



FAQ/Walkthrough || Version 1.13 || June 18, 2004

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Version 1.13 (06/18/2004)

- Changed email address (Gmail!)

Version 1.12 (03/13/2003)

- Removed game credits to avoid controversy :P

Version 1.11 (11/25/2002)

- Formatting changes
- Updated website URL

Version 1.1 (11/17/2002)

- Added game credits

Version 1.0 (03/30/2001)

- Ladies and gentlemen, the FAQ is done

Version 0.9 (03/23/2001)

- Walkthrough **almost** complete
- Heart Pieces are complete
- Expect another update very very soon!

Version 0.6 (12/31/2000):

- Walkthrough is done up to the Turtle Rock dungeon.

| 1) INTRODUCTION

- The Legend of Zelda: A Link to the Past -

What a game. This game was released way back in 1992 and I still find myself coming back to it almost 10 years later. Can you think of any other game that does that to you? Not many. Not many people will argue with me when I say that The Legend of Zelda: A Link to the Past is still one of the greatest games of all time.

I always say that Nintendo takes special pride in the Zelda series. Every single Zelda game that Nintendo churns out is a finely tuned gaming masterpiece. No matter what the system, no matter what the limitations, it comes out as an amazing game. Nintendo has brought the Zelda magic to 8-bit, 16-bit, 64-bit, and even portable systems. If you ask me, I say that this one is the best.

The level design is the best of any game I've ever played, the graphics are clean and colorful, the music is dramatic and memorable, and the challenge is just right. It's perfect in almost every area, and it all comes together to produce a pinnacle of all video gaming.

| 2) STORY

[This is the excellent story taken directly from the instruction booklet. To see the full manual, check out www.world-of-nintendo.com. For the full story of the legend of Zelda, check out The Zelda Headquarters (<http://www.zhq.com>).]

To set the stage for this adventure of the legendary Hero of Hyrule, it will be informative to delve into the Triforce myth, an ancient epic about the creation of the world that is still believed in the land of Hyrule. Every culture has such myths and theories about the creation of their worlds, and it can be beneficial and entertaining to examine them in detail, for they often affect the present day social structure. The legends say the mythical gods of Hyrule had as their chosen people the Hylia. These ancient people left scrolls that are the primary source of the legends.

-- THE CREATION OF HYRULE --

According to the Hylian scrolls, the mythical gods descended from a distant nebula to the world and created order and life. The God of Power dyed the mountains red with fire and created land. The God of Wisdom created science and wizardry and brought order to nature. And the God of Courage, through justice and vigor, created life - the animals that crawl the land and the birds that soar in the sky. After the gods had finished their work, they left the world, but not before creating a symbol of their strength, a golden triangle known as the Triforce. A small but powerful portion of the essence of the gods was held in this mighty artifact, which was to guide the intelligent life on the world of Hyrule.

Although it was an inanimate object, the Triforce had the power to bestow three titles which gave the person who received them great powers: "The Forger of Strength", "The Keeper of Knowledge", and "The Juror of Courage". From its hiding place in the so-called Golden Land where the Gods placed it, the Triforce beckoned people from the outside world to seek it in the hope that someone worthy of these titles would find it. With their magic infused blood, the Hylian people were endowed with psychic powers and skill in wizardry. It was also said that their long, pointed ears enabled them to hear special messages from the gods, so they were held in high esteem by many people in Hyrule. Their descendants settled in various parts of the world and passed on their knowledge and magical lore to all people. But in its passing, the lore was often distorted or lost altogether.

-- GATES TO THE HOLY LAND --

In Hyrule, there are many Hylian buildings which are mentioned repeatedly in the legends. These buildings, which now lie in ruin, pale shadows of their former splendor, are closely tied to the Triforce. Some were even said to house the Triforce...

If it were only a symbol of the gods, the Triforce would be coveted by many. But a verse from the Book of Mudora (a collection of Hylian legends and lore) made the Triforce even more desirable:

In a realm beyond sight,
The Sky shines gold, not blue.
There, the Triforce's might
Makes mortal dreams come true.

Many aggressively searched for the wish-granting Triforce, but no one, not even the Hylian sages, was sure of its location; the knowledge had been lost over time. Some said the Triforce lay under the desert, others

said it was in the cemetery in the shadow of Death Mountain, but no one ever found it. That yearning for the Triforce soon turned to lust for power, which in turn led to the spilling of blood. Soon the only motive left among those searching for the Triforce was pure greed.

One day, quite by accident, a gate to the Golden Land of the Triforce was opened by a gang of thieves skilled in the black arts. This land was like no other. In the gathering twilight, the Triforce shone from its resting place high above the world. In a long running battle, the leader of the thieves fought his way past his followers in a lust for the Golden Power. After vanquishing his own followers, the leader stood triumphant over the Triforce and grasped it with his blood-stained hands. He heard a whispered voice: "If thou has a strong desire or dream, wish for it..." And in reply, the roaring laughter of the brigand leader echoed across time and space and even reached the far-off land of Hyrule. The name of this king of thieves is Ganondorf Dragmire, but he is known by his alias, Mandrag Ganon, which means Ganon of the Enchanted Thieves.

-- THE IMPRISONING WAR --

I do not know what Ganon wished for from the Triforce. However, in time evil power began to flow from the Golden Land and greedy men were drawn there to become members of Ganon's army. Black clouds permanently darkened the sky, and many disasters beset Hyrule. The lord of Hyrule sent for the Seven Wise Men and the Knights Of Hyrule, and ordered them to seal the entrance to the Golden Land.

The Triforce, being an inanimate object, cannot judge between good and evil. Therefore, it could not know that Ganon's wishes were evil; it merely granted them. Suspecting that Ganon's power was based on the Triforce's magic, the people of Hyrule forged a sword resistant to magic which could repulse even powers granted by the Triforce. This mighty weapon became known as the blade of evil's bane, or the Master Sword. It was so powerful that only one who was pure of heart and strong of body could wield it. As the Seven Wise Men searched for a valiant person to take up the Master Sword, Ganon's evil army swarmed from the tainted Golden Land into Hyrule and attacked the castle. The wise men and the Knights Of Hyrule combined forces to wage war on this evil horde.

The Knights took the full brunt of the fierce attack, and although they fought courageously many a brave soul was lost that day, However, their lives were not lost in vain, for they bought precious time for the Seven Wise Men to magically seal Ganon in the Golden land. All of Hyrule rejoiced at the victory that upheld peace and order over Ganon's evil and chaos. This war, which had claimed many lives, became known as the

Imprisoning War in stories told in later centuries.

-- THE COMING OF THE WIZARD --

Many centuries have passed since the Imprisoning War. The land of Hyrule healed its wounds and the people lived in peace for a long time. Memories of the vicious Imprisoning War faded over the generations...

So it is no surprise that no one was prepared for the new disasters that have recently struck Hyrule. Pestilence and drought, uncontrollable even by magic, ravaged the land. The king of Hyrule, after counsel with his sages, ordered an investigation of the Imprisoned Dark World (as the Golden land had come to be known) but the wise men's seal was apparently intact. he offered rewards for anyone who could find the source of these troubles. In answer to these summons a stranger named Agahnim came and quelled the disasters with a previously unseen form of magic. As a reward, the king gave him a new position as chief advisor and heir to the Seven. Masses proclaimed him their hero. Peace had returned to Hyrule... or had it?

Of late, rumors have traveled their whispering path with alarming frequency. Rumors saying Agahnim now rules the country with his magic... Rumors of strange magical experiments in the castle tower at night... The people of Hyrule were gripped by dread.

-- PROLOGUE --

One night, a girl's voice awakens you from your sleep.

She telepathically pleads.

You jump out of bed not knowing whether the voice was part of a dream or reality. Upon leaving your bed, you find your uncle, who should be fast asleep at this time, preparing to go out, girded for battle.

"I'll be back by morning," he says as he departs. "Don't leave the house."

You watch him leave with the family sword in hand and shield on arm. This night is like no other... Who is Zelda? Where had your uncle gone and for what reason?

And so, on an ill-fated night, a new chapter in the legend of Hyrule's hero begins- a new chapter in The Legend of Zelda!

know. After you wake up, your uncle departs with the sword and tells you not to leave the house. Yeah right. Take the lamp from the treasure chest and go out.

Guards are restricting your area to a little space in front of the castle. Go north from your home and cross the bridge to the castle. There's a guard blocking the main entrance, so follow the stone path to his right and go around the side of the castle until the path comes to a dead end. Toss aside the bush (with the A button) and drop into the hole.

-- HYRULE CASTLE --

You're now in the basement of Hyrule Castle. There's your uncle! Talk to him and he'll give you your basic sword and shield. Apparently, he dies at this point (I'm assuming that he died, since you can't talk to him anymore, but you'll strangely see him again at the ending). Go onward to the next room. Go collect a blue rupee from the chest at the right, and get some magic power from under the pots (you'll need this magic for the lamp). Go south and out the door.

You're back outside! Cut away a few bushes and enter the castle through the main entrance, killing any guards you meet along the way.

Now this is royalty! The whole castle is swarming with guards, so always be prepared. Enter the door at the right side. Continue following the red carpet until you reach some stairs leading down with some statues at the sides. Go down there into the Hyrule Castle dungeons.

Murder the guard in the room and collect the key that pops out of him. Open the chest to get a map of the castle. You can press X at anytime to see it. Use your key to open the locked door and continue. This is a rather fun room. I like hitting the guards with the sword so that they fall into the bottomless pit. Bwa ha ha! Ahem -- continue through this straight-forward room and go through the door at the top left.

Kill the lone guard in this room to open up the doors. Head to the room at the right. Open the chest and you'll receive the boomerang, one of my favorite items. It stuns enemies and returns to you without using up any magic. Try it out on this guard! Defeat him to get a small key, then return to the previous room. Use the key to go north through the locked door. Then keep going until you reach the large room of B3.

Defeat the green soldier. To defeat this semi-boss with the ball and chain, I suggest throwing pots at him. It's much quicker and safer that way. When he's defeated, get the big key and use it to open up Zelda's

position whenever you get lost. Right now you're going to the village at the west side. Follow the dirt path until you get there.

-- KAKARIKO VILLAGE --

There are a lot of things for you to do in Kakariko Village. I'll just discuss the important ones...

Get a bottle:

At the south side of the village there's a long vertically aligned house. This is some kind of bar. There's a back entrance to this house, even if you can't see it. Go in there through the back door. Toss aside the pot and open the treasure chest...there's a bottle inside! This will be useful for storing all kinds of neat stuff.

Get another bottle:

In the village there's a merchant sitting on the floor selling a wide variety of goods. Well, actually, all he sells is bottles...and he only has one for the low low price of 100 rupees. If you have the money, get it from him! If not, just come back later.

Get the bug catching net:

In the center of the village, there's a house with a blue roof and bushes growing beside it. Inside, there's a sick boy in bed. If you have a bottle, and only if you have a bottle, he will give you his bug catching net. This is useful for catching bugs or faries.

Go to the elder's house:

At the top of the village there's a long house with a red roof and two doors. Enter the door at the right. This lady here isn't the elder, although she is very old. This must be his wife. She tells you a bunch of stuff, but nothing useful at all. There's another boy in the village that watches over the chickens. He knows where the elder is, and he'll even mark his location on your map...

Okay, that's all the important stuff in the village. Now it's time to go meet Sahasrahla.

-- GOING TO THE EASTERN PALACE --

Exit Kakariko Village from the south. Continue going south, then follow the dirt path going east. Continue going east...past your house...then go north across the bridge. Immediately follow the dirt path going east, then go up to enter the maze-like ruins surrounding the Eastern Palace.

You should probably talk to Sahasrahla first. Make your way through these maze-like ruins to find his house (it should be marked with an 'X' on your map if you talked to that boy). After talking with him, you can

bomb the wall at the back to find a secret room with a lot of rupees.
Leave his house.

Now go on to the Eastern Palace. It's at the north-east corner of these ruins. It should be easy enough for you to get to by yourself (meaning I'm too lazy to give you directions). Those statue guys that come to life, although they just seem to bounce off of your sword, can be defeated if you hit them enough. They can also be stunned by the boomerang. Now it's time to enter the first dungeon...

-- THE EASTERN PALACE --

First, pick up the pot in front of you, revealing a switch. Step on that switch to open the door. Go ahead to the next room. Defeat these pitiful enemies and step on the tile that sticks out to open the doors. Proceed...

There are cannonballs coming out from the other side of the room. Occasionally, a huge cannon ball comes out. You need to go through that corridor moving left and right to avoid that cannonballs. When the big cannonball comes at you, hide in the little spaces at the sides. When you get to the end, you can take the path at the left to get to a chest and pots with LOADS of rupees! Then go back and exit the room through the north exit.

Take the left path when you get to a fork. Toss aside the pots, hit the raised tile to open the door, and continue to the next room. Defeat the skeleton guys (a.k.a. Stalfos) if you want to, then go right on ahead to the next room.

Ack! Stalfos popping out of the ground! You need to kill all four of them to open up the doors again. I find it more convenient to throw pots at them. A single pot is all it takes to send them to the afterlife. Go north to the next room.

The chest here holds the compass, absolutely worthless if you're using this FAQ. In the next room, you can use the triangle tile to contact Shahasrahla. Go on to the big open room. You can't open that chest unless you have the big key, which you do not, so just go on to the next room.

Soon you'll get to a circular shaped dark room. Those red bubble things are chasing you around, so don't waste time. You need to hit the switch to open the door at the right, then go in. One of the pots at the right holds a small key. Get it, and return to the previous room. Go around and use the key to go through the locked door at the left.

Continue until you get to a room with red bubbly things spinning around a pot. You need to defeat every enemy in this room (besides the bubbly things). Defeat the two Tangela-like enemies, the two stalfos, and the

(I'm sure you remember the way). In the area a little bit south of the village, there's a house with a book above the door. This is the library. Go inside...

See that green book on top of the shelf? That's the Book of Mudora...and you can't reach it! It's wierd how such a simple problem like this can become so hard to solve in the game. Ram into the shelf with your newly acquired Pegasus Boots and it wll drop to the floor. Yahoo! Now you have all the items you need to get through the Desert Palace.

-- GOING TO THE DESERT PALACE --

Now it's time to go to the second dungeon. Go to your house (you know where your own home is, don't you?), then go straight south from there to a swampy grassy place. From there, head west until you get to the desert (you'll know it's the desert because there's sand, duh).

Go through the desert and avoid the enemies (or fight them if you want, I don't care either way). Keep going until you reach a big dark-green platform that is the entrance to the desert palace. It's found on your map. There's an ancient Hylian inscription on the stone slab in the middle. You can't read it normally, so you need to use the book of Mudora to translate. "To open the way to go forward, make a wish here, and it will be granted". Link makes his wish and miraculously, the stone heads move around, uncovering the entrance. Go right ahead to enter your second dungeon, the Desert Palace...

-- THE DESERT PALACE --

Go up until you get to a laser-eye statue. This statue has an eye that goes around it, and a laser shoots out of the eye when it's facing you. Be careful around him...a hit from that laser takes away an entire heart! Toss aside the pots at the left and continue through the north door.

Be careful around these enemies, defeat them if you want. Throw away the pot at the top center to reveal a switch, then step on the switch to make a chest appear, then open the chest for the map. Go back down to the large room.

Go the the upper left corner of this room, then go through the north door. Be careful with the laser-eye statue! To get that key on the torch, ram into it with the pegasus boots. Collect the key and return to the previous room.

Go around to the left side of this large room and use your small key to enter the locked door. In this room, kill all the enemies (except for Mr. Laser-Eye) to open the door. Get the compass from the chest, then

-- GETTING THE MAGIC POWDER --

I think right now would be an appropriate time to get the magic powder. The magic powder is a completely optional item that can come in handy very often in your adventure. If you already got the magic powder, you can skip this part.

Go to the Lost Woods north of Kakariko Village. Look around the forest until you get to a mushroom squirming around. You can find it right in the center of the forest. Pick it up.

Now exit the forest. Head east on the dirt path, passing the Sanctuary, and cross the wooden bridge. Go north and follow the path until you get to a little hut with a witch standing by the entrance. This witch wants your mushroom. Give it to her by using it on her like an item. "Come back to the shop later for something good".

Follow the path back one screen, then immediately come back and enter the witch's hut. There's your magic powder. Pick it up! This is useful for making the red bubbly enemies turn into fairies, and for doubling your magic capacity later in the game.

Your next task is to get the flippers.

-- GETTING THE FLIPPERS --

Go to the north-east part of Hyrule until you reach the Witch's Magic Shop. Pass that and you'll find a huge rock blocking your way. No problem...you have the power glove, remember? Pick it up with the A button and toss it aside. When you get to a bunch of green rocks blocking the path, dash into them with the pegasus boots.

Keep going on the path until you reach the water area. Then go north to reach the Zora's Waterfall area. This place is infested with little Zoras that shoot fireballs at you. Be careful. Since you don't have the flippers yet, you can only stay on shallow water.

When you reach a fork in the path, go north. When you get to another fork, take the lowest route. Continue until you reach a big waterfall. *rumbling sound*. Introducing.....King Zora! Tell him you want the flippers. This capitalist bastard isn't letting them go for free.

You'll

need to pay a whopping 500 RUPEES! That's a lot of money, but you'll need to pay up. These flippers allow you to swim in deep water.

Before you leave this place, look around for the piece of heart.

-- GETTING SOME UPGRADES --

Now keep going south until you reach the land. But first, go to the

small waterfall at the top-left. You can go inside it to find a cave!

When you get close to the pool of water you'll be asked if you want to throw something in. Say yes, and throw in the boomerang. A fairie appears! When she asks if you were the one who threw in the boomerang, answer yes. Because you're an honest person, she'll give back an even better one. The red boomerang can reach all the way across the screen!

Next, throw in your shield. Do the same process and the fairie will give you the red shield. This one can protect you from fireballs.

-- GOING TO THE TOWER OF HERA --

Now it's time to head for the third dungeon of the Light World: The Tower of Hera. From Kakariko Village, head north-east around the edge of the Lost Woods. After you pass a V-shaped group of trees, there's a sign that reads "Do not enter Death Mountain without the King's permission!". Toss aside the large green stone there and enter Death Mountain.

Ack! It's dark again! Drop down the ledge and go right until you meet a lost old man. He's going to go with you up Death Mountain. Go right to the next room. Make your way through this room and listen to what the old man's has to say.

When you get outside, go right until you reach a little cave. You'll leave the old man here...and he gives you the magic mirror! If you ever need to refill your hearts, come here and talk to the old man to have your energy restored. You also get the option to start here when you turn on the SNES.

Continue going right, then up the ladder. When you get to a cave, ignore it and go left. Take note of the next cave you get to. Whenever you need to go back down the mountain, you go through this cave. Now go up this tall ladder.

Go right, past the cave, until you get to a wierd looking warp. There are a few warps like this hidden all around Hyrule. Entering them brings you into the Dark World. The Dark World is a sort of parallel universe to the normal world. This world is ruled by Ganon and infested with powerful monsters. To go back to the regular world (a.k.a. Light World), use the magic mirror that the old man gave you. But you cannot use it to go to the Dark World...you must use the warps to enter the Dark World.

So enter that warp. Since you do not have the Moon Pearl, which allows you to retain your regular form in the Dark World, you have turned into some kind of rabbit. When you are in the Dark World, you change into

what is truly reflected in your heart and mind. Apparently Link is a rabbit at heart.

Go left and stand in the Light colored floor where Spectacle Rock used to be. Use the magic mirror there to go to the Light World, and you should be standing on top of that rock. Collect the piece of heart and drop down at the other side.

Now go right a little bit and climb the steps to enter the Tower of Hera...

-- THE TOWER OF HERA --

Here's the 411 on those crystal orb thingys: All around this dungeon (and many other future dungeons), there are crystal orbs. When you hit them with the sword or boomerang, the blue and orange barrier blocks will rise and fall. The orb also changes color to show which blocks are lowered.

Okay, so hit the orb to make the blue blocks fall. Then go down the stairs at your left. Defeat the enemies here if you want. Hit the orb, get the small key, and hit the orb again to raise the orange blocks. Go back upstairs.

Hit the orb to lower the orange blocks, then go north. Open this chest to get the map. Go downstairs through the locked door at the top-left.

Here's more of those flying tiles. Guard yourself from their attacks until they're all done. Hit the crystal orb to lower the blue blocks, then continue to the next room. Hit the orb (lowering the orange blocks)

and go south to the next room. Defeat the stalfos here if you want, then

light all four torches with your lamp. Open the chest that appears to receive the big key. Go north, hit the orb, go west, hit the orb, and return to the second floor.

Now go upstairs again to the third floor. These enemies are a little tricky to beat. You'll bounce off of them when you try hitting them with

the sword. Be careful not to fall into the holes (you will return to the

first floor if you do). It takes three hits to kill them. Defeat them all in this room to open the doors, then continue to the next room.

Notice that star symbol on the ground? When you step on it, the holes on

the floor change position. Make your way through this room and through the big door at the top. Also make your way through the next room, hitting the star symbols whenever necessary. Continue upstairs to the fourth floor.

Open the small chest in the center of this room to get the compass. Go up the stairs at the top-left to go to the fifth floor.

Upon entering Hyrule Castle through the main entrance, go through the door at the left side. Then go up the stairs and out the door to the outside roof of the castle. Go right a little bit to find some kind of magical barrier protecting the door. Your mighty new Master Sword can get rid of this thing in a single blow. Let's proceed...

Take note that a beam of energy comes out of your sword when you have full hearts. That's why it's especially useful to have full life and a constant storage of fairies in your bottles.

Go straight through the first room. In the next room, defeat the two guards to open the doors, then continue. Now defeat the two guards to make a chest appear. Open it for a small key, then use it to open the locked door and go on to the third floor.

I hate dark places. Go through this room through the door at the left. The next room is a maze. You should light the torches with your lamp to get a better view of things. Look around for the chest with the small key, then use it to get through the locked door at the bottom-right corner. Annihilate these guards and go up the stairs to the fourth floor.

Still dark. Defeat these two guards (if you want). It's helpful to stun one of them with the boomerang so you'll be free to fight the other one. Get through the next room, careful not to fall into the pit. Kill the guards in the next room to find a small key, then use it on the locked door to go upstairs to the fifth floor.

Light at last...how refreshing! Defeat everyone in this room to open up the doors, then continue. Repeat the process for the next room. The guard in the center of the next room holds a small key. Defeat him to get it, then use it to proceed to the next room. You can just ignore all three guards here and go upstairs to the sixth floor.

Move aside the statue and go ahead. Everything is really linear from here on. In the next room, carefully walk over the narrow strips of land and go upstairs to the seventh and final floor...

In the next room, you finally meet the man you have heard so much about, Agahnim...and the princess! "Behold! The last moment of Princess Zelda!" He makes Zelda disappear, then goes behind the curtains. Ha! What a dumb place to hide! Cut down the curtains and follow him.

Now it's time to fight. I consider him to be a boss, so go check out the boss section for details on defeating him. After he is defeated, he will use his last ounce of energy to draw you into the Dark World...

the basement. Be careful to avoid the fireballs here! Lift the pot (actually, a skull) at the bottom left corner, then step on the switch under it to make the chest appear. Open the chest for a small key. Return upstairs. Raise the upper left skull to reveal a switch, then step on it to open the door. Go south to the room where you began.

Now take the right path. Step on the switch to open the door, then go on to the next room. Go straight through this room to go downstairs to the basement. Enter the orange warp and you'll be transported to another part of the dungeon. Dash into the south wall of this room to collapse it, then go inside. Be careful around these jellyfish-like monsters, they can shock you. Dash into the wall at the end and continue to the next room.

These enemies can be a huge pain in the ass to defeat. They mimic your every move. Easily defeat the two green ones with a single arrow to each. The red guy is much harder, he shoots fire at you if you face him directly. So what you need to do is shoot at the space *beside* him, then quickly move to the side a bit so that the arrow hits him. The door opens when they're all defeated. Proceed to the next room.

Make your way over the moving floor, and be careful not to get hit by the spikes or jellyfish. Go upstairs at the end.

Open the chest for the map. Bomb open the crack in the left wall, then go inside and open the chest for a small key. Return to the previous room. You can bomb open the crack in the right wall, then go inside for a few fairies. Now backtrack your steps all the way to the entrance room of the dungeon.

This time, go north through the middle door. Use one of your keys to continue north through this locked door. Avoid the jellyfish and the turtle-like enemies. Take the left path until you get to a section of the floor that is cracked. Use a bomb to destroy it, then fall inside. Use your last key to enter the locked door and go upstairs. And inside this chest is...the big key!

Drop off the ledge to the right. Pick up the skull at your left and step on the switch beneath it to make a chest appear. At this point, four stalfo's guys drop from the sky and their heads attack you. Skillfully avoid them and open the chest for a small key. Now go in the orange warp.

You're here again. Go upstairs and take the center path again to get back to where you were before. This time, take the right path. Push one of the blocks into the pit and continue north to the next room. Open the chest here for a small key. Now go to the arrow tile on the floor and drop down to the next lower floor. Go up the stairs, left, then up through the locked door.

You need to be quick here. Toss aside a pot and dash through the room before the floor crumbles beneath your feet. When you reach the other

side, go left through the locked door.

This room is a maze...and it's dark too. There are no torches to light, so you'll need to rely on the weak light in front of you. Kill those fire breathing enemies to get them out of your way. There's a chest in the top-left corner with some bombs. Go to the chest in the bottom-right

corner to get a small key. Make your way to the east wall where you'll find a crack. Use a bomb to open the crack, then go inside. Open this huge chest to find a tiny hammer inside. Now return to the maze room, get through it and exit through the regular door.

Now go through the right door. Open the chest to get the compass. Now go down one of the stairs (they both lead to the same room). Rupees galore! There's a total of 180 rupees here. One of the chests at the bottom of the room has a small key, and the other has a single pathetic arrow. Be sure to pick up the key, then go back upstairs. Go south through the locked door.

To get past those spikes easily, lift the left skull and pass at the left side. Open this chest for 5 rupees. Push the statue right and continue south.

Now you are back in this room. Use the arrow tile to drop down to the platform with all these bouncy enemies. Defeat all these enemies by pushing them into the holes at the side (just to get them out of your way). Go south and you should be able to see a crystal orb across the pit. Hit it with the boomerang to lower the blue barrier blocks. Now go to the next room at the right.

Hit the crystal orb. Go to the upper right corner of this room and get rid of all the pots. The switch to open the door is under the pot at the very corner, but it won't stay down! You need something heavy to hold it down...so push the upper right stone statue so that it stays on top of the switch to keep it down and hold the door open. Then go upstairs and through the door.

It's another group of these annoying bitches. Defeat them just like you defeated the other group, then go on.

Be careful to avoid the moving spike, and go to the right side of the room where you'll find a green cyclops statue. There's something suspicious about it... Shoot an arrow into its eye to make the wall at the right move further, revealing a stairway! Go downstairs...

Bash these "Digletts" into the ground with your new Magic Hammer. You can kill the turtle-like monsters by flipping them over with the hammer, then slashing away with the sword. Stand at the left side of the lowered orange barriers, then hit the crystal orb with the boomerang. Open the locked door and go left to the next room.

-- GOING TO THE SWAMP PALACE --

Return to the Dark World. Go to the Dark World's equivalent of the "Swampy Marsh Place" (the swamp area south of the bomb shop). Go to the structure at the south of this area, then use the magic mirror to go to the Light World.

Enter the structure. Push the blocks aside and proceed to the next room.
Pull the switch at the right to open the gates and release the water.
Now go back outside.

Enter the sparkling transporter, then enter the structure again.
Welcome
to the second dungeon of the Dark World: The Swamp Palace.

-- THE SWAMP PALACE --

If you did everything correctly, the canals should be filled up with water. If they're dry, see the steps that I gave in the paragraphs above.

Hop into the water, swim left a little, and climb up to dry land. Get past the spike thingy and defeat the three enemies in the water to make a chest appear. Open it for a small key. Use it to get past the locked door.

Now downstairs, go to the little strip of dry land at the left. Bomb the cracked wall and go inside. Open the chest to get this dungeon's map! Return to the previous room. While you avoid the fireballs from the statue, lift the pots (skulls) until you find a small key under one of them. Then go through the locked door at the bottom-left.

Make your way past these monsters and go down the stairs. Head straight forward to the next room, then lift the skull-pot to find a small key. Return to the previous room, go up the OTHER stairs, and through the locked door. Bash the Digletts with the magic hammer, then push the switch from the right side. This releases the water and fills up the canal! Go to the south room, hop into the water, and climb up at the left. Continue to the next room.

Climb down the stairs and go down to the south room. Go right and follow the path around. Be careful to avoid those orange monsters...you lose TWO hearts for touching them. Ouch! Push the block right to make a chest appear, then open it for the compass. Return north to the large room.

Climb the stairs at the south-west corner and go through the door. Deja vu? No, this is a completely different room. Climb downstairs and head forward to the next room, then lift the skull-pot for a small key.

Backtrack to the large room.

This time, climb the stairs at the north-west corner and enter the locked door. Hit the crystal orb from over the wall and push the switch to release the water. Now hit the orb AGAIN to raise the blue blocks.

Go

east to the large room.

Climb the south-west stairs once again and enter the door. Hop into the water, swim left a little, then climb onto dry land. Go through this door. Climb down the stairs. Now you need to push aside these blocks so you can pass through. First push the bottom block left, then push the center block up. Now proceed up the stairs to the first floor.

Push aside the block. Be careful, there's a lot of enemies in this room!

At the RIGHT side of the room, push away the block and drop into the hole. Go to the room at your right, then open the chest to receive...the

Big Key!

Go to the previous room and drop off the ledge. Make your way south, up the stairs, then go east until you reach the large room with the Big Chest in the center. Now that you have the Big Key, you can open that chest and get one of the coolest items in the game: the Hookshot. This item can grapple onto things and pull you towards it.

>From the center platform with the big chest, you can see a platform at the right with a skull on it. Use the hookshot to get onto that platform, then lift the skull at the right to get a small key. Return to the center platform. Now use the hookshot to get to the north platform (from behind the chest). Enter the locked door.

Go left and lift the pot at the north-west corner. This switch holds the door open, but you need something to hold it down for you. Push the statue onto the switch to hold the door open. But DON'T go in that door... instead, go around to the right side and enter the left door there.

Go through this corridor and downstairs. Push the switch. This opens the drain and *empties* the water from the canal. Climb down the stairs and into the door. Then go north to a room with lots of waterfalls.

Push the third block from the left to make a chest appear, then open it to find...20 rupees. Blech. Go to the right side and enter the second waterfall from the right. There's a passageway behind it. Continue upstairs...until you get to a room with a big pool or water.

Immediately jump in the water, swim right and go to the place with the skull. Lift it up to get a small key. By now an enemy or two is waiting for you to return to the water. Try to avoid it, if possible. You can blow up the cracked wall and enter a secret room where you'll find hearts and other goodies under skull-pots.

If you're all set, enter the locked door and continue to the next room

once again.

Go through the two tunnels of bones at the north-west, then enter the skull at the end to get back inside the Skull Dungeon.

Defeat the two electric jellyfish and the two mummies (and watch out for the falling hand!). Lift the pot in the center to reveal a switch. This needs something heavy to hold it down. You can move the statue at the right. Push it down a bit, then left, then PULL it back until it's on top of the switch. Then proceed to the next room. Annihilate this small army of enemies, then open the chest to get the Big Key! Return to the previous room and go back outside.

Go through the two tunnels of bones again. Cut down the 3x3 block of bushes and drop into the hole in the center (again).

Hit the star symbol only once, then go left through the hole you blew open in the wall. Go south until you reach the big chest. Now that you have the big key, open it and receive this dungeon's treasure: the Fire Rod. Once again, use the hookshot to cross the pit. Go outside.

Go through the two tunnels of bones yet again (this is the last time, I promise). Enter the skull.

This time, go through the door at the left. Continue straight through this room to the next one. Lift the pot at the upper-left corner to find a small key. Then go outside.

Go through the *left* tunnel of bones and you'll get to some kind of skull of a monster. Whip out your fire rod and burn away its big nose to reveal an entrance (it took me forever to figure that one out). This is another section of the Skull Dungeon. Go inside...

Go down the steps at the left. There are paths and wall hidden under the upper path, so it'll be confusing to get through this place. Make your way north and enter the door at the upper-left wall. Make your way south through this room, avoiding the enemies as much as possible, and enter the door at the bottom. Open the chest for a small key. Now backtrack through the previous room and go back through the maze until you get to the entrance. Go north on the upper path and through the locked door at the end.

Here's detailed instructions on how to get through this room: Step forward on the star symbol. Lift the pots, then go forward and step on the stars at the center of the room. Now step on the star at the bottom left corner. Go around (breaking the pots when necessary) and step on the stars to the upper-right of the center stars. Next, hit the star at the upper-right. And finally, you can exit the room.

First, kill ALL of the mummies in the room. Also destroy the two skull pots. To open the door, you need to light the four torches, and the only

Still in the Dark World, go to the area south of your house (*cough*... the Bomb Shop). The area where the 2nd Dark World dungeon is. From there, go left to where the entrance to the desert should be. Eventually, you'll reach a dead end and an area enclosed by stakes. Go inside that area and use the magic mirror. You should emerge in the Light World on top of a ledge. Go one screen to the left and read the tablet with the Book of Mudora. You'll hold up the Master Sword and receive the power of Bombos.

-- GETTING THE ICE ROD --

Use the flute to warp to map location #5. From there, go north on the dirt path. Continue until you reach a grassy area and a cave. There is clearly a bombable wall to the left of that cave. Use a bomb on it and go inside. Go forward to the next room, then open the chest to get the ice rod.

-- DOUBLING YOUR MAGIC POWER --

Go to Kakariko Village in the Light World. Go to the Smithy Shop (the blacksmith shop, to the right of the Village). Go up the steps, right a little, and smash the peg down with the magic hammer. Now fall off the ledge and into the hole.

Go north to the next room. Sprinkle some magic powder into the red stuff. This wakes up a bat. He will put a "curse" on you that supposedly cuts your magic power in half, but this is actually a good thing. Now it only takes half the energy as before when you use magic. It's just like doubling your magic meter in Zelda: OOT.

-- GOING TO BLIND'S HIDEOUT --

Use the flute to go to Kakariko Village (map point #3). Now go into the Lost Woods through the north-west corner of the village. When you enter the Lost Woods, immediately go right and south out of the Woods. Use your hammer to smash the pegs into the ground. Pick up the rock and enter the Dark World.

Go south to the Village of Outcasts. In the place where the rooster statue was in the Light World, there is now a gargoyle statue. Stand in front of it and pull back on the pitchfork. It will vanish, revealing the entrance to Blind's Hideout. Before you enter, I suggest you fill up your bottles with the red/blue potion from the magic shop (or with fairies). You will need it.

-- BLIND'S HIDEOUT --

This is a confusing place, so I'll try to make my instructions as simple as possible. Drop off the ledge to the lower area. Go north a bit, then open the chest at the left to get the map. Then continue north to the next room. The chest you see there contains a single red rupee. Staying on the lower area, go around and go to the next room to the right. Then go straight to the next room to the south.

Go up the steps to the upper area of the room. Make your way to the treasure chest and open it to get the dungeon's compass. From that point, drop down to the lower level and go to the next room to the left.

Open this chest and you will find the big key.

Go to the east room, then go to the north room. Now climb the steps to the upper area. Make your way to the north side of this room and go through the door that requires the big key.

Go north through this room (defeating any Stalfos along the way). Lift the skull pot at the upper-right corner to get a small key. Then go back

down and go left through the locked door to the next room. I try to avoid these enemies, a single touch from them costs you TWO hearts! Go straight through this room and on to the next.

Defeat the cloud-like creatures in this room (just defeat the small part and the big one will disappear as well). You can sprinkle magic powder on the red-bubble enemy to turn it into a fairy! Go left to the next room. Make your way north over the conveyer belt (against the current), defeating the enemies along the way. In the next room, get the small key from under the skull pot. Hit the crystal orb, then carefully slip past the spike traps and go up the stairs.

Lift the bottom-right skull to reveal a switch, then step on it to open the door. Continue on to the next room. Dash straight through this corridor and go through the door to the next room.

The chest in the corner contains some bombs. Stand between the two wooden tables and face north. Place a bomb on the ground, pick it up (with the A button), and throw it forward. It should land on the cracks and blow open a hole in the floor, allowing light to shine down to the 1st floor.

Now backtrack all the way to the first floor. Go to the room with the long conveyer belt. From here, go to the room at the right (passing over the lowered blue block). Zip past this room and continue to the room at the right. In this room full of conveyer belts, make your way to the north side and go down the stairs to the basement.

Defeat ALL the enemies in this room to open the door, then go inside.
Go

temper your sword. At a price of only 10 rupees, they are being too kind. After giving them your sword, leave the house and go around Kakariko Village to pass the time. Then return and get your orange upgraded sword.

-- GETTING THE 4TH BOTTLE --

After getting the level 3 sword, return to the Smithy Shop in the Dark World. There's a purple chest in the ruins of that house, but you can never open it because there is no key. Just take it with you.

This chest will continue to follow you unless you dash with the Pegasus Boots. Use the Magic Mirror to transport to the Light World, then go to the entrance to the desert where there's a person standing beside a sign. This guy will open the chest for you as long as you promise not to tell anyone. Inside the chest is your 4th and final bottle.

-- GETTING THE MAGIC CAPE --

Go to the graveyard in the Light World (it's just to the east of the Sanctuary). At the upper-right corner of the graveyard, you'll find a tombstone in an area enclosed by dark stones. Now that you have Titan's Mitt, you can lift those stones. Most tombstones can be moved simply by pushing, but not this one. You need to dash into it (Pegasus Boots) to reveal a secret stairway...

At the end of the underground room there is a treasure chest with the magic cape inside. When you use the magic cape, you become invisible and invincible...just watch your magic meter.

-- GOING TO THE ICE PALACE --

In the Light World, use the flute and let the rooster bring you to map point #8 (south of Lake Hylia). From there, jump into the lake and swim to the island in the center of the lake, where there's a cave. Lift the heavy stone in the center to reveal a transporter. Enter into the Dark World. Then simply go down the stairs to enter the Ice Palace.

-- ICE PALACE --

[NOTE: You'll be using magic quite a bit in this dungeon, so I suggest you have at least one bottle of the green potion. Here's a neat trick to do when you're low on magic: Freeze a monster with the ice rod, then smash him with the hammer...a magic jar comes out!]

In the first room, the ice statue at the left comes to life and attacks

you. Be very careful not to touch him because a single hit will cost you
FOUR HEARTS! Magic flames will protect you in this icy dungeon: Use the
fire rod to defeat him and open the door.

The light blue tiles in this room are slippery to walk on. You'll be seeing more of them throughout this dungeon. Defeat the electric jellyfish to find the small key hidden in one of them. Then go down the stairs to B1. By the way, this dungeon goes all the way down to B7!

Step on the tile at the bottom left and continue to the next room. In this cross-shaped room, push the block right and go to the south room. Quickly kill all the green ducks here with the magic of bombos (or you can kill them one by one if you want to conserve magic), then open the chest to get the dungeon compass. Return to the cross-shaped room.

Push the block forward, step on the raised tile, and go on to the east room. More green ducks! Kill them if you want. Lift the lower skull pot to reveal a switch and step on it. Then go LEFT, back to the cross-shaped room.

Step on the tile to open the doors. Push the block to the left, then go through the north door. Hit the crystal orb to lower the blue blocks. Now plant a bomb beside the crystal orb and go to the other side of the blue blocks before the bomb explodes. Use another bomb on the cracked floor to blow a hole in it. Then drop down to B2.

There are two Stalfos that you need to defeat in this room. But the Stalfos can't be defeated with the sword alone. First, hit him with the sword to make him collapse to the floor. Then plant a bomb on him to finish him off. Defeat both of the Stalfos to open the door, then go to the next room.

Carefully make your way through this room while avoiding the spikes. The
conveyor belt changes direction every few seconds. Defeat the blue jellyfish to find a small key in one of them. Make sure the crystal orb is colored red, then go to the next room. Simply get around while avoiding the fire chain. The switch to open the door is hidden under the
skull pot at the bottom left. Go down the stairs in the next room to reach B3.

Again, defeat all the green ducks in the room to open the door (with the
help of bombos, if you have magic to spare). When you enter the next room, DO NOT MOVE. The big spikey ball will NOT hit you if you stand in the doorway. As the spikey ball moves back, go forward and into the
room
at the left. Make your way around the fire chain and go down the stairs (it'll be hard to properly align yourself with the stairs due to the slippery floor).

Now you're in B4. With the fire rod, defeat the two ice statues that come to life and a chest will appear. Inside you'll find some bombs.
Now

place a bomb in the cracked floor at the left to create a hole. Drop inside it and you will land right in front of the big chest. Too bad you don't have the big key though :P Push aside the blocks and go right to the next room. Just ignore the ice man that comes at you and continue right to the next room.

In this room with the slippery floor, lift a pot at the upper-left to find a small key. You might want to sprinkle magic powder on the red blubby thing to turn it into a fairy. One of the pots here has a switch beneath it. Find the switch, open the door, and go south to the next room.

Get past this room, careful not to slip off the sides of the land or hit the fire chain. In the room after that, lift the pot at the bottom-left corner to reveal a switch. Hit the switch to make a chest appear, then open it for a small key. Now go up the stairs and back to B4.

Go through the locked door. Make your way through this large, dangerous room and go through the door at the upper-right. Use the hookshot to defeat the enemies and cross the wide gap in the next room. Carefully make your way through this room with the spikey balls, then go up the stairs to B3.

You can cross the spikey floor in this room by using the magic cape. Don't forget to press Y again to take it off. You don't want to waste magic power! Lift the skull at the other side to reveal a switch, then step on it to make a chest appear. Cross the spikes again with the magic cape and open that chest for a small key. Cross the spikes yet again and go up the stairs.

Hammer the digletts into the ground and lift the giant block. Collect the small key and smash the other digletts with the Magic Hammer. Hidden under one of those pots is a switch. Step on it to make a chest appear, and get the map from the chest (it's about time!). Stand in front of the stone statue and pull its tongue. Yes, you heard correctly. Pull its tongue to open the door. Go inside and go up the stairs to B1.

Toss aside the pots and open the chest to receive the big key. At last! Go back down the stairs. Pull the statue's tongue to open the door, then go inside. Go down the stairs again to B3. With the help of the magic cape, cross the spikes. Then go through the locked door. Slip past the spiked ball and go through the door at the left. Go down these frustrating stairs once again to B4.

Place a bomb on the cracked floor at the left to blow a hole in it (just like before), then drop inside. You're in front of the big chest once again, but this time you can open it to get...the Blue Mail! This fashionable blue armor cuts the damage you take in half. Push aside the

-- MISERY MIRE --

Go forward and use the hookshot to pull yourself over the pit. Then go downstairs to B1. Defeat all the enemies in this room while avoiding the lazer beams from the eye of the statue. The door opens when all the enemies are defeated...go inside.

Climb down the steps and make your way through the room. Climb the steps at the upper-right and enter the door at the upper-right (not the locked one). Watch out for the fireballs that come out of the lamps here. Push the block to the side and enter the door that opens. Keep going forward on this straight path until you get to a treasure chest. Open it to get a small key. Now go back to the room with the block and two lamps.

Time time, enter the door at the right. Lift the pot at the upper-left corner to get another small key. Now, with the help of the magic cape, lift the pot over the spikes to reveal a switch. Then open the chest that appears to get yet another small key. Go north through the locked door.

Continue north through this room and follow the long path until you reach a large room with spikes. Go to the upper-left part of the room and hit the crystal orb (to turn it blue). Also lift the pot there and get the small key. Exit the room the same way you came in (through the east door). Continue backtracking until you reach the room with the spiked floor and stalfos.

This time, go south through the locked door. Open the chest to get the dungeon map. Now go left through another locked door. Climb down the steps...then climb up the steps at the upper-left. Go along the path at the side of the room, then onto the wire grating floor. Lift the pot to reveal a switch, step on the switch, and open the chest for a small key. Now go through the locked door on the left wall.

Kill the jellyfish enemy to get another small key, then go straight through another locked door. In the next room, the floor tiles will come to life and attack you, just like in some previous dungeons. You'll also need to avoid the fireballs. Light the four torches in this room with the fire rod, then go through the door that opens.

Open the chest here to get the compass, then go TWO rooms south. You can defeat the enemies in the room if you want. The pot in the upper-right corner has a big magic jar under it. Go up the stairs.

In this room, you need to move the blocks so that you can get to the torches. Move the top and bottom blocks sideways, and move the center block up or down. Then do the same thing in the room below. Now light ALL four torches in the two rooms. You can just use the regular lamp to light them. There will be a long rumbling sound. When the rumbling

Go to the Bomb Shop in the Dark World (it's the building that used to be your house in the Light World). In addition to the regular blue bombs, there's also a special pink super bomb! Buy the super bomb for 100 rupees. This bomb follows you behind you back until you press the A button or drop off a ledge.

Go outside of the shop. Use the Magic Mirror to transport to the Light World. Now head for Hyrule Castle and use the teleporter at the gate to go back to the Dark World. Now you're in front of the big pyramid.

Climb the steps up the pyramid. See the big crack in the wall? Set the bomb in front of that crack (press the A button) and get away. The bomb explodes after 3 seconds, blowing a big hole in the wall. Go inside.

Step forward towards the fountain and you will be prompted if you want to throw something in. This is just like that good fairy in the Light World! Throw in your bow and arrow...a fat fairy appears. Answer her question honestly and she'll give you something better: The Silver Arrows. These are stronger than regular arrows and you need them to defeat Ganon. Repeat that process with your sword to get the golden sword (lvl. 4).

-- GETTING THE CANE OF BYRNA --

Use the Magic Mirror to transport to the Light World, then use the flute and fly to map point #1 (on Death Mountain). Follow the path and make your way up the mountain, just like you did when going to the Tower of Hera. After you climb the tall ladder, go right and into the transporter.

Upon arriving in the Dark World, go straight down from where the transporter was and drop off the ledge. You'll land on another small ledge. Go inside the cave.

Smash the three digletts with your Magic Hammer. Now use the magic cape and follow the path of spikes. When you get to the end, open the chest to get the final item to complete your collection: The completely useless Cane of Byrna. That trip over the spikes probably cost you all your magic power. So use a green potion if you have one, and make the return trip. Then exit the cave.

-- GOING TO TURTLE ROCK --

Drop off the ledge and make your way back up to the top of the mountain.

Use the Magic Mirror at the correct spot so that you'll emerge on top of the big rock. Drop off at the other side and go right...past the Tower

Create another platform and ride it up, then continue until you reach a locked door. Go through it and kill the enemy in the next room (be careful not to get hit by his bouncing body parts!). Collect the key and continue north.

There are two chain chomps guarding the next room. Be very careful around these guys: Every hit from them costs you THREE hearts! Standing at the lower part of the room (south of the tan barrier), hit the boomerang to hit the crystal orb and lower the blue barrier. Now push one of the brown blocks to the side. This causes a chest to appear! Use the boomerang again on the crystal orb, then collect the small key from the chest. Use this to proceed through the locked door.

If you're running low on hearts (and you probably are thanks to the chain chomps), you can sprinkle magic powder on the "red bubbly things" to turn them into fairies. Go around to the lower-right corner of the room, up the stairs, and go into the tunnel. You'll automatically go through to the other side. In the next room, go into the *right* tunnel.

Go into the next room.

Avoiding the red bubbly enemies, go down and hit the crystal orb to lower the blue barrier. Destroy the pokey (the brown bouncing enemy) to get a small key. There's an eye above the door that shoots laser beams at you if you look at it. Face left and hold your sword out. Now you can walk through the door without facing the eye!

Go through the tunnel in the next room. Open the chest and you'll get the big key! Go down into the next tunnel and proceed to the next room. Go into another tunnel, then fall off the ledge. Go up the stairs at the bottom-right and go into that tunnel again. In the next room, go into the *left* tunnel this time. Defeat both of the pokeys to open the doors. Now head south...then left...

Here you have FIVE laser eyes on the north wall! The 1st, 3rd, and 5th eyes will only shoot at you if you face them. The 2nd and 3rd eyes will shoot at you no matter what direction you're facing. Bomb the crack in the south wall and go inside.

You're outside! Pass along the ledge and enter again at the right cave.

Use the cane to create a bridge over the small gap, then open the big chest to get this dungeon's treasure: The Mirror Shield! Go through the north door into the next room. There, don't go left! Avoid the fireballs and head north through the locked door. Into the tunnel...and into the next room...

Bomb the crack in the upper wall and go inside. This can be tricky: When the spiky roller is at the right side, go up and use the boomerang to hit the crystal orb, and quickly go left to safety. Open the chest for a

Defeat all the enemies. Now you will need to throw a bomb onto the conveyer belt where it will be brought to the crystal orb and explode to lower the blue barrier. Do the same thing again, to lower the orange barrier (make sure you're on the left side of the blue barrier!). Continue to the next room.

Open the upper-left chest to get the compass (and create a lot of holes in the ground...). The other chests just have a few rupees and arrows. Go into the warp portal.

Go right over the conveyer belt and step on the star. Make sure you STOP when you get to the star or else you will fall into the hole! Step on the next star, then lift the pots at the top to find a small key. Then continue stepping on the stars and going right until you reach the next room.

Quickly cross that narrow "bridge of danger" because soon it will start collapsing. The magic cape will protect for from all those dangers so you can easily make your way through. Go into the door at the left.

Pull the statue downwards at the right side, then go around and step on the star. That creates a bridge over the gap, so you can cross it and go into the warp portal...

Use the lamp to light the torch and make the invisible bridge visible. Cross it and go into the next room. There, go around to the north side of the room where there's a door. Go right a bit and you can see a torch at the other side of the gap. Light the torch with the firerod...and you can see the large invisible path! Quickly take that path to the door at the upper-right corner. If the torchlight goes out, use Ether to make path visible for a moment.

In the next room, bomb the crack in the lower-right floor to create a hole. Then fall inside to meet this dungeon's first mini-boss: The Armos Statues. They're just the same as last time, but the floor is iced and slippery to give a little more challenge. If you have the silver arrows, they'll die with just one hit! After defeating them, go north.

Open the chests to get some bombs...some arrows...and the big key! Go to the previous room, then go west, then upstairs. Push aside the right block then open the big chest to get the final item: The Red Mail. "This provides even more protection than the Blue Mail!". Go to the north room, then go back upstairs. [NOTE: You can continue exploring the rest of this floor if you want to find the map...but you probably won't need it if you're using this walkthrough :)]

Now go up through the center staircase to 3F. Get around to the left

side of this room and push the upper block to open the door. In the next room, you need to use arrows to defeat the two red guys to open the door. You can use the statue to block the spikey thing while you defeat them.

Same thing in the next room: Defeat the enemies to open the door. Be careful to avoid the lasers from the eyes on the statues. Keep going... until you pass through the big door.

Go down the steps, past the two spike traps, then hit the crystal orb. Defeat the two cyclops monsters to get them out of your way. Lift the pots at the back to reveal a switch, then step on it to open the door. Get up there and go to the next room...

Cross this strip of land while avoiding the cannonballs. It's tricky, but it can be done. When you reach the other side, go up the stairs to 4F.

A whole bunch of monsters! Defeat them all to open the door, then go on to the next room. Same concept there, defeat all the enemies (except the statue) to open the door). And for the NEXT THREE ROOMS, defeat all the enemies to open the doors. Don't keep still for too long do you can avoid the lasers from the statues.

Eventually, you'll reach the room where you'll fight the second mini-boss, the lanmolos (remember them? from the desert palace?). They aren't very hard at all. I think it only takes two or three hits to defeat each one. This time you'll need to avoid the fireballs from the thing at the bottom-left. After you defeat them, go into the north room, then up the stairs to 5F.

Use Ether to reveal the invisible path. If you use Ether while all the wizards are visible, you'll defeat them all and the door will open! Hitting two birds with one stone. In the next room, be careful to avoid the lasers coming from the eyes on the wall. In the room after that, use Ether again to defeat all the wizards and open the door.

Dash across the path to get over it before it collapses. In the next room, throw away all the pots that are blocking the torches. You need to light all the torches (preferably using the fire rod) to open the door at the bottom of the room. Go up the stairs in the next room to 6F.

Now you need to light the four torches with the firerod to make the door open. You'll need to hurry up too because the floor will start dissolving! First light the one at the lower-right, then the lower-left, then light the two upper torches. Proceed to the next room.

Kill the enemies (preferably by throwing pots at them) to find a small key inside one of them. Use it to go to the next room. Now throw a bomb onto the conveyor belt so that it moves left and blows open a hole in

the south wall. Carefully slip past the spiked traps and go on to the next room. Hit the crystal orbs to get to the center and open the chest for a small key. If you're low on energy, sprinkle magic powder on the red enemies to turn them into fairies.

In the next room you'll have to face the third and final mini-boss of this dungeon: Moldorm. He's just the same as the Moldorm you faced in the Tower of Hera. Be careful not to fall into the pits, or else you'll have to make the journey back up here! After you defeat it, a chest appears on a south platform. Use the hookshot to pull yourself over there (it's just a red rupee in that chest). Go up the steps, push the blocks, and go into the door...

This room is dangerous, use bombos to instantly kill all the enemies. Then make your way north and up the final staircase to the seventh, and final, floor.

Follow the carpet. Behind this big door is the real boss of this dungeon. If you're prepared, go ahead and face the boss of Ganon's Tower: AGAHNIM. Yes, it's him again. See the boss section for details. After the battle, Agahnim's body falls to the ground, and out comes the evil king of darkness, Ganon.

-- THE FINAL BATTLE --

Ganon transforms into a bat and crashes into the pyramid at the center of the Dark World. You'll be brought there too, with the aid of the flute bird. To get ready for the fight with Ganon, I suggest you buy at least one bottle of green potion from the Magic Shop in the Light World (a bottle of red potion would be a great help too). You also need the silver arrows. Drop into the hole atop the pyramid to face the final boss: GANON. For the last time, check out the boss section for details. When Ganon is defeated, go to the light to meet the essence of the Triforce.

And the game is done.

~ The End ~

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| 5) BOSSES
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Eastern Palace -- ARMOS KNIGHTS

There are six Armos Knights for you to defeat. Apparently, they have no legs and are therefore forced to hop around. Their first movement pattern is hopping around in a circle (isn't that cute...). Just stay at the bottom right corner, face up, and fire arrows at them like mad. It

only takes three arrows to kill one of them (and you can also use the sword when you run out of arrows). Next, they will form a wall and come hopping towards you, followed by more hopping in a circle. Just fire arrows at them with every opportunity you get. The last Armos Knight standing will get tough and turn red. He'll bounce at your current position, so never stay in one place for long. Keep shooting arrows at him and he's gone in just three hits.

Desert Palace -- LANMOLAS

The Lanmolos are large worm-like monsters that pop out of the ground and go back inside. You can see where they will pop out because of the dark soil that appears. When a Lanmola pops out, stones fly out of that spot in 4 diagonal directions, so you should stay above, below, to the left, or to the right of it when it comes out. The only way to hurt them is by hitting them in the head with the sword. I find it effective to charge up the sword, then to do a spin attack when you're close to the Lanmola's head. Remember to stay clear of the rocks that come flying out! It takes a while, and eventually the Lanmola will die. The last one left is a little bit trickier...rocks fly out in all eight directions, so you'll need to be even more careful to avoid them.

Tower of Hera - MOLDORM

The Moldorm is a giant worm-like monster that moves around randomly. Since you are fighting on a platform like this one, you need to be careful not to fall off. If you do, you'll go down to the fifth floor and need to come back and start all over. Hit weak spot is the tail, so you should go for it with the sword. Try not to hit any other parts of his body, because you will bounce off and you might fall off the platform. After hitting him five times, he goes really crazy and moves around much faster than before. One more hit is all it takes to defeat him.

Hyrule Castle - AGAHNIM

Agahnim is the wizard that has been making the girls disappear. He attacks by throwing energy balls at you. After that, he warps to another position and does it again. The master sword doesn't hurt him directly - you need to hit the energy balls that come at you so that they bounce back to him! But be careful when he shoots a bunch of small blue balls at you, you just need to get out of their way. When Agahnim positions himself at the top-center of the screen, he's going to do a lightning attack so you better get out of his way! It takes around 6 or 7 hits to defeat him. (Note: Strangely, you can also use the bug catching net to deflect his attacks. Weird, eh?)

Palace of Darkness - KING HELMASAUR

King Helmasaur is just like the little Helmasaurs you see all over the dungeons. But this one is the king! In the first part of the battle, you

need to break open the hard purple shell that's protecting him. Keep hitting it with the magic hammer. He moves forward and backward. Don't hit him when he's moving towards you or you'll get hurt. When his tail shakes around quickly, he's about to try whipping you, so get close to his face to avoid getting hurt. Occasionally, a fireball comes out of his mouth, splits into 3 pieces, and each of those pieces splits into four fireballs. Be careful to avoid that. It takes 17 hits to destroy his purple shell. After that, hit his face with the sword to hurt him. He moves around much faster now, and he's a lot harder to hit without getting hurt yourself. The attacks of fireballs and tail whips continue.

After breaking his helmet, it takes about 9 hits to defeat him. I'm not sure exactly, I lost count :P

Swamp Palace - ARRGHUS

The Arrghus is a huge eyeball-jellyfish creature surrounded by small spongy balls. In the first part of the battle, you need to destroy the sponges. Stand at a distance from him and use the hookshot to pull one of the sponges to you. Then slash away with the sword to destroy it. Every few seconds, the sponges will form a wider circle and spin around fast. Be sure to keep your distance. After you've destroyed all 13 sponges, it's time to destroy the Arrghus itself. Now that it's all alone, it leaps into the sky for a few seconds...then comes crashing down. It will try to land on you, so never stay in one place for more than a second. When it's bouncing around the room, hit it with the sword. Then it leaps into the air again and repeats the process. It takes 9 hits and he's completely defeated.

Skull Dungeon - MOTHULA

The Mothula is a big moth creature...but it's only half of the danger of the battle. You'll have so many obstacles and dangers around you that

it's hard to concentrate. The room's floor is moving in random directions, the spike traps are constantly moving across the room, the Mothula shoots fire thingys at you, and you'll also need to avoid the Mothula itself. I pray that you have fairies in your bottles, you'll need them! At first you should attack the Mothula with the fire rod, but

you're bound to run out of magic quickly. When you run out of magic power, just attack like crazy with the sword. The real challenge here is

avoiding the hordes of traps all around you. The spikes shake a bit before they move, but I doubt you'll even notice it since you're concentrating on the boss itself. There's not much more advice I can give you. May the force be with you.

Blind's Hideout - BLIND THE THIEF

Blind look's like the devil wearing a big pillowcase. At the beginning of the battle, Blind moves around at the top of the screen, stopping every few seconds to shoot a laser beam out of his eyes (watch the direction he's facing). After a while he'll move to the bottom of the screen. Hit him in the head with the sword to hurt him...then he'll shoot lots of little red fireballs out of his head. After 3 hits, the head will detach and fly all around the room with fireballs coming out of his head. Another head will grow on the body and the battle continues. Repeat the process...eventually you'll have two heads floating around the room and fireballs flying everywhere. It's complete chaos. This is my strategy: Bring the red/blue potion and slash at him like crazy, ignoring the fireballs and any damage taken. Hopefully he will die before you do.

Ice Palace - Kholdstare

Kholdstare is a some kind of puffy pink eyeball that's initially frozen in ice. During the entire battle with him, blocks of ice will fall from the ceiling and split into 4 pieces upon hitting the ground. First, you need to get Kholdstare out of the ice by shooting fire at him (with the Fire Rod) 8 times. Then he divides into 3 eyeballs and they move around the room in random directions. Just slash away with them with your sword. The ice blocks will continue to fall from the ceiling, complicating matters. This may seem like an easy fight, especially compared to the previous two boss battles...until you realize that every hit from the eyeballs costs you three whole hearts (and that would be six hearts if you're wearing the green armor)! Just keep hitting it with the sword until all three eyeballs are destroyed.

Misery Mire - Vitreous

Vitreous is a slimy eyeball that's surrounded by a lot of smaller eyeballs. At the beginning of the battle, the eyeballs will come bouncing towards you. This is a piece of cake: Simply hit them with the sword as they come charging at you. It's like they're inviting you to kill them. But watch out when the large eyeball become's white, it's about to do a huge lightning attack. Just move to the side to avoid it. Also be careful not to get hit by the small eyeballs, a hit from them costs you three hearts. After all the little eyeballs are destroyed, it's time to battle the big eye. He's not much of a challenge either, as he just comes bouncing towards you like the small eyeballs. What a wimp! Take care of him just like you did with the smaller eyeballs: Use the sword. It takes 16 hits using the sword. It takes only 8 hits using the bow and arrows.

Turtle Rock - Trinexx

Trinexx looks like a turtle with three heads. For the first part of the battle, you will be fighting the blue and red heads. The red head attacks with fire, and the blue head attacks with ice. Also, the floor

turns to ice whenever the blue head attacks. You need to attack the red head with the ice rod to stun him, then slash like crazy with the sword.

He will only stay stunned for a short while, so you will need to stun him again after a few seconds. Repeat that process until that head is defeated. Then do the same thing to the blue head, except use the fire rod instead of the ice rod. When both heads are dead, the whole creature

will *seem* to be defeated...but stand back because it's still alive! Now the shell is gone and it looks like the Muldorm from Hera's Tower, except this guy's weak spot is his flashing segment in the middle. Be careful, he really comes after you! Keep attacking the middle segment until he's completely defeated.

Ganon's Tower -- AGAHNIM

Yeah, it's the same guy you battled in Hyrule Castle. But this battle is a bit different from the last one. At the very beginning, Agahnim will create two clones of himself. Keep your eye on the one in the center, that's the real one. All three Agahnims will be shooting energy balls at you, which you must deflect back to Agahnim (the real one). They'll also be shooting some blue balls that split up and hurt you. The real Agahnim flashes when the energy balls hit him, but the energy balls simply go through the clones. There's no way to damage the Agahnim clones, so don't waste your time trying. Fortunately, there's no lightning attack this time. After enough hits, Agahnim's body falls to the ground, and out comes Ganon.

GANON

This is it. The final boss. At the beginning, hit Ganon with the sword at every chance you get. He will throw his staff around and teleport all over the room. Just keep on hitting him while avoiding the flying staff.

After 6 or 7 hits, he will start creating fire bats that will fly at you one by one. The bats only fly in a straight line, so just keep moving and they won't get you. Continue hitting Ganon at every chance you get. Soon he'll reach the next stage: He stomps on the ground and makes the tiles at the sides fall down. Now you'll have to worry about not falling in the pits. When all the sides are gone, the room will turn dark and Ganon is now invisible. Watch out for the chains of fire that he sends flying across the room. Use the fire rod and light the two torches at the bottom to make Ganon visible again. Hit him with the sword to stun him. While he's blue, shoot him with an arrow (by the way, you need the silver arrows to hurt him). It takes three silver arrows to finally defeat him.

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| 6) HEART PIECE LOCATIONS

Pieces of Heart are scattered all around the Hyrule. There are 24 of them in all. 12 in the Light World, 12 in the Dark World. You don't have to get all of them. In fact, you can beat the game without getting any of them at all! After you get 4 pieces, you gain a whole heart container.

1. KAKARIKO VILLAGE (Light World). Go to the north-west part of the village, just before the entrance to the Lost Woods. Drop off the cliff and into the hole. Get all the treasures and use a bomb on the upper wall (a crack is just barely visible). The treasure chest here holds a piece of heart.

2. KAKARIKO VILLAGE (Light World). In the north part of the village, go in the house with a green leavy roof. Go downstairs and bomb the crack in the northern wall. Inside the chest in this next room is the coveted piece of heart.

3. SOUTH OF THE VILLAGE (Light World). A little bit south of the village, there's a long house with a red roof. Inside, bomb the wall and continue to the next room, then go outside. The girl there says she'll give you something good if you reach the goal in under 15 seconds. Hurry up and go through the maze! Reach the guy in less than 15 seconds to receive a piece of heart.

4. LOST WOODS (Light World). In the eastern part of the lost woods, there's a very curious looking 3 x 3 block of bushes. Cut them up to reveal a hole in the center. Drop down there are collect your piece of heart.

5. NEAR THE SANCTUARY (Light World). On a small cliff west of the Sanctuary, there's a bunch of light green rocks. Go there and dash into the rocks with the pegasus boots. Go down those stairs and open the chest for a piece of heart.

6. SWAMPY GRASSY PLACE (Light World). South of your house is the "swampy grassy place", and there's a small structure there. Go inside. Push aside the blocks and go on to the next room. Pull the right switch to release the water, then go outside. There's the heart piece.

7. DESERT (Light World). In the northeast part of the desert, go inside a cave. Follow the path until you get to a room with an old man. Use a bomb to blow open a crack at the south part of this room. Inside the chest is your precious piece of heart.

8. DESERT (Light World). Exit the Desert Palace through the west exit, the continue going down and you'll find a piece of heart beside a

vulture.

9. ZORA'S WATERFALL (Light World). After meeting with King Zora, go straight south and fall down the water fall. Take the path of shallow water to the land where you'll find a piece of heart.

10. DEATH MOUNTAIN (Light World). Climb Death Mountain to the very top. When you reach the cave to enter Spectacle Rock, do NOT enter it. Instead drop of the ledge so you can enter the cave below. Follow the path and you'll eventually get to a piece of heart.

11. DEATH MOUNTAIN (Light World). Enter the warp at the top of Death Mountain. Go left a little bit and stand on the area where Spectacle Rock is in the Light World. Use that magic mirror there to go to the Light World, and you'll be standing on the rock with the heart piece.

12. LUMBERJACK'S HOUSE (Light World). Northeast of Kakariko Village is a lumberjack's house. At the beginning of the game, you'll see the two lumberjacks cutting a tree. After you beat Agahnim the tree will be colored an odd shade of green. Dash into the tree and fall inside. Follow the path to the heart piece.

13. PYRAMID OF POWER (Dark World). It can be clearly seen at the east side of the Pyramid of Power. Drop off of the ledge at the second floor to get to it.

14. LAKE HYLIA (Dark World). In the Lake Hylia of the Light World, you can see a heart piece on an island with no way to get to it. Go to the exact same place in the Dark World and you'll find a patch of shallow water. Use the Magic Mirror there and you'll be on top of the island in the Light World! Collect your piece of heart.

15. NEAR THE BOMB SHOP (Dark World). From the bomb shop, go south-east until you get to the area just south of the Flute Boy place. You should find a circle of bushes there. Stand in the center of those bushes and use the Magic Mirror. The piece of heart is in the cave.

16. VILLAGE OF OUTCASTS (Dark World). Go to the building with a picture of a chest on it. In this place, you can pay 30 rupees and open two chests. One of those chests contains a piece of heart. The position seems to be random, so you'll just need to get lucky.

17. CEMETERY (Dark World). Go to the cemetary, east of where the Sanctuary should be. Go up the steps on the back wall. On that platform, use the magic mirror. Enter the cave. Toss away the pots and bomb the wall at the back of the room. You'll find the heart piece in the next room.

18. DIGGING GAME (Dark World). Go to the place south of the village where there was the "15 second race" game in the Light World. Now there's a digging game: For 80 rupees, you get 30 seconds to dig for treasure in a field. If you play, you might dig up a piece of heart! (but it took me more than 10 minutes of digging before I found it)

19. SMITHY SHOP (Dark World). Go to the place where the Smithy Shop

BOW AND ARROWS:

Ahh...an old favorite. You first find the Bow and Arrows in the Eastern Palace. It can be used to defeat enemies, and some enemies can only be defeated with the arrows. There is a limited number of arrows you can carry. You can increase this amount by throwing rupees into the fountain in the cave in Lake Hylia (Light World). Additionally, the regular arrows can be upgraded to silver arrows near the end of the game.

BOOMERANG:

You find the boomerang in the dungeons of Hyrule Castle at the beginning of the game. It's a nice weapon for attacking enemies (it only stuns them), and it can also be used for fetching items like rupees in hard to reach places. This can later be upgraded to the red boomerang, which stretches all the way across the screen!

HOOKSHOT:

You get this item in the 2nd dungeon of the Dark World. I like to keep this equipped when I'm not using other items. It's primary use is to grapple onto distant objects and pull yourself towards them...especially when you need to get across gaps. It's also a decent weapon for stunning enemies (just like the boomerang).

BOMB:

Bombs can be found all over Hyrule. In chests, enemies, stores, and bushes. Lay it down on the floor and it will blow up in a few seconds. It's especially useful for blowing holes in walls or floors. You can usually see a crack in the wall if it's explodable. It can also be used for attacking enemies, but it's pretty ineffective. You can increase the total number of bombs you can carry by throwing rupees into the fountain in the cave in Lake Hylia (Light World). Don't forget to stand back when the bomb explodes!

MUSHROOM/MAGIC POWDER:

You'll see a mushroom when you first go into the Lost Woods. There's nothing you can do with it right now. Bring it to the magic shop in the east. Give it to the witch there and she will brew up some magic powder for you. The magic powder doesn't run out as long as your magic meter isn't empty. Don't waste it. It can be used for a lot of weird stuff.

FIRE ROD:

You find this weapon in the 3rd dungeon of the Dark World. It was a great weapon in Link's Awakening where it didn't use up any magic power. In this game, a bit of magic is used up with each use of the magic rod, so don't overuse it. It's used for lighting torches. I wouldn't waste it on enemies if I were you.

ICE ROD:

This item is found in a cave east of Lake Hylia (if I remember correctly). Like the fire rod, it uses up some magic power. It turns enemies to ice when you use it on them. Here's a neat trick: Freeze an enemy with the ice rod, then smash him with the hammer. You'll get a magic jar!

BOMBOS:

This is one of the three "magical medallions" in the game. When you use this one, the magic of the medallion sets off explosive forces around you that engulfs the enemies in flames. It uses up a LOT of your magic power, so I rarely use this for anything except for seeing the cool effects :)

ETHER:

This is the second magical medallion. You'll need this to open up the entrance to the swamp dungeon in the Dark World. When you use it, all the enemies on screen are turned to ice in a spectacular light show. Of course, such an amazing display of power doesn't come for free. That's right, it sucks away at your magic meter.

QUAKE:

The third of the magical megallions. It is used to damage all the enemies on screen by setting off a momentous earthquake (duh, it's called "quake"). It's also required to open up the turtle rock dungeon. Does it use up your magic power? Hell yes.

LAMP:

This is the first item you should get in the game...it's in the chest in your house as soon as you begin! This will be very useful for lighting torches in dark rooms to light them up. Warning, it does use up a small bit of your magic power. The firerod also lights torches, but the lamp can do it with much less magic used.

MAGIC HAMMER:

This is quite a powerful weapon, but you need to be close to the enemy when you use it. It's mainly used for smashing pegs and those cute "digletts" in the palace of darkness. The turtle-like enemies must be flipped over with the hammer so you can attack their soft underbelly.

SHOVEL/FLUTE:

In the Dark World, go to the grove of trees west of your house and talk to the wierd-looking guy that now sits on the stump. Get the shovel from him and go back to the same grove of trees in the Light World. Dig in the top-left part where some flowers are to get the flute. Return to the Dark World and play it to him. Tada! He's a tree! Now play it in front of the weather vane in the village (Light World). Now you can use this bird to transport you to any of eight different locations (only in the Light World!).

BUG-CATCHING NET:

You get this from the sick boy in Kakariko Village. It can be used to

SWORD:

This is Link's weapon of choice. Use it with the B button. Hold B to charge up the sword then release to do a spin attack. There are 4 different levels of sword. The first one comes from your uncle. The second one, the Master Sword, is from the Lost Woods after you get all three pendants. The third one, the Tempered Sword, is from the Smithys in the Dark World. The final one, the Golden Sword, comes from the fat fairy in the Dark World.

SHIELD:

The shield is equipped automatically and is also used automatically when something is about to hit you. The first sword is from your uncle. The second one (the Red Shield) is from the fairy behind the waterfall and can protect you from fireballs. The third one (the Mirror Shield) is found in Turtle Rock and can deflect lasers.

CLOTHING:

Your clothing serves as your armor. The better your clothing, the better your defence is. Link starts out with the standard green cloths, then he gets a stylish blue suit from the Ice Palace, and finally a lovely red costume from Ganon's Tower. The Blue Mail cuts damage by 25%, and the Red Mail cuts damage by 50%. So if you normally lose one heart from an enemy attack while wearing the Green Tunic, you will only lose a half heart with the Red Mail.

PEGASUS BOOTS:

The Pegasus Boots, aside from speeding up long walks, can be used to ram down some cracks walls. It's also great for attacking enemies and shaking rupees out of trees. Sahasrahla gives it to you after you show him the pendant of courage.

POWER GLOVE:

The power glove is used to pick up big rocks and other heavy objects. The first one is found in the desert palace. There's also a stronger version of the power glove called "Titan's Mitt". It can be found in the Blind's Hideout dungeon.

FLIPPERS:

The flippers allow you to swim in deep water. Get them from Zora at Zora's Waterfall. It's a bargain at only 500 rupees! This is one of the few times you'll actually use those rupees anyway, so go ahead and fork it over to him.

MOON PEARL:

The Moon Pearl is an extremely important item. It prevents you from turning into a rabbit when you go to the Dark World. Weird, I know. What will those crazy Japanese think of next? As a bunny, you cannot use your sword or any items at all besides the magic mirror. The Moon Pearl is

pass through. Your answer: Use a small key! There are also bigger doors that require the big key (a.k.a. boss key). These doors usually lead to the boss.

PENDANTS:

There are three pendants for you to find in the Light World: The Pendant of Courage, the Pendant of Power, and the Pendant of Wisdom. When these three combine, the seal guarding the master sword is broken and you can get it.

CRYSTALS:

Agahnim has sealed the seven delicious maidens, including Princess Zelda, in crystals hidden deep within the dungeons of the Dark World. Your goal in the Dark World is to get these seven crystals. Then their power can combine to break the seal guarding Ganon's Tower.

| 8) SECRETS
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This is a special section of the guide. Here you'll find a list of things to do in the game that do not give you any rewards, or affect the outcome of the game. It's here to make you appreciate the game more.

- I guess this isn't really a secret since so many people know about it... In Kakariko Village there are some chickens. How can you resist? Slash away with the sword! After about 30 hits, the chicken's family will fly in to get revenge! Be careful with this trick, the chickens CAN peck you to death!

- In the south-west part of Kakariko Village, there's a small hut with no doors and absolutely no way to get inside...or is there? Place a bomb in the center of the wall to blow open an entrance. Inside there's a bunch of pots with bombs and arrows inside. This is a useful place to stock up on supplies.

- Here's a neat trick to do whenever you're running low on magic power: Use the ice rod to freeze an enemy, then use the magic hammer on it to smash it to pieces. Tada! The result is a magic jar to refill your magic meter.

- In Kakariko Village, there's a man that runs away from you really fast whenever you try to get close to him. If you have the pegasus boots, you can chase after him and actually catch him. He'll say that you must be

really fast to kidnap Zelda, and he gives you a mildly helpful tip...

- The running man (above) gives you this tip. All around Hyrule, you can bash into trees with the Pegasus Boots to make small goodies fall out like rupees, hearts, and sometimes even a fairy.

- South of your house is a "swampy grassy place", and there's a small structure there. Go inside. Push aside the blocks and go on to the next room. Pull the right switch to release the water, then go outside. There's a fish out of water! Do the honorable thing: Pick up the fish, go one screen up and throw him back into the deep water. He'll give you a red rupee as a reward.

- In the "swampy grassy place", there's a rabbit that hops in and out of the grass. At least, I *think* it's a rabbit. Anyway... when he jumps out of the grass, cut the grass underneath him. He'll get stuck. Touch him and he will say, "All right! Take it, thief!". What the hell? He gives a fairie, rupee, heart, bombs, arrows, magic jars, and other random items.

- You can often find "red bubbly enemies" bouncing around in dungeons. These annoying bitches can be deadly! But there is a way to use them to your advantage. Sprinkle some magic powder on it and POOF! It's a fairy!

- You know how you need to deflect Agahnim's attacks with the Master Sword? There's another weapon that does the job just as effectively: The bug catching net! You can use the bug catching net in the battles with Agahnim!

- In the center of Lake Hylia there's an island with a cave inside. In the cave, there is a pond that you can throw rupees in. For every 100 rupees that you throw in, a big fairy will appear and give you a choice of increasing your maximum capacity of bombs or arrows. Arrow capacity can be increased from 30 to 70, and bomb capacity from 10 to 50! The total cost of upgrades is well over 1000 rupees!

- Trivia: In the game's ending credits, a slow ballad of the classic Zelda theme begins to play when sound composer Koji Kondo's name appears. Sweet.

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| 9) CREDITS & INFO
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Special thanks to...

- Nintendo for making this game and never letting me down
- gamefaqs.com for posting all my FAQs. This is my 11th so far.
- www.world-of-nintendo.com for the instruction manual

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