

The Legend of Zelda FAQ/Walkthrough

by MrShotgun

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The Legend of Zelda

FAQ/Walkthrough

By MrShotgun of GameFAQs

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Author's Pledge

When Richard Taylor of New Zealand's Weta Workshop undertook the monumental task of the production design for the Lord of the Rings films, he gave this speech to his employees. Recognizing the significance of this speech, I have adopted it as my own pledge to the quality of my guides. God, I'm a nerd.

"If you can't rise to the highest level of enthusiasm, passion, and professionalism, and grasp this task as if it is the most important thing that you have ever taken on in your life, you aren't worthy of the task. We have been blessed with this opportunity." - Richard Taylor, Weta Workshop

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Game Basics
[0200]

The Legend of Zelda is, in many ways, the single most influential title in the entire history of console gaming. It was the first "epic" video game, giving players a long quest to complete over several long playing periods instead of short, arcade-style gameplay. Most significantly, The Legend of Zelda pioneered the concept of battery-backed memory, which has eventually evolved into the memory cards used on gaming consoles today. The gaming world owes a lot to this gem of a title, and they would do well not to forget it.

The Legend of Zelda is the model on which all other Zelda titles are created. It introduces all the basic concepts which have been continually developed in successive titles: the dungeons, the inventory, the heart containers. The basic gist of the game is that the Princess Zelda has been kidnapped by Ganon, and Zelda's attendant Impa has enlisted the help of a young boy named Link to rescue the Princess.

Over the course of the game, players take control of Link and guide him around Hyrule, collecting the shattered pieces of the Triforce of Wisdom in preparation for the final confrontation with Ganon. But once the game is beaten, you're not done yet: the game even comes with a Second Adventure, which remixes the dungeons and provides the inspiration for what would later become The Ocarina of Time: The Master Quest.

It is important to remember when playing this game on the NES, that when you save your game and quit that you hold down the Reset button while pressing the Power button. This, for mythic reasons unknown to me, helps preserve the file better.

Status Report: 3 Container Hearts

New Items this Chapter: Sword, 08 Bombs, Container Heart, Container Heart,
Letter, White Sword, Magical Shield, Arrow, Blue Ring

Name Registration Page

Begin by entering a name into the Register Page. Use any name you like, except for "Zelda." Entering your name as Zelda will bypass the First Adventure and go right to the Second Adventure. Though you can certainly skip right to the Second Adventure if you like, it just makes sense to do them chronologically. Select your account to begin the game.

Overworld Acre H-08

New Item: Sword

Enter the cave in the rock face, where Impa will give you the Sword. Impa will disappear, but he'll return periodically later in the game to give you hints, play a gambling game or demand you pay for his front door. Head back outside the cave and head east into the next acre.

Overworld Acre H-09

Kill the red squid enemies who appear. These are Octoroks, a staple of the Zelda series. Keep going east to the next acre.

Overworld Acre H-10

There is a new kind of enemy here: Tektites. These bouncing enemies aren't that dangerous, since they aren't particularly aggressive. You'll probably notice the curious circle of stones in the middle of the acre. Later on, we'll be able to use this circle of rings to teleport around Hyrule, but for right now we'll have to go on foot. Head east into the next acre.

Overworld Acre H-11

Kill another pack of Tektites then head east to the next acre.

Overworld Acre H-12

This acre has two new enemies: Leever and Zola. The Zola will pop his head out of the water and spit fireballs at you (there isn't much you can do about him right now, unless you can nail him with a Sword Beam). The Leever will burrow underground and try to come up underneath you. Keep moving to ensure that they don't hit you. Kill the Leever then head north.

Overworld Acre G-12

Another new enemy appears here: Moblins. These guys shoot arrows at you, but you can block them with your shield by facing the arrows (slashing your Sword will lower your shield, so be careful). Kill the Moblins and the Octoroks who join them, then head north.

Overworld Acre F-12

Kill more Moblins, then hug the west side of the screen and move north into the next acre.

Overworld Acre E-12

Another pack of Moblins here. Kill them then move west to the next acre.

Overworld Acre E-11

New Item: Bombs

Kill the Tektites in this acre, then enter the cave. Purchase the Bombs for 20 rupees (it's possible you've already picked up some bombs, likely from the Moblins. You can skip buying the bombs if you have picked up some already, but you're going to need them in a minute). If you can't afford the bombs, then go run around killing random enemies until you have enough. Go east to return to Acre E-12.

Overworld Acre E-12

Go south to Acre F-12.

Overworld Acre F-12

Go south to Acre G-12.

Overworld Acre G-12

Go south to Acre H-12.

Overworld Acre H-12

New Item: Container Heart

With your new Bombs in hand, you can now blow open a cave entrance and get access to your first Container Heart. Move left along the wall as you enter the acre. Drop a bomb on the wall at approximately two lengths of Link's body to reveal a cave entrance. Inside, Impa will offer you 2nd Potion or a Container Heart. Take the Container Heart. If you take the Medicine, then you will be able to replenish your health entirely twice, but the Container Heart gives you an extra HP permanently. It's not that hard a deal to figure out. Go back out of the cave and go north to Acre G-12.

Overworld Acre G-12

Go north to Acre F-12.

Overworld Acre F-12

Hug the east side of the acre and head north to Acre E-12.

Overworld Acre E-12

Head north to the next acre.

Overworld Acre D-12

This is a small, desert-like area filled with Leever. These Leever may be a bit tough for you right now. Kill them if you can, or else run north to the next acre.

Overworld Acre C-12

Another new enemy here: Peahat. Arguably the most annoying enemy in the game to kill, they can luckily be ignored entirely and I highly recommend that you do. Kill the Leever that appear here if you wish, then head east to Acre C-13. If you really want to kill the Peahat, then wait for them to stop spinning and sit motionless (this may take a while). Hit them while they are motionless to deal damage to them.

Overworld Acre C-13
New Item: Container Heart

Kill the Tektites who bounce around this acre, then move to the front-right side of the large rock formation in the middle of the acre. Drop a bomb onto the rock to blow open a cave. Step inside, where Impa will offer you more 2nd Potion or another Container Heart. As before, take the Heart Container. Head back out of the cave and move east to Acre C-14.

Overworld Acre C-14

Kill the Octorocks running around this acre while dodging shots from the Zola. Once they're dead, head north (not up the stairs) to Acre B-14.

Overworld Acre B-14

Dodge the Peahat and head east to Acre B-15.

Overworld Acre B-15

Kill the Tektites bouncing around this room, then climb up the stairs to the north to Acre A-15.

Overworld Acre A-15
New Item: Letter

Enter the cave, and inside Impa will give you a Letter. With this, you can buy 2nd Potion from the Apothecaries who appear in certain caves around Hyrule. Go back outside the cave and head south back to B-15.

Overworld Acre B-15

Head east to Acre B-16

Overworld Acre B-16

Try to ignore the large number of Peahats in this area. There is a hidden path on the north wall, near the center. Just press into the wall while walking along it, and you'll stumble across it. Move north through the hidden path to Acre A-16.

Overworld Acre A-16

Enter the building, and inside a Moblin will give you 100 rupees. Return back outside and head south back to B-16.

Overworld Acre B-16

If you like, you can now enter the large tree in front of you and gamble away some of your newfound cash with Impa. Whether you choose to or not, head west to Acre B-15.

Overworld Acre B-15

Head west to Acre B-14.

Overworld Acre B-14

Dodge the Peahat and head south to C-14.

Overworld Acre C-14

Head west to Acre C-13.

Overworld Acre C-13

Head north to Acre B-13.

Overworld Acre B-13

Head west to Acre B-12.

Overworld Acre B-12

Head west to Acre B-11.

Overworld Acre B-11

Kill the Tektites that bounce around this area, dodging the attacks from the Zola who attacks from the river. Climb up the stairs to head north into Acre A-11.

Overworld Acre A-11
New Item: White Sword

This is a small area with a pond and a new type of enemy called a Lynel. Lynels are common and easy enemies later on, but this one will put up a pretty good fight. Kill it while dodging shots from the Zola in the pond, then enter the cave. Inside, Impa will show you the White Sword and say "Master it and you can have this." You can only take the White Sword if you have five Container Hearts, and lucky ducky - you do. Take the White Sword to double the damage you currently deal. Head back out of the cave and south back to Acre B-11.

Overworld Acre B-11

Head west to Acre B-10.

Overworld Acre B-10

Run quickly to the west - a Zola will stick his head out of the river to shoot at you, and boulders will fall from the sky. Keep moving to the west, and you should avoid them. Head west into the next acre.

Overworld Acre B-09

Same deal as with B-10 - keep running to the west to avoid the Zola and the falling boulders. Head west to Acre B-08.

Overworld Acre B-08

More boulders and another Zola attack here. Head south to Acre C-08.

Overworld Acre C-08

There are three Peahats and another Zola here. Just skip them - head east to Acre C-09.

Overworld Acre C-09

No less than six Peahats and another Zola in this Acre. Again, skip them all and head south to Acre D-09.

Overworld Acre D-09

Kill the pack of Octoroks here, then head south to E-09.

Overworld Acre E-09

Kill the group of Leever's, then head south to Acre F-09.

Overworld Acre F-09

Kill the Octoroks, then head south to G-09.

Overworld Acre G-09

Kill more Octoroks, then head south to H-09.

Overworld Acre H-09

Kill some more Octoroks, then head west to H-08.

Overworld Acre H-08

Head west to Acre H-07.

Overworld Acre H-07

Kill the Tektites who bounce around this acre, then drop a bomb on the rock wall to the north, near the center of the acre. There is a hidden cave here, inside of which Impa will play a gambling game with you. Keep playing the game until you have 255 Rupees (the max). If you run out of rupees, then run around killing random enemies until you have enough to play again (as an alternative, you can also kill yourself and save your game before playing the gambling game. This way, if you run out of rupees, you can reset the game and try again). Once you have 255 rupees (or very close to it), then head north to Acre G-07.

Overworld Acre G-07

Kill the Octoroks then head west to G-06.

Overworld Acre G-06

Kill the Octoroks then head west, across the bridge, to G-05.

Overworld Acre G-05

Kill the Octoroks, then head into the cave. Show the Apothecary inside the Letter you got back in Acre A-15, and she will sell you Blue and Red 2nd Potion. The Life Potion (blue) is good for one use, and the 2nd Potion is good for two uses. Don't buy any Potions just yet - you won't need it, and your rupees are better spent on more important things for the time being.

Overworld Acre F-05

Kill the Octoroks, then head north to E-05.

Overworld Acre E-05

New Items: Magical Shield, Arrow

Kill the Octoroks, then go into the cave. Purchase the Magical Shield, then leave the cave. Go back inside it, and buy the Arrow (you won't be able to use the Arrow until you get the Bow, but that will be very soon so it's worth it to

buy it now). Head south back to F-05.

Overworld Acre F-05

Head south to G-05.

Overworld Acre G-05

Head east to G-06.

Overworld Acre G-06

Head east, across the bridge, then into the next acre.

Overworld Acre G-07

Head south to Acre H-07.

Overworld Acre H-07

Enter the cave and play the money-making game more, until you once again have 255 rupees. Rupees in hand, head back north to Acre G-07.

Overworld Acre G-07

Head west to Acre G-06.

Overworld Acre G-06

Head west across the bridge and into the next acre.

Overworld Acre G-05

Kill the Octoroks, then head north to Acre F-05.

Overworld Acre F-05

Head north to Acre E-05.

Overworld Acre E-05

Kill the Octoroks and head north to Acre D-05.

Overworld Acre D-05
New Item: Blue Ring

Kill the pack of Leever's in this acre, then turn your attention to the two rows of Armos Statues. Brush up against the Armos Statue in the center of the upper row, and it will come to life. Either kill it, or dodge it, then go down the

stairs that appeared beneath it. Buy the Blue Ring from the merchant for a whopping 250 rupees, but it's worth it - it cuts all damage taken in half. Head south back to Acre E-05.

Overworld Acre E-05

Head south to F-05.

Overworld Acre F-05

Kill the Octoroks, then head south to G-05.

Overworld Acre G-05.

Head east to G-06.

Overworld Acre G-06.

Cross the bridge, then head north to F-06.

Overworld Acre F-06

Kill the Octorok, then head east to F-07.

Overworld Acre F-07

Kill the Octoroks, then head north to E-07.

Overworld Acre E-07

Head east to Acre E-08.

Overworld Acre E-08

Head east to Acre E-09.

Overworld Acre E-09

Kill the Leever, then head north to D-09.

Overworld Acre D-09

Kill the Octoroks, then head west across the bridge to Acre D-08.

Overworld Acre D-08

Kill the Octorok, then step into the mouth of the tree to enter the first dungeon.

New Item: Key

Kill the Stalfos in this room, and a Key will appear. Take it, then go east to Room D-04.

Dungeon I Room D-04

New Item: Compass

Kill the Keese in this room, then take the Compass. Return to Room D-03.

Dungeon I Room D-03

Go west to room D-02.

Dungeon I Room D-02

Kill the Keese in this room, then go north to Room C-02.

Dungeon I Room C-02

Kill the Gels, then push the stone block to the left to open the west door. Go through it.

Dungeon I Room C-01

Inside, Impa will tell you "Eastmost Penninsula is the secret." This refers to the money-making game in the northeast corner of the Overworld, which we have already visited. Return to the previous room.

Dungeon I Room C-02

Go east to the next room.

Dungeon I Room C-03

New Item: Map

Kill the Gels in this room, then take the Dungeon Map. Head north to Room D-03.

Dungeon I Room D-03

New Item: Key

Kill the Stalfos, one of whom carries a Key. Head north to A-03.

Dungeon I Room A-03

New Item: Key

Kill the trio of Goriyas, and a Key will appear. Take it, and head west to room A-02.

Dungeon I Room A-02

New Item: Bow

Run west quickly through the pair of Blade Traps. Wait for them to reset, then head to the north wall. Run back a step to avoid the Blade Traps again, then as they reset run around the blocks to the west side of the room. Push the stone block on the far left down, then go down the stairs. Kill the Keese, then take the Bow. Climb back up the ladder, then return to Room A-03, dodging the Blade Traps on the way.

Dungeon I Room A-03

Head south to Room B-03.

Dungeon I Room B-03

Head south to Room C-03.

Dungeon I Room C-03

Head east to Room C-04.

Dungeon I Room C-04

New Item: Boomerang

Kill the Goriyas in this room, and a Boomerang will appear. Take it, and go east to Room C-05.

Dungeon I Room C-05

New Item: Key

Run and grab the Key, dodging or killing any Wall Masters who get in the way. Go north to Room D-05.

Dungeon I Room D-05

New Item: Container Heart

Boss: Aquamentus

Simply stand on the far left of the room, and either shoot his head with Sword Beams (if you have full health) or with several arrows. He dies quickly and easily.

Take the Container Heart Aquamentus leaves behind, then head east to Room D-06.

Dungeon I Room D-06

New Item: Triforce Fragment

Take the Triforce Fragment, and you will be teleported back outside.

Dungeon II Room F-03

Kill the Goriya in this room, then go east to Room F-04.

Dungeon II Room F-04

New Item: Map

Kill the Gels in this room, then take the Map. Head west back to Room F-03.

Dungeon II Room F-03

Head north to Room E-03.

Dungeon II Room E-03

New Item: Key

Kill the Ropes, and take the Key which appears. Head east to Room E-04.

Dungeon II Room E-04

New Item: Magical Boomerang

Kill the Goriyas, and a Magical Boomerang will appear. This works exactly like the Boomerang you already have, but travels twice as far. Take the Magical Boomerang, then head west back to Room E-03.

Dungeon II Room E-03

Go north to Room D-03.

Dungeon II Room D-03

New Item: Key

Kill the Ropes and take the Key. Go east to Room D-04.

Dungeon II Room D-04

Run past the Blade Traps guarding the doorway, and kill the Keese. Head for the north wall, dodging another set of Blade Traps. While they reset, drop a Bomb against the center of the north wall to reveal a doorway. Head through the doorway to Room C-04.

Dungeon II Room C-04

Kill the Gels in this room, then go north to Room B-04.

Dungeon II Room B-04

In this room, Impa will tell you that "Dodongo dislikes smoke." Dodongo is the boss in this dungeon, and appears as a miniboss in several later dungeons. The hint refers to Dodongo's weakness to Bombs. Return to the previous room.

Magical Boomerang

New Items this Chapter: Blue Candle

Overworld Acre D-13

Head south to Acre E-13.

Overworld Acre E-13

Kill the Octoroks, then head east to Acre E-14.

Overworld Acre E-14

Kill the Moblins, then head south to Acre F-14.

Overworld Acre F-14

Kill the Moblins, then head west to Acre F-13.

Overworld Acre F-13

Kill the Moblins, then head west to Acre F-12.

Overworld Acre F-12

Kill the Moblins, then head south to Acre G-12.

Overworld Acre G-12

Kill the Moblins and Octoroks, then go south to Acre H-12.

Overworld Acre H-12

Kill the Leever, then head west to Acre H-11.

Overworld Acre H-11

Kill the Tektites, then head west to Acre H-10.

Overworld Acre H-10

Kill the Tektites, then head west to Acre H-09.

Overworld Acre H-09

Kill the Octoroks, then head west to Acre H-08.

Overworld Acre H-08

Dungeon III Room D-02

New Item: Compass

Dodge the Blade Traps in the corners of the room, and kill the Keese which fly around. Take the Compass, then go west to Room D-01.

Dungeon III Room D-01

Kill the Darknuts in this room, then go south to Room E-01.

Dungeon III Room E-01

New Item: Raft

Kill more Darknuts, and take the Bomb which appears when they die. Go down the stairs, and take the Raft. This is an underutilized but still vital item (it is used only twice in the entire game, only one instance of which is actually required). Return to Room D-01.

Dungeon III Room D-01

Head north to Room C-01.

Dungeon III Room C-01

Kill the Zols and Keese, while dodging the Bubbles. These enemies are invulnerable to damage, but luckily when they hit Link he doesn't take damage. Unfortunately, he does lose the ability to use his sword for a brief period of time (you can still use B-button items, though). Head east to Room C-02.

Dungeon III Room C-02

Kill the Keese with the Magical Boomerang, and take the Bombs which appear. Go east to Room C-03.

Dungeon III Room C-03

New Item: Key

Kill the Zols, and take the Key which appears. Go north to Room B-03.

Dungeon III Room B-03

Dodge the Blade Traps and kill the Zols. Push the stone block on the left to the left, which will open the north door. Dodge the Blade Traps again and go north to Room A-03.

Dungeon III Room A-03

In this room, Impa will ask "Did you get the sword from the old man on top of the waterfall?" If you've been following this guide from the start, then you should already have this sword, the White Sword. If you still haven't picked

it up, the cave can be found in Acre A-11. Impa will only give you the White Sword if you have five Container Hearts. Go west to Room A-02.

Dungeon III Room A-02

New Item: Key

Kill the Keese in this room, and a Key will appear. Take it, and return to Room A-03.

Dungeon III Room A-03

Go south to Room B-03.

Dungeon III Room B-03

Go south to Room C-03.

Dungeon III Room C-03

Go east to Room C-04.

Dungeon III Room C-04

New Item: Map

Dodge the Blade Traps and kill the Zols. Take the Map which appears, then go south to Room D-04.

Dungeon III Room D-04

Kill the Darknuts in this room. There is one small advantage to fighting them when there are stone blocks around: you can attack through the blocks, but only when attacking from the south or west end of the blocks (for some reason, the sword's blade doesn't reach over the north or east ends of the block). This takes quite a bit longer to kill the Darknuts, but is much safer as well. Head east to Room D-05.

Dungeon III Room D-05

Kill the Keese and Zols, while dodging the Bubbles. Go north to Room C-05.

Dungeon III Room C-05

New Item: Container Heart

Boss: Manhandla

The boss in this dungeon is the Manhandla. It can either be really hard or really easy, depending on how you go about it. The hard way is to attack each of its four heads individually, while trying to dodge the fireballs it fires while dodging the creature's body at the same time. The easier way is to just drop a bomb. Any heads which come into contact with the bomb's blast radius will be instantly destroyed, and if the bomb goes off right as the Manhandla passes over it will destroy all four heads in one go.

Overworld Acre G-07

Kill the Octoroks. If you haven't bought a Blue Candle yet, then go into the cave and buy one now for 60 rupees. You'll need it in Dungeon IV. Once you have the Blue Candle, go east to Acre G-08.

Overworld Acre G-08

Kill the Octoroks, then go east to Acre G-09.

Overworld Acre G-09

Kill the Octoroks, then go east to Acre G-10.

Overworld Acre G-10

Kill the Octoroks, then go east to Acre G-11.

Overworld Acre G-11

Kill the Octoroks, then go east to Acre G-12.

Overworld Acre G-12

Kill the Moblins and Octoroks, then go south to Acre H-12.

Overworld Acre H-12

Kill the Leever, then go east to Acre H-13.

Overworld Acre H-13

Kill the Leever, then go east to Acre H-14.

Overworld Acre H-14

Kill the Octoroks, then go east to Acre H-15.

Overworld Acre H-15

Kill the Octoroks, then go east to Acre H-16.

Overworld Acre H-16

Kill the Octoroks, then go north to Acre G-16.

Overworld Acre G-16

Kill the Octoroks, then go north to Acre F-16.

Overworld Acre F-16

Kill the Octoroks in this acre. Note the Container Heart out there on the broken docks. We'll be able to reach this after Dungeon IV, but for right now you'll just have to look at it and drool. Head north to Acre E-16.

Overworld Acre E-16

Kill the Octoroks, then go north to Acre D-16.

Overworld Acre D-16

Kill the Octoroks, then step onto the dock. Link will automatically use the Raft you picked up in Dungeon III, and sail north to Acre C-16.

Overworld Acre C-16

New Item: Container Heart

Enter the building. Inside, Impa will offer you either a 2nd Potion or a Container Heart. Take the Container Heart, obviously. Leave the building and head south back to D-16.

Overworld Acre D-16

Go south to Acre E-16.

Overworld Acre E-16

Go south to Acre F-16.

Overworld Acre F-16

Go south to Acre G-16.

Overworld Acre G-16

Go south to Acre H-16.

Overworld Acre H-16

Go west to Acre H-15.

Overworld Acre H-15

Kill the Octoroks, then go west to Acre H-14.

Overworld Acre H-14

Kill the Octoroks, then go west to Acre H-13.

Overworld Acre H-13

Kill the Leever, then go west to Acre H-12.

Overworld Acre H-12

Kill the Leever, then go west to Acre H-11.

Overworld Acre H-11

Kill the Tektites, then go west to Acre H-10.

Overworld Acre H-10

Kill the Tektites, then go west to Acre H-09.

Overworld Acre H-09

Kill the Octoroks, then go west to Acre H-08.

Overworld Acre H-08

Go north to Acre G-08.

Overworld Acre G-08

Kill the Octoroks, then go west to Acre G-07.

Overworld Acre G-07

Kill the Octoroks. If you still haven't bought a Blue Candle, then do so now.
Go west to Acre G-06.

Overworld Acre G-06

Kill the Octoroks, then go north to F-06, staying on the east side of the river.

Overworld Acre F-06

Kill the Octoroks, then step onto the dock to sail north to Acre E-06.

Overworld Acre E-06

Enter the Dungeon.

Kill the Vires, then go north to Room F-02.

Dungeon IV Room F-02

New Item: Key

Kill the Keese, and take the Key that appears. Go west to Room F-01.

Dungeon IV Room F-01

Kill the Vires, then go north to Room E-01.

Dungeon IV Room E-01

New Item: Key

Kill the Zols, and take the Key which appears. Go north to Room D-01.

Dungeon IV Room D-01

Kill any Vires you can reach, and use the Magical Boomerang to kill the Keese they split into. Go east to room D-02.

Dungeon IV Room D-02

Kill the Vires in this room to open the door. Go east to Room D-03.

Dungeon IV Room D-03

New Item: Stepladder

This room has a new and annoying enemy: Like-Likes. Sometimes known as Shield Eaters, if a Like-Like manages to get hold of you for more than a second then it will steal your Magical Shield. You'll then have to go and buy a new one. If you get swallowed by a Like-Like, start attacking quickly with the White Sword, and hopefully it won't steal your Magical Shield.

Kill the Vols and Like-Likes in this room while dodging the Bubbles, then push the left block to the right. Go down the stairs which appear. Kill the Keese which appear, and take the Stepladder. Climb back up the ladder, then go back to Room D-02.

Dungeon IV Room D-02

Go west to Room D-01. You can now traverse this room much more quickly thanks to the Stepladder: simply step onto the small streams of water, and Link will automatically use the Stepladder to create a bridge across the channels.

Dungeon IV Room D-01

Kill the Vires, then use the Stepladder to cross the moat. Go north to Room C-01.

Dungeon IV Room C-01

Kill the Vires, then go east to Room C-02.

Dungeon IV Room C-02

New Item: Map

Use the Blue Candle to light the room, and kill the Zols in the room. Take the Map which appears. Bomb the center of the north wall, and go through the doorway to Room B-02.

Dungeon IV Room B-02

Take the rupees in this room. Go south back to C-02.

Dungeon IV Room C-02

Go west to Room C-01.

Dungeon IV Room C-01

Kill the Vires, then go north to Room B-01.

Dungeon IV Room B-01

Miniboss: Manhandla

This Manhandla can be defeated in exactly the same method as last time: a single bomb exploding under its central torso will destroy all four heads in one motion, or simply attack each head individually.

With the Mandhandla dead, go north to Room A-01.

Dungeon IV Room A-01

Inside this room, Impa will tell you to "Walk into the waterfall." This leads to a hidden cave, inside of which you have to bribe an old man, who will tell you how to access the fifth dungeon. Luckily, you have this guide, so that won't be necessary. Go east to Room A-02.

Dungeon IV Room A-02

New Item: Key

Kill the Keese, and take the Key. Go east to Room A-03.

Dungeon IV Room A-03

Step forward, then back into the doorway to dodge the Blade Traps. While they reset, run across the south-center of the room. Dodge another set of Blade Traps in the south side of the room, then go through the south door to Room B-03.

Dungeon IV Room B-03

Overworld Acre G-06

Kill the Octoroks. If you need to buy more 2nd Potion or replace your Magical Shield, then go west to the Medicine Cave, and two acres north from there to a cave which sells Magical Shields. Return to Acre G-06 then go east to Acre G-07.

Overworld Acre G-07

Kill the Octoroks, then go east to Acre G-08.

Overworld Acre G-08

Kill the Octoroks, then go east to Acre G-09.

Overworld Acre G-09

Kill the Octoroks, then go east to Acre G-10.

Overworld Acre G-10

Kill the Octoroks, then go east to Acre G-11

Overworld Acre G-11

Kill the Octoroks, then go east to Acre G-12.

Overworld Acre G-12

Kill the Octoroks and Moblins, then go south to Acre H-12.

Overworld Acre H-12

Kill the Leever, then go east to Acre H-13.

Overworld Acre H-13

Kill the Leever, then go east to Acre H-13.

Overworld Acre H-13

Kill the Leever, then go east to Acre H-14.

Overworld Acre H-14

Kill the Octoroks, then go east to Acre H-15.

Overworld Acre H-15

Kill the Octoroks, then go east to Acre H-16.

Overworld Acre H-16

Kill the Octoroks, then go north to Acre G-16.

Overworld Acre G-16

Kill the Octoroks, then go north to F-16.

Overworld Acre F-16
New Item: Container Heart

Kill the Octoroks, then use the Stepladder to cross the broken docks and reach the Container Heart. Return to the coast and go north to Acre E-16.

Overworld Acre E-16

Kill the Octoroks, then go north to Acre D-16.

Overworld Acre D-16

Kill the Octoroks. If you didn't get the Container Heart from the other side of the channel, then step onto the dock to cross to Acre E-16 and get the Container Heart from Impa. If you already got the Container Heart, then come back to D-16 and then go west to Acre D-15.

Overworld Acre D-15

Kill the Octoroks, then go north to Acre C-15.

Overworld Acre C-15

Kill the Octoroks, then go west to Acre C-14.

Overworld Acre C-14

Kill the Octoroks, then go west to Acre C-13.

Overworld Acre C-13

Kill the Octoroks. If you still haven't gotten the Container Heart from the hidden cave in the large rock in the center, then do so now. Use a bomb on the right side of the rock to reveal a hidden cave, inside of which is hidden a Container Heart. Once you have it, go north to Acre B-13.

Overworld Acre B-13

Go west to Acre B-12.

Use your Blue Candle to light the room, and kill the Gibdos in the room. One of them carries a key; pick it up after he drops it. Bomb the west wall to reveal a doorway. Go through it to room G-02.

Dungeon V Room G-02

Bomb the west wall in this room before killing the Gibdos. The Gibdos will drop bombs, which will restore your supply to maximum. Head west to room G-01.

Dungeon V Room G-01

Kill the Darknuts that patrol this room. Remember to wait for them to come to you; if you chase them around, you'll take more damage than is necessary. Once all of the Darknuts are dead, then push the stone block on the far left of the room down. Go down the stairs and pass through the tunnel to Room A-03.

Dungeon V Room A-03

Head west to Room A-02.

Dungeon V Room A-02
New Item: Recorder

More Darknuts wait for you here. Kill them, and push the stone block to the south to open another stairwell. Go down it, and find the Recorder. The Recorder is used to solve a number of puzzles, and can also be used to warp around the dungeons on the overworld. Recorder in hand, climb back up the ladder and return to room A-03.

Dungeon V Room A-03

Head south to Room B-03.

Dungeon V Room B-03
New Item: Key

Kill the Keese that flutter around this room, and take the Key. Bomb the east wall to open a doorway. Go through it to room B-04.

Dungeon V Room B-04
New Item: Bomb Expansion

In this room, Impa will increase the number of bombs you can carry by 4 for the price of 100 rupees. This is a really good deal, since you're going to be using a ton of bombs in the next three dungeons. Pay him for the expansion, then return to Room B-03.

Dungeon V Room B-03

Head north to Room A-03.

Dungeon V Room A-03

Push the stone block on the far left down, and go down the stairs and through the tunnel to Room G-01.

Dungeon V Room G-01

Ignore the Darknuts - you'll expend far more resources than you'll regain if you try to kill them. Head east to Room G-02.

Dungeon V Room G-02

Kill the Gibdos in this room, then go east to Room G-03.

Dungeon V Room G-03

Kill more Gibdos, then go north to Room F-03.

Dungeon V Room F-03

Ignore the Dodongos in this room; as with the Darknuts, you'll expend far more resources than you'll regain if you try to kill them. Head north to Room E-03.

Dungeon V Room E-03

New Item: Map

Take the Map and return to room F-03.

Dungeon V Room F-03

Ignore the Dodongos. Go east to Room F-04.

Dungeon V Room F-04

Use the Blue Candle to light the room, and kill the Zols. Take the rupee which appears and go north to Room E-04.

Dungeon V Room E-04

New Item: Key

Kill the Gibdos, and take the key which appears. Head north to Room D-04.

Dungeon V Room D-04

New Item: Compass

Use a Blue Candle to light the room, and kill the Darknuts in the room. You can easily kill these using the Stepladder to take refuge over the streams of water in the room - the Darknuts can't reach you if you stand over the water. Take the Compass which appears when they all die. Go north to Room C-04.

Magical Boomerang, Blue Candle, Raft, Stepladder, Recorder
New Items this Chapter: Power Bracelet, Magical Sword

Overworld Acre A-12

Head south to Acre B-12.

Overworld Acre B-12

Go west to Acre B-11.

Overworld Acre B-11

Dodging Zolas and Boulders, go west to Acre B-10.

Overworld Acre B-10

Dodging Zolas and Boulders, go west to Acre B-09.

Overworld Acre B-09

Dodging Zolas and Boulders, go west to Acre B-08.

Overworld Acre B-08

Cross the river with the Stepladder, and go west to Acre B-07.

Overworld Acre B-07

Dodging more boulders, go west to Acre B-06.

Overworld Acre B-06

Kill the Lynels, then go south to Acre C-06.

Overworld Acre C-06

Go west to Acre C-05.

Overworld Acre C-05

New Item: Power Bracelet

Make contact with the top-right Armos Statue, and it will come to life. Underneath it is the Power Bracelet. You can use the Power Bracelet to push aside certain stones and access another of warp points around the map. In hand with the Recorder, you now have free reign of the entire map. Go west to Acre C-04.

Overworld Acre C-04

the Keese are all dead, a Key will appear. Take it, and go north to Room E-01.

Dungeon VI Room E-01

Run straight north through the Blade Traps in this room without stopping, north through the door to Room D-01.

Dungeon VI Room D-01

This room has the Blue Wizzrobes, which have an entirely different attack pattern from the Red variety. In addition to teleporting, they can move slowly around the room. The Blue Wizzrobes are relatively harmless until they move alongside you. When a Blue Wizzrobe draws alongside you, it will immediately barrage you with rapid shots of magic. The solution is to kill them exactly how you kill the Darknuts: wait for them to come to you, don't go chasing them around. That's a great way to get killed.

Kill the Wizzrobes and the Like-Likes in this room while dodging the Bubbles. Push the stone block on the left to the right, and the door will open. Go north to Room C-01.

Dungeon VI Room C-01

Kill all of the Wizzrobes in this room, and a Blue Rupee will appear. Take it, and go north to Room B-01.

Dungeon VI Room B-01

Miniboss: Gleeok

The Gleeok is exactly the same as the boss you fought earlier, except this one has three heads. Don't change your attack strategy any: attack the heads from the left and right, and don't concern yourself too much with self preservation. You'll take more damage trying to avoid damage than you will focusing on damage.

With the Gleeok dead, go east to Room B-02.

Dungeon VI Room B-02

New Item: Map

Kill the Like-Likes and Zols while dodging the Bubbles. Take the Map which appears upon their demise, then go north to Room A-02.

Dungeon VI Room A-02

Kill the Wizzrobes in this room, then push the left block to the right. A stairset will appear in the corner. Go down the stairs, and take the Magical Rod from the alcove. The Magical Rod is of similar power to the Magical Sword, and has the added bonus of not being affected by the Bubbles. Meaning that, when you get hit by a Bubble, you can still use the Magical Rod even when you can't use your Sword. The Magical Rod serves as pretty much the best B-Button item in the game, and basically makes the Bow and Arrow worthless.

Rod in hand, climb back up the ladder and return to Room B-02.

Dungeon VI Room B-02

Go south to Room C-02.

Dungeon VI Room C-02

New Item: Key

Light the room with your Blue Candle and kill the Wizzrobes. Take the Key in the room, and go south to Room D-02.

Dungeon VI Room D-02

Light the room with the Blue Candle, and kill the Vires. Notice that your upgrade Magical Sword kills them in one hit. Go east to Room D-03.

Dungeon VI Room D-03

Kill the Wizzrobes and Like-Likes in this room, while dodging the Bubbles. Push the stone block to the right to open a stairset. Go down the stairs and through the tunnel to Room B-06.

Dungeon VI Room B-06

Kill the Like-Likes and Zols, and dodge the Bubbles. Go south to Room C-06.

Dungeon VI Room C-06

Light the room with the Blue Candle and kill the Vires. Go west to Room C-05.

Dungeon VI Room C-05

Ignore the Wizzrobes in this room - there's no reason to kill them. Go north to Room B-05.

Dungeon VI Room B-05

New Item: Container Heart

Boss: Gohma

I hesitate to even call this a Boss, but it's as close as Dungeon VI gets. Simply shoot Gohma straight in the eye with a Bow and Arrow (the Magical Rod doesn't work) and he dies. That's it. One shot, he's gone.

Take the Container Heart that Gohma leaves behind and go north to Room A-05.

Dungeon VI Room A-05

Take the Triforce Fragment and you will be transported out of the dungeon.

Overworld Acre G-02

Kill the Moblins, then go east to Acre G-03.

Overworld Acre G-03

Kill the Moblins, then go north to Acre F-03.

Overworld Acre F-03

Kill the Moblins, then go east to Acre F-04.

Overworld Acre F-04

Kill the Moblins, then go east to Acre F-05.

Overworld Acre F-05

Kill the Octoroks, then go north to Acre E-05.

Overworld Acre E-05

Kill the Octoroks, then go north to Acre D-05.

Overworld Acre D-05

New Item: Food

Kill the Leever. Enter the shop beneath the middle Armos statue in the upper row. Purchase some Food (the item which looks like a piece of candy... though apparently it's a leg of meat). Leave the shop, and go south to Acre E-05.

Overworld Acre E-05

Go south to Acre F-05.

Overworld Acre F-05

Go west to Acre F-04.

Overworld Acre F-04

Go west to Acre F-03.

Overworld Acre F-03

Go north to Acre E-03.

This Digdogger is identical to the last time you fought him, but is made easier by your improved equipment. Play your Recorder to make him vulnerable, then kill him at your leisure. Go east to Room G-06.

Dungeon VII Room G-06
New Item: Key

This room has a strange surprise: the return of Stalfos. They are completely unchanged, as harmless here as they were in the first dungeon. Kill them, and one will drop a Key. Take it, and go west back to Room G-05.

Dungeon VII Room G-05

Go west to Room G-04.

Dungeon VII Room G-04

Go west to Room G-03.

Dungeon VII Room G-03

Go west to room G-02.

Dungeon VII Room G-02

Kill the Goriyas while dodging fireballs from the statues. Bomb the west wall, and go through it to Room G-01.

Dungeon VII Room G-01

Kill the Keese in this room, while dodging the Blade Traps guarding the doors. Go south to Room H-01.

Dungeon VII Room H-01
New Item: Key

Kill the Ropes in this room while dodging fireballs from the statues. Take the Key in the center of the room and go north back to Room G-01.

Dungeon VII Room G-01

Go north to Room F-01.

Dungeon VII Room F-01

Ignore the Dodongos in this room. Go north to Room E-01.

Dungeon VII Room E-01

In this room, Impa will expand your total bombs once more for 100 rupees.

Return to Room F-01 after you buy the expansion.

Dungeon VII Room F-01

Ignore the Dodongos. Go east to Room F-02.

Dungeon VII Room F-02

Kill the Goriyas in this room, then go east to Room F-03.

Dungeon VII Room F-03
New Item: Compass

Another room full of the laughably weak Stalfos. Kill them, and one will drop a Compass. Take it, and go west back to Room F-02.

Dungeon VII Room F-02

Go north to Room E-02.

Dungeon VII Room E-02

Kill the Goriyas and Keese in this room, then go north to Room D-02.

Dungeon VII Room D-02

Miniboss: Digdogger
Digdogger returns yet again, and this time around he has an upgrade. Now when you play the Recorder, he will split into three smaller Digdoggers. Killing all three isn't really harder, it just takes longer.

With Digdogger out of the way, bomb the east wall. Go east to Room D-03.

Dungeon VII Room D-03
New Item: Key

Kill the Moldorms, and they will leave behind a Key. Take it, and return to Room D-02.

Dungeon VII Room D-02

Go west to Room D-01.

Dungeon VII Room D-01

Kill the Goriyas in this room, and take the Blue Rupee which appears when they die. Go north to Room C-01.

Dungeon VII Room C-01

This room has Grumbles, the friendly goblin. You'll have to feed him the Food before he'll let you pass. Give him the Food, and go north to Room B-01.

Dungeon VII Room B-01

New Item: Map

Light the room with the Blue Candle, and take the Map in the center. Kill the Goriya and Keese who populate the room, while dodging the Bubbles on the islands. Remember, that if you get hit by the Bubbles you can still use the Magical Rod as a weapon. Go east to Room B-02.

Dungeon VII Room B-02

Kill the Goriyas and go north to Room A-02.

Dungeon VII Room A-02

Kill yet more Goriyas, and take the Rupee which appears. Bomb the west wall, and go through it west to Room A-01.

Dungeon VII Room A-01

Take the Rupees in this treasure room. Return to Room A-02.

Dungeon VII Room A-02

Go east to Room A-03.

Dungeon VII Room A-03

New Item: Key

Kill the Goriyas in this room while dodging fireballs from the statues. Take the Key in the middle of the room, then go west back to room A-02.

Dungeon VII Room A-02

Go south to Room B-02.

Dungeon VII Room B-02

Bomb the east wall. Go east to Room B-03.

Dungeon VII Room B-03

New Item: Red Candle

Kill the Goriyas in this room, then push the left-most block south. Go down the stairs, and take the Red Candle. The Red Candle works exactly the same way as the Blue Candle, but can be used as many times as you like in the same room, and has the ability to burn certain bushes on the Overworld. The Red Candle will be instrumental in getting your next Container Heart, as well as reaching the next dungeon. Go back up and bomb the east wall. Go east to Room B-04.

Dungeon VII Room B-04

Kill the Goriyas, and take the Bombs which appear. Go north to Room A-04.

Dungeon VII Room A-04

Kill the Moldorms, and takes the Bombs which appear. Go south to Room B-04.

Dungeon VII Room B-04

Go east to Room B-05.

Dungeon VII Room B-05

Miniboss: Digdogger

Digdogger again. This guy needs to get a job. Kill him exactly as before. Play the Recorder, kill the eye. He doesn't even split into three this time. Go north to Room A-05.

Dungeon VII Room A-05

Ignore the Dodongos, and bomb the east wall. Go east through the crack to Room A-06.

Dungeon VII Room A-06

Kill the Wall Masters while dodging the Bubbles. The Magical Rod works as well as the Sword if you get hit by the Bubbles. On the far right of the room is a column of stone blocks. Push the block in the center of it to the west, and a stairwell will appear. Go down the stairs, and through the tunnel to Room C-02.

Dungeon VII Room C-02

Kill the Goriyas, then bomb the east wall. Go east to Room C-03.

Dungeon VII Room C-03

New Item: Container Heart

Boss: Aquamentus

Aquamentus again. And he's not really any different, and is in fact easier then ever since you're so much stronger. Just blast his head with Magical Rod shots until he dies.

Take the Container Heart that Aquamentus leaves behind, then go east to Room C-04.

Dungeon VII Room C-04

Take the Triforce Fragment, and you will be transported back to the Overworld.

Dungeon VIII Room H-05

Use your powered-up Magical Rod to light the room, and kill the Keese and Vols.
Take the Key, and return to Room H-04.

Dungeon VIII Room H-04

Go north to Room G-04.

Dungeon VIII Room G-04

Miniboss: Manhandla
Another Manhandla. Kill it with Bombs and sword attacks.

Bomb the north wall and go through the doorway to Room F-04.

Dungeon VIII Room F-04

Kill the Darknuts while dodging fireballs from the statues. Go east to Room F-05.

Dungeon VIII Room F-05

New Item: Compass

Light the room with the Candle or Magical Rod, and kill the Pols Voice with the Bow and Arrows. Take the Compass. Return to Room F-04.

Dungeon VIII Room F-04

Go west to Room F-03.

Dungeon VIII Room F-03

New Item: Key

Light the room with the Candle or Magical Rod. Kill the Pols Voice with the Bow and Arrow, the Gibdos with the Magical Sword and the Keese with the Magical Boomerang. Take the Key and go west to Room F-02.

Dungeon VIII Room F-02

Kill the Darknuts while dodging fireballs from the statues. Take the Key which appears, and return to Room F-03.

Dungeon VIII Room F-03

Go north to Room E-03.

Dungeon VIII Room E-03

Miniboss: Gohma

Kill Gohma by launching three arrows straight into its eye.

Go east to Room E-04.

Dungeon VIII Room E-04

Kill the Darknuts, and go north to Room D-04.

Dungeon VIII Room D-04

Kill the Darknuts in this room while dodging the Bubbles and incoming fire from the statues. Bomb the north wall and go north to Room C-04.

Dungeon VIII Room C-04

New Item: Map

Miniboss: Manhandla

Kill the Manhandla with Bombs, the Magical Sword or the Magical Rod.

Take the Map which appears upon the Manhandla's death, and go north to Room B-04.

Dungeon VIII Room B-04

Miniboss: Gohma

Shoot Gohma in the eye with the Bow and Arrow until it dies.

Go east to Room B-05.

Dungeon VIII Room B-05

New Item: Magical Key

Kill the Darknuts and the Pols Voice in this room, using appropriate weapons. Push the left block to the south and go down the stairs. Take the Magical Key. This works as a Master Key, unlocking any door in the game, and can be used an unlimited number of times. You no longer have any use for Keys. Climb back up the ladder and go west, back to Room B-04.

Dungeon VIII Room B-04

Bomb the west wall and go west to Room B-03.

Dungeon VIII Room B-03

Kill the Pols Voice with the Bow and Arrow, take the Bombs that appear, then go south to Room C-03.

Dungeon VIII Room C-03

Take the rupees, then go north to Room B-03.

Dungeon VIII Room B-03

Go east to Room B-04.

Dungeon VIII Room B-04

Go south to Room C-04.

Dungeon VIII Room C-04

Go south to Room D-04.

Dungeon VIII Room D-04

Kill the Darknuts if they have respawned, then go east to Room D-05.

Dungeon VIII Room D-05

Kill the Darknuts and Gibdos while dodging the Bubbles. Take the Bombs that appear and go down the stairs. Go through the tunnel to Room E-02.

Dungeon VIII Room E-02

New Item: Key

Kill the Poles Voice with the Bow and Arrow. Take the Key and go west to Room E-01.

Dungeon VIII Room E-01

Light the room with the Red Candle or Magical Rod, then kill the Darknuts, dodging fire from the statues. Take the key and go north to Room D-01.

Dungeon VIII Room D-01

Listen to Impa's message (10th Enemy Has The Bomb). Bomb the east wall and go east to Room D-02.

Dungeon VIII Room D-02

New Item: Container Heart

Boss: Gleeok

This time around, the Gleeok has four heads, though he is otherwise unchanged. As always, attack the heads from the left and right, focusing on dealing damage and not concerning yourself too much with avoiding damage.

Take the Container Heart that Gleeok leaves behind, and go north to Room C-02. You should now have all 16 Container Hearts.

Dungeon VIII Room C-02

Last Dungeon Room C-06

Go north back to Room B-06.

Last Dungeon Room B-06

go east to room B-07.

Last Dungeon Room B-07

This room contains a tough new enemy known as a Patra. In order to kill the Mother Patra, you must first destroy all of the tiny Patras that encircle it. Stand just outside the vicinity of the circling Patras and repeatedly attack with the Magical Sword until all of them are killed. Then move in to kill the big Patra. This easier said than done, since the Patra constantly expands the size of the circle of Patras, and strafes slowly around the room as well. Luckily once you kill a Patra, it stays dead.

Once the Patra is dead, take the Bombs that appear and go south to Room C-07.

Last Dungeon Room C-07

Kill the Gels in this room with the Magical Boomerang. Take the Blue Rupee that appears, then bomb the east wall. Go east to Room C-08.

Last Dungeon Room C-08

New Item: Map

Kill the Patra, then take the Map which appears. Bomb the north wall, and go through to Room B-08.

Last Dungeon Room B-08

Kill the Wizzrobes and Like-Likes in this room while dodging the Bubble, then bomb the north wall. Go through to Room A-08.

Last Dungeon Room A-08

New Item: Red Ring

Kill the Wizzrobes while dodging the Bubbles, then push the left block to the south. Go down the stairs and take the Red Ring. Arguably the single best item in the game, the Red Ring reduces enemy attack power to 1/4 of its full strength (as opposed to the Blue Ring, which only reduces damage by 1/2). Climb back up the ladder and go south back to Room B-08.

Last Dungeon Room B-08

Go south to Room C-08.

Last Dungeon Room C-08

Go west to Room C-07.

Last Dungeon Room C-07

Go north to Room B-07.

Last Dungeon Room B-07

Go north to Room A-07.

Last Dungeon Room A-07

Impa will tell you to go "Go to the next room." Bomb the west wall and go through to Room A-06.

Last Dungeon Room A-06

Kill the Wizzrobes, then push the left block to the north to reveal a stairset. Go down the stairset and through the tunnel to Room G-04.

Last Dungeon Room G-04

Kill the Zols, then go west to Room G-03.

Last Dungeon Room G-03

Kill the Keese in this room, then take the Blue Rupee that appears. Go west to Room G-02.

Last Dungeon Room G-02

Kill the Patra, then push the left stone block to the south. Go down the stairs and through the tunnel to Room C-01.

Last Dungeon Room C-01

Kill the Wizzrobes, then bomb the north wall. Go through the crack to Room B-01.

Last Dungeon Room B-01
New Item: Silver Arrow

Kill the Wizzrobes while dodging the Bubbles, then push the center block in the column on the right inward. A stairset will appear. Go down it to find the Silver Arrow, which will replace the standard Arrow on your Bow and Arrow. This item is relatively useless except in that it is the only weapon which can actually kill Ganon, the game's final boss. Climb back up the ladder, then go south back to Room C-01.

Last Dungeon Room C-01

Go back down the stairs and return through the tunnel to Room G-02.

Last Dungeon Room G-02

Go north to Room F-02.

Last Dungeon Room F-02

Kill the Like-Likes, then go west to Room F-01.

Last Dungeon Room F-01

Light the room with the Candle or Magical Rod, then kill the Zols. Take the Blue Rupee that appears, then go north to Room E-01.

Last Dungeon Room E-01

Kill the Wizzrobes and take the Blue Rupee that appears. Go north to Room D-01.

Last Dungeon Room D-01

Kill the Wizzrobes while dodging the Bladetraps guarding the walls. Push the left stone block to the south, and a stairset will appear in the corner. Set off the Blade Trap in that corner, and go down the stairs while it resets. Go through the tunnel to Room A-05.

Last Dungeon Room A-05

Kill the Wizzrobes, then bomb the west wall while dodging the Blade Traps. Go west through the crack to Room A-04.

Last Dungeon Room A-04

Kill the Like-Likes and Zols while dodging the Bubbles. Push the stone block on the left to the south, then go down the stairs and through the tunnel to Room F-03.

Last Dungeon Room F-03

Kill the Patra, then go north to Room E-03.

Last Dungeon Room E-03

Boss: Ganon

Ganon is by far the hardest boss in the game, but this is due mostly to the amount of damage he is capable of dealing then by how hard it is to actually kill him. Ganon moves in a rough circle around the room, stopping every second or so to fire a barrage of fireballs at you. This wouldn't seem so bad, except that he's invisible the whole time. The single best way to beat Ganon is to

around the Brown Forest killing Moblins until they drop some. It shouldn't take long. Return to Acre G-04 afterwards, then go north to Acre F-04.

Overworld Acre F-04

Kill the Moblins, then go west to Acre F-03.

Overworld Acre F-03

Kill the Moblins, then go west to Acre F-02.

Overworld Acre F-02

Kill the Moblins, then go south to Acre G-02.

Overworld Acre G-02

This is the Forest Maze Acre. If you go any direction but east, then you will find yourself back in the same Acre. Go north, west, south, then west again to escape from the Forest Maze and reach Acre G-01.

Overworld Acre G-01

Dodge the Lynels (you don't want to be picking fights with them this early in the game). Go north to Acre F-01.

Overworld Acre F-01

Dodge the Lynels here as well. Go north to Acre E-01.

Overworld Acre E-01

Ignore the Ghini. Go north to Acre D-01.

Overworld Acre D-01

Ignore the Ghini. North to Acre C-01.

Overworld Acre C-01
New Item: Container Heart

Ignore the Ghini. From the bottom left corner, count two gravestones to the right and one north. Push the gravestone to the south to reveal a stairset. Go down the stairs, where Impa will offer you a 2nd Potion or a Container Heart. Take the Container Heart. Go back up the stairs, and go south to Acre D-01.

Overworld Acre D-01

Ignore the Ghini. Go south to Acre E-01.

Overworld Acre E-01

Ignore the Ghini. Go south to Acre F-01.

Overworld Acre F-01

Dodge the Lynels. Go south to Acre G-01.

Overworld Acre G-01

Dodge the Lynels and Peahats. Go east to Acre G-02.

Overworld Acre G-02

Go east to Acre G-03.

Overworld Acre G-03

Kill the Moblins, and go north to Acre F-03.

Overworld Acre F-03

Go east to Acre F-04.

Overworld Acre F-04

Kill the Moblins, then go east to Acre F-05.

Overworld Acre F-05

Kill the Octoroks, then go south to Acre G-05.

Overworld Acre G-05

Kill the Octoroks, then go east to Acre G-06.

Overworld Acre G-06

Kill the Octoroks, then cross to the east side of the river. Go north to Acre F-06.

Overworld Acre F-06

Kill the Octoroks, then go east to Acre F-07.

Overworld Acre F-07

Kill the Octoroks, then go north to Acre E-07.

Overworld Acre E-07

Go east to Acre E-08.

Overworld Acre E-08

Go east to Acre E-09.

Overworld Acre E-09

Kill the Leever, then go north to Acre D-09.

Overworld Acre D-09

Kill the Octoroks, then go north to Acre C-09.

Overworld Acre C-09

Dodge the Peahats, and go east to Acre C-10.

Overworld Acre C-10

Kill the Leever, then go east to Acre C-11.

Overworld Acre C-11

Kill or dodge the Leever, then go east to Acre C-12.

Overworld Acre C-12

Dodge the Leever and Peahats, then go east to Acre C-13.

Overworld Acre C-13

Kill the Tektites, then go east to Acre C-14.

Overworld Acre C-14

Kill the Octoroks, then go north to Acre B-14.

Overworld Acre B-14

Dodge the Peahats, then go east to Acre B-15.

Overworld Acre B-15

Kill the Tektites, then go east to Acre B-16.

Overworld Acre B-16

Enter the tree and play the Money-Making Game until you earn 255 rupees. There is a hidden path to the north of the tree, leading through the stone wall. Go north through it to Acre A-16.

Overworld Acre A-16
New Item: Blue Ring

Enter the building and purchase the Blue Ring for 250 rupees. Leave the building and go south, back to B-16.

Overworld Acre B-16

Go west to Acre B-15.

Overworld Acre B-15

Go west to Acre B-14.

Overworld Acre B-14

Go south to Acre C-14.

Overworld Acre C-14

Go south to Acre D-14.

Overworld Acre D-14

Kill the Moblins and go south to Acre E-14.

Overworld Acre E-14

Kill the Moblins and go south to Acre F-14.

Overworld Acre F-14

Kill the Moblins and go west to Acre F-13.

Overworld Acre F-13

Kill the Moblins and go west to Acre F-12.

Overworld Acre F-12

Kill the Moblins and go south to Acre G-12.

Overworld Acre G-12

Kill the Moblins and go south to Acre H-12.

Overworld Acre H-12

Kill the Leever and go west to Acre H-11.

Overworld Acre H-11

Kill the Tektites and go west to Acre H-10.

Overworld Acre H-10

Kill the Tektites and go west to Acre H-09.

Overworld Acre H-09

Kill the Octoroks and go west to Acre H-08.

Overworld Acre H-08

Go west to Acre H-09.

Overworld Acre H-07

Kill the Tektites, then place a bomb on the north wall, near the center of the acre. It will reveal a cave opening, inside of which you can play the Money Making Game. Keep playing the game until you get 160 rupees. Then go north to Acre G-07.

Overworld Acre G-07

New Items: Magical Shield

Kill the Octoroks, then enter the cave. Purchase a Magical Shield, then leave the cave and go east to Acre G-08.

Overworld Acre G-08

Kill the Octoroks, then go east to Acre G-09.

Overworld Acre G-09

Kill the Octoroks, then go north to Acre F-09.

Overworld Acre F-09

Kill the Octoroks, then go north to Acre E-09.

New Item: Key

Kill the Goriyas while dodging the fireballs from the statues. Take the Key that appears, and go north to Room F-01.

Dungeon I Room F-01

New Item: Compass

Kill the Stalfos in this room, but watch out: In the Second Adventure, they are tougher and gain the ability to fire sword beams. Thankfully, these can be blocked with the Magical Shield, which you should have by now. Take the Compass that appears when the Stalfos die, then go north to Room E-01.

Dungeon I Room E-01

Kill the Goriyas, then take the Bomb that appears. Go north to Room D-01.

Dungeon I Room D-01

Kill the Gels with the Sword or Boomerang, then take the Blue Rupee that appears. Go east to Room D-02.

Dungeon I Room D-02

Miniboss: Dodongo

The Dodongo is unchanged from the First Adventure. Drop bombs in his path so he swallows them, or just outside his path so the explosion stuns him. Then a single sword strike will defeat him.

When Dodongo dies, the door to the south will open. Go south to Room E-02.

Dungeon I Room E-02

New Item: Map

Take the Map, then kill the Keese with the Boomerang to reopen the door. Go north, back to Room D-02.

Dungeon I Room D-02

Go west to Room D-01.

Dungeon I Room D-01

Go south to Room E-01.

Dungeon I Room E-01

Go south to Room F-01.

Dungeon I Room F-01

Overworld Acre B-11

Go west to Acre B-10.

Overworld Acre B-10

Dodge the Boulders and go west to Acre B-09.

Overworld Acre B-09

Dodge the Boulders and go west to Acre B-08.

Overworld Acre B-08

Dodge the Boulders and go south to Acre C-08.

Overworld Acre C-08

Dodge the Peahats, then go east to Acre C-09.

Overworld Acre C-09

Dodge the Peahats, then go south to Acre D-09.

Overworld Acre D-09

Kill the Octoroks, then go south to Acre E-09.

Overworld Acre E-09

Kill the Leever, then go south to Acre F-09.

Overworld Acre F-09

Kill the Octoroks, then go south to Acre G-09.

Overworld Acre G-09

Kill the Octoroks, then go west to Acre G-08.

Overworld Acre G-08

Kill the Octoroks, then go west to Acre G-07.

Overworld Acre G-07

Kill the Octoroks, then go west to Acre G-06.

Overworld Acre G-06

Kill the Octoroks, then cross to the west side of the bridge. Go west to Acre G-05.

Overworld Acre G-05

Kill the Octoroks, then go west to Acre G-04.

Overworld Acre G-04

Kill the Moblins and Octoroks, then go north to Acre F-04.

Overworld Acre F-04

Kill the Moblins, then go west to Acre F-03.

Overworld Acre F-03

Kill the Moblins, then go west to Acre F-02.

Overworld Acre F-02

Kill the Moblins, then go south to Acre G-02.

Overworld Acre G-02

Kill the Moblins, then go north, west, south and west to maneuver through the Forest Maze and reach Acre G-01.

Overworld Acre G-01

Kill the Lynels, but ignore the Peahats. Go north to Acre F-01.

Overworld Acre F-01

Kill the Lynels, then go north to Acre E-01.

Overworld Acre E-01

Ignore the Ghini. Go east to Acre E-02.

Overworld Acre E-02

Ignore the Ghini. Go north to Acre D-02.

Overworld Acre D-02

Ignore the Ghini. Go east to Acre D-03.

Overworld Acre D-03

Kill the Lynels, ignore the Peahats. Go east to Acre D-04.

Overworld Acre D-04

Go north up the eastern staircase to Acre C-04.

Overworld Acre C-04

Go east to Acre C-05.

Overworld Acre C-05
New Item: Power Bracelet

Brush against the top-right Armos statue, and it will come to life. Kill the Armos Knight, and take the Power Bracelette that lies underneath it. Go north to Acre B-05.

Overworld Acre B-05

Kill the Lynels, then go west to Acre B-04.

Overworld Acre B-04

Kill the Lynels, then go north to Acre A-04.

Overworld Acre A-04

Dodge the Boulders, then go west to Acre A-03.

Overworld Acre A-03

Kill the Lynels, then go west to Acre A-02.

Overworld Acre A-02

Kill the Lynels, then go south to Acre B-02.

Overworld Acre B-02
New Item: Letter

Kill the Lynels and the Peahats. Remember, to kill Peahats you have to wait for them to stop spinning. Push the stone on the left down to reveal a staircase. Go down it, and Impa will give you a Letter. If you remember from the First Adventure, the Letter lets you buy Life Potions and 2nd Potions from the Apothecaries around Hyrule. Leave the cave and go north to Acre A-02.

Overworld Acre A-02

Go east to Acre A-03.

Overworld Acre A-03

Go east to Acre A-04.

Overworld Acre A-04

Dodge the Boulders, and go south to Acre B-04.

Overworld Acre B-04

Go east to Acre B-05.

Overworld Acre B-05

Go south to Acre C-05.

Overworld Acre C-05

Go west to Acre C-04.

Overworld Acre C-04

Go south to Acre D-04.

Overworld Acre D-04

Go back north up the western staircase.

Overworld Acre C-04

Kill the Lynels, then push on the left stone block. Go down the stairset, and take the center stairset in the cave to warp to Acre H-10.

Overworld Acre H-10

Kill the Tektites, and go west to Acre H-09.

Overworld Acre H-09

Kill the Octoroks, then go west to Acre H-08.

Overworld Acre H-08

Go north to Acre G-08.

White Sword, Blue Ring, Magical Shield, Boomerang, Power Bracelet,
Letter, 08 Bombs

New Items this Chapter: Container Heart
Recorder

Dungeon II Room H-01

Go north to Room G-01.

Dungeon II Room G-01

New Item: Key

Kill the Gibdos, and take the Key that appears. Go north to Room F-01.

Dungeon II Room F-01

Kill the Zols, then go east to Room F-02.

Dungeon II Room F-02

New Item: Compass

Kill the Darknuts, then take the Compass that appears. Bomb the east wall and go through to Room F-03.

Dungeon II Room F-03

New Item: Key

Kill the Keese while dodging the Blade Traps and Fireballs. Take the Key that appears, then go north to Room E-03.

Dungeon II Room E-03

Kill the Darknuts, then go west to Room E-02.

Dungeon II Room E-02

New Item: Key

Kill the Gibdos, Keese and Pols Voice, and a Key will appear. Take it, and go west to Room E-01.

Dungeon II Room E-01

New Item: Key

Kill the Keese and take the Key, then go north to Room D-01.

Dungeon II Room D-01

Kill the Gibdos, and go north to Room C-01.

Dungeon II Room C-01

Kill the Keese while dodging fireballs from the statues, then bomb the east wall. Go through the crack to Room C-02.

Dungeon II Room C-02
New Item: Key

Kill the Keese and take the Key. Return to Room C-01.

Dungeon II Room C-01

Go north to Room B-01

Dungeon II Room B-01
New Item: Key

Miniboss: Manhandla
Manhandla is unchanged from Adventure Two. A few sword swipes to each of its heads will destroy them, or one bomb blast to one head will kill it. Try to drop a bomb so it explodes in the center of its torso, which will destroy all four heads simultaneously.

Take the Key that appears when Manhandla dies, then go east to Room B-02.

Dungeon II Room B-02

Kill the Darknuts (use the stone blocks for cover), then go north to Room A-02.

Dungeon II Room A-02
New Item: Map

Kill the Zols while dodging fireballs and Blade Traps, and take the Map which appears. Go south back to Room B-02.

Dungeon II Room B-02

Go south to Room C-02.

Dungeon II Room C-02

Walk south into the center of the southern wall, and you will pass through a secret door to Room D-02.

Dungeon II Room D-02
New Item: Recorder

Walk down the stairs in the center of the room and take the Recorder. Go back up the ladder and walk through the west wall to Room D-01.

Dungeon II Room D-01

Kill the Octoroks, then go south to Acre H-09.

Overworld Acre H-09

Kill the Octoroks, then go east to Acre H-10.

Overworld Acre H-10

Kill the Tektites, then push aside the stone and go down the stairset. Enter the center stairset to warp to Acre C-04.

Overworld Acre C-04

Kill the Lynels, then go south to Acre D-04.

Overworld Acre D-04

Go north up the eastern stairset, back to Acre C-04.

Overworld Acre C-04

Go east to Acre C-05.

Overworld Acre C-05

Go north to Acre B-05.

Overworld Acre B-05

Kill the Lynels, then go east to Acre B-06.

Overworld Acre B-06

Kill the Lynels, dodge the Peahats. Go east to Acre B-07.

Overworld Acre B-07

Dodge the Boulders. Go east to Acre B-08.

Overworld Acre B-08

Dodge the Boulders. Go north, up the stairs, to Acre A-08.

Overworld Acre A-08

Kill the Lynels, then go west to Acre A-07.

Overworld Acre A-07

New Item: Container Heart

Kill the Lynels and Peahats, then play the Recorder. A stairset will appear. Go down the stairs, and Impa will offer you either a 2nd Potion or a Container Heart. The choice is pretty obvious. Leave the cave and go east to Acre A-08.

Overworld Acre A-08

Face to the left, and play the Recorder. Ride the tornado to the next acre. Keep on playing the Recorder and riding the tornado until you get to Acre D-08 (Dungeon 1).

Overworld Acre D-08

Go east to Acre D-09.

Overworld Acre D-09

Kill the Octoroks, then go north to Acre C-09.

Overworld Acre C-09

Dodge the Peahats. Go east to Acre C-10.

Overworld Acre C-10

Kill the Leever, then go east to Acre C-11.

Overworld Acre C-11

Kill the Leever, then go south to Acre D-11.

Overworld Acre D-11

New Item: Container Heart

Kill the Leever and the Peahats. Play the Recorder, and a stairset will appear. Go down the stairs, where Impa will offer you another 2nd Potion or another Container Heart. Derf. Leave the cave, then go north back to Acre C-11.

Overworld Acre C-11

Kill the Leever, then go east to Acre C-12.

Overworld Acre C-12

Kill the Leever, avoid the Peahats. Go east to Acre C-13.

Overworld Acre C-13

Kill the Tektites, then go east to Acre C-14.

Overworld Acre C-14

Kill the Octoroks, then go north (not up the stairs) to Acre B-14.

Overworld Acre B-14

Dodge the Peahats, and go east to Acre B-15.

Overworld Acre B-15

Kill the Tektites, then go east to Acre B-16.

Overworld Acre B-16

If you don't have 60 rupees, then enter the tree trunk and play the Money-Making Game until you have 60 rupees. Go north, through the hidden passage in the stone wall, to Acre A-16.

Overworld Acre A-16
New Item: Food

Enter the building, and purchase Food. Leave the building, and go south back to Acre B-16.

Overworld Acre B-16

Dodge the Peahats, and go west back to Acre B-15.

Overworld Acre B-15

Go west to Acre B-14.

Overworld Acre B-14

Dodge the Peahats, and go south to Acre C-14.

Overworld Acre C-14

Go south to Acre D-14.

Overworld Acre D-14

Kill the Moblins, and go south to Acre E-14.

Overworld Acre E-14

Kill the Goriyas while dodging the fireballs to open the north door. Take the Map, and go north to Room C-07.

Dungeon III Room C-07

New Item: Key

Kill the Stalfos (remember to use your Magical Shield to absorb their Sword Beams). Take the Key that appears, then go north to Room B-07.

Dungeon III Room B-07

Grumbles the Goblin returns triumphantly for the Second Adventure. Feed him some Food to make him disappear. Go north to Room A-07.

Dungeon III Room A-07

New Item: Magical Boomerang

Kill the Goriyas, and the Magical Boomerang will appear. Take it, then go south back to Room B-07.

Dungeon III Room B-07

Go south to Room C-07.

Dungeon III Room C-07

Go south to Room D-07.

Dungeon III Room D-07

Go south to Room E-07.

Dungeon III Room E-07

Go south to Room F-07.

Dungeon III Room F-07

Go east to Room F-08.

Dungeon III Room F-08

New Item: Container Heart

Boss: Dodongo x3

You're fighting the boss in this dungeon a bit prematurely. There's not much to it... you've fought 3 Dodongos before, in the First Adventure. Remember, to either make the Dodongos swallow two bombs by dropping a Bomb directly in their path, or else kill them by stunning them (place a bomb just outside their path) and using a single sword strike.

Take the Container Heart that appears, then go south to Room G-08.

Bracelet, Letter, Recorder, Blue Candle, 08 Bombs
New Items this Chapter: Bomb Expansion, Container Heart
Book of Magic, Raft

Dungeon IV Room H-02

Before you progress any further in this dungeon, make sure you have 150 rupees, or close to it. You're going to need them later in the dungeon. Go west to Room H-01.

Dungeon IV Room H-01

New Item: Key

Light the room with the Blue Candle, then kill the Keese and Zols while dodging the Bubbles. Take the Key that appears, then go east back to Room H-02.

Dungeon IV Room H-02

Go north to Room G-02.

Dungeon IV Room G-02

Miniboss: Digdogger

Play the Recorder to shrink Digdogger down to size. Kill the three eyes with Sword strikes while dodging the fireballs from the statues.

Go west to Room G-01.

Dungeon IV Room G-01

New Item: Compass

Kill the Darknuts and Pols Voice, and take the Compass that appears. Remember to let the Darknuts come to you. Go north to Room F-01.

Dungeon IV Room F-01

Light the room with the Blue Candle. This room has two new enemies: Red and Blue Bubbles. When you are struck by a Red Bubble, then it steals your ability to use the Sword. Permanently. The only way to get your Sword back is to touch a Blue Bubble. Kill the Darknuts while dodging the Red and Blue Bubbles in the room.

Go east to Room F-02.

Dungeon IV Room F-02

Miniboss: Aquamentus

Defeat Aquamentus by standing on the left side of the room and firing Sword Beams at it (if you have full health), or running in and slashing at its head. Its fireballs can be absorbed by the Magical Shield.

Go east to Room F-03.

Dungeon IV Room F-03
New Item: Book of Magic

Kill the Pals Voice, Gibdos and Keese. Push the center block in the far left column of vertical blocks to the right to reveal a stairset. Take the Book of Magic, which is bloody worthless without the Magical Rod, but oh well. Return back up the ladder and go west back to Room F-02.

Dungeon IV Room F-02

Go west back to Room F-01.

Dungeon IV Room F-01

Go north to Room E-01.

Dungeon IV Room E-01
New Item: Key

Kill the Darknuts in this pair of a room. Take the Key that appears, then go east to Room E-02.

Dungeon IV Room E-02

Kill the Darknuts. Walk into the east wall to pass through an invisible barrier to Room E-03.

Dungeon IV Room E-03
New Item: Bomb Expansion

Pay Impa 100 Rupees for a Bomb Expansion. Go west back to Room E-02.

Dungeon IV Room E-02

Go west to Room E-01.

Dungeon IV Room E-01

Go north to Room D-01.

Dungeon IV Room D-01

Dodge the Blade Traps set up to guard the walls. Kill the Zols in the room, then go east to Room D-02. To reach the door safely, then set off the traps in the north or south of the room, then run to the door while the Blade Traps reset.

Dungeon IV Room D-02
New Item: Key

Kill the Gibdos, Pals Voice and Keese. Take the Key that appears. Bomb the east wall and go through the crack to Room D-03.

Dungeon IV Room D-03

Take the Rupees, then go west back to Room D-02.

Dungeon IV Room D-02

Go north to Room C-02.

Dungeon IV Room C-02

Push the stone block to north, which will open up the path leading to the left and right. Bomb the east wall and pass through the crack to Room C-03.

Dungeon IV Room C-03

Miniboss: Dodongo

Kill the Dodongo by dropping bombs in its path, or stunning it with a bomb and hitting it with a Sword strike.

Go north to Room B-03.

Dungeon IV Room B-03

New Item: Map

Kill the Darknuts, and take the Map that appears. Go south back to Room C-03.

Dungeon IV Room C-03

Go west back to Room C-02.

Dungeon IV Room C-02

Push the stone block to the left, then go north to Room B-02.

Dungeon IV Room B-02

Light the room with the Blue Candle, then kill the Keese with the Magic Boomerang. A Key will appear on the other side of the moat, but we won't be able to reach it for the time being. Bomb the north wall and pass through to Room A-02.

Dungeon IV Room A-02

In this room, Impa offers you a choice: Either leave behind a Container Heart, or 50 rupees. Pay 50 rupees! Go east to Room A-03.

Dungeon IV Room A-03

In the center of the room are a pair of two blocks. Push the one on the left to reveal a stairset. Go down the stairs and through the tunnel to Room G-04.

Dungeon IV Room G-04

Dodge the Red Bubbles. If they hit you, you'll have to go back to Room A-03 through the tunnel and touch one of the Blue Bubbles to regain the use of your sword. Go north to Room F-04.

Dungeon IV Room F-04
New Item: Container Heart

Boss: Digdogger
Play the Recorder, and attack Digdogger after he shrinks while dodging the fireballs from the statue.

Take the Container Heart, then go north to Room E-04.

Dungeon IV Room E-04

DO NOT TAKE THE TRIFORCE FRAGMENT JUST YET. Go around to the north side of the room and walk through the north wall to Room D-04.

Dungeon IV Room D-04

Kill the Darknuts, then go north to Room C-04.

Dungeon IV Room C-04

Miniboss: Dodongo x3

Kill the Dodongos by dropping bombs in front of them so they swallow them, or stunning them with bomb explosions and attacking them with swords.

Go north to Room B-04.

Dungeon IV Room B-04
New Item: Raft

Kill the Pols Voice and Darknuts. On the left side of the room, there is an L-shaped formation of stone blocks. Go over to the left side of this formation, and push on the stone block directly adjacent to the west door (be careful you don't go through the door, or you'll have to go all the way back around through the Triforce room). Go down the stairset that appeared and take the Raft. Go back up the ladder and south back to Room C-04.

Dungeon IV Room C-04

Go south back to Room D-04.

Dungeon IV Room D-04

Overworld Acre C-08

Dodge the Peahats, and go east to Acre C-09.

Overworld Acre C-09

Dodge the Peahats, and go east to Acre C-10.

Overworld Acre C-10

Kill the Leever, and go east to Acre C-11.

Overworld Acre C-11

Kill the Leever, and go east to Acre C-12.

Overworld Acre C-12

Kill the Leever, dodge the Peahats, and go east to Acre C-13.

Overworld Acre C-13

Kill the Tektites, then go east to Acre C-14.

Overworld Acre C-14

Kill the Octoroks, then go east to Acre C-15.

Overworld Acre C-15

Kill the Octoroks, then go south to Acre D-15.

Overworld Acre D-15

Kill the Octoroks, then go east to Acre D-16.

Overworld Acre D-16

Kill the Octoroks, then step onto the dock. You will automatically use the Raft, and sail north to Acre C-16.

Overworld Acre C-16

New Item: Container Heart

Enter the Building, where Impa will offer you a 2nd Potion or a Container Heart. Take the Container Heart. Go back outside the building and go south back to Acre D-16.

Overworld Acre D-16

Go west to Acre D-15.

Overworld Acre D-15

Go north to Acre C-15.

Overworld Acre C-15

Go west to Acre C-14.

Overworld Acre C-14

Go west to Acre C-13.

Overworld Acre C-13

Go west to Acre C-12.

Overworld Acre C-12

Kill the Leever, then go west to Acre C-11.

Overworld Acre C-11

Kill the Leever, then go west to Acre C-10.

Overworld Acre C-10

Kill the Leever, then go west to Acre C-09.

Overworld Acre C-09

Dodge the Peahats and go south to Acre D-09.

Overworld Acre D-09

Kill the Octorok, then go south to Acre E-09.

Overworld Acre E-09

Kill the Leever, then go south to Acre F-09.

Overworld Acre F-09

Kill the Octorok, then go south to Acre G-09.

Overworld Acre G-09

Kill the Octoroks, then go west to Acre G-08.

Overworld Acre G-08

Kill the Octoroks, then go west to Acre G-07.

Overworld Acre G-07

Kill the Octoroks, then go west to Acre G-06.

Overworld Acre G-06

Kill the Octoroks. Cross the river using the bridge, and go west to Acre G-05.

Overworld Acre G-05

Kill the Octoroks, then go north to Acre F-05.

Overworld Acre F-05

Kill the Octoroks, then go north to Acre E-05.

Overworld Acre E-05

New Item: Arrow

Kill the Octoroks, then enter the cave. Purchase the Arrow for 80 rupees.
Leave the cave, and go south back to Acre F-05.

Overworld Acre F-05

Go south to Acre G-05.

Overworld Acre G-05

Go east to Acre G-06.

Overworld Acre G-06

Cross the bridge to the east side of the river, then go north to Acre F-06.

Overworld Acre F-06

Kill the Octorok, then step onto the dock. You will automatically use the Raft
and sail north to Acre E-06.

Overworld Acre E-06

A Gohma Miniboss waits here, but you can't hurt him until you get the Bow to go with the Arrow you should have bought before entering this dungeon. Go south to Room B-03.

Dungeon V Room B-03
New Item: Bow

Dodge the Red Bubbles, and go down the stairs. Take the Bow from the basement room, then climb back up. Go north back to Room A-03. If you get hit by one of the Red Bubbles, you'll have to return to Room H-02 to touch a Blue Bubble.

Dungeon V Room A-03
New Item: Key

Miniboss: Gohma
Kill Gohma by launching three arrows directly into his eye. Your Magical Shield cannot absorb his fireballs.

Take the Key that appears, and go west back to Room A-02.

Dungeon V Room A-02

Go back down the stairs and through the tunnel to Room H-02.

Dungeon V Room H-02

Go north back to Room G-02.

Dungeon V Room G-02

Kill the Like-Likes and dodging the Blade Traps, then go west to Room G-01.

Dungeon V Room G-01
New Item: Map

Light the room with the Blue Candle, then kill the Vires while dodging the Bubbles, then take the Map that appears. Go north to Room F-01.

Dungeon V Room F-01

Dodge the Wizzrobes and Bubbles in this room, and run north to Room E-01.

Dungeon V Room E-01

Dodge the Blade Traps and Wizzrobes, and go east to Room E-02.

Dungeon V Room E-02
New Item: Compass

Kill the Zols (all you can see is their eyes), then take the Compass that

Overworld Acre G-01

Dodge the Peahats, and go north to Acre F-01.

Overworld Acre F-01

Kill the Lynels, then go north up the stairs to Acre E-01.

Overworld Acre E-01

Do the Ghini Rupee Trick if you need money, then go east to Acre E-02.

Overworld Acre E-02

Do the Ghini Rupee Trick if you need money, then go north to Acre D-02.

Overworld Acre D-02

Do the Ghini Rupee Trick if you need money, then go east to Acre D-03.

Overworld Acre D-03

Dodge the Peahats and go west to Acre D-04.

Overworld Acre D-04

Go north up the eastern stairset to Acre C-04.

Overworld Acre C-04

Go east to Acre C-05.

Overworld Acre C-05

Go east to Acre C-06.

Overworld Acre C-06

Dodge the Peahats, and go north to Acre B-06.

Overworld Acre B-06

Dodge the Peahats, and go east to Acre B-07.

Overworld Acre B-07

Dodge the Boulders, and go east to Acre B-08.

Overworld Acre B-08

Dodge the Boulders, and go north to Acre A-08.

Overworld Acre A-08

Kill the Lynels, then go east to Acre A-09.

Overworld Acre A-09

Dodge the Boulders, and go east to Acre A-10.

Overworld Acre A-10
New Item: Magical Sword

Push the stone at the tip of the arrow to the south to reveal a stairset. Go down it, and if you have 12 heart containers then Impa will allow you to take the Magical Sword. Leave the cave, then go west to Acre A-09.

Overworld Acre A-09

Dodge the Boulders, and go west back to Acre A-08.

Overworld Acre A-08

Go south, down the stairs, back to Acre B-08.

Overworld Acre B-08

Dodge the Boulders, and go west back to Acre B-07.

Overworld Acre B-07

Dodge the Boulders, and go west back to Acre B-06.

Overworld Acre B-06

Dodge the Peahat, and go south back to Acre C-06.

Overworld Acre C-06

Dodge the Peahat, and go west back to C-05.

Overworld Acre C-05

Go west back to Acre C-04.

Overworld Acre C-04

Dungeon VI Room F-04

Ignore the Wizzrobes and Like-Likes. Go west to Room F-03.

Dungeon VI Room F-03

Kill the Vires while dodging the Bubbles, then go west to Room F-02.

Dungeon VI Room F-02

Ignore the Wizzrobes and Like-Likes, and dodge the Fireballs and Bubbles. Run west to Room F-01.

Dungeon VI Room F-01

New Item: Stepladder

Step into the room, then quickly step back into the doorway to avoid the Blade Traps. Run around to the center of the room while the Blade Traps reset. Push the stone block on the far left of the room to the south to reveal a stairset in the northeast corner. Set off the Blade Trap in the northeast corner, then run down the stairs while the Blade Trap resets. Take the Stepladder, then climb back up the ladder and go east back to Room F-02.

Dungeon VI Room F-02

Dodge the Wizzrobes, Like-Likes, Bubbles and Fireballs. Go north to Room E-02.

Dungeon VI Room E-02

In this room, Impa will say that "South of the arrow mark hides a secret." This points you to the Magical Sword, we already got. Bomb the east wall and go through the crack to Room E-03.

Dungeon VI Room E-03

New Item: Map

Dodge the Blade Traps and kill the Like-Likes. Take the Map that appears, and go east to Room E-04.

Dungeon VI Room E-04

Kill or dodge the Wizzrobes. Bomb the north wall, and go through the crack to Room D-04.

Dungeon VI Room D-04

Kill the Keese and go north to Room C-04 (we'll get the Compass later).

Dungeon VI Room C-04

Ignore the Blue Bubbles (they're harmless). Walk into the west wall to pass through to Room C-03.

Dungeon VI Room C-03

Kill the Vires, then go south to Room D-03.

Dungeon VI Room D-03

Kill the Wizzrobes while dodging the Red/Blue Bubbles, then bomb the east wall. Pass through the crack to Room D-04.

Dungeon VI Room D-04

New Item: Compass

Take the Compass, then return to Room D-03.

Dungeon VI Room D-03

Go north back to Room C-03.

Dungeon VI Room C-03

Go east, back through the wall, to Room C-04.

Dungeon VI Room C-04

Push the stone block on the far left of the center horizontal row to reveal a stairset. Go down the stairs and through the tunnel to Room A-04.

Dungeon VI Room A-04

Kill the Keese, then bomb the south wall. Go through the crack to Room B-04.

Dungeon VI Room B-04

New Item: Key

Ignore the Wizzrobes. Take the Key, then go north back to Room A-04.

Dungeon VI Room A-04

Go east to Room A-05.

Dungeon VI Room A-05

Miniboss: Gleeok

A two-headed Gleeok waits for you in this room. This will be easy, as your Magical Sword in addition to your 12 Container Hearts makes this far too easy.

Just kill the Gleeok quickly with no regard to keeping your health up, then go east to Room A-06.

Dungeon VI Room A-06

This room is tricky. You have to quickly run forward and push the stone block that sits right in front of the western door to the right, which will reveal a stairset in the northeast corner. You now have to run to the staircase while dodging the Red Bubbles. If one of the Red Bubbles hits you, then you have to backtrack to Room C-04 and touch one of the Blue Bubbles in that room.

Once you make it to the stairs without hitting a Red Bubble, then pass through the tunnel to Room D-06.

Dungeon VI Room D-06

Miniboss: Manhandla
Kill the Manhandla with the Magic Sword or with Bombs - both options will kill a head in one hit.

Pass through the door to the north to Room C-06.

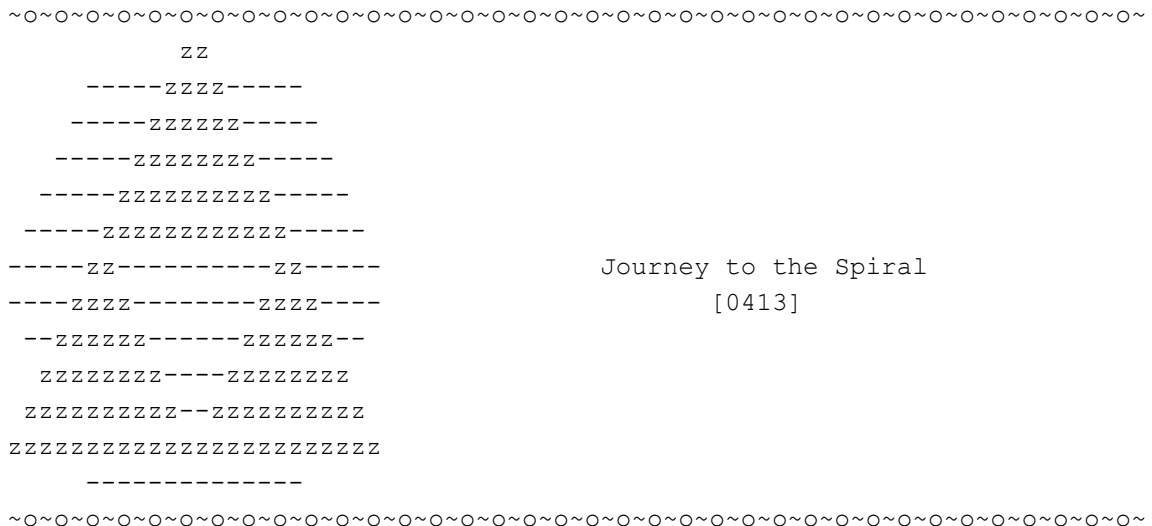
Dungeon VI Room C-06
New Item: Container Heart

Boss: Gohma
Kill Gohma by launching three arrows directly into its eye. Run in small circles to avoid the Fireballs from the statues, or absorb them with your Magical Shield (Gohma's fireballs cannot be absorbed).

Take the Container Heart and go north to Room B-06.

Dungeon VI Room B-06

Take the Triforce Fragment, and you will be transported back outside.



Status Report: 13 Container Hearts

Magical Sword, Blue Ring, Magical Shield, Magical Boomerang, Power Bracelet, Letter, Recorder, Blue Candle, Book of Magic, Raft, Bow & Arrow, Stepladder, 12 Bombs

New Items this Chapter: Container Heart

Overworld Acre D-01

Do the Ghini Rupee Trick if you need Rupees, then go south to Acre E-01.

Overworld Acre E-01

Do the Ghini Rupee Trick if you need Rupees, then go south to Acre F-01.

Overworld Acre F-01

Kill the Lynels, then go south to Room G-01.

Overworld Acre G-01

Dodge the Peahats, and go east to Room G-02.

Overworld Acre G-02

Kill the Moblins, and go east to Acre G-03.

Overworld Acre G-03

Kill the Moblins, then go north to Acre F-03.

Overworld Acre F-03

Kill the Moblins, then go east to Acre F-04.

Overworld Acre F-04

Kill the Moblins, then go east to Acre F-05.

Overworld Acre F-05

Kill the Octoroks, then go south to Acre G-05.

Overworld Acre G-05

Kill the Octoroks. Step into the Apothecary Shop and buy more Potion if you need to, then go east to Acre G-06.

Overworld Acre G-06

Kill the Octoroks, then cross to the east side of the river. Go east to Acre G-07.

Overworld Acre G-07

Kill the Octoroks, then go east to Acre G-08.

Overworld Acre G-08

Kill the Octoroks, then go east to Acre G-09.

Overworld Acre G-09

Kill the Octoroks, then go south to Acre H-09.

Overworld Acre H-09

Kill the Octoroks, then go east to Acre H-10.

Overworld Acre H-10

Kill the Tektites, then go east to Acre H-11.

Overworld Acre H-11

Kill the Tektites, then go east to Acre H-12.

Overworld Acre H-12

Kill the Leever, then go east to Acre H-13.

Overworld Acre H-13

Kill the Octoroks, then go east to Acre H-14.

Overworld Acre H-14

Kill the Octoroks, then go east to Acre H-15.

Overworld Acre H-15

Kill the Octoroks, then go east to Acre H-16.

Overworld Acre H-16

Kill the Octoroks, then go north to Acre G-16.

Overworld Acre G-16

Kill the Octoroks, then go north to Acre F-16.

Overworld Acre F-16

New Item: Container Heart

Kill the Octoroks, then use the Stepladder to go out along the broken docks and take the Container Heart. Go south back to Acre G-16.

Overworld Acre G-16

Go west to Acre G-15.

Overworld Acre G-15.

Kill the Moblins and Octoroks, then go west to Acre G-14.

Overworld Acre G-14

Go north to Acre F-14.

Overworld Acre F-14

Kill the Moblins, then go west to Acre F-13.

Overworld Acre F-13

Kill the Moblins, then go south to Acre G-13.

Overworld Acre G-13

This next part is tricky, so read carefully. Equip your Blue Candle, and hug the northern border of trees. Walk all the way to the left until you reach the corner, where an extra tree sticks out further than the rest of the western wall. Face to the west, and use your Blue Candle. It will burn away the bush on the other side of the Acre, revealing a stairset. Go north back to Acre F-13.

Overworld Acre F-13

Go west to Acre F-12.

Overworld Acre F-12

Kill the Moblins, then go south to Acre G-12.

Overworld Acre G-12

Kill the Moblins, then go east to Acre G-13.

Dungeon VII Room G-05

Kill the Darknuts and Gibdos while dodging the Bubbles. There are four diagonal rows of stone blocks in this room. Go to the second one from the left (the one which begins in the southwest corner), and count four from the left to the right. Push the stone block to the left to reveal a stairset in the northeast corner. Go down the stairs and through the tunnel to Room A-03.

Dungeon VII Room A-03

Kill the Keese in the room, then go south to Room B-03.

Dungeon VII Room B-03
New Item: Key, Red Candle

Kill the Darknuts with the Magical Sword and the Pals Voice with the Bow and Arrow. Take the Key, then go to the pair of blocks in the center of the room. Push the one on the left to the south, and a stairset will appear in the northeast corner. Go down the stairs, take the Red Candle, then climb back up and go north back to Room A-03.

Dungeon VII Room A-03

Push aside the left block and go down the stairset, through the tunnel back to Room G-05.

Dungeon VII Room G-05

Dodge the Bubbles and go east to Room G-06.

Dungeon VII Room G-06

Miniboss: Manhandla
Kill the Manhandla with single Magical Sword strikes or bombs.

Push the block on the far left of the room to open the doors. Go east to Room G-07.

Dungeon VII Room G-07

Light the room with the Red Candle, and kill the Darknuts while dodging the Bubbles. Remember to use your Stepladder to stand safely over the moats and avoid both the Bubbles and the Darknuts. Go north to Room F-07.

Dungeon VII Room F-07
New Item: Map

Kill the Darknuts while dodging the Bubbles in this room, and take the Map that appears. Go north to Room E-07.

Dungeon VII Room E-07

Kill the Darknuts, then go north to Room D-07.

Dungeon VII Room D-07

Kill the Darknuts, then go north to Room C-07.

Dungeon VII Room C-07

Miniboss: Gohma

Kill Gohma by shooting him in the eye with three arrows. Dodge or absorb the fireballs from the statues, but just dodge Gohma's fireballs (which cannot be blocked by the Magical Shield).

Go north to Room B-07.

Dungeon VII Room B-07

New Item: Key

Kill the Keese in the room while dodging the Blade Traps that guard the walls. Take the key, then push the block on the far left of the room to the left, which will open a stairset in the northeast corner. Set off the Blade Traps, then run down the stairset while the Blade Traps reset. Go through the tunnel to Room E-04.

Dungeon VII Room E-04

Kill the Darknuts, then go north to Room D-04.

Dungeon VII Room D-04

Push the stone block to the north to open the path leading west and east. Only go east if you have 50 rupees, otherwise you'll have to go west and loop back around to the start of the dungeon. Once you have 50 rupees, go east to Room D-05.

Dungeon VII Room D-05

Pay Impa 50 rupees, then go south to Room E-05.

Dungeon VII Room E-05

Kill the Darknuts, then go to the second column of diagonal stone blocks. Push the fourth one from the left, going right, to reveal a stairset. This is the same block you had to push earlier in the dungeon, if you remember its location. Go down the stairset and through the tunnel to Room A-07.

Dungeon VII Room A-07

Just ignore the Darknuts and Bubbles. Run west to Room A-06.

Overworld Acre F-12

Kill the Moblins, then go north up the eastern-most passage to Acre E-12.

Overworld Acre E-12

Kill the Moblins, then go north to Acre D-12.

Overworld Acre D-12

Kill the Leever, then go north to Acre C-12.

Overworld Acre C-12

Kill the Leever, dodge the Peahats. Go east to Acre C-13.

Overworld Acre C-13

Kill the Tektites, then go east to Acre C-14.

Overworld Acre C-14

Go north (not up the stairs) to acre B-14.

Overworld Acre B-14

Dodge the Peahats. Go east to Acre B-15.

Overworld Acre B-15

Kill the Tektites, then go east to Acre B-16.

Overworld Acre B-16

Dodge the Peahats. Go north, through the invisible barrier in the northern wall, to Acre A-16.

Overworld Acre A-16

Enter the building and buy Food. Go south back to B-16.

Overworld Acre B-16

Dodge the Peahats, and go west to Acre B-15.

Overworld Acre B-15

Go west to Acre B-14.

Power Bracelet, Letter, Recorder, Red Candle, Book of Magic, Raft,
Bow & Arrow, Stepladder, 12 Bombs
New Items this Chapter: Bomb Expansion, Container Heart
Magical Rod, Magical Key

Dungeon VIII Room H-08

Go north to Room G-08.

Dungeon VIII Room G-08

Try and dodge the Red Bubbles. Push the stone block on the left, to the left to reveal a stairwell. Go down the stairs and through the tunnel to Room B-01.

Dungeon VIII Room B-01

If you got here without losing the use of your sword, then kill the Goriyas. Otherwise, you'll have to go east to Room B-02, where there are Blue Bubbles. At that point, you'll have to reveal another stairwell by pushing the left stone block to the right, and go down the stairs to Room E-08, then south back to Room G-08, to try again.

Once you successfully make it to Room B-01 without losing your Sword, kill the Goriyas and go south, through the wall to Room C-01.

Dungeon VIII Room C-01

Ignore the Dodongos. Go south to Room D-01.

Dungeon VIII Room D-01

Kill the Wall Masters while dodging the Red Bubbles. Luckily there is a single Blue Bubble in this room as well. The real problem with this room is that the Wall Masters tend to only patrol the perimeter of the room, and the Red Bubbles do likewise. Use a Boomerang to freeze Wall Masters from the center of the room.

Once all of the Wall Masters are dead, then push the center block in the far right column to the left. A stairwell will appear. Regain the use of your Sword if you need to, then go down the stairs. Take the Magical Rod, then go back up the ladder and north to Room C-01.

Dungeon VIII Room C-01

Go east to Room C-02.

Dungeon VIII Room C-02

Kill the Goriyas and Keese while dodging the Bubbles, then bomb the south wall. Go through the crack to Room D-02.

Dungeon VIII Room D-02

New Item: Map

Kill the Goriyas, then go north back to Room C-02.

Dungeon VIII Room C-02

Push the center block in the far left vertical column to reveal a stairset. Go down the stairs and through the tunnel to Room F-08.

Dungeon VIII Room F-08

Kill the Ropes. These are flashing, but are otherwise no more powerful or dangerous than other Ropes. Go north to Room E-08.

Dungeon VIII Room E-08

Kill the Goriyas. Go north to Room D-08.

Dungeon VIII Room D-08

Miniboss: Digdogger

Play the Recorder, and Digdogger will split into three parts. It only takes two sword slashes with the Magic Sword to destroy each eye.

Go north to Room C-08.

Dungeon VIII Room C-08

Feed Grumbles the Food you should have purchased before entering the dungeon, then go north to Room B-08.

Dungeon VIII Room B-08

Dodge the Blade Traps, then light the room with the Red Candle or Magic Rod. Kill the Keese, then go north to Room A-08.

Dungeon VIII Room A-08

New Item: Key

Kill the Goriyas, and take the Key that appears. Go west to Room A-07.

Dungeon VIII Room A-07

Kill the Goriyas, then go west to Room A-06.

Dungeon VIII Room A-06

Miniboss: Digdogger

Play the Recorder, and Digdogger will split into three parts. Kill each eye with two slashes from the Magical Sword.

Bomb the west wall and go through the crack to Room A-05.

Dungeon VIII Room A-05

Light the room with the Red Candle or Magic Rod, then kill the Wall Masters while dodging the Red Bubbles. There is a Blue Bubble if you do get hit. Go west to Room A-04.

Dungeon VIII Room A-04

Miniboss: Dodongos x3

There are three Dodongos to take on here. Remember, to kill them you can either drop bombs directly in their path, or drop it just outside their path then kill them with a sword slash after the explosion stuns them.

Killing the Dodongos will unlock the west door. Go west to Room A-03.

Dungeon VIII Room A-03

New Item: Key

Try and avoid the Red Bubbles if you can, but it's no biggie if you do hit them. Take the Key, then go to the pair of blocks in the center of the room. Push the one on the left to the south, and a stairwell will appear. Go down the stairs and through the tunnel to Room E-02.

Dungeon VIII Room E-02

Touch the Blue Bubble in this room if you need to, then go west to Room E-01. Watch out for Wall Masters.

Dungeon VIII Room E-01

New Item: Magical Key

Kill the Stalfos, then go to the vertical line of blocks which begins in the southwest corner. Count four blocks to the right, and push that block to the right to make a stairwell appear. Go down the stairs and take the Magical Key, which can be used an unlimited number of times and opens any door in the game. Go back up the ladder, and east back to Room E-02.

Dungeon VIII Room E-02

Dodge the Red Bubbles (touch the Blue Bubble if you do), and go south to Room F-02.

Dungeon VIII Room F-02

Push the stone block in the center of the room to the south, then go west to Room F-01.

Dungeon VIII Room F-01

Kill the Ropes, then walk through the south wall to Room G-01.

Dungeon VIII Room G-01

Kill the Keese and Goriyas while dodging the Bubbles. Go east to Room G-02.

Dungeon VIII Room G-02

Kill the Keese with the Boomerang, and go east to Room G-03.

Dungeon VIII Room G-03

Kill the Goriyas (use the Magical Rod to get any that might be in the circle of blocks in the middle), then push aside the stone block on the left. Go down the stairs and through the tunnel to Room E-06.

Dungeon VIII Room E-06

Kill the Moldorms, then bomb the south wall. Go south through the crack to Room F-06.

Dungeon VIII Room F-06

Kill the Goriyas, and take the Blue Rupee that appears. Go south to Room G-06.

Dungeon VIII Room G-06

Miniboss: Aquamentus

Kill Aquamentus by standing on the far left of the room, adjacent to his head, and attacking his head with Sword Beams, Arrows or Magical Rod attacks.

Go left to Room G-05.

Dungeon VIII Room G-05

Kill the Wall Masters in this room. Dodge the Red Bubbles, but keep an eye on the beneficial Blue Bubble. Push the center block in the vertical column of blocks to the left to open the west door. Go west to Room G-04.

Dungeon VIII Room G-04

New Item: Bomb Expansion

Pay Impa 100 Rupees for a Bomb Expansion. This is particularly useful if you've used up most of your bombs, as you'll be fighting another trio of Dodongos for this dungeons boss.

Go east back to Room G-05.

Dungeon VIII Room G-05

Go east to Room G-06.

Overworld Acre B-10

Go west to Acre B-09.

Overworld Acre B-09

Dodge the Boulders. Go west to Acre B-08.

Overworld Acre B-08

Dodge the Boulders. Cross the river and go west to Acre B-07.

Overworld Acre B-07

Dodge the Boulders and go west to Acre B-06.

Overworld Acre B-06

Ignore the Peahats. Go west to Acre B-05.

Overworld Acre B-05

Kill the Lynels, then go west to Acre B-04.

Overworld Acre B-04

Kill the Lynels, then go north up the stairs to Acre A-04.

Overworld Acre A-04

Dodge the Boulders, and go west to Acre A-03.

Overworld Acre A-03

Kill the Lynels, then go west to Acre A-02.

Overworld Acre A-02

Kill the Lynels, then go west to Acre A-01.

Overworld Acre A-01

Bomb the rock wall, about a one-third of the way along the screen, from the right and going left. A cave entrance will appear. Go through it to the Last Dungeon.

Last Dungeon Room E-06
New Item: Silver Arrow

Kill the Wizzrobes. Push the Stone Block to the left, then go down the stairs. Take the Silver Arrow, then go back up the ladder. Go north through the wall to Room D-06.

Last Dungeon Room D-06

Dodge the Red Bubbles, and push the stone block on the left to the left to reveal a stairwell. Go down the stairs and through the tunnel to Room H-04.

Last Dungeon Room H-04

Touch the Blue Bubble if you need to, then kill the Wizzrobes. Bomb the north wall and go through the crack to Room G-04.

Last Dungeon Room G-04

Light the room with the Red Candle or Magical Rod, then kill the Lanmolos with the Magical Rod. Take the Bombs that appear, then go west to Room G-03.

Last Dungeon Room G-03

Dodge the Blade Traps and kill the Like-Likes. Go west to Room G-02.

Last Dungeon Room G-02

Kill the Vires, then take the Blue Rupee that appears. Go north to Room F-02.

Last Dungeon Room F-02

Light the room with the Red Candle or Magical Rod, then kill the Keese with the Magical Boomerang. Go north to Room E-02.

Last Dungeon Room E-02

Push the block in the center of the room to the north, which opens up the path leading to the left and right. Bomb the west wall and pass through the crack to Room E-01.

Last Dungeon Room E-01

Dodge the Red Bubbles and go east, right back into Room E-02.

Last Dungeon Room E-02

Push the stone block to the east this time, opening up the path going north and south. Go north to Room D-02.

Last Dungeon Room D-02

Kill the Wizzrobes, then set off the Blade Traps in the south of the room. Quickly run around them and into the east door as they reset, to Room D-03.

Last Dungeon Room D-03

New Item: Key

Kill the Wizzrobes, and take the Key that appears. Dodge the Red Bubbles, and keep an eye on the helpful Blue Bubble. Bomb the north wall and go through the crack to Room C-03.

Last Dungeon Room C-03

Kill the Wizzrobes, then go east to Room C-04.

Last Dungeon Room C-04

Kill the Wizzrobes and Like-Likes while dodging the Bubbles. Go north to Room B-04.

Last Dungeon Room B-04

Impa will tell you to "Go to the next room." Go west, through the wall, to Room B-03.

Last Dungeon Room B-03

Kill the Like-Likes while dodging the Blade Traps. Go west to Room B-02.

Last Dungeon Room B-02

Kill the Wizzrobes while dodging fireballs and Bubbles. Go north to Room A-02.

Last Dungeon Room A-02

Ignore the Patra for the moment. Go west, through the wall, to Room A-01.

Last Dungeon Room A-01

New Item: Red Ring

Kill the Lanmolos using your Magical Rod, then push the left block to the right. A stairwell will appear. Go down the stairs and take the Red Ring. Climb back up the ladder and go east, back through the wall, to Room A-02.

Last Dungeon Room A-02

Now you're going to have to kill the Patra. Kill its little offspring that circle the mother first by standing just outside the perimeter of the circle and repeatedly attacking with the Magic Sword. Then go for the mother. Push

A Heart replaces up to one empty heart from your maximum health.

Container Heart

Found: Various Locations

A Container Heart increases your maximum health by one unit.

Fairy

Found: All Enemies

Fairies replace up to three empty hearts to your maximum health.

Clock

Found: All Enemies

Clocks freeze time in the current room or acre, forcing all enemies to stand in one place.

Rupee

Found: All Enemies

A flashing blue-and-red rupee, the single Rupee adds a single Rupee to your Rupee total.

5 Rupees

Found: All Enemies

A blue rupee, the 5 Rupee Pickup adds five Rupees to your Rupee total.

Life Potion

Found: Apothecary Shops

A blue potion, a Life Potion restore all of your health back to its maximum total. Best if used when only one hit point remains. Buying a second Life Potion will create a red-colored 2nd Potion.

2nd Potion

Found: Apothecary Shops

A red potion, a 2nd Potion restores all of your health back to its maximum total. It then becomes a Life Potion, which can be used again for the same purpose.

Letter

Found: Acre A-15, First Adventure
Acre B-02, Second Adventure

The Letter, given to you by Impa, allows you to buy Life Potions and 2nd Potions from the Apothecaries in the Hyrule Overworld.

Food

Found: Acre D-05, First Adventure
Acre A-16, Second Adventure

Food is needed to get past Grumbles the Goblin in Dungeon VII of the First Adventure, and Dungeon III and VIII of the Second Adventure.

Sword

Found: Acre H-08, First Adventure
Acre H-08, Second Adventure

A weak sword given to you by Impa, probably made of wood. It deals only a single hit points of damage to enemies.

White Sword

Found: Acre A-11, First Adventure
Acre A-11, Second Adventure

A moderately strong sword given to you by Impa, once you have 5 Container Hearts. It deals two hit points of damage to enemies.

Magical Sword

Found: Acre C-02, First Adventure
Acre A-10, Second Adventure

The single most powerful sword in the game, given to you by Impa once you have 12 Container Hearts. It deals four hit points of damage to enemies.

Magical Shield

Found: Various Overworld Shops

A powerful shield which can absorb the Fireball attacks from most enemies, but only works on a few bosses. It can be stolen easily by Like-Likes.

Boomerang

Found: Dungeon I, First Adventure
Dungeon I, Second Adventure

The basic Boomerang moves slowly and only covers half the screen, but still has the ability to kill Gels and Keese in one hit, and to stun most other enemies for a brief time.

Magical Boomerang

Found: Dungeon II, First Adventure
Dungeon III, Second Adventure

An upgrade of the basic Boomerang, the Magical Boomerang moves twice as fast and travels twice as far. Twice as useful.

Bomb

Found: All Enemies, Various Overworld Shops

A powerful explosive which is needed to defeat Dodongos, as well as to open

certain doorways in Dungeons. Use them sparingly, as they're a pain to find and even harder to keep hold of.

Bow

Found: Dungeon I, First Adventure
Dungeon V, Second Adventure

Useless until you get the Arrow to go with it, the Bow lets you fire the Arrows for the price of one Rupee per arrow. Particularly powerful against the Pols Voice.

Arrow

Found: Various Overworld Shops

The basic Arrow, it is particularly effective against the Pols Voice enemies.

Silver Arrow

Found: Last Dungeon, First Adventure
Last Dungeon, Second Adventure

This is identical to the basic Arrow in terms of damage, but is the only weapon to deal the final blow against Ganon.

Blue Candle

Found: Various Overworld Shops

The Blue Candle can light darkened rooms and burn certain bushes. It can be used only once per Room/Acre.

Red Candle

Found: Dungeon VII, First Adventure
Dungeon VII, Second Adventure

The Red Candle works exactly the same way as the Blue Candle, but can be used as many times as you like in any one Room or Acre.

Blue Ring

Found: Acre D-05, First Adventure
Acre A-16, Second Adventure

Available for a whopping 250 rupees, the Blue Ring cuts damage taken in half, or cuts it by three-quarters when paired with the Red Ring. It also colors Link a blue-and-brown color.

Red Ring

Found: Last Dungeon, First Adventure
Last Dungeon, Second Adventure

The Red Ring, found in the Last Dungeon, cuts all damage in half, or cuts it by three-quarters when paired with the Blue Ring. It also colors Link a red-and-brown color (Red Ring's coloring takes priority over the Blue Ring).

Power Bracelet

Found: Acre C-05, First Adventure
Acre C-05, Second Adventure

Found underneath an Armos Statue near the graveyard in the Hyrule Overworld, the Power Bracelet lets you push aside certain stones on the Overworld, letting you access certain shortcuts and hidden caves.

Recorder

Found: Dungeon V, First Adventure
Dungeon II, Second Adventure

The Recorder has numerous uses, the single most useful being the ability to warp around the Overworld. Here's exactly how it works: the Recorder automatically begins set at Dungeon I. If you face to the right, then it will warp you to the next dungeon. If you face to the left, then it will warp you to the previous dungeon. Dungeon I precedes to Dungeon VIII, and Dungeon VIII proceeds to Dungeon I. The Last Dungeon cannot be warped to. In the Second Adventure, the Recorder warps you to the locations of dungeons as they appeared in the First Adventure, so they're not necessarily in the same place in the Second Adventure.

The Recorder is also used to open certain hidden caves in the Hyrule Overworld, as well as to reduce Digdogger down to size.

Raft

Found: Dungeon III, First Adventure
Dungeon IV, Second Adventure

Used only twice in the whole game, the Raft is needed to pass along wide bodies of water, to access a Dungeon and a Container Heart.

Stepladder

Found: Dungeon IV, First Adventure
Dungeon VI, Second Adventure

The Stepladder lets you pass across bodies of water which are only one square wide, i.e. rivers and moats.

Magical Rod

Found: Dungeon VI, First Adventure
Dungeon VIII, Second Adventure

The Magical Rod works great against enemies such as Gibdos, Like-Likes, and the Boss Aquamentus. But since virtually all other powerful enemies, like Darknuts and Wizzrobes, are immune to the Magical Rod, then its usefulness is limited.

Book of Magic

Found: Dungeon VIII, First Adventure
Dungeon IV, Second Adventure

The Book of Magic adds a candle effect to the Magical Rod, letting the Rod light darkened rooms.

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Contact Information

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If you would like to contact me online, you can e-mail me at [Andrew.ComfortablyNumb\[at\]gmail.com](mailto:Andrew.ComfortablyNumb[at]gmail.com). Poorly spelled letters, letters asking questions already covered in the guide, letters without a clearly defined subject, or just plain stupid letters will probably be ignored. If I do respond to a stupid letter, it's merely for my own entertainment. Don't expect me to be polite. If I don't respond immediately to your letter, it doesn't mean I haven't read it - I get lots of e-mails concerning my work, and I simply don't have time to respond to them all. I do, however, make a point of reading as many letters concerning my work as possible. Letters MUST contain the game's title in the heading. If they do not, then they will not be read and they will be deleted.

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Special Thanks

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