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Zelda ocarina of time 3ds guide

Welcome to the Ocarina of Time Walkthrough. The guide below is a complete 100% Walkthrough of Ocarina of Time that will cover a full run through the entire game, including strategies for all bosses and enemies, the collection of all heart pieces, gold skulltulas, and upgrades that takes you through all of the many side quests within the game. This guide also serves as an Ocarina of Time 3D Walkthrough for the Nintendo 3DS remake of the game, highlighting the small differences between the two versions of the game. Primary Walkthrough To supplement our main walkthrough, we have individual detailed guides for some of the quests and collectibles found in the game, as well as some more general information. More Guides Game Information Master Quest Walkthrough Chapter Summaries and Contents Chapter 1 – Inside The Great Deku Tree Acquire the Kokiri Sword Collect 40 Rupees and Purchase the Deku Shield Enter the Great Deku Tree Acquire the Slingshot, Dungeon Map, and Compass Collect 3 Gold Skulltula Tokens Defeat the dungeon boss Gorman Gohma Chapter 2 – Princess of Destiny Acquire the Fairy Ocarina. Traverse across Hyrule Field Explore the Castle Town Market Acquire the Weird Egg and Zelda's Letter Learn Zelda's Lullaby Chapter 3 – The Mighty Collection Visit Kakariko Village Learn the Sun's Song Visit Lon Lon Ranch and learn Epona's Song Enter the Lost Woods and learn Saria's Song Acquire a Hylian Shield Acquire two Empty Bottles Upgrade your Deku Seeds and Deku Sticks Find 4 Pieces of Heart Chapter 4 – Dodongo's Cavern Enter Goron City and acquire the Goron Bracelet Enter Dodongo's Cavern Acquire the Bomb Bag to hold Bombs Defeat King Dodongo Chapter 5 – Inside Jabu-Jabu's Belly Acquire Din's Fire Visit Zora's River and Zora's Domain Acquire the Silver Scale and another Bottle Acquire the Boomerang Defeat Barinade Chapter 6 – Timely Appearance Acquire the Ocarina of Time Upgrade to the Giant's Wallet Get the Mask of Truth Enter the Temple of Time Get the Master Sword Chapter 7 – Forest Temple Rescue Epona from Lon Lon Ranch Find the Hookshot in Dampe's Grave Learn the Minuet of Forest Enter the Forest Temple Acquire the Fairy Bow Defeat Phantom Ganon Chapter 8 – Fire Temple Learn the Prelude of Light Acquire the Goron Tunic and upgrade to the Big Quiver Learn the Bolero of Fire Enter the Fire Temple Acquire the Megaton Hammer Defeat Volvagia Chapter 9 – Ice Cavern Collect the 4th Bottle Acquire the Iron Boots Learn the Serenade of Water Acquire the Zora Tunic Complete the Biggoron Sword Trading Sequence Chapter 10 – Water Temple Revisit Lake Hylia Enter the Water Temple Acquire the Longshot Defeat Morpha Chapter 11 – Bottom of the Well Learn the Nocturne of Shadow Learn the Song of Storms Enter the Bottom of the Well Acquire the Lens of Truth Chapter 12 – Shadow Temple Revisit the Kakariko Graveyard Enter the Shadow Temple Acquire the Hover Boots Defeat Bongo Bongo Chapter 13 – Spirit Temple Rescue the Carpenters at Gerudo's Fortress Earn the Gerudo Membership Card Cross the Haunted Wasteland Acquire Nayru's Love at the Desert Colossus Learn the Requiem of Spirit Enter the Spirit Temple Acquire the Silver Gauntlets and Mirror Shield Defeat Twinrova Chapter 14 – Ganon's Castle Acquire the Light Arrows Collect the Final Gold Skulltula Complete the Gerudo Training Ground Acquire the Ice Arrows Get the Golden Gauntlets and Defense Upgrade Defeat Ganondorf Face off with Ganon

THE LEGEND OF F / OCARINA OF TIME / - Logo by Nick Vandermast (Clonus@nintendomail.com, fellow FAQmaker) OR HEY, HOW ABOUT..... Introduction Hey, guess what? I've got some logos man! Oh, and I also finally broke the 250K mark, I think. Yippee for me, now my FAQ is more than HALF as big as the biggest ones! Clonus and Domy, you guys rock! Um...the Walkthrough is finally finished, so look for updates from other sections sometime soon. Update History Version 1.8 (October 9, 1999)- Finished the Walkthrough. That it, all I did. Version 1.7 (October 7, 1999)- Spirit Temple section completed in the Walkthrough. One more level, and then it's all over with. God I wanna work on other sections. Version 1.6 (September 11, 1999)-Water and Shadow Temples completed in the walkthrough, Eney Section about as thorough as you're gonna find, Character Section, and Shops Section. Version 1.5 (September 4th, 1999)- Added the Forest Temple and Fire Temple Walkthroughs, and changed the introduction. Version 1.4 (April 5th(?) 1999)- Make my Young Link Walkthrough, upping the size of this FAQ to the triple digits. I added a few things here and there as well. If this is still referred to as a Boss FAQ, I'm gonna be pissed. Version 1.3 (February 21, 1999)- Added the rather extensive and detailed equipment section. Fixed my Table of Contents too! This should up the size of the FAQ to around 75K, and maybe it won't just be called a Boss FAQ now, eh? Version 1.2 (February 18, 1999)- Added Golden Skulltula locations. Man, that was. tough. I wrote them up as I could remember them, and then I tried to categorize and alphabetize them. I decided the Dungeons could be separate from the other areas, since they somehow wound up mostly in order while I tried to alphabetize it. Version 1.1 (February 16, 1999)- Added Heart Piece Locations, and a Mini-Game Review. Gold Skulltula locations are coming soon. Version 1.0 (February 12?, 1999)- Did the Boss FAQ. I don't know what day it is. Table of Contents

I. Introduction II. Update History III. Table of Contents IV. Spirit Medallion IX. Heart Piece Locations IX. Munky's Mini-Game Review X. Boss FAQ 1. Parasitic Armodon Arachnid: GOHMA 2. Infernal Dinosaur: KING DODONGO 3. BigOcto 4. Bio-Electrical Anemone: BARINADE 5. Evil Spirit From Beyond: PHANTOM GANONDORF 6. Flare Dancer 7. Subterranean Lava Dragon: VOLVAGIA 8. Dark Link 9. Giant Aquatic Amoeba: MORPHA 10. Dead Hand 11. Phantom Shadow Beast: BONGO BONGO 12. Ironknuckle 13. Evil Sorceress Sisters: TWINROVA 14. King of Evil: GANONDORF 15. GANON XI. Golden Skulltula Locations XII. Equipment/Weapon/Clothing XIV. Characters XV. Enemies XV. Shops XVI. Special Thanks The Story Stolen from the instruction booklet. Actually, I just cut and pasted it from someone else's FAQ, but they stole it from the instruction booklet. Who? I'm not telling. A long time ago... Before life began, before the world had form, three golden goddesses descended upon the chaotic land of Hyrule, they were Din, the goddess of power, Nayru, the goddess of wisdom and Farore, the goddess of courage. Din, with her strong flaming arms, cultivated the land to create the earth. Nayru poured her wisdom onto the earth to give the spirit of law to the world. Farore's rich soul created all life forms who would uphold the law. These three great goddesses returned to the Heavens, leaving behind the Golden Sacred Triforce. Since then, the Triforce has become the basis for Hyrule's providence, where the Triforce stood became sacred land. In the vast, deep forest of Hyrule, the Great Deku Tree served as the guardian spirit. The children of the forest, the Kokiri, lived with the Great Deku Tree. Each Kokiri had his or her own guardian fairy, except one. His name was Link. Early one morning, Link was having a nightmare. It was the same nightmare he had every night. During a storm, Link would find himself standing in front of a mysterious castle. A rider on horseback, carrying a girl, would race by. The girl would look at Link as if he was something. Then, another rider would appear. This big man clad in black would look down menacingly at Link. Link would then awaken. "Link! Hey, get up, Link! The Great Deku Tree wants to talk to you!" As Link opened his eyes, he saw a fairy floating in front of him. This fairy's name was Navi. Navi was sent to summon Link to the Great Deku Tree. "Oh Navi, thou hast returned!" said the Deku Tree. "Thank you, Link, for coming. Thy slumber these past moons must have been restless, and full of nightmares. A vile climate pervades this world. Verily, ye have felt it. The time has come to test thine courage. I have been cursed. I need you to dispel the curse with your wisdom and courage. Art thou prepared?" Link entered the Great Deku Tree and broke the curse. "Well done, Link! I knew that ye were worthy of carrying out my wishes. A wicked man of the desert cast this dreadful curse on me. Employing his vile, sorcerous energies, the evil one is searching for the Sacred Realm connected to Hyrule. For it is there that one will find the divine relic. The Triforce, that contains the essence of the gods. Whoever holds the Triforce can make their wishes come true. Thou must never allow the desert man to lay his hands on the Sacred Triforce. Thou must never suffer that man to enter the Sacred Realm of Legend. Link, go now to Hyrule Castle. There, ye will surely meet the Princess of Destiny. Present this stone to the Princess. I have foreseen that she will understand everything." The Great Deku Tree gave Link the Spiritual Stone of the Forest. Before dying, the Deku Tree's last words were, "The future depends on thee, Link. Thou art courageous."

Controls ----- These controls definitely take a while to get used to, but once you know 'em, you'll never forget. ***** Standard Mode ***** Z button- Does three things. If there's an enemy in sight, it will lock onto him, and you'll go into Battle Mode. Battle Mode is described later in this section. If there aren't any enemies around, this changes your camera angle. VERY helpful. Also, if you can lock onto things that aren't enemies, and sometimes Navi will tell you things about them. R button- Crouches and holds up your shield. Heh, Kid Link hides under the Hylian Shield like a turtle in his shell. Anyway, this sucks because in Battle Mode you can move while you hold up the shield. A button- You'll be using this one A LOT. Look at the blue button at the top of your screen. That's called the Action Icon. Whatever that currently says, hitting the A button will do it. If you walk up to a door, the icon will say "Open." It does so many different things, from talking, picking things up, rolling (when you're running), climbing ladders, opening chests, jumping onto blocks, etc. B button: This is the sword button. Tap it once to unsheathe your sword, and then you're ready for some fun. Just hitting B swings it, but there are a bunch of variations, each sword does it differently too. Here's a little list of what you can do in Standard Mode for you: B- Slash Just your standard sword move. Hit it three times and Link will do an uppercut slash. Your best defense against baddies. Hold B Without Magic- Swinging Slash Link holds his sword out and does a 360. Does damage to anybody that gets hit with it, and is good against packs of enemies, or when you've got guys on multiple sides. Tought to pull off though. Hold B With Magic- Light Magical Swinging Slash Long name huh? Can also be done without magic by rotating the analog stick 360 degrees and then hitting B. Does twice the damage of a normal swinging slash and has a longer range. Again, good when surrounded. Hold B LONG With Magic- Heavy Magical Swinging Slash YEAH!!!! Does double damage of a normal swinging slash but has a KILLER range. Anybody on screen is gonna feel it. Just wait until the blue aura around your sword turns orange. Everything else is done in Battle Mode C-Up- First-person view (enough yphens for you?). Is done automatically when you try to use the Hookshot/Longshot or Arrows. Basically, I only use it when I wanna look shoot something, but some people like to look around. I guess. Also used to talk to Navi if she's trying to speak to you. C-Left, C-Right, C-Down- These are the Equip buttons. You select a weapon to equip to the button by pausing, highlighting it, and hitting the appropriate C-button. When the time comes to use it, just hit that C button again. Most used buttons. I bet. Start- Well, this pauses the game. During pause, you can use the L and R buttons to switch from screen to screen, or the analog stick. Lots of stuff can be done in the start menu. One screen keeps track of all the items you've collected (there are 24 in all). Another screen is a big map of Hyrule, showing all the places you've been, and covering the rest of your tunics, boots, and shields. And the other screen keeps track of your progress: Spiritual Stones, Medallions, Heart Pieces, Gold Skulltula Tokens, Ocarina songs, etc. L button- Turns off the Map and the bottom right hand corner. Personally, I like to keep it on at all times, even though I know most of the areas by heart by now. But hey, to each his own. ***** Battle Mode ***** Battle Mode is accessed by locking onto an enemy and hitting the Z button. This is best used against very big enemies, or enemies with swords (Lizalfos, Stalfos, Dinolfos). Z button- Gets you out of Battle Mode, or switches you to another target. Sometimes hard to get out of Battle Mode. R button- Holds up shield. This rules since you can strafe around while holding it up. Always use this in battle unless you're attacking or flipping or something. A button- Your defensive moves primarily. Here's a little list of what you can do with the A button in Battle Mode: A button and back- Backflip A backflip. Nothing more, nothing less. Good to use if a sword is being swung at you, or if you just wannagive yourself some room. A button and left or right- Sidestep The best defensive move. As soon as you see an attack coming, take a few sidesteps and you're clear. Can also be used to get around behind an enemy if you need to. A button and forward- Lunging Slash Ah, yes, the Lunge move. Just pull out your sword and lunge at that big fat idiot in front of you. It does double damage, so ALWAYS use it against bosses and immobile enemies. Opens you up to an attack from sword enemies though, as they'll pick you off in midair. Dark Link will sidestep and lunge you if you try it against him. LoL. B button- Surprisingly, there are only two moves with B in Battle Mode. One is the uppercut slash, already described, and the other is.... Forward+B- Stab Sword! Perfect for killing quick enemies, like the Skull Kids. Also, hit B three times while moving forward and you'll finish it off with a moving uppercut slash. Standard Stuff ----- These are just some standard things in Zelda. Nothing really tricky here. Enemy

Blurbs- While you have an enemy targeted, hit C-Up and the battle will pause, with Navi telling you the name of the enemy and a quick blurb about it. Cool to read some of them, stupid for others. Of course, for some enemies (i.e. Anubis), reading the blurb provides a little information on how to kill the enemy. Talking- You already know to walk up to someone and hit A to talk to them, but it's what they SAY that matters. A lot of times, someone will give you a tip or warn you about something. Heck, some people will give you something, or a job to do to earn something. People say different things and you progress through the game, so talk to people multiple times if you wish. You can't beat the game without talking to people, so you might as well talk to EVERYONE. Remember: Not everybody has something important to say. Navi- The fairy. Every Kokiri has one, and Link was the last in the forest to get his. She's fun at first, and even provides a few tips, but gets REAL annoying. REAL fast. I just wanna kill her after having spent countless hours playing this game. She's useful for bad players, since if she sees you're stuck for a while (outside of a dungeon of course), she'll provide help. You can also talk to her using Saria's Song. Gives info on enemies and anything else you might Z-target during your quest. Slicing and Dicing- All around the world of Hyrule there is stuff on the ground. Grass, rocks, trees, etc. And inside these things are usually helpful items. Where a bomb got inside a rock I'll never know, but it's there and you might as well use it. NOTE: Most rocks give you three hearts if you need some, and three rupees if you don't need hearts. Also, check out any part of a wall that looks odd. There's a good chance you can blow it up. Day and Night- First of all, time stands still in quite a few places. Those places are: Inside houses, in dungeons, Lon Lon Ranch, Gerudo Fortress, Haunted Wasteland, Kokiri Forest, Lost Woods, Kakariko Village, Hyrule Market, Zora's Domain/Fountain, and Goron City. Everywhere else, time moves. Some places it moves VEERY SLOOOOW (Fishing Pond). But for the most part, day is 2:30 long, and night 1:30. At night, Stalchildren (Stalchids?) appear in Hyrule Field (as a kid), so look out. Also, shops and such aren't open at night, but some people appear at night who aren't there during the day. But on the whole, day is a much better time. Walkthrough ----- Getting The Kokiri Emerald ----- Kokiri Forest

Necessary Items: Deku Shield, Kokiri Sword Other Items: Deku Sticks, Deku Nuts You start off with the games opening sequence, ending in your hut. Walk outside and Saria will run up to your house and want to talk. If you want to, go talk to her. She congratulates you on getting your fairy, among other things. See the big area on the right side of your map? That's where you have to go, but mean old Mido is blocking your way. You need a sword and shield to make it past here. OK, let's go get them! Go to the triangular area at the bottom of your map screen, it's the training area. See the little hole in the wall? Go crawl through it. Take a left up here, and you'll find a boulder going round and round. Get behind it and walk with it, and you'll be at the other side. An advertisement for the Know-It-All Brothers is in front of a big chest. Open the chest to receive the Kokiri Sword! Now you'll need 40 rupees. Look inside tall grass, slice little grass, throw rocks, and look around. Jumping on platforms over water gets 5 rupees, and jumping off the fence near the hole in the training center gets major rupees. Also, Mido's house contains several chests worth looking into. Once you have the necessary cashola, go to the shop. It's the little building next to the Deku Tree's area. It's striped red on the top, and a Kokiri is sitting on the roof. Go in, and buy the Deku Shield. Equip it, and the sword if you haven't already, and go talk to Mido again. He yells at you some more, but then realizes you've got weapons, so he lets you pass. Of course, I'd suggest talking to everybody beforehand, since they won't say the same thing once you've gotten the Kokiri's Emerald. Alright, walk to the Deku Tree, and you'll be ambushed by some Deku Baba. They won't attack you, but if you touch them, it hurts. Slice them up, and you'll receive Deku Sticks. Yay! Go up to the Deku Tree, and a cut-scene ensues. It's about Ganondorf's desire for the spiritual stones, and how he's being destroyed from the inside. He opens his mouth and invites you to go in. Well, collect your senses, save your game, and go inside. Inside The Deku Tree ----- Necessary Items: Fairy Slingshot, Kokiri's Emerald Other Items: Map, Compass First off, slice the Deku Baba in this room. Take a left and climb up the ladder. Make the jumps across this area until you find a big chest and some Skullwallulas. The spiders can't hurt you if you don't climb the wall, so open up the chest. It's the map, and that's a very good thing. Keep jumping until you get to a door at the end. Iron bars lock the door behind you, and you have to square off against a Deku Shrub. No tougie, just check the Enemies Section for that. Once he's destroyed, he gives you a tip about jumping, and the doors unlock. Proceed through the next door, and jump on the platform in the center. Quickly leap to the chest, which turns out to be the Fairy Slingshot. In case you didn't notice, the platform you jumped off of fell. Just turn around, and look at the ladder above the exit. Z-Target it and hit it with the Slingshot. It falls, and you can exit. Cut the grass below for supplies. Another way through this room is to not use the platform at first. Just fall down and climb up the vines to the other side. Then you can use the platform on your way back. Just a little creative thinking on my part. Go back to the Skullwallulas and kill them with Z-Targeting and the Slingshot. The third one cannot always be targeted, so just take him out manually if necessary. Climb the vines, crawl right at the top, and drop down. Go forward to the next door, ignoring the Giant Skulltula looming overhead. He'll get his later. In this next room, go stand on a switch to activate some platforms. Jump across to the other side, and open the chest there. It's the Compass, so be happy. You can now see where all the treasure chests are in this level, and exactly where you are. To exit, go back to the beginning, and pull out a Deku Stick. Put it in the fire from the lit torch, then walk over to the unit torch. There ya go, just be sure to hit B to get rid of the Stick before it burns away. Go back and find a Giant Skulltula. Tough for the first timer. I went after it with my sword. Just let it come down, then use the Slingshot when it reveals its belly. Now, look over the ledge. See the spiderweb? Navi no doubt talked to you about it earlier. Get a good running start, and jump. You can somewhat control yourself in midair, so toggle the stick. Normally, you'll hit the sides, and have to try again, but if lucky you'll land in the center and break through it. Take a left and a deep breath. There are two spiders in this room, but they're Gold Skulltulas. You can't miss these things. I'd put 'em in my Gold Skulltula section, but you could get hurt if you don't kill them. There are 3 platforms here. #1 is the one you're standing on, and #2 is right in front of you. #3 is across the water and can't be reached. Go to #2 and step on the switch. Now, there's a lit torch. Get a Deku Stick lit and jump to platform #1. Part of the water is shallow enough to stand in. Run to the web at the end, and is your stick is still burning, it'll melt away. Go through the door to meet a Deku Scrub. If you want to, kill him. But if not, stand on his grass so he goes away, and use your Slingshot on the gray eye above the exit door. It closes, and the doors open. Now, get out of here and prepare for more. You're in a room filled with water, a platform on either side, and platform on the water, and a spiky log in the water. Dive in the water, go to the left side, and dive down. There's a switch there, so keep diving until you hit it. Go back to your original platform and wait for the floating one to come to you. Jump to it, and since the switch lowered the water level, you can pass under the spiky log. You'll hear strange noises during all of this, it's your timer. I'll speed up and then stop soon. On the other side, you have to kill a Giant Skulltula. Now, go to the block against the wall and push it as far to the right as you can. Climb up on it, and enter the door above. Three torches in this room, and some Deku Babas. Ignore them, they grow back anyway. Get a stick lit, and run like mad lighting all the other torches. Once that's finished, you can leave the room in peace. In this next room there are two spiderwebs. One leads to a Deku Baba, the other to a tunnel. Find the tunnel, and enter it. You're now on platform #3 in that water room again, so DO NOT JUMP OFF!!! See the spiderweb on the ground? Well, we'll get that in a moment. Push the block into the water, and jump to platform #2. Get yourself lit up on the torch over here, and make a clever jump back to the block, and then onto platform #3. To burn the spiderweb, either swing the stick, or use your way and roll over the web. Either way is fine, and you wind up in the same place. There are three Deku Scrubs in this room, and if you listened to the other Deku Scrub a while back, he mentioning killing his brothers in a 2-3-1 order, twenty-three is number 1. (Jordan reference?). Do so, which is pretty tricky, except they freeze when hit, so you don't have to chase after them. The last one must be caught, and he'll tell you Queen Gohma's secret. Then they leave, and you have access to Queen Gohma's chamber. I have a section for details on these things, and I bet you can guess its name. Once Gohma's dead, collect the Heart Container she leaves behind, and enter the blue light. You're back outside now, and the Deku Tree talks about the Triforce. You now know everything you need to know, and I believe Din, Nayru, and Farore were described as well. Oh, the Deku Tree is dying, so take this. It's the Kokiri's Emerald!!! Cool, now he's dead. ***** Getting The Goron's Ruby ***** Kokiri Forest

Necessary Items: Fairy Ocarina Well, as I said before, everyone says different things since the Deku Tree is dead. Mido yells at you, heh heh. Notable in her absence is Saria. Take the exit on the left side, by the Know-It-All Brothers' House. You'll enjoy (or maybe you won't) a cut scene featuring Saria handing over the Fairy Ocarina to you. Man, the way Link exits this scene is PRICELESS! He sort of slowly backs away from her, then runs full speed away, like she's some poisonous snake or something. Hehe. ----- Hyrule Field ----- Necessary Items: Map Of Hyrule Walk forward and Kaepora Gaebora the owl will give you a map of Hyrule. He also talks about using the map screen and stuff. Stay on the main road, and head towards the castle when you see it. At night, the drawbridge goes up, so you're screwed if that happens. Just wait on the road until day, or Stalchids will jump you. Once the drawbridge is down, go inside the castle. Hyrule Market ----- In here, look around for a red-haired girl named Malon. Talk to her, and she says her dad is missing. Apparently, he went to Hyrule Castle to drop some milk off, but hasn't come back yet. Check out the shops, but don't buy the Hylian Shield, since you can get it later for free. Well, run through this area to..... Hyrule Castle ----- Necessary Items: Weird Egg Go forward, and you'll meet Kaepora Gaebora again. He talks about what I believe, but I could be wrong. Look on the right wall by some vines. If Malon isn't there, go back to the Market and come back again. Anyway, when you find her, talk to her. She wishes about her dad some more, and gives you a Weird Egg in exchange for you finding him. Now, climb up those vines and walk along the area up here. Jump off when you get to the stone thing. There's a hole in it to climb down, but isn't jumping as faster. You'll see a boulder with a sign in front of it. Ignore them, go a little further, and break left up the hill. Run to the far wall, and climb the stone area. Jump into the water and let the current sweep you away. You'll see a man sleeping. If your Egg has hatched, use it to wake him. If not, wait until it does. Once you wake him, you find out that it's Talon. A funny cut scene ensues, with him running back to find Malon. Find the two crates of milk behind him, and push them along the path into the water. Hop on top of the second one, and jump into the small hole the water is coming out of. In this next area, you'll have to run around, dodging guards like crazy. Don't worry, you'll make it on the first or second try. Just remember a few things: Guards can't see behind themselves or through bushes, they're not as good as the guards outside, and when you see a guard making a tight circle through some rupees, use the overhead bridge. Finally, you'll wind up in..... Castle Courtyard -----

Necessary Items: Zelda's Letter, Zelda's Lullaby Well, look in the right window at first and you'll spot Mario and friends. This disgusts me, since Mario has no place in a Zelda game, but I digress. Go talk to Princess Zelda, and she speaks of a great many things. Say no to one of her questions, and she repeats it idiotically. God, what a retard. Oh well, you see Ganondorf, and are told you must do something to stop him. You get Zelda's Letter, which we soon found out was written in all of five seconds. After that, go backwards and speak to Impa, Zelda's nanny. She teaches you Zelda's Lullaby, and escorts you out of the castle. She also says to go to Kakariko Village, but that ain't happening yet. ----- Hyrule Field ----- Necessary Items: None Other Items: None Once you get control, look on the map. See the circle in the center? That's Lon Lon Ranch. Go there. ----- Lon Lon Ranch ----- Necessary Items: None Other Items: Epona's Song, Bottle w/Lon Lon Milk Go straight through this area at first until you get out into the corral. Go in the center and talk to Malon again. Talk to her three times, and after that show her your Ocarina. She'll teach you Epona's Song, and Epona will hump your leg like all loving animals do.) Now, go backwards and take the door on your right. You'll see Talon sleeping with bunches of Cuccos around him. You can now play the Cucco-Finding Game [See Mini-Games Section] and win a Bottle with fresh Lon Lon Milk inside. Sadly enough, he's just joking when he asks about Malon. Trust me, you'll find out later. Go back outside to..... Hyrule Field ----- Necessary Items: None Other Items: None Sady, I have to keep this as a section or people will get lost. Suffice to say, go back into Kokiri Forest. Happy? ----- Lost Woods ----- Necessary Items: None Other Items: None Man, I hate doing these little parts, but alas, I must include them. Anyway, take the exit at the north end of the map. It leads to the Lost Woods. ----- Lost Woods ----- Necessary Items: None Other Items: None What, is that like three sections in a row with no items? Yikes! Anyway, from the start go right, left, right, left, right, left, right, or just listen to the music, or my other way described elsewhere to get to..... Sacred Forest Meadow ----- Necessary Items: Saria's Song (THANK GOD!) Other Items: None (sigh) Well, go straight forward and take out the Wolfos that attacks. The gate opens and he leaves behind a purple rupee (50). There's a little maze-type thing ahead, with Mad Scrubs (automatic Deku Scrubs) at every corner. Once you get to the end, you'll face a bunch of Mad Scrubs in a hallway. When they're dead, go forward and a cut scene ensues with Saria. She will teach you Saria's Song if you show her your Ocarina. Once you've got that, head on out. In case you're lost, and didn't kill the Scrubs, save and reset. You'll be back in your house. Great trick I must say. ----- Kokiri Forest ----- Necessary Items: None Other Items: None Leave. Back to Hyrule Field. Nuff said. ----- Hyrule Field ----- Necessary Items: None Other Items: None Go to the graveyard (bottom right) for the Sun's Song. Now, the way to get to the back of the graveyard and play Zelda's Lullaby. The game's best Young Link cut scene occurs, and you've got a hole. Drop down. Take out all 5 Keese in this room, and the door will unlock itself. Go through the door and make a mad dash straight through this room. Run through the green muck, because it hurts less than if you go to near a ReDead, trust me. After this, you'll see the wall. You learn the Sun's Song from it. Go back to the ReDead's and play the Sun's Song to freeze them. Then leave. To get the Hylian Shield here for free, pull up on the grave with flowers in the first row, and open the chest below. This is a good find, but don't equip it yet. It was made for Adult Link, really. The entrance to Death Mountain is at the top, but a guard blocks your way. Just show him Zelda's Letter, which reads (god this is lame): This is (your name), he is under my orders to save Hyrule. Well, that was dumb, and the guard has his appropriate laugh. He also wants a Mask from the Happy Mask Shop, which is now accessible in Hyrule Market. Go through the now opened gate. ----- Death Mountain Trail ----- Necessary Items: None Other Items: None Well, just walk forward and kill the two Red Tektites you meet along the way. Kill the third that jumps down at you, and head up the ledge he was on. Those boulders you saw cover up the entrance to Dodongo's Cavern. Now, just keep going straight (can't go the up route) until you get to a circle of stones. Go forward, not left, and you'll be in Goron City. ----- Goron City ----- Necessary Items: Goron's Bracelet Other Items: None Well, talking to people, you will discover that Ganondorf has sealed up the entrance to Dodongo's Cavern (duh), the Goron's main food supply, Dodongo's have invaded it, and Ganon won't help out the Goron's until he gets the Goron's Ruby. Oh, and Darunia has locked himself in his room, waiting for a royal messenger. Well, either by jumping straight down, or traversing the paths, get to the bottom. You'll see a door with a plush carpet in front that Navi flies to. Stand on the carpet, take out Le Ocarina, and play Zelda's Lullaby. The door opens, so go inside. He is very unhappy if you talk to him, but using the Ocarina cheers him up (and makes him look like a total psycho in the process). He talks about Ganondorf some more, and gives you the Goron's Bracelet. You can now pick up those funny looking Bomb Flowers lying around. ----- Death Mountain Trail ----- Necessary Items: None Well, take a right coming out of the cavern and you'll see a Dodongo and a Bomb Flower. Now, what you've gotta do is pick up that Bomb Flower, get a running start, and throw it. After a few tries, you'll be able to blast open Dodongo's Cavern. Um...go in there dude. Hey, since this is a small section, I just had a thought. If it's really... the Goron's place, why is it called Dodongo's Cavern?? Answer me that, will ya? Oh wait, got a (bad) walkthrough to do. ----- Dodongo's Cavern ----- Necessary Items: Bomb Bag, Goron's Ruby Other Items: Map, Compass, Deku Shield CAUTION: You should equip the Hylian Shield whenever you see a fire enemy (Fire Keese, Dodongos, probably etc.) because the Deku Shield will be burnt by these guys if they hit you. Of course, when they're not present, feel free to use the Deku Shield, because child Link can actually maneuver with it. Oh, and there are various Deku Scrubs around here who'll sell you replacement Deku Shields. On with it already? No, screw you, I think I'll make a random comment here. Ummm...is it just me, or...nope, I got nothing. Oh, doesn't it seem odd that there's a Map and Compass in every dungeon? Why is this a ask you, and who put these here? On with it...now. ? OK. First off, look to your left and pick up a Bomb Flower. Run over and set it down by the odd-looking part of the wall. It will explode, revealing the main area of the dungeon, and giving the cavern its proper intro. Go forward, wait for the moving platform to be at its highest, then jump onto it and onto the center platform. Avoid the Beamos and go either left or right. If you go left, destroy the Beamos with a Bomb Flower, and bomb the odd sections until you find the Map. If that doesn't interest you, head right. Kill the Beamos you see, and then bomb the odd section of the wall furthest away from you (and the Bomb Flower). Go in, and you'll be in a hallway with Dodongo Lava. Hack them, or use the Hylian Shield to cover yourself from their attack. Once you make it to a rise in the ground, they can't attack. The switch here is blue, so push/pull a statue on top of it, then go through the door. Uh-Oh, it's a pair of Lizalfos. Luckily, they fight 1 at a time. Pull out your Deku Shield if it wasn't equipped and take these idiots out. I found this very tough, seeing as how you only have 4, maybe 5 hearts right now. The door unlocks, so proceed. You're in a dark room with torches and Dodongos. Wipe out the Dodongos first if you don't wanna risk getting hurt. Now, if you don't have any Deku Sticks and why would that happen, you don't use 'em anywhere!), bomb the odd part of the wall and kill the Business Scrub you find there. He'll sell more to you. Now, get a stick lit and go light the other three in the room. Viola, insta-eh! You're in the center room of the dungeon again, but this time in an area you previously couldn't reach. Simply stand on the switch, and the door on the left side unlocks. Scamper over there by way of platform, and get the Map if you haven't already. Oh yeah, there's a Business Scrub willing to sell you a replacement Deku Shield if it's gone around here. Now, once you've got your supplies, head through the unlocked door. You'll be in a room with a bunch of Bomb Flowers. Ignore that for now, and blast away the odd section of wall to get to the other room. There are three statues, one of which is an Armos. Just pick up a Bomb Flower, hurl it at them, and repeat. You can get the Compass while he's chasing you if you wish. COOL TRICK: If you just can't kill him, snag the Compass, save, and reset. There ya go, and you barely lost any time. Anyway, get back to the last room. Uh, you see that pillar in the center of the room? See all the Bomb Flowers lying around it? Well, there's an obvious gap between two Bomb Flowers where another one should be. Find one lying on the floor around here and put it there. They all explode, and a sequence ensues. One thing's for sure: You've got stairs! Take either direction on the wooden ledge here and get out of this room. Look at the return of the Skullwallulas right before the door!! OK, that was dumb. In this next room you'll see some Fire Keese and about seven Armos. Yikes! I'd equip Mr. Hylian Shield and kill the Keese first, then circle around the Armos. Don't touch them, because one is only a statue. It's the one in front of the ladder. Pull him out of the ladder. Pull him out of the way and you'll have easy access to the top. Hit the switch, and then leave this friggin' place! You're in the main room, sorta. You're on the second floor now. Just run across the bridge, and if a Keese comes near you, slash the retard. In the next room, drop down and Navi informs you to watch your step in these tight corridors. Look for a ladder with a blue block at its base. Climb the ladder, then jump off onto a platform with a chest. Open it for some rupees, then grab the Bomb Flower next to it. When it's about to explode, throw it in at the explodable (word?) wall. I mean, when it's REALLY about to explode. Also, you can get it stuck on the ladder if you've got good hand-eye coordination. Just blast it and go through the passageway. There are three platforms in this room, but the center one is on fire. Just use the Slingshot on the yellow eye atop the third platform, and the fire will go out. If you run out of Deku Seeds, there's some regrowing grass in this room. Aw man! Just when all was going well, another freaking Lizalfol fight kill them I suppose, just like last time. In the next room, there are 4 platforms, and the 2 center ones are on fire. Hit the eye at the end again, hop onto the second platform, and turn left. Hit the eye there and proceed to exit the room. Watch out, the fire WILL grow back. In this next room, you can find a Bomb Bag inside of a large chest. Isn't that nice? Now, go through the passageway and you'll see a switch. Save the game, as the switch creates easy access from the first floor to the second floor via a pillar. Jump across the bridge and bomb the wall at the end for a chest. If you're missing your Deku Shield, that's what you get. If not, it's 20 rupees. Now, go back and stand right next to a gap in the bridge. Pull out a bomb and drop it. It'll land in the Giant Dead Dodongo's eye. Do the same with the other one, and he opens his mouth, allowing you to get to Dodongo's chamber. Or closer at least. If you've got full hearts, jump down there, but if not, use the pillar to get back down. Now, enter the door in the Dodongo's mouth (WTF? A door in his MOUTH!?!?) Equip the Hylian Shield and kill or avoid the Fire Keese flying around. Jumping in the hole shows you that there's a blue switch down there, since it won't stay down. Take a right from this room, and you'll be in an area with Fire Keese and blocks. Just scramble through this room, you'll have to climb to higher ground near the end. You'll see a tunnel, but smash the pots to the left. They contain Red Fairies, and you've probably got at least 1 bottle to keep one in by now. OK, go through the tunnel, and push the block at the end. I'll fall off, so push/pull it onto the switch, watching out for the Fire Keese, who will sucker punch you while you pull it (well, that is if they had arms). Great, the door to Dodongo is open. Proceed!!! Open up the chest in here for some Bombs, which you may or may not need. Bomb the odd part of the floor, and drop down to square off with Dodongo. See the appropriate section, which believe it or not ISN'T the Mini-Game Section. God I hate you people. Once this guy's killed, take your Heart Container and leave. Enjoy the sequence with Darunia at the end, and get the Goron Ruby. This one just might be funnier than Koume and Kotake's death scene. My sister says Gorons look like bears, and this only proves it, hehe. -----

Death Mountain Trail ----- Necessary Items: Magic Meter Other Items: Spin Slash Alright, remember when there was that flag when you went up the slope en route to Goron City? Yeah, take the up path there, and blast the boulders away with Bombs. Jump across the gap, and equip the Hylian Shield. Run to the far wall, and boulders start to fall. If you see a shadow on you, press R to duck and cover until it goes away. Either that or run like hell until it stops, my method of choice. Kill the two Skullwallulas you can see, then try to get positioning on the third one, or just run past it. At the top, don't go down with the damn owl, Bomb the area on the left. Look, a Great Fairy Fountain. Play Zelda's Lullaby on the Triforce symbol, and the fairy appears. My god, could she possibly be wearing any less? Not that I'm complaining though. She teaches you the Spin Slash attack, and now you have a Magic Meter. Good for you. Technically, the Spin Slash isn't necessary, but you need to gain it in order to speak to the other Great Fairies, and one of them gives you Din's Fire, which is IS necessary. Get my drift? ----- Kakariko Village ----- Necessary Items: None that I haven't already described Other Items: None that I haven't already described Use a ride from the owl to get here, and then leave. Nothing else to do. Go through Hyrule Field and go to Hyrule Castle. ----- Hyrule Castle ----- Necessary Items: Din's Fire Other Items: None Proceed past the gate like you did last time, but look at the sign and the boulder this time. Blow up the boulder and go inside. You know the drill. This time you receive Din's Fire which is necessary WAY later in the game. Now, from here go to Zora's River, it's to the right of Kakariko Village in Hyrule Field. ***** Getting Zora's Sapphire ***** Zora's River ----- Necessary Items: None Other Items: Magic Beans First, walk forward and blast the rocks, duh. You can buy Magic Beans from the fat kid, which are necessary to get some Heart Pieces, and some Gold Skulltulas, but not vital to your quest. Anyway, there is a point where the gap in the river is very small, so jump across it. You can also use a Cucco to float over the wider parts, but I think it takes too long. Just jump through this level, making sure not to stay in the water too much, and avoiding the Blue Tektites. At the end you'll find a waterfall with a grate in front of it. Play Zelda's Lullaby on the grate, enjoy the swank cut scene, and jump through the now opened waterfall. That thing will close fast though, so don't stand around for too long. ----- Zora's Domain ----- Necessary Items: Silver Scale, Fish Other Items: None Well, stay on the path and make your way upward to King Zora's Chamber. Talking to him reveals that Princess Ruto is lost. Take a left and play the Diving Game. Refer to the Mini-Game Section for this relatively easy game. Once you go backup to her and get the Silver Scale, dive down again. Look for an underwater hole in the ground; it's a shortcut to Lake Hylia. ----- Lake Hylia ----- Necessary Items: Bottle w/Letter Other Items: Fishing Pond w/Lots O' Stuff. Scarecrow's Song Just go forward a little bit and Navi will turn green and fly underwater. Dive there, and when you come up you'll have the Not-So Empty Bottle. Equip it to a C Button, and use it to read Princess Ruto's Letter. She's trapped inside Jabu-Jabu, and wants you to save her. Oh, and don't tell her daddy. Go back to Zora's Domain now. Oh, the Fishing Pond is on the far side, left of where you entered. To finish half of the Scarecrow's Song sequence, just go up to the scarecrow who claims to be a musical genius, and play an 8-note song. ----- Zora's Domain ----- Necessary Items: Fish, if you didn't already get it Other Items: None Well, show King Zora the Letter in a Bottle, and he'll tell you to get f*ck Ruto. Man, he takes like a week to move out the way! When he's done, walk around on the lower level of the Domain until you spot some fishes. Catch one in a bottle, or buy one from the shop for 200 rupees (yikes). Now, go past where Zora was originally blocking. -----

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some vines leading downward. I believe there's also a guard pacing outside here, so watch out. There are two doors here (right?) take the one straight from you, or on your left if you wanna be picky. This room also contains a carpenter, and (DUH) also contains a Gerudo Guard to fight. I believe there is an empty cell in here, so let me present my strategy for when there is an open cell in the room: Simply get into the cell, stay against the bars but AWAY from the opening. She won't come in if you're positioned right. Stay a few inches from the bars, and use the Biggoron's Sword, Megaton Hammer, or Spin Slashes to dispose of her. Then rescue the carpenter (That's French for the carpenter' stupid people). Go back out THE SAME WAY YOU CAME IN, and climb up the vines. Now, go through one of the doors up there (you've been through one before, it's not that one). TOUGH SPOT here, with a guard about the appear around the corner. One step forward and you're caught. Just pull out the bow and nail her. Take out the other one in the hall and leave up the ramp (I think there are two. If so, pick the right...maybe). Drop down to Link's right after leaving, go through the door, and watch out for guards around the corner. Now go save the last carpenter. The same as the rest, oddly enough, Oh, and if the empty cell is in THIS room, let me (re)present my strategy for when there is an open cell in the room: Simply get into the cell, stay against the bars but AWAY from the opening. She won't come in if you're positioned right. Stay a few inches from the bars, and use the Biggoron's Sword, Megaton Hammer, or Spin Slashes to dispose of her. A Gerudo Guard will come in, and not to catch you. She compliments you on your thieving skills, and says you have restored her faith in men (yahooh). Oh, and you get the Gerudo Membership Card, so no more sneaking around the fortress. Hey, if you change your tunic, she changes colors TOO! I think she looks GREAT in red...ahhhh...mmmmmm...um, nevermind. Forget I even said it. Got a Walkthrough to do. Go back to the outside, and drop down to the bottom. Before you leave, you might wanna talk to the lady in white right next to where you dropped. It's the Gerudo Training Grounds. Good stuff. Or maybe Horseback Archery is more your style, it's to the east of her. Anyways, go all the way to the west and you'll find a giant gate. Climb the ladder on its right, and talk to the lady up there. She'll open it up for you. Go through it, munk munk ----- Haunted Wasteland ----- Necessary Items: None Other Items: None First of all, make sure it's day. It'salready hard enough to see, and darkness only makes it worse (Well no SHIT Sherlock). Now, strap on your Hoverboots and walk upwards over the river of sand. You can take them off once you reach the top. Now just walk the flags in front of you. If you're interested, look for a sign on the left somewhere that leads you to a merchant on a carpet. He sells you a Bombchu for 200 rupees (but won't tell you what it is until you buy it). You'll find a stone house-type thing, and if you put your Lens Of Truth on, you can spot the Poe up top. Go up there, and get his attention (sometimes this takes a while). He'll lead you the rest of the way, going in an erratic fashion. However, near the end Leeverz will attack you. Look on the map. See how you're at the other side? Ghostie will turn around, so DON'T FOLLOW. Just go until you spot the end. ----- Desert Colossus ----- Necessary Items: None Other Items: Nayru's Love To Get Nayru's Love, look around the perimeter of the Colossus (I believe it's a right turn from the entrance), until you see two palm trees against the wall with a crack inbetween them. The crack is, you guessed it, bombable. Inside is a Great Fairy Fountain, where you acquire Nayru's Love. It allows you two minutes or so of invincibility. However, you'll still turn red, scream, and fall off walls if hit, so it won't help you there. Once that's done, go into the Spirit Temple. It's that giant, huge, oh-so frigging obvious skyscraper in the middle of the Colossus. ----- Spirit Temple ----- Necessary Items: None Other Items: None If you want to just, leave now. Yes, leave. Trust me. If you want to explore a little, walk forward and avoid the killer pots. Then read the two snakes. They say, to paraphrase "To travel in the future, one must obtain the hands of silver from the past" "To travel to the past, one must return with the pure heart of a child" Up the stairs, and on the left a hole so tiny Young Link can squeeze through, on the right, a big silver thingamajoo. NOW leave. ----- Desert Colossus ----- Necessary Items: Requiem Of Spirit Other Items: None Upon leaving, a cut scene plays where we see an overhead view of Link, and Shiek jumps down (from 50 feet up? I think not! Silly me, looking for common sense in a video game!) to confront you. Some HORRIBLY stupid stuff said here by Shiek, but you learn the Requiem of Spirit from Mr. Sillyhead, so it's alright. Play the Prelude of Light once you regain control. ----- Desert Colossus ----- Necessary Items: None Other Items: None

equipped) you can push it forward into a hole. And that's GOOD. See the Beamos in here? Toss a bomb at it, then Longshot the diamond above its head. Take the door on the left, if you want the Compass. In here are two Wolfos (I think maybe one is white), so kill them and walk over to the Triforce symbol. Play Epona's Song, because that's what you ALWAYS play on Triforce symbols, dummy! A large chest will materialize, and inside is the aforementioned Compass! Go out of the room and through the door on the right that you ignored earlier. Whoa, a bunch of boulders on a halfpipe with three acloves on either side. First put on the Hoverboots and get the Silver Rupee in midair, then enter each aclove to get another. That blue block is guarding a Gold Skulltula, FYI. The door unlocks once you've got all six or so. In the next room is a Like Like. Don't waste time, because it's a small room. When he dies, open up the small chest to reveal... a Small Key! What a surprise! Now backtrack all the way back to the room with the Beamos in it (wow, a whole two rooms away), and unlock the door in here. Kill the Like Like, and climb the climbable wall behind his fat ass. Oh hey, THERE's that invisible Floormaster I talked about earlier, my bad. Anyways, kill it (Better hope you have magic!), and look at the newzelle before you. The snake thingle reflects light, because it's a mirror. Stand by the obvious handles, and push it until Mr. Sun sees it and wakes up. Oh, wait, there are four! One releases a red chest, one, a FAKE, one that is walkable, and the other opens the door. I always choose wrong, I'm so stupid. See that statue? It's not an Armos, so don't touch it. Just pass it and run up those stairs and check out the goddess statue. See her hand, with a Triforce symbol on it? Jump over there using the Hoverboots, and play Zelda's Lullaby (no jokes this time). A small chest will drop down on the other hand, and you can actually Longshot over there if you get close enough. See, Nintendo wants you to WORK, I want you to LAZY. Aint I great? Oh yeah, inside is a Small Key, like you didn't already know that. Drop down now (That might hurt), and run past the place where the Map was, over towards where you came in. There's a Longshot target overhead that allows easy access right back up. Run up stairs like before, but this time you've got a Key to unlock the door. You're now on a relatively low platform in the room, dispatch the Beamos (With a Bombchu if you have one), and then use the Fire Arrow on the Anubises. You can make a blue block appear over one of the gaps if you look around. Probably for giving you the correct way. Go through the unlocked door. This is a hard puzzle at first. A bunch of Armos next to a blue switch that opens a grated door for about half a second. Well, first go stand next to the door, then hit the Armos right next to the switch with an arrow. Turn around to face the door, and he'll eventually jump on it, giving you time to escape while he's on the switch. Go up the stairs and enter the door. In this next room is another IronKnuckle, ywanna boring stuff, especially if you have Biggoron's Sword. Once he's dead, take the door behind his throne to the Mirror Shield. Now come back in, and back to the room with the blue switch. Ignore the Armos and go over to the sun and ray of light on the other side of the room. Get in the light, and then use the Mirror Shield to deflect it at the sun. Boyo! Door opens. Go in and get the Small Key (just sitting there?), then go back to the room with Beamos and Anubises. Yeah, unlock the door Einstein. Use Bombs or whatever to kill the two Beamos on platforms, and then looks at the monstrous wall. It's not that hard to just climb it, once you've got the hang of it, but that Skullwallita is REAL HARD. Go in and get the key, just Longshot it to death from the ground, hop on a platform, and Longshot the top of the wall. Piece of cake. Oh, and avoid the next two Beamos at the top by running through and leaving. Two easy ways out of this little hallway, but choose the Triforce way, by playing Zelda's Lullaby on the symbol. Inside are a bunch of Torch Slugs and doors, as well as the Boos Key covered in flames. Start by killing the Torch Slugs, then wipe off the cobwebs and pull out the Megaton Hammer. Smash each and every one of the fake doors until you find a yellow eyeball. I hope you haven't run out of arrows yet, heh heh. Anyways, hitting it causes ice platforms up in the air, and a Longshot target above one to get up there. Hop up, hit the diamond, and then drop down and open up the chest. I hope you already figured out what was inside. Exit the room and take a right to go into another room. Stay on the ledge in this room. Look past the bars to see a diamond. Can't hit it with a sword slash, but can hit it with arrows. bombs, Biggoron's Sword, Megaton Hammer, or a charged attack. Easy easy. Now exit, ignoring that giant thing on chains in there. Go through and kill the Lizalfo you have to face, and explode the wall to reveal a bunch of White Bubbles and a snake mirror. Hey, see the snake mirror that's in the plaer you already fought the Lizalfo? Point it at the snake mirror surrounded by Bubbles. Now go kill all the bubbles, and point THIS mirror through the bars and at the real mirror out there. Backtrack all the way back to the place you hit the diamond. As soon as you can, gently drop off the ledge, AND HOLD YOU SHIELD FOR DEAR LIFE! About 10 flying pots try to kill you down here, but they at least leave paring gifts. After that, ever-so-gently drop through the hole (if you run you'll fall all the way down). Now pull out your Mirror Shield and deflect the light at the face of the goddess. Hold it steady right at the face, and after a few seconds, a cut scene shows it crumble. If you feel confident that you can beat the bosses on the first try, Longshot the grating revealed. If not... Look to your right and spot a small chest. Longshot it (nothing inside), and hit the rusty switch next to it with the Megaton Hammer. You'll magically see a door open somewhere. Find it, go in, and push the three silver blocks through the hall until they fall down. Finally, smash the face block with your Hammer, and viola! An elevator from the entrance back to here! Go back to the chained platform now. Longshot the grating and go in the Boss Door (the grating will slide up). Your first opponent is an IronKnuckle, a GOLD one. Kill it, and look out for a surprise (but you probably saw it coming anyway, especially if you read Nav's hint). After that, it's Koume and Kotake, and you can see the details in the Boss Section. Hehehe, gotta love that death scene! ----- Desert Colossus ----- Necessary Items: None Other Items: None Play the Prelude Of Light, it's time for the final showdown. ----- Temple of Time ----- Necessary Items: Light Arrows Other Items: None Instead of warping, a cut scene will be shown of you running into the Temple--oops! Shiek chats with you and reveals quite a few VERY important things. Also, Princess Zelda makes her triumphant return to the game--and promptly gets trapped in a crystal by Ganondorf. He picks up where Shiek left of, and says you must come to his castle if you are to ever see the Princess again. NOTE: After this, go do EVERYTHING. And I mean everything you can to be prepared for this last level. Or you can blindly go into it with 12 hearts and no upgrades, but whatever. Oh yeah, and go out into... ----- Hyrule Market ----- Necessary Items: None Other Items: None

----- Necessary Items: None Other Items: None Avoid the ReDeads and make your way out to... ----- Ganon's Castle ----- Necessary Items: None Other Items: None Walk over to the edge of the cliff, right by the lava, walk alongside the dropoff until you're in front of the main entrance to the castle. The six sages will create a rainbow bridge and an ULTRA-CHEESY MOMENT. Oh well, the end result is pretty sweet still. Save your game, brace yourself, and walk on that rainbow bridge! ----- Inside Ganon's Castle ----- Necessary Items: Golden Gauntlets Other Items: None What, no opening lock at the level? Boy, they're REALLY serious this time. Roll through the two Beamos and open up the door. Hey, THERE's that opening looks! Anyways, the gist is this: We're in a round room with a tower in the middle. A forcefield is around the tower, and this forcefield is being fed by each of the six barriers surrounding it: Forest, Fire, Water, Shadow, Spirit and Light. You have to enter each of the rooms that the forcefield emanates from and destroy the barrier (little ball) at the end of each one. Now, I wanna go in chronological order, but Din's locked off, and you need the Golden Gauntlets before beating the Fire Temple, so follow the left wall. First stop: Forest Barrier. ----- Forest Barrier ----- Go forward and watch out for the Skulltula and Wolfos. If you kill them both, a small chest will appear with a Purple Rupee. Then, stand in the center and throw Din's Fire to light all the torches-- except one. Shoot a Fire Arrow at the unlit torch above the exit door. Viola, another small chest, this one containing a Small Key. This next room looks surprisingly like the Shadow Temple. BIG Gaps, LITTLE Platforms. Better put on your Hoverboots. Look to your left, wait for the fan to turn on, and jump. There are a lot of strategies, but starting this way seems to work best. From there, collect the easy Silver Rupees and kill the Beamos. Hit the rusty switch to activate a Longshot target, and get the last one then exit. There, that wasn't so hard, now was it? Collect the pots on both sides of you (hopefully they're magic), and then walk right up to the barrier (careful not to touch it), and shoot it with a Light Arrow. It explodes, Saria tells you to hurry up, and you get warped back to the main room where the forcefield grows weaker. The Spirit Barrier is next along this wall. ----- Spirit Barrier ----- A Beamos, five switchblades, and a bunch of Silver Rupees. Well, at least there's solid ground this time. First off, kill the Beamos and collect the rupee above his head using the Longshot. Next, start pulling the Armos statues out of the way of the switchblades. Now they'll bounce all the way from one wall to the other, giving you plenty of time to snatch the Silver Rupees without getting hit. The door ungrates once you get them all, as usual. Kill the two Torch Slugs (geez, don't these guys ever show up alone?), and hit the diamond on the other side of the bars (Spin slash, lunge, magic, etc.). A small chest falls down with ten Bombchus. Now, look up at the roof, where it connects with the bars. See the hole. Get right under it, stare at the other diamond far on the other side of the bars, and let a Bombchu go. It should go right up the bars (HOW?? It's BIGGER than they are!!!), through the hole, and smack dab in the middle of the diamond. Not too hard, but a bitch if you waste all you Bombchus. It ungrates the door, and you can cross the bars and leave this room. Get in the middle of this room and look straight up. I don't know what that's supposed to be covering the roof, but a Fire Arrow dispatches of it. Now pull out the mirror shield and shine the light at the face of a random sun. All but one cause a Wallmaster (which apparently only I know the name of. It's not a Floormaster, Ceilingmaster, Handmaster, or whatever everyone always says) to attack you. I think it's either the far left or the far right, but then again I'm a retard. Collect the pots, and go bust up the barrier. Nabooru calls you "kid" again. Well, the Force grows weaker young Skywalker (ugh, that was so goddamn lame). Next is everyone's LEAST favorite barrier, Shadow! ----- Shadow Barrier ----- SHADOW DANCING!!! Man, sometimes I fear for my own sanity. Alright, if you want more rupees, Longshot the chest to your left and then Longshot the target above the door to get back. Now, kill the Green Skull however you want to. Look off to the right in the distance, and you'll see a torch on a platform (well, did you think it was just FLOATING there?). Use a Fire Arrow to hit it, and believe me when I say you do NOT wanna miss. A bunch of ice (yes, ice) platforms take you to solid ground with a Like Like. The ice disappears quickly, but you've got more than enough time to make it. Use whatever feels right, be it the Longshot or Arrows. Just don't try the sword, or you could be eaten and thrown off the platform (for those of you wondering, that's BAD). It was time for a paragraph break. Put on your Lens of Truth and look around for a twisting path. It leads to a switch, which opens up the exit door (now THAT is good). Get back over to the main platform. If you want, look off the platform and downward to find an ice platform with a switch. You can jump or hover down there, unless you wanna be safe (and why not?). Just turn around and look back at the entrance. Hit the torch with a spot of fire, quickly turn around to see several small ice platforms leading DOWNWARD (there are others leading towards the exit, but that won't do). At the bottom is a switch. Hit it, and a large chest appears at the top. Not enough time to use the ice back up, so Longshot the chest instead. Inside are the much-needed Golden Gauntlets. Now you can throw those huge gray-black stones! Either hit the torch at the entrance with a Fire Arrow one more time to create a path of ice, or Longshot the torch by the exit door. In here, hit the Shadow Barrier with a Light Arrow, and Impa (OOGLY!) tells you to hurry (yeah, whatever). Now, if you want Double Defense, LEAVE the castle. If not, proceed to the Water Barrier and I'll meet up with you. ----- Ganon's Castle -----

----- Necessary Items: None Other Items: Double Defense!!! Go left off of the rainbow bridge and through the arch. Either bomb or throw the rocks in your way until you get to the HUGE gray-black pillar (which has a crescent moon on it, symbol of the Muslim religion and the Gerudos, like the big gray block...hmm). Toss it (game takes a while to react), and enter the area. Get your Double Defense from the Fairy Whore, and go back in, and to the Water Barrier. ----- Water Barrier ----- NOTE: Avoid getting hit by falling icicles in this room. Kill all the Freezeards and Ice Keese (set off Din and they become Fire Keese, hehe), then take out all the icicles in the center. Get a bottle of Blue Fire from the...hmm, what you call a mound of Blue Fire? oh well, just get some, and melt the red ice covering the exit. Make sure to refill before you leave, you'll certainly need it in this next room. This is gonna be tough to explain, but luckily GameFAQS has a GIF on it somewhere. Umm...where'd it go? Well, damn. Ah, a Ganon's Castle Walkthrough. PERFECT! Now I have to go put Eliminate in the Thanks Section though. Hey, you only have two minutes (that's 120 seconds, 1/30 of an hour, 1/720 of a day, 1/262800 of a year, and roughly 1/17396000 of your life, for those of you scoring at home). First, go to the big blue iceberg farthest away from you and push it to the right (by getting on its left and pushing forward). It hits a rock, and when it does, push it right again. It will fall into the hole, forever covering it up. Now, go back to the entrance, turn around, and push the OTHER ice block to the right, into a rock. Now push it to the left, climb it when it hits the wall, and melt the red ice with some Blue Fire. Now hit the rusty switch with the Megaton Hammer, and exit through the obvious path. Once again, get the pots (are you running low yet?), take out the Light Arrow, kill the barrier, listen to the Sage du jour (Ruto this time), and be warped back to the main room, with an ever-weakening forcefield. Fire Barrier is next, and we are officially in the home stretch of this game. ----- Fire Barrier ----- The smallest barrier in the game, the Fire Barrier is also pretty tough. Put on the Goron's Tunic unless you WANT to die, as well as the Hoverboots (the platform can't hold you in Kokiri Boots, and you'll fall). The lava below is Class B, the type that warps you back to the beginning of the room. First, jump on the center platform, and collect the rupees that you don't have to jump for. Now, go jif the big gray-black pillar, and collect the rupee underneath it. Look around for a platform with a Torch Plug on it, and work your way over there. Use Hoverboots to get onto the platform with a Torch Slug (the Longshot target is a trap that causes you to fall). Kill him, get the Silver Rupee, and look at the where the pillar you threw landed, sticking out of the lava. Jump on it, and jump again to get the last rupee. There's a Longshot target over the exit I believe, so use it wisely. Go through the pot bit again, and the whole killing of the barrier. BO-RING. The upside is, Darunia calls you brother again, yeah! Just one barrier left to go, and that's the... ----- Light Barrier ----- NOTE: Since there is no Light Temple, this is a mixture of the Forest and Spirit Temples. Of course, you'll have to move the gray-black pillar out of the way first, eh? stupid! Put on the Lens of Truth, because there are invisible Keese, and an invisible Giant Skulltula. Once they die, and small chest falls down with a Small Key inside. The rest of the small chests are fake or just have stupid things inside (like Shadow Temple chests?). Anyways, unlock the door to advance. Kill the Like Like in this next room (with Spirit Temple surroundings), and then stand on the Triforce symbol and play Zelda's Lullaby. A small chest with a You-Know-What comes down, allowing you to unlock the door and exit. This is sorta tough. 1 minute (do we need to go through THAT again?) to collect a bunch of Silver Rupees, with boulders rolling around, and a circle-shaped thing in the center. There's a Longshot on the roof to reach the one on top of it. The other four are in obvious locations. Pots, barrier, sage...er, there's no barrier in here?! That's because the wall is fake. Just walk through it to reach the REAL barrier, and follow the routine. Rauru talks, and now the entire forcefield has been dissipated. Well, don't just stand there, follow the bridge inside! ----- Central Tower ----- You can kill the six or so Keese in here if you want, but there is no reward (except maybe what they drop). Go up the stairs and enter the door on the right. Now we meet a new enemy: Dinalfos. They're basically Lizalfos on steroids, but they STILL don't carry shields. Exploit that to kill them and move on. Some more velvety stairs here, and then another door. This time it's two Staffos who get the call, but odds are they probably won't fare much better. When they die, the flame around the Boss Chest (which, I forgot to mention, is in that room) goes down, and you can get it. It'll probably save right about now. More stairs, more hard enemies. In this case, a shiny white and sleek black IronKnuckle. Wake one up, kill it, and then wake the other one up and serve it a continental breakfast. Long...flight...of...stairs...pante...pante...well, I hear organ music, and sure enough, behind the HUGE door at the top, it's Ganondorf on the organ. How nice. I can't explain any of this, because it'd spoil the story, but Navi says the can't get close in this battle because of waves of darkness, yet she can still Z-target and blurb him! HUHI?! ----- RUNNING! RUNNING! RUNNING! VERY FAST! ----- With his last breath, Ganondorf is trying to crush us in the ruins of his castle. Well, follow Zelda, because she has superpowers to open doors and stuff...well, just open doors really. Follow her, avoiding falling flame rocks, until some Staffos catch her in fire. Wipe them out AS FAST AS YOU POSSIBLY CAN and move on. She leaves hearts, if you're interested. At the end, use your Longshot to stun the ReDead (no Occarina!!!), and leave through the big gate! YES, WE WON!!! YAHOO! The castle collapses in an awesome cinema. Words can't do it justice. It's finally over. Yeah right, like the game's gonna end after RUNNING! Zelda hears a sound. Investigate it, it's GANON! Kill him (see Boss Section), and you get a cool ending, complete with singing, dancing, and GORONS! Congratulations, and thanks for reading my FAQ. You could have read a bigger one, but I doubt you could possibly find a better one. Peace. ----- Heart Piece Locations -----

----- There are 36 Heart Pieces scattered throughout Hyrule, some easily attainable, some almost impossible. I got about 30 of these on my own, the rest were from people at Game FAQs. Here they are... 1. AL- Adult Link YL= Young Link EL= Elder Link Hyrule Field (2 Hearts) 1. EL- You can get fenced-in area near the entrance to Lake Hylia? You know, the one with two white, jumpable fences, and two black, unjumpable ones? Yeah, that's the place. Put a bomb in the center, back off, and drop in the revealed trough. You need 10 rupees to buy the Heart Piece from the Business Scrub down there. Good deal? 2. EL- Exit Hyrule Market. Now, out in the field, take a 90 degree turn right until you see a little stream and a bunch of trees. One of the trees isn't particularly close to any other trees. Bomb it, and go in the revealed trough. You need the Golden Scale or the Iron Boots to obtain this Heart Piece. Lon Lon Ranch (1 heart) 3. YL- Go into the corral area, outside all the horses are running around. You see that little building in the far corner? It shows up as a little square on your map. Go in there. Now, those crates are blocking a hole in the wall. It's tough to pull them out, but you can. When you reveal the hole, crawl through, grab the Heart Piece, and go worship me Kakariko Village (8 hearts, gezz!) 4. YL- Go into the graveyard at Skulltula. The time is stopped in Kakariko, so wait on the outside steps until you hear a wolf howl. Now, ask him to dig, but only in the soil spots, not the grass spots. The heart is always in different places, so dig on all those spots. I spent 200 rupees last time I got it. 5. YL- Kill 50 Gold Skulltas, pick up their tokens, and go to the house of Skuttula. Talk to the old man, and he will give you a piece of hearts! Yeah! 6. EL- After you have a magic meter, it will be right outside where you obtained it, atop Death Mountain. Take his offer for a ride. Drop down onto the brown overhang, near the Cucco, add Walk into the hold in the wall, grab the heart, and maybe get some milk. 7. EL- Go into the graveyard. See that grave in the second row, with flowers on it? Near the large statue? Pull on it, drop down, destroy the ReDead, and play the Sun's Song. I discovered this, because that was my first killed ReDead, and I thought it was still alive 3. 8. AL- Plant a COOL magic bean in the soft soil spot in the graveyard, and come back as an adult. The Heart Piece is in the crate, dum-dum. Roll into it, man! Oh. I found a totally kickass way to get it. As an adult, see those fences near it? Climb on top of one and Longshot to the crate, viola! As a kid, use a Bombchu to destroy it, and Boomerang the Heart Piece. 9. AL- Get the Longshot, and climb up to the lookout tower (not at night, or prepare to be surprised). Now use the Longshot on the roof with the guy on it. Talk to him, and he'll give you a Heart Piece. Well, I sure wouldn't give someone a piece of my heart! 10. AL- OK, go back to where you raced Dampé the first time and won the Hookshot. Now all you have to do is win the race in under 61 seconds, not under a minute like everyone says. An easy way to do this is to strap on the Hoverboots and roll all the way through. You can EASILY beat a minute doing this. Also the torches, at the end, after the spiral ledge you run up, can be used as Longshot targets. 11. EL- Well, you have two choices, you can either use the long way that everybody seems to recommend, or you can use this genius plan of mine (well, not really genius, or a plan, or even MINE, but whatever!) The long way is beating Dampé's Spirit in the race, going out the back door, and using the windmill platforms to jump to it. However, I say, go into the windmill as a child, and use the boomerang to retrieve it. Death Mountain Trail (1 Heart) 12. AL- As a child, plant a Magic Bean in front of the entrance to Dodongo's Cavern. Come back as an adult and climb it, you furry weasel! Zora's River (4 Hearts) 13. YL- First, you need to have the Song of Storms. As a kid, go to Zora's River. There is a log which comes out from a part of the land. When you step on it, Navi mentions some frogs are staring at you. Now, whip out your Ocarina and play the Song of Storms for them. Good boy, you get a heart. Anything else, and you get purple rupees. 14. YL- After attaining Heart Piece #12, go back to the frogs again. Play every song on the top row (i.e., all that don't warp you) and they'll talk about how fat they are. Now, you get to play their bug-catching game. You simply play the proper note when a bug flies over a frog. The pattern is always the same, so just find out which button activates which frog, and memorize it, or write it down. 15. BL- As young Link, go to the end of the river, near the waterfall. Take a Cucco from the bean-selling guy with you. See that heart on the ledge over there? Do you? Good. There are 3 ways to snag this heart. You can use the Cucco to fly/jump to it. However, it is MUCH easier as an adult, when you can use the Hoverboot to get to it. The easiest is use the boomerang to grab it. IMO. 16. BL- Look for a ledge like the one in Heart #15. Use the same strategy. I believe you need to use the ladder in the middle of the area to climb on a big piece of land to get near it. Zora's Domain (1 Heart) 17. YL- I recommend getting the all-powerful Din's Fire before trying this. First, go look BEHIND the waterfall and you'll find two torches. Use Din to light them simultaneously. I recommend standing in front of the right one, with a Deku stick on the C-menu. Now, get the stick lit, run through the SHALLOW area of the water so you don't fall in, and light the third torch. Keep running without relighting, and you'll find the fourth and final one outside the shop. Now, go back to the first two torches and open up the treasure chest to reveal your prize.... A red rupee! Um... it's actually a Heart Piece. Zora's Fountain (2 Hearts) 18. As an adult, there are several large ice blocks in the water. One has a Heart Piece. Well, get onto that block doing anything possible! Now, I tell you, now! 19. As an adult, strap on the Iron Boots and go walking around underwater until you see rupees. Well, in there somewhere is a heart piece. GET IT YOU RETARD! Oh yeah, the Zora Tunic isn't even remotely necessary. You should be in and out in under 30 seconds. Come to think of it, the Tunic is NEVER necessary. Don't bother. I beat the Water Temple without it. Ice Cavern (1 Heart) 20. AL- It's in a block of red ice. Simply use blue fire to get through the red wall in the room with the helicopter blade. The compass is in here as well. Hyrule Market (3 Hearts) 21. YL- You remember that back alley, the one with the shop that sells Bombchus and the locked door? If you go there at night, the door is unlocked, and inside a woman will tell you about her lost dog, Little Richard. Go back outside, and look near the Bazaar. He is the white one. Hit him a few times to get him to follow you, then go back to the lady. Try not to pick up any strays along the way. 22. YL- Go into the Bombchu bowling shop-the one where the lady said they were closed earlier in the game. Pay rupees to play (See Mini-Games). If you win, you get a prize. Sometimes it's a Piece of Heart. I got the heart on my first game, so it shouldn't take too long. 23. YL- Go play the Treasure Chest Game (See Mini-Games). If you use the Lens of Truth, you can see INSIDE the chests. Keep on getting the keys until you reach the end. Your Prize Is- A nice, shiny Heart Piece. Aww, isn't that nice? After that, you just keep getting purple rupees. Nice money source, IMO. 4. Racing the famous Ingo! Location- The Lon Lon Ranch, the ONLY place Ingo ever is, and the ONLY place you find horses, you! Oh yeah, be an adult. Cost- 60 or 70 rupees, if you've ridden before it's 60, if not it's 70. How To Win- Back as a child, you showed Malon your Ocarina, learned Epona's Song, and played it for her, right? Good, now go to Lon Lon Ranch, and Ingo has taken over. That's nice. Ask to ride. Get in, and play Epona's Song, to get her to come over to you. If you race with the other horse, you CANNOT win. Ride for a while, and quit or wait until time is up. Ride again, and talk to him while on horseback. He says that you are getting better, and challenges you to a race. The trick is to stay on the inside, and use carrots until you only have one left. Every time one grows back, use it, but using that last carrot will REALLY slow you down. You have to win twice. On the second, he could be a problem. Use yourself to block him. I once finished the second race in 32 seconds and still won using that technique. Your Prize Is- Epona. Just get a BIG running start and jump over the back fence to escape the corral. 5. Obstacle Course Location- As an adult, go to Lon Lon Ranch after beating Ingo and getting Epona. Talk to Malon while on horseback. How To Win- Remember, the little fences don't need a running start. You've gotta use a carrot a few steps before a fence if you wanna jump it, using them close up won't work. Two laps, and you have :50 seconds to do it in. Not too hard, not too easy. Your Prize Is- Go back to your house and you'll find a COW. Play Epona's Song to collect milk from it whenever you want it. 6. Bombchu Bowling Location- Hyrule Market as a child, like so many other Mini-Games. Price- 30 Rupees How To Win- You have to break down three walls, hitting the center target on all three on one. The first one is straight ahead, and easy enough. Just don't get in the blade's way. The second is either straight ahead, or off to the right side. The straight ahead one is the same, just faster, and you have a tiny chicken to avoid. The one on the right requires you to get pretty far on the left, turn diagonally, facing the hole, and let a rip! The third is usually just another straightaway shot, but you have the blade, the little chicken, a hole, and a tiny chicken. Line yourself up properly and fire while the blade is off to one side, the little chicken is far away, and the big chicken is in the center. You should get past all of them, dip into the hole, come up, and win! Your Prize Is- Sometimes Rupees, sometimes a Piece of Heart, and sometimes a bigger bomb bag. 7. Fishing Location- Lake Hylia, both as an adult and as a child. How To "Win"- Read the man's instructions and follow them, because I have better things to do than to rewrite them. I will say this, go to the far end of the pool, where the water comes out, and cast. Big lunkers there. Your Prize Is- Rupees for anything that breaks the current record. Also, a Heart piece for a 10-pounder as a kid. Golden Scale for a 15 20 pounder as an adult. ----- Boss Guide -----

----- Difficulty Rating: * 1/2 Necessary Items: Fairy Slingshot w/Ammo and/or Deku Nuts Alrighty then, you've reached Zelda's first boss. Trust me, this thing is pretty easy, as long as you're used to Z-targeting and using your slingshot. Before you go in, at least have 5-10 Deku seeds, and full life (3 hearts at the time). When you first walk in, use C-up to spot a light on the far wall. I advise you to get away from the door you came in when you do this. She should come down, but if she doesn't, keep looking at her, and even fire a few Deku Seeds at the light to get her down. She'll get her little opening sequence, and get very close to you in the process. Now Z-target her, and walk slowly away. Now, when the eye turns red, quickly pull out your slingshot and fire a Deku seed at her. A Deku Nut works just fine, but I prefer the Longshot. Now, run up and slash like crazy. A jumping attack (A+forward) is useful. You should get it in 3-4 hits before she retreats to the wall. Now, manually aim the slingshot and hit the eye again before she drops the eggs. If you succeed, she'll come back down, just waiting to be pegged with another Deku seed. If you fail, 3 eggs will come down, and if not destroyed right away, will turn into baby Gohmas. Don't worry, slash away, each takes 2 hits, and the eye must be red. Now, GOHMA will come down. Repeat process as necessary, and she'll be dead. Grab the heart container and leave. HAAHAHAHA! Um... OK ----- Boss Of Dodongo's Cavern: KING DODONGO ----- Difficulty Rating: * Necessary Items: Bombs Helpful Items: Hylian Shield If you're like me, you played the original Zelda, and can beat this big goofy already. If not, you'll need this. OK, first, make sure you have quite a few bombs, and full health!(just in case that fire catches you) You're in a circular shaped room, with lava in the center. Starting out, Dodongo will immediately try to breathe fire on you. 2 options here: 1. Pull out a bomb, throw it in his mouth, and haul aSS AS FAST AS YOU CANI or try 2. Run away. I chose number 2, but if you're adventurous, try number 1. Anyways, after getting a bomb in his mouth when he opens it up, he'll fall to the ground. Start slashing, and he'll begin to get up. Again, two options. You can either get out of his way, 'cause he's about to turn into a rolling ball, or keep slashing. The second idea will get an extra hit or two off on the King, butyou'll lose 1/4 heart energy. Your choice. After he stops rolling, go chuck another bomb into his mouth. You all know what to do now. Oh geez people, pick up the freakin' Heart Container and enter the blue light! For Christ's sake! ----- Sub-Boss of Jabu-Jabu's Belly: BogOcto ----- Difficulty Rating: ** 1/2 Necessary Items: Boomerang This one shouldn't be too hard if you read Nav's hint. Without it, it could take a while. Simply hit it with the boomerang and stand close to it on one side. It will start spinning, and has about a 70% chance of going away from you. If it does, nail it with the boomerang, and slash up his backside. If he comes toward you, oh well. You can attempt to jump up to the platform if you'd like a quick escape, but normally the side spikes'll cut you up. Keep on doing this, and very soon he'll be dead. I do believe he leaves you a key, elevator, or whatnot. ----- Boss of Jabu-Jabu's Belly: BARIANDE ----- Difficulty Rating: ** 1/2 Necessary Items: Boomerang Actually, I THINK you can beat this thing without boomerangs, since jellyfish are vulnerable to bombs. Who cares, you have to get the boomerang anyway. I don't know about you, but to me, this doesn't seem like a prize for your efforts. Alright, key thing to remember here is that all the pots in the room contain hearts. No need for potions if you are any good. Don't fool around with this baby, trust me. It is hanging by 3 tentacles to the ceiling at the beginning of the fight. Try and Z-Target them, then take them out with your boomerang. Try and Z-Target the center one first, because it might allow you to take out all three with a single shot. Oh yeah, forgot to mention, electrical blasts are coming at you all the while Run around the perimeter while throwing. Next, freakish Berit's (jellyfish) come swinging at you. Electrical blasts AND jellyfish, ouchies! Stand against a wall to avoid the jellyfish, and keep throwing that boomerang. You may actually hit a few if you do. Eventually, they'll stop, and so might the blasts. Take out enough with your boomerang to expose the core. Get close (easier said than done) and boomerang it. It's stunned. Run in there and slash like crazy man until something knocks you back out. The jellyfish grow back, so just keep repeating this. It IS possible. I did it on my first try, only getting about 2, or 3 extra hearts from the heart pots in the room. Go to the Temple of Time now. It's in Hyrule Market and contains a COOLONG cut-scene. ----- Boss of the Forest Temple: Evil Spirit From Boyo! Prizes: PINTOM GAMMA ----- Difficulty Rating: ** 1/2 Necessary Items: Bow and Arrows Nobody wants your something funny? You don't see him charging for this fight. You can substitute the bottle for part two and arrows for part three. Heh. There are three that's stupid. Long neck, quit from fire. Step into the center of the platform, in-between all of the paintings, then try to get back. Don't get back to the painting. If you don't see him charging for this fight, you can substitute the bottle for part two and arrows for part three. Heh. There are three that's stupid. Long neck, quit from fire. Step into the center of the platform, in-between all of the paintings, then try to get back. Don't get back to the painting. If you don't see him charging for this fight, you can substitute the bottle for part two and arrows for part three. Heh. There are three that's stupid. 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