

The Legend of Zelda: Ocarina of Time Walkthrough

by NRondini

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A Full Walkthrough for

~#~#~ The Legend of Zelda: Ocarina of Time ~#~#~

Platform: N64

Written by: Nick Rondini

Restarted: 12/4/01

Finished: --/--/--

Walkthrough Process: 5%

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!!!!!!!!!!!!!!!!!!!!!!!!!!!!!! LATEST VERSION !!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!

~~ 1.2 ~~

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OCARINA OF TIME

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Name Entry

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You can enter a name up to 8 letters long. Use the Control Stick to select a letter, and then press the A Button to enter it. Select the back arrow and press the A button to delete a letter. (Or just press the B Button for a quick delete.) When finished, select END and press the A Button.

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Copying and Deleting Files

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To copy a file, select copy on the File Selection Screen and press the A Button, then select the file you'd like to copy and press the A Button again. Next, select the file you will be copying the first one to. If there's no empty file at this time, you cannot copy those files with the file you've chosen. To erase a file, on the File Selection Screen, choose ERASE to delete that file. *WARNING* When a file is deleted it can no longer be recovered!

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Options

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***-- Sound --**

- Headset: Use headphones for more natural sound.
- Surround: The Surround setting uses sound effects in the game to create the feeling of a 3-D environment. You can actually sense distance and directions as you play. With a Dolby Surround Sound system you'll feel like your right in the middle of all the action.

***-- Z-Targeting ---**

- Targeting Curser: When you press the Z Button at an enemy a yellow curser appears on the enemy letting you able to lock on for accurate aim.
- Switch: This is the easy setting. Press the Z Button to make the Targeting Curser appear. Press it again to stop it

from targeting. On the File Selection Screen, in options,
Z targeting is set to this option.

- Hold: Target only when you hold the Z Button. This advanced mode is for those who have mastered using the Z-Targeting system.

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Controller and Game Functions
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- Life Energy: These hearts displays Link's life energy. When Link takes damage, the number of hearts decreases, but collecting hearts from defeating enemies, fairies, potions and more, can replenish energy.
- Magic Meter: This green meter displays Link's supply of Magic Power. It will not be displayed if Link has not earned it yet.
- Rupees: Think of money—Something that we all love. The number of Rupees Link carries with him is to buy things at shops or other things. Rupees are often found in bushes of grass.
- Map: On the right bottom corner of the screen, there is a map. The red arrow marks the point at which Link entered the area, while the yellow arrow marks Link's current position. Press the L Button to disable the map and L again to bring back.
- A Button (Action Icon): All the actions Link can perform by pressing the A Button will be listed on the blue circle on the top of the screen. For instance, the SPEAK command will appear when Link stands in front of a person, or OPEN when Link stands beside a door or a chest.
- B Button: Press the B Button to attack with your sword. When paused, Press the B Button to save your game.

· C Icons: These represent the items currently set for use with the
C buttons. Select the Item in the Select Item Subscreen
and press the C Button you wish to select it to.

· Link's View: Press the top C Button to have a one-person view to
look around closely.

· The Subscreens: By pressing START, you can access the subscreens.
The game is on pause basically. Here you can view
your info of your items and hearts here.

-- Select Item Subscreen --

Here is your display of your items. You may switch items b using the C
Buttons.

-- Map Subscreen --

Here is the display of your map. If the current picture is not filled, you
have not scouted or have not been to that area yet. Link's face will be seen on
the map meaning that's his current location. Also while in a dungeon, your map
turns into a map of the dungeon. It has the floors listed and your current
location by the area on the map blinking. Clear parts of the map are unexplored.

-- Quest Status Subscreen --

Move your curser to and press A to view your quest status or just look at it.
Also view songs.

-- Game Functions --

- Grab: Controller Stick up or down while grabbing with A
- Throw and Place: Run + A or just the A Button to place the object.
- Open: Press the A Button next to a door or chest.

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B Button/Sword Techniques/ect.
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· Swing Vertically: Z or controller stick forward + B

- Swing Horizontally: Z + left or right + B

- Stab: Z + controller stick forward + B

- Spin Attack: Rotate controller stick + B (Hold B and release)

- Jump Attack: Z + A

- Back Flip Z + controller Stick down + A

- Side Jump: Z + left or right + A

- Raising your Shield: Press R

- Roll Attacks: Run + A

USE Z-TARGETING IN BATTLE!!

By using Z-Targeting to lock on your opponents, you will gain a great advantage in battle. For instance...

1. You won't lose sight of your enemy.
2. You can keep your enemy at a distance or close in on it.
3. Your attacks are most likely to find their marks.

*FOR GOLD SKULLTULLA AND HEART PIECE LOCATIONS, LOOK AT **MY HEART AND SKULLTULLA GUIDES** FOR EXACT LOCATIONS*

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-----+=+ WALKTHROUGH +=+-----
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* Kokari Forest *

--- ITEM CHECKLIST ---

+-----+	
Kokari Sword	
Deku Shield	
Deku Stick	

--- HEARTS --- (Current Total)	
0x	

--- GOLD SKULLTULLAS --- (Current Total)	
1x	
+-----+	

Okay, the Great Deku Tree has summoned you but you first need to do a little footwork. The two main paths from Kokari Forest are blocked by: Kokari Kid: Which doesn't allow you to go to Hyrule Field. Mido: Is the one blocking the path to the Deku Tree. Now talk to Mido and see what he says. Geez, I know what your thinking..He's a little punk. Well, Link doesn't waste his time on punks like Mido right? Okay, but you must get pass him to see the Deku Tree. Anyways, this is what you do first; go around collecting 40 rupees for a Deku Shield. (That's what Mido said: You need at least a Sword and a Shield to pass) You can find many rupees in the village and out of the village. Here's a couple of hints to get some rupees: First, you can look under rocks by standing next to a rock and picking it up and throwing it with the A button to find some. Another way is to look in tall grass, in bushes, and even try a little robbing.. Go into Mido's house. (The house that's closer to the exit to Hyrule Field) Then..Anybody..Anybody got a problem with Mido's tude(Attitude)? Hehe, well, go open all four chests in his house containing all together 11 rupees! (That'd show'em) When you have exactly 40 or more rupees go to the Kokari Shop that is north of the Twin's house, which is west of the path to the Deku Tree. Then for 40 rupees, buy the Deku Shield.

Next is the Kokari Sword. Go north of Mido's house to the fences near the Know-It-All Brothers' house. Enter the little hole and crawl by pressing the A button next to it. When you've crawled through the hole, you find your self in a maze of rolling boulders. This maze is the easiest maze of all maze history probably because it contains only a minimum of 2 and a maximum of 3 turns! First, go take the first right turn and another right turn to collect a Blue Rupee. Then adjust your camera angle on the opposite side of you and head that way. Then take a turn and..Vola, you've got the Kokari Sword in the chest!

Now, go to where Mido is. Show him that your all pumped and already. And head to the Great Deku Tree.

then in bushes too. You have a heart supply of a total of 3 so far. If you have a certain number of hearts, like for instance, I have 3 hearts and I have only one heart that's only red and the rest are faded. You will hear a beeping sound. It means your low on heart supply.

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#  
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##### When you enter, kill the Deku Babas ahead of you, head for the  
# # ladder and climb your way up to the second floor. Follow the  
### 1 ### catwalk (Trusting the game's auto-jump) and jump off each gap  
##### you see until you come across a chest. Inside you'll get a  
##### Dungeon Map. Then go straight and open the door in front of  
##### you.
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# #  
### 2 ### In this room here, you meet up with a Deku Scrub. Lock on to  
##### it and when it fires its Deku Nut at you, hold up your shield  
##### it'll bounce off your shield and hit him. Then chase the  
##### little wuss and get as close to him as possible and he'll  
talk to you saying he's all sorry and all the crap. But at the end he will kinda  
give you a little hint before he runs away, not bad.
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##### At the end of this thick hallway, you can enter the door that  
# # will open after you defeat the Deku Scrub. In this room, the
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3 ### door seals shut with steal bars and won't let you get out. Its
okay, don't panic. You'll be able to get out of any room that
slams shut if you do a little puzzles. Like this one, not
really of a Mind Twister but to open the chest here
containing the Fairy Slingshot.

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Go back to where you received the Dungeon Map and climb up the

vines with the Skullwalltulas are blocking the ivy on the way

4 ### up. So, with your trusty slingshot, shoot them all and climb

up until you reach the top then climb to the left or right

side when the ivy comes to and end at the top.

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When you drop from the vines, you'll be on floor 3. You'll see

a Skultulla who doesn't of course like you and wants a

5 ### beating on his backside. To fight one of these face it face to

face first then it begins to glare at you and turn around

showing its backside. With your Sword, slash it once with a

Jump Attack twice for two little stabs. Stun it when it
turns around and then Jump Attack it for a nice easy victory.

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Enter the door to the west. In there is a switch, three

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#           # platforms and the Compass in the chest. Step on the switch,

### 6   ### jump across the three platforms that rise and grab the Compass

#####   ##### in the chest. If you want go to the alcove in the wall that's

#####   ##### west of the entrance to get a heart recovery. But you also

##### want the Gold Skulltulla behind the chest too so, kill that
and grab the token. Your first token! To get out, you need to light the torch
that's right next to the door which you need a Deku Stick to light it. If you
don't have any, kill the Deku Baba there to get one. Keep killing it to keep
full stock. Next climb up the vines up to the platform with the torch. Light it
and from the other torch by touching the tip of the stick on the flame, then the
door will open, letting you out of this room! Here's a useful tip: **When you
light a Deku Stick, in a certain amount of time the stick will burn to nothing
and you'll lose a stick. To prevent this, quickly press the A button to put it
back!**
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##### Okay, here is where you enter the Deku Tree's largest area. Go
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#           # kill a Skulltula (any of the four) and jump off the cliff,
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### 7   ### until you fall and keep falling and hit a web in the middle of
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#####   ##### the first floor and to the first basement. IF you nail the
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#####   ##### middle it will stretch and break.
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