
| the room. It cannot be attacked with the sword, so you will have |  
| to do your best to avoid it. Once all the heads are killed, the |  
| body will vanish and you win. |

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| - Digdogger - |

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| Location: (First Quest) Dungeon 5 |

| ----- (Second Quest) Dungeon 4 |  
|  
| Strategy: This huge, disc-shaped boss is very tough and almost immune to |  
| ----- any attacks whilst in its normal form, but if you have the |  
| Recorder (which is why it's so important to collect the item), |  
| equip it and use it. The sound played will cause Digdogger to |  
| shrink in size, and it can then be attacked, but it will move |  
| about faster. When you have shrunk the Digdogger, a few strokes |  
| of the sword will defeat the boss. |  
o-----o

o-----o  
| - Gohma - |

o-----o  
Location: (Both Quests) Dungeon 6
Strategy: For having to go through a moderately difficult dungeon, this
----- boss is very easy to beat. Equip your Bow and Arrow and get an
aim at the boss's huge eyeball. Watch out for the fireballs it
shoots, and when Gohma fully opens its eye, shoot. If you hit the
bullseye, the boss will die! Blue Gohmas require three hits to be
defeated.
o-----o

o-----o  
| - Ganon - |

o-----o  
Location: (Both Quests) Dungeon 9
Strategy: Indeed, Ganon is one tough nut to crack. He is a very quick boss
----- and hard to catch out, so you'll need to be fully prepared when
you take on him. As you enter the room, Link will hold up his
Triforce and light up the room, and Ganon will appear for a few
seconds before becoming invisible. Ganon will then start quickly
shooting fireballs at you from different spots in the room at
random. Start poking about with your sword at where the fireballs
appear, but do it quickly as Ganon shifts about at a good speed.
When you hit Ganon, he'll be visible for a moment before
disappearing and repeating his attack process, so carry on
stabbing about until you hit him again. After a few good hits and
he appears again, he should turn a red colour. When this happens,
quickly shoot the Silver Arrow at him. When the arrow pierces
Ganon's body, he will die and you will beat the quest and get the
Triforce of Power!
o-----o

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7. HEART CONTAINER LOCATIONS [0700]

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o-----o  
| First Quest Heart Containers |  
o-----o

1. This Heart Container is found in a secret cave. First, you need to get to grid square (13,6). Kill off all the Tektites surrounding the huge rock cluster, then plant a bomb on the right-hand end of the bottom of the rock cluster to reveal the cave. Go inside and the old man will offer either a Potion or Heart Container. Take the Heart Container and you have this one.
2. This Heart Container, like the first one, is also in a secret cave, which is located at grid square (12,1). Here, you should be at an area with two walls at the north end, and water at the south-east corner. Equip a bomb and set it at the end of the left wall, and when it explodes, it will reveal the cave. Go in, and the old man there will offer either a Potion or Heart Container. Take the Heart Container, and this is the one you now have.
3. Straight after getting Heart Container #2, leave that cave and go east by four screens, then north by four screens to get to an area with a wooden dock there. Step on it and you will sail north on the raft to an area that looks like a dungeon entrance. Go inside to reach a secret cave, and the old man offers a Potion or Container. Take the Heart Container.
4. At grid square (8,4), kill the Zora and equip the Blue Candle. Face south and set fire to the fifth bush from the right-hand side of the screen, and it will reveal a secret staircase. Go down it to enter a cave with the old man who will offer this or a Potion. Grab the Heart Container and you will have this one.
5. The final Secret Heart Container to find, it's also the easiest of the five to find, but requires a Stepladder in order to be able to reach it. On overworld grid square (16,3), you'll see it on a wooden plank in the water. If you got the Stepladder from Dungeon 4, you can simply walk over the planks with your Stepladder and reach it.

o-----o  
 | Second Quest Heart Containers |  
 o-----o

1. After going through the Lost Woods and into the cemetery, go to the very north-west corner of the cemetery. Stand underneath the second tombstone from the left in the centre row, and push it upwards to reveal a secret staircase. Go down, into the cave, and the old man offers a 2nd Potion or a Heart Container. Get the Heart Container.
2. At grid square (11,5), in the desert area. You will need to have obtained the Recorder in order to get this; equip the Recorder and use it, and some secret stairs will appear in the middle of the screen. Go down them to enter a secret cave, where an old man offers you either a 2nd Potion or Heart Container. Take the Heart Container for this one.
3. Once you have claimed the Raft from Dungeon 4, go to grid square (16,5), where there is a dock. Step onto it to sail north to a secret area with a white cave entrance. Go in, and take the Heart Container offered by the old man.
4. At grid square (7,8), defeat the Lynels and Peahats and use the Recorder to reveal some secret stairs that lead to a cave with an old man who will offer a 2nd Potion or a Heart Container. As usual, take the Heart Container and you have this one.
5. The same as the last Heart Container in the first quest, as usual it's

located at grid square (16,3), and requires the Stepladder (found in Dungeon 6) to get. Simply use the Stepladder to walk over the planks in the water and reach it.

---

## 8. ITEMS

[0800]

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o-----o  
| Pickups |  
o-----o

5 Rupees: This looks like a regular Rupee, but is blue in colour rather than the flashing green. As the name states, picking this up will reward Link with five whole Rupees.

Clock: These are rare, but useful. They only appear after killing an enemy. Picking it up will cause all enemies to freeze and Link will flash, which means he is invincible. The effect will stay with you until you leave the screen on which you picked up the clock.

Container Heart: Found after killing dungeon bosses, or you can find some secret ones around the overworld if you look hard enough. They look like giant red hearts, and picking one up will increase your life meter by one whole heart. Also, you need to pick these up and get enough life in order to be able to get better swords.

Fairy: These, like the clocks, are rare, but good to grab. They usually appear after killing an enemy, and when they do appear, they start to slowly fly about, so be quick and grab it! They replenish a lot of your health if touched. Also, you can find some screens in which a fairy is flying over an oasis. Simply approach it and it will give you more health.

Heart: Usually found after killing enemies. Picking it up will replenish your health by one whole heart.

Rupee: The Hyrule currency, simply put. A Rupee looks like a green diamond, and your Rupee total is shown at the top of the screen. Picking up a flashing green Rupee gives you one, picking up a blue one gives you five (see above). Rupees are required for spending in shops around Hyrule, as well as the ability to shoot Arrows with the Bow.

o-----o  
| Inventory Items/Weapons |  
o-----o

2nd Potion: This can be bought from the Old Lady when the Letter is given to her. There are two types of Potions given - this is the better of the two. It has red liquid, and when drunk once, will revert into blue liquid (meaning it has become a Potion - see below). If you have a Potion and buy another Potion, it becomes a 2nd Potion.

Arrow: This is the primary ammo you get for the Bow when you first acquire it. These are good accessory items and can be used to kill the Pops Voices, as well as attacking at long range. The catch it, every time you shoot

an Arrow, it costs a Rupee, so only use them whenever they are needed.

**Blue Candle:** Bought from a shop for a price of 60 rupees earlier in the game, this item can be used for burning enemies or burning bushes (which can reveal secret spots if you burn the right ones). It can also be used to light up dark screens in dungeons. However, the Blue Candle can only be used one time on a screen, so once it has been used, you cannot use it again until you go to another screen.

**Blue Ring:** This ring costs a massive 250 rupees to purchase, but is well worth saving the money for, as this handy accessory will protect Link from enemy attacks so that he only suffers a half of the damage that would regularly be dealt. You can tell when you have this on, as Link's entire tunic turns blue once you have it.

**Bomb:** This handy little item can be used for many purposes with its explosive nature. It can be used to hurt or kill enemies (handy against some bosses too, especially the Dodongo and Manhandla), and it can blow open walls and reveal secret rooms and caves. At the beginning of the game the amount of bombs you can originally hold is 8, but you can find old men in some dungeons who will let you have more if you pay them with enough rupees, so the maximum you can possibly hold is actually 16.

**Book of Magic:** Once you have the Magic Rod and collect this, it will make the attacks from your Magic Rod more powerful by engulfing the attacked enemy in flames for extra damage.

**Boomerang:** There are two types of boomerang, the wooden one (the one I am describing here) and the metal boomerang (see below, under the name Magical Boomerang). Throwing this, it will travel a ways and return to Link. If it hits an enemy, it will stun them and they will not move for a few seconds, making it easier to get in a few attacks, especially if fighting at close range. Beware, not all enemies are vulnerable to boomerang attacks.

**Bow:** Basically, you use this to fire arrows. This is found quite early in the game, but you don't get the arrows until a bit later. Helpful for fighting long range, and remember, you MUST get this in the game, because the only way to defeat Ganon is by firing a Silver Arrow at him, and without this, you can't!

**Food:** The main purpose of buying this huge chunky meat stick is to give to a Moblin in a certain dungeon so that he will let you past. However, you can also use it by laying it on the ground and any nearby hungry enemies will go towards it, allowing you to attack them while their attention is diverted.

**Letter:** You need to collect this from an old man in a cave in both quests in order to give to the old lady who will then let you buy some Potions that she will offer to you.

**Life Potion:** This is a bottle with blue liquid in it, and when used, this will recover Link's health by a high amount, which is handy in longer, harder dungeon stages. If you get two of these, you can get a 2nd Potion (see above), which can be drank twice.

**Magical Boomerang:** This is a metal version of the Boomerang (see above). This is a handy upgrade to the regular, wooden boomerang, in that it is stronger, and can be thrown the entire distance of the screen. If you kill an enemy from long range and they drop

an item, you can hurl this at the item to pick it up.

**Magical Rod:** Another handy accessory weapon, this can shoot beams at enemies from long range to cause damage to them. The damage that you deal to enemies with this will increase when you collect the Book of Magic.

**Magical Shield:** This is an upgrade to the wooden shield that you start the game with. This is much larger in size and has a better capability of deflecting projectiles thrown by enemies, and some that the wooden shield couldn't (such as fireballs).

**Magical Sword:** This is the strongest sword that can be found in the entire game. It can take out even the strongest enemies in a few strikes. You need to have at least 12 Heart Containers in your life meter in order to be able to collect this from the old man who gives it to you.

**Power Bracelet:** Once Link has this accessory equipped on him, you will be able to move large boulders that he couldn't otherwise budge if you don't have this. This is helpful for uncovering some secret underground passageways that let you traverse across the overworld grid quicker.

**Recorder:** This is an instrument that, when used, has many effects. It can warp you between dungeons, reveal the secret entrance to some others, and it is also vital for the use of defeating the Digdogger boss in some dungeons.

**Red Candle:** Like the Blue Candle (see above), this item can be used to burn bushes to reveal secret staircases and attacking enemies, but it can be used as many times on one screen as you want to, rather than the Blue Candle's limit of one per screen.

**Red Ring:** An upgrade to the Blue Ring (see above), and found quite late in both quests of the game, but very much worth grabbing, as this will reduce damage Link suffers from enemies to a quarter, as compared to the Blue Ring's half damage. When you have this equipped, Link's tunic turns Red.

**Silver Arrow:** These are upgrades to the regular arrows you get for the bow. You absolutely must get these, as Ganon cannot be defeated without them.

**Sword:** Your regular, wooden sword that you begin with that is obtained from the old man in the nearby cave when you start the game. Its attacking power is okay, but it becomes useless once you collect the much improved White Sword later in the game, and even more once you have picked up the Magical Sword.

**White Sword:** This is the first upgrade for the wooden sword in both quests of the game. Its attacking power is decent, and you must have 5 hearts in your life meter in order to be able to collect it from the old man who provides it.



Compass: When you pick this up, a red dot will appear on the map when in the dungeon. This red dot points out the location of the Triforce piece that the dungeon holds.

Key: This can be found in dungeon rooms either lying there, being carried by enemies, or once a room has been cleared of enemies, it'll appear. It can unlock doors with keyholes on them to make them regular doorways. They can also be bought in some shops as well. The amount of keys you possess is shown at the top of the screen.

Magical Key: This is like the "Master Key" of a dungeon. It can unlock any locked door, in any dungeon, and can be used an unlimited amount of times. Well worth picking up!

Map: Picking this up will provide an entire map layout of the dungeon you are in, shown in the top left corner of the screen. Picking up a compass also helps to show you the way to the Triforce piece.

Triforce: Found at the end of the dungeon, when you beat the boss. Collect all 8 pieces to assemble the Triforce of Wisdom, and be on your way to Death Mountain to be able to face Ganon!

o-----o  
| Miscellaneous Items |  
o-----o

Raft: With this, you can sail from a dock and reach areas across the water. Essential to pick this up to find some dungeons in the game.

Stepladder: With this, you can cross over narrow gaps to reach other areas in dungeons and other parts of the overworld grid.

=====

9. SHOPS

=====

[0900]

o-----o  
| First Quest Shops |  
o-----o

(3,7) Shop

-----

ITEM NAME	PRICE (RUPEES)
Magical Shield	90
Food	100
Heart	10

(5,4) Shop

-----

ITEM NAME	PRICE (RUPEES)
Magical Shield	130
Bombs	20
Arrows	80

(5,5) Shop

ITEM NAME	PRICE (RUPEES)
Key	80
Blue Ring	250
Food	60

(6,6) Shop

ITEM NAME	PRICE (RUPEES)
Magical Shield	130
Bombs	20
Arrows	80

(7,2) Shop

ITEM NAME	PRICE (RUPEES)
Magical Shield	160
Key	100
Blue Candle	60

(7,4) Shop

ITEM NAME	PRICE (RUPEES)
-----------	----------------

Magical Shield	90
Food	100
Heart	10

(7,6) Shop

-----

ITEM NAME	PRICE (RUPEES)
Magical Shield	90
Food	100
Heart	10

(11,4) Shop

-----

ITEM NAME	PRICE (RUPEES)
Magical Shield	130
Bombs	20
Arrows	80

(13,8) Shop

-----

ITEM NAME	PRICE (RUPEES)
Magical Shield	160
Key	100
Blue Candle	60

(14,4) Shop

-----

ITEM NAME	PRICE (RUPEES)
Magical Shield	90
Food	100

```
|      Heart      |      10      |
|-----|-----|
```

(15,3) Shop

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```
.-----|.-----|.
|      ITEM NAME  | PRICE (RUPEES) |
:=====+:=====+:
| Magical Shield |      160        |
|-----|-----|
|      Key       |      100        |
|-----|-----|
| Blue Candle   |      60         |
|-----|-----|
|-----|-----|
```

(16,2) Shop

-----

```
.-----|.-----|.
|      ITEM NAME  | PRICE (RUPEES) |
:=====+:=====+:
| Magical Shield |      130        |
|-----|-----|
|      Bombs     |      20         |
|-----|-----|
|      Arrows    |      80         |
|-----|-----|
|-----|-----|
```

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o-----o
| Second Quest Shops |
o-----o
```

(3,7) Shop

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```
.-----|.-----|.
|      ITEM NAME  | PRICE (RUPEES) |
:=====+:=====+:
| Magical Shield |      90         |
|-----|-----|
|      Food      |      100        |
|-----|-----|
|      Heart     |      10         |
|-----|-----|
|-----|-----|
```

(5,1) Shop

-----

```
.-----|.-----|.
|      ITEM NAME  | PRICE (RUPEES) |
:=====+:=====+:
| Magical Shield |      160        |
|-----|-----|
|      Key       |      100        |
|-----|-----|
|-----|-----|
```

Blue Candle	60
-------------	----

(5,4) Shop

ITEM NAME	PRICE (RUPEES)
Magical Shield	130
Bombs	20
Arrows	80

(6,6) Shop

ITEM NAME	PRICE (RUPEES)
Magical Shield	130
Bombs	20
Arrows	80

(6,7) Shop

ITEM NAME	PRICE (RUPEES)
Magical Shield	160
Key	100
Blue Candle	60

(7,2) Shop

ITEM NAME	PRICE (RUPEES)
Magical Shield	160
Key	100
Blue Candle	60

(7,4) Shop

-----

ITEM NAME	PRICE (RUPEES)
Magical Shield	90
Food	100
Heart	10

(7,6) Shop

-----

ITEM NAME	PRICE (RUPEES)
Magical Shield	90
Food	100
Heart	10

(11,4) Shop

-----

ITEM NAME	PRICE (RUPEES)
Magical Shield	130
Bombs	20
Arrows	80

(13,8) Shop

-----

ITEM NAME	PRICE (RUPEES)
Magical Shield	160
Key	100
Blue Candle	60

(14,4) Shop

-----

-----

ITEM NAME	PRICE (RUPEES)
Magical Shield	90
Food	100
Heart	10

(15,3) Shop

ITEM NAME	PRICE (RUPEES)
Magical Shield	160
Key	100
Blue Candle	60

(15,8) Shop

ITEM NAME	PRICE (RUPEES)
Magical Shield	160
Key	100
Blue Candle	60

(16,2) Shop

ITEM NAME	PRICE (RUPEES)
Magical Shield	130
Bombs	20
Arrows	80

(16,8) Shop

ITEM NAME	PRICE (RUPEES)
Key	80

Blue Ring	250	
-----+-----		
Food	60	
-----+-----		

10. CHEATS

[1000]

o-----o  
 | Codes |  
 o-----o

Secret Save Screen

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For this, two control pads are needed to be plugged into the NES. At any time while playing, press Start on the Player 1 control pad, and this will bring up the menu. Then, while the menu is displayed, press Up + A on Player 2's control pad and it will bring up the "Continue/Save/Retry" menu, so that you can save anywhere while playing, and not have to lose your life in order to have to do so regularly.

o-----o  
 | Glitches |  
 o-----o

Dungeon 1 Magic Door Unlock

-----

On the first quest, go into Dungeon 1, the Eagle dungeon, and as you go in, you'll notice that the doorway that goes north has a lock on it, meaning that a Key is required to go through. Leave the dungeon back into the overworld, then go straight back in. For some unknown reason, that northern door will now be unlocked, and you can go through like it was a regular doorway.

o-----o  
 | Passwords |  
 o-----o

Instantly Access Second Quest

-----

Rather than having to beat the whole first quest just to play the second one, there is a way to unlock the second quest straight from the registration screen. When entering your name, enter "ZELDA". When you return to the main screen, you'll notice that the picture of Link on this file has a sword in his hand. This means that the second quest is playable on this file, so just select it and you're ready to play!

o-----o  
 | Secrets |  
 o-----o



## Fewer On-screen Enemies

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If you want to traverse about without having to face several enemies on each screen, a good trick is to go to any screen where there are lots of enemies, and kill the enemies but leave one alive. When you revisit that screen, the same last enemy will still be there, whereas if you come back after killing all the enemies, they will all return after a period of time.

## Refill 2nd Potion

-----

If you have a Life Potion (i.e. the blue one), buy another blue one. This will refill the Potion bottle to make the potion become red again. This saves rupees if you want to buy more medicine from the old woman.

=====

## ii. Credits

=====

### Brian Sulpher

\* For providing me with the names of the second quest dungeons from his FAQ.

### Daniel Engel

\* For the maps of the dungeon layouts he has hosted on GameFAQs, they came of great use while I made the dungeon maps in this FAQ.

### DBM11085

\* For some various locations found on the overworld map that I obtained from his great FAQ, as well as the names of some of the dungeons that I didn't know.

### GameFAQs | <http://www.gamefaqs.com/>

\* For some of the cheats used in this FAQ, and credit also goes to each of the users who contributed them.

### Scotch

\* For a minor correction on the Keese enemy description.

### Stephen "SteCIstheTTWG" Child

\* One of my best personal friends, it was also he who taught me that you can instantly access the game's Second Quest by simply entering 'ZELDA' in at the name registration screen!

### zs.ffshrine.org/

\* Where I was able to find an online, scanned copy of The Legend of Zelda instruction manual, where I obtained the game's story text that I used in the Story section of this FAQ.

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## iii. Legal Disclaimer/Contacting Me

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For questions, suggestions, comments or useful information pertaining to this file or any of my other video game-related literature, please email me at the address: [rjhgamefaqs\[at\]gmail.com](mailto:rjhgamefaqs[at]gmail.com). Please make sure that what you are contacting me regarding is not already contained within this FAQ. Please make sure to read the FAQ thoroughly to make sure any questions haven't already been answered. For quick navigation, press Ctrl + F on your keyboard and type in a keyword, this may help. Any useful information sent to me will be included in a

future update, with full credit given.

Thank you for reading my FAQ, and please feel free to read any of my other video game-related literature, which can be found at:

<http://www.gamefaqs.com/users/RJHarrison>

This file is dedicated to the memory of four late GameFAQs users, each of whom passed away well before their time. Chris MacDonald (d. May 17, 2004), Elliot Long (d. August 27, 2004), Mitchell Lee Stuekerjuergen (d. January 4, 2006), and Steve McFadden (d. June 28, 2011). The latter was one of my closest and dearest friends whom I had met through GameFAQs, and was one of the most well-known and prolific contributors to the site. Steve was an inspiration to myself to take up video game writing and always took the time to speak to me online about gaming or other interests, as well as comment on my writing. Rest in Peace guys, you will all be dearly missed.

<http://www.gamefaqs.com/users/!Kao+Megura>

<http://www.gamefaqs.com/users/!Ny0Cloud>

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