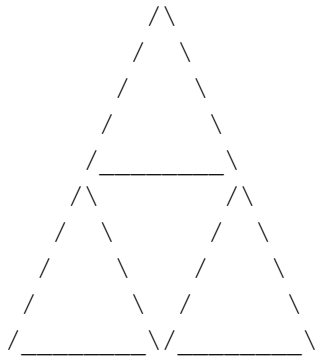


The Legend of Zelda FAQ/Walkthrough

by AWing Pilot

Updated on Oct 2, 2008

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The
Legend of Zelda

System: Nintendo Wii
Developed by: Nintendo, 1987, 2004, 2006
FAQ/Walkthrough written by: Christopher Long (Awing Pilot), August 2008.

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Let's get on with it....

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1.0 Overview and Version Comparison.  
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Overview  
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The Legend of Zelda is a tale about evil, princesses and a young lad with spunk; the common threads in many of the great stories of our generation. You fill the boots of a young man name Link as he sets out to save the land of Hyrule from a great evil that threatens everything. Link starts his journey with little in the way of equipment and information and it's up to you to get him through the hardships that lay ahead and through the final showdown with evil. Only Link, with your help, can save the princess and bring peace back to the land.

From a technically perspective this game still holds up very well and, considering the age of this game, that is quite a feat. Everything from the gameplay to the visuals still remains strong. While they might not be what we are used to from the latest generation of gaming they still manage to remain enjoyable. Many of the games we play now owe themselves to this title and so it's nice to see where and how it all started. If you're looking for a great adventure on the go or you just want to see the roots of the greatest franchise in gaming then you can't go wrong with The Legend of Zelda; whether you're playing it on the old Nintendo Entertainment system, the portable goodness of the Gameboy Advance or the next gen Nintendo Wii.

This guide will take you through all nine dungeons of both quests and offer complete detailed sections on all the equipment available to Link on his journey. Also included are the locations of all the games hidden treasures and secrets and finally, a complete Bestiary so you can better understand the many enemies that Link will face. Everything you need to get the most out of this amazing classic is right here without skipping a single treasure, secret or advantage. With this guide and a little courage you'll master The Legend of Zelda in no time.

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Same Game, Different Consoles  
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The Legend of Zelda was originally released here in the States for the Nintendo Entertainment System on August 22nd, 1987. Success for the series followed and the original game eventually saw additional releases starting with it's appearance on a collector's disk for the Gamecube that included Legend of Zelda , Adventure of Link, Ocarina of Time and Majora's Mask. This disk was obtained either from Nintendo or by purchasing a new Gamecube console.

Also released was a Gameboy Advance port as part of the Classic NES series; some of the "best" games from the NES days brought back to life on the handheld for twenty dollars a piece. While the gameplay and content remained the same and the portability was a keen feature, the game suffered from visual differences brought on by the aspect ratio of the system being different from the source. These hiccups were easily dismissed for new players of the classic but a hard pill to swallow for classic minded fans. The controls on the handheld were also a point of contention mostly in part to the weak and diminutive D-Pad on the small surface.

Flash forward a few years later and Legend of Zelda sees it's most recent,

although likely not the last, release on the Nintendo Wii as part of the Virtual Console service. For a small price of 500 Wii Points(roughly 5 dollars)

Legend of Zelda could be downloaded and played in all it's splendor. This release was pixel for pixel, a perfect match of the original. Presented in 4:3 aspect and in upgraded 480p definition the already sold visual offering was boosted to take advantage of HDTV's. Players could use the Wiimote in a mimic of the original controller layout or make use of either a Gamecube controller or Nintendo Classic Controller.

No matter how you play it and where the gameplay remains the same so while this guide was written playing Legend of Zelda on the Wii, it's relevant to all releases.

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2.0 Story, Controls and Game Mechanics.  
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Story overview as well as descriptions of the controls and different aspects of gameplay in The Legend of Zelda is shown below.

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Story  
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Note: This is taken from the manual provided with the game but since some lose\never get\eat the manual it's listed below. The text below is not the work of the author.

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

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

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

"Can Link really destroy Ganon and save Princess Zelda? Only your skill can answer that question. Good luck, use the Triforce wisely."

The story is sparse by today's standards but for the time it was extremely unique to see a story in a video game, let alone a story as thought out or unique as the Legend of Zelda's.

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Controls  
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The system gives you a few options for controlling the game play for NES games downloaded off the Virtual Console since the source controller only had 4 buttons and a D-Pad. You can use the Wiimote itself; when held sideways the layout resembles the original NES controller. Of the three available options the Wiimote offers the closest emulations of the classic NES controller for The Legend of Zelda. Players can also use a Gamecube controller\Wavebird or the Wii's Classic Controller.

The Direction Pad move Link around, the start and select buttons offer access to the item screen and pause while the A and B activates\uses whatever item you have assigned to it. For the time a user decided control scheme such as this was very pro gamer. Simple, intuitive and fitting.

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Game Mechanics  
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The Legend of Zelda is played in two main areas; the over-world of Hyrule and the Nine Dungeons scattered about. Gameplay and controls are the same in both but enemies, items and scenery change.

Hyrule
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Hyrule is the land above the dungeons. Here Link can find shops to purchase helpful equipment from, local citizens who might help Link with information or a service and plenty of hidden treasures. This acts as the main hub between the dungeons which act as levels, splitting the game into nine parts.

Shops

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Inside shops Link can purchase a range of useful items that will make his quest easier. Items vary in price and usefulness. Remember that prices aren't set in stone so shop around. To purchase an item simply have Link walk over it. If he has enough rupees then the item will be his. Refer to the shop section for further information.

Dungeons

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There are a total of nine dungeons scattered about Hyrule. The first eight each hold a piece of the Triforce of Wisdom that Link must collect to be able to face Ganon and the Triforce of Power in the ninth dungeon. The entrances to these dungeons range from being right out in the open to being on a hidden island or even being underneath water. Link will have to search high and low while paying close attention to the clues provided to locate all nine dungeons in both Quest One and Quest Two.

#### Combat

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Link can fight the evils he encounters with a number of items that he'll collect from around the many dungeons. The first weapon he receives is a old wooden blade but upgrades become available in the future. Simply hacking won't suffice for all enemies so Link will have to rely on his cunning and ever growing supply of new weapons to battle back. You can assign any weapon to any of the two main buttons based on preference.

Health

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Links health is visible via a system of hearts on the top of the screen. Damage from enemies and hazards cause Link to lose hearts and once all of them are gone then it's game over for Link. Do your best to uncover new Heart Containers quickly so Link can stay in the fight longer.

#### Equipping Items

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Equipping any of the many items Link finds is as simple as opening the inventory screen and assigning a item or weapon to either [A] or [B] then pressing that button to use the item. Some items have defensive properties or can be used for attack while others have no clear use right away. Link will have to uncover the use of said items throughout the game.

Saving

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Link can save his progress by either dying, which isn't much fun, or using the save screen which is accessible by pressing Up and Select at one time in the inventory. This will bring up a screen where you can choose to save or even retry from the last save if you need or want to.

#### Sleep Menu

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This is a new addition to this Gameboy Advance port. By pressing [L] and [R] together a menu will appear where you can reset the game or choose to put the game to sleep. This is useful if you need to step away from the game but haven't saved or don't want to turn it off. Sleeping is good to save battery power. You can wake it back up by pressing [L] + [R] and select.

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3.0 Item Descriptions  
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Listed below are all the items and weapons found in both quests of The Legend of Zelda. Descriptions of what they are for or what they do and where to find them are included.

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Instant Use Items  
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These are the items that are found in large numbers all over Hyrule and in the dungeons. Used automatically once they are received.

Small Heart: These are used to fill one of Links empty hearts. Dropped by enemies or can be purchased in some shops.

Fairy: these replenish Links health. The ones that come from defeated enemy fill up to three hearts while the ones found at Fairy Ponds fill any that are empty.

Heart Containers: Each Heart Container adds an additional heart to Links Health meter. Each dungeon contains one Heart Container as a reward for defeating the final boss and additionally there are five hidden optional Heart Containers that can be found around Hyrule.

Rupee: The currency of Hyrule. A gold rupee is worth one and a blue rupee is worth 5. Dropped by enemies and found in dungeons as rewards.

Clock: When picked up these freeze all the enemies in the current area for as long as Link is in the same area. Clocks are dropped by many enemies around the world and dungeons.

Compass: When received the compass reveals the location of the Triforce piece in all the dungeons. Each of the 9 dungeons in both quests has a compass.

Dungeon Map: Reveals all rooms that aren't hidden in a dungeon. Each of the 9 dungeons in both quests has a Dungeon Map.

Small Key: Each small key can be used once to unlock a locked door in a dungeon. Usually found after killing a group of enemies but can also be purchased in shops.

Large Shield: Can block more items then the smaller shield Link starts with. Large shields can bought at shops for between 60 and 160 rupees but be warned there are monsters that can eat these shields.

Power Bracelet: Allows Link to push large rocks to reveal the hidden shortcut roads around Hyrule. Found in area E3 under an Ramos Statue in both Quest One and Quest Two.

Blue Ring: This ring boosts Links defense by halving the damage he takes. The Blue ring can be purchased in a shop located in area E4 for 250 rupees in Quest One or at a shop in area P1 for 250 rupees in Quest Two.

Red Ring: This ring boosts Links defense twice as much as the Blue ring; it splits the damage Link takes in quarter. The Red Ring can be found in Dungeon Nine in both Quest One and Quest Two.

Raft: This seaworthy craft allows Link to cross water between any two docks located around Hyrule. It's needed to access certain dungeons and optional Heart Containers. The Raft is found in Dungeon Three in Quest One or Dungeon Four in Quest Two.

Stepladder: This small ladder allows Link to cross small gaps of waters equal to one square of area about the size of Link himself. This item is needed to progress in some dungeons and to collect an optional Heart Container. Found in Dungeon Four in Quest One or Dungeon Six in Quest Two.

Magic Book: This book acts as an upgrade to Links Magic Wand; allowing its power beams to turn into fire at the end of the shot. This can double as a candle also but be sure not to let Link touch the fire. Found in Dungeon Eight in Quest One or Dungeon Four in Quest Two.

Magical Key: This large key acts as an unlimited supply of small keys, removing the need to collect small keys in dungeons. When received it changes the number of keys shown to 'A' and can be used in any dungeon. Found in Dungeon Eight in both Quest One and Quest Two.

Triforce Piece: Each piece is a reward for defeating a Dungeon and adds a portion back to completion of the Triforce. Has no specific use individually but all 8 pieces are needed to gain access to Dungeon Nine and the battle with Ganon.

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Equip-able Items  
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Wooden Sword: The first weapon Link finds in the game. Located in the cave directly to the north in the area Link starts the game in, area H8, in both Quest One and Quest Two.

White Sword: The first upgrade to Links sword can be retrieved after he has five or more Heart Containers. The White sword is located above a small pond at area K1 in both Quest One and Quest Two.

Master Sword: The most powerful blade available to Link after he received 12 or more Heart Containers. The Master Sword is located under a grave in area B3 in Quest One and in a hidden set of stairs in area J1 in Quest Two.

Boomerang: A small wooden weapon that can be thrown at enemies to either

freeze

them or cause them damage. This wooden boomerang has a range of about half the current area and can also be used to collect items like Rupees and small hearts from far away. Found in Dungeon One in both Quest One and Quest Two.

Magical Boomerang: An upgraded version of the boomerang weapon. This blue boomerang can travel twice as far as the old wooden version Link first gets. Located in Dungeon Two in Quest One and in Dungeon Three in Quest Two.

Bombs: Used to damage many types of enemies and to make passages in walls and mountains. Dropped by enemies or purchased in shops. The total amount Link can carry ranges from 8 to 16 depending on upgrades purchased.

Bow: A weapon that Link can use to shoot different types of arrows at enemies. The bow is also a required item for many boss encounters. It can be found in Dungeon One in Quest One and Dungeon Five in Quest Two.

Arrows: While not truly an equip-able item arrows are required to use the Bow. They can be bought at shops for 80 rupees. After they are purchased the amount is relative to the amount of rupees Link has; one arrow costs one rupee to fire.

Silver Arrows: These are the most powerful weapon in the game and the only weapon that can destroy Ganon. They are also useful against the boss Gohma although you might never get a chance to use them against a Gohma depending on how you play. Find these in Dungeon Nine in both Quest One and Quest Two.

Magic Wand: This weapon is a handheld wand that shoots power beams towards whatever it is Link points at. The Magic Wand is useful against non magic type enemies and can also be upgraded with a fire effect with the help of the Magic Book. Link finds the Magic Wand in Dungeon Six in Quest One and Dungeon Eight in Quest Two.

Blue Candle: The Blue Candle is used to illuminate dark areas as well as burning enemies and objects like trees or bushes. The Blue Candle can be bought at a few shops for 60 rupees and can only be used once per area.

Red Candle: This upgraded item has the same uses as the Blue Candle except it can be used as many times as needed per screen. The Red Candle is found in Dungeon Seven in both Quest One and Quest Two.

Recorder: This magical musical instrument allows Link to transport around Hyrule to any Dungeon he has already completed and is also used to reveal some secrets. The Recorder Used more frequently in Quest Two for getting around to the various Dungeons a lot easier since it's found much earlier then in the first Quest. Link finds the Recorder in Dungeon Five in Quest One and Dungeon Two in Quest Two.

Food: This portion of meat can be purchased at shops for either 60 or 80 rupees depending on where. It is used to group smaller, weaker enemies together for Link to better fight or to feed a hungry patron.

Letter: This letter is given to Link by an old man high to show to an old medicine woman so that she can begin to make medicine which becomes available for purchase by Link. The Letter can be found in area O1 in Quest One and down a hidden set of stairs at area B2 in Quest Two.

Red Potion: This becomes available for purchase from the medicine women after Link delivers a letter he receives from an old man. The Red Potion replenishes Links health and contains two doses; it turns blue after one dose is gone. The Red Potion can only be purchased only from the Medicine women at her shops. Note that red potions can also be found at most optional Heart Containers but only a fool would pick it over the Heart Container. Refer to the Shops section for locations.

Blue: This becomes available for purchase from the medicine women after Link delivers a letter he receives from an old man. The Blue Potion replenishes Links health and contains one dose; it turns back into the Letter after the dose gone. The Blue Potion can only be purchased only from the Medicine women at her shops. Refer to the Shops section for locations.

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4.0 Walkthroughs  
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The walkthroughs only take you to the areas in the order I saw best to write this FAQ\Walkthrough in. Some areas may be skipped but can be found in their appropriate sections.

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Grid Maps  
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To help keep the quest as clean cut as possible the guide will feature an easy to use set of grid maps. Directions will point to a particular square on the map below by way of a letter and number combination shown like this (A1). To get there you would find the letter A along the top of the map and then the number 1 on the left hand side of the map; the square at that intersection is the location in question. Simple enough right? Good, because the dungeon maps are set the same way. For both the world map and the dungeon maps there are individual legends that tell what everything is and where to find it. Simple yet effective so refer to the world map found at the start of the walkthrough or the dungeon maps found at the start of each dungeons section for help.

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Checklists  
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Each quest starts with a concise checklist of sections that better help to keep the walkthrough in order and the player on the right track so nothing important is skipped. Use your browsers Find Function to skip right to a section. Hit CTRL - F then type in the section and number then hit enter. Whamo!

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4.1 Quest One Walkthrough  
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Refer to the checklist below to help jump keep the adventure in order. Use the browsers CTRL-F function to easily search for a section by typing " Section #"; where the number is the number of the section you want from the checklist.

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Quest One Checklist  
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Link starts his adventure to save Zelda and Hyrule alone outside a cave...

Section 1 [] - Claim the Wooden Sword, Big Shield then journey to Dungeon One.

Section 2 [] - Dungeon One; Claim the Boomerang and bow then defeat Aquamentus for the first piece of the Triforce.

Section 3 [] - Journey to Dungeon Two.

Section 4 [] - Dungeon Two; Claim the Magical Boomerang then defeat Dodongo for the second part of the Triforce.

Section 5 [] - Claim two new Heart Containers and the White Sword. Journey to Dungeon Three.

Section 6 [] - Dungeon Three; Get the Raft and defeat Manhandla for the third piece of the Triforce.

Section 7 [] - Journey to Dungeon Four.

Section 8 [] - Dungeon Four; Claim the Stepladder then defeat Gleeok for the fourth piece of the Triforce.

Section 9 [] - Purchase a Blue Ring, Arrows and some Food then collect three Heart Containers on the way to Dungeon Five.

Section 10 [] - Dungeon Five; Retrieve the Recorder then defeat Digdogger for the fifth piece of the Triforce.

Section 11 [] - Obtain the Power Bracelet and the Master Sword on the journey to Dungeon Six.

Section 12 [] - Dungeon Six; Claim the Magic Wand then defeat Gohma for the sixth piece of the Triforce.

Section 13 [] - Head to Dungeon Seven.

Section 14 [] - Dungeon Seven; Collect the Red Candle then defeat Aquamentus once again for the seventh piece of the Triforce.

Section 15 [] - Heading to Dungeon Eight where the last piece of the Triforce remains.

Section 16 [] - Dungeon Eight; Claim the Magic Book and the Magical Key then defeat Gleeok for the last piece of the Triforce.

Section 17 [] - Head to Spectacle Rock for final showdown with Ganon.

Section 18 [] - Dungeon Nine; Collect the Red Ring and Silver Arrows before defeating Ganon to save Princess Zelda.

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Quest One World Map  
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	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P
1	[]	[]	[]	[]	[]	[]	[]	[]	[]	[]	[WS]	[D5]	[]	[]	[BL]	[]
2	[]	[]	[]	[]	[]	[]	[]	[]	[]	[]	[]	[]	[]	[]	[]	[]
3	[]	[MS]	[D6]	[]	[PB]	[]	[]	[]	[]	[]	[]	[]	[HC]	[]	[]	[HC]
4	[]	[]	[]	[]	[BR]	[]	[]	[D1]	[]	[F]	[]	[]	[D2]	[]	[]	[]
5	[]	[]	[D7]	[F]	[]	[D4]	[]	[HC]	[]	[]	[]	[]	[]	[]	[]	[]
6	[]	[]	[]	[]	[]	[]	[]	[]	[]	[]	[]	[]	[]	[]	[]	[HC]
7	[]	[]	[]	[]	[]	[]	[]	[]	[]	[]	[]	[]	[]	[D8]	[]	[]
8	[]	[]	[]	[]	[D3]	[]	[]	[SP]	[]	[]	[]	[HC]	[]	[]	[]	[]

--Legend

|H8| SP - Starting point
|H4| D1 - Dungeon One
|M4| D2 - Dungeon Two
|E8| D3 - Dungeon Three
|F5| D4 - Dungeon Four
|L1| D5 - Dungeon Five
|C3| D6 - Dungeon Six
|C5| D7 - Dungeon Seven
|N7| D8 - Dungeon Eight
|F1| D9 - Dungeon Nine
|J4| F - Fairy Pond
|D5| F - Fairy Pond
|M3| HC - Heart Container #1
|H5| HC - Heart Container #2
|L8| HC - Heart Container #3
|P6| HC - Heart Container #4
|P3| HC - Heart Container #5
|K1| WS - White Sword
|B3| MS - Master Sword
|O1| BL - Blue Letter
|E3| PB - Power Bracelet
|E4| BR - Blue Ring (purchase for 250 rupees)

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Section One: Claim the Wooden Sword, Big Shield then journey to Dungeon One.  
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Alright, let's get this quest under way shall we? The first step for any adventurer on a dangerous quest should be to get themselves armed so let's do that. From Links starting position head into the cave that you see directly to your north where Link will encounter an old man with a wooden sword before him.

He warns you "It's Dangerous to go alone!" and to "Take this!". Hmm, he's an old man all alone in a cave, better do what he says. Move forward to grab the sword which will automatically be set to your [A] button; feel free to change it to [B] if that's how you like it. OK, now that Link is ready to rumble let's get going. Exit the cave at your convenience.

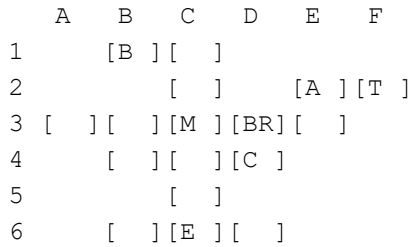
The first dungeon in Links quest is located to the north of where he started and received the wooden sword but before heading there we are going to help Link better protect himself with a nice and new shield to go along with that...

well, that crappy wooden sword...so you'll need the extra help! From the

starting area head into the next area to the north(H7) where you will encounter a group of Red Octoroc which mark Links first enemies...which we are going to not bother with for right this second. Avoid the Red Octorocs and move into the next area to the west(G7), avoid the Red Octoroc here and into the cave you will see on the northern mountain side. Inside Link will find himself face to face with a rather rude shop-keep that badgers Link with "Buy something will ya!" Easy, sport. We will by something soon enough. Take note of the large shield he has in his wares. You need to collect 160 rupees to be able to add it to your arsenal. You can collect this much from fighting and defeating the two sets of Red Octoroc that occupy the area outside the cave and that to the east; prepare to spend a little bit of time collecting this much but it's a worthy endeavorer. However if you think Link is ready then feel free to continue on without it.

Head back east through the area we first encountered the Red Octoroc in then east into the next area(I7). Link will emerge in a forest area with a small group of Red Octoroc patrolling in a group either to the east of the area or right below where Link emerged to the west. Let's not bother with them for now and continue north through another forest area(I6) and the north into the next area where Link will be greeted with a shore off to the north(I5). There will be a single Zola shooting at Link from the water while a pair of Red Leever prowl all around. Kill the Red Leever if they are in Links way but otherwise just run north and enter the next area(I5). Among the brown trees of this area is a group of five Red Octorocs and a lone Blue Octoroc with a Zola shooting at you from random spots in the water. Avoid them for now and head west over the bridge and into the next area(H5) where Link will find the entrance to the first dungeon.

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 Section Two Dungeon One: Claim the Boomerang and bow then defeat Aquamentus for the first piece of the Triforce.  
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- __ --Legend
- |C6| E - Entrance
 - |D4| C - Compass
 - |C3| M - Dungeon Map
 - |B1| B - Bow
 - |D3| BR - Boomerang
 - |E2| A - Boss: Aquamentus
 - |F2| T - Triforce

Ooh, creepy! It's a tree with a mouth! Bah, nothing can scare Link so head inside where Link emerges in the first room of the dungeon(C6). Take a look around Links current surroundings. Just a little bland, huh? Well, Link isn't here to look at the drapes so let's get to it. Head into the open door to the east and into the next area(D6). Here a group of five Stalfos will greet Link, one of which hold a key that we'll need later. You can see which one has the key because apparently the Stalfos ate it and since they are just skeletons Link can see what they had for lunch. Whether Link kills them all or just the carrier, get that key and head back west into the entrance area(C6) then through the open door to the west(B6).

Inside this room are three Blue Keese; they will need to be exterminated so Link can claim another key. With the second key in your possession head back into the entrance area(C6) then unlock the door to the north and head into the area above(C5). Kill or avoid the three Stalfos here, move through the open door to the north and enter the next area(C4). Get rid of the five Stalfos found in this room to claim another key then move through the open door to the east into the next room(D4) where Link will have to clear a swarm of Blue Keese to claim the dungeon compass. Back track to the previous room(C4) and continue through the open door to the west into the next room(B4).

Avoid the Blue Keese in this room, unlock the door to the north and continue into the next room above(B3). Dispose of the Blue Gel in this room and then push the block in the middle of the room any direction to unlock the door to the west. Inside this room(A3) is another old man who is identical to the sword giver... maybe he is following Link? He tells Link that the "Eastmost Peninsula is the secret!". Hmm, good to know. Back track to the previous room and follow through to the east and into the next room(C3). Kill or avoid the Blue Gel here, grab the Map sitting to the left and then continue through the open door to the north into the area above(C2).

Destroy the Stalfos that is carrying the key then unlock the door to the north and head into the next room(C1); this should leave you with one key. Inside this room will be three Orange Goriya tossing boomerangs at Link; defeat them to claim another key then continue through the locked door to west(B1).

Quickly

move forward to avoid the two traps that come sliding towards Link. Avoid the other traps at the bottom, push the left corner of the diamond the blocks form from the bottom and then go down the newly accessible stairs to emerge in a small underground room with a Bow sitting off to your left. Avoid the four Blue Keese, grab the Bow and then exit back to the trap room(B1) from which you will head back to the room Link received the dungeon map in(C3). Use the last remaining key to enter the room to the east(D3).

Defeat the three Orange Goriya present in this room and claim the Boomerang as the prize. Equip it to whichever button that is free then move through the open door to the next area to the east(E3). Be careful in this room! There are two Wall Masters that will drag Link back to the entrance if they get hold of him. While avoiding the Wall Masters grab the key in the lower right corner of the room then use it to unlock the door to the north and head into the boss's lair(E2) where Link will face Aquamentus. Aquamentus is a big green dragon that shoots fireballs at Link in groups of three. Simply avoid them and attack the head with direct sword hits or power beams if possible. Once Aquamentus is

vanquished claim the Heart Container to boost Links total to 4 then continue into the last room(F2) to claim the first piece of the Triforce! Yay! Link will automatically be sent back outside the dungeon to continue on his quest.

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Section Three: Journey to Dungeon Two.  
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Now it's time for a little hike on our journey. It's onward to Dungeon Two. From Links current position outside Dungeon One(H4) head back across the bridge(I4) and then south into the area below(I5) then south once more(I6); avoiding any enemies encountered. In those forest area take the path to the next area to the east(J6). In this new area near a shore Link will face a small flock of Peahat and a lone Zola shooting at you from the water. Avoid them and move east to the next area(K6), through the Octoroc and Zola and east into the next area(L6). Take a little breather. Good? Alright, then avoid the gaggle of Blue and Orange Moblins while you make your way to the next area to the east(M6). Have to destroy a Blue Moblin or two while you make your way east and around the small path then exit the area to the east into the next(N6). Whew, lots of going left eh? Well, that changes now. Avoiding the four Blue Moblins head to the area above you(N5) then west into the next area(M5), emerging in front of a long staircase atop of which sits the entrance to Dungeon Two(M4). Enter the dungeon through the open door in the middle taking care not to disturb any of the Armos Knight statues as they will awaken if touched.

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Section Four Dungeon Two: Claim the Magical Boomerang then defeat Dodongo for the second part of the Triforce.  
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	A	B	C	D
1		[T]	[D]	
2			[]	[]
3			[]	[]
4			[]	[]
5			[]	[MB]
6			[]	[M]
7	[]	[]	[]	[C]
8		[E]	[]	

- __ --Legend
|B8| E - Entrance
|D7| C - Compass
|D6| M - Dungeon Map
|D5| MB - Magical Boomerang
|C1| D - Boss: Dodongo
|B1| T - Triforce

Let's get to it. From the entrance(B8) head through the door to the north and into the room above(B7). Destroy the five Rope that are slithering about and then continue through the newly opened door to the left. In this room is a key

being guarded by six Rope but since Link receives nothing for destroying them just grab the key and move back into the previous room(B7) then straight across the room and through the door to the right(C7). Three Rope are on the patrol in this room with a locked door laying across the way to the right. For now skip these enemies and head through the open door to the south and into the room below(C8). Destroy the five Rope here to claim another key; head back to the room above(C7).

At this point Link should have two keys in his inventory. Use one of them to unlock the door to the right and head into the next room behind(D7). Kill the Gels that are on the prowl then claim the Compass as your reward. If Link has any bombs then use one on the north wall and continue to the next paragraph. No bombs huh? What a loser! Well, we'll have to take the long way around. Once you have picked up the compass head back to the room to the left(C7) then north, through the open door and into the room above(C6). Here five Orange Goriya are moving all about but pay them no mind. Use the last of Links two keys on the locked door to the right then continue into the room behind(D6).

Dash toward the middle of the room and grab the Dungeon Map; just ignore the Gels. With the map safely in Links inventory head through the door on the left into that room(C6) then through the open door to the north(C5). The door will slam shut behind you leaving you along with a small group of Ropes. Kick some snake ass here to unlock the door and claim a third key; head into the room to the right(D5) when ready. In this room three Blue Goriya will be ready for battle while a dragon tile shoots fireballs at you from each of the four corners. While avoiding these fireballs lay waste to the Blue Goriya then grab the newly visible Magical Boomerang; this weapons has a father reach and greater speed then the original. Head back to the previous room(C5) then to the next room above(C4).

In this sand filled room will be two Orange Moldorms that Link will need to get rid of to claim yet another of this dungeons small keys; hit each one a total of ten times to destroy it. Head into the room to the right(D4) making sure to move quick to avoid the two Traps that come slamming down at Link from both sides. Here in this room will be a couple pairs of Blue Keese; destroy them to claim some bombs as a prize. Using these explosives blow a hole in the wall to the north while avoiding the two Traps on that side then continue through the hole to the room above(D3). Kill the Gels here to claim five Rupees then continue through the open door(D2).

Here in this room will be that same creepy old man clone who this times hints that "Dodongo dislikes smoke." Don't we all? With this great heap of info in Links mind it's time to continue on; maybe to meet this Dodongo. You can either bomb the wall to the left of the old man and head into that room(C2) or you can backtrack to the room below(D3) then use the key to unlock the door to the left(C3) where you will have to fight some Rope before heading north into the next room(C2). Bombing offers the quickest way while backtracking allows you the opportunity to fight some Rope that seem to hold a higher rate of Rupee then others so pick which you want.

Either way Link got here(C2) this room will have five Orange Goriya tossing boomerangs at you. These will need to be destroyed to gain both access to the

Boss's Lair above and some more bombs; make sure to grab these. With bombs at the ready head into the room above(C1) to make battle with the Dungeon Two boss

Dodongo! Dun Dun Duuuun! OK, enough with the dramatics. Destroying Dodongo is a simple task. Simply place a bomb in his path and he will walk on it, destroying him instantly or alternatively Link can strike him in the back with his sword to stop Dodongo then lay into him with more strikes to damage him. Either way Link goes it's an easy fight. Grab the Heart Container that appears once Dodongo has fallen then head through the newly opened door to the left into the last room(B1) to claim Links second piece of the Tri-Force. As usual, Link will emerge outside the Dungeon.

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Section Five: Claim two new Heart Containers and the White Sword. Journey to Dungeon Three.  
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Alright, now that Dungeon Two is out of the way let's take some time to equip Link with the latest and greatest in the way of adventures gear.....I mean let's go get a new sword and some extra heart containers. From where Link now outside Dungeon Two(M4) head back down the long staircase and into the area below(M5); watch out for the gaggle of Octorocs. From here head to the area to the right(N5) where there will be four Blue Moblins. Kill these guys if Link is in need of some bombs(need them soon) then continue through to the area above(N4) where there are four more Blue Moblins as well as 30 hidden rupees under the Armos Statue to the right but watch out the Armos will be mad to have to move over. In the area above(N3) a Zola will attack you from the water as well as three Blue and Red Octorocs but just ignore them for now and head into the area to the left(M3). Kill the four Tektikes that are hopping around then use a bomb to blow a hole in the right corner of the mountain in the middle of the area. Head inside where a Red Potion and a Heart Container will lay before Link. The Old Man here will instruct Link to "Take any one you want." Hmm, which to take....jeez, I don't know.

With the new Heart Container boosting Links confidence head back outside the cave(M3) then head back to the area to the right(N3). Avoid the before mentioned Zola and Octorocs while you head to the area above(N2) by way of the shore and not the blue staircase to the left. Continue along the shore while avoiding any Peahat attacks then into the next area to the right(O2). Watch out for the Zola and Tektikes that are hoping about while you make your way up the staircase to the area above(O1). Head into this cave here to claim the Blue Letter from the old man who tells you to "Show this to the old woman." What old woman? We'll get to that in a bit. Head back outside(O1) then down the stairs to the area below(O2).

Head back to the area to the left(N2) where all the Peahats are and go right up the staircase to the area above(N1). Fight your way through some Tektikes while you move to the area to the left(M1). Kill the six Tektikes here then head into the cave located in the top left corner. Here purchase a Blue Candle from the man then head back outside; if you don't have enough rupees then just fight those Tektikes again until you do. With the Blue Candle safely in Links

inventory head down the stairs below you into the next area to the south(M2). Don't mess with any of these Armos Statues while you move to the area to the west(L2), through some rocks and into the next area to the west(K2). Pay the Tektikes and Zola no mind here while you go up the stairs to the lake above (K1).

Fight your way through a lone Blue Lynel on to the cave in the northwest corner

where Link will claim the second most powerful sword, the White Sword.

Head back down the stairs into the area below(K2) the left into the next area(J2). Maneuver through falling Rocks and Zola attacking from the shore through two more areas to the left until you come out in front of a turn to the

south in the river(H2). Move to the next area to the south(H3), avoid the three

Peahats here and go into the next area to the right(I3). Here, try out that new

Blue Candle on the lower bush in the back rank to claim thirty hidden rupees below. With these in your wallet continue south into the area outside the first

Dungeon(I4). Avoid the Octorocs here while you move south into the next area (I5)

then follow the shore to the west(H5). Here use that Blue Candle on the fifth tree from the right below you to be presented with another choice between a Red

Potion or a Heart Container. I trust you know which to choose.

Whew, now that we have boosted Links life a little more let's get back on the road to the next dungeon. Go through the next area to the west(G5), avoid the Zola attacks and follow the shore south to the area below(G6). Use the Blue Candle on the lower single bush in the middle to lay Links grubby hands on ten more hidden rupees then follow the shore to the west into the next area(F6). Kill the Red Octoroc while continuing to follow the shore to the south(F7). Don't worry, we are almost there! Here in this area(F7) head across the bridge while avoiding any Red Octorocs that may get in your way follow into the area to the west(E7). Destroy the Octorocs here then head into the cave in the northwest part of the area. Equip the Blue Letter and present it to the silent Old Women who will start to sell you "medicine" in the form of either Blue Potion or a Red Potion. Stock up on anything you may want then exit the cave and continue west into the next area(D7).

Kill or avoid the roaming Blue Moblins and Orange Moblins, head to the last area to the south(D8) and then finally through some more Blue Moblins to the area to the right(E8) where Link will finally find the entrance to Dungeon Three. Enter through the mouth when ready.

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Section Six Dungeon Three: Get the Raft and defeat Manhandla for the third piece of the Triforce.  
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	A	B	C	D	E
1		[]	[]		
2			[]		[T]
3	[]	[]	[]	[M]	[BM]
4	[]	[C]	[]	[]	[]
5	[R]		[]		
6			[]	[E]	

__ --Legend
|D6| E - Entrance
|B4| C - Compass
|A5| R - Raft
|D3| M - Dungeon Map
|E3| BM - Boss: Manhandla
|E2| T - Triforce

Yes, we all notice the resemblance to a certain hate symbol(I'll skip the lesson where I tell you it's really not) but let's not worry about it. From the entrance(D6) head through the open door to the west and defeat the six Green Zols here(C5) to claim the first small key for this Dungeon then continue to the north through the open door(C5). Kill the five Green Zols here for a second small key. Whoa, two already huh? With this key in Link's inventory head into the next room above to the north(C4). Defeat the three Orange Darknuts here to claim some extra bombs then move into the room to the left(B4). Quickly move towards the middle to avoid the two Traps that come slamming down near the door. Defeat all the Blue Keese before grabbing the Compass here in the middle then go on into the next room to the left(A4) through the locked door.

Defeat the five Orange Darknuts to open the door to the south and head into this last room below(A5). There will be six Orange Darknuts in this room but ignore them on your way to the stairs on the east wall. Head down here, defeat four Blue Keese and then grab the Raft as your prize. Head back upstairs, avoid the six Darknuts and head through the open door to the room above(A4). Continue north into the room above(A3) where Link will need to kill three Blue Keese and two Green Zols for another small key. Watch out for the Red Bubbles here while fighting these enemies as it will leave Link without the ability to fight for a small period. Once the key is yours go through the open door to the right and into the next room(B3). Link will be trapped in a block hallway so you'll have to wait for the Blue Keese here to come near before attacking to get some Bombs as the prize as well as unlocking the path to the next room to the right(C3). Defeat the three Green Zols here for yet another small key then use one of them on the door to the room above(C2).

Kill the two Green Zols here then push the left block in towards the right to unlock the door above and head into the next area above(C1). Here an old man will ask "Did you get the sword from the old man on top of the waterfall?" Why yes, yes we did. Continue to the last room to the left(B1), grab the key in the middle then defeat the seven Blue Keese to unlock the door so you can backtrack through the old man's room(C1) then into the room below(C2) then finally one room more below(C3). Use another small key on the door to the left and enter the room(D3). Claim the map here in the middle(kind of late huh?) while avoiding the Traps and Zols then head through the open door below(D4). Kill the three Orange Darknuts to unlock the door to the next room to the east(E4).

Here

Link will need to kill three Blue Keese and two Green Zols while avoiding a group of Red Bubbles so that the door to the boss above will unlock as well as leaving behind five whole rupees! Swell!

Enter the boss's lair above(E3) to begin battle with Manhandla. This boss is a far cry from the previous bosses; she is no push over. To defeat Manhandla

Link

will need to hit each of her four mouths twice while avoiding fireballs being shot at Link from each mouth. Each time a mouth is destroyed Manhandla will increase her speed while moving about the room. Using the sword to defeat Manhandla is the hard way to do this battle though. For a much easier battle just plant a bomb in her path. Each mouth can only take one blast from a bomb so with some luck you may kill Manhandla with just one bomb. Once Manhandla has

fallen claim another Heart Container then move into the last room above(E2) to claim the third piece of the Triforce. You will be sent back outside Dungeon Three.

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Section Seven: Journey to Dungeon Four.  
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Hey, that Dungeon wasn't so bad was it? Good because Dungeon Four is just moments away. From outside Dungeon Three(E8) head left into the forest area to the west(D8), then north into the area above(D7) through some Blue Moblins. Here head east(E7) making sure to stop and buy some medicine if you need or want to then continue to the east and into the next area that direction(F7). Head across the bridge here and follow the shore north to the next area above(F6). A raft dock waits at the turn of the path so use Links new found raft to sail out to the island to the north(F5). This is the entrance to Dungeon Four.

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Section Eight Dungeon Four: Claim the Stepladder then defeat Gleeok for the fourth piece of the Triforce.  
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- | | A | B | C | D |
|---|------|------|------|------|
| 1 | [] | [] | [] | [T] |
| 2 | [BM] | [] | [] | [BG] |
| 3 | [] | [M] | | |
| 4 | [] | [] | [SL] | |
| 5 | [] | | | |
| 6 | [] | [] | | |
| 7 | | [] | [C] | |
| 8 | [] | [E] | | |

- __ --Legend
- |B8| E - Entrance
 - |C7| C - Compass
 - |C4| SL - Stepladder
 - |B3| M - Dungeon Map
 - |A2| BM - Boss: Manhandla
 - |D2| BG - Boss: Gleeok

As you can see above on the map this dungeon will be pretty straightforward with minimal backtracking. From the first room head into the open door to Links left, kill the eight Blue Keese in this room(A8) to claim a small key then head back to the entrance room(B8). Head north through the open door into the next room above(B7) and use that new key to unlock the door to the right(C7) while avoiding the Blue Vires for now. Inside this new room(C7) use Links Blue Candle to illuminate the room then while maneuvering through the blocks grab the Compass that waits in the middle. Take care not to attack any of the Blue Vires unless necessary as they split up into two Red Keese when attacked. With the compass in tow head back to the previous room(B7) then proceed through the open door to the north into the area above(B6). Destroy the eight Blue Keese here then grab the small key in the middle before proceeding left into the next room(A6). This room will once again need some light so use the Blue Candle, avoid or destroy the five Blue Vires here and make your way to the room above by way of the open door(A5).

Doh, another dark room. Well, it's not called a candle for nothing. Once the room is bright again Link will notice he is not alone. There will be five Green Zols guarding another small key in the middle of the walkways. Kill them and then grab the small key before entering the next room above(A4). This room has two locked doors in it, one to the right and one above to the north which is made unreachable by a small moat so the way to proceed is chosen for Link. Avoid the Blue Vires here while unlocking the door to the next room to the right(B4). Inside Link will need to do battle with five Blue Vires so that the door to the next room to the right will open. Each Vire will split into two Red Keese so be careful. If possible just stand back on the walkway and through power beams at them with your sword to quickly and safely open the door. Once the way is clear and the door open proceed into the room to the right(C4). Inside destroy the two Green Zols and the two Like Likes while avoiding the two Red Bubbles moving about. Once the enemies are dead push the left block in the center in towards the right block to unlock the way to the basement below where Link can claim the Stepladder as his prize. With the stepladder safely in Links inventory head back upstairs and out to the room to the left(B4).

No more walking slowly around curving paths for Link! His new stepladder allows him to cross small gaps so just shoot your way straight across the walkways and water and into the room to the left(A4); pay no mind to the locked door above for now. After lighting the room again notice the locked door to the north is attainable so proceed to unlock it and enter the room above(A3) then quickly dash through to the open door to the right(B3) so you don't have to mess with the Blue Vires yet if at all. Give light to this new room with the Blue Candle and take notice of the Dungeon Map laying in the lower right corner being protected by Black Gels who are no match for Links White Sword. Grab the map then backtrack to the left(A3) then into the room above(A2); fighting any Blue Vire that may get in the way. Inside this room we will face what will become a

semi-common sight in the upcoming Dungeons, a multiple boss! This time it's none other than Manhandla. Defeat her the same way as last time by either striking the heads or using bombs. Once she is gone you can use a bomb on the right wall to proceed to the hidden room to the right(B2) where ten hidden rupees lay but it's not a necessary step. Proceed to the room above where we just fought Manhandla(A1).

Good, a quick breather. This room holds none other than our favorite stalker that old man! This time he tells Link to " Walk into the waterfall." Walk into the waterfall? Is that the Hyrulian way to tell someone to walk into traffic? Bah, anyway once Link is properly rested and you have your wits about you continue through the locked door to the right and into the next room(B1).

Light

this room with the Blue Candle to get a better idea of your surroundings. Why look at that, another small key is sitting in the middle of the room! Better grab it incase the owner comes looking just watch out for the Blue Keese flying

about the room. Proceed through the open door to the right(C1). Stand in the doorway without moving so the Two Traps don't come slamming down just yet. Light the room with the Blue Candle then quickly dash forward up and to the right to avoid those Traps then make a mad dash for the open door to the south through two more sets of Traps(C2). This is the last room before the battle with this Dungeons Boss. Link will need to once more kill five Blue Vires then push the left block in towards the right to open the door to the boss's lair to the right(D2).

Dungeon Fours boss is a two headed dragon they call Gleeok. Who is they? Well, I don't know but that's it's name so shut up and get fighting it. To defeat Gleeok you need to strike each of its two heads four times while avoiding the striking heads and fireballs. After the first head is destroyed it will separate and start shooting fireballs at Link while it flies around so quickly dispense of the second head to destroy Gleeok for good. Grab the new Heart Container that was left behind then proceed through the newly unlocked door into the last room above where Link will claim the fourth piece of the Triforce.

Link will be transported back outside Dungeon Four

Halfway to a full Triforce and a showdown with evil!

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Section Nine: Purchase a Blue Ring, Arrows and some Food then collect three Heart Containers on the way to Dungeon Five.  
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NOTE: A minimum of 390 Rupees will be needed before continuing. If you are a little short then collect some from enemies in or around Dungeon Four before continuing. However if you have been following the guide you should be at or around 390 anyway. Back to the walkthrough...

Well, pat Link on the back. He is officially at the halfway mark to completing the Triforce. Yay! Now we'll get Link ready for the future hardships that await

him buy boosting his defense with a Blue Ring adding to his vitality with the last of the extra Heart Containers found in the over world and giving him Robin

Hood status by finally getting some arrows for that bow. Let's get going shall we?

From Links current positions outside Dungeon Four(F5) head south across the lake by way of the raft(F6) then continue south(F7) and across the bridge west into the next area(E7) where Link can restock on medicines from the old lady if

need be. Head north past the cave to the area above(E6), run past the Red Octorocs and lone Zola into the northern area above(E5). This is our first stop

on our shopping spree. Head inside the cave here to purchase arrows from the shop keep for eighty rupees to finally make that bow useful; from now on every time Link shoots an arrow he will lose one Rupee so make sure to keep some green in the wallet. Head back out and continue north into the area above(E4) then push the middle Armos Statue on the top row to reveal steps that lead to a hidden store while avoiding the Blue Leever that are swarming about. Inside this hidden store purchase the Blue Ring for 250 rupees then leave and reenter the store to purchase the Food for 60 rupees. Now Link be broke but it was worth it. Links new Blue Ring will half the damage he takes so it's a handy item to have not to mention a spiffy new blue set of threads is nice as well. With this let's head to the next dungeon where the fifth piece of the Triforce awaits us.

Head south into the area below(E5), south again(E6) then south once more(E7) to

be in front of the old ladies medicine cave yet again. Go to the next area to the east(F7) and then cross the bridge moving east to the next area(G7). Head past the shop here killing a few Red Octoroc into the next area to the east (H7)

then south to enter the area where it all started(H8). From here head straight east through the next three areas(I8, J8, K8) until you come out in a mountain area accompanied by water(L8). Kill the four Red Leever that crawl from the sand then bomb the left side of the mountain near the path leading to the northern area above(L7). Inside the newly visible cave is another Heart Container...or a Red Potion if you are a moron. After grabbing the Heart Container exit the cave and head east through the next tree areas(M8, N8, O8) until you hit the east most area in Hyrule where the sea stretches to the east(P8). Link will have to battle through Leever, Octoroc and the stray Zola

on the way to this area so be warned.

From the current area(P8) head north along the shore to the above area(P7) where Link can stock up on supplies from the store here; probably just need some bombs. Continue to the next area to the north(P6) where you can see another Heart Container on a platform in the sea to the east. Using the stepladder walk across the water and grab the Heart Container then move back to

the shore but it might be a good idea to kill the Zola out in the sea first to not be bothered. Move into the area above(P5), kill or avoid some Octoroc while heading north yet again(P4). Here use the raft at the dock to travel to the island above(P3). Whoa, don't be scared! This may look like a Dungeon but it's merely a hidden Heart Container so grab it and raft back across to the area below(P4). That was the last extra Heart Container that can be found outside a dungeon. Speaking of which we are almost to Dungeon Five so let's hurry up.

Head west into the next area(O4) where a few Red Octoroc and Blue Octoroc will be hanging about so lay some doom on them then proceed to the area to the north(O3) then round the corner to the area to the east(N3). Fight your way through a few Octoroc to reach the set of steps in the upper right corner the lead to the area to the north(N2). Watch out for some Peahat as you reach the top of the stairs then turn west into the next area in that direction(M2). Pay no attention to the Armos Statues here while you head to the next area to the

west(L2). The entrance to Dungeon Five lays in the area above(L1) but there is a small catch. Heading up the stairs will cause a loop to occur. To break it just keep heading north a total of four times until you hear that oh so familiar tune and see the entrance to the next dungeon which is being guarded by a lone Red Leever so deal with it then enter when ready.

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Section Ten Dungeon Five: Retrieve the Recorder then defeat Digdogger for the fifth piece of the Triforce.  
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	A	B	C	D
1		[R]	[]	
2	[T]	[]	[]	[]
3	[BD]	[]	[]	[]
4	[]			[C]
5			[M]	[]
6		[]	[BT]	[]
7	[]	[]	[]	[]
8			[E]	[]

__ --Legend
|C8| E - Entrance
|C6| BT - Boss: Dodongo Trio
|B1| R - Recorder
|C5| M - Dungeon Map
|D4| C - Compass
|A3| BD - Boss: Digdogger
|A2| T- Triforce

Dungeon Five marks a significant change in difficulty for the dungeons in Legend of Zelda. Expect to see many more enemies, a lot more back tracking and even frequent bosses. From the Entrance(C8) first head through the open door to the room to the east(D8) where five Pols Voices will need to be destroyed before you can claim a small key. Backtrack to the entrance(C8) then head north through the open door to the room above(C7). Light the room with the Blue Candle before battling with the three Gibdo to gain another small key. Using one of them you can head through the east locked door(D7) to hear that "Digdogger hates certain kind of sound." from our friendly old man friend. It's good to know but not really needed so continue on to the area above where Link just fount the Gibdo(C6). Inside this room we will face the first boss of Dungeon Five in the way of three, yes three, Dodongos. Destroy them by laying bombs in their paths which they will promptly eat for some serious stomach damage. Once all three are destroyed the door to the west will open so head through it to the next room(B6) but don't forget to grab the bombs that were left behind.

Inside this room lies five Green Zols that will need to be destroyed for another small key. Proceed to the room below(B7). The door will slam shut behind Link leaving him alone with five Gibdo. Kill them to discover that the door still remains shut. Well, we know there is a room to both sides so it's time to whip out the bombs and blow a hole in the west wall to gain access to the next room(A7). This next part can be tough. Inside this room are five Blue Darknuts that will have to be defeated before Link can proceed so tread

carefully. The best way to defeat them is to stay away until one breaks from the group then lay into the loner with your sword from the back or sides; even better would be using the bombs but you may be short on these. Once all five are gone push the left corner block of the diamond shape formation to gain access to the stairs which when taken will move Link from the current room(A7) to a room at the top of the map(C1). Shortcut? Not quite but let's go with it.

Upon emerging in this new room(C1) head through the southern locked door to the room below(C2). Kill the eight Blue Keese, grab the small key in the middle of the room then bomb the east wall to access the hidden room to the east(D3) where the old man will ask " I bet you'd like to have more bombs." Well, duh! For 100 rupees he will boost your bomb capacity from 8 to 12 along with a free refill. Nice. Head back out the hole to the west(C2) then up into the room above(C1). Use another small key to unlock the western door and access the next room(B1). Six more Blue Darknuts will need to be defeated before the steps to the dungeon treasure can be accessed. Get rid of them then claim the Recorder as the prize by pushing the lone block up and going down the stairs that appear.

Once Link has the Recorder head back to the east(C1) and back down the stairs to be sent back to the other side of the map again(A7). Head back to the room to the east through the hole Link blew in the wall(B7) then blow away the east wall to get back to the room on that side(C7). Don't bother lighting the room; just dash north across the water and into the room above(C6) where Link fought the Dodongo trio a few moments ago. Don't bother with them again but rather just unlock the door to the next room above(C5) where Link can claim the dungeon map after lighting the room with the Blue Candle. Head back south(C6) and then through the open door to the eastern room(D6) where Link will have to light the way with the Blue Candle. Kill five Green Zols if you want to grab an extra five rupees otherwise just head through the open door to the room above(D5).

Defeat the five Gibdo here to claim yet another small key then proceed to the room above(D4). Light the room then battle with the three Orange Darknuts to claim the compass then continue north into the room above(D3). Light the room and grab the small key quickly while avoiding the horde of Blue Keese, Gibdos and Pols Voices then unlock the door to the room to the west(C3). Only stay and fight if Link needs the rupees or potential bombs. Inside this room(C3) defeat five more Gibdos to claim another small key then continue on to the west(B3). Bomb the north wall to get inside the hidden room above(B2) where the old man hints "Secret Power is said to be in the arrow." With this cryptic clue added to Links memory go back south to the room below(B3), make a mad dash through the Pols Voices and through the locked door into the boss's lair(A3).

The open door to the room below holds six Gibdos but nothing else so don't worry about it. Instead concentrate on defeating Digdogger. The battle with Digdogger can be complicated. Digdogger himself spins around the room shooting fireballs and trying to ram Link while the four corner dragon stones shoot more fireballs at him to defend the boss. Use Links new Recorder to make Digdogger shrink then hit the smaller version four times with the sword. Each hit causes the mini Digdogger to increase in speed but it shouldn't be much of a problem as long as you avoid the fireballs from the corners. Once Digdogger has fallen(the fireballs remain) grab the Heart Container that appears then proceed to the last room above(A2) to grab the fifth piece of the Triforce. Once he has

shown it to the world by holding it above his head he will be transported outside the entrance to this dungeon.

Five down, three to go.

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Section Eleven: Obtain the Power Bracelet and the Master Sword on the journey to Dungeon Six.  
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Head down the stairs from Dungeon Five to the area below(L2). From this area going any other way but west will result in a loop so go ahead and proceed to the west(K2). Remember that cryptic clue about the Waterfall from earlier?

Well,

this is the waterfall in question. Head inside if you want to purchase some info from an old lady in the form of "Go up up the mountain ahead.".....we already knew that but whatever. Head east through two areas(J2, I2) of falling Rocks and Zola attacks until a familiar turn in the water(H2). From here head to the area below(H3) then use the stepladder to cross the water and proceed to

the next area to the west(G3). There is a hidden store accessible buy bombing the mountain side on the top right corner but if you don't need anything just continue south to the area below(G4) then west to the area that direction(F4). Watch out for the Zola as you head up the stairs on the side of the mountain to

the area above(F3) then quickly past the Peahats to the next area to the west(E3). Attack the right most Armos Statue to claim the Power Bracelet hidden

underneath which allows Link the ability to move heavy boulders which will come in handy in handy later.

Proceed to the east(D3) then down the stairs to the area to the south(D4).

Make

effort to not disturb any of these statues here while you make way to the next western area(C4). Quickly destroy all the Orange Lynels and the Blue Lynels but

leave the Peahats alone to prevent the Lynels from re-appearing when Link comes

back. Once they are dead head west into the graveyard(B4) then north to the area above(B3). Ignore the Ghini while you push the third gravestone from the left in the middle row where Link will obtain the Master Sword. This is the most powerful sword available to him and will be needed to defeat future challenges. Once Link has the Master Sword head back south to the graveyard area below(B4) then east to the area we beat those Lynels a moment ago(C4) where the Sixth dungeon awaits by going up the stairs to the area above(C3). Enter the dungeon when ready.

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Section Twelve Dungeon Six: Claim the Magic Wand then defeat Gohma for the sixth piece of the Triforce.  
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	A	B	C	D	E	F
1		[W]	[]	[]	[]	
2	[BG]	[M]	[]	[]	[]	[]

3 [][] [][]
4 [][][] []
5 []
6 []
7 [C] []
8 [][E][]

__ --Legend
|B8| E - Entrance
|A7| C - Compass
|A2| BG - Boss: Gleeok
|B2| M - Map
|B1| W - Magic Wand

From the entrance(B8) head through the door to the room to the east(C8), light the room with the Blue Candle then defeat the Orange Wizzrobes to claim a small

key which you use to unlock the door to room above(C7). Inside the old man tells you to "Aim at the eyes of Gohma." Well, good to know. Head back south (C8)

then through the entrance(B8) to the room to the west(A8). Just avoid the Wizzrobes and dash to the room above(A7) where Link will need to defeat five Green Zols to claim the Compass. Proceed to the room above(A6) and battle the eight Blue Keese for another small key but watch out for the fireballs coming from all four corners. Once you have the key head through the newly unlocked door above(A5). Watch out for the traps near the doors and the middle of the room while you make your way north once more to the room above(A4). Inside this

room Link will need to destroy two Orange Wizzrobes, two Blue Wizzrobes and three Like Likes all while avoiding a lone Red Bubble; be careful to not let the Like Likes grab you or you'll lose your big shield and we've had it since the start! Once the enemies are all gone push the left block in out away from the right and proceed to the room above(A3).

You can avoid the three Blue Wizzrobes and the two Orange Wizzrobes here unless

you want to claim an extra five rupees as a reward for defeating them but otherwise just head straight through into the room above(A2) where the first boss of the dungeon awaits. This time it's another Gleeok only this one has three heads but no worries, Link has the master sword. Hit each head three times while avoiding the heads that fly around and fireballs and Gleeok will fall in no time at which time head to the room to the east(B2). Kill the two Green Zols and the two Like Likes for the Dungeon Map then head north(B1). You'll have to defeat three Blue Wizzrobes and a pair of Orange Wizzrobes then push the left block in towards the right to access the stairs that lead to the Magic Wand. This new weapon allows you to shoot energy beams as projectiles which can be useful against many enemies. Head back up the stairs then bomb the

east wall to gain access to the next room(C1) then defeat the pair of Green Zols and Like Likes to unlock the door to the room to the south(C2). Quickly light the room then grab the small key in the middle while dashing toward the door to the east(D2). Battle the three Like Likes and the two pairs of different color Wizzrobes to unlock the northern door(D1).

Whew! Take a break for a second because this room holds none other than our friendly old man. This time he tells you that "There are secrets where fairies don't live."OK, good to know...again. When Link is rested head back south(D2) then east through the dark room to the room Link found the Dungeon Map in(B2); no need to light the room this time. From the map room(B2) head through the locked door to the room below(B3). Light this room quickly then

using the stepladder rush across the water to grab the small key in the middle and then through the door to the south(B4), the whole time avoiding the many Wizzrobes here. Defeat the five Vires here then proceed east through the now unlocked door(C4). Link knows what do to here. Defeat the three Like Likes, two Blue Wizzrobes and the two Orange Wizzrobes then push the block to gain access to a set of stairs that when traversed will move you to the other side of the dungeon(F2). Almost to the final boss at this point so be glad! Once Link emerges from the stairs quickly run into the room below(F3) through the Green Zols and Like Likes, no need to play around with them. Inside this room light the way with the Blue Candle then defeat a trio of Vires for another small key after which proceed west(E3).

Move quick to avoid those two Traps coming at you, defeat the pairs of Wizzrobes, both Orange and Blue, then take a moment to take in your surroundings. You'll notice a door to the north and the south. The southern door(E4) holds two Orange Wizzrobes and two Blue Wizzrobes that when defeated will drop some bombs as a rewards while the locked door to the north(E2) leads to the boss's lair where Gohma awaits. If Link needs the bombs then go south (E4)

to defeat the Wizzrobes then proceed back north(E3) then unlock the door and proceed into the Boss's lair. Either way you went it's now time to defeat Gohma.

Gohma shoots fireballs at Link while maneuvering back and forth around the room

all the while closing and opening his eye. Think back to the advice the old man

gave us a short while ago.....that's right we have to damage the eye. One true

arrow to the eye will defeat Gohma so stay away from the fireballs and out of his path until he opens his eye then dash in front and let an arrow fly. If it finds its mark Gohma will fail! Grab the Heart Container that was left behind then move into the final room above to claim the sixth piece of the Triforce.

That dungeon wasn't so bad...right? It was?!?!? Pft, whatever. As usual Link will be transported to outside the dungeon. Woohoo!

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Section Thirteen: Head to Dungeon Seven.  
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Head down the stairs from outside Dungeon Five to the area below(C4). Now in reality the next dungeon, Dungeon Seven, is in the area directly south(C5) but unfortunately for us Link doesn't gain the ability to dig through things until much later in his digital life so we're going to have to take the long way around by going through the graveyard then north through the forest below. First get through the graveyard by going west(B4) then south(B5) then finally go west(A5) and down the stairs in the lower left corner(A6). Destroy or fight the Orange Lynels here, one hit should suffice, then enter the forest below (A7).

Just avoid the Peahats and the Lynels here while you make your way to the next area to the east(B7). In this area Blue Moblins will come at you from the east, south and right behind Link to the west so fight your way through them as you make your way to the next area to the east(C7). There will be some more Blue Moblins on the other side of the bushes that divide this area in half but ignore them while heading north(C6). Head around on the west path fighting

Orange Moblins and Blue Moblins then enter the area to the north(C5). What's this?!?!? This a lake with a lone Orange Moblins greets Link in this area. Dead-end? Nope, think back to the advice the old man gave us in Dungeon Six...that's right since there is no fairy here there must be a secret hidden. Why not try playing the Recorder? WHA? The lake dried up? Well, I'll be... this must be the entrance to Dungeon Seven! Enter when ready.

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Section Fourteen Dungeon Seven: Collect the Red Candle then defeat Aquamentus once again for the seventh piece of the Triforce.  
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      A   B   C   D   E   F
1  [ ][ ][ ][ ][ ][ ]
2  [M ][ ][R ][ ][BD]
3  [ ][ ][BA][T ]
3  [ ][BD][ ]
5  [ ][ ]
6  [BT][ ][C ][ ]
7  [ ][ ][ ][ ][BD][ ]
8  [ ][E ][ ]
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__ --Legend
|B8| E - Entrance
|E7| BD - Boss: Digdogger
|A6| BT - Boss: Dodongo Trio
|C6| C - Compass
|B4| BD - Boss: Digdogger
|A2| M - Map
|C2| R - Red Candle
|E2| BD - Boss: Digdogger
|C3| BA - Boss: Aquamentus
|D3| T- Triforce

Prepare for a lot of footwork in the dungeons ahead Don't worry though, that's what this guide is for. From the entrance(B8) head right through the unlocked door to the room to the east(C8). Inside take the time to destroy the two Moldorms for some extra bombs then proceed to the room above(C7). Light the room with the Blue Candle then while avoiding the Blue Keese head straight for the next room to the east(D7). In this room defeat the six Blue Goriya to open the door to the room above(D6) where the old man will tell Link "There's a secret in the top of the nose." With this info in mind head back to the room below(D7) then east once more to the waiting room(E7). Here the first of many bosses in this dungeon awaits in the form of Digdogger but don't fret because this one doesn't need to be destroyed unless Link is in need of some bombs. Otherwise just dash right past to the last room to the east(F7). Kill the Stalfos that is showing the key then head back west through the room the Digdogger occupies(E7) and through the room we fought the Blue Goriya(D7) until you emerge in the dark room where the Keese are(C7). Light the room once more then head through the western door to the room behind(B7).

The five Blue Goriya here can be ignored unless Link is in need of more bombs. If not then proceed to blowing a hole in the western wall and moving through it to the next room(A7). Move forward to avoid the two traps then defeat the four Blue Keese for even more bombs in return after which proceed south(A8).

Vanquish all the Ropes here to claim another small key then head back to the previous room above(A7) then through the open door to the north(A6). Inside here will be another boss and this times it's a trio of Dodongos. The reward given to Link for defeating them is a lousy five rupees so skipping them is perfectly acceptable. Use a small key to unlock the door to the room above(A5) where the old man will once again offer to increase your bomb capacity for 100 rupees from 12 bombs to 16 bombs. What a deal! Once Link has paid the man head back south(A6) then past the Dodongo trio to the room to the east(B6). Here you'll need to defeat the trio of Orange Goriya and the trio of Blue Goriya to open the closed door to the east(C6). Light this room with the Blue Candle then kill the Stalfos that is holding the compass then once you have it head back west(B6) then through the northern door to the room above(B5). Kill the three Blue Keese and the three Blue Goriya to unlock to the door to the room above(B4).

Great, another Digdogger! Don't sweat him for now; just blow a hole in the east wall and go through it to the room beyond(C4). Here kill two Moldorms for another small key then head back through the hole(B4) and straight past Digdogger into the room to the west(A4). Killing all the Goriya found here will net Link another five rupees but it's quicker to just skip them, unlock the door to the north and proceed(A3). "Grumble, Grumble" What's this? Some Goriya is blocking the way and he appears to be hungry. Remember that food Link bought earlier? That's right, go ahead and feed it to this Goriya to get him to move. Don't worry, it hasn't spoiled. Once he has made dust trails head through the open door to the room above(A2). Light this room with the Blue Candle and then grab the Dungeon Map in the middle of the room after which bomb the north wall to gain access to the room above(A1). ALRIGHT! Finally a small break from the action and what's more there is a few rupees laying here for a greedy little adventurer. Once Link has grabbed all the loot go ahead and bomb the east wall to the room behind(B1). Kill all the Goriya here, claim the five rupees reward then head east into the next room(C1) where five more Blue Goriya await. Kill them then grab the small key in the middle before heading back west(B1) and south into the next room(B2).

Avoid these Blue Goriya here as you bomb the east wall into the room behind (C2). Kill the six Goriya, three Orange and three Blue, then push the left corner of the diamond block formation to gain access to the steps that lead to the Red Candle below. This candle allows Link an unlimited amount of uses per area compared to the one time a area use of his old shabby Blue One. Nice. Head back up the stairs and then bomb the east wall to the next room(D2). Defeat all the Blue Goriya here then take a moment to look around. To the north(D1) two Moldorms await with some bombs as a prize for defeating them and to the east (E2) path to the Triforce. If Link needs the bombs then go ahead north(D1) and kill the Moldorms otherwise proceed east(E2). DAMN! Another Digdogger and this one can't be skipped so break out the Recorder and destroy it quickly while avoiding the fireballs from the four corners. This Digdogger splits into three smaller parts this time around so be prepared. Once this orange bastard has fallen proceed through the newly opened door above(E1). BAH! Another trio of Dodongos await here but lucky for Link they don't need to be defeated; just bomb the east wall and proceed(F1). Now you know why there were so many bombs around this Dungeon. In this room Link will have to be quick to defeat all the Wall Masters that come out to play. Be careful to not be grabbed by one or risk

being dragged kicking and screaming all the way back to the entrance. WE DON'T NEED THAT. After all the Wall Masters are destroyed push the middle block of the vertical row to the right and head down the newly visible stairs to head back to the inner dungeon, outside the boss's lair(B3).

Ignore the Goriya here, bomb the east wall and proceed into final showdown with Aquamentus in the room behind(C3). This time around Aquamentus shoots fireballs much quicker but all in all is still quite easy to defeat. Avoid the fireballs and hit Aquamentus twice to destroy this boss. Grab the Heart Container that appears then head into the last room to the east(D3) to grab the seventh piece of the Triforce and earn a trip back outside this dungeon.

One final piece of the Triforce remains...

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Section Fifteen: Heading to Dungeon Eight where the last piece of the Triforce remains.  
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Dungeon Eight lays on the other side of the map in the lower right vicinity but that getting there would require a lot of footwork so we're going to put that Power Bracelet to work and use a shortcut but first we have to do a little backtracking. From the once again filled lake that was the entrance to Dungeon Seven(C5) head south(C6) then west(B6) through some Moblins that can be ignored. Destroy all five of the Blue Moblins here then take the time to burn the right most bush in the bottom row to reveal a hidden stash of rupees. Ten free rupees! This Legend just got interesting. Continue south(B7) then pause for a second. This area is the famed looping forest of Legend of Zelda lore. If Link goes the wrong way the area continues to loop but don't fear we have the correct way to go. While avoiding any Blue Moblins that may come out to play go north, west, south then west. After that oh so familiar tune plays Link will emerge outside the loop; right below the graveyard(A7). Head north to the area above(A6) and then quickly rush past the Orange Lynels up the stairs to the north area(A5). Back in the Graveyard once again it seems. There are no enemies that will attack Link so just head east(B5) then north(B4) then finally east once more to appear at the foot of the steps that lead to Dungeon Six above(C4). Kill all the Lynels and Peahats that may be here then proceed east(D4).

Make sure not to make contact with any of the statues here while you make your way up the stairs in the top left corner to the area above(D3) where four Orange Lynels protect the entrance to a hidden set of tunnels that act as shortcuts to different areas around the world. Kill the Lynels then push the left block up or down to gain access to the shortcuts. Inside the old man tells you to "Take any road you want" Well, we want to take the first which moves Link all the way across the map to a forest area(J5). A lot closer to Dungeon Eight now thanks to that shortcut so let's continue along. Head east through some Octorocs into the next area(K5) where six Tektikes are bouncing all about outside a cave. Kill the Tektikes then head into the cave to stock up on bombs if Link is running dry; they will be needed later. Afterwards continue east once more(L5) where some Orange Moblins are about on the east side but they

pose no risk so continue south(L6). Move quick to avoid any Moblins and take the first opening to the area to the east(M6) where you'll have to maneuver down a path through some Blue Moblins into the area below(M7). Turn east through some Orange Moblins into the next area in that direction(N7) then continue forward to the east until you hit a lone bush blocking the way. Burn this bush with the Red Candle to locate the hidden entrance to Dungeon Eight.

Odd place for a dungeon huh?

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Section Sixteen Dungeon Eight: Claim the Magic Book and the Magical Key then defeat Gleeok for the last piece of the Triforce.  
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  A   B   C   D   E
1             [ ]
2         [ ] [BG] [MK]
3     [T ] [ ] [MM]
4 [ ] [FG] [ ] [ ] [ ]
5 [ ] [ ] [BG] [ ]
6     [ ] [ ] [ ] [C ]
7             [BM]
8     [MB] [BM] [E ] [ ]
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__ --Legend
|D8| E - Entrance
|C8| BM - Boss: Manhandla
|B8| MB - Magic Book
|D7| BM - Boss: Manhandla
|E6| C - Compass
|C5| BG - Boss: Gohma
|D3| MM - Boss: Manhandla and Dungeon Map
|D2| BG - Boss: Gohma
|E2| MK - Magical Key
|B4| FG - Boss: Four headed Gleeok
|B3| T - Triforce

A lot of tough enemy encounters in this dungeon so get ready. From the entrance(D8) first head through the open door to the east(E8), light the room with the Red Candle then grab the small key in the middle of the room between two Red Bubbles. Once you have the key head back to the entrance(D8) and proceed through the western door(C8). Inside Link will face the first boss of this dungeon in the form of another Manhandla that must be defeated before the locked door to the west will open. Lay into Manhandla with the Master Sword or use the bomb trick to make short work of this blue bastard then continue west(B8). This next room is tough. There are three Gibdo, two Orange Darknuts and a lone Blue Darknut that all need to be destroyed before the left block in the formation can be pushed to gain access to the stairs. Kill them all while avoiding the two Red Bubbles then push the block and grab the Magic Book found below. This book upgrades Links Magic Wand to not only shoot energy beams but burst into flames at the end of the shot so it works a lot like a long range candle. Go back up the stairs then east through the room where Manhandla was waiting(C8) then into the entrance room(D8). Take a breather if need be.

Continue north into the room above(D7) where another Manhandla awaits. Get rid

of it for a five rupee reward then bomb the north wall to proceed to the room above(D6). Destroy all five of the Blue Darknuts here while avoiding the fireballs coming from the corners to unlock the north and west doors and claim another small key. Use it to unlock the door to the east room(E6). Light this room with the Red Candle or Magic Wand then run through all the Pals Voices to grab the compass then dash back to the previous room(D6) and straight through the open door to the west(C6). Light this room then make your way around the blocks to grab the key in the middle but watch out for the Gibdos, Pals Voices and Keese. Taking them time to kill them all gets Link nothing so don't bother.

Proceed into the last room to the west(B6), defeat three Orange Darknuts for another small key then back into the previous room(C6) where you can continue north(C5) where a Gohma is blocking the path. Defeat this blue Gohma with three arrows to the eye then head through the newly unlocked door to the north(C4) where the old man will tell you "Spectacle rock is an entrance to death." We defeated another boss just for that?! Well, the old man's tips have proved useful in the past so let's move on. Head back to the room below(C5) then use a small key to unlock the door to the next room to the east(D5). Don't bother with the enemies here unless Link is in need of five more rupees, just proceed through the locked door to the room north(D4).

Destroy all six Blue Darknuts found in this room to unlock the door to the east but don't head that way yet. Instead blow a hole in the northern wall and proceed into the next room above(D3) where a third Manhandla will be waiting. Destroy this one the same way as the previous Manhandla to claim the Dungeon Map then bomb the western wall to gain access to the room behind(C3) where a some rupees are just sitting there...unguarded! Grab them all then continue north through the door to the room above(C2). Ignore the Pals Voices and head straight for the east wall, blow a hole in it then proceed in that direction (D2) into the next room where another Gohma is on the prowl. Defeat this one with another four arrows to the eye but watch out for the fireballs coming from the corners. Once Gohma has fallen you have to choices on which way to continue. To the north(D1) some Orange Darknuts can be destroyed for some more bombs so head that way if Link is running low. Otherwise head through the open door to the eastern room(E2). Here defeat the pairs of Pals Voices, Orange Darknuts and Blue Darknuts then push the left block to gain access to the stairs. Head down the stairs to claim the Magical Key. This great item works as an unlimited supply of small keys! Yea, yea we could have used this a little earlier but beggars can't be choosers or something like that. Proceed back to the west where we fought Gohma(D2) then use that shiny new Magical Key to unlock the door to the south(D3).

Inside the room Link found the Dungeon Map in head south once more(D4) then through the east door(E4); have to kill the Blue Darknuts first if they appear.

Pay no attention to the enemies here, just make a mad dash for the stairs on the eastern side. These will move Link to the other side of the map, much closer to the final boss(B5). Take some time to defeat a horde of Pals Voices then proceed through the opened door to the west(A5); you don't need the key in the upper right corner anymore. Inside this next room(A5) light the way with the Red Candle or Magic Wand then head straight past all the Orange Darknuts to the room above(A4). Inside the old man will tell you "10th enemy has the


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5 [ ][ ][G ][ ][ ][ ][ ][ ][ ][ ][ ][ ]
6 [ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ]
7 [ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ]
8 [ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ]
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__ --Legend
|G8| E - Entrance
|F4| C - Compass
|H3| M - Dungeon Map
|H1| RR - Red Ring
|A2| SA - Silver Arrows.
|C5| G - Boss: Ganon
|C4| Z - Princess Zelda

...Hey, I told you it was big! Don't worry though a lot of the rooms hold nothing and will be skipped. Alright Ganon, here comes Link. From the entrance(G8) first head north(G7) the north once more(G6). Kill the two Green Zols and the two Like Likes so they won't bother you while you bomb a hole in the west wall and move into the next room in that direction(F6). Kill the pair of Moldorms here then push the left block in the diamond formation to gain access to the stairs. These will lead Link to a different part of the dungeon(E2). Once you emerge from the stairs in this new area(E2) kill any Like

Likes that get in the way as you head through the locked door to the east(F2). Light this room with the Red Candle or Magic Wand then quickly bomb the south wall and move into the next room(F3) while doing your best to avoid the Blue Wizzrobes. Inside this next room kill the lone Green Zol then bomb the south wall again to gain access to the room below(F4). Here kill all the Wizzrobes to

get the Compass then head back north(F3) then north once more(F2) back to the room that needed light. Light it once more and then continue through the east door(G2) then immediately south(G3), skipping the Patra for right now. Kill all

the Gels here, grab the five rupees that appear then bomb the east wall and go through to the next room(H3). Destroy the Patra here by killing all the smaller

portions that rotate the head then strike the head. After the Patra has fallen grab the Dungeon Map then bomb the north wall and proceed that direction(H2).

Run past all the enemies here and quickly bomb the north wall and proceed into the room above(H1). Here Link will have to fight five Wizzrobes while three Red

Bubbles move all about before being able to push the left block to access the stairs. Down these stairs rests the Red Ring that will split the damage Link takes in half once more, making it a quarter of the damage without any ring. This is an invaluable item to have against the upcoming battle with Ganon.

Once

Link is sporting a new red tunic head back south(H2) past the enemies here and south once more(H3) into the room where that Patra was moments ago. Head back west(G3) then north(G2) and defeat the other Patra we skipped. After it has been killed grab the bombs it leaves behind then move through the locked door to the room above(G1) where the old man tells Link to " Go to the next room". Bomb the western wall and proceed into the next room(F1). Defeat the three Blue

Wizzrobes and the pair of Orange Wizzrobes then push the left block in any direction to access another set of stairs as a shortcut. Take these stairs to emerge in the lower left portion of the dungeon(D7). Kill the five Green Zols here then unlock the door to the west(C7). Inside this room quickly kill the eight Blue Keese here for five rupees then proceed through the open door to

the west(B7). Kill another Patra here and then push the left block to gain access to another shortcut, this one takes Link a few rooms to the north(A3).

Once you emerge in this new area move quick to bomb a hole in the north wall and then move into the room above(A2); don't bother killing the Wizzrobes unless Link is running low on bombs. Inside this room(A2) kill the three Blue Wizzrobes and the pair of Orange Wizzrobes then push the center block in the column to the right to open another set of stairs that this time lead to the Silver Arrows. These arrows are the only thing that can be used to kill Ganon so they are greatly needed. Once Link has the arrows head back up the stairs and back south(A3). Take these stairs back before the shortcut(B7) then proceed

north through the open door(B6) and kill all the Like Likes to open the door to

the west(A6). Light this room with either the Red Candle or the Magic Wand then

destroy all five of the Green Zols before heading north to the room above through the locked door(A5). Run right past the Wizzrobes here unless you want to take the time to kill them for five rupees. Unlock the door above and move into the next room above(A4). Kill all the Wizzrobes then push the left block in any direction to uncover another stair shortcut in the upper right corner. There is a Trap over it so you'll have to lure it out before heading down the stairs. Link will emerge at the top of the Dungeon(E1). Don't bother with the Wizzrobes in this room, just bomb the west wall and proceed into the room behind(D1). Kill the Zols and Like Likes then push the left block to gain access to the last shortcut. This one takes Link back in towards the center of the dungeon, in a room right outside Ganon's Lair(C6).

Kill the Patra that guards the locked door here(C6) then take a second to equip

the Bow and Silver Arrows and to rest. When ready proceed through the door to the room above where Ganon waits(C5). The room will be dark at first but Link holds the newly formed Triforce of Wisdom above his head and the room is illuminated to reveal Ganon in the top right corner. Ganon appears like a large

blue Pig like creature with a menacing look on his face. He howls then disappears while shooting fireballs towards Link. To get him to reappear you need to first strike him with the Master Sword then deliver a fatal Silver Arrow to destroy him for good. Link will need to hit him with the Master Sword a total of four times before he will turn a dark brown indicating the time to strike him with a Silver Arrow. The only indication of where in the room Ganon is when he is invisible is the fireballs so hitting him four times can be a bit

tough. The best method is to stand still and let him come to you. Just swing your sword like mad and eventually he will cross paths with it while he teleports around the room. Link will take a few hearts of damage doing this but

with the Red Ring he should be able to withstand it. Once Ganon has been hit four times with the Master Sword he will reappear dark brown and stand still. Shoot a single Silver Arrow into his ugly face and he will implode leaving behind the Triforce of Power in his ashes. Evil is vanquished! Collect the Triforce of Power then move into the last room above(C4) where Princess Zelda awaits behind a wall of fire. Use the Master Sword to extinguish the flames and

finally complete the first quest.

Princess Zelda speaks. "Thanks Link, you're the hero of Hyrule. Finally peace

returns to Hyrule. This ends the story." Then the credits will roll while playing an upbeat tune. Finally it tells you another quest will start from here and that you should press Start to continue. Congrats on beating the first quest of this amazing game. Why stop there? Continue on to defeat the second quest and truly master this Legend.

~~~~~  
5.0 Heart Containers, Shops, Fairy Ponds, Hidden Rupees, Hidden Info and Warps.  
~~~~~

Use the browsers CTRL-F search function to jump to a specific area.

~~~~~  
Heart Containers  
~~~~~

Shown below are the directions to all the Heart Containers by Quest as well as how to retrieve them. Each Quest has a total of 13 Heart Containers for Link to collect on top of the 3 he starts with. They are listed in no specific order.

Quest One
~~~~~

|   | A   | B   | C   | D   | E   | F   | G   | H   | I   | J   | K   | L   | M    | N   | O   | P    |
|---|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|------|-----|-----|------|
| 1 | [ ] | [ ] | [ ] | [ ] | [ ] | [ ] | [ ] | [ ] | [ ] | [ ] | [ ] | [ ] | [5]  | [ ] | [ ] | [ ]  |
| 2 | [ ] | [ ] | [ ] | [ ] | [ ] | [ ] | [ ] | [ ] | [ ] | [ ] | [ ] | [ ] | [ ]  | [ ] | [ ] | [ ]  |
| 3 | [ ] | [ ] | [6] | [ ] | [ ] | [ ] | [ ] | [ ] | [ ] | [ ] | [ ] | [ ] | [13] | [ ] | [ ] | [12] |
| 4 | [ ] | [ ] | [ ] | [ ] | [ ] | [ ] | [ ] | [1] | [ ] | [ ] | [ ] | [ ] | [2]  | [ ] | [ ] | [ ]  |
| 5 | [ ] | [ ] | [7] | [ ] | [ ] | [4] | [ ] | [9] | [ ] | [ ] | [ ] | [ ] | [ ]  | [ ] | [ ] | [ ]  |
| 6 | [ ] | [ ] | [ ] | [ ] | [ ] | [ ] | [ ] | [ ] | [ ] | [ ] | [ ] | [ ] | [ ]  | [ ] | [ ] | [11] |
| 7 | [ ] | [ ] | [ ] | [ ] | [ ] | [ ] | [ ] | [ ] | [ ] | [ ] | [ ] | [ ] | [ ]  | [8] | [ ] | [ ]  |
| 8 | [ ] | [ ] | [ ] | [ ] | [3] | [ ] | [ ] | [ ] | [ ] | [ ] | [ ] | [ ] | [10] | [ ] | [ ] | [ ]  |

Heart Container #1 [ ] - Reward for defeating Aquamentus in Dungeon One(H4).

Heart Container #2 [ ] - Reward for defeating Dodongo in Dungeon Two(M4).

Heart Container #3 [ ] - Reward for defeating Manhandla in Dungeon Three(E8).

Heart Container #4 [ ] - Reward for defeating Gleeok in Dungeon Four(F5).

Heart Container #5 [ ] - Reward for defeating Digdogger in Dungeon Five(L1).

Heart Container #6 [ ] - Reward for defeating Gohma in Dungeon Six(C3).

Heart Container #7 [ ] - Reward for defeating Aquamentus in Dungeon Seven(C5).

Heart Container #8 [ ] - Reward for defeating Gleeok in Dungeon Eight(N7).

Heart Container #9 [ ] - Found by burning the fifth bush from the right in area H5.

Heart Container #10 [ ] - Found by blowing a hole in the mountain to the left

of the north path in area L8.

Heart Container #11 [ ] - Found on a small platform in the water accessible only by using the stepladder in area P6.

Heart Container #12 [ ] - Found on an island in a cave accessible only by using the raft from area P4 north into P3.

Heart Container #13 [ ] - Found by blowing a hole in the large rock in the middle of area M3.

Quest Two  
~~~~~

	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P
1	[]	[]	[]	[]	[]	[]	[12]	[]	[]	[]	[]	[]	[]	[]	[]	[]
2	[]	[]	[]	[]	[]	[]	[]	[]	[]	[8]	[]	[4]	[]	[]	[]	[]
3	[11]	[]	[]	[]	[]	[]	[]	[]	[]	[]	[]	[]	[]	[]	[]	[10]
4	[6]	[]	[]	[]	[2]	[]	[]	[1]	[]	[]	[13]	[]	[3]	[]	[]	[]
5	[]	[]	[]	[]	[]	[5]	[]	[]	[]	[]	[]	[]	[]	[]	[]	[]
6	[]	[]	[]	[]	[]	[]	[]	[]	[]	[]	[]	[]	[]	[]	[]	[9]
7	[]	[]	[]	[]	[]	[]	[]	[]	[]	[]	[]	[]	[7]	[]	[]	[]
8	[]	[]	[]	[]	[]	[]	[]	[]	[]	[]	[]	[]	[]	[]	[]	[]

Heart Container #1 [] - Reward for defeating Aquamentus in Dungeon One(H4).

Heart Container #2 [] - Reward for defeating Gleeok in Dungeon Two(E4).

Heart Container #3 [] - Reward for defeating Dodongo in Dungeon Three(M4).

Heart Container #4 [] - Reward for defeating Digdogger in Dungeon Four(L2).

Heart Container #5 [] - Reward for defeating Gleeok in Dungeon Five(F5).

Heart Container #6 [] - Reward for defeating Gohma in Dungeon Six(A4).

Heart Container #7 [] - Reward for defeating Gleeok in Dungeon Seven(M7).

Heart Container #8 [] - Reward for defeating Dodongo in Dungeon Eight(J2).

Heart Container #9 [] - Found on a small platform in the water accessible only by using the stepladder in area P6.

Heart Container #10 [] - Found on an island in a cave accessible only by using the raft from area P4 north into P3.

Heart Container #11 [] - Found by pushing the second grave from the left in the middle row in area A3.

Heart Container #12 [] - Found by playing the Recorder in area G1 then going down the stairs that appear.

Heart Container #13 [] - Found by playing the Recorder in area K4 then going down the stairs that appear.

~~~~~

## Shops

~~~~~

Shown below are the locations of all the shops in both Quest One and Quest Two as well as what they sell and for how much. Shops are listed in no particular order.

Quest One

~~~~~

|   | A   | B   | C   | D   | E    | F    | G    | H    | I   | J    | K    | L    | M   | N    | O    | P   |      |
|---|-----|-----|-----|-----|------|------|------|------|-----|------|------|------|-----|------|------|-----|------|
| 1 | [ ] | [ ] | [ ] | [ ] | [1]  | [ ]  | [ ]  | [ ]  | [ ] | [ ]  | [ ]  | [ ]  | [ ] | [2]  | [3]  | [ ] | [ ]  |
| 2 | [ ] | [ ] | [4] | [ ] | [ ]  | [ ]  | [ ]  | [ ]  | [ ] | [ ]  | [ ]  | [ ]  | [ ] | [ ]  | [ ]  | [ ] | [ ]  |
| 3 | [ ] | [ ] | [ ] | [ ] | [ ]  | [5]  | [6]  | [7]  | [ ] | [ ]  | [ ]  | [ ]  | [ ] | [ ]  | [ ]  | [ ] | [ ]  |
| 4 | [ ] | [ ] | [ ] | [8] | [9]  | [ ]  | [ ]  | [ ]  | [ ] | [ ]  | [ ]  | [ ]  | [ ] | [ ]  | [ ]  | [ ] | [ ]  |
| 5 | [ ] | [ ] | [ ] | [ ] | [10] | [ ]  | [11] | [ ]  | [ ] | [ ]  | [12] | [13] | [ ] | [14] | [ ]  | [ ] | [ ]  |
| 6 | [ ] | [ ] | [ ] | [ ] | [ ]  | [ ]  | [ ]  | [ ]  | [ ] | [ ]  | [ ]  | [ ]  | [ ] | [ ]  | [15] | [ ] | [ ]  |
| 7 | [ ] | [ ] | [ ] | [ ] | [ ]  | [18] | [ ]  | [19] | [ ] | [ ]  | [ ]  | [ ]  | [ ] | [ ]  | [ ]  | [ ] | [16] |
| 8 | [ ] | [ ] | [ ] | [ ] | [ ]  | [ ]  | [ ]  | [ ]  | [ ] | [17] | [ ]  | [ ]  | [ ] | [ ]  | [ ]  | [ ] | [ ]  |

Shop #1: Shop is located in area E1. It sells Red Potions for 68 rupees and Blue Potions for 40 rupees.

Shop #2: Shop is located in area M1. It sells Large Shields for 160 rupees, Small Key for 100 rupees and a Blue Candle for 60 rupees.

Shop #3: Shop is located in area N1 and is only accessible after blowing a hole in the top right corner of the mountain. It sells Red potions for 68 rupees and Blue Potions for 40 rupees.

Shop #4: Shop is located in area C2 and is only accessible after blowing a hole in the mountain side above the left tree in the first row. It sells Large Shields for 90 rupees, Food for 100 rupees and small hearts for 10 rupees.

Shop #5: Shop is located in area F3. It sells Large Shields for 130 rupees, Bombs for 20 rupees and Arrows for 120 rupees.

Shop #6: Shop is located in area G3 and is only accessible after blowing a hole in the mountain side directly north of the southern path. It sells Large Shields for 90 rupees, Food for 100 rupees and small hearts for 10 rupees.

Shop #7: Shop is located in area H3 and is only accessible after blowing a hole in the mountain side at the east most side. It sells Red Potions for 68 rupees and Blue Potions for 40 rupees.

Shop #8: Shop is located in area D4 and is only accessible after blowing a hole in the mountain between the two sets of stairs. It sells Red Potions for 68 rupees and Blue Potions for 40 rupees.

Shop #9: Shop is located in area E4 underneath the middle statue in the top row.

It sells small keys for 80 rupees, Blue Rings for 250 rupees and Food for 60 rupees.

Shop #10: Shop is located in area E5. It sells Large Shields for 130 rupees, Bombs for 20 rupees and Arrows for 80 rupees.

Shop #11: Shop is located in area G5 and is only accessible after burning the corner bush. It sells Large Shields for 90 rupees, Food for 100 rupees and small hearts for 10 rupees.

Shop #12: Shop is located in area K5. It sells Large Shields for 130 rupees, Bombs for 20 rupees and Arrows for 80 rupees.

Shop #13: Shop is located in area L5 and is only accessible by burning the third bush from the top on the east side of the main path. It sells Red Potions for 68 rupees and Blue Potions for 40 rupees.

Shop #14: Shop is located in area N5 and is only accessible by burning the last bush to the south in the eastern row. It sells Large Shields for 90 rupees, Food for 100 rupees and small hearts for 10 rupees.

Shop #15: Shop is located in area O6. It sells Large Shields for 160 rupees, small keys for 100 rupees and Blue Candles for 60 rupees.

Shop #16: Shop is located in area P7. It sells Large Shields for 130 rupees, Bombs for 20 rupees and Arrows for 80 rupees.

Shop #17: Shop is located in area I8 and is only accessible after burning the last bush in the second row from the east. It sells Red Potions for 68 rupees and Blue Potions for 40 rupees.

Shop #18: Shop is located in area E7. It sells Red Potions for 68 rupees and Blue Potions for 40 rupees.

Shop #19: Shop is located in area G7. It sells Large Shields for 160 rupees, Small keys for 100 rupees and Blue Candles for 60 rupees.

#### Quest Two

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	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	
1	[]	[]	[2]	[]	[6]	[]	[]	[]	[]	[]	[]	[]	[]	[22]	[20]	[23]	[5]
2	[]	[]	[3]	[]	[]	[12]	[]	[]	[10]	[]	[]	[]	[]	[]	[]	[]	[]
3	[]	[]	[]	[]	[]	[13]	[15]	[]	[]	[14]	[]	[]	[]	[]	[]	[]	[]
4	[]	[]	[]	[7]	[]	[]	[]	[]	[]	[]	[]	[]	[]	[]	[]	[]	[]
5	[]	[]	[]	[]	[8]	[]	[]	[]	[]	[]	[18]	[19]	[]	[21]	[]	[]	[]
6	[]	[]	[]	[]	[]	[]	[]	[]	[]	[]	[]	[]	[]	[]	[]	[]	[]
7	[]	[]	[]	[]	[4]	[]	[]	[17]	[]	[]	[]	[]	[]	[]	[]	[]	[1]
8	[]	[]	[]	[]	[]	[]	[]	[]	[11]	[]	[]	[]	[]	[]	[]	[24]	[]

Shop #1: Shop is located in area P7. It sells Large Shields for 130 rupees, Bombs for 20 rupees and Arrows for 80 rupees.

Shop #2: Shop is located in area C1 and is accessible by bombing the northern mountain side. It sells Red Potions for 68 rupees and Blue Potions for 40 rupees.

Shop #3: Shop is located in area C2 and is accessible by bombing the northern mountain side; just to the right of the stairs. It sells Large Shields for 90 rupees, Food for 100 rupees and small hearts for 10 rupees.

Shop #4: Shop is located in area E7. It sells Red Potions for 68 rupees and Blue Potions for 40 rupees.

Shop #5: Shop is located in area P1. It sells Blue Rings for 250 rupees, small keys for 80 rupees and Food for 60 rupees.

Shop #6: Shop is located in area E1. It sells Red Potions for 68 rupees and Blue Potions for 40 rupees.

Shop #7: Shop is located in area D4 and is accessible by bombing the mountain side to the north; just between the two sets of stairs. It sells Red Potions for 68 rupees and Blue Potions for 40 rupees.

Shop #8: Shop is located in area E5. It sells Large Shields for 130 rupees, Bombs for 20 rupees and Arrows for 80 rupees.

Shop #9: Shop is located in area E8. It sells Large Shields for 160 rupees, small keys for 100 rupees and Blue Candles for 60 rupees.

Shop #10: Shop is located in area I2 and is accessible by bombing the north mountain side; stand under where it shows how many bombs Link has. Stepladder is required to reach. It sells Red Potions for 68 rupees and Blue Potions for 40 rupees.

Shop #11: Shop is located in area I8 and is accessible by burning the second bush to the south in the second column in the middle. It sells Red Potions for 68 rupees and Blue Potions for 40 rupees.

Shop #12: Shop is located in area F2 and is accessible by bombing the northern mountain side, directly above the stairs. It sells Large Shields for 160 rupees, small keys for 100 rupees and Blue Candles for 60 rupees.

Shop #13: Shop is located in area F3. It sells Large Shields for 130 rupees, Bombs for 20 rupees and Arrows for 80 rupees.

Shop #14: Shop is located in area J3 and is accessible by using the Recorder to reveal the entrance. It sells Red Potions for 68 rupees and Blue Potions for 40 rupees.

Shop #15: Shop is located in area G3 and is accessible by the northern mountain side. It sells Large Shields for 90 rupees, Food for 100 rupees and small hearts for 10 rupees.

Shop #16: Shop is located in area G5 and is accessibly by burning the corner bush. It sells Large Shields for 90 rupees, Food for 100 rupees and small hearts for 10 rupees.

Shop #17: Shop is located in area G7. It sells Large Shields for 160 rupees, small keys for 100 rupees and Blue Candles for 60 rupees.

Shop #18: Shop is located in area K5. It sells Large Shields for 130 rupees, Bombs for 20 rupees and Arrows for 80 rupees.

Shop #19: Shop is located in area L5 and is accessible by burning the third bush on the east side of the pathway. It sells Red Potions for 68 rupees and Blue Potions for 40 rupees.

Shop #20: Shop is located in area N1 and is accessible by bombing the northern wall just to the left of the turn on the west. It sells Red Potions for 68 rupees and Blue Potions for 40 rupees.

Shop #21: Shop is located in area N5 and is accessible by the south bush in the first column in the middle from the east. It sells Large Shields for 90 rupees, Food for 100 rupees and small hearts for 10 rupees.

Shop #22: Shop is located in area M1. It sells Large Shields for 160 rupees, small keys for 100 rupees and Blue Candles for 60 rupees.

Shop #23: Shop is located in area O1. It sells Large Shields for 160 rupees, small keys for 100 rupees and Blue Candles for 60 rupees.

Shop #24: Shop is located in area O8. It sells Large Shields for 160 rupees, small keys for 100 rupees and Blue Candles for 60 rupees.

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Fairy Ponds  
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Fairy ponds are just that, ponds with fairies! There Link can refill his life to the maximum. Each Quest has two ponds located in different parts of Hyrule. It's good to know the locations and how to get there from any point.

Quest One
~~~~~

|   | A   | B   | C   | D    | E   | F   | G   | H   | I   | J    | K   | L   | M   | N   | O   | P   |
|---|-----|-----|-----|------|-----|-----|-----|-----|-----|------|-----|-----|-----|-----|-----|-----|
| 1 | [ ] | [ ] | [ ] | [ ]  | [ ] | [ ] | [ ] | [ ] | [ ] | [ ]  | [ ] | [ ] | [ ] | [ ] | [ ] | [ ] |
| 2 | [ ] | [ ] | [ ] | [ ]  | [ ] | [ ] | [ ] | [ ] | [ ] | [ ]  | [ ] | [ ] | [ ] | [ ] | [ ] | [ ] |
| 3 | [ ] | [ ] | [ ] | [ ]  | [ ] | [ ] | [ ] | [ ] | [ ] | [ ]  | [ ] | [ ] | [ ] | [ ] | [ ] | [ ] |
| 4 | [ ] | [ ] | [ ] | [ ]  | [ ] | [ ] | [ ] | [ ] | [ ] | [FP] | [ ] | [ ] | [ ] | [ ] | [ ] | [ ] |
| 5 | [ ] | [ ] | [ ] | [FP] | [ ] | [ ] | [ ] | [ ] | [ ] | [ ]  | [ ] | [ ] | [ ] | [ ] | [ ] | [ ] |
| 6 | [ ] | [ ] | [ ] | [ ]  | [ ] | [ ] | [ ] | [ ] | [ ] | [ ]  | [ ] | [ ] | [ ] | [ ] | [ ] | [ ] |
| 7 | [ ] | [ ] | [ ] | [ ]  | [ ] | [ ] | [ ] | [ ] | [ ] | [ ]  | [ ] | [ ] | [ ] | [ ] | [ ] | [ ] |
| 8 | [ ] | [ ] | [ ] | [ ]  | [ ] | [ ] | [ ] | [ ] | [ ] | [ ]  | [ ] | [ ] | [ ] | [ ] | [ ] | [ ] |

Quest Two  
~~~~~

	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P
1	[]	[]	[]	[]	[]	[]	[]	[]	[]	[]	[]	[FP]	[]	[]	[]	[]

This stash is worth 100 rupees.

Hidden Rupees #7: Hidden Rupees are located in area N7 and are accessible by bombing the mountain side to the right of the stairs. This stash is worth 30 rupees.

Hidden Rupees #8: Hidden Rupees are located in area N8 and are accessible by pushing the right Armos Statue then going down the revealed stairs. This stash is worth 30 rupees.

Hidden Rupees #9: : Hidden Rupees are located in area N8 and are accessible by pushing the right Armos Statue then going down the revealed stairs. This stash is worth 10 rupees.

Hidden Rupees #10: Hidden Rupees are located in area I5 and are accessible by burning the first bush along the eastern side. This stash is worth 30 rupees.

Hidden Rupees #11: Hidden Rupees are located in area L6 and are accessible by burning the south bush in the first column from the west. This stash is worth 10 rupees.

Hidden Rupees #12: Hidden Rupees are located in area L7 and are accessible by burning the south bush in the second column from the east. This stash is worth 100 rupees.

Hidden Rupees #13: Hidden Rupees are located in area M8 and are accessible by bombing the mountain side in the center. If you stand under where it shows Links current amount of money, keys and bombs you'll be lined up fine. This is a gambling area.

Hidden Rupees #14: Hidden Rupees are located in area H7 and are accessible by bombing the mountain side to the north, directly above the path to the south. This stash is worth 30 rupees.

Hidden Rupees #15: Hidden Rupees are located in area G8 and are accessible by bombing the mountain side to the north, above the second rock from the west. This is a gambling area.

Hidden Rupees #16: Hidden Rupees are located in area C7 and are accessible by burning the third bush in the middle column. This stash is worth 100 rupees.

Hidden Rupees #17: Hidden Rupees are located in area B6 and are accessible by burning the last bush to the south in the east most column. This stash is worth 10 rupees.

Hidden Rupees #18: Hidden Rupees are located in area B8 and are accessible by bombing the mountain side to the north. If you stand under where it shows Links current amount of money, keys and bombs you'll be lined up fine. This stash is worth 30 rupees.

Hidden Rupees #19: Hidden Rupees are located in area G6 and are accessible by burning the bottom bush in the first column in the middle from the west. This stash is worth 10 rupees.

Quest Two Hidden Rupees
~~~~~

|   | A    | B   | C   | D   | E   | F   | G    | H   | I    | J   | K   | L   | M    | N    | O    | P    |
|---|------|-----|-----|-----|-----|-----|------|-----|------|-----|-----|-----|------|------|------|------|
| 1 | [ ]  | [ ] | [ ] | [ ] | [ ] | [ ] | [ ]  | [ ] | [ ]  | [ ] | [ ] | [ ] | [ ]  | [ ]  | [ ]  | [ ]  |
| 2 | [15] | [ ] | [ ] | [3] | [ ] | [ ] | [19] | [ ] | [ ]  | [ ] | [ ] | [ ] | [ ]  | [ ]  | [ ]  | [17] |
| 3 | [ ]  | [ ] | [1] | [ ] | [ ] | [ ] | [ ]  | [ ] | [9]  | [ ] | [ ] | [6] | [ ]  | [11] | [ ]  | [ ]  |
| 4 | [ ]  | [ ] | [ ] | [ ] | [ ] | [ ] | [ ]  | [ ] | [ ]  | [ ] | [ ] | [ ] | [ ]  | [13] | [ ]  | [ ]  |
| 5 | [ ]  | [ ] | [ ] | [ ] | [ ] | [ ] | [ ]  | [ ] | [10] | [ ] | [ ] | [ ] | [ ]  | [ ]  | [12] | [ ]  |
| 6 | [ ]  | [2] | [ ] | [4] | [ ] | [ ] | [5]  | [ ] | [8]  | [ ] | [ ] | [7] | [ ]  | [ ]  | [ ]  | [ ]  |
| 7 | [16] | [ ] | [ ] | [ ] | [ ] | [ ] | [ ]  | [ ] | [ ]  | [ ] | [ ] | [ ] | [ ]  | [ ]  | [ ]  | [ ]  |
| 8 | [ ]  | [ ] | [ ] | [ ] | [ ] | [ ] | [20] | [ ] | [ ]  | [ ] | [ ] | [ ] | [18] | [ ]  | [ ]  | [ ]  |

Hidden Rupees #1: Hidden Rupees are located in area C3. This stash is worth 30 rupees.

Hidden Rupees #2: Hidden Rupees are located in area B6 and are accessible by burning the last bush to the east in the lower row. This stash is worth 10 rupees.

Hidden Rupees #3: Hidden Rupees are located in area D2 and are accessible by bombing the northern mountain side just to the left of the stairs. This stash is worth 30 rupees.

Hidden Rupees #4: Hidden Rupees are located in area D6 and are accessible by burning the lower green bush in the middle of the area to the west. This stash is worth 100 rupees.

Hidden Rupees #5: Hidden Rupees are located in area G6 and are accessible by burning the lower bush in the single column in the middle. This stash is worth 10 rupees.

Hidden Rupees #6: Hidden Rupees are located in area L3 and area accessible by using the Recorder to reveal stairs. This stash is worth 10 rupees.

Hidden Rupees #7: Hidden Rupees are located in area L6 and are accessible by burning the lower bush in the western most column in the middle. This stash is worth 10 rupees.

Hidden Rupees #8: Hidden Rupees are located in area I6 and are accessible by using the Recorder to reveal stairs. This stash is worth 30 rupees.

Hidden Rupees #9: Hidden Rupees are located in area I3 and are accessible by burning the lower green bush in the west column in the middle. This stash is worth 30 rupees.

Hidden Rupees #10: Hidden Rupees are located in area I5 and are accessible by burning the green bush in the top right corner. This stash is worth 30 rupees.

Hidden Rupees #11: Hidden Rupees are located in area N3 and are accessible by bombing the mountain side just to the right of the stairs. This stash is worth 30 rupees.

Hidden Rupees #12: Hidden Rupees are located in area O5 and are accessible by revealing the stairs under the right Armos Statue. This stash is worth 10 rupees.

Hidden Rupees #13: Hidden Rupees are located in area N4 and are accessible by revealing the stairs under the right Armos Statue. This stash is worth 30 rupees.

Hidden Rupees #14: Hidden Rupees are located in area O7 and are accessible by using the Recorder to reveal stairs. This stash is worth 10 rupees.

Hidden Rupees #15: Hidden Rupees are located in area A2 and are accessible by bombing the northern mountain side just to the right of the stairs. This is a gambling area.

Hidden Rupees #16: Hidden Rupees are located in area A7 and are accessible by using the Recorder to reveal stairs. This is gambling area.

Hidden Rupees #17: Hidden Rupees are located in area P2. This is a gambling area.

Hidden Rupees #18: Hidden Rupees are located in area M8 and are accessible by bombing the northern mountain side. Stand beneath where it shows Links current amount of bombs to be lined up. This is a gambling area.

Hidden Rupees #19: Hidden Rupees are located in area G2 and are accessible by bombing the northern mountain side; just after the formation that forms a right angle. This is a gambling area.

Hidden Rupees #20: Hidden Rupees are located in area G8 and is accessible by bombing the northern mountain side; right above and slightly to the right of the second block in the arrow shaped formation. This is gambling area.

#### Quest One Door Repair Charges

~~~~~

	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P
1	[]	[1]	[]	[2]	[]	[]	[]	[4]	[]	[]	[]	[]	[]	[]	[]	[]
2	[]	[]	[]	[]	[3]	[]	[]	[]	[]	[]	[]	[]	[]	[]	[5]	[]
3	[]	[]	[]	[]	[]	[]	[]	[]	[]	[]	[]	[]	[]	[]	[]	[]
4	[]	[]	[]	[]	[]	[]	[]	[]	[]	[]	[]	[]	[]	[]	[]	[]
5	[]	[]	[]	[]	[]	[]	[]	[]	[]	[]	[]	[]	[]	[]	[]	[]
6	[]	[]	[]	[]	[]	[]	[]	[]	[]	[]	[]	[]	[]	[]	[]	[]
7	[]	[]	[]	[9]	[]	[]	[]	[]	[8]	[]	[6]	[]	[]	[]	[]	[]
8	[]	[]	[]	[]	[]	[]	[]	[]	[]	[]	[]	[]	[]	[7]	[]	[]

Door Repair Charge #1: Charge is located in area B1 and is accessible by bombing the north mountain where the formations forms a right angle. The repair will cost Link 20 rupees.

Door Repair Charge #2: Charge is located in area D1 and is accessible by bombing the mountain side right above the stairs, just to the left. The repair will cost Link 20 rupees.

Door Repair Charge #3: Charge is located in area E2 and is accessible by bombing the mountain side to the north of the last column of Armos Statues. The repair will cost Link 20 rupees.

Door Repair Charge #4: Charge is located in H1 and is accessible by bombing the mountain side to the north, right at the start of the narrow section. The repair will cost Link 20 rupees.

Door Repair Charge #5: Door Repair Charge is located in area O2 and is accessible by bombing the north mountain side after the narrow section but before heading into the east area. This repair will cost Link 20 rupees.

Door Repair Charge #6: Door Repair Charge is located in area K7 and is accessible by burning the bottom bush in the column of two in the middle. This repair will cost Link 20 rupees.

Door Repair Charge #7: Door Repair Charge is located in area N8 and is accessible by bombing the mountain side in the center. If you stand under where it shows Links current amount of money, keys and bombs you'll be lined up fine. This repair will cost Link 20 rupees.

Door Repair Charge #8: Door Repair Charge is located in area I7 and is accessible by burning the second bush in the first column in the middle, from the west. This repair will cost Link 20 rupees.

Door Repair Charge #9: Door Repair Charge is located in area D7 and is accessible by burning the second bush to the south in the second column in the middle, from the west. This repair will cost Link 20 rupees.

Quest Two Door Repair Charges
~~~~~

|   | A   | B    | C    | D    | E    | F   | G   | H    | I    | J   | K    | L   | M   | N    | O    | P   |
|---|-----|------|------|------|------|-----|-----|------|------|-----|------|-----|-----|------|------|-----|
| 1 | [ ] | [1 ] | [ ]  | [2 ] | [ ]  | [ ] | [ ] | [5 ] | [ ]  | [ ] | [ ]  | [ ] | [ ] | [ ]  | [ ]  | [ ] |
| 2 | [ ] | [ ]  | [ ]  | [ ]  | [6 ] | [ ] | [ ] | [ ]  | [ ]  | [ ] | [ ]  | [ ] | [ ] | [ ]  | [8 ] | [ ] |
| 3 | [ ] | [ ]  | [ ]  | [ ]  | [ ]  | [ ] | [ ] | [ ]  | [ ]  | [ ] | [ ]  | [ ] | [ ] | [ ]  | [ ]  | [ ] |
| 4 | [ ] | [ ]  | [ ]  | [ ]  | [ ]  | [ ] | [ ] | [ ]  | [ ]  | [ ] | [ ]  | [ ] | [ ] | [ ]  | [ ]  | [ ] |
| 5 | [ ] | [ ]  | [ ]  | [ ]  | [ ]  | [ ] | [ ] | [ ]  | [ ]  | [ ] | [ ]  | [ ] | [ ] | [ ]  | [ ]  | [ ] |
| 6 | [ ] | [ ]  | [ ]  | [ ]  | [ ]  | [ ] | [ ] | [ ]  | [ ]  | [ ] | [ ]  | [ ] | [ ] | [ ]  | [ ]  | [ ] |
| 7 | [ ] | [ ]  | [ ]  | [4 ] | [ ]  | [ ] | [ ] | [ ]  | [10] | [ ] | [9 ] | [ ] | [ ] | [ ]  | [ ]  | [ ] |
| 8 | [ ] | [ ]  | [3 ] | [ ]  | [ ]  | [ ] | [ ] | [ ]  | [ ]  | [ ] | [ ]  | [ ] | [ ] | [7 ] | [ ]  | [ ] |

Door Repair Charge #1: Door Repair Charge is located in area B1 and is accessible by bombing the northern mountain side; just after the formation that forms a right angle. This repair will cost Link 20 rupees.

Door Repair Charge #2: Door Repair Charge is located in area D1 and is accessible by bombing the northern mountain side above the stairs, slightly to the left. This repair will cost Link 20 rupees.

Door Repair Charge #3: Door Repair Charge is located in area C8 and is accessible by bombing the first bush in the column that forms the right angle. This repair will cost Link 20 rupees.

Door Repair Charge #4: Door Repair Charge is located in area D7 and is accessible by burning the lower bush in the second column in the middle from the west. This repair will cost Link 20 rupees.

Door Repair Charge #5: Door Repair Charge is located in area H1 and is accessible by bombing the northern mountain side, right where it starts to get narrow. This repair will cost Link 20 rupees.

Door Repair Charge #6: Door Repair Charge is located in area E2 and is accessible by bombing the northern mountain side, right above the last Armos Statue from the west. This repair will cost Link 20 rupees.

Door Repair Charge #7: Door Repair Charge is located in area N8 and is accessible by bombing the northern mountain side. Stand right under where it shows Links current amount of bombs to line up. This repair will cost Link 20 rupees.

Door Repair Charge #8: Door Repair Charge is located in area O2 and is accessible by bombing the northern mountain side in the corner, just slightly to the right. This repair will cost Link 20 rupees.

Door Repair Charge #9: Door Repair Charge is located in area K7 and is accessible by burning the lower bush in the middle. This repair will cost Link 20 rupees.

Door Repair Charge #10: Door Repair Charge is located in area I7 and is accessible by burning the lower bush in the middle on the east side. This repair will cost Link 20 rupees.

~~~~~  
Hidden Info
~~~~~

All around Hyrule are people that will give Link useful information in return for some rupees. Listed below are all of these people as well as how much to pay them. Informants are in the same locations and give the same info for both Quest One and Quest Two

|   | A    | B   | C   | D   | E   | F    | G   | H   | I   | J   | K    | L   | M    | N   | O   | P   |
|---|------|-----|-----|-----|-----|------|-----|-----|-----|-----|------|-----|------|-----|-----|-----|
| 1 | [ ]  | [ ] | [ ] | [ ] | [ ] | [ ]  | [ ] | [ ] | [ ] | [ ] | [ ]  | [ ] | [ ]  | [ ] | [ ] | [ ] |
| 2 | [ ]  | [ ] | [ ] | [ ] | [ ] | [ ]  | [ ] | [ ] | [ ] | [ ] | [2 ] | [ ] | [ ]  | [ ] | [ ] | [ ] |
| 3 | [ ]  | [ ] | [ ] | [ ] | [ ] | [ ]  | [ ] | [ ] | [ ] | [ ] | [ ]  | [ ] | [ ]  | [ ] | [ ] | [ ] |
| 4 | [ ]  | [ ] | [ ] | [ ] | [ ] | [ ]  | [ ] | [ ] | [ ] | [ ] | [ ]  | [ ] | [ ]  | [ ] | [ ] | [ ] |
| 5 | [ ]  | [ ] | [ ] | [ ] | [ ] | [ ]  | [ ] | [ ] | [ ] | [ ] | [ ]  | [ ] | [ ]  | [ ] | [ ] | [ ] |
| 6 | [ ]  | [ ] | [ ] | [ ] | [ ] | [ ]  | [ ] | [ ] | [ ] | [ ] | [ ]  | [ ] | [ ]  | [ ] | [ ] | [ ] |
| 7 | [ ]  | [ ] | [ ] | [ ] | [ ] | [ ]  | [ ] | [ ] | [ ] | [ ] | [ ]  | [ ] | [ ]  | [ ] | [ ] | [ ] |
| 8 | [1 ] | [ ] | [ ] | [ ] | [ ] | [3 ] | [ ] | [ ] | [ ] | [ ] | [ ]  | [ ] | [4 ] | [ ] | [ ] | [ ] |

Hidden Informant #1: This informant is located in area A8; inside the cave.  
For 10 rupees: "This ain't enough to talk."  
For 30 rupees: Go north, west, south, west to the forest of Maze."  
For 50 rupees: "Boy, you're rich!"

Hidden Informant #2: This informant is located in area K2; inside the waterfall.  
For 5 rupees: "This ain't enough to talk."  
For 10 rupees: "This ain't enough to talk."  
For 20 rupees: "Go up, up the mountain ahead."

Hidden Informant #3: This informant is located in area F8; inside the cave.  
For free: "Meet the old man at the grave."

Hidden Informant #4: This informant is located in area M2; under the third

Armos Statue from the west in the first row.  
For free: " Secret is in the tree at the dead-end."

~~~~~  
Warps
~~~~~

There is a set of underground tunnels that work as a shortcut system to four different points around Hyrule. Each entry point presents Link with three roads to choose from that send him to three different points around Hyrule. All roads are connected in a large loop. The roads and locations are the same for Both Quest One and Quest Two.

Entry Points  
~~~~~

	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P
1	[]	[]	[]	[]	[]	[]	[]	[]	[]	[]	[]	[]	[]	[]	[]	[]
2	[]	[]	[]	[]	[]	[]	[]	[]	[]	[]	[]	[]	[]	[]	[3]	[]
3	[]	[]	[]	[4]	[]	[]	[]	[]	[]	[]	[]	[]	[]	[]	[]	[]
4	[]	[]	[]	[]	[]	[]	[]	[]	[]	[]	[]	[]	[]	[]	[]	[]
5	[]	[]	[]	[]	[]	[]	[]	[]	[]	[2]	[]	[]	[]	[]	[]	[]
6	[]	[]	[]	[]	[]	[]	[]	[]	[]	[]	[]	[]	[]	[]	[]	[]
7	[]	[]	[]	[]	[]	[]	[]	[]	[]	[]	[]	[]	[]	[]	[]	[]
8	[]	[]	[]	[]	[]	[]	[]	[]	[]	[1]	[]	[]	[]	[]	[]	[]

Entry #1: Road 1 leads to entry point #3, Road 2 leads to entry point #4 and Road 3 leads to entry point #2.

Entry #2: Road 1 leads to entry point #1, Road 2 leads to entry point #3 and Road 3 leads to entry point #4.

Entry #3: Road 1 leads to entry point #4, Road 2 leads to entry point #2 and Road 3 leads to entry point #1.

Entry #4: Road 1 leads to entry point #2, Road 2 leads to entry point #1 and Road 3 leads to entry point #3.

~~~~~  
6.0 Beastiary  
~~~~~

This section covers all the enemies and bosses found in The Legend of Zelda including visual descriptions, tactics to defeat them and other useful information.

~~~~~  
Enemies  
~~~~~


Red Octoroc

~~~~~

The Red Octoroc is a round bug like creature with eight legs, big eyes and a long shaft like nose that is used to shoot rocks at its enemies. They are mostly found in the overworld area of Hyrule and are quite easy to defeat. Simply strike with the sword while blocking its shots and Red Octoroc will fall

quickly. A number of other weapons work also including the bow and arrow but it's simple offensive nature makes the sword the best bet.

## Blue Octoroc

~~~~~

The Blue Octoroc is a round bug like creature with eight legs, big eyes and a long shaft like nose that is used to shoot rocks at its enemies. They are mostly found in the overworld area of Hyrule and are quite easy to defeat; their only differences between their red brothers are their numbers and speed of attacking. Simply strike with the sword while blocking its shots and Blue Octoroc will fall quickly. A number of other weapons work also including the bow and arrow but it's simple offensive nature makes the sword the best bet.

Peahat

~~~~~

Peahat is a flying enemy found in the overworld of Hyrule. An orange blob like creature that maintains flight by way of the propellers at the top, their main motives are mostly defense although they can attack by ramming into threats. Simple enough in small numbers but large groups can prove dangerous. It's best to ignore and avoid the Peahat but if you must attack then simple sword strikes

or even arrows will work.

## Orange Tektikes

~~~~~

Large, orange spiders that make large leaps around their respective areas, they

aren't much of a threat alone but in large numbers they can be a hassle.

Attack

with the sword when they rest after a jump or attack from the distance with arrows. A rare sight in the Hyrule mountain areas they are better left to their

own devices unless Link is in the mood for squashing spiders.

Blue Tektikes

~~~~~

Large, blue spiders that make large leaps around their respective areas, they aren't much of a threat alone but in large numbers they can be a hassle.

Attack

with the sword when they rest after a jump or attack from the distance with arrows. A rare sight in the Hyrule mountain areas whose only difference from their orange brothers are the amount of rupees left behind after defeated. If you are running low on rupees then consider hunting these.

## Orange Moblin

~~~~~

Pig like in appearance the Orange Moblins inhabit the Hyrule forests and surrounding areas. The attack with arrows fired from a distance or up close however they pose no real threat unless attacking in multiples from different sides of their enemy. Block their arrows with a shield and attack with the sword or fight fire with fire and cur them down with arrows.

Blue Moblin

~~~~~

Pig like in appearance the Blue Moblins inhabit the Hyrule forests and surrounding areas. The attack with arrows fired from a distance or up close however they pose no real threat unless attacking in multiples from different sides of their enemy. Block their arrows with a shield and attack with the sword or fight fire with fire and cur them down with arrows. They tend to drop bombs more often than their orange brothers and other enemies so consider seeking them out if you are running low.

## Armos Statues

~~~~~

These armored knights appear to be common statues until touched when they spring to life, running about the area with different speeds. It's best to avoid them at all costs as they can be tough to catch however sometimes they block the way to an area or item at which time battle is necessary. Defeat them with quick and multiple sword strikes; attack once, retreat and repeat until they fall.

Red Leever

~~~~~

Tunneling creatures that appear from beneath the ground, they appear like short, stubby bug like creatures with large teeth. They can and will appear around their current area; oftentimes behind their prey. They are easy enough to avoid and kill; simple sword strikes or arrows when they emerge will do the trick. They drop a good amount of items.

## Blue Leever

~~~~~

Tunneling creatures that appear from beneath the ground, they appear like short, stubby bug like creatures with large teeth. They can and will appear around their current area; oftentimes behind their prey. They are easy enough to avoid and kill; simple sword strikes or arrows when they emerge will do the trick. The blue variety are often tougher than the red type while dropping less items.

Ghini

~~~~~

G-g-g-ghosts! You'll find the Ghini in areas where the dead lay! They always start with just one but when you touch the gravestones they surround more will appear. They also happen to be invulnerable to attacks so long as the original Ghini still lives so if you get surrounded make sure to either run or kill the leader. Sword strikes and burning with the candle or other means work well.

Zola

~~~~~

Fish. Well, Fishmen anyway. They appear from beneath the surface of the water and attack passing prey by shooting rocks in their direction then fleeing back underneath the water. It's always best to just avoid them like the nuisance they are but if you are up for some fishing attacking with arrows or power beams from the sword will work wonders.

Orange Lynel

~~~~~

These are orange centaurs that attack with power beams shot from their sword arms. They attack quick and move even quicker. Avoid them if at all possible unless equipped with the magic shield as it's the only way to defend against their beams. TO defeat them block their beams until they are close enough to strike with the sword or if you are a good shot then arrows from a distance will work.

Blue Lynel

~~~~~

These are Blue centaurs that attack with power beams shot from their sword arms. They attack quick and move even quicker. Avoid them if at all possible unless equipped with the magic shield as it's the only way to defend against their beams. TO defeat them block their beams until they are close enough to strike with the sword or if you are a good shot then arrows from a distance will work. The Blue Lynels are much tougher then their orange counterparts and have a higher rate of dropping items after being defeated, usually bombs or rupees.

Rocks

~~~~~

Do you really need a description? These are falling rocks found in the mountain areas of Hyrule. There is no way to defeat them so just avoid them as you make your way across.

Black Gel

~~~~~

These look like small black blobs with eyes; nothing much to look at. Fortunately they aren't much in the combat department either so just avoid them or finish them off with quick sword strikes. Ranged weapons like the bow or

rod
work well also.

Blue Gel
~~~~~

These look like small bluish green blobs with eyes; nothing much to look at. Fortunately they aren't much in the combat department either so just avoid them or finish them off with quick sword strikes. Ranged weapons like the bow or rod work well also.

Green Zol  
~~~~~

Large green blobs with eyes; bigger versions of the Gels. They attack in much the same way as their smaller counterparts and can be defeated just as easily. They tend to drop rupees often so keep that in mind before you decide to avoid them or fight.

Gray Zol
~~~~~

Large gray blobs with eyes; bigger versions of the Gels. They attack in much the same way as their smaller counterparts and can be defeated just as easily. They tend to drop rupees often so keep that in mind before you decide to avoid them or fight.

Red Keese  
~~~~~

Bright red bats with small yellow eyes. They aren't much of a threat by themselves but in large numbers they can prove dangerous. Attack them with your boomerang or arrows upon entering a room with Keese, before they start to move. Keep in mind that Keese can move about the whole area they occupy so plan accordingly.

Blue Keese
~~~~~

Bright blue bats with small yellow eyes. They aren't much of a threat by themselves but in large numbers they can prove dangerous. Attack them with your boomerang or arrows upon entering a room with Keese, before they start to move. Keep in mind that Keese can move about the whole area they occupy so plan accordingly.

Rope  
~~~~

No, these aren't what they sound like. Ropes are small yellow snakes with red eyes and a red tongue. They move slowly around their area and in groups can be quite a pain to kill. Once a Rope spots its enemy it will quickly dash towards it so be prepared. Attack with ranged weapons when they are far away and keep them at bay with your sword to collect the many items Ropes tend to drop.

Vire

~~~~~

The big brothers of the Keese; these are large Blue bats that can only move about the area of the room they occupy. So if there is something in the way of a Vire and Link the Vire can't get any closer. They attack much the same way as a Keese with large hops around the area. They also tend to stick in groups so the best way to destroy them is with your boomerang or arrows.

#### Stalfos

~~~~~

Ooh, creepy skeletons! I'm scared! These guys aren't the tough sons of bitches they became in Ocarina of Time. Not yet anyway. Depending on which quest you are playing the Stalfos attack in one of two ways; they either move about the area attempting to ram into Link to hit him or they attack with power beams shot from their dual swords. Either way they aren't much of a problem to defeat with some quick sword strikes, which I suggest you always do so that you can collect the many items they drop.

Orange Goriya

~~~~~

The Orange Goriya look like walking pig men; closely resembling the Moblins. They attack with their boomerang from a distance but pose no real threat. Attack them with ranged weapons or block their attacks and move in close to destroy them with your sword.

#### Blue Goriya

~~~~~

The Blue Goriya look like walking pig men; closely resembling the Moblins. They attack with their boomerang from a distance but pose no real threat. Attack them with ranged weapons or block their attacks and move in close to destroy them with your sword. The Blue variants are a tad tougher than the orange but nothing beyond more hits needed to defeat them.

Pols Voice

~~~~~

Large yellow rabbit heads that hop quickly around their area. These bastards are quick and, in a group, they can be a huge pain in the ass to get rid of. Don't bother with trying to get in close to attack, rather use your bow and arrow to shoot at them. Pols Voices are a great source of rupees so if you are running dry then keep that in mind.

## Wall Master

~~~~~

I hate these guys! The Wall Master is a large blue hand that appears out of nowhere from a wall, attempts to grab Link and then if successful drags him all the way back to the beginning of the dungeon. What a pain! Seeing how they can undo a lot of your work it's best to always avoid the Wall Master but if you want to claim their lives then arrows work well.

Orange Darknut

~~~~~

Orange armored knights. These guys are well equipped for battle, featuring a shield that can deflect any attack from the front. Luckily for Link they don't have the brain capacity to protect their other sides. You know what to do! Attack with your sword on their unprotected sides when they are alone and in groups attempt to hit them with power beams from your sword. Don't be afraid to run if the need arises of course.

## Blue Darknut

~~~~~

Blue armored knights. These guys are well equipped for battle, featuring a shield that can deflect any attack from the front. Luckily for Link they don't have the brain capacity to protect their other sides. You know what to do! Attack with your sword on their unprotected sides when they are alone and in groups attempt to hit them with power beams from your sword. The Blue Darknut is tougher than the Orange Darknut but not invincible so stick with it. Don't be afraid to run if the need arises of course.

Orange Wizzrobes

~~~~~

Orange robed wizards. Arguably the toughest and most annoying enemy in the Legend of Zelda, the Orange Wizzrobe attacks with magic beams fired at Link before disappearing, they then re-emerge to attack again. This pattern makes the Orange Wizzrobe a pain in large groups since their attacks cut through Link quite easily. The best way to attack them is to get in close with the sword but their tendency to pop up then disappear makes that hard so avoiding them is a good option. Don't forget that the Magical Shield is capable of blocking their shots but only if Link is quick enough to get in such a position.

## Blue Wizzrobes

~~~~~

Blue robed wizards that attack Link with magical beams before sliding to a new part of the area quickly. Tough by themselves and even tougher in large groups. If you must defeat them then get in close with sword strikes but know when to run as well. They can and will cut Link down to ribbons in no time. Their magical shots are much tougher than the Orange Wizzrobes. As is the case with

the Orange Wizzrobes make sure Link is equipped with the Magical Shield before attempting to tangle with the Blue Wizzrobe.

~~~~~  
Bosses  
~~~~~

~~~~~  
7.0 Secrets, Tips and Hints.  
~~~~~

Here are some great helpful hints for this amazing game that you may or may not know about.

- You can access the second quest at anytime by starting a new file with the name ZELDA. Link will be shown with the Master Sword indicating that the second quest is available.
- To use the ZELDA code only the first five letters have to be ZELDA. You can actually add anything you want for the last three and have the second quest still be available.
- With enough rupees you can stock up on enough small keys to fly through the dungeons like a breeze. It's an expensive endeavor though.
- Did you know it's possible to get the White Sword in the first quest before even defeating the first dungeon? Yep, it's possible. Refer to the Heart Containers section for the location of.....some easy to get Heart Containers. :)
- Always try to keep a few rupees in Links wallet so that he can use arrows when the need arises.
- A good rule of thumb is to always have a full supply of bombs before heading into a new dungeon. A lot of monsters and walls are vulnerable to them.
- To keep enemies from appearing again you can leave just one from the first group to make the area a lot easier.
- Know your enemies! Refer to the Bestiary section for a better understanding of an enemy to better defeat it.

If anyone has any other handy tips or hints to add just email me at AWingPilot@gmail.com and I'll look them over. If added you'll get full credit.

~~~~~  
8.0 Contact and Copyright Info  
~~~~~

I'd like to thank www.videogamesprites.net for helping me out on the correct spelling of some of the enemy names not found in the manual or elsewhere. I'd also like to thank FecalLord(DEngel) for his great set of maps for both quests that I referred to for a little bit of help here and there. Finally I'd like to give thanks to GameFAQs contributor [mnb_0000](#) whose nice Item and Monster FAQ was the source of a few tidbits in the Beastiary. Thanks to everyone mentioned.

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I'd love to hear from anyone who found this guide helpful so drop me a line if you feel like it and feel free to point out any errors in the factual information, spelling or grammar. I'd appreciate it. Credit will be given to any and all people who point out errors no matter how small.

The Legend of Zelda is just that, a legend. Not only was this the game that spawned one of the most popular and bestselling gaming franchises of all time but it remains one of the best experiences one can take part of in any form of entertainment. Hopefully you enjoyed both this walkthrough and your latest romp through this game. Until next time.....

Thanks for reading...

~~~~~  
~~~~~

~EOF~

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