

The Legend of Zelda Collector's Edition FAQ/Walkthrough (w/ BSulpher)

by CAHowell

Updated to v1.0 on Aug 3, 2004

=====
The Legend of Zelda: Collectors Edition
Version: Beta

First Created on: March 13,2004

Last Updated on: March 13,2004

Created By: Jason Howell (CAHowell) and BSulpher (Brian Sulpher)

Email: howellgames@howell-games.com
=====

Copyright Notice: This is Copyright ©2004 by Jason Howell, and may only be used on Gamefaqs.com, Ign.com, SA2BSB.com, and Gamespot.com. Any other site caught plagiarizing this guide will have their ISP contact and possible Legal action. You are free to print out this guide for personal use.

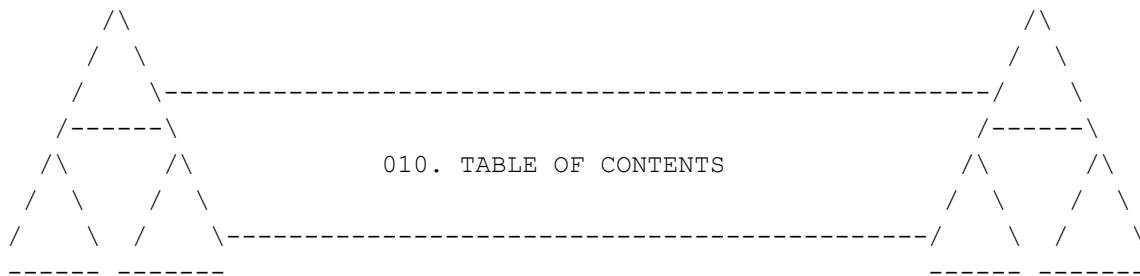
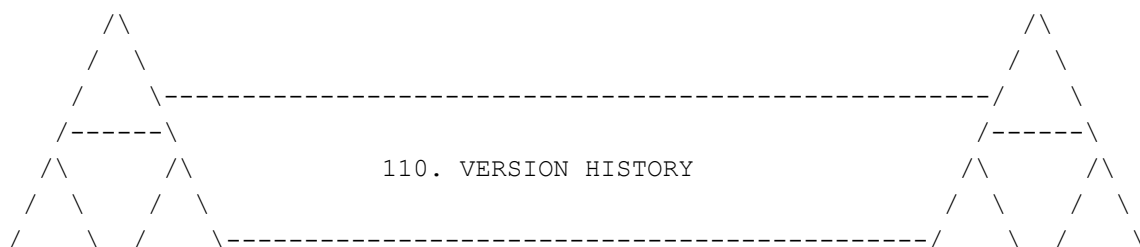
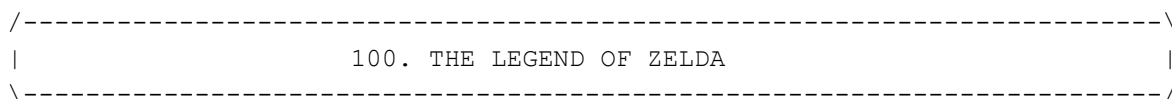


TABLE OF CONTENTS.....	010
=====	
THE LEGEND OF ZELDA.....	100
VERSION HISTORY.....	110
TABLE OF CONTENTS.....	120
INTRODUCTION.....	130
=====	
ZELDA II: THE ADVENTURS OF LINK.....	200
VERSION HISTORY.....	210
=====	
THE LEGEND OF ZELDA: MAJORA'S MASK.....	400
VERSION HISTORY.....	410



Version 1.0: -Submitted guide on 6th on March, 2003

-First Quest completed

-Second Quest on next update

=====
Version 1.5: -Submitted guide on 7th of March, 2003

-Done to end of Level Four on Second Quest

-Rest of Second Quest to follow on next update.

=====
Version 2.0: -Submitted guide on 10th of March, 2003

-Second Quest Complete

=====
Version 2.5: -Submitted guide on 24th of August, 2003

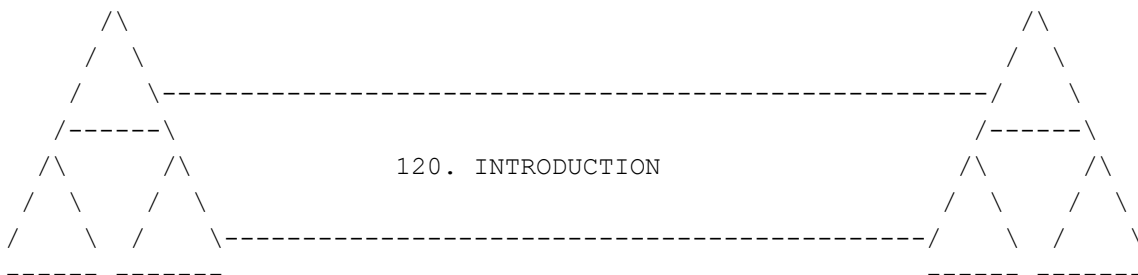
-Added Red Ring to the Items section (thanks to Matthew Benedict)

-Format was modified

=====
Version 2.6: -Submitted guide on 5th of October, 2003

-Some more formatting tweaking

-Next update should be FINAL



1) The following is taken directly from the official Nintendo instruction manual that accompanies the game, and is in no way the work of Brian P. Sulpher.

A long, long time ago the world was in an age of chaos.

In the midst of this chaos, in a little kingdom in the land of Hyrule, a legend was being handed down from generation to generation, the legend of the "Triforce"; golden triangles possessing mystical powers. One day, an evil army attacked this peaceful little kingdom and stole the Triforce of Power. This army was led by Ganon, the powerful Prince of Darkness who sought to plunge the World into fear and darkness under his rule.

Fearing his wicked rule, Zelda, the princess of this kingdom, split up

Triforce of Wisdom into eight fragments and hid them throughout the realm to save the last remaining Triforce from the clutches of the evil Ganon. At the same time, she commanded her most trustworthy nursemaid, Impa, to secretly escape into the land and go find a man with enough courage to destroy the evil Ganon. Upon hearing this, Ganon grew angry, imprisoned the princess, and sent out a party in search of Impa.

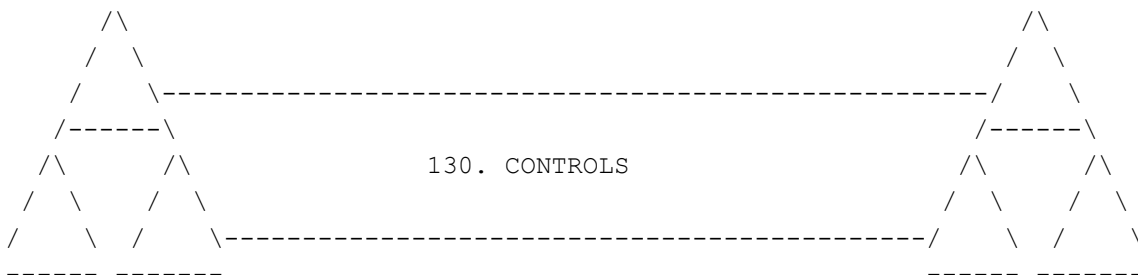
Braving forests and mountains, Impa fled for her life from her pursuers. As she reached the very limit of her energy she found herself surrounded by Ganon's evil henchmen. Cornered! What could she do? ... But wait! All was not lost. A young lad appeared. He skillfully drove off Ganon's henchmen, and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

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

Can Link really destroy Ganon and save Princess Zelda?

Only your skill can answer that question. Good luck. Use the Triforce wisely.

As you can see, this game has an excellent story to it (especially in a time when games rarely had any story at all). I bid you to enjoy this marvelous game, so register your name to start your quest.



2) This section will look at the controls used on the main menu as well as the regular controls.

```
o-----o
| Main Menu Controls |
o-----o
```

D-Pad : Only used to input letters when Registering a Name.

SELECT : Changes the heart selector between game files, Register Name, and Elimination Mode.

START : Confirms selection you have made.

B Button: Puts cursor for letter input back one to make corrections possible.

A Button: Inputs letter on Register Name screen.

LV2 - Level Two |
 LV3 - Level Three |
 LV4 - Level Four |
 LV5 - Level Five |
 LV6 - Level Six |
 LV7 - Level Seven |
 LV8 - Level Eight |
 LV9 - Level Nine |
 _____ |

	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
A		DRC		DRC	MDS	LV9		DRC			WHS	LV5	ST1	MDS	OLL	100
B			ST3	030	DRC		GMB									
C		MGS	LV6		PWB	ST2	ST3	MDS	030				HCN	030		HCN
D				MDS	ST4			LV1		FRY			LV2	030		
E			LV7	FRY	ST2	LV4	ST3	HCN	030		ST2	MDS		ST3	010	
F		010					010					010			ST1	HCN
G			100	DRC	MDS		ST1	030	DRC		DRC	100		LV8		ST2
H		030			LV3		GMB	SGL	MDS			HCN	GMB	DRC		

SGL - H8
 OLL - A15
 PWB - C5
 WHS - A11
 MGS - C2
 FRY - E4 and D10
 GMB - H7, H13, B1, B7 and B16

o-----o
 | Shops |
 o-----o

-Type One contains a Magical Shield (160 Rupees), Key (100 Rupees), and Blue Candle (60 Rupees). These Shops can be found in the following locations: G7, F15, and A13.

-Type Two contains a Magical Shield (130 Rupees), Arrows (80 Rupees), and Bombs (20 Rupees). These shops can be found in the following locations: G16, E11, E5, and C6.

-Type Three contains Monster Bait (100 Rupees), a Magical Shield (90 Rupees), and a Single Heart (10 Rupees). These shops are found in the following locations: E14, E7, C7, and B3.

-Type Four contains Blue Ring (250 Rupees), Key (80 Rupees), and Monster Bait (60 Rupees). This shop is found in the following location: D5.

-Medicine Shops sell both Blue Medicine (40 Rupees) and Red Medicine (68 Rupees). Blue Medicine will refill your Hearts to full, and Red will do the same before turning into Blue Medicine. If you have Blue Medicine already, and then purchase Blue Medicine, your two Blue Medicines combine to make Red Medicine. The following locations are where you can purchase Medicines (provided the Old Lady Letter has been found and delivered first): G5, H9, E12, D4, C8, A5, and A14.

o-----o
| Heart Containers |
o-----o

-One can be found at coordinates H12. Dropping a Bomb second wall segment from the left of the opening leading up off the screen will reveal a cave where an Old Man who offers the choice between a Heart Container and a Red Medicine bottle (take the Heart Container).

-One can be found at coordinates C13. Dropping a Bomb on the bottom right part of the rounded rock formation to reveal a cave where an Old Man who offers the choice between a Heart Container and a Red Medicine bottle (take the Heart Container).

-One can be found at coordinates E8. Use a Candle to burn the fifth bush from the right side of the screen to reveal a staircase where an Old Man who offers the choice between a Heart Container and a Red Medicine bottle (take the Heart Container).

-One can be found at coordinates C16. After crossing the water with a raft, enter the doorway above to find an Old Man who offers the choice between a Heart Container and a Red Medicine bottle (take the Heart Container).

-One can be found at coordinates F16. Using the Ladder, walk across the small docks to get the visible Heart Container.

o-----o
| Rupee Gift Locations |
o-----o

-10 Rupee Gifts can be found at the following locations: E15, F2, F7, F12, and F15.

-30 Rupee Gifts can be found at the following locations: B4, C9, C14, D14, E9, G8, and H2.

-100 Rupee Gifts can be found at the following locations: A16, G3, and G12.

o-----o
| Door Repair Charge Locations |
o-----o

-If these are entered, the owner will charge Link 20 Rupees to repair the damage he caused to the entrance to the Old Man's Lair. These can be found (and thusly avoided) at the following locations: A2, A4, A8, B5, G4, G9, G11, and H14.

o-----o

| Level Locations |

o-----o

-Level One coordinates: D8

-Level Two coordinates: D13

-Level Three coordinates: H5

-Level Four coordinates: E6

-Level Five coordinates: A12

-Level Six coordinates: C3

-Level Seven coordinates: E3

-Level Eight coordinates: G14

-Level Nine coordinates: A6

o-----o

| Enemy Totals Per Screen |

o-----o

- A1 - None
- A2 - Red Lynels
- A3 - Red Lynels
- A4 - Rocks
- A5 - Blue Lynels
- A6 - Red Lynels, Blue Lynels, Red Leever, Blue Leever
- A7 - Red Lynels, Blue Lynels, Peahats
- A8 - Red Lynel
- A9 - Rocks
- A10 - None
- A11 - Blue Lynel, Zola
- A12 - Red Leever
- A13 - Red Tektites
- A14 - Red Tektites
- A15 - None
- A16 - None

- B1 - Blue Lynels
- B2 - Red Lynels, Blue Lynels, Peahats
- B3 - Blue Lynels
- B4 - Red Lynels, Blue Lynels
- B5 - Red Lynels, Armos Knights
- B6 - Red Lynels, Blue Lynels, Peahats
- B7 - Rocks
- B8 - Rocks, Zola
- B9 - Rocks, Zola
- B10 - Rocks, Zola
- B11 - Red Tektites, Zola
- B12 - None
- B13 - Armos Knights
- B14 - Peahats
- B15 - Red Tektites, Zola
- B16 - Peahats

C1 - Ghinis
C2 - Ghinis
C3 - Red Lynel, Armos Knights
C4 - Red Lynels
C5 - Armos Knights
C6 - Armos Knights, Peahats
C7 - Peahats, Zola
C8 - Peahats, Zola
C9 - Peahats, Zola
C10 - Red Leever
C11 - Blue Leever
C12 - Red Leever, Blue Leever, Peahats
C13 - Red Tektites
C14 - Red Octoroks, Blue Octoroks, Zola
C15 - Blue Octoroks, Zola
C16 - None

D1 - Ghinis
D2 - Ghinis
D3 - Red Lynels, Blue Lynels, Peahats
D4 - Armos Knights
D5 - Blue Leever, Zola
D6 - Zola
D7 - Zola
D8 - Red Octorok
D9 - Red Octoroks, Blue Octoroks
D10 - None
D11 - Red Leever, Blue Leever, Peahats
D12 - Blue Leever
D13 - Blue Octorok
D14 - Blue Moblins, Armos Knights
D15 - Red Octoroks, Blue Octoroks, Zola
D16 - Blue Octorok, Zola

E1 - Ghinis
E2 - Ghinis
E3 - Red Moblin
E4 - None
E5 - Red Octoroks, Zola
E6 - Peahat
E7 - Zola
E8 - Zola
E9 - Red Leever, Zola
E10 - Peahats, Zola
E11 - Blue Tektites
E12 - Red Moblins
E13 - Red Octoroks, Blue Octoroks
E14 - Blue Moblins
E15 - Blue Moblins
E16 - Red Octoroks, Blue Octoroks, Zola

F1 - Red Lynels
F2 - Blue Moblins
F3 - Red Moblins, Blue Moblins
F4 - Red Moblins, Blue Moblins
F5 - Red Octoroks, Zola
F6 - Red Octorok, Zola
F7 - Red Octoroks, Zola
F8 - Red Octoroks
F9 - Red Octoroks

F10 - Peahats, Zola
F11 - Red Octoroks, Zola
F12 - Red Moblins, Blue Moblins
F13 - Blue Moblins
F14 - Blue Moblins
F15 - Blue Moblins
F16 - Red Octoroks, Blue Octoroks, Zola

G1 - Red Lynels, Blue Lynels, Peahats
G2 - Blue Moblins
G3 - Blue Moblins
G4 - Red Moblins, Blue Moblins, Blue Octoroks
G5 - Red Octoroks, Blue Octoroks
G6 - Red Octoroks, Zola
G7 - Red Octoroks
G8 - Red Octoroks
G9 - Red Octoroks
G10 - Red Octoroks, Zola
G11 - Red Octoroks, Zola
G12 - Red Moblins, Blue Moblin, Blue Octoroks
G13 - Red Moblins
G14 - Red Moblins
G15 - Red Moblins, Blue Moblins, Blue Octoroks
G16 - Red Octoroks, Blue Octoroks, Zola

H1 - Peahats
H2 - Blue Moblins
H3 - Red Moblins, Blue Moblins
H4 - Red Moblins, Blue Moblins, Blue Octoroks
H5 - Red Tektite
H6 - Red Leever, Blue Leever, Peahats, Zola
H7 - Red Tektites
H8 - None
H9 - Red Octoroks
H10 - Blue Tektites
H11 - Blue Tektites
H12 - Red Leever, Zola
H13 - Red Leever, Zola
H14 - Blue Octoroks, Zola
H15 - Red Octoroks, Zola
H16 - Blue Octorok, Zola

There are a few schools of thought of on how to start a game of Legend of Zelda off correctly, and this FAQ will not be following the head straight for Level One style of some, just as it will not follow the collect all the items possible before entering Level One either. This walkthrough will try and follow a route that gets some items before Level One, followed by collecting items when Link arrives in that area of the world. However, you can use the information from the map above to find all the items BEFORE venturing into Level One.

Working Towards Level One
#####

You will appear on screen, and you will see that you have no weapon in hand whatsoever! Walk north to enter the open cave above you, and an Old Man will be inside. He addresses you with the following insightful sentence: "It is dangerous to go alone! Take this." At this point you should step

forward to grasp the Wooden Sword (used with the A Button), and then head back into the overworld.

Go to the small opening in the rock face on your right to arrive at H9, where you should kill the four Red Octoroks before going through the opening on the right. H10 has 5 Blue Tektites waiting for you, so be sure to kill them off before leaving the screen through the right as these fellows are an excellent source of Rupees, Fairies, and Hearts. H11 has four Blue Tektites, and after going right to arrive at H12 where Red Leever and a Zola attack you (kill the Red Leever and then go up through the opening above the water).

Blue Octoroks, Black Moblins, and Red Moblins await you in G12, so kill them off in hopes of winning a random Bomb reward before going up to F12 to fight Red Moblins and Black Moblins for the same purpose. Go up again on the left half of the screen to arrive at E12 where the area is rather enclosed, which is where the Red Moblins attack you (kill them in hopes of a Bomb reward). Now go left to enter E11 where Blue Tektites hop around mindlessly waiting for you to kill them, and then enter the shop. If you have yet to gain Bombs, buy a set of four for 20 Rupees, and then head back outside.

Head through the following map squares: E11 to E12 to F12 to G12 to H12. When you arrive, drop a Bomb on the second section of the rock wall to your left where you entered the screen. Enter the newly blown open cave, and then choose between a Red Medicine or a Heart Container (Hint: take the Heart Container!). Now go back outside to go up the following map squares: H12 to G12 to F12 where you should go up to E12 by going up the right half of the screen. Go up the narrow passage here (deal with any Red Moblins in your way), and then you will be at D12 where you can fight some Blue Leever. Go up to C12 where you should go right to the C13 screen where Red Tektites hop around, so kill them and then drop a bomb on the bottom right of the rock formation to open a cave. Step inside to find a choice between a Red Medicine or a Heart Container (Hint: take the Heart Container!).

Once you are back outside, head up the stairs above you to the north to arrive at B13, where you should cut left to B12. Go left through this screen (this is the hill maze incidentally, but not needed to be solved right now) to arrive at B11, which has Red Tektites and a Zola attacking you. Fight off any Red Tektites as they come to your side of the screen, and make your way up the stairs near you to arrive at A11. Here you need to kill the Blue Lynel off and dodge the Zola shots to get past them to reach a cave. Inside an Old Man will say the following insightful phrase: "Master using it and you can have this." With that you should walk forward to claim the White Sword as your own (you need at least 5 Heart Containers

total to do so), and then exit the cave.

With your improved ability to hurt enemies, step to the pond to slash the Zola and watch it fall in one hit (instead of two with the Wooden Sword)! Take the stairs back down to B11, where you should kill the remaining Red Tektites and go through the west side of the screen to arrive at B10. On B10, B9, and B8, you just have a solo Zola firing at you, along with Rocks falling from above in sets of three. Once you reach B8, a river will divert you downwards to C8 where six Peahats attack (just run through quickly to avoid damage). On C9 you will have six more Peahats to attack you along with a Zola, so go through the opening to the south to go onto D9 where Red Octoroks, a Blue Octorok, and a Zola attack you. Go west across the bridge to arrive at D8 where a Red Octorok attacks as you go into the opening in the tree to enter Level One!

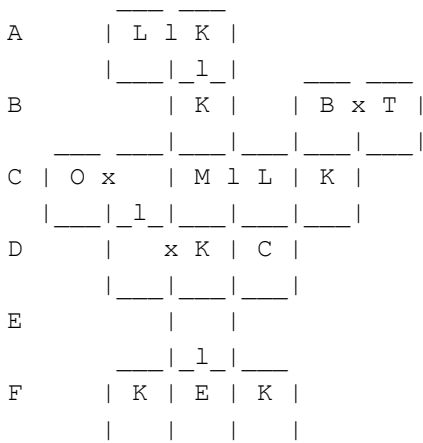
#####

Level One, The Eagle

#####

KEY
E - Entrance
K - Key
C - Compass
M - Map
L - Link Item
S - Stairs
R - Rupee Room
H - Hungry Goriya
B - Boss Fight
T - Triforce Segment
O - Old Man
x - Barricaded Door
l - Locked Door
b - Bombable Wall

1 2 3 4 5 6



When you enter, you will see a locked door above you, so you will need to go left to fight three Keese to win a Key. Now go back to the right and then go right again to fight some Stalfos (one of which has another Key for you). Go left to enter the lobby of the Level, and use one of your Keys on the locked door above you.

Three Stalfos greet you in this room, so kill or avoid them, and then move into the room above you to take on five more Stalfos, this time for a Key. Now you have a few choices of where to go: right will take you to a battle with some Keese for their Compass (shows where the Dungeon Boss can be found on your map), left takes you into a room with Keese and both doors are partially covered (one locked, one blocked), and up (by way of a Bomb) will take you into a room with Gels guarding the map. Going up will give you a pass around using a Key, which can come in handy in later dungeons if you want to skip side-rooms to find Keys, so use a Bomb to break the north wall down.

Kill the Gels, grab the map, and then take the door above you to enter a room with a windy path leading over a pool of water. Kill the Stalfos (one of which has a Key), and then head up through the locked door to the next

Blue Leever attack here, so kill any in your path as you continue east to the next screen where a Red Leever, numerous Blue Leever, and Peahats will all attack you on C12 (just go east while avoiding most of the enemies).

C13 is the Red Leever screen from before, go east to C14 to fight some Red Octoroks and Blue Octoroks (supported by the Zola in the water), and then Bomb the wall to the right of the stairs to uncover a Rupee Gift cave (you will receive 30 Rupees for this). Head north along the water to B14, avoid the Peahats as you head east to B15 where a Zola and Red Tektites attack (kill them), and then climb the stairs to A15 to enter a cave to receive the Old Lady Letter from the Old Man!

Go back down the stairs to B15, head east to B16 where you should avoid the Peahats as you get to the middle part of the seemingly solid rock wall (three segments of the rock wall to the right of the tree entrance) to walk up to arrive at A16. Go inside to get a Rupee Gift of 100 before going back to B16 where the Gambling Den sits beckoning you (stop in if you feel lucky). Head back to B15 and then B14, where the stairs above you will take you to A14 where Red Tektites await. Go west after playing with the Red Tektites to arrive at A13 where MORE Red Tektites guard a cave. Once you get into the cave, buy the Blue Candle, and then head back outside.

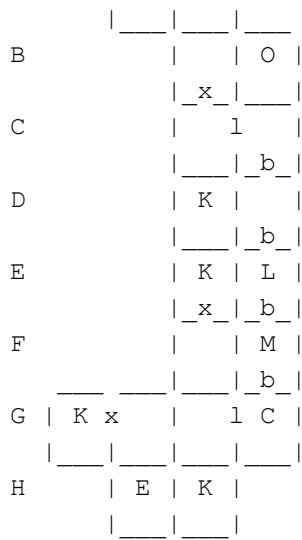
Go down the stairs to your left, go down the stairs on B13 to arrive at C13, where you should go east. C14 just needs you to go down to D14 to see Armos Knights and Blue Moblins wanting to fight (kill the Blue Moblins off). Now get the Armos Knight on the right to move (touch it from above) and go down the stairs here to get a Rupee Gift of 30. Now head south to E14 where Blue Moblins pour in from the sides of the forest area, but you should just cut left through the opening there to arrive at E13. Take out the Red Octoroks and Blue Octoroks and head up to D13 to fight a Blue Octorok as you enter into Level Two!

Level Two, The Moon
#####

KEY	
E - Entrance	
K - Key	
C - Compass	
M - Map	
L - Link Item	
S - Stairs	
R - Rupee Room	
H - Hungry Goriya	
B - Boss Fight	
T - Triforce Segment	
O - Old Man	
x - Barricaded Door	
l - Locked Door	
b - Bombable Wall	

1 2 3 4

A | T | B |



You will enter the blue tinged Level Two to having a choice of going right or up, so head right first to battle some Ropes (snake creatures) to get a Key. Now head left to go back to the entrance, go up and battle some Ropes to open the barricaded door to the left, which you should go through to fight more Ropes, this time getting another Key. Go right through two doors to arrive in a block-filled room with three Ropes, which you can kill or avoid. Now you have the choice of spending a Key to get the Compass behind the locked door (no need with the map above and this walkthrough) or you can go up to enter the next room.

Going up will get you into a fight with five Red Goriyas, which guard a locked door to the right (this room has the Map, so no need to waste the Key), and the passage up (probably should go this way) to the next room. Here you must fight some Ropes to earn a Key, and then you should walk through the door on the right to enter a room with fire ball shooting statues in the four corners as well as three Blue Goriyas. If you slay the Blue Goriyas, you will win yourself a Magical Boomerang (a faster and extended range Boomerang). To do this, you can hide in the doorway to avoid the fire balls, emerging to slash Blue Goriyas as they draw near (if you have full Heart Containers, you can step out to throw sword beams across the room before retreating). Remember that your current Boomerang can stun the opposition as well.

Go back to the room on the left, take the door above you to fight two Moldorms to get another Key before heading through the door above to fight a multitude of Ropes to open the barricaded door above you. Enter the recently opened door to be locked into a room with five Red Goriyas! Take them out to open the barricaded doors, grab the Bombs that appear in the top right corner, and then head through the door to enter the DUNGEON BOSS FIGHT!

Dodongo is the being in charge of Level Two's Triforce Piece, so you need to find a way to penetrate it's thick, scaly hide. As the Old Man in this level suggests "Dodongo dislikes smoke", so Bombs are the best answer you have. Put Bombs on your B Button command, and you then have two ways to go about killing this beast. The more tried and true method of dinosaur slaughtering is to lay one Bomb at a time in the path of Dodongo, and after it gobbles down two of these Bombs, it will die. The second method (and not as well known method) is if the Bomb laid down misses going down the dinosaur's throat, but the smoke still stuns the Dodongo, hack the behemoth with your sword to kill it off quickly. Once you have been victorious, grab your recently won Heart Container, go through the door on the left, and then grab your second Triforce Piece to refill your life and exit the dungeon!

#####

Working Towards Level Three

#####

As you reappear outside, go down to E13 to fight Red Octoroks as well as Blue Octoroks before heading east to E14, where Link should go south (while fighting Blue Moblins) to F14. Go west here quickly if you can avoid the incoming Blue Moblins to F13, where you should head up and then east to F12 (you will see Blue Moblins once again while attempting to do this). Orange Moblins and Blue Moblins greet you on this screen, so head west to F11 when possible to encounter a Zola with some Red Octoroks (continue going west). F10 has Peahats and a Zola attacking you, so just run through on your westward jaunt to come into F9 where Red Octoroks attack as you turn north to go to E9. Kill the Red Leavers (and the Zola if you like), equip the Candle, and then burn the tree near the top-right on the screen:

```

-----
Key |
    |
T - Trees |
S - Stairs |
    |
-----

```

```

          TTTTTTT
          TTTTTTT
           STT
           TTT
           TTT
           TTT
           TTT
          TTT   TTT
          TTT   TTT
          TTTTTTT TTTTTTT
          TTTTTTT TTTTTTT

```

Enter to receive a Rupee Gift of 30, go back outside, go west to E8, and then burn the fifth tree from the right side of the screen to uncover another set of stairs. Inside you have to choose between a Red Medicine or a Heart Container (Hint: take the Heart Container!).

Once outside, turn west to arrive at E7, where you should burn the corner tree (the one farthest to the left on top row) to uncover some more stairs, this leading to a shop which has the cheapest price for the Magical Shield (at 90 Rupees). You will now be able to block fire balls with your shield instead of having to avoid them all the time!

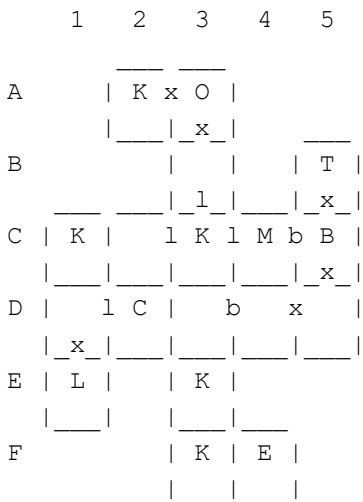
Return to the outside, go south to arrive F7, kill the Red Octoroks before burning the bottom solo tree to uncover a staircase leading to a Rupee Gift of 10. Head back outside, go west to F6, then go south immediately to G6 to fight a Zola and some Red Octoroks as you attempt to head west across the small bridge. G5 has some Red Octoroks and some Blue Octoroks to play with you, so kill them if you wish before you enter the cave to see an Old Woman. Show her the Old Lady Letter to get her to offer some Medicines to you. Purchase some Medicine (Red is better deal since you get two refills from it), and then head back outside.

Head west to G4 to fight some Orange Moblins, Blue Moblins, and Blue Octoroks if you wish, but head south to H4 whenever you feel like it to see

some more Blue Moblins (four of them), which you can kill if you like before you head east to H5. Here a Red Tektite will hop around the screen as you attempt to enter the yawning opening of the monolith to take on Level Three!

```
#####
Level Three, The Manji
#####
```

KEY	
E	- Entrance
K	- Key
C	- Compass
M	- Map
L	- Link Item
S	- Stairs
R	- Rupee Room
H	- Hungry Goriya
B	- Boss Fight
T	- Triforce Segment
O	- Old Man
x	- Barricaded Door
l	- Locked Door
b	- Bombable Wall



Upon arriving in the lobby, you will see left is the only option, so go walk through the door on the left to arrive in a room that has six Zols waiting to attack you (just kill them as they are easy and give many rewards). Grab the Key and then go through the door above to enter another Zol room, this one also rewarding you with a Key, and following that, head through the door above to fight three Red Darknuts if you need a Bomb refill. Otherwise you should head through the door on the left to a room with Blade Traps and Keese guarding it, so get the Compass as you make your way left to use a Key on the locked door (bait the Blade Traps into moving, then go through the door).

Red Darknuts await you here, and if you kill them all (strike at their sides and back) you will open the barricaded door below you. Go inside this Red Darknut-filled room and make your way to the stairs sitting in the right of the room to go into an underground vault where four Keese guard the Raft! Kill the Keese as you move towards the Raft, and after collecting this

valuable Item, head back up the stairs.

Head up out of the room, then go right through the next two doors to arrive back at the room with the three Darknuts. Lay a Bomb on the east wall to blow a hole into it, kill the Red Darknuts for a Bomb refill (if you have not collected it yet), and then go through the door above you. Kill the three Zols, and then grab the Key that appears before you head back down into the previous room to go right through the Bombed hole in the wall.

Now there are two equally opportune ways to progress from here, so I will outline both for you, and then you pick the one you like the best.

Option one requires the player to kill the Red Darknuts wandering the room you are in to open the barricaded door, and in the next room you have to eliminate some Keese and Zols while avoiding the temporary sword-stealing Bubbles to open the barricaded door above you to get to the DUNGEON BOSS FIGHT!

Option Two requires the player to run through the door above them when they enter the Red Darknuts room, and then the player needs to fight off two Zols and grab the Level Map while bombing a hole in the east wall. The catch here is that Blade Traps also inhabit the room, so drop your bomb, clear away from the wall, wait for Blade Traps to retract, and then go through Bombed hole in the wall to get to the DUNGEON BOSS FIGHT!

You will set foot into the sandy chamber to see a giant, multi-limbed monstrosity start to charge at you while spitting fire balls from it's various openings on it's many limbs (aptly named a Manhandla). The most effective weapon against the multi-orifice blue creature (at this point) are Bombs. If the blast radius hits one of the said orifices, the orifice and limb will be blown off the creature. If the Bomb goes off in the exact centre of the creature, it will die in one shot, but otherwise it will speed up and continue attacking with it's remaining orifices. Use your Sword or more Bombs to finish off the remaining limbs, grab your Heart Container, go through the door above, and claim the third Triforce Piece.

Working Towards Level Four
#####

Now you should look to invest in a Blue Ring, so we will be gathering enough Rupees (250 total) to buy it. You will appear outside with the Red Tektite doing it's jumping set, so head west to go to H4 where Blue Moblins attack as you head north to G4. Fight the enemies here if you wish, but you should head west to G3 to fight the Blue Moblins, and when they are dealt with, equip the Blue Candle and throw a flame onto the top tree of the single row of trees to uncover a stairway leading to a Rupee Gift of 100! If you need more Rupees, then battle enemies till you have enough to do so.

When you have the big total of Rupees needed, head to F4, go west to F5 (battle Red Octoroks), go north to E5 (more Red Octoroks), and then go north once more to D5. Here you must battle Blue Leever and a Zola, and then you need to push the Armos Knight in the centre of the top row to uncover some stairs.

KEY |
|
S - Hidden Stairs |

```

X - Armos Knight |
                  |
                  |

```

```

X   S   X

```

```

X   X   X

```

Once you have gone inside, you will find the Blue Ring, as well as the cheapest price around for Monster Bait (keep this area in mind for future reference). Buy the Blue Ring, walk outside, take a look at your snazzy new threads (from a Ring even you change your colour!) as well as appreciate the lessening of your damage received by one half, and then head south from D5 to E5 to F5 to G5. Head east to cross the small bridge once again, and turn north once you cross while you fight off Red Octoroks and the Zola to arrive at F6. Walk forward to launch yourself off the dock with your recently acquired raft to land on E6. Here you will see a Peahat flying around, and you just need to walk into the opening in the statue to enter into Level Four!

```

#####
Level Four, The Snake
#####

```

```

-----
KEY |
    |
E - Entrance |
K - Key       |
C - Compass   |
M - Map       |
L - Link Item |
S - Stairs    |
R - Rupee Room |
H - Hungry Goriya |
B - Boss Fight |
T - Triforce Segment |
O - Old Man    |
x - Barricaded Door |
l - Locked Door |
b - Bombable Wall |
    |
-----

```

```

1   2   3   4

```

```

A | O | K |   | T |
  | x |   |   | x |
B |  b R |   x B |
  | x |   |   |   |
C |   | M |   |   |
  | l | l |   |   |
D |   l   x L |
  |   |   |   |
E | K |   |   |
  |   |   |   |
F |   | K |   |   |
  |   |   |   |
G |   |   l C |

```

___|___|___|
H | K | E |
|___|___|

As you enter the level, a door to your left and straight ahead beckon you. However, since you have some extra keys from skipping certain parts of other dungeons you have been through already, you can skip the room on the left (you will have at least 5 extra Keys to this point) to go up to the next room to fight Vires as you head up to the door above to arrive in the next room. In this room you can fight off some Keeses as you grab the Key sitting in the middle of the room before you go through the door on the right.

You will enter a dark room, so use your Blue Candle to light it up, fight the Vires as you go through the door in the north wall, and then light the next room up to fight the Zols there as you grab the Key in the room. Go through the door above to enter a room that needs to be lit up, followed by a fight with some Vires. You will see that a thin body of water blocks your progress, so go through the door on the right by using a Key to enter a room with a windy bridge over the water below while killing the Vires (and their Keese offspring) to open the barricaded door on the right.

When you enter the next room, you will need to kill the Zols and the Like Likes while avoiding the sword-stealing abilities of the Bubbles. However, keep in mind that if a Like Like gets on top of you, try to kill it immediately because it can eat your Magical Shield on you! After you have successfully killed off the resistance in this room, push the block on the left to reveal a staircase leading down to a small chamber with four Keeses and an Item called the Ladder! After collecting the Ladder, you will be able to walk across small bodies of water!

Head left through two doors back to the last dark room you were in, walk across the water, and open the door above you by using a Key to enter a room with Vires, which you can kill if you wish before you move through the door above you (ignoring the door on the right side of the room). You will see a Manhandla, so equip your Bombs, but instead of attacking the Manhandla with the Bombs, use a Bomb on the right wall to blow a hole in it!

Go through to find 10 Rupees lying there for you to grab, and then you should lay another Bomb on the right wall to blow an exit from this room for yourself. In this room you will have to fight still more Vires (they are getting annoying by this point), and once you have dispatched the opposition, push the brick on the left to cause the barricaded door to open for you. This door will take you to the DUNGEON BOSS FIGHT!

The beast in charge of Level Four is none other than a Gleeok! This Gleeok is of the two-headed variety, so it will fall quicker than other Gleeoks with more heads. A Gleeok attacks by spitting fire balls from every head on the beast in order at a continual rate. To kill it, simply hack at the heads until you kill a head off. However, every head that you kill will cause a Head of Gleeok to fly around the room while continuing to shoot fire balls at Link. After you defeat the Two-Headed Gleeok, grab your hard-earned Heart Container, go through the door above Link, and grab the Triforce to refill your Hearts as well as getting a trip to the entrance of the Level.

Working Towards Level Five
#####

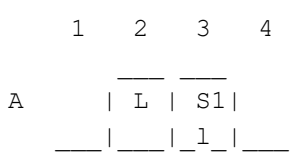
Go off the screen to the south to take raft ride across the water to arrive on the dry land of F6. Go across the following acres: F7 to F8 to F9 to F10 to F11 to F12, where you should fight your way to go east to F13. Make your way through the narrow passage to continue east to F14 where you should take the passage south that is closest to the east side of the screen. You will be on screen G14 where Orange Moblins attack, so kill them before heading east to G15 to fight Blue Octoroks, Orange Moblins, and Blue Moblins before you go to G16 to enter the cave. Once inside, buy the Arrows for 80 Rupees so Link can use his Bow (at the cost of 1 Rupee per Arrow), and then head back outside.

Head north to arrive at F16 which has Red Octoroks as well as Blue Octoroks (with some Zola back-up) guarding a Heart Container on a dock floating in the water! Take out the enemies before you walk across the water by using the newly acquired ladder to reach the Heart Container, and then head north to E16 to fight more Red Octoroks and Blue Octoroks as you continue north to D16. Here you will fight a Blue Octorok before you use your raft to go across the water to C16 where you can enter a cave where you have to choose between a Red Medicine or a Heart Container (Hint: take the Heart Container!). With this Heart Container pick-up, you will have collected all Heart Containers not guarded by Level Bosses!

Head back to D16 where you go west to D15 to fight both colours of Octorok while moving north to enter C15. Four Blue Octoroks are found here, but you can just walk west to C14 to fight more Octoroks of both colour before going up the stairs to B14. Go west immediately to B13 where you need to continue west to end up in B12. You have now entered the Lost Hills, and to crack the maze of this place, walk upwards four straight times to find a Red Leever guarding an entrance at A12. This entrance leads down to Level Five!

```
#####
Level Five, The Lizard
#####
```

KEY			
E	-	Entrance	
K	-	Key	
C	-	Compass	
M	-	Map	
L	-	Link Item	
S	-	Stairs	
R	-	Rupee Room	
H	-	Hungry Goriya	
B	-	Boss Fight	
T	-	Triforce Segment	
O	-	Old Man	
x	-	Barricaded Door	
l	-	Locked Door	
b	-	Bombable Wall	



```

B | T | O | K b O |
  | _x_ | _b_ | ___ | ___ |
C | B l   | K l K |
  | _x_ | ___ | ___ | ___ |
D |   |   | C |
  | ___ |   | ___ | ___ |
E   |   | M | K |
   |   | _l_ | ___ |
F   | K x |   |   |
   | ___ | _x_ | _x_ | ___ |
G | Slb   b K l O |
  | ___ | ___ | ___ | _b_ |
H   |   | E | K |
   | ___ | ___ |

```

This is the first level where you will encounter a staircase that does not lead to an Item, but rather it is a passageway to another section of the level (the stairways often being vital to reach otherwise inaccessible sections of said Level). These stairs will be marked by an "S" and a number since more of these stairs come into existence per Level as you go along in the game.

From the entrance you should head up to enter a dark room where three Gibdos wander around. Kill the Gibdos if you like, Bomb the left wall to open a hole which you should through to another room with more Gibdos. Go past them to bomb the left wall to find a room with five Blue Darknuts and a staircase. You must kill off the Blue Darknuts (they take four whacks with your White Sword to defeat), push the brick on the far left of the diamond shape the blocks form, and then go down the stairs to fight off four Keese while going up the far staircase.

You will arrive at coordinates A3 of the dungeon in a room with two locked doors. Now you have a choice to make, and it hinges on if you have 100 Rupees and the willingness to spend them on increasing your Bomb-carrying capabilities. If you want four more Bombs to be added to your maximum, go down through the locked door on the south wall, kill the Keese to get your Key back, and then Bomb through the wall on the right. Pay the man the required 100 Rupees to get four more bombs and then return to the staircase room once more (go left one room, up one room).

Either choice you made, you are now going through the locked door on your left to see a wide open room with six Blue Darknuts wandering around. Kill these Blue Darknuts off (use the door to hide from them if they are getting you trapped into a corner), push the solo block in the room to reveal a staircase in the right corner of the room, and go down it to fight four Keese for the right to hold the Recorder in your hands!

Head right to get back to the Staircase that brought you here, go through the passageway, and then go right through two rooms to arrive back in the first room where you waged war on the Gibdos. Collect the Key one of them holds if you did not do so the first time you were here as you wipe them all out to open the barricaded door (go ahead through). You will see three Dodongos wandering around the room, but you should just head through the door on the right without bothering to engage them in battle.

This dark room should be lit by your Blue Candle right away, and then you should fall upon the Zols for easy kills to get Rupees and Hearts (as well as win a 5 Rupee prize) before heading through the door above to fight five Gibdos to win a Key. Go through the door on the north wall in this room to enter a dark room, so light it with your Blue Candle to reveal three Red

Darknuts, which will surrender the Compass if you kill them before exiting the room through the door above you.

You will enter a room with a Key just sitting there waiting to be taken, but you should kill the two Gibdos, Keese, and Pols Voice before doing so. This is the first time you have seen Pols Voice, and they are quite resistant to your sword (requiring 5 whacks of the White Sword to die). However, use a single Arrow on them to kill them right away! Use a Key to open the door on your left to enter a room where five Gibdos can be slaughtered to claim another Key for your collection (no need to though as you have at least six Keys at this point), and then go through the door on your left. This room is filled with Pols Voices, so put your Bow and Arrows in your hands to blow the Pols Voices away quickly. Go through the door on the left through the use of a key after you have put the Recorder in your Item Box to go to the DUNGEON BOSS FIGHT!

Digdogger is the Boss here, and it is an eyeball surrounded by a thick, protective mass of flesh (it does not allow anything to get near the eyeball). However, as an Old man in this very Level says "Digdogger hates certain kinds of sound", and your recorder makes the needed certain kind of sound to annoy the Digdogger. Once you blow the Recorder's tune, the protective flesh will fall away, allowing Link to rush over and stab the eyeball four times with your White Sword as it flies wildly around the room in pain from the tune of the Recorder. Also note that there are four Statues in this room spitting their fireballs at Link. Once you have won, go through the unbarricaded door after you collect your Heart Container, and then grab the fifth piece of the Triforce to refill your life and get back to the entrance of Level Five!

Working Towards Level Six
#####

Now that Link is over halfway to the eight pieces of the Triforce, the Levels will be coming exceptionally more difficult. To counter this, it is time to go get the Magical Sword, the Power Bracelet, and some Red Medicine.

So your first job is to go after the Power Bracelet (since it is the closest), so head south to B12, followed by going west to B11. Fight the Red Tektites here as you continue west to travel to B10 to B9 to B8 while dodging falling Rocks and Zola fireballs. While you are on B8, run across the small stream using the ladder to continue west to B7 to continue your Rock dodging as you still head west. On B6, head south down the stairs to arrive at C6 where you should immediately run to the west to get to C5. Here is where you should awaken the Armos Knight at the top right of the two rows to reveal the Power Bracelet underneath!

KEY	
P - Hidden Power Bracelet	
X - Armos Knight	

X	X	X	X	P
X	X	X	X	X

After collecting this little beauty (it allows Link to push the snail-like rocks that dot the landscape), it is time to go after the Magical Sword while collecting some more Rupees for the Red Medicine. Head west to arrive at C4 where some Red Lynels are guarding a strange four-rock formation. For now you should head south to D4, equip your Bombs, and Bomb the wall between the two stairways here to reveal a cave, which has Medicines for sale! Now you can go up the left stairs to push the left rock of the four-rock formation to reveal stairs which will warp you around the world (keep in mind for traveling later).

Head west from D4 to D3 to fight a mix of Red Lynels, Blue Lynels, and Peahats as you ignore the staircase going up (for now) to continue west to section D2. You will be in the graveyard, so try not to be scared as you move north to C2 which is another graveyard, but here is where you will get to push the following tombstone to reveal a stairway!

KEY |
 |
 T - Tombstone |
 S - Hidden Stairway |
 |
 |

```

  T   T   T   T
  T   T   S   T
  T   T   T   T
  
```

Walk inside to find an Old Man who says: "Master using it and you can have this." Walk forward to lay claim to the most powerful sword in the game, the Magical Sword! Now you can wander around the graveyard (coordinates C1, C2, D1, D2, E1, E2) to release many Ghinis from their graves before finishing off the Ghini that begins on the screen (this is the only vulnerable Ghini). The result will be many Rupees for you as multiple Ghinis will die along with the "real" one. With your hard work behind you to gather some money, go back to coordinate D4 to purchase some Medicine if you need to. Head west to D3, fight the enemies there as you head up the staircase to C3 to see a Red Lynel guarding the entrance to Level Six!

```

#####
Level Six, The Dragon
#####
  
```

KEY |
 |
 E - Entrance |
 K - Key |
 C - Compass |
 M - Map |
 L - Link Item |
 S - Stairs |
 R - Rupee Room |
 H - Hungry Goriya |
 B - Boss Fight |
 T - Triforce Segment |
 O - Old Man |

```

x - Barricaded Door |
l - Locked Door     |
b - Bombable Wall   |
                    |
                    |
                    |
                    |
                    |

```

```

      1   2   3   4   5   6
A      | L |   b O | T |
   ___|_l_|_x_|_x_|_x_|___
B |   x M | K |   | B | S1|
   |_x_|_l_|___|___|_l_|___|
C |   b K |   |   | K |
   |_x_|_x_|___|   |_x_|___|
D |   |   x S1|   |   |
   |_x_|___|___|   |___|
E |   |
   |_x_|
F | K |
   |___|
G | C |   | O |
   |___|___|_l_|
H |   l E | K |
   |___|___|___|

```

An intimidating looking level for sure, and it is your first truly hard challenge of the First Quest. The Medicine will be needed because of the evil Wizzrobes (you will learn to hate these little buggers!) that can wipe your Hearts quickly. Even worse is that these guys inhabit many parts of this dungeon that you must visit, so when your life runs lows, have the Medicine ready to go in your Item Box.

Your Key supplies are HUGE, so go left through the locked door to find some Red Wizzrobes waiting for you. Kill them if you wish, but I advise you to go through the door above Link to arrive in a room where easy-to-kill Zols

guard the Compass. Head through the door above four Statues (one in each corner of the room) shoot fireballs as you have to kill all the Keeses to open the barricaded door above to allow you to advance to the next room and get another Key for your reserves.

Here is a room that requires you to simply hold UP as you run through the room to beat it past the three sets of Blade Traps to go through the door above to find the door behind you and ahead of you have barricaded! Now you face your first tough challenge of the level with Red Wizzrobes, Blue Wizzrobes, Bubbles, and Like Likes (the Magical Shield eaters!), so kill them off (try to use your Magical Boomerang to keep the Like Likes from moving), and push the left block to open both sets of doors (go through the one in the north wall).

You will see an open door above you in this room where more Red Wizzrobes and Blue Wizzrobes are attacking, so you would think it best to go through that door right away, right? Well, if you do, you will have to fight a Two-Headed Gleeok, which will not be particularly good for your Heart Container totals. Instead, equip Bombs in your Item Box, lay a Bomb against the east wall, and then run through the resulting hole to find a dark room with some more Red Wizzrobes and Blue Wizzrobes. Kill them for a Key if you want to (however, we have been collecting extra Keys for areas like this), and then go through the locked door above to the next room.

In this room you can fight the Like Likes and the Zols for a Map while avoiding the Bubbles, but risking your Magical Shield is not really worth it (unless you absolutely have to have the Map). Anyway, go through the locked door above to fight Blue Wizzrobes and Red Wizzrobes to clear the room of enemies, and then push the left block to reveal a staircase! Go down the stairs to enter a cramped underground room with four Keese and a Magic Wand waiting for pick-up.

Now head back out of the secret compartment, go down through the next three rooms (always taking the bottom door of the room of course) to enter a dark room with Vires, which will die under your attacks without splitting into two Keeses since you now have the Magical Sword, which will open the barricaded doors so you can go through the right door. Here is where you will take on Red Wizzrobes, Blue Wizzrobes, and Like Likes to defeat, followed by pushing the solo block in the room to reveal a staircase which leads through an underground passage with four Keeses guarding the way to coordinates B6.

Zols, Like Likes, and Bubbles greet you in this room where you appear in the centre of, so go through the door below to find a darkened room containing Vires and Bubbles. Kill them off to receive a Key, go through the door on the left to find Blade Traps, Red Wizzrobes, and Blue Wizzrobes guarding a locked door leading up (this leads up to the DUNGEON BOSS FIGHT!) and an open door below (this is a barricaded room with both types of Wizzrobes waiting to brutalize you as you fight to reopen the door and for four bombs). The much better choice is to go walk up to bait the Blade Traps into coming together, and then walk forward to unlock the door to enter the DUNGEON BOSS FIGHT!

Gohma is a multi-legged arachnid that has only one weakness spot (as the Old Man says near the start of this Level "Aim at the eyes of Gohma"). So you now know it's weakness, but you have to be able to reach the eyes, which is just out of the range of your sword. The answer lies in the Bow and Arrow to send deadly shafts of pain to that eyes to finish Gohma off. Gohma will walk back and forth around the room while firing off unblockable fireballs (even with your Magical Shield equipped) at Link, while occasionally opening it's third eye (the vulnerable one). Shoot the vulnerable eye with one direct hit to finish it off to win a Heart Container and the opening of the barricaded door to find the sixth piece of the Triforce!

#####

Working Towards Level Seven

#####

You will reappear outside Level Six, where you can kill the Red Lynel before heading south to D3 to head west while dodging the Red Lynels, Blue Lynels, and the Peahats to arrive in the graveyard in D2. Head south to E2, then west to E1, and then go south to enter F1 to take on five Red Lynels while you continue south to enter G1. Fight off the Red Lynels, Blue Lynels, and Peahats while working to the east exit from the screen to enter G2 where Link should continue east to G3 while fighting off the Blue Moblins. Head north to F3, turn east to go to F4, and then on to F5 before turning north to go up through E5 to enter D5 where fighting off the Blue Leever should be done with ease while revealing the shop under the Armos.

KEY |

|

S - Hidden Stairs |

```

X - Armos Knight |
                  |
_____          |

```

```

X   S   X

```

```

X   X   X

```

You will remember that this is the Shop with the Blue Ring, but you are here you buy the cheapest Monster Bait in all the land! After making your purchase for a measly 60 Rupees, head south two screens to get back to F5, head west one screen to F4, and then go north to E4 to find a Fairy Pond for Link to refill his Heart Containers. Head south to F4, head west to F3, and then take the opening in the trees in the north to arrive at E3 where an Orange Moblin guards an empty pond. An Old man once said in Level Sox "There are secrets where Fairies don't live". This means that this area contains a secret for you to uncover, but you just need to trigger this great secret to capitalize upon it. The trick to unlocking this secret is to play your Recorder, which will cause the pond to dry up to reveal a staircase leading down into the depths of Level Seven!

```

#####
Level Seven, The Demon
#####

```

```

_____
KEY |
    |
E - Entrance |
K - Key      |
C - Compass  |
M - Map      |
L - Link Item|
S - Stairs   |
R - Rupee Room|
H - Hungry Goriya |
B - Boss Fight |
T - Triforce Segment |
O - Old Man   |
x - Barricaded Door |
l - Locked Door |
b - Bombable Wall |
    |
_____

```

```

1 2 3 4 5 6

```

```

A | R b | K | | b S1 |
  | b | x | | l | x | |
B | M l | b L b | b |
  | x | | | | |
C | H | S1b B x T |
  | l | | | | |
D | x | b K |
  | | x | |
E | O | |
  | l | | |
F | | | C | O |
  | | b | b | x | |

```

```
G | b | | | | | |
  |__|__|__|__|__|__|
H | K | E | |
  |__|__|__|
```

This lovely green Level greets you the same as every other Level does, and your first step in this dungeon is to go through the door above Link to find a room full of Blue Goriyas with spitting Statues. Bomb the north wall of the room to reveal a passage up, which you can take (or stay and kill the Blue Goriyas to win four Bombs) to end up in a room where Red Goriyas and Blue Goriyas await. Upon entering, you have the choice of going after an extension of your Bomb-carrying capabilities (if you have the 100 Rupees) by going through the left door to see Dodongos, which you should bypass by going up through the locked door to find the Old Man.

Either way you choose to go, you need to go through the door at the top of the room with the Goriyas to arrive in a room where Keeses, Blue Goriyas, and Bubbles work together to keep the door needed to go though in the room barricaded. After you kill the Keeses and the Blue Goriyas, head through the door to see a Digdogger! There is no need to take it on, so go through the door on the left to the next room, or Bomb through the right wall to fight a pair of Moldorms for a Key (although our stock is still around 6 at this point).

The next room has more Red Goriyas and Blue Goriyas to attack you as you move up to the locked door in the north wall to head into the next room to hear the message "Grumble, Grumble..." from a hungry Red Goriya! There is no way past this unless you take care of that ravenous hunger because it is unkillable (like the Old Men of the Dungeons), so feed it some Monster Bait (this will remove the Monster Bait form your inventory) to get it to disappear and allow you to go through the door above to continue further into Level Seven.

You will enter a darkened room where Link should use the Blue Candle right away to see everything, which are Blue Goriyas and Bubbles as well as a Map just waiting to be seen. Anyway, after you wipe the baddies out, drop a Bomb against the north wall to reveal a passage to a Rupee Room (10 Rupees in all), and then go back into the previous room to go through the locked door on the right. Blue Goriyas attack in this room, but you do not need to fight them as you can bomb through the wall on the right to find Red Goriyas and Blue Goriyas guarding a diamond block stairway! Kill the Goriyas, push the left most block to gain access to the stairs, which takes Link down into a small compartment to fight four Keeses to gain the ownership of the Red Candle! This Candle will allow Link to throw multiple fireballs per screen instead of the one that the Blue Candle used to give!

Upon exiting the compartment, Bomb through the right wall to fight some Blue Goriyas to refill your Bomb supplies, and then go through the locked door on the right to find another Digdogger, although this time you will be forced to fight! Use the Recorder to cause the Digdogger to retract it's protective flesh, but instead of one eye, you will have THREE to defeat!

After beating all three with two stabs of your Magical Sword, go through the recently de-barricaded door above to find three Dodongos wandering the room! Ignore them as you go Bomb the right wall to enter the very tip of the Demon's nose to take on all the Wall Masters while dodging the Bubbles. However, be sure to not get grabbed by the Wall Masters or you will return to the beginning of the level! Also be aware of not collecting a Stopwatch, which will cause no more Wall Masters to appear. After defeating all the Wall Masters, push the following block to cause a passage stairway to appear

right to fight Pols Voices, Red Darknuts, and Blue Darknuts for the right to push the left-most block on the diamond formation to gain access to the stairs which lead to the area below where four Keeses guard the legendary Magical Key! You will never have to collect Keys again with this little beauty in your bag as it will open every door that you can find without breaking.

Head back up the stairs, go to the room on the right, and then head down through the Manhandla room to arrive back in the Blue Darknut filled room with the Statues. Kill of the Blue Darknuts as you dodge fireballs to open the barricaded door, which you should go through. In this room are the usual gang of suspects of Gibdos, Red Darknuts, Blue Darknuts, and Bubbles, which you should run by to the stairs on the far side of the room to go down the stairway passageway to fight the Keese to end up at coordinates E2.

This room contains Pols Voices for you to shoot with the Bow and Arrow, and then you need to Bomb the north wall to reveal the way into the DUNGEON BOSS FIGHT!

A Four-Headed Gleeok will try to bar you from the final piece of the Triforce. A Gleeok attacks by spitting fire balls from every head on the beast in order at a continual rate. To kill it, simply hack at the heads until you kill a head off. However, every head that you kill will cause a Head of Gleeok to fly around the room while continuing to shoot fire balls at Link. Cut off all the heads to be victorious, at which point you should grab the final Heart Container, go through the door above Link, and grab the final piece of the Triforce to complete your Triforce of Wisdom!

Working Towards Level Nine
#####

Now you are back outside, and with the completed Triforce in hand, Link can now enter Level Nine to do battle with the Triforce of Power wielding Ganon. You should have Red medicine in hand (the walkthrough will note any screens passed through along the trip for your convenience).

Head west to G13, turn north to F13, and then fight off the Blue Moblins as you turn west to arrive at F12. Turn north to go to E12, where Red Moblins attack you as you head north to D12 (there is a Medicine Shop in the following location).

Key	
T - Trees	
S - Stairs	

TTTTTTTTTTTTT	TT				
TTTTTTTTTTTTT	TT				
T	TS	TT			
	T	TT	TT		
		T	TT	TT	
	T	T	TT	TT	
			T	TT	TT
T		T	TT	TT	
T			TT	TT	

Well, you have arrived. You have set foot into the toughest dungeon that the First Quest has to offer. You will meet new enemies as well as tough enemies from past dungeons. If you are ready, walk forward to meet your destiny.

Stepping through the door above will cause the Old Man guarding the entrance to allow Link to pass through the previously barricaded doors. Go through the door above Link (not the one on the left) to enter a room with Zols, Like Likes, and Bubbles. Kill the enemies off and Bomb the left wall to find a passage to a room with a staircase guarded by two Lanmolos (use your Magical Wand to kill them from long distance), and then push the left-most block of the diamond formation to gain access to the stairs.

After emerging from the stairway passageway, Link is in coordinate room B5, which has some Like Likes around to attack Link. Now Link will be taking a side trip to get an Item. Go right through the locked door to run through a darkened Blue Wizzrobe infested room to go through the right door. This room will contain the first Patra you will see, but for now you do not need to tangle with it, so run through the bottom door. Fight the Gels off as you Bomb the right wall to pass through the resulting hole to fight off the Patra to win the Map.

Now Bomb the north wall to open a hole to the next room where Like Likes, Red Wizzrobes, Blue Wizzrobes, and Bubbles attack Link as he tries to Bomb through the north wall. Once Link has passed through the gaping hole in the wall (at this point the whole north-east quadrant of Level Nine should collapse from all the holes you have made) to face some Red Wizzrobes, Blue Wizzrobes, and Bubbles, which you should kill so you can push the left-most block of the diamond formation to gain access to the stairs. These stairs lead down to a cramped compartment where four Keeses guard the Red Ring! This Ring will reduce the damage you take in half (if you have Blue Ring) or by one quarter (if you are Ringless before hand).

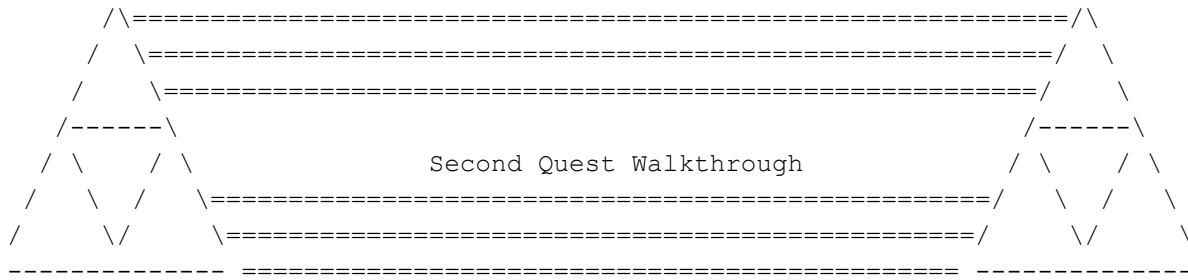
Now head out of the hole with your newly acquired red tights, and then head down through two rooms, turn left for one room, and then head up through one door to find the Patra you skipped earlier. You do not have to fight this one, but it closely guards the locked door above it that you need to pass through (knock some of the offspring off the circle to make it easier to pass through the locked door). An Old Man will offer the cryptic remark "Go to the next room", so Bomb the left wall to pass through the hole to find some Red Wizzrobe and Blue Wizzrobes for you to fight. After defeating these baddies, push the left block to reveal a stairway passageway.

You will appear at room coordinates G4, which has the easy to kill Zols guarding the three locked doors (go through the locked door on the left). You will see Keeses in a dark room, which you can kill off if you like to win 5 Rupees as you head through the door on the left. You will immediately run into a Patra, which you must kill so you can push the left-most block of the diamond formation to gain access to the stairs.

You will appear at room coordinates C1, where you should fight off the Red Wizzrobes and Blue Wizzrobes while Bombing through the north wall to find some Red Wizzrobes, Blue Wizzrobes, and some Bubbles. Once you kill both types of Wizzrobes. push the following block:

KEY	
P - Push	
S - Stairs	

Thank you for using this walkthrough, now won't you accept the challenge of the Second Quest...?



4) This section will have a map of the overworld with: locations of Shops, Heart Containers, Rupees, Door Repair Fees, Level Entrances, and Enemy Listings for each screen of the map. Then the walkthrough will follow, divided up into sub-sections based on the actions to be taken by Link.

KEY	
SGL - Starting Location	
ST1 - Shop Type One	
ST2 - Shop Type Two	
ST3 - Shop Type Three	
ST4 - Shop Type Four	
MDS - Medicine Shop	
OLL - Old Lady Letter	
PWB - Power Bracelet	
HCN - Heart Container	
WHS - White Sword	
MGS - Magical Sword	
010 - Ten Rupee Gift	
030 - Thirty Rupee Gift	
100 - One Hundred Rupee Gift	
DRC - Door Repair Charge	
FRP - Fairy Pond	
GMB - Gambling Den	
LV1 - Level One	
LV2 - Level Two	
LV3 - Level Three	
LV4 - Level Four	
LV5 - Level Five	
LV6 - Level Six	
LV7 - Level Seven	
LV8 - Level Eight	
LV9 - Level Nine	

	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
A	LV9	DRC	MDS	DRC	MDS		HCN	DRC		MGS	WHS	FRY	ST1	MDS	ST1	ST4
B	GMB	OLL	ST3	030	DRC	ST1	GMB		MDS	LV8		LV4		DRC	GMB	
C	HCN		030		PWB	ST2	ST3		030	MDS		010		030		HCN
D	LV6		MDS	LV2			LV1		FRY	HCN		LV3	030			

E					FRY	ST2	LV5	ST3		030		ST2	MDS		ST3	010	
F		010		100			010		030			010			ST1	HCN	
G	GMB			DRC	MDS		ST1		DRC		DRC		LV7		010	ST2	
H					ST1		GMB	SGL	MDS				GMB	DRC			

- SGL - H8
- OLL - B2
- PWB - C5
- WHS - A11
- MGS - A10
- FRY - A12, D10, E4
- GMB - B1, B7, B16, G1, H7, AND H13

o-----o
 | Shops |
 o-----o

-Type One contains a Magical Shield (160 Rupees), Key (100 Rupees), and Blue Candle (60 Rupees). These Shops can be found in the following locations: A13, A15, B6, F15, G7, and H5.

-Type Two contains a Magical Shield (130 Rupees), Arrows (80 Rupees), and Bombs (20 Rupees). These shops can be found in the following locations: C6, E5, E11, and G16.

-Type Three contains Monster Bait (100 Rupees), a Magical Shield (90 Rupees), and a Single Heart (10 Rupees). These shops are found in the following locations: B3, C7, E7, and E14.

-Type Four contains Blue Ring (250 Rupees), Key (80 Rupees), and Monster Bait (60 Rupees). This shop is found in the following location: A16.

-Medicine Shops sell both Blue Medicine (40 Rupees) and Red Medicine (68 Rupees). Blue Medicine will refill your Hearts to full, and Red will do the same before turning into Blue Medicine. If you have Blue Medicine already, and then purchase Blue Medicine, your two Blue Medicines combine to make Red Medicine. The following locations are where you can purchase Medicines (provided the Old Lady Letter has been found and delivered first): A3, A5, A14, B9, C10, D4, E12, G5, and H9.

o-----o
 | Heart Containers |
 o-----o

-One can be found at coordinates C1. Push the tombstone in row two, column two to find an Old Man who offers the choice between a Heart Container and a Red Medicine bottle (take the Heart Container).

-One can be found at coordinate A7. Blow on the Recorder to cause a stairway to appear, and when Link heads down the stairs, an Old Man will appear to offer the choice between a Heart Container and a Red Medicine bottle (take the Heart Container).

-One can be found at coordinate D11. Blow on the Recorder to cause a stairway to appear, and when Link heads down the stairs, an Old Man will appear to offer the choice between a Heart Container and a Red Medicine bottle (take the Heart Container).

-One can be found at coordinates C16. After crossing the water with a raft, enter the doorway above to find an Old Man who offers the choice between a Heart Container and a Red Medicine bottle (take the Heart Container).

-One can be found at coordinates F16. Using the Ladder, walk across the small docks to get the visible Heart Container.

o-----o
| Rupee Gift Locations |
o-----o

-10 Rupee Gifts can be found at the following locations: C12, E15, F2, F7, F12, and G15.

-30 Rupee Gifts can be found at the following locations: B4, C3, C9, C14, D14, E9, and F9.

-100 Rupee Gifts can be found at the following locations: F4.

o-----o
| Door Repair Charge Locations |
o-----o

-If these are entered, the owner will charge Link 20 Rupees to repair the damage he caused to the entrance to the Old Man's Lair. These can be found (and thusly avoided) at the following locations: A2, A4, A8, B5, G4, G9, G11, and H14.

o-----o
| Level Locations |
o-----o

-Level One coordinates: D8

-Level Two coordinates: D5

-Level Three coordinates: D13

-Level Four coordinates: B12

-Level Five coordinates: E6

-Level Six coordinates: D1

-Level Seven coordinates: G13

-Level Eight coordinates: B10

-Level Nine coordinates: B2

o-----o
| Enemy Totals Per Screen |
o-----o

A1 - None
A2 - Red Lynels
A3 - Red Lynels
A4 - Rocks
A5 - Blue Lynels
A6 - Red Lynels, Blue Lynels, Red Leever, Blue Leever
A7 - Red Lynels, Blue Lynels, Peahats
A8 - Red Lynel
A9 - Rocks
A10 - None
A11 - Blue Lynel, Zola
A12 - None
A13 - Red Tektites
A14 - Red Tektites
A15 - None
A16 - None

B1 - Blue Lynels
B2 - Red Lynels, Blue Lynels, Peahats
B3 - Blue Lynels
B4 - Red Lynels, Blue Lynels
B5 - Red Lynels, Armos Knights
B6 - Red Lynels, Blue Lynels, Peahats
B7 - Rocks
B8 - Rocks, Zola
B9 - Rocks, Zola
B10 - Rocks, Zola
B11 - Red Tektites, Zola
B12 - None
B13 - Armos Knights
B14 - Peahats
B15 - Red Tektites, Zola
B16 - Peahats

C1 - Ghinis
C2 - Ghinis
C3 - Red Lynel, Armos Knights
C4 - Red Lynels
C5 - Armos Knights
C6 - Armos Knights, Peahats
C7 - Peahats, Zola
C8 - Peahats, Zola
C9 - Peahats, Zola
C10 - Red Leever
C11 - Blue Leever
C12 - Red Leever, Blue Leever, Peahats
C13 - Red Tektites
C14 - Red Octoroks, Blue Octoroks, Zola
C15 - Blue Octoroks, Zola
C16 - None

D1 - Ghinis
D2 - Ghinis
D3 - Red Lynels, Blue Lynels, Peahats
D4 - Armos Knights
D5 - Blue Leever, Zola

D6 - Zola
D7 - Zola
D8 - Red Octorok
D9 - Red Octoroks, Blue Octoroks
D10 - None
D11 - Red Leever, Blue Leever, Peahats
D12 - Blue Leever
D13 - Blue Octorok
D14 - Blue Moblins, Armos Knights
D15 - Red Octoroks, Blue Octoroks, Zola
D16 - Blue Octorok, Zola

E1 - Ghinis
E2 - Ghinis
E3 - Red Moblin
E4 - None
E5 - Red Octoroks, Zola
E6 - Peahat
E7 - Zola
E8 - Zola
E9 - Red Leever, Zola
E10 - Peahats, Zola
E11 - Blue Tektites
E12 - Red Moblins
E13 - Red Octoroks, Blue Octoroks
E14 - Blue Moblins
E15 - Blue Moblins
E16 - Red Octoroks, Blue Octoroks, Zola

F1 - Red Lynels
F2 - Blue Moblins
F3 - Red Moblins, Blue Moblins
F4 - Red Moblins, Blue Moblins
F5 - Red Octoroks, Zola
F6 - Red Octorok, Zola
F7 - Red Octoroks, Zola
F8 - Red Octoroks
F9 - Red Octoroks
F10 - Peahats, Zola
F11 - Red Octoroks, Zola
F12 - Red Moblins, Blue Moblins
F13 - Blue Moblins
F14 - Blue Moblins
F15 - Blue Moblins
F16 - Red Octoroks, Blue Octoroks, Zola

G1 - Red Lynels, Blue Lynels, Peahats
G2 - Blue Moblins
G3 - Blue Moblins
G4 - Red Moblins, Blue Moblins, Blue Octoroks
G5 - Red Octoroks, Blue Octoroks
G6 - Red Octoroks, Zola
G7 - Red Octoroks
G8 - Red Octoroks
G9 - Red Octoroks
G10 - Red Octoroks, Zola
G11 - Red Octoroks, Zola
G12 - Red Moblins, Blue Moblin, Blue Octoroks
G13 - Red Moblins
G14 - Red Moblins

G15 - Red Moblins, Blue Moblins, Blue Octoroks
G16 - Red Octoroks, Blue Octoroks, Zola

H1 - Peahats
H2 - Blue Moblins
H3 - Red Moblins, Blue Moblins
H4 - Red Moblins, Blue Moblins, Blue Octoroks
H5 - Red Tektite
H6 - Red Leever, Blue Leever, Peahats, Zola
H7 - Red Tektites
H8 - None
H9 - Red Octoroks
H10 - Blue Tektites
H11 - Blue Tektites
H12 - Red Leever, Zola
H13 - Red Leever, Zola
H14 - Blue Octoroks, Zola
H15 - Red Octoroks, Zola
H16 - Blue Octorok, Zola

The Second Quest is a completely different style you must play when approaching Legend of Zelda all over again. You will need to fight more conservatively as you face stronger (and improved) enemies earlier in your quest than the first time through the game. Almost every location you have learned of in the First Quest has shifted to another part of the world. Item order in Levels have been rearranged, as have the dungeon designs themselves. Many variables involved in the game have changed (Levels and Item uses). Be ready for a much more challenging play this time around, and be thankful you have an in-depth walkthrough like this one to help you succeed!

Working Towards Level One
#####

You will appear on screen, and you will see that you have no weapon in hand whatsoever! Walk north to enter the open cave above you, and an Old Man will be inside. He addresses you with the following insightful sentence: "It is dangerous to go alone! Take this." At this point you should step forward to grasp the Wooden Sword (used with the A Button), and then head back into the overworld.

go north to G8 where Red Octoroks attack Link, so kill them off as Link heads west to G7 to fight four more Red Octoroks. Continue West to G6 to fight more Red Octoroks as you cross the bridge (dodging the Zola's fireballs) to end up in G5, where Link should turn north to go to F5. Head west past four more Red octoroks to F4 where Red Moblins and Blue Moblins attack.

Go north one screen to E4 to find a Fairy pond to refill your life at, return to F4 to fight the Moblins (they will drop Bombs fairly often), and then head west F3 to repeat the same procedure (again looking for Bombs), followed by going west to F2 where Link should turn south to end up in the Lost Forest. Walk north, west, south, and then west while fighting the Blue Moblins to access G1.

Move north through F1, E1, D1, and onto C1 not bothering to fight the Red Lynels, Blue Lynels, Peahats, and Ghinis since Link is weak with inadequate armor to defend himself from these hard hitting enemies. On B1, you need to push the following tombstone:

```

KEY |
    |
T - Tombstone |
S - Hidden Stairway |
    |
    |
    |
    |

```

```

T   T   T   T
T   S   T   T
T   T   T   T

```

Inside the stairway is an Old Man who offers the choice between a Heart Container and a Red Medicine bottle (take the Heart Container). Now head back outside to head south all the way to coordinate G1, where Link should turn east to enter the Lost Forest at coordinate G2 yet again.

This time you will continue east to G3, where Link should fight the Blue Moblins as he goes north to F3. Now Link needs to turn east once more to go through F4 to F5 where a turn south to G5 is recommended. Now Link needs to step east to cross the small bridge again while being attacked by Red Octoroks and a Zola as he continues east through F7 and F8 to arrive at F9.

Fight the Red Octoroks, go south to H9 to fight more Red Octoroks, and then turn east to go fight Blue Tektites on H10 and H11 for Rupees. On H12 you should fight the Red Leever while avoiding the Zola fireballs before turning north to fight Red Moblins, Blue Moblins, and Blue Octoroks over coordinates G12, F12 (go north on east side of screen), and E12 before entering the desert at D12.

Continue north to C12 where Link should turn east to go to C13 to fight Red Tektites as you continue east to C14 to brawl with Red octoroks, Blue Octoroks, and a Zola. After defeating the enemies, Bomb the wall beside the stairway to reveal a cave where a Rupee Gift of 30 awaits Link. Head south to D14 to fight the Blue Moblins as you touch the Armos Knight on the right to cause it to move. Go down the stairs to get a Rupee Gift of 30, and then exit the cave to walk north through C14 to B14 where Link should avoid the Peahats as he turns east to go to B15. Link should then climb the stairs as he fights off the Red Tektites to arrive at A15 where a cave awaits Link to sell him a Blue Candle for 60 Rupees.

Head out of the cave to go south to B15, turn west to go to B14, and then turn south to land back at C14. Now Link should head south again through D14 to E14 where you should fight the Blue Moblins before heading east to E15 to fight more Blue Moblins before moving the Armos Knight on the right to get a Rupee Gift of 10. Now head west back to E14 to burn the following bush:

```

Key |
    |
T - Trees |
S - Stairs |
    |
    |
    |
    |

```

T T T T T T T T


```

T T T T   T T T T
T           T
T     T     T   T
  T T     T   T
    T     T
  T T     T   S
T     T     T   T
T           T
TTT TTTTTTTT TTT
TTT TTTTTTTT TTT

```

These stairs lead to a shop where the cheapest buy for a Magical Shield can be found (90 Rupees), so buy it if you can, or beat more enemies up to get enough Rupees. With the Magical Shield in your hands, your survival rating jumps up tremendously, so we are prepared for the trek to Level One.

Head north through D14 to C14 to turn west to go to C13. Here Link will have to fight Red tektites as he continues west towards C12. Here Link has to fight a Red Leever, Blue Leever, and Peahats as he continues west to C11 to fight with Blue Leever. Continue west to C10 to fight Red Leever before moving west again to C9 where Peahats roam with Zola fireball support.

Link should brun the bottom tree of the two trees in the second column of green trees to uncover a Rupee Gift of 30. Now head south to D9 to fight Red Octoroks, a Blue Octorok, and a Zola as you attempt to navigate across the bridge leading west to D8. Hear you will find a Red Octorok guarding the entrance to Level One!

```

#####
Level One, The "E"
#####

```

KEY	
E - Entrance	
K - Key	
C - Compass	
M - Map	
L - Link Item	
S - Stairs	
R - Rupee Room	
H - Hungry Goriya	
P - Money Or Your Life	
B - Boss Fight	
T - Triforce	
O - Old Man	
x - Barricaded Door	
l - Locked Door	
b - Bombable Wall	
+ - One Way Door	
w - Illusion Wall Both Ways	
v - Illusion Wall One Way	

```

  |   |   |
A | B | T |
  |_b_|   |
B |   | 1 S1|
  |   |   |
C |   |   |
  |_x_|   |
D |   | 1   |
  |   |_x_|
E |   | M |
  |   |   |
F | C |   |
  |   |   |
G | K b S1|
  |   |_b_|
H | E | L |
  |   |   |

```

Upon entering the first Level of the Second Quest, you will notice that the layout of the Level has changed from what you had experienced in the First Quest.

Walk through the door on the right to find five Red Goriyas patrolling the room. You should take these Red Goriyas to win Link his very own Boomerang before heading through the door on the left to end up in the entrance once again. Head through the door above to fight three Red Goriyas while dodging the fireballs from two Statues to win Link a Key. Now lay a Bomb against the wall on the right to blast a hole in it to find a diamond formation stairway room, with Keeses that Link must destroy. As soon as this is done, push the left-most block of the diamond formation to gain access to the stairs, which will take Link through a passageway to another section of the Dungeon.

Link will arrive in room coordinate B2 where he will need to dodge the Bubbles as he baits the Wall Masters out of the wall so he can kill them for a Key. Remember that Bubbles can knock you right into their waiting hands, so be careful. Also remember to dodge any Stopwatches that appear as they will keep the Wall Masters from coming out to play (meaning no Key for Link). After Link has collected the Key, go through the locked door on the left to see some Blue Goriyas, along with Statues. Equip Link's Bombs, blow a hole in the north wall, and head through to the DUNGEON BOSS FIGHT!

Aquamentus is the Boss here, so it should not be a difficult battle. If you have full Heart Containers, go to the left side of the room and shoot your sword beams at the Dragon until it dies. The other way to fight is to wait for Aquamentus to shoot a volley of his three fireballs, and then move in close to repeatedly slash it. Either way, after a few hits, you will have won this battle. Grab your Heart Container, go through the door on the right, and grab your very first piece of the Triforce!

```

#####
Working Towards Level Two
#####

```

You have five Heart Containers now, which means you can go get the White Sword. You will appear outside at coordinate D8 where a Red Octorok patrols, so kill it before crossing the bridge at D9 to fight more Red Octoroks along with Blue Octoroks. Go north to C9 to turn west while dodging the Peahats/Zola fire to do the very same at C8 where you will turn

north to go to B8.

Here you should dodged the rocks and Zola fireballs as Link turns east to go through B9 and B10 to B11 where Red Tektites and a Zola attack. Link must fight to make his way up the staircase to A11 to fight a Blue Lynel while dodging fireballs from a Zola. Once Link gets inside the cave, he will hear the following remark form the Old man, "Master using it and you can have this." With that you should walk forward to claim the White Sword as your own (you need at least 5 Heart Containers total to do so), and then exit the cave.

Head back down the stairs to B11, head west through B10 and B9 to arrive at B8, where Link should head south to C8 to dodge Peahats as he goes east to C9. Another screen of peahat dodging, turnign south to D9 to fight past the Red ocotorks and Blue Octoroks to arrive at E9. Here you should kill the Red Leever, equip your Blue Candle, and burn the following bush to find a Rupee Gift of 30:

```

-----
Key      |
         |
         |
T - Trees|
S - Stairs|
         |
         |
-----

```

```

          TTTTTTT
          TTTTTTT
            STT
            TTT
            TTT
            TTT
            TTT
            TTT
TTTT      TTT
TTTT      TTT
TTTTTTTT  TTTTTTT
TTTTTTTT  TTTTTTT

```

Head south to F9 to fight Red Octoroks as Link turns west to go to F8 where he will fight more Red Octoroks as he goes west to F7. Here Lnik should kill the Red Octoroks and the Zola, followed by burning the bottome left tree of the six tree set between the two large bunches of trees. Now head west to F6, turn south to G6 to battke across the small bridge against Red Octoroks and a Zola, and then go west to G5. Turn north immediately on this screen to end up on coordiate F5, battle the Red octoroks and the Zola, and then continue north to E5. Fight the Red Octoroks as Link continues north to D5 where he fights Blue Leever before moving the foolowing Armos Knight:

```

-----
KEY      |
         |
         |
S - Hidden Stairs|
X - Armos Knight  |
         |
         |
-----

```

```

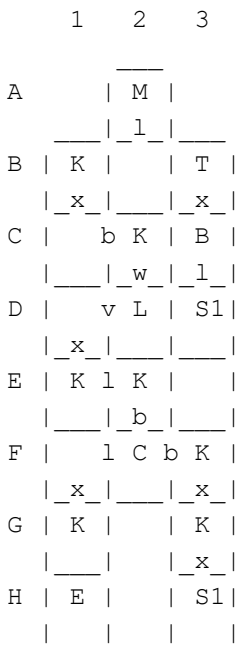
  X  S  X
  X  X  X

```

After the formerly immobile knight moves, Link can enter this to reach Level Two!

```
#####
Level Two, the "A"
#####
```

KEY	
E - Entrance	
K - Key	
C - Compass	
M - Map	
L - Link Item	
S - Stairs	
R - Rupee Room	
H - Hungry Goriya	
P - Money Or Your Life	
B - Boss Fight	
T - Triforce	
O - Old Man	
x - Barricaded Door	
l - Locked Door	
b - Bombable Wall	
+ - One Way Door	
w - Illusion Wall Both Ways	
v - Illusion Wall One Way	



With only one option from the entrance to choose from, it is kind of refreshing to go up through the lone door to the next room without having to think on it. You will see Gindos spread out over this room with long aisles between the blocks, so kill them off to win a Key before heading up through the door above. You will enter a room with tjhree Zols as the door barricades behind Link, so kill the Zols before heading up through the door above (leaving the locked door for now). If you want to take the barricade down to leave the level, push the left block to open the door.

The next room has a bunch of Keeses and two Statues guarding a Key, so use your Boomerang as you step out of the doorway to throw it, then retreat back inside the doorway to be safe from attacks. After clearing most of the enemies, head straight up to get the Key as you run through the door above to find Gibdos ready to fight you as you are barricaded from retreating! Kill the Gibdos if you wish, but it is better to go past them through the open door above to arrive in another room with Keeses and Statues. In this room you should Bomb the right wall to find a Key in the next room where still more Keeses roam, and then return to the previous to defeat all the Keeses to take the barricade down so you can go to the room above to find a Manhandla!

The most effective weapon against the multi-orifice blue creature (at this point) are Bombs. If the blast radius hits one of the said orifices, the orifice and limb will be blown off the creature. If the Bomb goes off in the exact centre of the creature, it will die in one shot, but otherwise it will speed up and continue attacking with its remaining orifices. Use your Sword or more Bombs to finish off the remaining limbs to win. After winning the battle, Link will be rewarded with a Key, so get it before heading through the door on the right.

Red Darknuts are in this room, but you should just not bother fighting as they hold nothing for Link, so go through the bottom door to the Keese filled room you Bombed into earlier. Kill Keeses as they approach you, walk to the south wall, and then hold DOWN. Link will suddenly go through the wall to a hidden room! You have just experienced your first Illusionary Wall of the Second Quest, so I hope you enjoyed it. Anyway, go down the stairs you see to fight four Keeses guarding the Recorder! This baby will get a lot more use from Link in this Quest as it has improved features we will soon put to use.

Anyway, now you should walk around the spiral path to go to the left wall, push against it to walk through the wall to the room where the Gibdos roam and must be defeated so the barricaded door will open for Link. Go through to the room below to make a beeline for the locked door to enter a room containing Gibdos, Keeses, and Poles Voices which you should kill to win a Key for yourself.

Once you have done this deed, go through the door on the right to run through the Red Darknut room through the bottom door to enter a room with Blade Traps and Keeses (kill the Keeses to get a Key). Go through the bottom door to enter a room with barricade doors requiring the execution of a few Zols to get into the room below (you also win a Key for this deed). Fight the Gibdos here to win 5 Rupees if you like, but you are probably smarter to cut down the stairway on the right to take the passage to another section of the level.

You will appear at room coordinates D3, where Link will have some Red Darknuts to fight if he wants to win some Bombs, Otherwise, step through the locked door above Link to enter the DUNGEON BOSS FIGHT!

A Two-Headed Gleeok awaits Link here, and it is the weakest of this strong monster family. A Gleeok attacks by spitting fire balls from every head on the beast in order at a continual rate. To kill it, simply hack at the heads until you kill a head off. However, every head that you kill will cause a Head of Gleeok to fly around the room while continuing to shoot fireballs at Link. Cut off all the heads to be victorious. Grab your Heart Container, head through the recently de-barricaded door, and grab the second piece of the Triforce!

#####

Working Towards Level Three

#####

Now that you have the Recorder in your hands, it is time to learn how it has become a much improved tool for Link to use as he traverses the world as well as collecting some Items. You will appear outside at coordinate D5, so head south to E5 to F5 and then to G5 before turning west to go to G6. Fight across the bridge, head west again through G7, G8, and into G9 where Link should then turn north to F9. Here is where Link should blow on his newly acquired Recorder to reveal a stairway that goes to a Rupee Gift of 30.

Once Link leaves the cave, head east to F10 to battle past Peahats as Link turns north to go to E10 to fight Red and Blue Octoroks while he turns east to go to E11. Kill the Blue Tektites, walk north to D11 to fight a Red Leever, Blue Leever, and Peahats before blowing on Link's Recorder to cause a stairway to appear. There is an Old Man inside who offers the choice between a Heart Container and a Red Medicine bottle (take the Heart Container).

Head west to D12 to fight some Blue Leever as Link turns north to C12 to fight a Red Leever, Blue Leever, and Peahats as Link will use the Recorder once more to cause a stairway to appear that leads to a Rupee Gift of 10. Now head west to C13 to fight Red Tektites, followed by continuing right to C14 to battle Red Octoroks and Blue Octoroks before turning north to coordinates B14. Avoid the Peahats as Link turns west to B15 to fight Red Tektites as he continues west to B16 to fight Peahats that are guarding a Gambling Den. Head up through the illusion rock wall (it is two spaces right of the gambling den opening) to arrive at A16 where you should enter the monolith to find the Blue Ring for sale. If you are short funds, head back out to fight monsters till you have enough (250 Rupees) to buy it. Also remember that the cheap Monster Bait is here, since we will come back for it soon enough.

Anyway, once you are outside, blow Link's Recorder to cause a whirlwind to come and grab Link to take him to location H5 (this used to be Level Three) or keep doing so till it takes him there. Head east to H4, head north through G4 to F4, where Link should battle the Red Moblins and Blue Moblins before burning the bottom left green tree in the middle of the screen to uncover a stairway leading to the lone 100 Rupee Gift in the Second Quest!

Head west to F3, fight off the Red Moblins and Blue moblins, and then go west to F2 to fight the Blue Moblins while Link uses his Blue Candle to burn the bottom right tree of the eight individual trees to find a Rupee Gift of 10 waiting for him. Enter the Lost Forest to the south at coordinates G2, go north, west, south, and then west to gain access to G1 while you fight the Blue Moblins.

Head north past the Red Lynels, Blue Lynels, and Peahats infesting coordinates G1 and F1 to arrive in the graveyard, where Link should go east from E1 to E2, then north to D2, followed by going east to D3. Now fight the Red Lynels, Blue lynels, and Peahats as you head up the blue stairs to arrive at C3 where Link should enter the monolith to get a Rupee Gift of 30. Head south to D3, turn west to D4, and take the blue stairway on the right to go north to C4. Head west while dodging the Red Lynels to arrive at C5, where Link should push the following Armos Knight to find the Power Bracelet for himself:

KEY	
P - Hidden Power Bracelet	
X - Armos Knight	

X X X X P

X X X X X

After collecting this little beauty (it allows Link to push the snail-like rocks that dot the landscape), so Link is now ready to go find another valuable Item, called the Old Lady Letter (allows Link to buy Medicine). Head east to C6 to battle Peahats as Link should enter the cave. Head inside to find Arrows on sale (buy them for 80 Rupees), and then head back out to take a blue stairway north to B6, where Link will battle Red Lynels, Blue Lynels, and Peahats as he moves east through B7 (falling Rocks are here) to go to B8.

On B8 Link should dodge Rocks and Zola fireballs while climbing another blue staircase north to arrive at A8. Link should turn west to go to A7 to engage Red Lynels, Blue Lynels, and Peahats in battle. After destroying them, put the Recorder in Link's hands, blow the famous tune, and enter the appearing stairway to find an Old Man who offers the choice between a Heart Container and a Red Medicine bottle (take the Heart Container).

Now you need to backtrack through A8, down the blue staircase to B8, back through B7 to B6, where Link should continue moving west into B5. Fight the Red Lynels as Link continues west to B4 to fight Red Lynels and Blue Lynels while attempting to climb the blue staircase to the north to get to A4. Here Link must dodge Rocks as he turns west to A3 to fight some Red Lynels as he continues west to A2. Link can tangle with the Red Lynels here, but his main goal is to take the blue stairs south to B2 to fight the combo attacks of Red Lynels, Blue Lynels, and Peahats. After they have been subdued, push the tip of the snail-rock arrow to reveal a stairway! Go inside to receive the Old Lady Letter from an Old Man, which allows Link to buy Medicine!

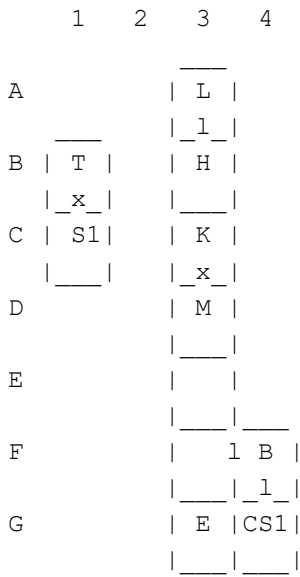
Once outside, blow on the Recorder to warp to the entrance of Level One (if the first time does not take Link there, try again and again till it does), and then head west to coordinate D9 (Level One being coordinate D8). Fight the Red Octoroks and the Blue Octorok as Link turns north to go to C9 where he should immediately turn east to go to C10. Fight the Red Leever, head east through C11, C12, and C13 to arrive at C14, where Link needs to turn north to B14. Link should then head west (while dodging Peahats to B15 to battle Red Tektites as he moves west to B16. Go through the illusion rock wall to arrive at A16, and go inside the Shop to buy the Cheap Monster Bait for 60 Rupees.

Now you are prepared to tackle Level Three, so no more romping the countryside for now once we get there. Head south to B16, turn west to go through B15 to B14 where Link should turn south to go to C14. Battle the Red Octoroks and Blue Octoroks that challenge you as you continue south to D14 to battle Blue Moblins. Continue south to E14 to fight more Blue Moblins as Link changes directions to go west to E13. Fight the Red Octoroks and Blue Octoroks to gain the right to go north up the blue stairway to D14 to fight a Blue Octorok. Here is an empty pond, so you should remember that a Recorder blast should dry the pond up (which it

will)! Enter the resulting stairway to gain access to Level Three!

Level Three, The "L"
#####

KEY	
E - Entrance	
K - Key	
C - Compass	
M - Map	
L - Link Item	
S - Stairs	
R - Rupee Room	
H - Hungry Goriya	
P - Money Or Your Life	
B - Boss Fight	
T - Triforce	
O - Old Man	
x - Barricaded Door	
l - Locked Door	
b - Bombable Wall	
+ - One Way Door	
w - Illusion Wall Both Ways	
v - Illusion Wall One Way	



An odd level to say the least, it has some odd doings that are not seen anywhere else in the game such as this. Anyway, head up through the door above to fight some Red Goriyas as Link continues up through the door above (ignoring the locked door on the right) to find some Ropes. However, they are a much tougher breed now, so remember it takes two White Sword swings to take them down. Head you into the next room to fight some Blue Goriyas along with fireball spitting Statues. After Link disposes of the Blue Goriyas, grab the Map as you head through the unblocked door to arrive in a room with sword beam shooting Stalfos that are guarding a Key.

Head through the door above to find a Hungry Goriya blocking the way, so feed it the Monster Bait to get past it to use a Key on the locked door so


```

|_x_|_|_|_v_|_x_|
F |  l  x L | B |
|_|_|_|_|_l_|
G | C x | | S1|
|_|_|_|_|_|
H | K | E | |
|_|_|_|_|

```

Now you are setting foot into a truly challenging dungeon that contains not only a large amount of rooms, but also has your first big taste of Illusionary Walls as well as the Red and Blue Bubble sets (of the Second Quest. You will also meet your first Money Or Your Life choices as well, so it will be a tough Level, but one of fun challenge as well.

Head through the door on the left to find Zols, Keeses, and Bubbles guarding a Key, so kill them to win it. Head back through the door to the entrance, and then go through the door above to fight a Digdogger with Statue support (use your Recorder to retract it's protective flesh) to open the barricade door on the left. The room to the left contains the Compass, but you must first defeat the Red Darknuts, Blue Darknuts, and the Pols Voices to win it (fight for it only if you really want it).

After you go through the door above Link, you will be in a darkened room where Red Darknuts, Blue Darknuts, Red Bubbles, and a Blue Bubble guard a barricaded door (leading up out of the room), but your first job is to go right through the locked door to fight Aquamentus to get him to open the door that is barricaded behind him. The next room has Gibdos, Keeses, and Pols Voice that you should kill off before pushing the following block:

```

KEY |
|
P - Push |
S - Stairs |
|

```

```

SS
SS
|_| |_| |_|_| |_| |_|
|P| |_| |_|_| |_| |_|
|_| |_| |_|_| |_| |_|

```

When you go down the stairs, fight the four Keeses and grab the Magic Book before you head back up out of the cramped compartment to run through the next two doors on the left to return to the darkened room to fight the Red Darknuts and Blue Darknuts while dodging the sword stealing Red Bubbles (if they hit you, touch the Blue Bubble to regain the use of your sword).

Once you pass through the barricaded door, fight the Blue Darknuts for a Key before moving through the door above. An interesting note on the locked door to the right is that this leads to an Old Man who will upgrade your Bomb carrying abilities by four more maximum, but for now it should remain locked away as you must save your money for later in the dungeon. Anyway, the room you have entered will require Link to step forward immediately to avoid the closing Blade Traps, kill the Zols, and then bait a Blade Trap on

the right to come forward so you can go behind it, and then through the door on the right.

Fight the Gibdos, Keeses, and Pols Voices to win a Key before Bombing the wall on the right to gain access to a Rupee Room (10 free Rupees). Now head back to the previous room where Link should go through the door in the north wall to enter a room where he should push the block out of the way so he can go right to a darkened room with Zols. After killing the Zols, go back to the room on the right to ush that same block out of the way so Link can go through the door above him.

Fight the Keeses here in the darkened room as you try to Bomb through the north wall to gain access to the next room (they Key left behind by the Keeses will be unattainable till Link gets the Ladder) where an Old Man makes the annoying and straight to the point demand, "Leave your money or your life." What this means is that you must leave one of your Heart Containers or 50 Rupees permanently with this guy, so Rupees are the suggested pay method you use. Once he is gone, go through the door he was protecting with this highway robbery toll he had going.

You will find yourself in a room with three Blue Bubbles, which can not harm you nor steal your sword from you. Push the left block of the centre set of blocks to reveal a stairway passageway to room coordinates G4. This room contains all Red Bubbles, so dodge them to get through the locked door above to enter the DUNGEON BOSS FIGHT! If the Red bubbles do hit you, go back through stairway passage to touch a Blue Bubble before returning again to attempt to pass the Red Bubbles again.

Digdogger, the large-bodied being with the vulnerable eyeball is the boss here, and he will act the exact same way as the one you fought earlier in the level. This beast is an eyeball surrounded by a thick, protective mass of flesh (it does not allow anything to get near the eyeball). Blow the Recorder's tune to cause the protective flesh to fall away, allowing Link to rush over and stab the eyeball four times with your White Sword as it flies wildly around the room in pain from the tune of the Recorder. Also note that there are four Statutes in this room spitting their fireballs at Link.

Step through the opened door above Link to find the Triforce, but do not grab it immediately. Instead you should step around the outside of the room to walk against the north wall to go through it as it is an Illusion Wall! Fight the three Red Darknuts to open the barricaded door above, all the while dodging fireballs from Statues to enter a room with three Dodongos along with Statue spittng fireballs.

Bombs are the weapon of choice against these Dinosaurs, and you have two choices on how to go about killing this beast. The more tried and true method of dinosaur slaughtering is to lay one Bomb at a time in the path of Dodongo, and after it gobbles down two of these Bombs, it will die. The second method (and not as well known method) is if the Bomb laid down misses going down the dinosaur's throat, but the smoke still stuns the Dodongo, hack the behemoth with your sword to kill it off quickly.

Then you should step through the door above that was barricaded to enter a block-filled room where Red Darknuts, Blue Darknuts, and Pols Voices wait to take Link down. Fight skilfully while using the blocks and doors as cover from the enemies in this hard to manuveur area, and after the enemies are totally wiped out, push the following block:

```

P - Push |
S - Stairs |

```

```

          SS
|_| |_|_ _  SS
|_| |_|_|_| |_|_|_|_|_
|_| _ |_| |_|_|_|
|P|_|_| |_| |_|
|_|_|_| |_| _ |_|_
  _ |_| |_| |_| |_|
  |_| |_| |_| |_|

```

Go down the stairs to fight four Keeses to gain ownership of the Raft before heading back upstairs to go through the door in the south wall (ignore the door on the right). Now you just need to back track through the door below Link to enter the room with two Statues near the centre of the room which you should pass to walk through the Illusion Wall to end up in the Triforce Room. Now you just need to grab your fourth piece of the Triforce to finish Level Four!

```

#####
Working Towards Level Five
#####

```

Head west upon exiting Level Four to arrive at B11 to fight Red Tektites as Link continues west through B10 and B9 to B8 where he turns south (all the while dodging Zola fireballs and Rocks). Link will appear on the Peahat infested C8, so turn east to run through C9, C10, C11, C12, C13, and C14 to arrive at C15. Fight the Blue Octoroks here as you head south to D15 to fight more Blue Octoroks as well as Red Octoroks before turning east to go to D16. Kill the Blue Octorok before heading onto the dock to launch your Raft on it's maiden voyage to arrive at C16 where Link should head inside the cave to find an Old Man who offers the choice between a Heart Container and a Red Medicine bottle (take the Heart Container).

Go outside to blow on the recorder to call a whirlwind, and keep doing this until Link lands at coordinates H5 (where Level Three was in the First Quest). Head east to H4, head north to G4 to turn east and go to G5 to fight Red Octoroks and Blue Octoroks before going into the Medicine Shop to refill your Medicine (if needed to do so). Now head east to G6 to cross the bridge to fight Red Octoroks before turning north to F6 where Link should hop on his Raft when he steps onto the dock to cross over to E6. Avoid the Peahat as Link steps into the monolith structure to enter Level Five!

```

#####
Level Five, the "Z"
#####

```

```

KEY |
    |
E - Entrance |
K - Key |
C - Compass |
M - Map |

```

```

L - Link Item          |
S - Stairs             |
R - Rupee Room        |
H - Hungry Goriya     |
P - Money Or Your Life|
B - Boss Fight        |
T - Triforce          |
O - Old Man           |
x - Barricaded Door   |
l - Locked Door       |
b - Bombable Wall     |
+ - One Way Door      |
w - Illusion Wall Both Ways |
v - Illusion Wall One Way |

```

```

      1   2   3
  _____
A | T | S1x K |
  | x |   |   |
B | B l S2 | L |
  |   |   |   |
C |   |   | S2 |
  |   |   | x |
D |   | K |   |
  |   |   |   |
E | x C |   |
  | x |   |   |
F |   |   |   |
  | x |   |   |
G | M |   |   |
  |   | l |   |
H | K w S1 | E |
  |   |   |   |

```

An interesting Level that looks rather short (which it is), but it also has hated enemies in Wizzrobes and Like Likes attempting to stop Link. Luckily most battles can be avoided with them, so get ready to tackle Level Five!

Start off by heading straight up to a darkened room with Statues, Blade Traps, and two Zols for Link to fight before he heads through the door on the right to find a room with Blade Traps and Like Likes. Take on the Like Likes only if needed (or if you want to risk your Magical Shield) and head through the locked door below Link (walk into Blade Trap path, get out of way, and then go through locked door as Blade Traps reset their positions). Red Wizzrobes, Blue Wizzrobes, Red Bubbles, and a Blue Bubble are the welcoming committee here, so head for the left wall immediately to walk through the Illusion Wall to fight some Keeses (who seem to be more aggressive than is normal for them) in a darkened room for a Key. When Link goes back through the Illusion Wall, try to get past the Wizzrobes and Red Bubble to take the stairway passage.

Link will reappear at room coordinates A2 with Blue Wizzrobes that he must defeat and then push the third block in the left-most column to open a barricaded door to the right to find a Blue Gohma, which Link can not hurt (yet). Go through the bottom door to enter a room where Red Bubbles guard a stairway to a cramped compartment where four Keeses guard the Bow! Now Link can fire Arrows with his Bow at the cost of one Rupee per shaft let loose.

When you reappear top side, dodge the Red Bubbles as you progress towards the door above to enter into the room with Blue Gohma. Link should then use his newly acquired Bow along with the Arrows he purchased earlier in his travels to land three shafts to the third (and vulnerable) eye of Blue Gohma when he opens it so Link can win a Key. Link should then head into the room on the right to go through the stairway passage to room coordinates H2.

Link should dash for the door to avoid all the enemies here (unless he needs to find the Blue Bubble to regain use of his sword) and he should then reenter the Like Like room with the Blade Traps. Head through the door on the left to enter a darkened room where Vires and Bubbles (regular kind) protect the Map from Link's hands (make them pay for this), and then head up to the next room to tackle a darkened room containing Red Wizzrobes, Blue Wizzrobes, Red Bubbles, and a Blue Bubble.

Fight these guys off as you escape through the door above to the next room to run left or right to get away from the walls where two Blade Traps will be screaming towards Link with the intent to hurt and maim. Bait the Blade Traps on the right into moving and then dash for the doors while they are resetting. You will arrive in a dark floored room where Zols are trying to blend into the floor (their eyes give them away), so back them in to win the Compass before walking through the door above to enter a room with Red Wizzrobes, Blue Wizzrobes, Like Likes, and a Bubble.

Now you will need to just run from these guys to go through the door on the right to face off with a Manhandla! Use Bombs to take this big, bad, blue-limbed baddie down so the barricaded door will open for Link so he can head through the door to fight the high octane Keeses (black ones are much faster than their blue cousins) as he makes towards the stairway to go underground through a passage.

Link will surface at room coordinates B2 to see Vires all around, but he can just skip fighting them (he will gain nothing for doing so) to go through the locked door on the right to find the DUNGEON BOSS FIGHT!

A Three-Headed Gleek is your reward for running from all of those enemies earlier so get your sword and medicine ready before heading into battle. A Gleek attacks by spitting fire balls from every head on the beast in order at a continual rate. To kill it, simply hack at the heads until you kill a head off. However, every head that you kill will cause a Head of Gleek to fly around the room while continuing to shoot fire balls at Link. Cut off all the heads to be victorious, grab the Heart Container, and then go through the door above that opened to find your fifth piece of the Triforce!

Working Towards Level Six
#####

Now that Link has 12 Heart Containers in his health bar, it is time to go and collect the Magical Sword. Start off by heading south to F6, followed by continuing south to G6 to head west east through G7 and G8 to arrive at G9. Fight the Red Octoroks here as you turn south to go to H9 where more Red Octoroks attack as Link turns east to go to H10 to destroy some Blue Tektites. You will see four snail-rocks designed into a diamond formation, so push the left-most one to reveal a stairway, which leads to three more stairways inside. These stairways go to various locations on the overworld, but the one Link needs to take right now is the middle stairway.

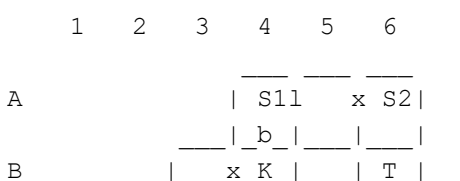
You will appear at coordinates C4, so head south to D4, Bomb the wall to uncover a cave, and enter to find a Medicine Shop for Link to buy refills on his Medicine. Head north to C4 again (this time going up the right blue staircase) before heading east through C5 to C6.

Dodge Peahats as you climb the right blue staircase to B6, followed up by heading east to B8. Dodge the falling Rocks and Zola attacks as you head up the blue staircase to A8 to fight a Red Lybel before you continue east to A9. Run through the falling Rocks here to get to A10 which appears to be a dead-end. However, push the snail-rock at the very tip of the snail-rock arrow formation to reveal a stairway which leads to an Old Man who poses the cryptic remark, "Master using it and you can have this." With these words still echoing off the cavern walls, Link can step forward to claim the most mighty sword for himself, the Magical Sword!

Now Link is prepared to journey into Level Six, so let's go find it for him, alright? Backtrack to A8, head south down the blue staircase, and then head west to B6. Go down one of the blue stairs to C6, head west through C5 to C4, and then head south to D4. Head west to D3 to battle Red Lynels, Blue Lynels, and Peahats as you continue west into the graveyard of D2. Skip by the Ghini to D1 where Link should kill the Ghini before equipping his Recorder and blowing it to cause a stairway to appear! By setting foot into the depths that the stairway leads to, you will be entering a new challenge in the form of Level Six!

```
#####
Level Six, The Wizard's Hat
#####
```

KEY	
E - Entrance	
K - Key	
C - Compass	
M - Map	
L - Link Item	
S - Stairs	
R - Rupee Room	
H - Hungry Goriya	
P - Money Or Your Life	
B - Boss Fight	
T - Triforce	
O - Old Man	
x - Barricaded Door	
l - Locked Door	
b - Bombable Wall	
+ - One Way Door	
w - Illusion Wall Both Ways	
v - Illusion Wall One Way	




```

      |__|__| |__x_|
C    | w S1| | B |
      |__|__| |__x_|
D    | b C | | S2|
      | w | b | |__|
E    | O b M | |
      |_l_|__|_b_|
F | L | l | |
      |__|__|__|__|
G    | K | |
      |__|__|
H    | E |
      |__|

```

This is a Level that sees the complexities of travelling through it to the Boss of the dungeon complicate by a fair degree. You will need to fight well to kepp your Heart Containers full enough to make it through.

Head through the door above to enter a darkened room to fight Red Wizzrobes and Blue Wizzrobes in a block-filled room. Attack them if they get in your way, but try to go through the door in the north wall as soon as possible to arrive in a room with Red Wizzrobes, Blue Wizzrobes, Like Likes, Statues, and a Bubble which you should avoid as you go through the door on your right. Fight the Vires while dodging the Bubbles to go through the locked door to face more Red Wizzrobes, Blue Wizzrobes, Like Likes, Statues, and a Bubble as you head for the door on the right.

You will enter this room to see three sets of Blade Traps along with a few blocks. Go out of the door to bait the Blade Traps into moving, follow one of them as it resets so you can slip past the blocks barring your movements to enter the sentre area of the room, and go push the left-most block in the room to reveal a stairway. Walk up to the top right, bait the Blade Trap to move, and then sneak down the stairs to take on four Keeses for the right to have ownership of the Ladder! You will now be able to bridge one space wide water gaps!

Head back through the door on the right, dodge the monsters (Red Wizzrobes, Blue Wizzrobes, Like Likes, Statues, and a Bubble) while making for the locked door at the top of the room to enter an Old Man room to hear, "South of arrow mark hides secret." Bomb the right wall to go through to walk onto the water (wel maybe it is a blood river) so the Blade Trips do not hit Link, and use this position to slice the Like Likes with no danger to yourself (be sure to grab the Map). Now you should line up with the middle of the north wall, step onto the border tiles befor esteping back as the Blade Traps crash together, and then walk through the Illusion Wall!

You will face Red Wizzrobes, Blue Wizzrobes, Red Bubbles, and a Blue Bubble as you attempt to walk up through this room to go through the door above to fight some Vires before walking through the right wall (another Illusion Wall) to enter a room containing three Blue Bubbles. Push the block right in front of Link when he arrives in the room to reveal a stairway that is a passageway to another section of the Level!

Link appears at room coordinates A4 where Keeses will quickly spread out if you do not use your sword/Boomerang to kill them quickly. Go through the locked door on the right to face a Two-Headed Gleeok! A Gleeok attacks by spitting fire balls from every head on the beast in order at a continual rate. To kill it, simply hack at the heads until you kill a head off. However, every head that you kill will cause a Head of Gleeok to fly around the room while continuing to shoot fire balls at Link. Cut off all the

heads to be victorious, and then go through the door on the right.

You will enter a room filled with Red Bubbles (five of them to be exact). You will need to push the block right in front of Link when he enters to cause a stairway to appear in the top right corner of the floor, which he needs to go down. However, if a Red bubble touches Link, he will lose his sword, meaning he has two options. He can go back to the last stairway, go through the passageway, and touch one of the Blue Bubbles there, or he can go ahead with the level and beat it (he does not need his sword) and then he re-enters the level to find a Blue Bubble a couple rooms in (he will need to reenter the Level regardless).

Once Link has gone through the passageway, he will surface at room coordinates D6 where a Manhandla is patrolling! However, no need to fight Manhandla at all, so just go through the door above to enter the DUNGEON BOSS FIGHT!

Blue Gohma is the Boss of Palace Six, but this is not a big threat as you have already destroyed one of these in the previous Level! Gohma will walk back and forth around the room while firing off unblockable fireballs (even with your Magical Shield equipped) at Link, while occasionally opening it's third eye (the vulnerable one). Also be sure to watch out for the Statues spitting fireballs in your direction from the corners of the room. Shoot the vulnerable eye with your Bow and Arrows to land three direct hit to finish Gohma off. Then grab your Heart Container, and go through the door above to grab your sixth piece of the Triforce!

Working Towards Level Seven
#####

Walk off the screen you appear on, equip the Recorder, and blow on it till Link appears at the pond where Level Three is located. From there, Link should head down the blue staircase to E13 to fight the Red Octoroks and Blue Octoroks while heading east to E14. Head south through F14 to G14, followed by heading east to G15. Blow on Link's Recorder to reveal a staircase to a 10 Rupee Gift, and then continue east to G16 to fight Red Octoroks and Blue Octoroks. Turn north to F16 to fight more Red Octoroks, Blue Octoroks, and a Zola as you use your Ladder to cross the water to get the Heart Container off the dock floating in the water.

Now you need to backtrack through the following areas: G16 to G15 to G14. Head north to F14, followed by taking out Blue moblins as the western exit is taken to reach F13. Go south immediately, equip Link's Blue Candle, and burn the following tree:

```
_____ |
Key      |
         |
T - Trees|
S - Stairs|
L - Link |
         |
_____ |
```

```
TTTT TTTTTTT TTT
TTTT TTTTTTT TTT
TTTT STL
TTTT T      TTT
```

```

      T      TTT
      T      TTT
      T      TTT
TTTTTT      TTT
TTTTTTTT
TTTTTTTTTTTTTTTTTT
TTTTTTTTTTTTTTTTTT
TTTTTTTTTTTTTTTTTT

```

When standing at the "L" position in the diagram, face left and throw your Blue Candle flame to burn the indicated busg to reveal a stairway. Go north to F13, fight off the Blue Moblins, and walk west to F12 to fight the Red Moblins and Blue Moblins as Link turns south to go to G12 to fight Red Moblins, Blue Moblins, and Blue Octotoks as Link enters the screen to the east (G13). Take the stairs that Link burned earlier to enter into Level Seven!

```

#####
Level Seven, The Spiral
#####

```

KEY	
E - Entrance	
K - Key	
C - Compass	
M - Map	
L - Link Item	
S - Stairs	
R - Rupee Room	
H - Hungry Goriya	
P - Money Or Your Life	
B - Boss Fight	
T - Triforce	
O - Old Man	
x - Barricaded Door	
l - Locked Door	
b - Bombable Wall	
+ - One Way Door	
w - Illusion Wall Both Ways	
v - Illusion Wall One Way	

	1	2	3	4	5	6	7
A		S1	T x	B x		l	S4
		___	___	___	___	___	___
B		L					KS2
		___	___	___	___	___	_x_
C		S3x	P				
		x	_x_	_x_			___
D		S5x	x P				
		l	_x_	_x_			_x_
E			S2	S4			
		___	___	___			___
F							M

G	CS3	E	x	S1x	S5		

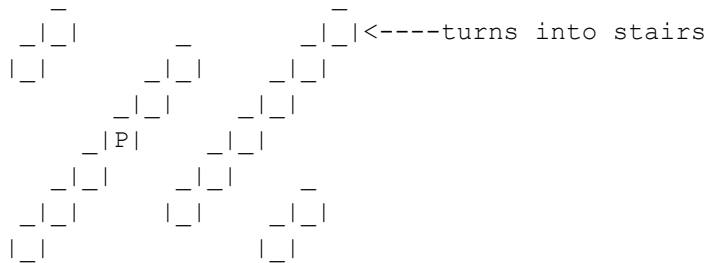
Just remember that Blue gohma has to open it's third eye first for you to damage it. After passing through the door once it is de-barricaded, Link must kill Keeses as he dodges Blade traps to collect a key. Next he must push the left-most block in the room to reveal a stairway in the top right corner, and then bait the Blade Trap into moving so Link can go into the stairway passage.

Link will surface at room coordinates E4 where a group of Blue Darknuts guard the passage back (but not the way forward) so just leave the room through the door above. Simply push the block in your path out of the way so Link can go right to enter a Pay Room (give 50 Rupees so you can go through the bottom door). Fight the Blue Darknuts in this room so you can push the following block:

```

KEY |
    |
P - Push |
-----|

```



Link will wander through the starway passage to arrive at room coordinates A7 where Red Darknuts, Blue Darknuts, Red Bubbles, and a Blue Bubble try to kill Link as he tries to go through the locked door on the left to fight five Blue Darknuts so the barricaded door will slide open allowing Link to go into the DUNGEON BOSS FIGHT!

A Four-Headed Gleeok guards the Triforce here, so you will need to be fast in killing it before it knocks Link over! A Gleeok attacks by spitting fireballs from every head on the beast in order at a continual rate. To kill it, simply hack at the heads until you kill a head off. However, every head that you kill will cause a Head of Gleeok to fly around the room while continuing to shoot fire balls at Link. Cut off all the heads to be victorious, go through the door on the right, and find Link the seventh piece of the Triforce!

```

#####
Working Towards Level Eight
#####

```

Link will appear beside the stairway, so have Link go north to F13, followed by going right to F12. Now Link should turn north while fighting Red Moblins and Blue Moblins to arrive at E12 (take the path north on the most eastern path on F12) to see Red Moblins while equipping Link's Red Candle to burn the following tree:

```

Key |
    |
T - Trees |
S - Stairs |

```

```

TTTTTTTTTTTTTT TT
TTTTTTTTTTTTTT TT
T          TS TT
      T   TT TT
        T TT TT
      T T  TT TT
        T TT TT
T      T   TT TT
T      TT  TT
T T   T T TT TT
T T   T T TT TT

```

Enter the stairs to refill your Medicine supplies if need be, and then continue north to D12 to fight Blue Leever. Continue north to C12 to immediately move east to C13 to fight Red Tektites as Link continues east to C14 to fight Red Octoroks and Blue Octoroks. Go north to B14 before turning east to B15 to fight the Red Tektites. Continue east to B16 to go up through the Illusion Wall to A16 to enter the Shop to buy some Monster Bait (60 Rupees). If you can not afford it, beat some enemies up to raise the cash.

Once you have your Monster Bait, backtrack through the following coordinates: A16 to B16 to B15 to B14 to C14 to C13. Now Link should head up the blue staircase to B13, followed by going west to B12 where he can climb the blue stairs four times heading north to find a Fairy Pond (if he needs to refill his health). Head west from B12 to B11 to fight Red Tektites and a Zola before continuing west into B10. Dodge Rocks and kill the Zola while Bombing the spot indicated below.

```

Key |
    |
B - Bomb Here |
r - Rock Wall |
W - Water     |
    |
    |

```

```

rrrrrrrrrrrrrrrrrr
rrrrrrrrrrrrrrrrrr
rrrrrrrrrrrrrrrrrr
rrrrBrrrrrrrrrrrrr
wwwwwwwwwwwwwwwwww

```

Once you have blown the rock wall open, use your Ladder to go inside to enter Level Eight!

```

#####
Level Eight, The Big Spiral
#####

```

```

KEY |
    |
E - Entrance |
K - Key      |

```


Link should then enter the next room to pay 100 Rupees for the honour of carrying an extra four Bombs. Now he should backtrack through two doors to his right, followed by going up through two doors to arrive back at the room he started this journey from. Beat the Moldorms up as Link goes through the locked doorto the DUNGEON BOSS FIGHT!

Three Dodongos greet Link after his long journey, so this fight should be a piece of cake after all the Dodongos he has faced in this Level, let alone this Quest! Bombs are the weapon of choice against these Dinosaurs, and you have two choices on how to go about killing this beast. The more tried and true method of dinosaur slaughtering is to lay one Bomb at a time in the path of Dodongo, and after it gobbles down two of these Bombs, it will die. The second method (and not as well known method) is if the Bomb laid down misses going down the dinosaur's throat, but the smoke still stuns the Dodongo, hack the behemoth with your sword to kill it off quickly. Now Link should grab his final Heart Container, go through the door above, and lay claim to the last piece of the Triforce, which means he can now access Level Nine!

```
#####  
Working Towards Level Nine  
#####
```

When you come up again, you will be at coordinates B10 to have a Zola and some Rocks making your life miserable. Start marching to the west to B9 to see more of the same as the last screen, and then on to B8 for more of the same again. Use your Ladder as you step across the stream to continue west to run through B7 to avoid the falling Rocks to come to B6 where Link will fight Red Lynels, Blue Lynels, and Peahats.

Continue west to B5 to face Red Lynels before heading west once more to arrive at B4 to fight Red Lynels and Blue Lynels. Head north up the blue staircase to arrive at A4 to see falling ROcks as Link turns west to go to A3 to fight Red Lynels. Now equip your Bombs and lay one down three spaces from the right of the blue staircase to reveal a cave! Go inside to refill on Medicine (last chance to do so) before exiting the cave once more.

Go west into B2 to find some Red Lynels waiting to ambush Link, so teach them a lesson in swordplay. After this melee, Link should head west into coordinates A1, and lay a Bomb at the following location:

```
-----  
Key      |  
         |  
B - Bomb Here |  
r - Rock Wall |  
s - staircase |  
         |  
-----
```

```
rrrrrrrrrrrrrrrrrr  
rrrrrrrrrrrrrrrrrr  
rrrrrrrrrrrrrrrrrr  
rrrrrrrrrrrrrrrrrr  
rrrrrrrrrrrBrrrrrr  
rrrrrrrr  
rrrrrrrrsrrrrrrrr  
rrrrrrrrsrrrrrrrr  
rrrrrrrrsrrrrrrrr
```


Walk up through the door above to the room where an Old Man normally keeps Link out if he is missing even one piece of the Triforce, but since you have searched all 8 Dungeons successfully, you will just see the door open for Link. Now three doors beckon, but luckily you have the right path to follow as you work towards beating Ganon and restoring peace to Hyrule.

Head through the door above to step across to the centre island so the Blade Traps can not get you, and then kill the Zols before going to bait the Blade Traps on the right side if the room into moving before you get Link to walk through the Illusion Wall. Fight the Keeses of this room as Link continues to the right to walk through yet another Illusion Wall to arrive in a block-filled room that also has Red Wizzrobes and Blue Wizzrobes within it's tight confines. Fight the Wizzrobes of as Link Bombs through the wall above to find a Patra!

Ignore the Patra as Link walks through the Illusion Wall on the left to enter a room with Red Wizzrobes and Blue Wizzrobes. After you have defeated these vile monsters, push the lone block in the room to reveal a stairway leading to a cramped compartment where four Keeses are the last line of defense against Link to keep him from getting the Silver Arrow! Now Link holds within his grasp the weapon that is capable of permanently banishing Ganon from Hyrule (till the next game at least anyway), so head out of your hole.

Walk through the one way Illusion Wall to a room where Link should push the lone block while avoiding the Red Bubbles to find a stairway passage to take Link to room coordinates H4 (one room to the left of the Entrance). Link should Bomb through the wall above while dodging the Red Wizzrobes, Blue Wizzrobes, Red Bubbles, and a Blue Bubble to get onto the track to Ganon.

This darkened room has two mean Blue Lanmolas waiting to attack, so use your Magical Wand to shoot them down from long distance to save your health as well as lighting the room up. After they are defeated, go through the opened door on the left to fight Like Likes as you dodge Blade Traps (make sure to step forward right away as the door behind you barricades, forcing Link into the path of the Blade Traps). You should head through the door on the left to see some Vires and fireballing Statues, which Link can fight as he heads through the locked door above to the next room.

This darkened room (light it up through the usual manner) contains some super-fast, black-coloured Keeses for Link to fight off as he moves to the top of the room to through the locked door. Go push the block in your path out of the way, turn left, Bomb the wall, and step through the resulting hole, and then step back through immediately before a Red Bubble touches Link. Now you need to push the block from your path once again, go through the door above to have the door barricade behind you, meaning you have to step forward to avoid the Blade Traps.

Keeping the Blade Traps in mind, you have to fight Red Wizzrobes and Blue Wizzrobes as you head to the right to bait the Blade Traps into moving and then run for the door while they reset to their original positions. This room contains Red Wizzrobes, Blue Wizzrobes, Red Bubbles, and a Blue Bubble, so fight any Wizzrobes that get in your way as you dodge the Bubbles so you can lay a Bomb on the north wall to create an opening.

Head through to enter a room filled with Blue Wizzrobes and a couple Statues spitting fireballs, so it would be best to just head through the locked door on the right. Red Wizzrobes, Blue Wizzrobes, Like Likes, and Bubbles greet you in this room, so use your Ladder to reach the central platform as you fight off any resistance, followed by turning upwards to go through the

door. You will enter a room to find an Old Man who says, "Go to the next room." This means Link should walk through the Illusion Wall on his left to continue his journey.

Step away from the wall so the Blade Traps do not get Link and then fight the Like Likes as Link makes his way through the door on the left to face Red Wizzrobes, Blue Wizzrobes, and Bubbles. Head through the door above Link (the barricaded door holds nothing of interest behind it) to see your first Patra of the Level that you have to fight (these guys we can do without). Before engaging it in battle though, walk through the Illusion Wall on the left to enter a room with two Blue Lanmolas (use the Magical Wand to take them out from long distance). After killing them off, push the left-most block to cause a stairway to appear!

When Link heads down inside, fight the four Keeses before laying claim to the Red Ring! This Ring will reduce the damage you take in half (if you have the Blue Ring) or by one quarter (if you are Ringless before hand). You will also get some butt-ugly red threads as well, but that is the price you pay for taking less damage.

Anyway, head out of the hole, walk back through the Illusion Wall to your right, and fight the Patra (take out the circling offspring first, then the large Patra). After defeating the Patra, move the left-most block to cause a stairway to appear, which is a passageway to another section of the Level.

Link will surface in room coordinates B6, where Link should dodge the attacks of the Red Wizzrobes and Blue Wizzrobes as he lays a Bomb against the right wall to enter the next room. A Patra guards the barricaded door on the right, behind which is Ganon! Defeat the Patra's offspring before taking the Blue Patra out with three Magical Sword swings while dodging the fireball spitting Statues to cause the barricaded door to open once more, allowing Link to enter DUNGEON BOSS FIGHT!

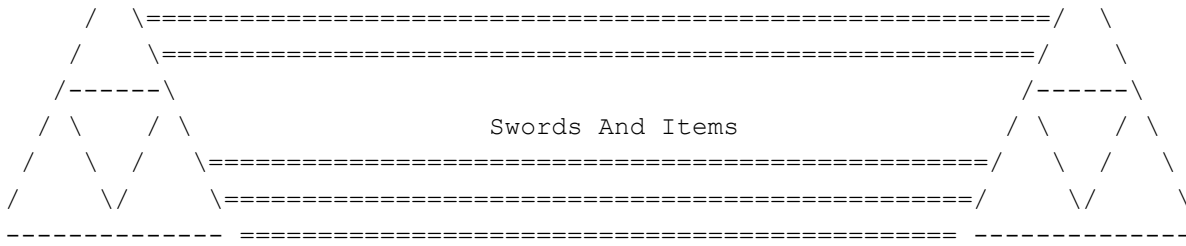
Ganon, the man who was the very reason you had to reassemble the Triforce of Wisdom broken up by Princess Zelda, is now in the same room with you. He is wielding the Triforce of Power, while Link wields the Triforce of Courage. Only one being will emerge victorious in this duel to the death, so try and get it right, ok?

Ganon will show that he does indeed possess the Triforce of Power when Link shows the Triforce of Wisdom. Ganon will then disappear from view and begin to move around the room under the guise of invisibility! Randomly stab with your sword to land shots upon the evil leader (he will become visible when you connect on a slash). After he has been hit four times with the Magical Sword (eight times with White Sword or fifteen times with the Wooden Sword), Ganon will turn a red hue! This is the time when Link should unleash the Silver Arrow into Ganon to cause him to burst into ashes! Grab the Triforce of Power to open the barricaded doors, and go through the door above.

You will find Princess Zelda being held behind some fires, so use your Sword or Bow and Arrows to extinguish these before stepping up to rescue Princess Zelda! You will be thanked for this heroic deed, and this time you will learn that YOU ARE GREAT (seriously, it says that). You will also see how many games played it took to win, and you have AMAZING WISDOM AND POWER. You also learn that the Second Quest is in fact the END OF LEGEND OF ZELDA one.

Congratulations on kicking so much ass, and you are a real hero!

/\=====/\



5) This section will look at Link's Swords, his Equippable Items, his Unequippable Items, Miscellaneous Items, and Dungeon Items.

o-----o
 | Link's Swords |
 o-----o

Name : Wooden Sword

Found: In first cave of the game at coordinates H8 (both quests).

Power: The weakest sword that Link can use, it will serve him until he gets at least five Heart Containers for his health (at which point he can go get the White Sword). This sword has a few disadvantages to it, including: Splitting a Zol into two Gels (instead of killing it right away) as well as splitting a Vire into two Keeses (instead of killing it right away).

Name: White Sword

Found: Found in the cave above the waterfall at coordinates A11 (both quests).

Power: The middle of the road sword for power that Link can use, it will serve him until he gets at least 12 Heart Containers for his health (at which point he can go get the Magical Sword). This sword has one disadvantage to it: it splits a Vire into two Keese (instead of killing it right away).

Name : Magical Sword

Found: In First Quest it is at coordinate C2, underneath a tombstone. In Second Quest it is at coordinate A10, found by pushing the rock at the tip of the arrow made up of rocks.

Power: The most powerful sword Link can use, it destroys enemies with a vicious efficiency. It is without peer and so it has no disadvantages involved with it's killing abilities.

o-----o
 | Equippable Items |
 o-----o

Name : Blue Candle

Found: In Shop Type One on both Quests, where it is on sale for 60 Rupees.

Power: This Candle can burn bushes and light up dark rooms for Link. However, it has been used once on a screen, it can not be used again

until Link enters a new screen. Still, Link should pick one up before he gets to Level Four on the First Quest and Level One on the Second Quest (at the very latest).

Name : Bomb

Found: Shop Type Two contains Bombs for sale at the price of 20 Rupees for four Bombs. Bombs can also be won from defeated enemies (Moblins are particularly good sources).

Power: They are mainly used for blowing open Caves in the Overworld and busting poorly constructed walls in Dungeons. However, they do have an attack power that is somewhere between the Wooden Sword and the White Sword.

Name : Boomerang

Found: In Level One by defeating a specific set of Red Goriyas in both Quests.

Power: Although it is not a powerful weapon (it can only defeat Gels and Keeses), it does have the ability of stunning most enemies where they stand. The range of it is about half a screen as it slowly moves along.

Name : Bow and Arrow

Found: The Bow is a treasure in Level One on the First Quest, and in Level Five of the Second Quest. Arrows can be purchased at Shop Type Two for 80 Rupees, and the Silver Arrows are found in Level Nine.

Power: The Bow and Arrow give you a long range attack that attacks with a power between the Wooden Sword and the White Sword. However, it is super effective against Pals Voice and Gohma.

Name : Letter

Found: Found at coordinate A15 in the First Quest and at coordinate B2 in the Second Quest.

Power: It will be given to you by an Old Man to show the Old Lady so she will break her silence to offer Link Medicines to buy.

Name : Magic Boomerang

Found: In Level Two of the First Quest and Level Three of the Second Quest by defeating a specific set of Blue Goriyas.

Power: Although it is not a powerful weapon (it can only defeat Gels and Keeses), it does have the ability of stunning most enemies where they stand. It's range will double the Boomerang you will have found earlier in your quest to traverse the whole screen with every throw.

Name : Magical Wand

Found: In Level Six of the First Quest and in Level Eight of the Second Quest.

Power: This weapon's use is to shoot powerful beams out of it's top with a power level that is around a White Sword level. It can also be used to deliver physical blows, which are at a White Sword power level as well. These beams can damage nearly all enemies (the only exception are both Red Wizzrobes and Blue Wizzrobes). It also can get the extended power of making fire appear whenever the beams make contact with a solid object, but this is only when an Item from the Non-Equippable Item sub-section is found.

Name : Medicines

Found: In Potion Shops after the Old Lady Letter has been delivered to one Potion Shop.

Power: Medicine has the ability to completely refill Link's Heart Containers, regardless of the amount of health remaining to Link. These great Medicines come in both the Blue (40 Rupees) and Red (68 Rupees) varieties, Blue working once and disappearing, while Red works once and turns into Blue.

Name : Monster Bait

Found: In Shop Type Three for 90 Rupees and in Shop Type Four for 90 Rupees.

Power: Although it seems to have no real use to Link whenever he uses it, does serve one very important use to Link. This use is to feed the Hungry Goriyas that are in both Quests to remove them from their blocking the path spot in various Levels.

Name : Recorder

Found: Level Five on the First Quest and Level Two of the Second Quest.

Power: The Recorder starts off the First Quest as an item only needed to kill Digdoggers, uncover a Level and to warp to entrances of various Levels where you have defeated the Dungeon Bosses. However, with the oncoming of the Second Quest, the above attributes remain in place, but the following ability is added: uncovering secret staircases in the Overworld. This is where many of the new locations for various helpful places have been moved.

Name : Red Candle

Found: Level Seven in both Quests.

Power: This Candle can burn bushes and light up dark rooms for Link. However, this version of the Candle can be sued as much as Link desires (instead of being limited to one shot per screen like the Blue Candle).

| Non-Equippable Items |

o-----o

Name : Blue Ring

Found: At coordinate D5 in the First Quest and at coordinate A16 in the Second Quest for the high price of 250 Rupees.

Power: The Blue Ring may empty your Rupee pockets of most (or all) of your hard-earned Rupees, but it is more than worth it when you get your snazzy new threads that cuts the damage Link takes in half. This is a great way to lessen the attacks if hard hitting Bosses and minions alike.

Name : Magic Book

Found: Level Eight on the First Quest and in Level Four on the Second Quest.

Power: The Magic Book does absolutely nothing on it's own. However, if you have the Magic Wand, it will cause the magic beams to burst into flames upon contact with a solid object.

Name: Magic Key

Found: Level Eight of both Quests.

Power: This little beauty will remove all need for Link to go collecting Keys as it never runs out while opening as many locked doors as Link desires.

Name : Magical Shield

Found: In Shop Type Two of both Quests.

Power: This reinforced and larger shield will allow Link to block most fireballs thrown at him by enemies. However, Bosses seem able to ignore the defensive power of it with their fireballs.

Name : Power Bracelet

Found: at coordinate C5 in both Quests.

Power: Once this accessory is acquired, Link becomes super powerful with the ability to move the snail-like rocks spread around Hyrule. In the First Quest it is only useful for traveling the Stairway Road, but the Second Quest brings things hidden below the rocks in addition to the Stairway Road.

Name : Raft

Found: Level Three on the First Quest and in Level Four on the Second Quest.

Power: This Item (which is bigger than Link, yet only is seen when used despite size of raft) will allow Link to use docks around Hyrule to launch him to various islands he could not otherwise reach.

Name : Red Ring

Found: Level Nine in both Quests.

Power: If you loved the Blue Ring than you will be enthralled with this beauty (even if Link becomes quite ugly wearing it). This Ring cuts regular damage taken by 1/4 and by 1/2 if the Blue Ring has been purchased. The only strike against it is the fact it is found SO LATE into both Quests (making it not that useful to go off after).

Name : Stepladder

Found: Level Four on the First Quest and Level Six on the Second Quest.

Power: With this little beauty in Link's arsenal, Link can gap single square wide bodies of water. This will open up new areas of many Levels for Link where he could not go before.

o-----o
| Miscellaneous Items |
o-----o

Name : Fairy

Found: A defeated enemy may leave it behind.

Power: This little pixie will not completely refill Link's health like a Fairy in a pond, but Link will recover 6 Heart Containers with every Fairy a defeated enemy leaves behind.

Name : Heart

Found: A defeated enemy may leave it behind.

Power: This little collect will refill a lost Heart Container in Link's health bar.

Name : Heart Container

Found: The following methods can be used to gain Heart Containers: defeating Dungeon Bosses and visiting the coordinates in the brackets (H12, C13, C16, F16, and E8).

Power: When collected, your health bar will not only refill a heart, but it will also add an additional Heart Container to the health bar as well.

Name : Rupee

Found: These can be obtained through any of the following methods: an enemy may leave it behind or a Rupee Gift Location.

Power: These are the currency of Hyrule, and thusly they can be exchanged for goods and services. They are also used to pay per Arrow shot at

one Rupee a shaft.

Name : Stopwatch

Found: A defeated enemy may leave it behind.

Power: When collected, all enemies will freeze in place on the screen, allowing Link to kill them at his leisure.

o-----o
| Dungeon Items |
o-----o

Name : Compass

Found: In each dungeon, one of these can be found.

Power: Once collected, a flashing red dot will be added to your dungeon map in the top left corner of the screen to signify the location of the Dungeon Boss.

Name : Key

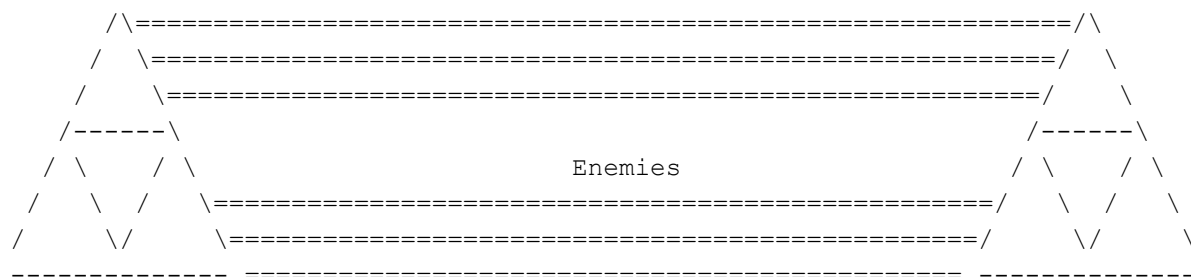
Found: In various rooms throughout the Levels. They can also be purchased in Shop Type One for 100 Rupees.

Power: They have a one-time use of opening a locked door before disappearing from your inventory.

Name : Map

Found: In each dungeon, one of these can be found.

Power: Once collected, a complete map of the dungeon will be added to the top left corner of the screen for your navigating pleasure.



6) This section will look at all the enemies Link will see along his adventure, including their habits, their attacks, and their weaknesses (if they have any!).

o-----o
| Overworld Enemies |
o-----o

Name : Armos Knight

Moves: Armos Knights will not move until they feel the touch of Link. They remain immobile till they are awoken, at which point they will start to run around wildly on the screen at three possible speeds (slow, normal, and fast).

Strat: To defeat these guys, simple slash them with your sword as they come close.

Name : Ghini

Moves: Whenever Link enters one of the six graveyard portions of the overworld, a Ghini will appear. This ghost will roam the graveyard randomly while Link is passing through their section, and some will also appear out of the tombstones if Link touches the tombstones.

Strat: To defeat the Ghini, slash it with your sword. However, if Link releases any Ghinis from the tombstones, they will be invulnerable to any attack thrown at them. To kill all of the Ghinis, you must kill the original Ghini to cause all of the Ghinis to disappear (which is a good way to win mass amounts of Rupees quickly).

Name : Leever (Red and Blue)

Moves: Equally comfortable at traveling above or below the ground. Red Leever are more aggressive and actively chase Link, while Blue Leever wander around more randomly in timed intervals of above and below ground.

Strat: With Red Leever, you are best to stand still and let them come to Link so you can slaughter them. Blue Leever will have to be chased down as they move around randomly.

Name : Lynel (Red and Blue)

Moves: Both types of Lynel wander around the screen looking for Link, and they attack by throwing sword beams at Link.

Strat: Slash the Lynels as fast as possible, while avoiding their sword beams. Until you purchase a Magical Shield, Link will be unable to block the sword beams thrown at him, so avoid Lynels as much as possible until you have the shield in hand.

Name : Moblin (Red and Blue)

Moves: Walks around the screen slowly while shooting arrows at Link.

Strat: Approach them head on so you can block their arrows with your shield as they fire. If you see them about to fire, stop swinging your sword until the arrow bounces off your shield, and then continue your attack.

Name : Octorok

Moves: Goes around the screen trying to find Link so they can spit rocks at him through their snout.

Strat: The easiest enemies around, they just need a slash to go down most of the time. If they are about to spit out a rock, do not slash with your sword or else the rock will hit you as your shield is turned to the side.

Name : Peahat

Moves: Flutters around the screen randomly, usually in larger groups.

Strat: These flying flowers are invulnerable to all attacks until they come to a stop, at which point they can be attacked.

Name : Rock

Moves: Fall from the top of the screen in sets of three. Once the first set has gone, another set of three will start down.

Strat: Since these Rocks are invulnerable to all of your attacks, you are best served by trying to avoid them as Link makes his way across the screen.

Name : Tektite (Red and Blue)

Moves: Although without any attacks, they do have the ability to jump ANYWHERE on the screen that they wish to.

Strat: One simple slash will finish these guys off, but you will need to track them down to do so.

Name : Zola

Moves: Randomly popping out of the water to spit a fireball, then submerging before popping up again to spit another fireball. This is the continual pattern of attack until Link kills the Zola or he leaves the screen.

Strat: Until Link gets the Magical Shield, he will be unable to block the fireballs distributed by Zola. Also, Link will likely need a White Sword before he can kill these beings off with ease.

o-----o
| Dungeon Enemies |
o-----o

Name : Blade Traps

Moves: Whenever Link moves into their line of sight, they will move towards him.

Strat: Link should run between them if the door is open, but to be safe in other situations, he is better to walk in front of them, step back as the Blade Traps charge, and then go through the attacking area as the Blade Traps reset their positions. Being invulnerable makes killing them not an option.

Name : Bubble (Red and Blue)

Moves: Around the screen in a fairly rapid manner, attempting to hit Link. If a Flashing Bubble hits Link (mostly in First Quest but in Second Quest as well), Link will lose the use of his sword for a few seconds. If a Red Bubble hits Link (Second Quest only), Link will permanently lose his sword until he dies or he touches a Blue Bubble (Second Quest only) to automatically returns use of Link's sword. None of these types will damage Link in any manner regarding his Heart Containers.

Strat: Avoid the Red and Flashing types at all costs, and seek the Blue type if Red type hits Link. Sometimes in a room where a lot of Red types live, a Blue type lives as well, which makes running into the Blue type for invulnerability a good idea. Link can not kill these beings through any manner.

Name : Darknut (Red and Blue)

Moves: These dark knights wander the screen in a purposeful way, with their impenetrable shields held in front of them.

Strat: These little guys will quickly become well hated by most players as they tend to hang out in large groups. To hurt these being, you will need to hit them with your sword or a Bomb, but Bombs are a tricky weapon to use on them. Whichever way Link is facing when he lays the Bomb is the way the game read the attack coming from. So, if Link lays it looking at the Darknut, it will look like it hurts the Darknut, it actually does not hurt it because of the shield they carry.

Name : Gel

Moves: Slimes it way around the room.

Strat: A weak enemy that is susceptible to all of your weapons, which make them incredibly easy to kill. If you hit a Zol with a Wooden Sword, it will split into these two.

Name : Gibdo

Moves: Walks around the room slowly, trying to catch Link.

Strat: A tough enemy that can take a good beating from your weapons before succumbing. Using a Boomerang to stun them first would be a great idea for easier disposal as they remove large parts of health.

Name : Goriya (Red and Blue)

Moves: Walks around the room, throwing their Boomerangs at Link.

Strat: Slash these odd looking beings as they throw their boomerangs (hold still so your shield will block the attack) to quickly finish them off.

Name : Keese

Moves: Flies erratically around the room (passing through solid objects even).

Strat: A weak enemy that can be dispatched with any weapon in your arsenal, but they often appear in large groups to compensate for this weakness. Vires will split into two Keeses when struck with any sword other than the Magical Sword.

Name : Lanmola (Red and Blue)

Moves: A large centipede-like creature that quickly slithers around the room, usually in pairs.

Strat: These guys are exceptionally hard to avoid in close up fighting, so you might want to try and use Bow and Arrows (if you have the Rupees to spare) or the Magical Wand (the preferred method). You must first remove all the body segments before slicing the head to kill the beast. Be thankful that they inhabit Level Nine only on both Quests.

Name : Like Like

Moves: wanders slowly around the room.

Strat: Distance fighting is best when dealing with Like Like, but a Boomerang stun and then attack style is acceptable as well. The reason for caution is to avoid the Like Likes incredibly annoying power of being able to eat Link's Magic Shield. If this occurs, Link will have to purchase another one.

Name : Moldorm

Moves: Random direction changes are this huge firesnake's specialty.

Strat: Use your sword to defeat all the segments of this monster that usually appears in pairs. Not too tough, but be wary of that sudden directional change they often make.

Name : Patra

Moves: Very slowly as it extends it's offspring as a shield for itself.

Strat: Another Level Nine exclusive enemy for you to tangle with, they are a long and drawn out fight. You must take out all of the offspring circling the mother Patra so you can draw near enough to slice the mother. The offspring fly a circular pattern that can be altered into an oval if the mother wishes it so. Use your Magical Sword to cut the babies and mother Patra down.

Name: Pops Voice

Moves: Randomly hops around, often in large groups and complicated formations.

Strat: These tough beings can withstand a barrage of sword hits, but they will die much easier from Bow and Arrow shots (one hit does them in). Bow and Arrow is preferred due to longer range it offers as well as the faster kill, but that option is not always available to Link. Be careful of the obscene amount of damage they deal.

Name : Rope

Moves: Slithers around the room slowly until an intruder is spotted, at which point they quickly charge directly at the intruder.

Strat: Since they are pathetically weak, you just need one sword slash (two for Wooden Sword) to finish them off. They are also rich in Rupees, Hearts, Fairies, and Stopwatches which makes them a favoured site in Levels. Remember that in the Second Quest they are much tougher, requiring two hits from a White Sword to die!

Name : Stalfos

Moves: Walks around rooms trying to touch intruders. On the Second Quest, they have the ability to shoot sword beams.

Strat: First Quest Stalfos are laughably weak, requiring a sword slash to kill off. In the Second Quest however, you will need to be more cautious as they shoot sword beams at Link, which are only blockable with a Magical Shield.

Name : Statue

Moves: It doesn't move as it shoots fireballs at Link.

Strat: Their fireballs are only blockable with a Magical Shield, but even then they are incredibly annoying how they can show up in fours in some rooms to bombard Link. Try to avoid the fireballs as you deal with the more serious enemies in the room as the Statues are invulnerable to all of your attacks.

Name : Vire

Moves: A hopping enemy who tries to take Link down.

Strat: Unless you have the Magical Sword to attack with, these beings will split into two Keeses when struck with a sword. Have your Boomerang ready to take out the Keeses as they start to appear.

Name : Wall Master

Moves: When Link steps near the wall, these hands will come out to move along the wall briefly before returning to their hiding spot.

Strat: To fight these guys, Link must first bait them out of the wall by walking along the wall. Then a few simple sword slashes will finish the job. However, if the Wall Masters grab Link, he will not only take damage, but they will deposit Link at the beginning of the

Dungeon! Also, if you have to kill all of them in a room for some reason, avoid collecting a Stopwatch as that will not allow the rest of the Wall Masters to move out from the wall!

Name : Wizzrobe (Red and Blue)

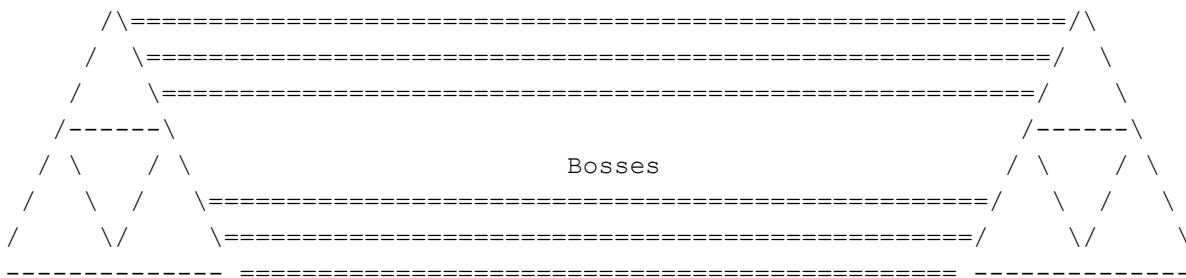
Moves: Red Wizzrobes are stationary beings when solid, but they go transparent to warp to another section of the room. Blue Wizzrobes walk around as they occasionally warp to another section of the room, which they do as they remain visible.

Strat: An annoying enemy that most players will learn to despise in VERY short amounts of time. The Red Wizzrobe just needs to be sliced before or after it shoots its magical blast (only blockable with the Magical Shield). Blue Wizzrobes are a little tougher as they walk around firing multiple magical waves at Link, so try to slice them as they warp since they can not fire at Link then.

Name : Zol

Moves: Slowly wanders randomly around a room.

Strat: One sword swipe will finish them off, often giving Link some Rupees or Hearts. However, the Wooden Sword will split them into two Gels.



7) This section will look at the Bosses of each Level in both the First Quest and the Second Quest.

o-----o
| First Quest |
o-----o

Level: One

Boss : Aquamentus

Strat: If you have full Heart Containers, go to the left side of the room and shoot your sword beams at the Dragon until it dies. The other way to fight is to wait for Aquamentus to shoot a volley of his three fireballs, and then move in close to repeatedly slash it. Either way, after a few hits, you will have won this battle.

Level: Two

Boss : Dodongo

Strat: Bombs are the weapon of choice against these Dinosaurs, and you have

two choices on how to go about killing this beast. The more tried and true method of dinosaur slaughtering is to lay one Bomb at a time in the path of Dodongo, and after it gobbles down two of these Bombs, it will die. The second method (and not as well known method) is if the Bomb laid down misses going down the dinosaur's throat, but the smoke still stuns the Dodongo, hack the behemoth with your sword to kill it off quickly.

Level: Three

Boss : Manhandla

Strat: The most effective weapon against the multi-orifice blue creature (at this point) are Bombs. If the blast radius hits one of the said orifices, the orifice and limb will be blown off the creature. If the Bomb goes off in the exact centre of the creature, it will die in one shot, but otherwise it will speed up and continue attacking with it's remaining orifices. Use your Sword or more Bombs to finish off the remaining limbs to win.

Level: Four

Boss : Two-Headed Gleeok

Strat: A Gleeok attacks by spitting fire balls from every head on the beast in order at a continual rate. To kill it, simply hack at the heads until you kill a head off. However, every head that you kill will cause a Head of Gleeok to fly around the room while continuing to shoot fire balls at Link. Cut off all the heads to be victorious.

Level: Five

Boss : Digdogger

Strat: This beast is an eyeball surrounded by a thick, protective mass of flesh (it does not allow anything to get near the eyeball). Blow the Recorder's tune to cause the protective flesh to fall away, allowing Link to rush over and stab the eyeball four times with your White Sword as it flies wildly around the room in pain from the tune of the Recorder. Also note that there are four Statutes in this room spitting their fireballs at Link.

Level: Six

Boss : Red Gohma

Strat: Gohma will walk back and forth around the room while firing off unblockable fireballs (even with your Magical Shield equipped) at Link, while occasionally opening it's third eye (the vulnerable one). Shoot the vulnerable eye with your Bow and Arrows to land one direct hit to finish Gohma off.

Level: Seven

Boss : Aquamentus

Strat: If you have full Heart Containers, go to the left side of the room and shoot your sword beams at the Dragon until it dies. The other way to fight is to wait for Aquamentus to shoot a volley of his three fireballs, and then move in close to repeatedly slash it. Either way, after a few hits, you will have won this battle.

Level: Eight

Boss : Four-Headed Gleeok

Strat: A Gleeok attacks by spitting fire balls from every head on the beast in order at a continual rate. To kill it, simply hack at the heads until you kill a head off. However, every head that you kill will cause a Head of Gleeok to fly around the room while continuing to shoot fire balls at Link. Cut off all the heads to be victorious.

Level: Nine

Boss : Ganon

Strat: Ganon will show that he does indeed possess the Triforce of Power when Link shows the Triforce of Wisdom. Ganon will then disappear from view and begin to move around the room under the guise of invisibility! Randomly stab with your sword to land shots upon the evil leader (he will become visible when you connect on a slash). After he has been hit four times with the Magical Sword (eight times with White Sword or fifteen times with the Wooden Sword), Ganon will turn a red hue! This is the time when Link should unleash the Silver Arrow into Ganon to cause him to burst into ashes!

o-----o
| Second Quest |
o-----o

Level: One

Boss : Aquamentus

Strat: If you have full Heart Containers, go to the left side of the room and shoot your sword beams at the Dragon until it dies. The other way to fight is to wait for Aquamentus to shoot a volley of his three fireballs, and then move in close to repeatedly slash it. Either way, after a few hits, you will have won this battle.

Level: Two

Boss : Two-Headed Gleeok

Strat: A Gleeok attacks by spitting fire balls from every head on the beast in order at a continual rate. To kill it, simply hack at the heads until you kill a head off. However, every head that you kill will cause a Head of Gleeok to fly around the room while continuing to shoot fire balls at Link. Cut off all the heads to be victorious.

Level: Three

Boss : Dodongo

Strat: Bombs are the weapon of choice against these Dinosaurs, and you have two choices on how to go about killing this beast. The more tried and true method of dinosaur slaughtering is to lay one Bomb at a time in the path of Dodongo, and after it gobbles down two of these Bombs, it will die. The second method (and not as well known method) is if the Bomb laid down misses going down the dinosaur's throat, but the smoke still stuns the Dodongo, hack the behemoth with your sword to kill it off quickly.

Level: Four

Boss : Digdogger

Strat: This beast is an eyeball surrounded by a thick, protective mass of flesh (it does not allow anything to get near the eyeball). Blow the Recorder's tune to cause the protective flesh to fall away, allowing Link to rush over and stab the eyeball four times with your White Sword as it flies wildly around the room in pain from the tune of the Recorder. Also note that there are four Statues in this room spitting their fireballs at Link.

Level: Five

Boss : Three-Headed Gleeok

Strat: A Gleeok attacks by spitting fire balls from every head on the beast in order at a continual rate. To kill it, simply hack at the heads until you kill a head off. However, every head that you kill will cause a Head of Gleeok to fly around the room while continuing to shoot fire balls at Link. Cut off all the heads to be victorious.

Level: Six

Boss : Blue Gohma

Strat: Gohma will walk back and forth around the room while firing off unblockable fireballs (even with your Magical Shield equipped) at Link, while occasionally opening it's third eye (the vulnerable one). Also be sure to watch out for the Statues spitting fireballs in your direction from the corners of the room. Shoot the vulnerable eye with your Bow and Arrows to land three direct hit to finish Gohma off.

Level: Seven

Boss : Four-Headed Gleeok

Strat: A Gleeok attacks by spitting fire balls from every head on the beast in order at a continual rate. To kill it, simply hack at the heads until you kill a head off. However, every head that you kill will cause a Head of Gleeok to fly around the room while continuing to shoot fire balls at Link. Cut off all the heads to be victorious.

Level: Eight

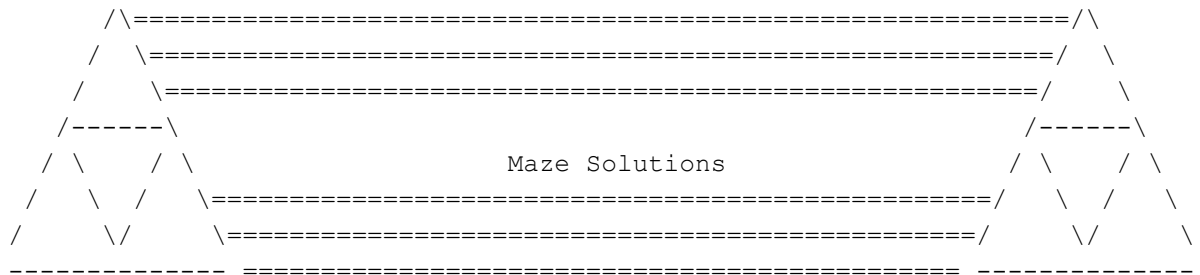
Boss : Dodongo

Strat: Bombs are the weapon of choice against these Dinosaurs, and you have two choices on how to go about killing this beast. The more tried and true method of dinosaur slaughtering is to lay one Bomb at a time in the path of Dodongo, and after it gobbles down two of these Bombs, it will die. The second method (and not as well known method) is if the Bomb laid down misses going down the dinosaur's throat, but the smoke still stuns the Dodongo, hack the behemoth with your sword to kill it off quickly.

Level: Nine

Boss : Ganon

Strat: Ganon will show that he does indeed possess the Triforce of Power when Link shows the Triforce of Wisdom. Ganon will then disappear from view and begin to move around the room under the guise of invisibility! Randomly stab with your sword to land shots upon the evil leader (he will become visible when you connect on a slash). After he has been hit four times with the Magical Sword (eight times with White Sword or fifteen times with the Wooden Sword), Ganon will turn a red hue! This is the time when Link should unleash the Silver Arrow into Ganon to cause him to burst into ashes!



8) This section will look at the solutions to the mazes of the Lost Hills and the Lost Forest.

```

o-----o
| Lost Hills |
o-----o

```

Found : At coordinate B12.

Solution : Walk north four times up the stairs at the top of the screen to get to A12.

```

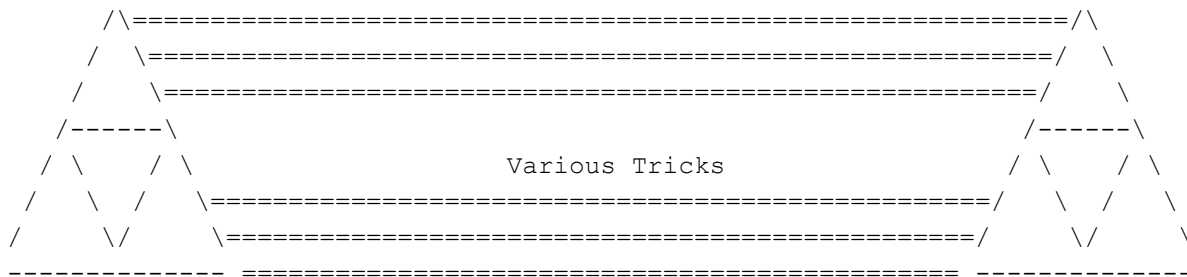
o-----o
| Lost Forest |
o-----o

```

Found : At coordinate G2.

Solution : Walk out of the screen on the following sides: north, west,

south, and then west to get to G1.



9) This section will look at a few odds and ends of the game that not all people know.

o-----o
| The "Zelda" Name |
o-----o

-If a player enters their name as ZELDA, they will automatically skip to the second quest without ever having to play through the First Quest. This is the way that a player can have the harder challenge presented to them without having to worry about playing the much easier First Quest... well first.

-Many people do know about this code, but not all know that it can be altered to become a customized name somewhat. The first five letters entered must spell ZELDA, but then there are three space remaining. A player can enter three more letters onto the end of the name to customize it somewhat (helps keep different ZELDA files separate). Just a neat little thing that is not that well known (contributed by Chad "BTB" Steele, who is a hell of a FAQ author ou should check out).

o-----o
| Second Controller Tricks |
o-----o

-If a player is on their inventory screen (where their items are stored) and then presses UP + the A Button on Controller Two, it will call up a SAVE/CONTINUE menu.

-If this is done in a Level/Dungeon and the player selects continue, they will be warped to the beginning of the labyrinth with three hearts in their life meter.

-Another neat trick to do with this is to Bomb open the gamblind den at overworld map coordinate H7, so you can play the gambling game. If you win, select SAVE on the second controller move. If you lose, select RETRY on the second controller move. Through this method, you can get rich easily and quickly with no risk to your money.

o-----o
| Second Quest Oddities |
o-----o

-Stalfos throw sword beams at Link as well as trying to run into him with their swords in their hands.

-Monster Bait is not actually required in this Quest.

-Bubbles have the ability to steal away your ability to use your sword (coloured Red) as well as restore the lost sword usage (coloured Blue) in addition to the regular Bubbles (coloured Flashing).

-Old Man will often accost you within dungeons demanding "Money or your Life", which means you must choose between leaving behind 50 Rupees or one Heart Container. They tend to become more numerous near the end of the Second Quest.

-The Recorder becomes so much more useful to Link.

-Some walls can (and must) be walked through in this quest.

o-----o
| Enemy Manipulation |
o-----o

-If all the enemies are wiped out on one screen in the game, they will not reappear for some time. However, all the enemies will reappear when the respawning occurs.

-If Link leaves at least one enemy alive, the respawning of enemies will never occur. This means that this trick can be used (especially in the Overworld) to limit the number of enemies that can sap Link's strength as he quests to save Zelda and Hyrule.

o-----o
| Free Unlocked Door |
o-----o

-This only works on the locked door inside of the Level One Entrance to the best of my knowledge, but if you enter the Level, leave, and then re-enter once again, the locked door will now be open for Link without the use of a Key. If anyone knows of where in the Second Quest where this might work, let me know as it would be much more useful on the much harder Second Quest.

```

/\=====/\
/ \=====/ \
/ \=====/ \
/-----\ /-----\
/ \ / \          / \ / \
/ \ / \=====/ \ / \
/ \ \ \=====/ \ \ \
-----

```

Final Word

10)As is the usual, this walkthrough is copyright property of Brian P. Sulpher, 2003. The only website, group, person, etc. to have access to post it is www.gamefaqs.com and www.ign.com. You must ask for permission before posting this (go ahead, I am very nice, and more than likely will say yes).

If you liked it, hated it, have anything to add, then please E-mail me at briansulpher@hotmail.com. You can also contact me through MSN messenger through the same E-mail address.

I would also like to thank Dan Engel (fecallord) for making such wonderful GIF pictures of the dungeons and the overworld. I referred to these maps a few times, and I suggest you do the same to get the best gaming help experience this site has to offer.

Truly a classic that has withstood the test of time. A great start to the series that has seen it degrade in quality as time has passed (after Link To The Past that is). This classic should be experienced by all, and even the most hardcore of FF fans will have to admit the greatness of such a game.

Zelda II: Adventure of Link FAQ/Walkthrough

Copyright Nintendo 1987

Written By Brian P. Sulpher

E-mail: briansulpher@hotmail.com

Version 3.0

Dates Written: November 29th to Decmeber 4th, 2002

I dedicate this to all the huge fans of Zelda II out there! This game in the Zelda series is considered the "ugly stepchild" of the series, but I (and a few others out there) not only like this game, but feel it is the best of the series. I salute all you hardcore fans of Zelda II!

Also, for Cougar. I miss you, and I hope you are living it up in the afterlife as you did in this world. You will always be in my memories, and you will never be forgotten.

Also, In memory of Howler and Koonce. You two never had a good start in your lives, but you had a good time when you spent your time at my house. It was oh so unfortunate that you both had your already tragic lives cut short, but I can only hope that I helped make your life a more enjoyable experience. You too will be missed, but not forgotten.

Version 1.0

-Submitted guide on December 4th, 2002

Version 1.5

-Submitted guide on March 21st, 2003
-Reformatted guide
-Edited grammar and spelling
-Added to Ironknuke strategies (thanks to a multitude of people for e-mails on this)
-Updated Riding Blue Ironkknuckle information
-Added in section to explain the Reflect Spell troubles

Version 2.0

- -Submitted guide on March 22nd, 2003
-Changed Reflect Spell Troubles into a more generalized gift trouble section

Version 2.5

- Submitted guide on November 22nd, 2003
-Altered format

Version 2.7

- Submitted guide on January 14th, 2004
-Altered copyright slightly
-Fixed up Experience Charts for Level Ups (thanks to GameFAQs user Grodd for pointing out the error and supplying the proper information)

Version 3.0

- Submitted guide on February 1st, 2004
-Added in the location of a previously missed 1-Up Doll (thanks to GameFAQs user Centurion for the information)
-Added in an alternate strategy for Gooma (thanks to GameFAQs user White Tiger Shiro for the information)

Table Of Contents-----

- 1) Story
- 2) Controls
- 3) Onto Palace One
- 4) Onto Death Mountain
- 5) Onto Palace Two
- 6) Onto Palace Three
- 7) Onto Palace Four
- 8) Onto Palace Five
- 9) Onto Palace Six
- 10) Onto The Great Palace
- 11) Enemies
- 12) Level Ups
- 13) Items
- 14) Spells
- 15) Town Checklist
- 16) Magic Container Locations
- 17) Heart Container Locations
- 18) 1-Ups
- 19) Bosses
- 20) Troubles With Gaining Gifts
- 21) Final Word

Story-----

1) The following story is taken directly from the instruction booklet released by Nintendo with the game. This is a work of someone working for the Nintendo Corporation, and in no way do I take any credit for the following transcription.

At the end of a fierce fight, Link overthrew Ganon, took back the Triforce and rescued Princess Zelda. However, is it all really finished? Many seasons have passed since then. Hyrule was on the road to ruin. The power that the vile heart of Ganon has left behind was causing chaos and disorder in Hyrule. What's more, even after the fall of Ganon, some of his underlings remained waiting for Ganon's return. The Key to Ganon's return was the blood of Link - the valiant lad who overthrew the King of Evil. Ganon would be revived by sacrificing Link and sprinkling his blood on the ashes of Ganon.

Meanwhile, Link remained in the little kingdom of Hyrule and lent his hand to its restoration. But circumstances did not look very good. One day, a strange mark, exactly like the crest of the kingdom, appeared on the back of Link's hand as he approached his 16th birthday. The worried Link, went to Impa, Princess Zelda's nursemaid who was shocked and frightened when she saw the birthmark. When she regained her composure, she took Link to the North Castle.

There was a door in North Castle called "the door that does not open." Only the descendants of the Impa family who served the king knew how to open the door. Impa took Link's left hand and pressed the back of it against the door. There was a sound of a locking falling open, the door slowly creaked open and there on an alter in the middle of the room lay a beautiful woman. "Here lies Princess Zelda." Impa began to speak calmly.

"Link, the time has come when I must tell you the legend of Zelda handed down in Hyrule. It is said that a long ago, when Hyrule was one country, a great ruler maintained the peace in Hyrule using the Triforce. However, the king too was a child of man and he died. Then, the prince of the kingdom should have become and king and inherited everything, but he could inherit the Triforce only in part. The Prince searched everywhere for the missing parts, but could not find them. Then, a magician close to the king brought him some unexpected news. Before he died, the king had said something about the Triforce to only the younger sister of the prince, Princess Zelda. The prince immediately questioned the princess, but she wouldn't tell him anything. After the prince, the magician threatened to put the princess into an eternal sleep if she did not talk, but still, she said nothing."

"In his anger, the magician tried to cast a magic spell on the princess. The surprised prince tried to stop him, but the magician fought off the prince and went on chanting the spell. Then, when the spell was finally cast, Princess Zelda fell on that spot and entered a sleep from which she might never awake. At the same time, the magician also fell down and breathed his last."

"In his grief, the prince placed the princess in this room. He hoped that someday she would come back to life. So that this tragedy would never be forgotten, he ordered that every female child born into the royal household shall be given the name Zelda."

From the stand next to the alter where Princess Zelda lay in a deep sleep, Impa took six crystals and a scroll with the same crest and handed them to Link. "For generations, my family has been handed down these things which

have been set aside for a time when a great king will come. They are written in an ancient script that no-one can read now. But you who have the crest may be able to read it. It is said that the key to uniting the Triforce is hidden there. Now it is time for you to read it."

Link glanced at the scroll half in doubt, but what do you know? Although he had never seen the letters before, he found that he could read them as if they were talking to him.

This was written on the scroll. "You who'll control the Triforce of the future. I shall hand down to you the secrets of the Triforce. There are three kinds of Triforce - Power, Wisdom, and Courage. When these three are brought together, the Triforce will show its maximum power. Of the three, I left Power and Wisdom in the kingdom. But the Triforce Courage I have hidden for a reason."

"Not everybody can use the Triforce. It requires a strong character with no evil thoughts. But an inborn special quality is also necessary. Unfortunately, I have not found such a person during my lifetime."

"Therefore, I have decided to cast a spell on all of Hyrule. A crest will appear on a young man with the character who has been brought up correctly, has gained many kinds of experiences and reached a certain age. But, what will happen if someone else uses the Triforce before then? If it misused, it will produce many evils."

"The Triforce of Courage is hidden in the Great Palace in the Valley of Death on the largest island in Hyrule. However, to enter there you must first fight the guardians and undo the "binding force." When you have defeated the guardians, which I made to prevent enemies from invading the six palaces in Hyrule, set a crystal in the forehead of the statue you find. When you have set crystals in all of the statues in the six palaces, the "binding force" places on the Valley of Death will be removed and you will be able to enter the great palace. There, you must fight the last guardian. And you can obtain the Triforce only by defeating the guardian."

"There's nothing to fear. You are the one to get the Triforce. You are the beacon of hope for Hyrule."

Impa implored Link, who raised his head slowly after reading the scroll.

"The magic spell cast upon Princess Zelda will sure to be broken if the Triforce is used."

"Please, Link. Unite the Triforce and save the princess. And bring back peace to Hyrule."

Link nodded silently in approval, and left the room after taking a long glance at the altar.

Then, with a magical sword in his left hand and a shield in his right, he set off alone on his long travels. At that time, Ganon's underlings were calling up new allies from the Underworld, and were beginning to work devilishly toward the revival of Ganon.

Controls-----

2) This section will give you the heads up on your overworld map, side

scrolling controls, and special maneuvers.

o-----o
| Overworld Map |
o-----o

D-Pad : Moves your character in the direction corresponding to the one you pressed.

SELECT : No apparent use.

START : Pauses/unpauses the game.

B Button: This will blow the Flute once you have found it.

A Button: This will swing the Hammer once you have found it.

o-----o
| Side Scrolling Scenes |
o-----o

D-Pad : LEFT and RIGHT move you left and right on the screen respectively. DOWN cause Link to enter a crouch on the ground (makes his shield block low). UP has no apparent use.

SELECT : This is used to invoke your magic spell that has been selected on the menu screen.

START : This pauses/unpauses the game. When paused, it brings up your menu of spells, displays the items collected so far, your amount of lives remaining, your amount of keys, and your amount of crystals remaining to be placed.

B Button: Swings your sword.

A Button: Makes Link take a leap.

o-----o
| Special Manuevurs |
o-----o

Downward Thrust: When you jump in the air, you hold DOWN to throw a stab at what/who ever may be below you. This technique must be taught to you by the greatest knight on the western continent of Hyrule.

Upward Thrust : When you jump in the air, you hold UP to throw a stab at what/who ever may be above you. This technique must be taught to you by the greatest knight on the eastern continent of Hyrule.

Onto Palace One-----

3) This section will look at the events you will experience till you beat Horsehead and place the crystal in the depths of Palace One.

You begin in the North Palace, where a sleeping Princess Zelda lies on her bed. You must go forth to finally wake her from her long sleep, as is your destiny foretold by your lineage. Leave the North Palace, follow the pathway North-East, turn west on the path till your in a forest section for you to enter into as it is an action scene!

Slowly make your way right, baiting the Aches from the trees, killing each one in turn, and then grab the 50 point bag that is sitting on the ground. You can choose to level-up your toughness to hits (life), and I suggest you do just that. After that, just head right off the screen to exit the action scene.

Now you need to go visit the town to the south-east, Raura. You can take the path to keep the monsters away, or you can cut cross-country to gain some experience points (I suggest the latter if you are new to the game so you can get some experience points and battle practice). Upon arriving at Raura, head left through the town talking to the villagers to hear some useful (and not useful) information. Many of the tips may not make much sense or help a whole lot for now, but they will become vital later (well they would be if you didn't have this walkthrough ^_^). The first section of town has a woman in a red dress who can refill your life for you (one in every town), the second section has a woman in a blue dress at the third house who will invite you in to receive a magic spell from her father (you got Shield). After you have gone through town, head out into the world once more.

Now you heard about a Palace in the desert of Parapa in Raura, so you need to go through the cave in the forest in the east to get there. The cave will be dark since you have yet to acquire a Candle, but there is one enemy in here to bother you. Go right in the cave, jump the two bumps on the floor, after the second one, immediately crouch down and start swinging your sword rapidly until you kill the approaching Lowder. Now continue to the right to exit the cave.

As soon as you enter the desert, veer east till you hit the coastline, and then head south. Once you hit the path along the shore, you will enter an action scene where there are sections of land separated by pits of water (which will kill you if you fall in), and to make matters worse, volatile bubbles will be rising up (which hurt you when they hit you). Make your way across carefully so you do not lose any lives.

Go south till you hit a ring of forest with a grass section in the middle, so step onto the grass section to find an action scene. Inside the action scene, go right till you see a Heart Container (skip it for now), and beat the Goriya up. Grab your Heart Container to extend your life meter, and then exit off the right side of the screen. Go north up the path, go through the same action scene (in reverse direction though), and then head north up the coastline till you find Palace One!

Head past the Ironknuckle statue, go down the elevator, and then go right fighting the one hit kills (but experiencing stealing) Mini-Horseheads along the way. On the next screen you will see a couple Bots above you (they usually jump down to play with you), and then you get to tangle with your first Stalfos (just stab it's legs till it goes down). Head left to fight one last Mini-Horsehead, grab the key (with your sword), and then make your way out of the room to the room you entered the Palace through. Head past the elevator, kill the Mini-Horseheads that come at you, and enter the next room.

Continue to kill Mini-Horseheads as they come, open the door, avoid the Skull Ball, and enter the next room. Next you will head right to kill a Stalfos, go past the elevator, and kill the Stalfos before you exit the room. In the next room, kill the Bot, kill the Skull Ball (if you have the patience), kill the Stalfos, and then head right to go up the elevator (there is a Fairy to the right of the elevator if you need a pick-me-up). Kill the Mini-Horseheads as you go right, and be sure to pick up the key before exiting the room. In the next room, cast Shield right away, kill the Bot, kill the Mini-Horseheads as you walk right, and then wait for an opening in the Cyclops weapon throws so you can get close to stab it. After killing it, get the key, hit the Ironknight Statue for a red Magic Jar, and then head left to the elevator through the two rooms.

Once you are back on the main floor, you need to head left to get to the elevator that we passed earlier. Once you have gone down the elevator, head left carefully as you dodge/kill the Skull Balls one at a time, and be sure to watch out for the really fast one. The next room has two Bots waiting to be killed, then you have to run across a crumbling bridge (do not forget to kneel and slash the P-Bag quickly before you continue running), and then two more Bots are in your way before you exit the room. Go left and kill the Cyclops, and then you enter into your first Ironknight duel! Remember to always watch for his sword swipes (defend with your shield) while you swing like crazy until you stab him enough to send him packing! Go left now, unlock the door, and grab the Candle from the altar! Now you head right through this room, across the crumbling bridge, and then through the Skull Ball room to arrive back at the elevator.

Now you need to go right to find the other elevator, but be sure to take it down this time. Go right to fight an Ironknight, then you will fight two Stalfos (just use the terrain to your advantage as you are lower, and have an easy time hitting the legs) before going to the next room. Take out the Cyclops while you open the locked door, continue right to find another Ironknight to battle before you enter the Boss Chamber.

Horsehead the Boss of Palace One. He will march slowly onto the screen where he will begin his slow trek toward you. If you have the extra magic, cast the spell Shield upon yourself (you will take half the damage you would normally), Jump also works well if you have problems timing your jump to strike Horsehead, and then move forward to take to battle. There are two techniques that work well on Horsehead (they will be listed under a), and b)).

- a) This strategy calls for you to stand in one place, and let Horsehead come toward you. Just as he starts to enter your short sword range, jump and stab him in the head. This will cause him some damage, but it will also knock Horsehead backwards, which will take the club swing he was doing out of range of you. Just repeat these steps to put Horsehead down for the count.
- b) This strategy calls for you to be more aggressive, but it will win the battle in a much quicker fashion. You need to be able to gauge your jump accurately, as you will be hopping at Horsehead, strike him as you come towards him, and once landing, move out of the range of his club. I feel this strategy has too much risk involved in using it, but it does work well if you can control Link well.

Now you need to collect the key, open the locked door, go to the statue, place the crystal, and then leave the Palace to entomb all of the enemies

within. Congratulations on completing the first leg of the game!

Onto Death Mountain-----

4) This section will look at the events you will experience till you acquire the Hammer from Death Mountain.

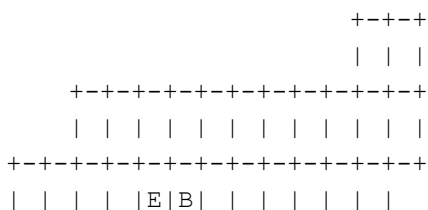
You will start by going back through the cave you used to get to the desert, and following that, head back to the North Palace. Instead of going in though, walk to the south of it to find a cave, which you will enter. Kill the three Lowders that come at you when you go right, and then carefully hit the three Octoroks that await you farther in the cave before you grab your Magic Container!

Normally you would go to Ruto and find you have to find a trophy to get the Wiseman to talk to you, but we are gonna go straight to the Trophy. Head north from the North Palace into the desert, and go into the cave. Head left to battle an Ache, jump the gaps while killing the Ocotroks, and then battle Goriya for the missing trophy. Exit the cave, go to Ruto, and the first two houses can be used to fill up your life and magic meters respectively. On the next screen, the first house you come to is the house where the woman needs her trophy, so talk to her to gain access to the house, and then go downstairs to talk tot he Wiseman for your Jump spell.

Exit the town, go south along the path, and enter the cave you come to. Make you way right over the uneven terrain carefully as you kill the Octoroks, and then you must duel a Goriya before you head into the next segment of the cave. Now you will face three Lowders, and then a Lowder and Goriya combination attack. After dealing with them, head into the next cavern to fight two Aches and an Acheman before you go to the far side of the cave to find a really high cliff. Now you must use the Jump spell so you can hop to the top ledge and make it to the exit.

As you go outside, if you lost some life on your trip through the cave, a Fairy resides in the forest section on the right, and from there you should walk straight through the swamp (slow going but worth it). Once you come near the boulder blocking the cave, walk around it to enter an action scene where you can find a 1-Up Doll! Now head south to find a forest, some path, and a bridge. Normally you would cross the bridge to find Saria, but you need to find a man named Bagu living in the forest here. Use the following map to find your way through to his cabin while avoiding the enemy lairs that are all over this forest.

-----+
Key |
 |
E - Enemy Lair |
B - Bagu's Cabin |
 |
-----+



```

+--+--+--+--+--+--+--+--+--+--+--+
| | |E| | | |E| |E| |
+--+--+--+--+--+--+--+--+--+--+--+
| | | | |E| | | | |
+--+--+--+--+--+--+--+--+--+--+--+
| | |
+--+--+

```

The best way to enter is through the south end of the forest, cutting between the two most to the right enemy lairs, and then go into Bagu's for the needed note. Now head south once more towards the bridge, which is an action scene! You will have to run across the bridge while dodging/killing the Bago-Bagos that are flying out of the water here (be sure to kneel every time that one comes out of the water in case they spit a rock on the way over your head). Cut down-right to the forest patch next to find some Megmats guarding a 100 point P-Bag. Then you should head into Saria, which is to the west of you.

The first man you talk to in town warns that "The eyes of Ganon are everywhere, be careful", and what he means is that in this town, some of the people who say generic messages (ones you hear in every town) might be agents of Ganon who will turn into Aches after they talk to you! Head left through this section of town, go into the first open door you approach, and find the Mirror under the table. Then take it to the first house you will encounter when going back to section one to gain access to the Wiseman and his Life spell. Now you should head right through the town (fill up your life and magic meters if necessary), and when you reach the open water, enter the building to get the Riverman to build access to the other side.

Now you will be entering Death Mountain, and my suggestion is to not go too far in, but to build your attack level to 4 before attempting a serious run through the long set of caves because of the many tough enemies you must fight. This section of the game is arguably the toughest, maybe only surpassed by the journey to the Great Palace or the Great Palace itself! Also remember that the rule for getting through Death Mountain is to always take the caves that are heading to the east and to the south.

Walk into the only cave you see, and this will take you into a choice of left or right for the next cave (we go right). Now you will face some Bots and two Moblins in this cave, which is easy to do because your life meter will be filled (meaning you can shoot them from long range). There is one cave to choose over next, so head into it to find three Octoroks guarding a stairwell, a Goriya, and then three more Octoroks guarding the down stairwell (take a running leap to clear them, and then kill them if you wish). Once again we only face one cave to choose from, so head inside to battle some Bots and Aches before continuing on to the right. Once you pass an elevator (do NOT take it), you will face your first Daira. The best bet is to charge in and hit him, take a step forward, hit him again, and so on till he dies. He may hit you once, but this is the best method of dealing with these vicious enemies. Head right to exit the cave,

Now you choose the right cave, and you will have to go across a bridge with Bago-Bagos accosting you the whole way. The next cave is to the right, and inside you face Bots and a dark Daira (which means he throws axes). I advise you to use a Jump spell to get up to the ledges above the enemies, get the red Magic Jar to refill your magic meter (use Life spell ahead of time if you have enough magic). Now you need to jump across the ledges, and jump clear of the Daira before heading up the stairs to exit the room. Head down to the next cave to battle a Goriya, Aches, and then a Daira before

heading out of that cave. One choice again, so take that cave to fight two Bits, a Daira, two more Bits, another Daira, and two more Bits. Be sure to have your Life spell on standby as this is one tough cave. Head into the lone cave available to you, and this one has a Bot, a Daira, another Daira, and two Bots guarding a red Magic Jar and the exit. You have now reached the bottom of Death Mountain, and you have one final cave to traverse for the Hammer!

Head towards the cave on the left to get after the Hammer, and you face an axe-throwing Daira to start, which is followed up by two Lowders and two Achemen before you enter the next cavern. In this area, you fight three Megmats, followed by a Daira. Take the elevator down, and head right to tangle with an axe throwing Daira before entering the next cavern. The next room is a bunch of columns over lava pits, so jump carefully. Be sure to let the Myu jump into the lava before you head across its platform to the exit. You get to fight a Daira using a handheld axe, and then an axe throwing Daira before continuing to the right to find the Hammer!

Now you just exit the cave, and you have found the Hammer to help your quest on it's way! Congratulations, and get ready for the next challenge!

Onto Palace Two-----

5) This section will cover all the events from finding the Hammer till you place the crystal in the statue of Palace Two.

Upon exiting the Hammer cave, smash the boulder to your left by pressing the

A Button, and step where it was to fall into a hole! You will find your second Magic Container on your quest! Now leave the hole, and head through the desert to the right till you hit the water, and then head north till you find a cave. Kill the Octoroks as you jump across the land islands, and then make your exit. Follow the path north till you find a cave, which will deposit you by a small section of desert and a bridge. Go to the bridge, which is an action scene!

You will face some Lowders, and two Moblins (first does not throw spears, second one does) on the first section of the bridge. The second section of the bridge will have bubble rising from below while you fight an axe-throwing Daira! Once you exit the bridge, head south along the coast to find an action scene where another 1-Up Doll patiently awaits you for pick-up!

Now we head back to the path, skirt the graveyard (bad monsters reside within), and then dash across the desert to the path above you. Follow the path east to find a port town named Mido, and a dock for launching to the eastern continent (no need to think about that till the section Onto Palace Four). Enter the town on the business of finding out what is going on. You will hear a lady talk about her sick child (worry about that later), and you hear a rumour of a powerful knight living in this very town! You here a clue of "No one is here, but a Churchbell will ring", so when you see the Church, you will notice a door on the roof that is open! Use the Jump spell to get up there, and go inside to find a master swordsman who will teach you the Downward Thrust (when jumping in the air, hold DOWN). You will also run across a man telling you to talk to Error of Ruto on how to get to the Island Palace, but we must first journey to the Second Palace!

Leave town, following the path to a boulder, which you destroy. Head north along the path when it branches, and then look for a cave blocked by a boulder in the eastern grass flats. Enter that cave, fight a Myu (which you can now kill thanks to the Downward Thrust), and then a Lowder and Goriya combination attack before entering the next cave segment. The next cave segment is nothing fancy as it is just you and a Heart Container, which you

will grab immediately for a life bar increase! Now leave the cave, go directly west, and enter the cave you will see. Fight the gang of Megmats, the Goriya, and then another gang of Megmats before going into the second cave section. This section has a 200 point P-Bag awaiting pick-up, so grab it and head for the cave exit.

Next, the Swamp Palace is our target, so start slogging through the stagnant water. Try to get the enemies to attack you on the path parts to conserve your life and magic meters for inside the Palace. Keep going west till you slip into Palace Two!

Upon entering, hit the Ironknuckle statue to get either a red Magic Jar (so you can cast the Life spell to refill your life, and then your magic), or an Ironknuckle (fight it, or leave the screen, return to try again). Now head left to head down the elevator to the very bottom, head right to kill the Bots in your way while the Statue Head on the wall shoots at you, and then exit up the stairway. Two Cyclops patrol this multi-ledged room to try and stop you from getting the key at the very end. Upon getting the key, head left all the to the elevator.

Go up one floor, head left through the Ropes and the Skull Ball to exit the room. In the next room, a Bot may attack you from above, and then head right where two blue Stalfos will attack you. These guys are more advanced than the white ones you saw though, as these guys can use the Downward Thrust. Just be sure to be ready to move if they take to the air. After returning them to the boneyard, head left to find another key, and then you should head back to the elevator to go up to the main floor. As you head left off of the elevator, be sure to avoid the drips off the pillars (red hurt you, blue hurt you AND turn into Bots!). A Stalfos guards the exit, so dispose of him to get by.

The next room has Bots and Statue Heads (non-projectile) to mess with you, so kill the Bots, and use your Downward Thrust to bounce off of the Statue Heads as you go left through a locked door towards the exit. Right away you will face a dripper on the roof, so time your jump through, dispose of the Bots that are on the platforms over the lava (or let them jump into the lava) as you get the key sitting there, and then just hop through the drips from the dripper to go left to the exit. In the next room, you will need to go through a dripper, fight an Ironknuckle quickly because the Bots forming behind you are coming, and then fight the next Ironknuckle while a really fast Skull Ball flies around crazily before you head to the exit.

In the next room, leap off of the stairwell to hit the wall statue to receive a red Magic Jar (a good time to use the Life spell before collecting the jar), and then continue left to where you should use the Downward Thrust to kill the two Skull Balls before taking the elevator down. Head left to fight a Stalfos and a Rope guarding a locked door, and then go to the next room. In this room, you will run to the left, and when the blocks start to fall, you just run right through the hail of them (ignore the P-Bag for now). Head into the next room to fight your first red Ironknuckle (faster, better defender, and better swordsman) with a dripper behind you, so you best finish him quickly. Go left after the battle to face another red Ironknuckle by the locked door before you can claim your prize, the Handy

Glove!

Head back to the elevator now (be sure to get the P-Bag from the ground since you can break those bricks thanks to your Handy Glove), and when you get there, take it down to the bottom level. When you come onto the screen, watch out for the fire-dropping Moa that will fly bombing patterns from over head, as you head right to battle two orange Ironknuckles before leaving this room for the next one. In this room a Stalfos will appear almost immediately, and when you engage him in combat, the wall Statue Heads will open fire. Bust the brick wall, kill the Stalfos (again with Statue Head attacks), bust the bricks, fight a Stalfos (AGAIN with Statue Head interference!), and then exit the room.

Three Skull Balls and a dripper protect an elevator going down, but we need to go right first. Upon entering the next room, Mini-Horseheads will attack, followed by a Cyclops guarding a key. After collecting the key, head back to the elevator and head down it to find a Bot and a Cyclops guarding the staircase up. If you need a red Magic Jar, Downward Thrust down the last column of bricks, and start cutting your way out of the bricks to find the Magic Jar. In the next room, fall onto the crumbling path, hold DOWN so you get the P-Bag, and then run right to jump off the crumbling brick trap. Run right to find two Mini-Horseheads, and then a red Ironknuckle for your dueling pleasure (and exit after beating him). Face the Stalfos, open the locked door, fight an orange Ironknuckle, and then a red Ironknuckle before entering the Boss Chamber!

Helmethead is the Boss of Palace Two. He is somewhat similar to Horsehead, but he is shorter, and the first two hit he takes will knock his head off (they will float in the air sending fireballs down at you). Once again, Shield might be a good spell to use at the start, and then switch over to Life so you can recover your low health (if he starts to beat you up). There are two techniques that work well on Helmethead (they will be listed under a), and b)).

- a) This strategy starts out similar to Horsehead A) option, but you will have to start moving to avoid the fireballs of the heads. Knock his first head off with a jumping slash, do the same for his second head, and then use the Downward Thrust to bounce on the Bosses head. You will quickly make Helmethead submit.
- b) The other option is to start the same way by knocking his first two heads off of his body, and then you will use jumping slashes to beat him into submission. This option will take longer, but you will have more defensive options when you fight this style.

Now you need to collect the key, open the locked door, go to the statue, place the crystal, and then leave the Palace to entomb all of the enemies within. Congratulations on completing the third leg of the game!

Onto Palace Three-----

- 6) This section will cover all the events of finding the Medicine for the sick child to the placing of the crystal in the Third Palace statue.

We are off now to find the Medicine for the sick child, and we heard a clue it was in a swamp, and I seem to recall a boulder blocking a cave in the swamp north of Saria, so let us head there. Go south out of the swamp of

Palace Two, take the path west, and then head north once the path cuts south to the bridge to find the cave. In the first segment, you will face Lowders and Bago-Bagos until you exit the screen. In the next section of the cave, you face an ax-wielding Daira, and then two axe-throwing Dairas before you find the Medicine. Now you need to go past the Bago-Bagos again to get outside, and then head south to find the path again. Now head east back to Mido to give the medicine for the sick child so you will learn the Fairy spell from the Wiseman.

Now you will head south into the graveyard to find the King's Tomb (you would normally have to talk to Error to figure this out, but I am going ahead with it), and it is located as the one grave all by it's own in the middle. Then you need to go south of the King's Tomb until you hit a hole, and when you fall in, hold DOWN to kill the Lowder below you (then kill the rest of the Lowders). Now use the Fairy spell on the right side by the huge wall so you can fly up the opening to the next room. Now you face a Myu, two Lowders, and then a Goriya before you exit the cave, and walk around the mountain peaks on the island to get to the Island Palace.

Upon entering, you may hit the Ironknuckle statue to cause a red Magic Jar to appear (refill your life meter, and then your magic), or an Ironknuckle (run off the screen to try again for red Magic Jar). After going down the elevator, you face a Stone Warrior (try to jump his boomeranging maces while hitting him), a blue Stalfos, and a Myu before going through the door to the next room. In this room you will face Myus and Mini-Horseheads before you enter the next room which has a Moa patrolling the sky while dropping fire on you as you make your way past falling bricks.

In the next room Myus guard a key in the bricks (Downward Thrust to break the bricks), and then go left to see a Stone Warrior with a P-Bag in the bricks below him (kill the Stone Warrior, then get the P-Bag). The next room has multi-chambered areas, but they are only breakable bricks. If you want the experience, fight the red Ironknuckles (one on the bottom level, and one on the level above that), but to progress on, you must go across the top of the chambers. Now go left, jump the gap (which you will see is the way to the elevator), and go left to go to the next room. Kill the red Ironknuckle as you avoid the Moas fire drops, and then get the key before heading back to the previous room.

Now you will go down to the elevator (kill the Stalfos on the way), and take the elevator down till you hit the bottom floor. Now you face Statue Heads (projectile users) as you go right to the next room. In the next room you will jump across the lava pits while fighting off a Bot, and then a red Ironknuckle for a key before you go to the right to enter the next room. Kill the red Ironknuckle quickly, head right to fight your first blue Ironknuckle (he chucks knives as he fights), and then once he is gone you will go through the locked door to find a Raft! This will allow you to go to the eastern continent of Hyrule!

Now you need to make your way left through this room and the previous room to return to the elevator room. Head left through it while fighting the Statue Heads and Bots to get to the next challenge. Fight the red Ironknuckle, open the locked door, pass the elevator to find two Mini-Horseheads, and finally a red Ironknuckle before you exit to the next room. In the next room you will have Statue Heads annoying you once more, but you must first Downward Thrust into the brick structure to find the key, and then you have to break your way out to exit the room the way that you entered. Now go back to the elevator, go down, and then you open the locked door to fight a Stalfos.

Following that, use the Jump spell to get up to a high up P-Bag worth 100 points, and then go dispose of the Stone Warrior before you exit to the next room. Now you should choose the low route, kill the red Ironknuke, get the 100 point P-Bag, and then head back to the start of the room. Next, head up over the chambers, and then Downward Thrust to the right side where a red Ironknuke awaits. After disposing of it, you can go tangle with the blue Ironknuke on the other side of the brick wall, but only if you need the experience points for a level up. Otherwise head through the exit on the right to enter the Boss Chamber!

The Riding Blue Ironknuke is the Boss of Palace Three. You have run into many Ironknuckles on your journey, and this one is a Blue Ironknuke (you might have tangled with one or two in this very same Palace). The main difference between them all is that this guy starts upon a charging horse, and he is a MUCH better defender than normal Ironknuckles (who use their shield quite well). Once again, Shield is a great spell to use right at the start, and then you are best to save your magic for a Life spell.

a) For the beginning, move to the middle of the room, hold DOWN to prepare for a Downward Thrust, and then jump when the mounted monstrosity charges at you. He will keep going across, and you will know if you hurt him if you see him flash as he passes. Keep repeating the pattern of wait and Downward Thrust until he dismounts to fight you one-on-one. It usually takes two Downward thrusts to dismount him, but it will sometimes take three hits. Now that he has been unhorsed, you will need to use your slash and defend technique you have been developing since you fought your first Ironknuke back in Palace One. Remember that the best way to fight ANY Ironknuke is to match whatever their sword thrust is, so keep swinging your weapon as you match your shield level to the sword swing headed your way. This bad guy is arguably the toughest boss you will face in the Six Palaces where you plant the crystals.

b) For the beginning, move to the middle of the room, hold DOWN to prepare for a Downward Thrust, and then jump when the mounted monstrosity charges at you. He will keep going across, and you will know if you hurt him if you see him flash as he passes. Keep repeating the pattern of wait and Downward Thrust until he dismounts to fight you one-on-one. It usually takes two Downward thrusts to dismount him, but it will sometimes take three hits. Now that he has been unhorsed, you will jump towards the Blue Ironknuke, and swing your sword as link starts to land. If timed correctly, the Blue Ironknuke will lower his defense because of your upcoming crouch, which allows your sword to hit the exposed upper body. However, rememembr that you will have to take into account the throwing knives of the Blue Ironknuke, so only attempt this between the various flurries of knives.

Now you need to collect the key, open the locked door, go to the statue, place the crystal, and then leave the Palace to entomb all of the enemies within. Congratulations on completing the fourth leg of the game!

Onto Palace Four-----

7) This section will cover the journey across the water separating the two continents of Hyrule till you place the crystal in the statue of the Fourth Palace.

Make your way back to the mainland by going through the cave you entered

from, and then head north out of the graveyard to the path before you head right along the path to the dock so you can sail across to the eastern continent to new challenges! Be sure to fill up at the harbour town of Mido if you are not completely filled in either meter.

After you land, head south to the lone section of forest to find Floating Eyes, and a 200 point P-Bag on the right side of the action scene. Now head west to find Nabooru, and go inside. Fill up your magic and life meters, and be sure to drop by the first house in the second section of town to find a thirsty lady. Head to the left of her house to find a fountain, and when you stand in the middle of the fountain, press the B Button to get some water. Then you need to take it back to her, and she will let you in to see the Wiseman to learn the Fire spell! Continuing through town, we learn we must go to Darunia before entering the Palace, so you should head out of town towards Darunia.

We need to go to Darunia, but first we are going to take a small detour first. Head south from Nabooru to see an open cave, which you will enter. Tektites attack you to start, so use the Fire spell so you can kill them so you can get to the next cavern. You fight a Scorpion next, and following that you find a P-Bag worth a whopping 500 points! Head north back to Nabooru to refill your meters, and then go north up the path to enter another cave.

Take on three Achemens, cast the Fire spell, and wipe the Fire Dragon out so you may move on to the other side of the mountain range. Upon exiting the cave, head west through the forest till you find a small desert area leading into the mountains, which will have two action scenes, the first with Octoroks, and the second with bubbles and Octoroks. After that, continue up the path to the mountain town of Darunia. Be sure to be ready for the eyes of Ganon, as simple townfolk can turn into Aches right before your eye!

Go into town to learn that a child has been kidnapped, and that a master swordsman lives in this town. In the second segment of town, if you press the B Button at the door of the first house, you will hear that someone is home behind the door. You need to use the Jump spell, and get onto the roof of the house with no doors or windows (it is likely a shed), and then jump from roof to roof going right till you find the very same house you heard someone inside of. Go down the chimney by pressing DOWN, and then head right to go to the basement to meet the master swordsman to learn the powerful sword technique of Upward Thrust! Now you need to head out to find the kidnapped child, and return him to his family! They said he is on the island, so head east to find the way there.

Head east through the mountain pass (once again through the action scenes), through the forest/grassland areas until you find a desert section by the water. You will see a long bridge extending into the water, but first you should head down to the only section of desert to directly border on the mountains. You will enter an action scene, and you will find a 1-Up Doll awaiting your pick-up! Now go across the bridge, go down till you hit a wall, head right till you hit a wall, and then head up that path till you fall into a pit! Go left to find the first Lizardman of your journey (he is an orange one, so he has a spear), and take him out before you take the child in hand, and retrace your steps to Darunia once more! Now you can return him to the old lady in blue, and then you can go meet the Wiseman to learn the Reflect spell. If he refuses to give you the Reflect Spell, please refer to Section 20 on how to solve this problem.

Now you should head back across the various terrains to take the long bridge back to the island. Go down, go right to the first opening, go up, turn

right, and enter an action scene to face enemies that are vulnerable only to Fire (Fire Dragons and Tektites). Now head up and left along the river till you cross a bridge. Now you should take the lower path when you have the option, and as you go along the path, you will fall down into a pit! When you land, a Magic Container awaits pick-up! Now go out of the hole, continue to upwards, go down, and then go up through the opening. Now continue on the up-left direction till you turn right to find an action scene (once again you cast the Fire spell immediately so you can kill the Fire Dragons and Tektites in the area). Head up, and go left through the spiral till you reach the split path at the top right of the maze area. Take the top path to reach the Palace without any further action scenes, and once again make use of the Ironknuckle statue to get a red Magic Jar so you can have full magic and life meters before you descended into the Palace (be sure to avoid the fire dropping Moa while doing all of this).

After taking the elevator down, head left past the Wizzrobes (use the Reflect spell to kill them off if you wish by bouncing their energy wave shots back at them). The next room pits Stalfos against you, and you can bait them out of their holes by bouncing off of them using a Downward Thrust till they jump to get you. Kill them, collect the P-Bag, and then move on to the next room to the right by taking the elevator. Get off the elevator on the next floor, head right to fight a Stalfos before entering the next room. This part requires some good jumping on your part as the ledge you walk on is a crumbly type, and be sure to jump off of the extreme right of the platform to make the far ledge. Now you need to get by a Mini-Horsehead and a Stone Warrior before continuing into the next room.

In this room you must jump from platform to platform, knock the bricks down so you can jump the fires, and you have to fight a Stone Warrior to get a key (the Ironknuckle statue can release a red Ironknuckle or a red Magic Jar). Now head back to the pit you jumped, and hop on in. Once you hit the crumbly platforms, head right to find Skull Balls and Mini-Horseheads as well as a Stone Warrior before you head to the next room. You will face a red Stalfos and a blue Stalfos next, followed up by a blue Ironknuckle. Now you should open the locked door, and grab the Boots so you can walk on water!

Head back to the pit from where you came, jump in, and when you land on the crumbly bridge, run right while avoiding the attacking Statue Heads (non-projectile) to reach the next room. This room has the platform to platform jumping, the bricks that need to be busted so you can jump the fire, and you have to fight a Stone Warrior, a red Stalfos, and a super fast Skull Ball before you reverse direction to the previous room. Now you should head left across the bridge while dodging the Statue Heads. This room has Bots and Wizzrobes to attack you, and they will do so as you head to the right to find the next room (ignore the elevator for now). This room has Statue Heads (projectile shooters), and a key entombed in the bricks, which you have to dig out. After you do this, head back to the elevator, and ride it back to the top floor of the Palace.

Now head left through this room, through the opening room (be sure to dodge or kill the Wizzrobes), and then fight the red Ironknuckle in the next room. Now you should use the Jump spell, kill the Skull Ball once you use the Upward Thrust to break the bricks, and then you should take the key to open the locked door just to your left. Now you will go left past the elevator to fight two Mini-Horseheads, and then a Stone Warrior before you finally enter the next room. A brick housing has both a P-Bag and a key here for you to collect, but not before you kill two Stone Warriors. Now go back to get the on the elevator to head right past Mini-Horseheads and Wizzrobes.

You will enter yet another platform to platform room with the bricks with fire on them, and the enemies this time are Statue Heads (non-projectile). Also be sure to check the Ironknuckle statue, as it may contain a red Magic Jar for you to refill your magic on. Now head back to the elevator room, but go past it to find your way closer to the end of this twisty Palace. Go left across the crumbly walkways while avoiding the Myus till you reach the far side where you will find an elevator you will have to take down.

Now you will head right after you unlock the door, fight two blue Stalfos, use the Jump spell to reach the 100 point P-Bag, and then exit through the right doorway. Fight the two red Ironknuckles in this room, and then move on to the next room, which is the Boss Chamber!

Carock is the Boss of Palace Four. He is a larger version of the Wizzrobes that have accosted you in your passage through Palace Four. He will shoot energy waves, disappear, reappear, and then re-enter the cycle. Since he moves around so quickly, only one strategy will work well against him. Be sure to cast the Reflect spell before entering battle, and have the Life spell on standby in case he starts to hit you.

a) With the Reflect spell cast upon yourself, you will be able to "reflect" the energy waves of Carock back at him (this is how you hit and hurt the otherwise invincible foe). As soon as the fight is joined, walk into one of the corners of the screen (either side will do nicely), face towards the opposite side of the room, and crouch. Then all you have to do is continue to hold DOWN until the boss eventually wipes himself out with his own energy waves. He may appear on top of you, but if he does so, just go back into the closest corner, and resume your crouch till Carock has met his demise. Definitely one of the easier Bosses in the game, possibly THE easiest as he only requires ONE spell, and for you to hold DOWN the whole time!

Now you need to collect the key, open the locked door, go to the statue, place the crystal, and then leave the Palace to entomb all of the enemies within. Congratulations on completing the fifth leg of the game!

Onto Palace Five-----

8) This section will cover your progress from leaving the Palace maze to the placement of the crystal in the statue in Palace Five.

Now you probably are moaning the fact you have to backtrack through the long island maze again, but remember those Boots you picked up? They are in fact Boots that allow you to walk on water, so hoof it down the river to the bridge for an easy path out of the maze. Now that you can walk on water, you can bypass the cave through the mountains to Nabooru, where you should fill up before heading out to do a quick P-Bag collect.

Walk along the land edge while on the water, and once you find the highest part of desert on the southern part of the bay's coast, step onto the desert, and then step onto the desert one step down, followed by three steps right to enter an action scene. Use the Jump spell, and then get the 500 point P-Bag before exiting the screen. Now you should head back to Nabooru again, heal up if you need to (life and magic), and then head right along the path to the ocean, where you will walk out for 16 steps, walk up till you can no longer move up, and then go right till you hit an action scene! Head right through the action scene until you find your third Heart

Container! Now exit, and back track to the right, go down, and then continue left to find Palace Five!

No red Magic Jar/red Ironknuckle in the Ironknuckle statue here, so just go and take the elevator into the depths of the Palace. The first room has a wall Statue Head (projectile user), and several Ropes as you climb up the steps to the next room. In this room, you will have to kill two Skull Balls, use the Fairy spell to get up and over the high ledge, avoid the last Skull ball, exit the room, re-enter the room, go left while fighting off Skull Balls to get the key, and then head right once more. The next room has a crumbly bridge with Statue Heads (non-projectile) attacking as you run across. Just run and jump the Statue Heads, and make sure to Downward Thrust the 200 point P-Bag before you get off the bridge to exit the room.

This room has bricks piled two high, which you should break you as you go. Fight the red Ironknuckle, get by the dripper (returning from Palace Two), and then fight another red Ironknuckle before going through the locked door to take the elevator down. Go left upon entering the new floor to fight a Fire Dropper and a Skull Ball before moving to the next room. In this room, you must play the waiting game for the bricks to fall from the roof so you can put a staircase up to the key on the ledge high above (make sure to avoid the attacking Moas). Now you should exit the room to face an orange Ironknuckle (easy to beat now), followed up by hitting the wall statue for a red Magic Jar. Continue left to fight two more orange Ironknuckles and a fire dripping Moa before you get on the elevator to the next level of the Palace.

Head left once you hit the ground to fight some Bots and a Fire Dropper before heading to the next room. Fight the Skull Balls, avoid the drippers, get the 200 point P-Bag from the high ledge by using the Jump spell, and then head down the elevator one floor. On this floor, go left first to get a 200 point P-Bag by killing a Cyclops first, and then head right to use the Jump spell to reach a red Ironknuckle guarding a key. Then you should head right to the next room (ignore the elevator of the last room) to fight Skull Balls and Fire Droppers until you make it to the exit. Now you enter a room where you will only see a blue Ironknuckle, and once he is defeated, jump at the wall to discover that it is false! Go through the wall to the exit to continue on to find out what it hides!

Fire Droppers and drippers will try to get you here, and you will fight them as you go past the elevator to the right to the next room. You will fight Mini-Horseheads and Fire Droppers here until you make it to the elevator. Now head left while you fight three blue Stalfos, and then in the next room, you will collect a key before backtracking to the elevator we last passed over (you take the elevator downwards). This room has Fire Droppers and Statue Heads (projectile users) to accost you, so run through the room quickly to avoid taking serious damage. In the next room, you can use a Jump spell to reach the Ironknuckle statue to find a red Magic Jar, and then head left to fight an orange Ironknuckle and then a blue Ironknuckle before you open the locked door to find the Flute!

Back track up the elevator, back track to the left till you hit another elevator (which you take upwards), and then head left past the Skull Ball to open the locked door so you can continue onwards. Now you will head left underneath the Cyclops, across the elevator, past the Skull Ball, kill the red Ironknuckle, and get the 200 point P-Bag before returning to the elevator to head down to fight some Skull Balls and Fire Droppers while getting a 50 point P-Bag before heading to the next room. In the next room, fight an orange Ironknuckle, pass under the red Ironknuckle, and then kill the blue Ironknuckle who is guarding a key. Now back track to the elevator

to take it up two floors.

Immediately run off the elevator so you can get on the same level as the orange Ironknuckle, kill it, head right to fight a blue Ironknuckle, and then head right up the stairs to meet a red Ironknuckle before you finally get to exit the room into the Boss Chamber!

Gooma is the Boss of Palace Five. Like most of the fifth Palace which he guards, Gooma is deceptively tougher than your first impression of them. No spells are required, but you may WANT to cast Shield before entering the Boss room and have your Life spell queued so you can cast it quickly. Gooma is a big, mean primate wielding a very wicked Ball and Chain (also known as a Mace). His attack takes a couple seconds to deliver once he starts it, so take note of the timing involved.

- a) Gooma will enter from the right in a slow, methodical fashion. Approach slowly, wait for him to start whirling his Mace, wait for one second of the weapon rotation (this is the hardest part), jump his strike, and then land a blow on Gooma's lower body (head shots will not help as they do NO damage). Then you need to repeat the pattern until he is finished (that is easier said than done). Just be ready on that Life spell as he can put a huge hurt on you in such a short amount of time! Gooma ranks up there with the Riding Blue Ironknuckle for overall difficulty of the Bosses.
- b) An alternate strategy is to jump towards Gooma, land a sword slash as you land (make sure to crouch), and then leap clear. However, if you jump in too close, you will get knocked backwards, and if he starts whirling his Mace as you jump, then you will be smoked as you come towards him. Another method of performing this is to use the Jump spell, walk in to slash him, and then jump high into the air to move away from Gooma, thus assuring Link's safety. Repeat this set as necessary to defeat the this big, bad annoyance.

Now you need to collect the key, open the locked door, go to the statue, place the crystal, and then leave the Palace to entomb all of the enemies within. Congratulations on completing the sixth leg of the game!

Onto Palace Six-----

- 9) This section will look at the journey past the River Devil till the lone remaining crystal is placed in the statue guarded in Palace Six.

You will appear back outside the now entombed Palace, so head back across the water towards the mainland on the eastern continent, and then strike out south towards the River Devil. Once you reach it where it is blocking the path south, and you should play your recently acquired Flute to send the River Devil packing. Now head past him down the path and you will be ambushed in three separate action scenes on the path!

The first action scene has Lizardmen manning a stockade where they throw rocks down on you as you run by, and you have to duel an orange Lizardman along the way. The second action scene has the same stockade set-up with Lizardmen lobbing rocks down at you, with a Fire Dragon patrolling on the ground. The third action scene is the same as the first with the Lizardmen on the stockade walls with an orange Lizardman guarding the ground. After all of this, we have to head into the swamp to a cave.

Enter the swamp and head north into the open cave. The first segment has Floating Eyes for you to kill, and then the second segment has a Scorpion waiting for you. After disposing of the Scorpion, head right to find your prize for trekking through the bog; a 500 point P-Bag! Now head back out to the swamp, and head east towards the vast forest.

Follow the mountain range as you head east, and then enter the first cave that you come to. Now enter the cave to face Tektites in the first cavern, and an orange lizardman, followed by a red lizardman in the second cave segment. Now you are outside on a spot with nothing to do in this small forest. Normally you would have to make a terribly hard trek through Old Kasuto to talk to an invisible person to find out the point, but it is much easier for me to tell you that New Kasuto is hidden here. All you have to do is use your hammer on the following section of forest to find the recently established town:

```

-----+
Key      |
         |
X - New Kasuto |
         |
-----+

```

```

      +-+-+
      | | |
    +-+-+--+
    | |X| | |
  +-+-+--+--+
  | | | | | |
  +-+-+--+--+
  | | | | | |
  +-+-+--+--+
  | | | | | |
  +-+-+--+--+
  | | | | | |
  +-+-+--+--+
  | | | | | |
  +-+-+--+--+
  | | | | | |
  +-+-+--+
  | | | |
  +-+-+--+

```

After entering New Kasuto, go to the second house to meet an old lady who says you deserve her help. Follow her inside to find the fourth and final Magic Container, and a clue about the edge of town containing a secret. Head through town to the right talking to people, and enter the first open door you come across in the second segment of town to find a large house. However, this house has no passage to the basement like the others, but you will notice a hole in the chimney, which can be entered by pressing UP. This will lead you to a Wiseman that teaches the Spell spell (refer to Section 20 if the either the Old Lady or the Old Man refuse to give you their Magic Container/Spell Spell. Head back into the community, and go right till you enter a screen with nothing, except for a large cliff. Cast the Spell spell, and a doorway magically rises up from the ground! Now go inside to find the Magical Key (no more looking for keys!), and then you should exit town. Head back into the cave that brought you here, and then head south out of the large forest.

Walk along the eastern coast where it is desert, and you will enter an action scene where the fourth and final Heart Container awaits you! Now you should head west to find the Three Eye Rock, and where all three would

intersect on straight lines, blow your Flute to cause the Sixth Palace to appear! Enter the Palace so you can finally place your last crystal!

You can do the red Magic Jar trick here if you want to, and then head down the elevator into the Palace. Go right to kill a Skull Ball, cast the Jump spell upon yourself, Upward Thrust through the bricks, kill the other Skull Ball, get the 100 point P-Bag, and then go down the elevator. Open the locked door (you have Magic Key, so you can open all the locked doors now), go right past the Wizzrobe, kill the Stone Warrior, and then exit the room. Now you should fight the blue Ironknuckle, and it is fine to force him off the cliff. Now cast the Jump spell upon yourself so you can clear the pit, hit the Ironknuckle statue above to possibly get a red Magic Jar, and then fight another blue Ironknuckle before hiking up the stairs to leave the room.

The next room has Wizzrobes and wall Statue Heads to shoot at you. I advise you to just run through the room as you block the attacks against you. In the next room, jump to the next ledge before the blue Ironknuckle throws knives at you, go down to the P-Bag, Downward Thrust to the P-Bag worth 100 points, and then cut your way out at the far end with the Upward Thrust. Then you need to jump over the large gap (use Jump spell if you fall in), and head to the right to exit. Now this room has a fire dropping Moa, Wizzrobes, and a large pit (which is not visible) to contend with. Head left, and when you reach the third statue, the pit begins right after the second brick ends (second brick from the column base). Take a running leap to clear the hole, and then exit the room. When you enter the next room, it will open up to a larger room, and suddenly the Boss music and Boss life meter will appear! You are fighting a Riding Blue Ironknuckle, so I will list the strategy below:

For the beginning, move to the middle of the room, hold DOWN to prepare for a Downward Thrust, and then jump when the mounted monstrosity charges at you. He will keep going across, and you will know if you hurt him if you see him flash as he passes. Keep repeating the pattern of wait and Downward Thrust until he dismounts to fight you one-on-one. It usually takes two Downward thrusts to dismount him, but it will sometimes take three hits. Now that he has been unhorsed, you will need to use your slash and defend technique you have been developing since you fought your first Ironknuckle back in Palace One. Remember that the best way to fight ANY Ironknuckle is to match