

A Comprehensive FAQ/Walkthrough for The Legend of Zelda on the NES

NOTE: To thank, right away, Astro Blue and Shdwrlm3 for allowing me to use two parts of their Zelda: OoS/OoA FAQ - the Triforce section header and their dungeon layout/grid system. Thanks to you both, and make sure to check out their great FAQs as well!

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-> http://www.gamefaqs.com/features/recognition/4280.html <-
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Oh, and if you decide to steal stuff from my FAQ, and you steal the "Triforce header" or dungeon layout/grid system, they aren't mine, they are being used under permission, as it says at the top of the FAQ, from Astro Blue and Shdwrlm3, so you'll have to deal with all three of us if you decide to be stupid and steal that stuff.

II SECTION TWO | VERSIONS II

Version Information:

Date: August 08, 2002
Percent Complete: 100%

Still To Come: After much deliberation, I've decided that I won't be doing the second quest to include in this FAQ/Walkthrough. So basically, it's a guide that covers the first quest exclusively. I'm sorry, but that's just the way it goes...

Date: May 19, 2002
Percent Complete: 70%

Still To Come: Now that the first quest (the primary game that everyone who plays Zelda plays) is done as far as the walkthrough goes, and the appendices remain the same for the second quest, all I have to do is do the second quest walkthrough, which could very well take awhile. I could start doing it tomorrow, or I could do it over the summer - who knows? Basically, the most important part of the walkthrough is done, and that is a comprehensive walkthrough for the first quest, with appendices galore for the first quest. The second quest isn't a necessary thing to play through, and so I'm gonna put it off for now... I got another walkthrough (Mega Man 6) I gotta finish up and finalize, and then we'll see where I'm at. Thanks for reading,

Date: May 18, 2002
Percent Complete: 55%

Still To Come: The rest of the walkthrough, from dungeon three on, is coming soon... also, the appendices need to be completed, and other clean up on the guide. It's coming soon, so worry not!

Date: May 10, 2002
Percent Complete: 40%

Still To Come: The rest of the walkthrough, from dungeon three on, is coming soon... also, the appendices need to be completed, and other clean up on the guide. It's coming soon, so worry not!

Date: May 08, 2002
Percent Complete: 30%

Version Entails: Appendices and walkthrough complete up to dungeon two.

Still To Come: The rest of the walkthrough, from dungeon three on, is coming soon... also, the appendices need to be completed, and other clean up on the guide. It's coming soon, so worry not!

III SECTION THREE | INTRODUCTION III

Welcome one, welcome all, to my The Legend of Zelda FAQ, for the classic 1986 Nintendo game that started one of the greatest videogame series of all time!

Being the original Zelda game, the mechanics of the game have been mimiced by many games since, but none have quite got it down to the art and science that Nintendo got it to with The Legend of Zelda. The game is a true classic. The characters, monsters, et cetera, have been appearing in Zelda games ever since this game was released, all over every Nintendo platform, including another on the NES (Nintendo Entertainment System), one on the SNES (Super Nintendo Entertainment System), one on the Game Boy, which was later put in color for the Game Boy Color, two on the Nintendo64, and one upcoming for the Gamecube in late 2002, early 2003.

So here we are, within a FAQ of an original NES game, that spawned so many sequels that it MUST be good, right? Well trust me, it is. And my FAQ is here to help you get through this game, which can be harder than you probably know. If you want to find everything, you'll probably need some help, and that's what my FAQ is here for. Enjoy, and if you have any questions or comments, complaints or suggestions, please feel free to e-mail me.

Enjoy!

-Colin Moriarty (cmoriarty311@cs.com)

IV SECTION FOUR | STORYLINE / PLOT IV

Like any good piece of literature, a good video game has a good plot, a good storyline. Well below is the storyline of The Legend of Zelda, a storyline that has basically been re-used in every Zelda game since (although they add little twists and turns along the way, of course). The below story is NOT in my own words, it's straight out of The Legend of Zelda instruction manual that came with the game, and is (c) Nintendo, 1986. Again, these aren't my words, these are Nintendo's, but are put in the FAQ to give you, the reader, who may not have an instruction manual, and may not know the story of Zelda some insight before you play the game. It gives the game more depth.

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 the Triforce of Wisdom into eight fragments and hid them throughout the realm to save the last remaining Triforce from the clutches of the evil Ganon. At the same time, she commanded her most

trustworthy nursemaid, Impa, to secretly escape into the land and go find a man with enough courage to destroy the evil Ganon. Upon hearing this, Ganon grew angry, imprisoner 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. Buring 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.

(above story copyrighted to Nintendo, (c) 1986)



There are really only three characters in Zelda, but there are five descriptions below (go figure). The five descriptions below are of the five main characters in the game (although you only play as one). Enjoy.

```
>>>Link
```

Link is the main character in the game, the character synonymous with all Zelda games. He is considerably young in this game, as he is in all the games, and is equipped at the beginning with a mere wooden sword and wooden shield. His ability to fight doesn't lie in his strength or age, however, but in his undying courage, and urge to do the right thing, to help all of humanity defeat Ganon and his evil followers. Being that Link is 16 in Zelda II, I'd say Link is maybe 12 in this game.

>>>Ganon

Ganon is the evil bad guy in all of the Zelda games. Later called Ganondorf, Ganon takes control of the Triforce of Strength/Power and attempts to gain control of the entire world in this game. In this game, you have to get through eight dungeons guarded by eight of his strongest henchmen, before you gain access to his own dungeon, the heavily guarded, the huge Death Mountain.

>>>Princess Zelda

Ah yes, Princess Zelda. For whatever reason, the folks at Nintendo decided it crucial to name the game series after her (causing a whole lot of confusion... yes, there are still people out there who think that Link is Zelda... go figure). Zelda, after sending Impa out to find a hero willing to battle Ganon, gets kidnapped when Ganon catches wind of her plot. Now it's up to Link to save the beautiful maiden!

>>>Impa

The game physics and mechanics of the game aren't too hard. The game, being pretty primitive by today's standards, is straight-forward and easy to get the

hang of. Plus, there are so many games that mimic the unique stylings of The Legend of Zelda, that you've almost certainly played a game like it, even if you've never actually played a Zelda game.

You walk around, you hack and fight enemies, gather items and rupees (the monetary unit in Hyrule) and enter one of the nine dungeons (in order, preferably), to get new items, beat bosses, and advance farther into the game. It's really that simple. You never have more than one view, which is an over-head view of the game. The game is split into "squares" for easy programming, with each square having certain enemies and whatnot, that are special to that square. Having the over-head view of each square gives you the advantage to see an entire square without having to move.

VIII SECTION EIGHT | THE GAME MAP VIII

The game map is a vital part of the FAQ, and should be used in relation to the walkthrough at all points. There will be coordinates (i.e. A6) all over the walkthrough, which, unless in a dungeon (which you should use the dunegon map), is in reference to this map! The map is 8 sections high (vertically), and 16 sections long (horizontally). The vertical sectors will be named by a letter (A through H), and the horizontal sectors will be named by a number (1 through 16). Hence, A1, A2, et cetera.

A						D9					WS	D5				L
B																
C		MS	D6			PB							H2			H4
D					S5			D1					D2			
E			D7		S4	D4	S3	H3								
F																H5
G					MS		S1						D8			S2
H					D3			X				H1				
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16

KEY/LEGEND:

X = The game starts here at the beginning, and whenever you die or restart a game, unless you're in a dungeon/labyrinth.

- ```
D1 = Dungeon One ("Eagle") [Coordinate D8]
D2 = Dungeon Two ("Moon") [Coordinate D13]
D3 = Dungeon Three ("Manji") [Coordinate H5]
D4 = Dungeon Four ("Snake") [Coordinate E6]
D5 = Dungeon Five ("Lizard") [Coordinate A12]
D6 = Dungeon Six ("Dragon") [Coordinate C3]
D7 = Dungeon Seven ("Demon") [Coordinate E3]
D8 = Dungeon Eight ("Lion") [Coordinate G14]
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D9 = Dungeon Nine ("Death Mountain") [Coordinate A6]

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H1 = Heart Piece One [Coordinate H12]
H2 = Heart Piece Two [Coordinate C13]
H3 = Heart Piece Three [Coordinate E8]
H4 = Heart Piece Four [Coordinate C16]
H5 = Heart Piece Five [Coordinate F16]
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S1 = Shop One (Magic Shield [160], Key [100], Blue Candle [60]) [Coordinate G7]
S2 = Store Two (Magic Shield [130], Bombs [20], Arrows [80]) [Coordinate G16]
S3 = Store Three (Magic Shield [90], Monster Bait [100], Heart [10])
[Coordinate E7]
S4 = Store Four (Magic Shield [130], Bombs [20], Arrows [80]) [Coordinate E5]
S5 = Store Five (Key [80], Blue Ring [250], Monster Bait [60]) [Coordinate D5]
```

WS = White Sword [Coordinate A11]  
L = Letter [Coordinate A15]  
MS = Medicine Shop [Coordinate G5]  
PB = Power Bracelet [Coordinate C5]  
MS = Magical Sword [Coordinate C2]

IX SECTION NINE | WALKTHROUGH IX

And now, the walkthrough. But before we get down to the nitty-gritty, lets go over a few vitals that you should all probably be aware of.

1.) Saving is easy, saving is fundamental. But when you save and shut off your NES, make sure to hold in the reset button, so you don't lose that saved data! NESes are retarded like that!

2.) When you die on the overworld, you start back at the original screen in the game, at coordinate H8 on the map. If you die in the dungeon, you restart at the beginning of that particular dungeon.

3.) The walkthrough is written in such a way that I always went through the game since I was a kid. There are other walkthroughs on GameFAQs if you don't like the way I go through the game. Some play it like I do, some don't, I'm sure, so to each his own. This is the way I think it's easiest to get through the game.

4.) Keep an eye on your hearts, and if you're dangerously low ("beep, beep"), make sure to get your hearts or you're gonna perish, boy!

5.) Rupees are vital. You're definitely going to want to collect all the rupees enemies drop... you never know when you're going to need them. Or maybe you do, I don't know. =)

And now, the walkthrough...

## 1.) The Beginning

Y'know, I get all nostalgic every time I begin a new adventure in Zelda. It's sad, really.



Anyway... as the game begins, move Link to the cave at the top of the screen and enter it. The old man there, with his famous words, "It's dangerous to go alone! Take this," will give you the Wooden Sword. But we won't have it for long, so don't worry about a thing. =) There's so much to do before we go to the first dungeon.

The way I see it, most Zelda players choose to go right to the first dungeon, but it's pointless. You can get three heart pieces and a stronger sword before you ever even go to the first dungeon. Being that this is true, why waste your time? Do it this way!

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## 2.) Bombs and the Blue Candle

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From the start of the game, at coordinate H8, we're going to travel around Hyrule to get three pieces of heart that'll bring our total up to six, which is more than ample for the first dungeon. But first, we need to get the Blue Candle and some Bombs, so that we can physically get these hearts.

From the origin, head one screen left. Here, there are four Tektites. Kill them afar with your sword beams (pending you have full hearts), and take whatever rupees they drop. Then go north, and kill the four red Octoroks, taking whatever they drop as well. Enter the cave on screen to find a store. A little over-priced, yes, but they have the Blue Candle. It's 60 rupees here, so now you know how much you have to save.

Head back to the origin (H8), and go all the way east of the origin, along the coastline. Fight all the enemies you see, and take whatever rupees they drop. It's all important, whether it's one rupee or five. When you get all the way east and you can't go east any more, head north. You'll be at coordinate G16 on the map when you go east all the way and up one. Here should be a cave at the north part of the screen. Enter the cave to find another store. This store has bombs, which we need. Spend the 20 rupees and purchase the Bombs. The Magic Shield here is only 130 rupees, but we'll come back for that later.

Now all you have to do is run back and forth between this area and the origin, and gather 60 rupees. Once you do, hit up the first store we went to at G7 and buy the Blue Candle! Now we can get these hearts!

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## 3.) Getting the Three Heart Pieces

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To get to the first heart, go from the cave, back to the origin, by going south, than east. Head east all the way through until the first screen where there's a coastline. Only the bottom righthand corner'll have coastline, but this is the right place. Kill all of the Lynels so that there is no disturbance, except from the Zola in the water. Equip the bombs to the A button and bomb the wall to the left of the path leading up. When you bomb this area, a cave will appear. Enter the cave, and the old man will offer you a heart container or a Red Potion. Of course, take the heart container.

From this location (H12), head north along the path all the way 'til you get to the desert region, and you can't go north anymore. Along your way, kill or avoid the Goriyas, it's up to you. When you get to the desert regions, Lynels and Peahats are all over the place, so kill them to rack up some rupees. When you reach the deadend heading north, go right one screen, to coordinate C13.

Kill the four Tektites in the area to free the area of any annoyances, and approach the large rock formation in the middle of the screen. Bomb the lower righthand side of the formation, and a cave entrance will appear. Again, enter it and choose the Heart Container from the old man, which now gives us five hearts. One more to get!

Okay, now, the third heart that we need to get. From the origin, go right one screen, and then head up all the way until you reach a screen which has water in the upper right hand corner. This is at coordinate E9. From here, head right one screen (E8), where there'll be water at the top of the screen and you'll be on a short passageway which only heads horizontally along the screen. From the right, where you enter the screen, count over five bushes. Stand back from the bush, and use the Blue Candle on it, to burn it away, which will reveal a hidden staircase. Descend the staircase, and take the heart from the old man, which now gives us six hearts! Woohah! Alright, now to take care of some other business.

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#### 4.) Getting the White Sword and the Magic Shield

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Yes, we can already update our weapon and armor situation, and we haven't even hit the first dungeon yet! The deal is, we need six hearts to get the White Sword, which is twice as strong as the Wooden Sword we have equipped on Link now. Well, now that we have six hearts, we can get the White Sword, so lets do so now, shall we?

From the screen where we got the heart piece just before, at coordinate E8, head right to E9, and then go up one screen, past the bridge heading west, and up another screen. You'll be in a place filled with pesky Peahats, which you can only kill when they are perfectly still, so don't waste your time. Instead, head left from here, then up on the next screen, avoiding more Peahats. You'll be in the Death Mountain region now, which is dangerous, with all of the falling Rocks. Move quickly and avoid them the best you can... they do massive damage, and can't be harmed or hindered by any weapon. Shoot right a few screens until you get to a screen which has a staircase leading into Death Mountain. Kill the Tektites on this screen and go up the stairs. Here, there'll be a pond in the middle of the screen, with a Zola in it, and a Blue Lynel patrolling around it. Kill or avoid the Lynel (they do a lot of damage, so be careful!), and enter the cave there. Talk to the old man and he'll give you the White Sword! Now to get the Magic Shield.

At coordinate G16, there's a place that sells the Magic Shield for 130, but we can get it for 40 rupees cheaper somewhere else... you just have to know where to look. From the cave where you just got the White Sword, head back down the stairs, and then head back west, then south, back to the origin. From the origin, head west one screen, then north one screen, then west again, then north again, and then, finally, east. You should come out in a screen that has some bushes in the center area of the screen. Have the Blue Candle equipped, and make sure you have 90 rupees. If you don't have 90 rupees, run around and fight some enemies until you do. Once that goal is reached, head north one more screen, and burn the bush that's on the corner of the bushes going horizontally and vertically, along the pathway. Enter the hidden stairway that is revealed, and purchase the Magic Shield from the merchant, for 90 rupees! Sweet deal!

Now, there are only a few more things we need to do. First, lets get the Letter.

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## 5.) The Old Woman's Letter

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The Old Woman's Letter is an important item, because it allows you to buy medicine that refills your hearts, all over the world of Hyrule. From the shop we were just in, head south, then west, then south, then east, then south, then east again, and you'll be back at the origin. Now, head east from the origin a few screens, to where we got the first heart container, at coordinate H12. Right next to the secret cave entrance where the heart container was located is a path heading north. Head north along this path to the next screen, and keep heading north, through the desert region, until you hit a dead end, and can't go north anymore. From here, head right one screen, and we'll be where the second heart container was hidden. From here, head right one screen. On this next screen are a barrage of enemies... kill them if you want, but ignore the staircase leading up. Instead, head north along the passageway that's got water touching it. In this area, there is another staircase leading up. Ignore it and head right. Now, the staircase HERE is the one you want to take up. Kill the Tektites and go up the stairs. Enter the cave at the top of the stairs, and take the letter from the Old Man. Woo, now we got the letter! Now all we need to do is get the Blue Ring, and we'll be ready for the first dungeon!

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## 6.) The Blue Ring

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Getting the Blue Ring isn't too hard, and it's a useful item, for it cuts out half of the damage done by enemies, helping Link persevere in battle longer. It is a pricey item, however, at 250 rupees. It takes a long time to save that much up, but you have to. There are hidden locations of rupee stashes all over Hyrule, but we should save them for later, when we really need them. So for now, head all the way back down to the origin (it's a long way, just re-trace your steps and you'll be back there in no time at all).

From the origin, go up one screen. Then, go left several screens until you come to a screen that has a cave on it. This cave holds an old woman that sells Medicine, but we'll go to here after we get the Blue Ring. Go up and you'll be near a body of water. Go up one more screen and there is a cave on this screen which has a shop. Nothing of any importance there, however. Once you hit the 250 rupee total we need for the Blue Ring, go up one more screen, to a screen with six Armos' on it. Touch the Armos in the middle of the top row. He'll walk away and underneath him will be a staircase. Descend the staircase to find a secret store! Within the store, of course, is the Blue Ring. Make the purchase, and we're now ready for the first dungeon!

Optionally, you can head back down to coordinate G5 before going to the first dungeon, and pick up some Magic Potion, for 68 rupees, which refills your hearts, now that we have the Letter, from the old woman we passed up before. It's a good buy, and you should probably swing by there before hitting up the first dungeon. If you don't want to, however, that's fine, too.

Head back to the origin when you're all set, and then we'll go from there to the first dungeon. Go right one screen, and then up that screen all the way until you hit water. Once there is water in the upper right hand corner of the screen you come across, go north one more screen, and there'll be a bridge heading westward. Cross the bridge to the island, and enter the dungeon from there.

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## 7.) DUNGEON ONE - "The Eagle"

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A | - K |
 | | |
B |BW | | | B | T |
 | | | | |

C |OM | - M |BM | K |
 | | | | |
D | | K | C |
 | | | |
E | | |
 | | |
F | K | X | K |
 | | |

 1 2 3 4 5 6

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#### KEY/LEGEND:

X = Entrance

K = Key (whether or not you have to do something to get it in the room is based on whatever situation you're in, see the walkthrough for specifics).

M = Map

C = Compass

BM = Boomerang

BW = Bow

| = Locked Door

|| = Bombable Wall

OM = Old Man

B = BOSS ROOM

T = Triforce Piece

Ah yes, welcome to the first dungeon. Now we actually get to do the fun part of Zelda, "dungeon crawl." Enter the dungeon, and lets get to work.

1.) F3 (entrance) - When you enter the dungeon, you can go left, right, or up. First, go right.

2.) F4 - This room has five Stalfos' within it. One of them holds a Key. Kill all five of them, regardless of if you kill the one with the Key before they all die. Collect everything they drop, not forgetting the Key, and then head back to F3.

3.) F3 - Shoot across the room leftward to F2.

4.) F2 - In this room, there are three Keeses (Bat enemies). Kill them, being weary to not run into them. When you defeat all three of them, a Key will appear at the bottom of the screen. Grab it and head back to F3.

5.) F3 - Now, go up to the door at the top of the room and use a Key on it to open it. Shoot into E3.

6.) E3 - In this room, simply kill the three Stalfos enemies that patrol it, gather whatever they drop, and go north, to D3.

7.) D3 - In this room, there are five Stalfos'. Kill all five of them, and a Key will appear in the room. Grab the Key, as well as anything the Stalfos dropped after you defeated them, and then head right, to D4.

8.) D4 - There are a bunch of Keeses in this room, but also, there is the Compass, which puts the bosses location on your dungeon map (which we haven't gotten yet.) Kill all the Keeses and gather whatever they drop after they are killed, and grab the Compass they were guarding. Then head back to D3.

9.) D3 - Shoot leftward across the room to D2.

10.) D2 - As you enter this room, the door will slam shut behind you. Kill all the Keeses that are in the room, and grab whatever the drop. When they are all defeated, the door will open up behind you. Ignore it, and go to the locked door at the north of the room, and unlock it. Head upward to C2.

11.) C2 - In this room, kill the three weak Gel enemies that are in the room, and grab whatever they happen to drop. If you want to hear a hint from the infamous Old Man of Zelda, push the block in the middle of the room from the left rightward, and the door to the left will open.

12.) C1 - The old man in here will tell you that the "eastmost penninsula is the secret." Note they spelt "peninsula" wrong, adding an extra 'n'. Then, head back to C2.

13.) C2 - Shoot across the room to the right, entering C3.

14.) C3 - In this room, there are several Gels. Kill all the Gels, grab what they drop, and then grab the Map at the righthand side of the room. Now you have an idea of where you're going, although my map at the top of this section is far better then the one the game supplies you with. In anycase, after you do all of that, open the door to the right with your remaining key, and enter into C4.

15.) C4 - In this room, there are three Goriyas, chucking their boomerangs in all directions. Get in close to each of them and kill them with your White Sword, and when they are all defeated, a Boomerang will appear at the top of the screen. Grab it and play with it a bit if you want, and then head back left to C3. The enemy is the other way, yes, but we still have more to do here before we engage in battle.

16.) C3 - Shoot up to the door at the top, going to B3.

17.) B3 - This room is a walkway surrounded by water. On the walkway are three Stalfos. Kill them all and take the Key one of them drops, as well as anything else they drop of interest to you. Use it to open the door at the north of the room, leading to A3.

18.) A3 - In this water-filled room, there are three Goriyas hunting you. Be weary as you get in close to them, and kill them with your White Sword. One of them will drop a Key, so grab it, and anything else they drop, and then open the door at the left of the room with the Key you just got, leading to A2.

19.) A2 - As you enter this room, be careful of the traps! Walk into the room and around the block formation in the middle, to the left side of the room. Push the leftmost block upward to gain passage to the staircase in the middle, and go down the stairs, to B2.

20.) B2 - Down here, avoid or destroy the four Keeses, and grab the Bow from the catacombs. Then, head back up the ladder to A2.

21.) A2 - Head right, avoiding the traps again, back to A3.

22.) A3 - Head south from here, down to B3.

23.) B3 - Head south again, to C3.

24.) C3 - Head right, to the room where we got the boomerang, C4.

25.) C4 - Head right again, killing the Goriyas, to C5.

26.) C5 - In this room, you can hear the cries of the dungeon boss, Aquamentus. You have to grab the final Key in the dungeon from the south of the room, but avoid the hand enemies, Wall Masters. If they touch you, they'll drag you all the way back to the entrance of the dungeon, and then you'll have to work your way all the way back here. Grab the key and open the door at the north of the room. Enter B5, the boss chamber.

27.) B5 - Aquamentus' Boss Chamber...

#### BOSS BATTLE - A Q U A M E N T U S

Aquamentus is the first boss battle in the game, and is pretty easy to defeat. If you're really low on hearts, use the red/blue potion in your inventory if you have either. If not, then just risk it with what you've got. If you have full heart energy, you can shoot sword beams at Aquamentus from afar, but it's easier to avoid the triple fireballs he shoots at you, and slash him up close with the White Sword, for full effect. With the White Sword, he only takes three hits before he is defeated. Just avoid the fireballs he shoots and use the fact that he's a very stationary enemy to your advantage. If you do get hit with his fireballs, don't fret it. With the Blue Ring equipped, he only does half a heart of damage.

After Aquamentus is defeated, go right, to room B6.

28.) B6 - Grab the Triforce from the center of the room, which will refill your hearts, and then you automatically leave the completed dungeon. Congratulations!

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#### 8.) Getting to the second dungeon...

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Once you're teleported outside of the first dungeon, it is indeed time to go to the second dungeon. We're wasting no time here, baby! Head back to the origin (go east across the bridge, and then south all the way until you can't go south anymore. From there, head west one screen, and you'll be at the origin).

From the origin, head east 8 screens, until you can't go east anymore. Then, head north one screen, and from there, go west through that screen. Follow the path leading upward two screens, and then head west again. Go north up the staircase here, and you'll be at level 2, which on my map, is located at coordinate D13, in case you get lost.

Optionally, before you embark on this dungeon, if you need potions, go see the old woman at coordinate G5, the one we saw before we went to the first dungeon, if you want any refills or what have you. If you're all set, then lets do this!

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#### 9.) DUNGEON TWO - "The Moon"

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A | T | B |
 -----|-----
B | | OM |

C | - |

D | K | B |

E | K | MB |

F | - M |

G | K | | - C |

H | X | K |

 1 2 3 4

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#### KEY/LEGEND:

X = Entrance

K = Key (whether or not you have to do something to get it in the room is based on whatever situation you're in, see the walkthrough for specifics).

M = Map

C = Compass

MB = Magic Boomerang

B = Bombs

| = Locked Door

|| = Bombable Wall

OM = Old Man

B = BOSS ROOM

T = Triforce Piece

This, the second dungeon in the game, is shaped like a Moon. It's just as straight forward as the first dungeon, however, except for some tougher enemies... that's ALL! So here weeee go!

1.) H2 (entrance) - Once you enter the entrance, you can go up, or you can go east. First, go east, to room H3.

2.) H3 - Once in this room, kill all the Ropes (snake enemies) in the room. They move really fast, so be on your toes as you engage them in battle! Pick up what they drop, and when you defeat them all, a key will appear. Pick up the key. Go back to H2.

3.) H2 - Go up now, to G2.

4.) G2 - Once in G2, there are more Ropes for you to fight. Kill all the Ropes in the room, and you'll notice that the closed door to the left of the room will shoot open. Go into that room, which is G1.

5.) G1 - Here in G1, kill all the Ropes in here as well, taking whatever they drop after you kill them. Once they all die, take the key in the room that they were guarding. After you get the key and kill all the Ropes, head right, back to G2.

6.) G2 - Shoot straight across this room now, to the door at the right, which leads to G3.

7.) G3 - Kill the three Ropes patrolling the room, gathering whatever they drop. The door leading south leads to a room we've already been to, so ignore it. The door leading right is locked and the door leading up isn't... first, go right, to the locked door. Use a key on it, and enter G4.

8.) G4 - In here, there is a Compass on the righthand side of the room. Kill the plethora of Gels surrounding it, gathering whatever thingies they drop. Then grab the Compass, and head back left, to G3.

9.) G3 - Head north, now, to F3.

10.) F3 - In this room, there is a crapload of boomerang-chucking Goriyas for you to contend with. Take them out as quickly as possible, sustaining as little damage as you possibly can. When they're all taken out, and you gather up whatever they drop, unlock the door to your right, leading into F4.

11.) F4 - Here, this room is just like G4, except instead of the Compass being guarded by the Gels, it's the dungeon Map. Do the same exact thing you did back in G4, taking out the Gels, and then grab the Map. Once the Map is had, head back to F3.

12.) F3 - Head north through the door, leading to E3.

13.) E3 - Once you enter into E3, the door behind you will shut. The only way to open it is to kill all the Ropes in the room. Although there's no need for you to go back, you should still kill all the Ropes for all the items they drop... plus, they hold a Key once they are all defeated. So defeat them all, grab the key, and then head right, to E4.

14.) E4 - E4 is a pretty hectic room, so make sure that when you enter it, you're ready to fight. There is a statue in each corner of the room, constantly shooting fireballs at Link. In addition to that, there are three blue Goriyas chucking boomerangs in the room. Avoid the fireballs and kill the Goriyas. When you kill the three Goriyas, they drop the Magic Boomerang. The only difference between the regular Boomerang and the Magic Boomerang is how far the Magic Boomerang can fly in relation to the regular Boomerang. When you get the Boomerang, head left, back to E3.

15.) E3 - Head north through the door, leading to D3.

16.) D3 - In this desert room, two Moldorms will appear. These fireball snake creatures are slow moving and easy to attack. Each time you attack them, you take off the balls on their body, how many depending on how well you hit the Moldorm. Once you defeat the two Moldorms here, a key appears in the center of the room. Grab the key, and then head to the right, to D4.

17.) D4 - As soon as you enter D4, be careful of the traps shooting at you! This room is full of Keeses. In the center of the room are some bombs, if you need them. If you don't need them, you can just ignore this room all together. If you did come here, head back to D3 now.

18.) D3 - Head north through the door, leading to C3.

19.) C3 - As you enter this room, the door behind you slams shut. Kill all the Ropes in this room (there are many), and grab all the goodies that they drop after they are defeated. You'll notice that the room to your right is locked.



Open the door there with a key and enter it, leading to room C4.

20.) C4 - In C4, kill all the weak Gel enemies, and five rupees will appear in the center of the room for you to take, in addition to whatever else the Gels dropped when you slayed them. After that, head through the door to the north, to B4.

21.) B4 - In this room, the old man of the dungeon is, to give you a clue. He says, "Dodongo dislikes smoke" in reference to the boss enemy, Dodongo, in this dungeon, whose weakness is bombs. (hence: smoke). Head back south to C4 after you talk to the old man.

22.) C4 - Head back left, to the door leading to C3.

23.) C3 - Head north through the door, leading to B3.

24.) B3 - This is the final room before you battle the boss of this dungeon. This room is chock full of Goriya goodness. Stand far away from the pack if you have full hearts, and chuck sword beams at them to beat them from a safe distance. If you are lacking full power, you'll have to battle them in close quarters. Either way, they all have to be defeated. Defeat them all, gather what they drop, and some Bombs will appear in the corner of the room for you to take. Then, open the door at the north of the room, and enter into A3... the boss chamber.

25.) A3 - Dodongo's Boss Chamber...

#### BOSS BATTLE - D O D O N G O

Dodongo is just as simple a boss battle as Aquamentus was in the first dungeon. He isn't vulnerable to any weapon in your arsenal, including your sword, so you should have taken a hint to his weakness, between the old man's hint in the dungeon, and the fact that the dungeon gives you bombs twice. As this rhinoceros boss walks towards you, drop a bomb in front of him. He will run into the bomb, "eating" it, and it'll blow up inside his mouth. You only have to do this twice to win. Dodongo has no attacks, he just walks around, frustrating you if you don't know how to beat him... but if you DO know how to beat him, he's cake baby... cake.

After Dodongo is defeated, go left, to room A2.

26.) A2 - In this room, grab the Triforce from the center of the room, and you'll be healed up and teleported out of the dungeon! Two down, seven to go!

Now that we've completed Dungeon Two, there's nothing for us to do before going right to Dungeon Three, so we'll do that right now.

To get to Dungeon Three, leave Dungeon Two and work your way back to the origin, by going down from the Dungeon screen, then right one screen, then down 'til you can't go down anymore, then right all the way to the coast (it's not far at all), then follow the coast down, and left until you get back to the origin. You should start knowing this region of Hyrule very well, so it shouldn't be hard for you to getback to the origin.

From the origin, go left once, then up one, and then left once, left again over the bridge and to the next screen, and left again past the old woman's cave whom sells magic potions. If you need the medicine she sells, now is the time to get it! If not, go left past that screen, and you'll enter the brown Lost Woods. Go immidiatly down one screen, and then make a sharp right. The dungeon

is here, at coordinate H5. Enter the dungeon, and here we go!

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### 10.) DUNGEON THREE - "The Manji"

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A | K | OM |

B | | | T |
 -----|-----
C | | - K - M || B |

D | - C | | |

E | R | | K |

F | K | X |

 1 2 3 4 5

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#### KEY/LEGEND:

X = Entrance

K = Key (whether or not you have to do something to get it in the room is based on whatever situation you're in, see the walkthrough for specifics).

M = Map

C = Compass

R = Raft

BM = Bombs

| = Locked Door

|| = Bombable Wall

OM = Old Man

B = BOSS ROOM

T = Triforce Piece

This is where the dungeons start to get just a bit more complicated and lengthy, but they still shouldn't be considered "hard" yet. This dungeon is called the Manji dungeon... unfortunately, I don't know if Nintendo is sensitive to this sort of thing in Japan as we are here in America and the rest of the world, but a Manji is the same shape as the Nazi Swastikaa... which is just plain wrong. But whatever, it's just a videogame. You shouldn't read into everything, right!? Then again, how can you not. The damn dungeon is just in a shape that offends everyone, including me. I'm just curious what they were thinking. But enough on that.

1.) F4 (entrance) - As you enter the dungeon, you'll notice that you can only go one way. So go that way, left, to F3.

2.) F3 - Here, you'll notice several large Gels, called Zols. They split up into Gels when you hit them with the Wooden Sword, but being that you have the White Sword equipped, they die with one hit and that's it. So kill them all, and whatever they drop, pick up. In the room when they all die is a key, which you should also pick up, before heading north to the next room, E3.

3.) E3 - In this room, there are more Zols for you to kill. The diagonal dividers here shouldn't prove to be too much trouble for you while fighting

them, it just makes your fighting quarters a little tighter. When you kill all of the Zols, they drop a key. Grab it and head to D3, which is to the north.

4.) D3 - In this room, there are three Darknuts. Kill them if you can, or just avoid them. You can go north or west, but first, go west, to D2.

5.) D2 - In this here room, there is a Compass in the center. Be weary when you enter the room, however, as there are traps on all four corners of the room that'll shoot at you! Kill the various Keese in the room and grab the Compass. Use a key on the door at the left of the room, and enter into that room, which is \_\_\_\_.

6.) D1 - In this room, there are a crap load of red knight enemies, called Darknuts. Darknuts walk around the room and don't attack, but are annoying to defeat, because they are only vulnerable in the back and side. If you slash at them when they're facing you, you'll hear a "clang" noise which means they blocked your attack with their shield. Kill all the Darknuts in this room and the door to the south will open up for you to go through. Go south through that door, to E1.

7.) E1 - In this room, there is a staircase to the right of the room. First, kill the plethora of Darknuts in this room, grabbing whatever they drop. They drop a crapload of Bombs if you need any, as well as Hearts and rupees. Grab what you can and then go down the stairs to the basement of that room. In the basement, go down the ladder and kill the four Keeses patrolling the basement if you like. Grab the Raft sitting there, and then go back upstairs. Leave the room going north, back to D1.

8.) D1 - Back here, simply shoot north across the room, to C1.

9.) C1 - Here, there are a crapload of enemies for you to contend with. Zols, Keese, and new enemies we've yet to encounter, called Bubbles, which are the glowing orbs shooting around the room. You can't damage them with your sword, so just avoid them, and kill the other enemies in the room. Grab the key in the room that they are all guarding as well. Then shoot right into the next room, which is room C2.

10.) C2 - In this room, it's a normal size place but you are stuck in a small corridor that only allows you to go horizontal across the room. That's okay though. Kill the Keese in the room, and Bombs will appear if you need them. Otherwise, go straight across and use a Key on the door to gain entrance to C3.

11.) C3 - This room holds many options for us. First and foremost, kill the three Zols to get them out of the way. Going south will lead us backwards, basically, so don't bother doing that. First go north and use the key on the door there to gain entrance to B3.

12.) B3 - In this room, be weary of the traps as you enter, otherwise they'll shoot down and damage you. Kill the two Zols in this room. The door to the north, the only way out of the room other than going back the way you came, is sealed shut. The left block of the two blocks in the center of the room should be pushed over, which will open the sealed door. Then go north through it, to A3.

13.) A3 - This is the Old Man's room of the dungeon. He'll ask you, "Did you get the sword from the Old Man on top of the waterfall?" Being that you did that in the beginning of the game (he's referring to the White Sword, of course), you can ignore him and go left, to A2.

14.) A2 - In this room, kill all of the Keese and grab the key they are guarding. It's that simple. Then we have to backtrack, so go back right to A3.

15.) A3 - Go south from here, back to B3.

16.) B3 - Go south again (be careful of the traps!), to room C3.

17.) C3 - Now that we're back in this room, go to the door at the right and use a key on it to open it. Then shoot through that door, to C4.

18.) C4 - In this room, again, be careful of the traps as you enter the room. Then, kill the two Zols in the center of the room and grab the Map there. Now, if you're not using the map that I made at the top of this section, you can know where you're going now! Now, you have some options. If you want to make a few rupees (it's not much, so I wouldn't bother), you can head south to D4. If not, bomb the right wall, and go through the hole you make in the wall, to C5, which is the bosses chamber.

19.) C5 - Manhandla's Boss Chamber...

#### BOSS BATTLE - M A N H A N D L A

Manhandla looks pretty menacing, but trust me, he's not. You can beat Manhandla in a variety of ways. There is one really easy way (which could be considered cheap, I suppose) and another few ways to defeat him. The cheap way, and the way I most enjoy beating him, is simply placing a bomb in his path and beating him in one shot. While it's a difficult thing to destroy all four of his limbs with one bomb shot, if you place is strategically so that it'll blow up when he goes over it, it'll take him out in one shot, and one shot only, baby. If you want to attack him with your sword, you'll have to go limb-by-limb on him, which makes him tougher, because you'll have to continuously get in close to him to swipe. Eight hits with the Magic Sword will do him in (two hits will make one limb disappear, and so on and so forth). If you use the bomb technique on him, make sure you make it a good hit. Otherwise, you'll have to go back in with your sword or use another bomb to finish him off. It's a waste of time, energy, and items.

After Manhandla is defeated, go north to B5.

21.) B5 - Grab the Triforce in this room, and your energy will be refilled and you'll be transported outside of the dungeon. Three down, six to go!

Once outside of the dungeon, head back to the origin... it's straightforward. Just leave the dungeon area (which heads west), then shoot north one screen and east another to get out of the Lost Woods. You should know how to get back to the origin from there. Once back at the origin, we have some stuff to take care of before proceeding to dungeon four.

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#### 11.) The Fourth Heart Container and the Monster Bait

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Okay, now we can go get that fourth heart container. It's on the east coast of Hyrule, and very straight forward to get to. From the origin, simply head to the east all the way until you can't go anymore, to the coast. It's very simple, we've been down here before, you should know how to get there by now without having to have me explain it! Once you get all the way east, swing upwards one screen. Before you keep going up to the heart, go to the cave store there and buy Arrows if you haven't gotten any yet. Now we have a bow and

arrow, how useful!

If you got Arrows already, all the better. Head north one screen, and you'll see a heart. However, we need the Stepladder to get that one, not the Raft, so keep going north! Go north two screens, and you'll come across an area where you can only go back down south, or west. There's a dock there however. Walk straight onto the dock and keep walking as if you were going across the water. The Raft will automatically shoot you across the water, to a secret cave, located at C16 on my map. Go in the cave, and get the heart from the old man there. Then leave this island, and head back to the dock on the mainland. Now to get the Monster Bait. We don't need it quite yet, but we should get it out of the way, since we can buy it in the area. Okay, so we're not in the area, but lets just get it now, and get it out of the way, okieday? =)

Once back at the dock on the mainland, head south, all the way back to the origin, the way we came. I don't have to retrace the steps, do I? Alright, good. Once back at the origin, head north, then west, all the way to the screen that holds the old woman's cave that sells the magic potions (G5). From there, head north two screens, to the cave there. Don't go in the cave, go up one more screen, to D5. Remember this place, where the secret store is that we bought the Blue Ring from earlier? Move the top, middle Armor (by touching him) and again, he'll reveal a hidden staircase. Go down the stairs and buy the Monster Bait from the storeclerk for 60 rupees. Now that we've done that, head back south, to the screen where the old woman selling medicine is, coordinate G5. From there, go east one screen and then cross the bridge. Head north after crossing the bridge, to the next screen. You see the dock there? Go north to the dock, and walk across it, and the Raft will take you across the water, to the island, which is where Dungeon Four is located! Enter the dungeon, and get ready to fight!

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## 12.) DUNGEON FOUR - "The Snake"

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A |OM - | | T |
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B | = R = | B |
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C | | M |

D | | | S |

E | K |

F | | K |

G | | - C |

H | K | X |

 1 2 3 4
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### KEY/LEGEND:

X = Entrance

K = Key (whether or not you have to do something to get it in the room is based

on whatever situation you're in, see the walkthrough for specifics).

M = Map

C = Compass

S = Stepladder

R = Rupees

| = Locked Door

|| = Bombable Wall

OM = Old Man

B = BOSS ROOM

T = Triforce Piece

The fourth dungeon of the game doesn't hold too much difficulty and whatnot for the player, but, naturally, the difficulty level of each dungeon progresses as we get farther in the game, so it's naturally expected that this dungeon is slightly harder than the last dungeon we were at... and it is.

1.) H2 (entrance) - In the first room of the dungeon, you can go either up, or you can go left. First, go to the room to your left, which is room H1.

2.) H1 - In this room, there is a swarm (if you can call it that) of Keeses. Kill each Keese in the room, and when they are all defeated, a key will appear in the middle of the room. Grab the key, and head back to the original room, H2.

3.) H2 - Back in this room, simply head north to G2.

4.) G2 - In this room, you'll encounter a new enemy - Vire. The Vires are large version of the Keese. When you slay a Vire, it mutates into two Keese, which are red in color instead of blue, and move slightly quicker. So in the room, kill the three Vires, as well as the smaller red Keese that spawn from their dead bodies, and then use the key on the door at the right side of the room. Enter into that door, going to room G3.

5.) G3 - As you enter the room, it'll be completely dark. So what do you do? Use the Blue Candle, of course! Use the Blue Candle and the room will automatically be lightened up, so that you can see what you're doing. This room is an annoying passageway, marked by numerous blocks. In relation to the enemies, there are quite a few Vires chillin' out in here. Kill them (use your Bow and Arrow to kill them from afar if you'd like, but be accurate with it when they turn into red Keeses!), and grab the Compass in the middle of the room that they were all guarding. Then head back through the door you came into, back to G2.

6.) G2 - Back here, just head north through the door, to F2.

7.) F2 - In this room, kill the plethora of Keeses, and grab the key they were all guarding. Then simply head left, to the next room, F1.

8.) F1 - In this room, again use the Blue Candle to light the room up, so you can see where you're going, and then kill all of the Vires chillin' in the room, hoping all over the damn place like they own it. =) Kill the red Keeses they split into when you hit them, and then simply go north to the door, leading into E1.

9.) E1 - Here in this room, it's more of the same. Firstly, light up the room with the Blue Candle, so you can see what you're doing. Because there are "rivers" in this screen (which can only be crossed with the Stepladder, which we get a bit later on in the dungeon), you have to walk around them to get around. Kill the easy Zol enemies in the room, and grab the key there. Then, go

north to the door, leading to room D1.

10.) D1 - In this room, again use the Blue Candle to light it up. Then, be ready to fight. Avoid the Bubbles that are roaming around the room. If they hit you, as it was in the last dungeon, you won't be able to swing your sword for a few seconds, which obviously puts you at a huge disadvantage. Avoid or kill the Vires, and go to the door at the right. Enter into it, leading to D2.

11.) D2 - In this room, it's basically a winding passageway around the room. Patrolling the passageway is more of our friends, the Vires. Kill the Vires and the red Keeses they become, and the door to the right will open. Enter that door to the right, to room D3.

12.) D3 - This room has a new enemy in it as well, called Like Likes. Kill them (they take an amazing five hits to kill with the Magic Sword), but try to keep your distance. If they touch you, they'll eat your Magic Shield! And no, you won't get it back! That means you'll have to spend a crapload of rupees to buy another one, and you don't want to do that. So kill the two Like Likes in this room, as well as the two Zols, and avoid the two Bubbles floating around. There are two blocks in the middle of the room. Push over the leftmost one, and a staircase leading into the basement of the room will appear in the northeast corner of the room. Go down that staircase to the basement, and kill the Keeses there. Then, grab the Stepladder, and head back upstairs. Go back left, to the previous room, D2.

13.) D2 - Back in this room, you don't have to go around the passageway anymore... the Stepladder we just got allows you to avoid doing that and cross the rivers inside dungeons! So get to the door at the north of the room (ignore the Vires), and ignore the door locked up to the north. Instead, head back west again, to room D1.

14.) D1 - Once back here, you can now cross the river in the middle of the room that segments it into two halves. Cross over it, and use a key on the door in the north of the room, to gain access to the room above it, C1.

15.) C1 - In this room, kill all of the Vires if you want, or simply ignore and avoid them, and head to the door at the right hand side of the room, leading into the room we just ignored before, C2.

16.) C2 - This room can be accessed from the other place where I said ignore the locked door (in step 13). That's because we couldn't get across the water in the room to get to the map or passageway across from it. Kill the two Gels that are patrolling the passageway, and grab the Map from the other side of the room. Now, you want to know a little secret? Okieday. Go to the top of the screen and bomb the wall right in the middle. Enter the hole in the wall, to B2.

17.) B2 - This secret area is just kind of cool. Grab the rupees chillin' there waiting for ya. All four walls of the room are bombable. So bomb the wall on the lefthand side of the room, and enter through the hole you make to room B1.

18.) B1 - In this room, you'll fight the mini-boss (I guess you can call it that) of this dungeon, which is Manhandla, the boss we just fought in Dungeon Three. Use the same strategy on him you did on the original we fought. Use a bomb and blow him to pieces, and whatever part of him you miss, hack away with your sword, or use another bomb. Then simply head through the door at the north end of the room, to A1.

19.) A1 - This is the old man's chillin' place in this dungeon. He says to you

here, "Walk into the waterfall." Hey thanks, Old Man River. =P Now, use a key on the door to the right of this room, and enter into the next room, A2.

20.) A2 - As you enter into this room, use your Blue Candle right away so you can see where you're going. Then, kill all of the Keese in the room and grab the key they are guarding. Shoot straight across the room to the door on the righthand side, leading to room A3.

21.) A3 - This room is darkened, but you don't really need to use the Blue Candle, but you can if you want. The only enemies in this room are traps, so be careful as you enter the room. Make your way to the door at the south side of the room, while avoiding the traps, and down into room B3.

22.) B3 - In this room, there are five Vires for you to fight. Kill the five Vires in the room, then push the block at the left side of the room, and the door at the righthand side of the room will open for you. The room is B4, and it's the boss, Gleeok's, room.

23.) B4 - Gleeok's Boss Chamber...

#### BOSS BATTLE - G L E E O K

Gleeok is definitely the hardest boss we've yet to fight in the game. While he doesn't move (like Aquamentus didn't), he shoots fireballs out of his various heads, and they are quite damaging when they hit Link. Not only that, but when you do enough damage to Gleeok, his head will split off of his body, and turn red. When it's flying around the room in this state, it will shoot fireballs at Link, making Gleeok an annoying version of Aquamentus, from a certain point of view. In anycase, you'll want to be well-healed before entering this battle. When you fight him, use your Sword Beams on him from far away if you have full health, while dodging the fireballs he shoots at you. If you aren't at full health, and don't have the advantage of using sword beams, then you'll simply have to get in close and hack the hell out of him. You'll be trading blows with him, but be consistant and he'll die long before you run out of health, for sure.

After Gleeok is defeated, go north to A4.

24.) A4 - In this room, grab the Triforce, and you'll be automatically healed and transported outside of the dungeon.

Once outside of the dungeon, head back to the origin. You aren't far away from it at all, you should be able to get back to it on your own. Once back at the origin, it's time to take care of some stuff before we move on to dungeon five. So lets do that stuff now.

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#### 13.) The Final Heart Container and the Power Bracelet

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Once back at the origin, we can get the final heart container easily. As we've done many times now in the game, head all the way east from the origin until you can't go east anymore. Sound familiar? Of course it does. Then, go up two screens, and you'll see the heart on a dock in the middle of the water to your right. This is at coordinate Go up to the first dock, and use the Stepladder to get to it (it does it automatically, just walk towards it) and do it again to get to the dock which holds the final heart container we can get outside of a dungeon. That makes 12, which means we can get the Magical Sword, but first, lets get the Power Bracelet.



Head all the way back to the origin, being that the Power Bracelet is clear across Hyrule on the other side from where we are. Once back at the origin, go up and then left, to the screen where the cave is where the woman sells her magic potions. Now is actually a good time to buy potions from her if you need them, but other than that, head left one more screen. You're now in the Lost Woods. We've been here before, but now, we're going to traverse it.

Once you enter the Lost Woods, go down. You'll be on a screen here that has three ways out of it other than the way we just came. Going right will lead us back to the third dungeon, so we don't want to go that way. The two paths leading left look more enticing. Of the two paths leading left, take the one on the bottom, and left into the next screen. Kill or avoid the various enemies you come across. None of them should give you any troubles at this point in the game. Follow the linear path heading left, and into the next screen. Then, head north, and you'll be back in the Lost Woods.

This part of the Lost Woods is a pain in the ass, because you have to do a certain sequence in it to get out of the woods. Famous Zelda players know it as ULDL, or Up, Left, Down, Left. That's how you get out of the Lost Woods. So do that now. Go up, then left, then down, then left. Don't worry, each screen is supposed to look the same... that's the idea. That's why it can be confusing. And doesn't the screen look like a backwards Norweigan flag, or Finnish flag, or Icelandic flag. How observant am I! =)

Anyway, you'll know you did the sequence right, because you'll hear the famous Zelda secret ring when you do it right. Then, just head up and out of the Lost Woods (for now, anyway). You'll be in the Hyrule Graveyard now. Lynels and other annoying (but beatable) enemies patrol these regions, so be careful when you fight. In this area, just go up the stairs one screen. Once in the graveyard proper, go right once, and then up once. If you come across a ghost enemy (called Ghinis), just ignore them. They don't move that fast, and are pretty strong enemies. It's not worth fighting them, to be honest.

Go right one more screen and you'll be outside of the graveyard now. Kill the Lynels and avoid the Peahats, and head right another screen. On this screen, there are two staircases heading up into the mountains. Ignore the one on the left, and take the one on the right. Once up the stairs, go right. There will be two rows of Armos enemies, all standing still. This is where the Power Bracelet is located. This is at coordinate C5 on my map. Awaken the Armor on the top row, the one all the way to the right, and underneath him will be the Power Bracelet. Pick it up, and then head back a few screens, back to the graveyard. We have one more thing to do here before we move on...

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#### 14.) The Magical Sword

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The Magical Sword is the next thing on our list to get. It's twice as powerful as the White Sword we have equipped now, making it four times stronger than the Wooden Sword. In other words, it's very, very strong. There are requirements to get it, however, which is why I waited until now to get it. You must have 12 hearts in your reserves, which we have now. So, once back in the graveyard, simply go up one screen, and we'll be in the right place. There are 12 graves on each screen, correct? Go to the vertical row second to the right, and then the middle row horizontally. Push the grave there from the bottom upwards. A staircase will be hidden underneath of it. Go down the staircase, and grab the Magical Sword from the old man! WOOHAH! Now THAT'S the ticket, baby. (note: The Magic Sword, on my map, is at coordinate C2.)

Anyway, once you get the Magical Sword (oh the power!), head all the way back to the origin. Once you're back there, we can head to the next dungeon, dungeon five. To get there from the origin, go right one screen, then up all the way until you can't go up anymore. From there, go left, then up, then left again, and you'll be near Death Mountain, where all of the rocks fall on you and whatnot. Go right many a screen until you notice that the screen is repeating itself. Go up the stairs into Death Mountain, and go up the stairs four times (the screen'll look the same, but it's not), and you'll hear the famous Zelda secret tone. Enter Dungeon five, and get ready for some fun. Or not.

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### 15.) DUNGEON FIVE - "The Lizard"

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A | W | |

B | T | | K | BU|

C | B - | | K |

D | | | | C |

E | M | K |
 -----|-----
F | K | | |

G | = = K - OM|
 -----||-
H | X | K |

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1    2    3    4

#### KEY/LEGEND:

X = Entrance

K = Key (whether or not you have to do something to get it in the room is based on whatever situation you're in, see the walkthrough for specifics).

M = Map

C = Compass

W = Whistle

R = Rupees

| = Locked Door

|| = Bombable Wall

OM = Old Man

BU = Bomb Upgrade [Old Man]

B = BOSS ROOM

T = Triforce Piece

The fifth dungeon can be a bit annoying, and is harder than any dungeon we've yet to face in the game as of now, but that's perfectly natural. The cool thing about this dungeon is that you can buy a Bomb Capacity Addition, which allows you to carry 12 Bombs instead of just 8. It costs 100 rupees, and is within the confines of the dungeon, so make sure to follow my walkthrough to a tee so you don't miss it!

- 1.) H3 (Entrance) - As you enter the dungeon, head right, to the next room, room H4.
- 2.) H4 - In this room, there are new enemies for you to face, hoping around like crazy. They are called Poles Voice, and they are surprisingly strong. With the Blue Ring equipped, they still take away one whole heart each time they touch you. And with the Magical Sword, they can take two hits before perishing! The Bow and Arrow works nicely on them, but it's really not worth using it... just use the Magical Sword, and conserve your rupees [arrows], 'cause you'll need them to make a purchase later in the dungeon. When you defeat all of the Poles Voices, grab the key that appears in the middle of the room, then walk up to the top wall and bomb the middle of it. Go through the hole you blow through the wall, to G4.
- 3.) G4 - This is the room where the Old Man of the dungeon resides. He tells you, "Digdogger hates certain kind of sound." Thanks for the proper English, old man! =D Anyway, when you do that, you'll notice that there is a locked door to the left of the old man. Ignore it, to save a key. Instead, go back south through the hole in the wall, back to room H4.
- 4.) H4 - Back in this room, backtrack to the left, back to the entrance, H3.
- 5.) H3 - Back here in the entrance, shoot up north, to G3.
- 6.) G3 - As you walk into this room, use the Blue Candle right away to light up this darkened room. New enemies reside in this room as well. These mummy-like foes are called Gibdos, and are pretty basic enemies. They don't attack, but they can take a lot of damage, even with the Magical Sword equipped on Link. In anycase, kill the three Gibdos chillin' in the room, and one of them will drop a key, which you should pick up. Ignore the door to the right of the room, which is locked! It leads back to the Old Man's room we just bombed into earlier, so I saved you a key! Instead, walk to the wall on the west of the room, and plant a bomb in the middle of it. Blow a hole through the wall, and then walk through it, to room G2.
- 7.) G2 - In this room, there are more Gibdos for you to do battle with. Keep in mind that one of them will drop some Bombs for you, so make sure to grab them, you'll need to restock them. When they are all defeated, you'll notice that the sealed door above doesn't budge, and that the four blocks in the room aren't triggers for it. Henceforth, you'll have to bomb your way through the left wall again! Place a bomb in the middle of the left wall, and, again, walk through the hole you create, to G1.
- 8.) G1 - In this room, there are a few blue Darknuts to deal with, which are harder than their red cousins, but still only take two hits with the Magical Sword to subdue. Remember, that like the red Darknuts, the blue Darknuts are also not vulnerable to hits from the front, as they block them with their shield. So you have to hit them from the side or back! And they twist and turn in their paths a lot, so be careful. In anycase, when they are all dead, pick up whatever they drop, and push the leftmost block of the blocks blocking the way to the staircase in the room, and go down the stairs. Kill the Keese in this basement here, and go up the ladder on the other side, to a new area of the dungeon, room A3.
- 9.) A3 - In this room, come out of the stairs and you'll notice two doors out of this room, both of which are locked. Which one do we go to? First, open the door on the left, and enter into room A2.
- 10.) A2 - In this room, there's a crapload of blue Darknuts for you to fight.

Kill them all, and then push the block in the middle of the room upwards. A staircase will appear in the corner of the room, which you should use to get into the basement. In the basement, kill the Keese, and grab the Whistle there! This is the item of this dungeon! So now that we've found that, go back upstairs, and then back to your right, back into room A3.

11.) A3 - Once back in the original staircase room we just "warped" too, use the key on the door to the south of the room, and go through it, to room B3.

12.) B3 - In this room, there are a bunch of weak Keeses for you to deal with. Do away with all of them, and grab the key that they were guarding. It seems like this room is a dead end, but it's not. Use a bomb in the middle of the righthand wall, and enter through the hole there into B4.

13.) B4 - In this room, an old man is selling a Bomb Upgrade for 100 rupees, which allows you to hold up to 12 Bombs instead of just 8. If you don't have the amount of rupees you need, you gotta leave the dungeon (or fight within the dungeon) and get enough rupees so you can do your thing or whatever. When you do get the Bomb Upgrade, head back to room B3.

14.) B3 - Back here, just go north to room A3.

15.) A3 - Once back in this room, take the staircase back down into the basement, and come up on the other side, at room G1.

16.) G1 - From here, ignore all of the blue Darknut enemies, and shoot to the right of the room, back through the hole in the wall we busted open with a bomb earlier, and back into room G2.

17.) G2 - Back in this room, re-kill all of the Gibdos. You'll notice that even after you kill all of them, that the door to the north of the room is still closed. The four blocks in the room, surprisingly, are not the key either, so simply ignore this room, and go right, into another room we've already been in, room G3.

18.) G3 - In this room, kill the three Gibdos running around, and the shut door to the north of the room will open, revealing a passage into room F3, which you should take.

19.) F3 - Once in here, you'll be in a desert-like room, with three Dodongos! Fear not, however... they are easier now that we're stronger, than they were when we had to fight them as boss enemies in the second dungeon. Do you remember how to kill them? If not, simply place bombs in front of where they're walking so they'll walk into them, and eat them. The bombs will explode in their mouths and injure them. Two bombs per Dodongo will do them in. So kill the three Dodongos, and when they are dead, gather the Bombs that appear in the middle of the room as a reward. As a side award, the door to the left of the room will open for you. Go through this now opened door, to room F2.

20.) F2 - In this room, simply kill all of the Zols that are in the room, and a key will appear in the middle of the room. Grab the key, and ignore the door leading south (it leads back to the room that north door won't open, so it's a trap, meaning you'll have to backtrack if you go down there), and then go back the way you came, through the right door, to F3.

21.) F3 - Back in this Dodongo room (void of the Dodongos, of course), head north through the door (using a key on it to open it), to room E3.

22.) E3 - In this room, use the Blue Candle to light it up for you to see if

you'd like, and grab the Map. Being that the room has a huge moat in the middle of it, you can't go anywhere in this room except back to the previous room, so go south, back to room F3.

23.) F3 - Back here, since we've taken care of the other doors in the room, go right, to room F4.

24.) F4 - Right away, use the Blue Candle to light up the room. Then kill all of the Zols in the room, and some rupees will appear in the middle of the room for you (not much of a reward, I know). Then shoot through the north door, to room E4.

25.) E4 - In this room, there are a bunch of Gibdos for you to kill. Slay them all, and they'll drop a key for you to take. Grab the key, and ignore the door leading left (it leads to the same room you got the Map in prior, but it leads nowhere, really). Instead, go through the north door, to room D4.

26.) D4 - In this darkened room, there are nothing but some red Darknuts for you to contend with. With your Magical Sword, they only take on hit now, so they are chumps. Just aim for their sides and backs to do damage! (as always!). When they are all defeated, grab the Compass they drop, then shoot north one more time to room C4. (it's your option in this room to use the Blue Candle, being that it's dark... but you don't really need to).

27.) C4 - This room is chock full of monster goodness, indeed. Right away, use the Blue Candle to light things up. There are two Gibdos, two Pols Voices, and two Keeses in this room. Grab the key in the middle of the room as you melee with the enemies in the room. When they are all defeated, and you nabbed the key, use it on the door to the left of the room, and enter into room C3.

28.) C3 - In this simple room, there are five Gibdos for you to end the lives of. When you kill all five of them, a key will appear, which you should take and enter into the next room to your left, to room C2.

29.) C2 - In this room, you can hear the cries of the boss! We are close! Kill all of the Pols Voices in the room and then use a key on the door to the left, to enter into the boss lair of Digdogger, room C1.

30.) C1 - Digdogger's Boss Chamber...

BOSS BATTLE - D I G D O G G E R

Digdogger might be a hard boss, if you don't know how to defeat him the proper way, that is. As you enter the battle, equip the Whistle we found within Dungeon Five (also called the Recorder, if you're a nerd), and blow the Whistle to hear a pretty tune. Not only is this tune pretty, but it is deadly to the Digdogger! It'll reduce his size to practically nothing! Once you do this to Digdogger, simply run up to him and give him two slashes with your sword, and he'll die (granted you have the Magical Sword, otherwise it'll take more slashes). He doesn't have any attacks in the small form... you'll simply have to worry more about getting hit and damaged by the four statues that shoot fireballs at you in each corner of the room. You should be done with Digdogger in a matter of five seconds though, so getting hit once or twice shouldn't matter at all... and you can always block those fireballs with your shield! In anycase, take the bastard down.

After Digdogger is defeated, go north to B1.

31.) B1 - In this room, grab the Triforce, and you'll be automatically healed

and transported outside of the dungeon.

Once outside of the dungeon, head back to the origin, as we usually do after we finish off a dungeon. Then just regroup, and we'll go right to the sixth dungeon!

To get to the sixth dungeon from the origin, this is what we do. Go right one screen, and then up all the way until you can go up no longer. Then go left a screen, then up a screen, then left a screen once more (crossing the river via the Stepladder, in case you think my directions are wrong). Go left one more screen, and there'll be two staircases heading south. Take either of these staircases, and once down them, go left one screen. In this screen, ignore the stairs going north, and go left once more. Then, go south down the stairs, and then west, and then north up the stairs (killing or avoiding the mighty Lynels as you go), to get to the sixth dungeon! It's showtime!

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#### 16.) DUNGEON SIX - "The Dragon"

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A | MW= = OM| T |

B | | M | | | B | |

C | = K | | | K |

D | | | | | |

E | |

F | K |

G | C | | |
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H | - X | K |

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1    2    3    4    5    6

#### KEY/LEGEND:

X = Entrance

K = Key (whether or not you have to do something to get it in the room is based on whatever situation you're in, see the walkthrough for specifics).

M = Map

C = Compass

MW = Magic Wand

R = Rupees

| = Locked Door

|| = Bombable Wall

OM = Old Man

BU = Bomb Upgrade [Old Man]

B = BOSS ROOM

T = Triforce Piece

The sixth dungeon, in the words of my Uncle John, gets a little bit "hairy"... and take his word for it, 'cause he never lies. Ah yes, but really... the sheer volume of enemies found within the confines of the dungeon is enough to make

any Zelda nerd shiver and yell "Hookshot!" I don't even know what the hell I'm talking about anymore... onward.

1.) H2 (Entrance) - Once here in the entrance, head right, through the open the door, to room H3.

2.) H3 - In this room, use the Blue Candle right away, so that you can see where you're going. This is your first encounter with the biggest pain-in-the-ass enemies in the game; Wizzrobes. These mystical enemies come in two varieties. These are the weaker of the two, as they are red in color. They shoot magical beams out of their hands, and can disappear and reappear anywhere on screen. With your Magical Sword, one swipe at them kills these red Wizzrobes, but be careful to block or avoid their magic, as it does some crazy damage to Link. Once they are all defeated (there are five of them in this room), grab the key they drop, and go north through the door, unlocking it with the key you just got, to room G3.

3.) G3 - In this room, the old man speaks to you, telling you, "Aim at the eyes of Gohma." Gohma is the boss in this dungeon, just so you know... and you'll see what the old man is talking about when we go fight Gohma. But for now, go back down, to room H3.

4.) H3 - Back in this room, just go left, back to the entrance, room H2.

5.) H2 - This time, use a key on the door to your left, and enter into room H1.

6.) H1 - In this room, there are three more Wizzrobes for you to combat. Kill them, avoiding their powerful magical energy, and grab whatever they drop (hopefully hearts, if they've hit you a few times). Then just go north, to room G1, the next room in our path.

7.) G1 - In this room, thankfully, there are only Zols for you to slay. Slay these poor, helpless enemies, and a Compass will appear in the room! Grab the Compass, and continue going north through the dungeon, to room F1.

8.) F1 - Here in this room of the dungeon, there are a crapload of Keeses for you to kill. Kill the Keeses while avoiding the fireballs from the statues in the room, or blocking them with your Magic Shield. Either way, when all of the Keeses are defeated, a key will appear in the middle of the room, and the sealed door to the north of the room will also open. Shoot north, to the next room, room E1.

9.) E1 - In this room, simply run north quickly, avoiding the traps flying towards you around the room, going north, to room D1.

10.) D1 - This room is ridiculous... well, that's all I can really say about it. There are eight enemies in this room... two of each variety of Wizzrobe, two Bubbles (that hinder you from using your sword for a few seconds if they touch you), and two Like Likes, that can steal your Magic Shield if they touch you. To say the least, this room is a little bit on the crazy side. In anycase, kill all of the enemies (except for the Bubbles, who can't be killed). When the room is void, push the block at the left of the room over, to open the north sealed door. Go north through it, to room C1.

11.) C1 - This room has more Wizzrobes for you to compete with. Kill all of the Wizzrobes, and hope that they drop some hearts for you to use. Make sure to keep an eye on your heart containers... I'm telling you, these Wizzrobes can really destroy you before you even know what hit you. When they are all defeated, you can go north, but there is a Gleeok up there. To avoid it, bomb

the righthand wall right in the middle, and go through the hole we make in the wall there, to room C2.

12.) C2 - In this room, there are more Wizzrobes. \*sigh\* In anycase, use the Blue Candle to light up the darkened room, and kill the Wizzrobes. It's an option to grab the key in the center of the room and not kill any of them... but they'll be here when you return to this room, so do it now, or do it later... or don't do it at all, I don't care. =) Grab the key at the center of the room, and use it on the door to the north, heading to room B2.

13.) B2 - In this room, there are two Zols, two Bubbles, and two Like Likes. Kill the two Like Likes and the two Zols, and a Map will appear in the room. Grab the Map, and then go through the door to the north of the room (the one that's locked), using a key on it to open it. Enter into room A2.

14.) A2 - In this room, there is a slew more of Wizzrobes. Work fast, killing them and playing a defensive game with your shield and your agility, so that you don't take too much damage from these mighty foes. When all of the Wizzrobes are defeated in the room, push over the left block in the room, to make a staircase appear at the upper righthand corner of the room. Take the staircase down into the room's basement, and kill the Keese down there. Grab the Magic Wand, and then go back up the stairs. Head back down to the previous room, room B2.

15.) B2 - Once back in this room, cross over the red river, and through the door at the right of the room, to room B3.

16.) B3 - In this room, there are five of the weaker variety of Wizzrobes, and a key in the middle of the room. Kill the Wizzrobes, and grab the key they were all guarding. You have an option to go north, or to go west. Go north through the door, to the next room up north, room A3.

17.) A3 - In this room, there are two Zols, two Like Likes, and two Bubbles... a combination of enemies that we've seen before. Kill the two Like Likes and the two Zols, and then bomb the middle of the righthand side wall, to make a passage into room A4, which you should take.

18.) A4 - In this room is another old man, who tells you, "There are secrets where fairies don't live." Wow, that's great. =P Heh heh... now, go back left, through the bombed wall, to room A3. (ignore the door leading south... there are a crapload of enemies down there, that'd be in your best interest to ignore).

19.) A3 - Back in this room, go south, to room B3.

20.) B3 - Once back here, go west, back to room B2.

21.) B2 - Now that we're back here, go south, back to room C2.

22.) Back in this room, kill any Wizzrobes you may have left behind (I told you to kill them the first time we were here!), and then go south once more, to a new room, room D2.

23.) D2 - This room holds some enemies we haven't seen in a while... Vires. Light up the room with the Blue Candle and slay the weak Vires with your mighty Magical Sword. Grab whatever goodies they drop, and go right, to room D3.

24.) D3 - This room is full of enemies, as well, making it just as big of a pain in the ass as three other rooms in this damn dungeon. =) Kill all of the



Wizzrobes and Like Likes, leaving just the Bubble in the room. Use Magic Potions if you're running out of energy! When only the Bubble remains, push the block in the middle of the room to the left, and a staircase will appear. Take the staircase into the basement, and re-emerge on the other side, in room B6.

25.) B6 - As you re-emerge in this room, more enemies are there to greet you; Zols and Like Likes. Kill them or avoid them, and go down, into room C6. We're almost there, I promise!

26.) C6 - In this darkened room, use the Blue Candle, and then kill the three Vires, and a key will appear. While avoiding the Bubbles, grab the key, and go left, into the next room, room C5.

27.) C5 - This room has so many enemies for you to fight, it's not even funny. So don't even bother with any of them. Ignore the door to the south, it leads nowhere important. Instead, run straight up to the door at the north end of the room, unlock it, and go through the door, entering into Gohma's boss lair... whew. Now we just gotta fight the boss! This is room B5.

28.) B5 - Gohma's Boss Chamber...

#### BOSS BATTLE - G O H M A

Gohma is a crab-looking enemy, who is easily defeated, so don't worry. Remember the first or two Old Men in this dungeon, the one who told you to shoot at the eye of Gohma? Well that's the key. Equip the Bow and Arrow. When Gohma opens his eye during battle, shoot an arrow at his eye, and he'll die just like that. Gohma doesn't open his eye often during battle, however, and runs back and forth at the top of his lair shooting numerous fireballs at Link. So be careful when you fight him! Block the fireballs with your Magic Shield, or avoid them all together, and wait for that time when he opens that eye of his. Then, just shoot that arrow at his eye, and he'll crumble, leaving nothing but a heart for you, Link, to get. He's easy, ain't he. =) But imagine if you didn't know what to do against him... ALWAYS LISTEN TO OLD MEN! That's what that lesson teaches you, young one. =)

After Gohma is defeated, go north to room A5.

29.) A5 - In this room, grab the Triforce, and you'll be automatically healed and transported outside of the dungeon.

Dungeon Seven is the next dungeon on our trip, but before we head to that dungeon, make sure you bought Monster Bait earlier in the game, and if you haven't done so yet, do so now. I buy it very early in the game so I don't have to do it later, but if you haven't bought it yet, we need it for the seventh dungeon, so purchase it at one of many stores around Hyrule. (see the map above the walkthrough section for exact coordinates)

Head back to the origin once you're all prepared (Monster Bait, don't forget), and from there, head north one screen, and then left all the way into the Lost Woods region. Once surrounded by brown trees, head north one screen, and then left (along either path) to the next screen. Then go around and head north, and you'll be in a dead end region of Hyrule, with a pond in the middle of the screen. Worry not... you're not lost. Play the Whistle, and the pond will dry up, revealing a staircase. Decend the staircase, and welcome to Dungeon Seven, The Demon!

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## 17.) DUNGEON SEVEN - "The Demon"

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 -||-----
B | | = RC| | |

C | | = B | T |
 -||-----
D | | = K |

E | BU| |
 -||-----
F | | | C | OM|

G | | | | | | K |

H | K | X | |

 1 2 3 4 5 6

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### KEY/LEGEND:

X = Entrance

K = Key (whether or not you have to do something to get it in the room is based on whatever situation you're in, see the walkthrough for specifics).

M = Map

C = Compass

RC = Red Candle

R = Rupees

| = Locked Door

|| = Bombable Wall

OM = Old Man

BU = Bomb Upgrade [Old Man]

B = BOSS ROOM

T = Triforce Piece

Dungeon Seven, "The Demon," isn't too difficult of a dungeon to defeat, especially after we got through the hell that is dungeon six, and we got out alive, to boot. =) The dungeon is pretty big, but pretty smushed together. You shouldn't get too lost... plus, the boss is Aquamentus... the boss from the first dungeon, so... ha ha ha, don't laugh!

1.) H2 (entrance) - Once you enter this dungeon, you can go north, or you can go east. Ignore the door to the north, and head east, into room H3.

2.) H3 - In this room, there are two Moldorms for you to attack. Kill both of them, and some Bombs will appear in the room, if you need any. Once done in there, head north, to room G3.

3.) G3 - Here in this room, use the Blue Candle right away so you can see what you're doing in this darkened room, and you'll see a bunch of Keeses on the attack. Kill them all, and maneuver around the huge box in the middle of the room, giving the Keeses the advantage. When they are all defeated, ignore the door heading left (no reason to go there), and head right, to room G4.

4.) G4 - This room is chock full of boomerang chucking Goriyas for you to

fight. Kill all of them, and then head through the door at the right of the room, to room G5.

5.) G5 - In this room, there is a Digdogger. Just ignore it, don't bother fighting him. He's easy (especially with the Whistle), but it's a waste of time. Just go around him, to the door at the right of the room, which leads into room G6.

6.) G6 - In this room, there are some weak Stalfos enemies walking around. One of them is carrying a key. Slay all of these weak enemies, and grab the Key which one of them drops. Then head left, back to the room where the Digdogger is, room G5.

7.) G5 - Just avoid the Digdogger again as you head to your left, back to room G4.

8.) G4 - Back in this room, take the north door, to room F4.

9.) F4 - In this room, there is an old man. Listen to the old man's wise words; "There's a secret in the tip of the nose." Yeah, whatever. =P Anywho, after you talk to him, you can go back south, back to room G4.

10.) G4 - Back here, just swing back west, to room G3.

11.) G3 - Use the Blue Candle in this room again, then take the outside of the room around the box to the north wall. Bomb the middle of the north wall to create a hole in the wall, and go north through it, to room G3.

12.) F3 - This room needs to be lit up with the Blue Candle, so do that first. Then, kill all the weak little Stalfos running around. When all of them are defeated, a Compass will appear. Grab the Compass, then head through the left door, to room F2.

13.) F2 - This room has a bunch of Goriyas, of both varieties, for you to kill. Slay them all, and then go through the left door, to room F1.

14.) F1 - In this room, there are three Dodongos waiting to take you on. Just biomb the hell out of 'em. You can bomb them so they eat them (which takes two bombs per Dodongo), or bomb them so it freezes them, and then hack at them with your sword. Either or, it doesn't matter to me. =) When they are all defeated, use a key on the north door, entering into room E1.

15.) E1 - In this room, an old man will sell you the second of two bomb capacity upgrades found in the game. Give him 100 rupees and he'll give you 16 Bombs maximum, which is a good deal, 'cause trust me, you'll need them later. If you don't have 100 rupees, go fight Stalfos and Goriyas back around the beginning of the dungeon until you do. After you buy the upgrade, go back south into the Dodongo room, room F1.

16.) F1 - Back in the Dodongo room, head south, to room G1.

17.) G1 - In this room, be weary of the traps by both doors. Kill the Keese in the room to get them to drop some Bombs when they are all dead, and then head south again, to room H1.

18.) H1 - In this room, avoid the fireballs shot by the two statues in the room, and grab the Key, while killing or avoiding the Ropes in the room. After you nab the key, head back north, to room G1.

- 19.) G1 - Avoid the traps once more in this room, as you head north to room F1.
- 20.) F1 - Back in the Dodongo room once more, head east, back to room F2.
- 21.) F2 - Once you're back in this room, just head north, through the door there, to room E2.
- 22.) E2 - In this room, there are a plethora of enemies, including Bubbles, Keese, and Goriyas. Kill the Goriyas and Keese while avoiding the Bubbles (as you can't kill them, as you should know by now). When the other enemies are defeated in the room, the door to the north will be open for you to go through. Go through that door now, to room D2.
- 23.) D2 - In this room, kill or ignore the Digdogger. While avoiding all of the fireballs from the statues in the room, go to the righthand wall and bomb the middle of it to make a hole. Then, go through the hole into room D3.
- 24.) D3 - Here, you'll encounter two more Moldorms. Kill both of them and a key will appear. Grab the key, and simply head back west, to the room previous where we fought/avoided the Digdogger, room D2.
- 25.) D2 - Go left through this room now, to the door there, to room D1.
- 26.) D1 - As you enter this room, the door behind you will shut, so you'll be forced to fight the enemies within, which are basically numerous Goriyas. Kill them all, then use a key on the door to the north, and enter through that door, to room C1.
- 27.) C1 - This room is where we need the Monster Bait, so if for some retarded reason you didn't get it before coming here like I told you to, you need to leave the dungeon and get it. The monster will say "grumble grumble" but don't be afraid of his harsh words! Go up to him and use the Monster Bait on him, and he'll disappear, leaving the passage going north open, so go north, to room B1.
- 28.) B1 - Once in this room, use the Blue Candle so you can see. Kill all the Goriyas and Keeses in the room, and avoid those pesky Bubbles (I wish we can kill those bastards sometimes!) Then go to the middle of the north wall, and bomb through it, to get to a secret room. Go through the hole to room A1.
- 29.) A1 - In this room, just grab the numerous coinage, and then go back south, to room B1.
- 30.) B1 - Back here, just go to room B2, which is to the east through the door, just unlock it with a key.
- 31.) B2 - In this room, there are many a Goriya. Kill them all, and then shoot through the door at the north of the room, to room A2.
- 32.) A2 - In this room, there are more Goriyas, of both colors, for you to slay. Slay them all and gather whatever they drop, including the 5 rupee piece reward for killing them all. Then go through the door at the east of the room, which leads to A3.
- 33.) A3 - There are Goriyas and Statues in this room, but you don't necessarily have to fight any of them. Just get the key in the middle of the room that they are all guarding, and then go back through the door at the left of the room that you came in through, back to room A2.
- 34.) A2 - Go south, back to room B2.

35.) B2 - Once back here, go to the righthand wall, in the middle of it, and bomb it, then go through the hole you made in the wall, to room B3.

36.) B3 - In this room, kill all the Goriyas while avoiding their boomerangs and such. When they are all defeated, push the block on the lefthand side up, and enter into the staircase, which will lead to the basement of the room. Grab the Red Candle there while avoiding or killing the Keese, then resurface into the room. Go to the righthand side of the room, to the middle of the wall, and bomb through that wall as well, which will lead you to room B4.

37.) B4 - In this here room, there are a bunch of Goriyas and two locked doors. Kill all the Goriyas, and ignore the door leading north, instead unlocking the door leading to the east, which you should go through, to room B5.

38.) B5 - In this room, there are four statues shooting fireballs at you, and you'll have to fight a Digdogger as well. Just toot your Whistle, then destroy the three small Digdoggers with two hacks of your Magical Sword each. Then just go north, through the door to room A5.

39.) A5 - In this room, two statues take up the middle of the room (shooting fireballs, naturally) while you'll have to fight and kill three Dodongos. Break out your bombs, and then use the same strategy that you did earlier. When they are defeated, bomb the middle of the righthand wall, and enter through the hole you've made there, to room A6.

40.) A6 - This room is really pretty difficult. This is the first time in the game you actually have to kill the Wall Masters, which is a tricky proposition. All the while, you have to avoid those Bubbles, because if they hit you, you'll be unable to unsheath your sword for a few seconds, making you bait for the Wall Masters. Thankfully, the Wall Masters only take one hit each to defeat with the Magical Sword, so that's always good. There are five total, so defeat them all, and don't let them touch you, or back to the entrance of the dungeon you will find yourself! When they are all slain, push the middle block on the blocks going vertical across the room, and a staircase will appear in the corner of the room. Go down those stairs, to reappear on another side of the dungeon, room C2.

41.) C2 - When you resurface, you'll be in a room chock full of Goriya goodness. Kill all of the blue and red Goriyas, so the room is empty of any foes. When you're set, bomb the righthand wall in the middle, and enter into that room, to fight the boss, room C3.

42.) C3 - Aquamentus' Boss Chamber...

#### BOSS BATTLE - A Q U A M E N T U S

Well, we get to fight Aquamentus again, go figure. For those of you whom are dense (^\_^), Aquamentus is the very first boss we fought in the game. Why they stuck him in the seventh dungeon is well beyond me, but go figure. He's the same exact dude we fought earlier on, but if you want to have some fun, equip the Bow and Arrow and shoot him in the head three times to subdue him. He's not treacherous anymore, so there's not much more I can say about him... just slay the begger! When he's defeated, just grab that heart piece and thank your lucky stars it was that easy to get. Wait 'til you fight Ganon. =)

After Aquamentus is defeated, go east to room C4.

43.) C4 - In this room, grab the Triforce, and you'll be automatically healed

and transported outside of the dungeon.

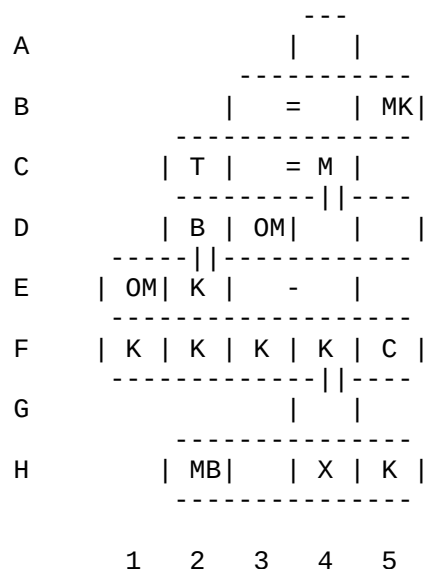
Once outside of the dungeon, we're ready to go right to the eighth dungeon, which is the final dungeon before Death Mountain! You stoked!? 'Cause you should be. =) Head all the way back to the origin, and make sure you're 15 heart containers are full, as well as making sure you have red potion in your inventory. You can never be too safe.

From the origin, head right all the way a few screens until you hit water. This is the screen where we got a heart piece very early in the game. From here, head north two screens, and then go east along the top of the two paths. Head east, and then go south. Equip the Red Candle and burn the lone bush in the middle of the screen, the one that sticks out from the two groups of bushes, towards the righthand side of the screen. Enter the staircase that's under the bush there, and welcome yourself to the eighth dungeon!

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### 18.) DUNGEON EIGHT - "The Lion"

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#### KEY/LEGEND:

X = Entrance

K = Key (whether or not you have to do something to get it in the room is based on whatever situation you're in, see the walkthrough for specifics).

M = Map

C = Compass

MB = Magic Book

MC = Magic Key

R = Rupees

| = Locked Door

|| = Bombable Wall

OM = Old Man

B = BOSS ROOM

T = Triforce Piece

Dungeon eight is small and straightforward, thankfull enough, because after we conquer this dungeon, off to Death Mountain we go... and that dungeon is anything but small and straightforward. In anycase, the boss enemy is a boss

we've already fought before, just like Aquamentus' return in the last dungeon. In this dungeon, we fight Gleeok... harder than Aquamentus, but still elementary, my dear. =)

1.) H4 (entrance) - From the entrance, head right through the door, to room H5.

2.) H5 - In this darkened room, use the Red Candle to light it up, and then kill the Zols and other enemies in there, avoiding the Bubbles as you go. In the middle of the room is a Key, which you should grab, and then exit out of the room, back to the entrance, to room H4.

3.) H4 - Once back in the entrance, take the door to the left, to room H3.

4.) H3 - In this room, two statues shoot fireballs at you from the center of the room while a Manhandla runs around causing havoc. You have to defeat the Manhandla to get the door to the left to open, so kill him, using your Magical Sword, or Bombs, whichever you want. He's easy now, he just gets faster as you cut off his limbs, but he was like that every time we've fought him, so this should be nothing new for you. When he's defeated, get the five rupees as your reward in between the two statues (avoid or block their fireballs), and go through the door at the left of the room, into room H2.

5.) H2 - In this room, there are Darknuts, Gibdos and Bubbles for you to contend with. Avoid the Bubbles and slay the Darknuts. They aren't so annoying anymore, just make sure to hit them in the back or sides, or otherwise you won't damage them, as you know by now. The Gibdos are elementary to defeat as well, so fear not. When they are all defeated, push the block at the left of the staircase in the middle of the room to gain access to it. Go down the stairs into the basement of the room, where there are Keeses and a Magic Book. Grab the Magic Book, avoid or kill the Keeses, and go back to the main floor. Then leave this room the way you came in, to the door at the right, to room H3.

6.) H3 - Shoot across this room, while avoiding the fireballs from the statues, back to the entrance of the dungeon, room H4.

7.) H4 - Once back at the entrance again, go north through the door there, to room G4.

8.) G4 - In this room, there is another Manhandla for you to battle. Do whatever you want to it, just kill it. =) Grab the five rupees he drops, and then bomb the middle of the northern wall to make an exit out of this room, and go through the hole to room F4.

9.) F4 - In this room, there are Statues and blue Darknuts galore. Ignore them for now, and unlock the door to the right of the room, and enter into that room, which is room F5.

10.) F5 - Light up this darkened room with the Red Candle, and then slay all of the hoping and jumping Pols Voices. Grab the Compass that they guard, and head back to the previous room, room F4.

11.) F4 - Back here, kill all of the blue Darknuts in this room. When they are all defeated, the rooms to the north and the west become available, and they also drop a key. Grab the key, and go through the western door, to room F3.

12.) F3 - In this room, light it up with a Red Candle, and then slay all of the beasties in here, including the Pols Voices and whatever else, to get the key they drop when they are all defeated. Then simply head left into the next room, which is room F2.

13.) F2 - In this room, there are four statues trying to hit you with their fireballs, and three red Darknuts, the weaker variety of Darknut. Avoid the fireballs and slay the Darknuts, and they'll drop a key. Grab the key, and head back to the right, to room F3.

14.) F3 - Once back in this room, light it up with a Red Candle once more, and then take the northern door, to room E3.

15.) E3 - In this room is a Gohma, like we've fought in the past, but this one is blue, and takes three hits with your Bow and Arrow to fell. Be patient with him, it takes a little while, as he is only vulnerable when his eye is open, and he opens it rarely and for short bursts. Block whatever fireballs (or avoid them) that he shoots at you while you're waiting for that eye to open, and when it opens, pummel him. When he's defeated, go north through the door in that room, to room D3.

16.) D3 - This is the old man room. Heh heh. He says, "Spectacle Rock is an entrance to death." He's basically telling you that Death Mountain is where the last dungeon is. Just so you know. =) Leave that room back to the south, back to room E3.

17.) E3 - Back in the Gohma room, just head right, unlocking the door with a key, to the next room, room E4.

18.) E4 - In this room, there are Gibdos and Darknuts for you to slay, as well as two Bubbles for you to avoid at all costs! =) When they are defeated, they'll drop five rupees, which you can get if you want. After that, ignore the door leading south (leads to a room we've been to already), and unlock the door to the north, and go to room D4.

19.) D4 - As you enter into this room, two statues and six blue Darknuts are there to greet you. Kill them all and avoid those fireballs best you can, although you're more likely than not to take a beating in this room, it's pretty tough. When those Darknuts are defeated, the door to the right opens, but ignore it for now. Go north by bombing a wall in the middle of the north wall instead, to room C4.

20.) C4 - In this room, you'll meet yet another Manhandla. Kill him, and he'll drop a map. Then, simply unlock the door to the north of the room, and go through it, to room B4.

21.) B4 - In this room, another Gohma (blue colored) is here for you to fight. Shoot him in the eye with the Bow and Arrow three times like we did earlier on in the dungeon, and both doors in his lair will open. First, check the door to the right, which leads into room B5.

22.) B5 - In this room, there are two Poles, two red Darknuts, and two blue Darknuts. Kill all of them, and then to gain access to the stairs in the middle of the room, push the left block of the box in the middle of the room, then go down the stairs into the basement of the room. Kill or avoid the Keesees down there, and grab the Magic Key, which negates using any other key in the game... you don't need anymore keys! Makes life so much easier. Go back upstairs, and then leave the room back through the left door, to room B4.

23.) B4 - The room to the north leads to some bombs, it's a waste, so don't go up there. Instead, go south, back to room C4.

24.) C4 - Just head south again, to room D4.



25.) D4 - Back here, you'll have to fight the blue Darknuts again. Kill them all, avoid the fireballs that the statue shoots, and the door to the right will open up, which you should now go through, to room D5.

26.) D5 - In this room, there's a plethora of enemies... Gibdos, and both kinds of Darknuts, as well as Bubbles. Just ignore them and go to the staircase at the righthand side of the room, which leads clear across the dungeon, to room F2.

27.) F2 - In this room, there are Poles Voices all over the place. Kill them all. The key in the corner of the room we don't need now that we have the Magic Key. Ignore the door to your left, and bomb the wall at the north of the room, which leads to the boss lair. The boss here is Gleeok, and we've fought him before, so fear not. This is room D2.

28.) D2 - Gleeok's Boss Chamber...

#### BOSS BATTLE - G L E E O K

Gleeok is back, but he's just as simple (actually, he's more simple now, we have the Magical Sword this time around) as when we fought him earlier in the game, in the fourth dungeon, I believe. Run up to Gleeok and slash at him. Don't worry about getting hit by fireballs, just slash at his heads. Each two hits, one head will die, and it'll float around the room, as the enemy "Head of Gleeok." Finish Gleeok off totally with eight hits of the Magical Sword. He's really easy, just be tenacious and don't worry about playing defense with this guy. It's really not worth it.

After Gleeok is defeated, go north to room C2.

29.) C2 - In this room, grab the Triforce, and you'll be automatically healed and transported outside of the dungeon.

Once outside of the dungeon, we can go to Death Mountain. Before you go, make sure to visit a Fairy and get your life refilled, all 16 hearts! Also, go to the Old Woman and buy a Red Potion if you haven't got one already in your inventory. Bombs should also be stocked up to 16, and rupees, to 25 at least, which is the equivalent of 25 arrows, of course. When you're ready, head back to the origin and follow these directions to get to Death Mountain.

From the origin, go right, and then up all the way until you can't go up anymore. Then, go left, and up once more. Cross over the river with the stepladder, and go up the staircase to the left of the river, into the Death Mountain region. Go left two screens, until you get to a screen with two rocks, the "Spectacle Rocks." Bomb the left rock in the middle, towards the right a bit, to make a door. Enter into the door, and welcome to Death Mountain!

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#### 19.) DUNGEON NINE - "Death Mountain"

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NOTE: The map of the final dungeon is laid out a bit differently than the previous eight dungeon maps I've provided you with in the walkthrough. Being that Death Mountain is so massive, and you can avoid going to most of it en route to slaying Ganon, I've mapped out the parts you need to go to, and nothing more. The "T1", "T2", et cetera, are teleports, so to speak, like we've seen in other dungeons. Since there are so many, and they lead straight across this massive dungeon, I've now put them on the map. Therefore, T1 in one place

corresponds with T1 in another place. As the map segments go down, you are farther into the dungeon, so they are also in sequential order, for ease. Hope they help.

```

A | T1= |

B | |

C | E |

```

To...

```

D | T2| OM| RR|
 -----|---||
E | T1| | |
 -----||-----||
F | = | M |

G | C |

```

To...

```

H | T4|
 -|-
I | |
 -|-----
J | | |

K | T3| | T2|

```

To...

```

L | SA|

M | T3|

```

To...

```

N | T5| T4|

```

To...

```

O | Z |

P | B |

Q | T5|

```

## KEY/LEGEND:

X = Entrance

K = Key (whether or not you have to do something to get it in the room is based on whatever situation you're in, see the walkthrough for specifics).

M = Map

C = Compass

SA = Silver Arrow

RR = Red Ring

T# = Teleport [\_] {Corresponding}

R = Rupees

| = Locked Door

|| = Bombable Wall

OM = Old Man

B = BOSS ROOM

T = Triforce Piece

Death Mountain is the final stage in the first quest. Death Mountain is big and hard, but one thing you have to realize about Death Mountain is, out of the 58 (!) rooms in the dungeon, you don't have to visit even half of those, if you do things right. You can still get the Red Ring and the Silver Arrows and avoid a lot of annoyances. Just follow the walkthrough, and you'll get those two items and to Ganon in no time, trust me my friends.

1.) C2 (entrance) - As you enter the dungeon, go up to room B2.

2.) B2 - In this room, there would be an Old Man telling you to go back, but since you've beaten all eight dungeons, there's nothing here, and doors to the left and north open up. Go through the north door, to room C2.

3.) C2 - In this room, there are Bubbles, Like Likes, and Zols, two of each. Avoid the enemies being that all they drop is a key (you don't need anymore, remember!), and bomb the middle of the lefthand wall, to make a hole. Go through the hole in the wall, to room C1.

4.) C1 - In this room, there are two of a new enemy, called Lanmolas. You have to attack their bodies first, and then their heads after all of their body segments are defeated. They are basically stronger, faster versions of the Moldorm. Kill both of them, and then move the block to the left of the large box in the middle of the room, to get to the staircase. Take the staircase, which will teleport you to another part of the dungeon, to room E1.

5.) E1 - In this room, kill the Like Likes as you go around the huge spiral in the room. Ignore the open door leading south, and instead, use the Magic Key on the door to the right of the room, which leads into room E2.

6.) E2 - When you get into this room, use the Red Candle right away, and start blocking the spells coming your way from the blue Wizzrobes in the room. Engage them in battle if you'd like, but I'd save your energy if I were you. Instead, go to the south wall, and place a bomb in the middle of it. Go through the hole you make in the wall, down to room F2.

7.) F2 - In this room, shoot straight down the path laid out for you, and place a bomb in the middle of the south wall here as well. Go through the hole, into the next room, room G2.

8.) G2 - This room is dark, like an Old Man's room, for whatever reason. There are four Wizzrobes in here for you to kill. Kill all of them (be careful with your energy!) and then grab the Compass that they drop after they die. Then go up one room, back to room F2.

9.) F2 - Here, just head back up again, to room E2.

10.) E2 - Back in this room, don't bother with a Red Candle or anything, just walk to the door at the right of the room, and go through it, to room E3.

11.) E3 - In this room, there is a Patra, a new enemy we've yet to encounter on our quest. It's a floating eyeball surrounded by some sort of debris, I can't really make it out. In anycase, you can kill it if you want, but I wouldn't waste your time. Just go through the southern door, to room F3.

12.) F3 - This room, strangely enough, is occupied by some weak Gels. Ignore them, and go to the middle of the righthand wall, where you should place a bomb. A hole in the wall will now be there for you to go through, to room F4.

13.) F4 - Another Patra resides in this room, and this time, you'll have to kill it, if you want the Map of the huge dungeon. Patras are indeed a pain in the ass to defeat, but sometimes, you must do what you don't want to do. To slay a Patra, walk up to the debris surrounding him and hack at them to destroy them (two hits each with the Magical Sword). Only when all of that debris is no longer orbiting him is he vulnerable to your attack. Then, you can just attack the eyeball itself. When he is defeated, a Map will appear in the room for you to use. Beautiful. Now, we can go get the Red Ring, the next item on our trail. From this room, bomb the middle of the north wall, and walk through the hole you make there, to room E4.

14.) E4 - In this room, there are a plethora of toughies for you to slay. Wizzrobes and Like Likes galore. Ignore them all however, and dash to the top wall, and bomb the middle of it. Go through the hole in the wall, to room D4.

15.) D4 - In this room, so many Wizzrobes for you to kill. You have to kill them all, and avoid the Bubbles. When all the Wizzrobes are killed, push the left block in that box in the middle of the room, and go down the stairs there. Kill or avoid the Keeses down here, and grab the Red Ring! The Red Ring is an AWESOME item that is twice as powerful as the Blue Ring... in other words, you now take half of the damage that you would with the Blue Ring equipped, or one fourth the damage with out any ring equipped! It's a beautiful thing. In anycase, head back upstairs, and back south, to room E4.

16.) E4 - Back in this room, go south again, to room F4.

17.) F4 - Back here, go left, to room F3.

18.) F3 - Now, go north, back to the original Patra room, room E3.

19.) E3 - Avoid or kill the Patra, as he's in front of the door we need to get to, the locked one to the north of the room. When you get around the Patra, or kill him, go to the north door, unlock it with the Magic Key, and go through it, to room D3.

20.) D3 - The old man simply tells you here to go to the next room. Since there are no doors in his room, break out your trusty bombs. Bomb the middle of the lefthand wall, and go through the hole in the wall, to the next room, room D2.

21.) D2 - In this room, there are five Wizzrobes - three blue, two red. Slay

all five of them, and then go to the block at the left side of the room, and push it over, to reveal a hidden staircase in the upper righthand corner of the room. Take the staircase down into the basement, and come up on the other side, in room K4.

22.) K4 - Over here, you'll be in a room with five weak enemies, Zols. Kill them and grab whatever they drop. Then, open the door to the left of the room with the Magic Key, and go into the room there, room K3.

23.) K3 - In this dark, "old man" style room, there are numerous Keeses. Kill them, or avoid them, and go left into the next room, room K2.

24.) K2 - In this room, there is yet another Patra for you to deal with. Since you need to gain access to the stairs in the middle of the room, you'll have to slay this Patra, so do that, and then push the leftmost block up or down, to gain access to the staircase in the middle of the room. Take it into the basement, and come up on the other side, room L1.

25.) M1 - In this room, there is a plethora of Wizzrobes. Ignore and avoid all of them, and place a bomb in the middle of the northern wall, to bust a hole through that wall, leading north to room L1.

26.) L1 - In this room are more Wizzrobes and Bubbles. Kill the Wizzrobes and avoid the Bubbles. When all of the Wizzrobes are slain, push the middle block on the vertical block row, to make a staircase appear in the upper righthand corner of the room. Take it into the room's basement, and grab the Silver Arrows down there! Now, go back up to the main floor, and go back south, to room M1.

27.) M1 - Since we now need to get back to those stairs, those Wizzrobes are going to have all be killed. Kill them all, and once again, push that left block out of the way, and take the stairs back to the other side, where the Patra was earlier, room K2.

28.) K2 - Back in the room (now void of a Patra), head north, to room J2.

29.) J2 - In here, carefull kill all of the Like Likes (don't let them take your Magic Shield!), and the door at the lefthand side of the room will open up for you. Take that door to room J1.

30.) J1 - In this dark room, don't waste your time with the Red Candle. There are only Zols in here. Just go to the north door and open it with your Magic Key, and go into room I1.

31.) I1 - This room has three Wizzrobes in it... three Wizzrobes we don't have to deal with. Avoid them best you can and open the door to the north of this room with the Magic Key, and go into room H1.

32.) H1 - This room has Wizzrobes and Traps, and the Wizzrobes do have to be killed here. While carefull avoiding the traps, kill the Wizzrobes in the room, and then push the lefthand block in the room, to reveal a staircase in the upper righthand corner of the room. Take it down into the basement, and come up in another area of the dungeon, in room N2. (since the stairs come up under a Trap, you have to trigger the Trap, then run to the staircase before the Trap resets itself).

33.) N2 - As you resurface, you'll be in a room full of Traps and Wizzrobes, and Bubbles as well. Avoid everything the best you can and work your way to the lefthand side of the room. Trigger the traps, then move out of the way as they

come together. When they are going back to reset themselves, place a bomb in the middle of that wall and blow a hole in it, and quickly run through it before the Traps come back to injure you. You're now in room N1.

34.) N1 - In this room, there are two Bubbles, two Zols and two Like Likes. Kill the Like Likes carefully, and the Zols as well. When those are defeated, push the block at the left of the room up or down, and go down the stairs in the middle of the room, coming up on the other side, in room Q1.

35.) Q1 - You're right before Ganon's room! There's a Patra guarding the entrance. Kill the Patra, and then go north, to Ganon's lair... get ready for the last boss battle, in room P1.

36.) P1 - Ganon's Boss Chamber...

#### BOSS BATTLE - G A N O N

The boss battle with Ganon is more of a novelty than anything, if you ask me, because it really lacks any difficulty at all. As you walk into the room where he is, Link takes out the Triforce and the room is lit up. To let you know right away, you CAN walk on the black parts of the floor, the hole room is walkable, regardless of color, so those AREN'T holes in the floor. Ganon will disappear and shoot unblockable fireballs at you. Stab around the room a bit and you'll hit him, and he'll reappear, but then disappear. You have to do this to him four times, and then he'll turn a brown color. This is when you have to break out the Bow and Silver Arrow. One hit with the Silver Arrow will turn the evil Ganon into dust, and open the door to the north of his room, which leads to Zelda's holding chamber. See, Ganon wasn't that hard... which is a shame... 'cause he never is in any of the Zelda games he appears in, if you think about it. Ah well.

After Ganon is defeated, go north to room O1.

In this room, slay the fires surrounding Zelda with your mighty Magical Sword, and walk up to her. You've defeated the game, CONGRATULATIONS!

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/\ /\ X                      S E C T I O N   T E N   |   E N D I N G                      X /\ /\

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MAJOR SPOILERS! READ BELOW ONLY IF YOU KNOW THAT THE BELOW PARAGRAPH(S) EXPLAIN THE ENDING OF THE GAME!

The ending of The Legend of Zelda is nothing spectacular. After you slay Ganon, and go into Zelda's holding chamber, you kill the fires surrounding her, and she embraces you. Then you and Zelda both hold up pieces of the Triforce. She says to you, "Thanks Link. You're the hero of Hyrule." Then the screen says, "Finally, peace returns to Hyrule. This ends the story."

After that, a short credits list scrolls, and then the screen tells you that a second quest will continue the game! Awesome! Then a piece of the Triforce is seen inserted in the dusty pile of Ganon's remains... and that is all...

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/\ /\ XI                      S E C T I O N   E L E V E N   |   W E A P O N S / E T C                      XI /\ /\

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This part of the FAQ/Walkthrough are several lists of various items, weapons, and accessories that are found throughout the world of Hyrule, for your convenience.

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Common Items  
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-Name: RUPEES  
-Use: Hyrule's monetary unit  
-Where Found/How Obtained: Kill enemies, and some of them sometimes drop rupees. Sometimes, you can even find large sums of rupees in hidden areas...  
-Description: There are two forms of rupees. One rupee piece and five rupee piece. The one rupee piece is gold, and is common after defeating an enemy. A five rupee piece is blue in color, and far rarer to get after an enemy is defeated, although they still show up.

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-Name: CLOCK  
-Use: Freezes On-Screen Enemies  
-Where Found/How Obtained: Rarely dropped by enemies after they are defeated.  
-Description: The Clock is a pretty useful item dropped by enemies after they are defeated in battle. Pick up the clock, and all enemies on the screen will freeze, so that you can easily defeat them and take their wares. Link will flash when this frozen state is obtained. The time stays frozen until you leave the screen.

-----

-Name: HEART  
-Use: Refills one heart container  
-Where Found/How Obtained: When you defeat an enemy, they sometimes drop hearts.  
-Description: The heart is an important item that enemies drop after they meet their demise in battle. Pick them up and one heart container will be refilled on your health meter... not a bad deal.

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-Name: FAIRY  
-Use: Refills many heart containers  
-Where Found/How Obtained: Very rare items dropped by enemies after they are defeated.  
-Description: Fairies are famous Zelda "items" but they are actually alive. When they are released by their enemy captor, they fly around the screen. Catch the fairy and she'll refill your health to a certain degree, far more than a single heart can.

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Dungeon Items  
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-Name: MAP  
-Use: See the layout of a dungeon.  
-Where Found/How Obtained: Each dungeon has one map within it. They are hidden all in various places, in various ways, depending on the particular dungeon.  
-Description: The map is a very important item to find within a dungeon,

especially if you're attempting to defeat a dungeon on your own, with no outside help. It should be your first objective upon entering any new dungeon, and is usually located around the beginning of the dungeon.

-----

-Name: COMPASS

-Use: Puts the location of the dungeon boss on the map.

-Where Found/How Obtained: Each dungeon has one compass within it. They are hidden all in various places, in various ways, depending on the particular dungeon.

-Description: The compass isn't quite as vital an item as the map, but it's pretty important none-the-less, and should be sought out after the map is acquired in each dungeon. The compass, once you have the map, pin points the location of the dungeon boss on the map, for your convenience.

-----

-Name: KEY

-Use: Opens regular locked doors.

-Where Found/How Obtained: Found in various places, hidden in various ways, in dungeons. You can also buy them at various stores around Hyrule.

-Description: The Key is a vital item, found in all the dungeons in the game. You need them to open locked doors within the dungeon, of which there are usually several, to many. If you can't seem to find a key in a dungeon, but there's a locked door within the dungeon, you can go to stores around Hyrule and buy a key. There is ALWAYS a key for a door, however, within the dungeon... you just have to find it.

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Weapons [in order of how you acquire them in the game, sequentially]

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-Name: WOODEN SWORD

-Use: Hack and slash enemies

-Where Found/How Obtained: In the beginning of the game, go to the cave in the north of the screen you're in, and the old man there will give you the Wooden Sword.

-Description: The Wooden Sword is the first weapon Link receives in the game, and is pretty weak indeed. However, if you play the game correctly, you'll have to use it for all of 15 or 20 minutes. Once you get six heart containers, which can be done before you even go to the first dungeon, you can get the White Sword from a mysterious old man, which is twice as powerful as the Wooden Sword. So don't worry about it too much. =)

-----

-Name: BOMBS

-Use: Blow up walls, rocks, and enemies.

-Where Found/How Obtained: Many enemies drop these after you defeat them, and you can also buy them for 20 rupees (for four bombs) at several shops around Hyrule.

-Description: The Bombs are fundamental Zelda weapons. Although you can use them as weapons, to blow enemies up, their real important use is to blow holes in faulty walls in dungeons, or to make cave entrances on the overworld. You can only carry eight bombs at a time.

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-Name: WHITE SWORD

-Use: A sword that is twice as powerful as the Wooden Sword

-Where Found/How Obtained: Once the hearts in your reserve equal six or over, you are eligible to get the White Sword. Go to the old man in a cave around Hyrule (see the map above the walkthrough section, or the walkthrough itself for an exact location), and he'll give it to you in exchange for the weaker Wooden Sword.

-Description: The White Sword is the sword you'll be using almost the entire game, being that you use the Wooden Sword for maybe 20 minutes, and you can't get the stronger Magical Sword (which is twice as powerful as the White Sword) until you get 12 hearts in your reserve. The White Sword is quite ample, however, as it is twice as strong as the Wooden Sword, and does its job rather nicely, indeed.

-----

-Name: BOOMERANG

-Use: Stun enemies, kill weaker, smaller enemies.

-Where Found/How Obtained: Kill the three Goriyas in the first dungeon, and they'll drop the Boomerang.

-Description: The Boomerang is a pretty useful weapon to have, for it's a projectile weapon that can stun almost all enemies, not allowing them to move. In this paralyzed state, you can easily walk up to an enemy and slash his non-moving body to bits and pieces. Smaller, weaker enemies, like Gels, can be killed completely with one hit of the Boomerang.

-----

-Name: BOW AND ARROW

-Use: The ultimate projectile weapon... use it to kill enemies from afar.

-Where Found/How Obtained: The bow is found in the basement of the first dungeon. Arrows are dropped by enemies, and can also be bought for 80 gold from many shops around Hyrule.

-Description: The Bow and Arrow is truly the ultimate projectile weapon. Once you acquire it, you'll find that it's almost always in the B button box, ready to be used. Use it to kill enemies from a safe distance, or to kill out of reach or strong enemies from a distance, where you can hurt them, but they can't hurt you. It's that simple with the Bow and Arrow. Link can carry up to 30 arrows at one time in his reserve.

-----

-Name: MAGIC BOOMERANG

-Use: A stronger version of the regular Boomerang that flies farther than its predecessor.

-Where Found/How Obtained: The Magic Boomerang is the special item found in the second dungeon... grab it from a group of nasty Goriyas. =)

-Description: There's not much to be said about the Magic Boomerang... it's identical to the regular Boomerang... it just does more damage and can fly farther, that's basically it. It's almost like our friends at Nintendo ran out of ideas for items, so they threw this garbage into the game for shits and giggles. =P

-----

-Name: MAGICAL SWORD

-Use: A sword that's twice as strong as the White Sword, and four times stronger than the Wooden Sword.

-Where Found/How Obtained: It's in the graveyard... at coordinate C2. See the

big map above the walkthrough, if you so please.

-Description: The Magical Sword is the most powerful sword in the game. Four times stronger than the Wooden Sword, and twice as strong as the White Sword, it makes mincemeat out of all the enemies in Hyrule, making your life a whole lot easier, indeed. The only catch is, you have to have at least 12 hearts in your reserves to be able to get the Magical Sword. Hence, the earliest you can get the Magical Sword is right before going to the fifth dungeon. That's when you should get it.

-----

-Name: MAGIC WAND

-Use: The most powerful non-sword weapon in the game, it can shoot magical energy straight across any room, seriously damaging all enemies but Wizzrobes.

-Where Found/How Obtained: It's the special item found in the sixth dungeon of the game.

-Description: The Magic Wand is a pretty useful weapon, believe it or not. Consider it a stronger version of the bow and arrow, one that does more damage, travels faster, and doesn't take rupees or anything else to use. Once you get the Magic Wand, use it as a long distance attacking powerhouse, with no penalty to use it at all. Use it with regularity, and you'll learn that it'll be your best friend for the rest of the game after you acquire it... just know that it doesn't damage the powerful Wizzrobes, who use an identical weapon. Just letting you know, so you're informed. =)

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-Name: SILVER ARROW

-Use: Ganon's weakness, the only way he can be totally destroyed. Takes the place of the regular arrow when obtained.

-Where Found/How Obtained: It's one of two items found in Death Mountain at the end of the game, before you battle Ganon in the final fight.

-Description: The Silver Arrow is nothing special, and you'll likely only use it once, in the final battle of the game, and not before that. It takes the place of the regular arrow, and is Ganon's weakness after you slash him enough with the Magical Sword, and he turns brown. That's when you know to give him one shot with the Silver Arrow to end his reign of terror, and turn him into dust, permanently.

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Other Vital Items

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-Name: BLUE CANDLE

-Use: Burns secret bushes, revealing new passageways, stairs, et cetera.

-Where Found/How Obtained: You can buy it from a few shops around Hyrule.

-Description: The Blue Candle isn't exactly a must have item, but you should definitely pick it up first thing as you start a new journey. It's uses are immeasurable... use the Blue Candle to burn down certain bushes around Hyrule to reveal secret passageways and staircases, that often reveal valuable items. You can only use the Blue Candle once per screen, so to use it again on a screen you've already used it on, you'll have to leave the screen and then go back to use it again.

-----

-Name: BLUE RING

-Use: Cuts damage inflicted by enemies onto Link by half.

-Where Found/How Obtained: Purchase from a certain shop in Hyrule for 250

rupees... it's worth EVERY rupee, and then some.

-Description: The Blue Ring is a vital item. Thankfully, you can acquire it before you even get to the first dungeon... you just have to save up the 250 rupees it costs to buy. The Blue Ring cuts the damage inflicted by enemies onto Link in half, meaning that if an enemy takes away one heart on Link normally, he'll now take half a heart away. If an enemy usually takes half a heart away, it not takes him two hits to take away that half a heart. It turns Link's tunic blue, too, which makes you know it's working. Very useful indeed!

-----

-Name: LETTER

-Use: Allows various old women around Hyrule to sell you potions of healing.

-Where Found/How Obtained: An old man in the northeastern corner of Hyrule, hiding in a cave, will give you the letter.

-Description: The Letter has one use; to make the old women around Hyrule sell you the Red and Blue Potions they are famous for (see below), which gives you a portable healing device to bring with you around Hyrule, and more importantly, to dungeons.

-----

-Name: RED AND BLUE POTIONS [Medicine]

-Use: Refills your heart containers.

-Where Found/How Obtained: After you get the Letter from the old man in Hyrule, show it to old women scattered in caves across Hyrule, and they'll sell you Blue Potion for 40 rupees, and Red Potion for 68 rupees.

-Description: The potions are very important items to have. When you select to

use the potions, your empty heart containers will be filled up. It's that simple. The difference between the two colors is simple - they both have the same healing properties, it's just that you can use the Red Potion twice, while the Blue Potion can be used only once. So a Red Potion that is used once will turn into a Blue Potion, you see.

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-Name: RAFT

-Use: Allows you to cross bodies of water.

-Where Found/How Obtained: It's the main item to find in Dungeon three, but you don't actually use it until you are trying to get to the fourth dungeon... but you still need it.

-Description: The raft simply allows Link to cross various bodies of water around Hyrule, and it's the only way you can get to Dungeon Four, so naturally, it's considered a "vital" item, just like every other item in the game you find in the dungeons. =P Not much else could be said about the Raft... it's a boring item, but a necessary one, none-the-less.

-----

-Name: STEPLADDER

-Use: Allows you to cross bodies of water one square long.

-Where Found/How Obtained: It's the main item to find in Dungeon four, and unlike the Raft, you'll actually need it in the dungeon you find it in. Go figure. =)

-Description: The Stepladder is a step down from the Raft, which makes me wonder why we get it after the Raft, but whatever... I didn't design the game, now did I. =) Use the Stepladder to cross bodies of water one square wide in the game, or as I call them in the walkthrough, rivers. You can use it on the

overworld, but it's more useful in dungeons than anywhere else. You can't get through dungeon four without it, either, so make sure to find it, or you won't go very far!

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-Name: POWER BRACELET

-Use: Use it to push, lift, and move large rocks and boulders around the lands of Hyrule.

-Where Found/How Obtained: Underneath an Armos chillin' at coordinate C5, on the map above the walkthrough.

-Description: The Power Bracelet is another vital item to have in the game. With it, you can push, lift, and move rocks and boulders, opening up new areas of Hyrule for you to explore, as well as allowing you to find many a new secret, making the game longer, more fun, and more enjoyable. All in all, it's a good item to have, and you'll need it sooner or later, so why not get it sooner?

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-Name: WHISTLE

-Use: Use it in the fifth dungeon on Digdogger, to make him smaller, and in that case, easier to kill. Oh, and it's a teleporter... so to speak.

-Where Found/How Obtained: Grab it in the fifth dungeon in the game, in the basement of the dungeon.

-Description: The Whistle is a pretty useless item... one of those infamous Zelda items you get for one reason, and one reason only - to kill a boss. Well that, and to get to the last dungeon in the game. When you get the Whistle, you can blow it at any time to make some pretty music with it, but its primary use is when you're battling the fifth dungeon's boss, Digdogger. Use it on him and he'll shrink in size, becoming helpless to the might of your Magical Sword, which you can then slay him with in two slashes. Other than that, a pretty useless item if I do say so myself.

-----

-Name: RED CANDLE

-Use: The Red Candle is basically a hyped up, more useful version of the old Blue Candle we used for most of the game.

-Where Found/How Obtained: It's the special item/weapon found in dungeon seven.

-Description: The Red Candle is pretty lame, they just threw it in the seventh dungeon of the game so you'd have something to get. =) The Red Candle takes care of the annoyance of the Blue Candle, however. That is to say, with the Blue Candle, you can only use it once per screen, and you have to leave the screen and go back to the screen to use it again in case you messed up or needed to try it again. The Red Candle alleviates that problem by allowing you unlimited use of the candle's fire in any room, on any screen, as much as you want. It's a cool upgrade, but such a "blah" item. =)

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-Name: MAGIC BOOK

-Use: Simply makes the Magic Wand shoot a more powerful magic, in the form of fire.

-Where Found/How Obtained: It's one of two items found in the eighth dungeon.

-Description: The Magic Book is pretty useless, but it's also pretty cool, because it gives your Magic Wand a huge power up, because the magic shot out of it is now fire, which apparently does more damage to enemies in the land of Hyrule. While many people go the entire game without using the Magic Wand

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XII      SECTION TWELVE | ENEMIES      XII

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-Battle Strategy: Aquamentus is the first boss character in the game, yes, which you can find inside the first dungeon. However, in later dungeons, he

appears as a regular old enemy, which is why he is in both the enemy section and boss section of my guide. So leave me alone about it! =D Aquamentus is easy to defeat. Although his description in the instruction manual makes him sound menacing, he's not. He hardly moves, and shoots three fireballs every few seconds that can be avoided if you place yourself right. Then you can get in close for the kill with your sword, although if you have full health, sword beams do the trick, and from a safe distance. It'll just take you a bit longer to defeat him with the weaker sword beams.

-----

-Name: ARMOS

-Description: "A soldier who has been turned into a stone statue. He moves and attacks if touched by Link. He has a fair amount of attacking power."

-Location: Overworld

-Battle Strategy: You never have to fight an Armos. The only way you can wake them up is if you physically touch them, which can always be avoided if you're careful. They are often in huge packs, however, and you'll have to carefully wind yourself through them in order to not touch them, which can be a tricky and difficult proposition. If you do fight one, they move fast, so hack, run a bit, turn around and hack again, continuing the process until he's defeated. Be weary of groups of them, if you awaken more than one. That's when they can be particularly tough to defeat.

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-Name: BUBBLE

-Description: "The spirit of the dead. When it clings onto Link, he won't be able to unsheath his sword for a while."

-Location: Underworld

-Battle Strategy: The Bubble is an enemy that is better left alone than anything. You can't damage him with your sword... actually, quite the opposite. If he touches you, Link can get his sword out of his sheath for a few seconds, making Bubbles extremely annoying when teamed up with our enemies that you CAN kill, and that are trying to kill you at the same time. Bubbles move fast and erratically, so do your best to avoid them, and kill everything else in the room, while leaving them be. It's your best bet to get out of a room with them alive.

-----

-Name: DARKNUT

-Description: "The knight who lives in the labyrinths. He has lots of attacking power. He repels Link's attacks from the front with his shield."

-Location: Underworld

-Battle Strategy: Darknuts start appearing in the dungeons about midway through the game. While they aren't difficult to defeat at all, they are simply a pain in the butt because they can use a shield, and they use it well. You can't attack them head on, while they're facing you. You have to get to the side or back of them and take some shots at them. Two hits with the White Sword will do them in for good, but be careful, as they often change directions and can run into you easily while you're attacking them. That's why you want to be careful with them. They don't have any active attacks, but running into you still does pretty good damage... half a heart with the Blue Ring equipped.

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-Name: DIGDOGGER

-Description: "Big sea urchins. In spite of their big bodies, they shrivel up

when attacked. But watch out! They come on pretty strong."

-Location: Underworld

-Battle Strategy: Digdogger is indeed the fifth dungeon's boss enemy, but you encounter him in later levels as a regular enemy. He's large at first, but if you use the Whistle on him (like you did when you fought him as a boss in dungeon five), he'll shrink in size tremendously, therefore making him easy to slay with your slew of weaponry. He's easy to defeat and has no attacks, but is usually stationed in a room with other enemies that can attack, or with statues that do the attacking for him. Either way, equipped with the Whistle, he can do you know harm. As the old man says, he hates noise!

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-Name: DODONGO

-Description: "A giant rhinoceros. It hasn't got so much attacking power, but it bounces off attacks with its thick hide."

-Location: Underworld

-Battle Strategy: Our friend Dodongo. The boss character in the second dungeon, the Dodongo becomes a run of the mill enemy in later dungeons in the game. He doesn't attack, he just walks around. His only weakness is to bombs. Nothing else can penetrate his thick skin, but bombs can! Place a bomb in his path as he walks, and the Dodongo will eat it up, and explode from the inside. All it takes is two bombs and a little patience (and love!), and the Dodongo will bite the dust.

-----

-Name: GEL

-Description: "Jelly-like monsters that walk about bouncing around in the labyrinths. When Link cuts Zol, it splits into two Gels. Gel has little attacking power, but Zol has twice the power of Gels."

-Location: Underworld

-Battle Strategy: Gels are little slime-like enemies that hop slowly around dungeons. They are far more dangerous in their bigger, stronger version, Zol, but when they are in their Gel like state, they're little more than easy targets. Take them out and grab whatever they drop... their attack power is non-existent, and one slash or hit with basically any weapon will do them in easily.

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-Name: GHINI

-Description: "The ghost who lives in the graveyard. There are two types. There are Ghinis who are there from the beginning of the game, and those who appear when Link touches the gravestones. Ghinis have about the same attacking force as Armos."

-Location: Overworld

-Battle Strategy: Ghinis are found exclusively in the graveyards of the Hyrule overworlds, and are one of the more difficult overworld enemies to do battle with. While they automatically appear in the graveyards as you enter them, touching a grave will make them appear as well. They can take quite a beating when you attack them, and although they move slow and have no attacks, they often drop rupees and other valuables, making them enticing to fight, even if you don't want to. However, they are slow enough to give you an option to fight them or not... so do whatever you'd like, m'friends.

-----

-Name: GIBDO

-Description: "The mummy man. He's got some strange powers, and some pretty powerful attacking force."

-Location: Underworld

-Battle Strategy: Gibdos are hardly fierce, and they have no real attacks, although if they run into you, they can do some pretty nice damage. These guys are basically mummies that move around in packs. They move fast and sporadically, but are still easy to slay, especially with the Magical Sword equipped in hand. Slash at them once or twice, then move away to avoid getting hit in their path of speed, and then repeat the process if necessary on any other ones. These enemies shouldn't be feared too much, and starting in dungeon five, they can easily be called "dungeon commons", for they appear with great regularity in dungeons from the fifth dungeon on in the game... but you should be glad you're fighting these guys than say... Darknuts. =)

-----

-Name: GLEEOK

-Description: "A huge dragon that has 2 to 4 heads and spits out beams at Link. Heads that Link cuts off from its body fly around in the air."

-Location: Underworld

-Battle Strategy: Yes, Gleeok is the fourth dungen boss, but later on in the game, he appears as a regular enemy for you to battle with. He's a lot like Aquamentus in looks (except Aquamentus is green, while Gleeok is blue), but his battle pattern is the same. He stays still and shoots fireballs at you. That's all. =) However, you have to get in close to attack him (unless you have full energy, in which case you can shoot sword beams at him from afar), and since Gleeok's attack power is pretty high, it can make life difficult for certain. Simply avoid or block his fireballs and hack away at his head. When you do enough damage, one of his heads will come off of his body (see HEAD OF GLEEOK in this section for more on that). Just be tenacious with your attacks on Gleeok, and he'll fall quickly to your mighty sword. ^\_~

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-Name: GOHMA

-Description: "The super huge crab that lives in the labyrinths. Its hard shell will repulse any attack. Attacks its weak point with a special weapon."

-Location: Underworld

-Battle Strategy: Gohma is the boss enemy of the sixth dungeon in the game, but is also found in later dungeons after the sixth dungeon as a regular old enemy, that you can fight. The strategy against any Gohma you encounter is the same, however. Avoid or block the fireballs he shoots at you as he wanders and runs around his lair. His eye is almost always closed, but you're waiting for it to open. Why? Because that's the only time he's vulnerable to attack. When he opens his eye for a second or two, equip the bow and arrow and shoot an arrow at his eye. If you shoot it accurately, it'll hit his eye and do him in with one measly hit of an arrow! Excellent! =)

-----

-Name: GORIYA

-Description: "A little devil that lives underground. He uses boomerangs. There are two of his type, blue ones and red ones. Watch out for the blue ones! They are strong."

-Location: Underworld

-Battle Strategy: Goriyas come in two varieties - blue and red. Both attack in the same way though, with Boomerangs. Being that they use their boomerangs with great accuracy and skill, avoid their projectile attacks the best you can. Your best bet is to get to them from behind, and slash away with your sword,



although your bow and arrow is also an ample weapon to use against these enemies. Using a boomerang on them is pretty futile, but if you use one with as much skill as the Goriya himself, perhaps it's worth a shot to freeze up the enemy and take him out when he's paralyzed.

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-Name: HEAD OF GLEEOK  
-Description: -  
-Location: Underworld  
-Battle Strategy: The Head of Gleeok is the boss/dungeon enemy Gleeok's head, that turns red and flies around the room, after you do enough damage to a regular old Gleeok. While it flies around the room quickly, it shoots fireballs at you from all angles, making your job difficult. But don't worry too much about the Head of Gleeok. Focus your attacks on the regular Gleeok even after the Head of Gleeok dispatches itself from the Gleeok's body and starts shooting at you, and keep hacking away at the Gleeok's body. When the Gleeok's body dies, so will the Head of Gleeok, effectively killing two birds with one stone. Voila. =)

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-Name: KEESE  
-Description: "Vire is a devil that controls the Keeses. When Link cuts it with his sword, it turns into two Keeses. Keeses have little attacking power, but Vire is a little stronger."  
-Location: Underworld  
-Battle Strategy: Keese are the weakest dungeon enemies, but they are still pains in the butt, because of their small size and speed. Since these bat-like enemies always attack in groups, they have the tendency to swarm, and thereby confuse, their enemies. Take slashes at them to kill them, and gather the numerous items they drop, but be careful not to be overtaken by them. They can downsize your energy quickly, and you might not even know it. Take advantage of their start-and-stop motions to make them easier targets than they would be if they always just kept on moving.

-----

-Name: LANMOLA  
-Description: "A gigantic centipede. Attacking his head won't work. Boy! Does he move fast!"  
-Location: Underworld  
-Battle Strategy: Lanmola's are underworld enemies that are exclusively found in Death Mountain, the final dungeon in our Hyrule adventure. They are basically larger, stronger, faster versions of their orange counterparts, Moldorms. These guys move fast, and attack for big damage. You have to keep swining your sword at them to make their bodies smaller, until only a head with no segments behind it is running around the room. Then, you can slay their head (which moves very fast, and is hard to hit with no segments behind it), and kill them for good. They are pretty rare to find, and are only found in Death Mountain, but when you do run across these guys, get ready for a real battle, because these guys will definitely give you a hard time.

-----

-Name: LEEVER  
-Description: "They live in the ground and eat up the energy of creatures that approach them. Blue Leever's are a little stronger, but the red ones don't have much attacking power."

-Location: Overworld

-Battle Strategy: Leeverers are common overworld enemies that you'll run into often, especially in areas that have water in them, such as beaches and river coastlines. They can dig into the ground and come out of the ground in a completely different area, making them pretty difficult to defeat, especially early on in the game. Until you are confident in your attacking ability, your best bet would probably be to avoid these menaces. Just be careful! They seem to chase you, and can take quite a beating even if you do decide to attack them.

-----

-Name: LIKE LIKE

-Description: "A tube-like monster that has a soft spot for magic shields - he eats them up."

-Location: Underworld

-Battle Strategy: Likes Likes look harmless enough, but they can actually be the most annoying dungeon enemy in the game, hands down. They don't have any attacks. In fact, Like Likes simply walk around the room doing not much of anything. But when you get close enough to hack at them, they are close enough to touch you. And when they do, they steal your Magic Shield, pending you have one equipped. Why does this suck? Because you won't get it back if they take it, and you'll have to go buy another one. And who the hell would want to do that? Like Likes can also take a whole lot of damage, so be weary of that as well. It takes five hits with the White Sword (that means ten hits with the Wooden Sword) to kill a Like Like. So just be careful to not lose that Magic Shield of yours!

-----

-Name: LYNEL

-Description: "The guardian who attacks all those who come near Death Mountain. Watch out! He's pretty strong, and Link's little shield can't stop his sword."

-Location: Overworld

-Battle Strategy: Lynels are extremely strong overworld enemies, that are centaur-like in stature. They hold swords, and like Link at full power, they shoot sword beams out of their swords, giving them both distance and power. Unlike Link, however, they have the ability to use the sword beam even if they have been damaged. Your best bet is to stay away from both the blue and red varieties in the early going of the game, if you want to stay alive. Later on in the game, you can approach and engage these guys in battle with regularity, for they sometimes drop items such as rupees, and whatnot. Otherwise, they are probably the strongest overworld enemy, and should be avoided for the most part.

-----

-Name: MANHANDLA

-Description: "A large man-eating flower with hands sticking out in all four directions. It moves faster as it loses hands. It's pretty mean. So watch out!"

-Location: Underworld

-Battle Strategy: Whilst Manhandla is a boss, the boss in dungeon three, he appears in later dungeons as a regular old enemy. The funny thing about Manhandla is that he LOOKS menacing, while all he really is a big creature that moves fast, but can take a fall really quick. For a nice, quick defeat of the Manhandla, place a bomb in his path so that'll explode right when he gets there. A well placed shot will kill him in one hit. Otherwise, you'll have to kill him limb by limb (and he has four), with your sword. A bomb shot can also destroy some of his limbs, but not all. That's where the well placed bomb comes

into play, my friends.

-----

-Name: MOLBLIN

-Description: "A bulldog-like goblin who lives in the forest. He attacks by throwing spears. A little bit meaner than Octorok."

-Location: Overworld

-Battle Strategy: Molblins are pretty annoying creatures, regardless of their weak attacking power, and their even weaker defensive stamina. Their real advantage over Link is the fact that they can chuck their spears straight across the screen, and they always do it in Link's direction, which means that when they are on the screen, it's in your best interest to keep on moving. Bare in mind that their spears can be blocked with any of the two shields in the game, just as long as you're properly positioned in front of the oncoming projectile. Engage them in battle from the beginning of the game... they are good practice for tougher enemies in the game, and often-time hold rupees for Link to take upon their death.

-----

-Name: MOLDORM

-Description: "The huge worm living in the labyrinths. It grows smaller as link attacks. Not so strong."

-Location: Underworld

-Battle Strategy: Moldorms are huge worms, each segment looking like a fireball that a statue would shoot at you. Each attack on the Moldorm takes away anywhere from one to all the segments of his body, depending on how good of a hit you get on it. The Moldorm doesn't have any attacks, it just goes around the room, trying to knock into its foe. They're generally easy to defeat, you just have to be patient, and careful that it doesn't change paths and run right into you.

-----

-Name: OCTOROK

-Description: "A type of octopus that lives above ground. There are two types, red and blue. Watch out for the blue ones. They're mean. They spit out rocks at Link."

-Location: Overworld

-Battle Strategy: Octoroks are considered to be the generic enemy in The Legend of Zelda, and are littered all over Hyrule. As mentioned above, there are two primary types of the Octorok, blue and red, which can obviously be differentiated by their colors. The red ones are weaker than the blues ones as far as how many hits it takes to defeat them, but both forms have the same attack and attack power. They both move around and shoot rocks out of their snouts, which shoot across the screen rapidly. They can be blocked by Link's shield however, so block their projectiles and move in close, to attack and go in for the kill! Initially, with the Wooden Sword, the red ones take one slash to defeat, while the blue ones take two slashes. With a sword upgrade, however, they both take one slash.

-----

-Name: PATRA

-Description: "The Patra attack in groups, in two types of formations. Both formations groups are strong. So be on your toes!"

-Location: Underworld

-Battle Strategy:

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-Name: PEAHAT

-Description: "Has little attacking power. This is the ghost of a flower that bounces and flutters around the place. Link can eliminate it only when its standing still."

-Location: Overworld

-Battle Strategy: Peahats are frustrating enemies to defeat, because they move quickly all around the screen, and stop only for a very brief time, which is the only time they're vulnerable to any type of attack. Your best bet is to simply avoid these fast moving menaces, and stay out of their tracks. Trying to figure out exactly where they stop, and then getting to that place to attack is more trouble than it's worth. Even if a Peahat hits you, it's not like it's going to do any amount of major damage. So don't worry about them, my friends.

-----

-Name: POLS VOICE

-Description: "A ghost with big ears and a weak point - he hates loud noise."

-Location: Underworld

-Battle Strategy: Pols Voices look like rabbit heads with huge whiskers that hop around whatever room they're in, looking for a kill. They aren't hard enemies at all, but they do some massive damage to Link if they run into him. Being that they often attack in great numbers, it's sometimes hard to avoid them at all, so you'll have to fight them quickly, and with concise battle tactics. They hop around, and can hop over barriers, rivers, et cetera, making it impossible to isolate yourself from them as you attack them. While arrows are the best weapon to use on them, as they die with one or two hits with the arrow, the Magical Sword can subdue a Pols Voice with a few slashes. Either way, kill them and be careful... their movements and speed (and attack power) make them one of the more formidable dungeon enemies you'll encounter.

-----

-Name: ROCK

-Description: "These rocks crumble off Death Mountain and fall down to attack Link. He can't destroy these natural nuisances."

-Location: Overworld

-Battle Strategy: The rock isn't exactly an enemy, but the instruction manual listed it as such, so I figured I should probably so the same. When you get near the Death Mountain region, there are parts of the game where rocks fall from the mountain onto the land you're walking on. You can't attack them or damage them with any weapon in the game, so you're only choice is to avoid them. Avoiding them can be hard, though, especially when they're all over the screen. Well, you'll see.

-----

-Name: ROPE

-Description: "A poisonous snake that has made the labyrinths its home. It senses other creatures quickly and suddenly comes after them (and Link, for that matter!) once it has found them out. This one hasn't got a lot of attacking power."

-Location: Underworld

-Battle Strategy: These snake-like creatures are very common in almost all of the dungeons in Hyrule. They are weak, and have no attacks, but move very rapidly around the room they patrol, and always attack in huge packs. They're infamous amongst Zelda players, however, of being the creatures most likely to

drop goods of all kinds, from Hearts and Clocks to one rupee pieces, and lots and lots of five rupee pieces! Attack these guys and reap all the benefits of what they drop, which is lots and lots of goodness galore!

-----

-Name: STALFOS

-Description: "A skeleton that's got a sword in each hand. Little attacking power."

-Location: Underworld

-Battle Strategy: Stalfos is a common dungeon enemy, and probably one of the weakest. These skeleton knights pack a sword in each hand, but they do very little damage, and never actually attack. Instead, they try to run into you to do damage, but even if they do, the damage is very minimal. They take one or two hits to kill each, depending on what sword you have, and often fight in groups, to make themselves look more powerful. Never pass up a group of them however. Slay as many as you can and gather whatever they drop... they're like gifts, compared to other enemies you'll come across in the dungeons.

-----

-Name: STONE STATUE

-Description: "Somebody places these in the labyrinths a long time ago. They suddenly attack Link when he approaches them. So you've really got to watch out!"

-Location: Underworld

-Battle Strategy: Stone Statues are a pain in the ass, for sure, but not really because of what they can do to you attack wise. The fact of the matter is that when you're in a room with one or more of these statues, they continuously shoot fireballs at Link, and they shoot them always in his direction, and it's constant. Although these fireballs can be blocked by use of Link's shield, you can't attack and destroy these statues with any weapon in your arsenal, making them more of a nuisance than an enemy. Just be careful of their fireballs, and try to move quick in any room they occupy.

-----

-Name: TEKTITE

-Description: "These spidery things jump all over the place. Red ones move about a lot and blue ones only move a little. Tekties have little fighting power."

-Location: Overworld

-Battle Strategy: Tektites, like Octoroks, litter the overworld, but also like Octoroks, they are super easy to defeat. These guys don't have the projectile advantage the other enemy has, but they do have the ability to jump all over the screen, including to places that Link can't get to, like rocky and forested areas. Both the red and blue Tektites are easy to defeat, one jumping and moving a bit more than the other, but you should engage these enemies in battle whenever you see them. I've found in my own personal experiences that they drop the most rupees of any enemy, especially blue rupees, which are worth five rupees, which, of course, is a sweet deal.

-----

-Name: PATRA

-Description: "The Patra attack in groups, in two types of formations. Both formations groups are strong. So be on your toes!"

-Location: Underworld

-Battle Strategy: Patras are exclusive underworld enemies, only found in the

final dungeon of the game, Death Mountain. They are pains in the butt to fight, and often guard key areas of Death Mountain, meaning you can't really avoid them, you HAVE to fight them. The thing with them is, these pieces of brown debris circle them, protecting them like a shield from sustaining any damage until they are all defeated. They circle quickly around him in orbit, and do some good damage when they hit Link. With the Magical Sword, each piece of debris takes two hits, so be patient! When all the debris is cleared from orbit, move in to hit the defenseless eyeball of the Patra, which takes three hits with the Magical Sword to slay.

-----

-Name: TRAPS

-Description: "Somebody places these in the labyrinths a long time ago. They suddenly attack Link when he approaches them. So you've really got to watch out!"

-Location: Underworld

-Battle Strategy: Traps are just like Stone Statues - dungeon regulars who can't be defeated, or even stopped or stunned, by any weapon or item in Link's arsenal. When you walk in front of one (in any of the four primary directions) they'll shoot at Link with incredible speed, attempting to cut him up and do pretty good damage to him. They're especially dangerous when they're on either side of you and manage to pincer Link and damage him for twice as much! The best bet with them is to trigger them, then move back, and then as they try to get back into position, move across their line of sight, so that they can't do anything about it. Just be weary of them, especially when you enter a new room in a dungeon... they often try to be sneaky, being placed right by entrances all over the dungeon.

-----

-Name: VIRE

-Description: "Vire is a devil that controls the Keeses. When Link cuts it with his sword, it turns into two Keeses. Keeses have little attacking power, but Vire is a little stronger."

-Location: Underworld

-Battle Strategy: Vires are simply larger versions of the Keese enemy, the bat-like enemy that you find in every dungeon in the game. Vires, however, are far larger and far stronger versions of the Keese, that can actually do good damage to you. They hop around and try to run into Link when he's in the room. When you hack at them and hit them, they split into two red Keeses, slightly faster versions of the regular old black/blue Keese that we're used to seeing. When they split into these red Keeses, finish them both off, to end the life of the Vire for good. They can be pains in the butt for sure, but are mainstays in many of the dungeons in the game, starting with dungeon four, and going all the way to Death Mountain.

-----

-Name: WALL MASTER

-Description: "A monster hand that appears out of the labyrinth wall. If it catches Link, it takes him back to the entrance of the labyrinth."

-Location: Underworld

-Battle Strategy: Wall Masters are dungeon regulars that can be a real pain in the neck at times. They force you to be on your toes at all times. They especially like to guard the rooms just before the bosses lair, making your life that much more difficult. They don't have an attack, exactly. Instead, if they capture Link, they drag him all the way back to the entrance of the dungeon, forcing you to get all the way back to where you were from the

beginning. While you don't have to do certain things you've already done in the dungeon again if you get taken back, it's still an annoyance that you don't really need. Attacking them is dangerous, because if you get too close, you'll get captured. Instead, keep your distance, and do your best to avoid them all together.

-----

-Name: WIZZROBE

-Description: "The Master of Movement. He appears here and there letting out magic spells that Link's little shield can't hold back. He's pretty strong. Watch out!"

-Location: Underworld

-Battle Strategy: Ohhhh Wizzrobes... god almighty, I hate Wizzrobes. Wizzrobes, in most anyone's opinion who has a brain, is the most annoying and difficult enemy in the game, including bosses. Wizzrobes are POWERFUL, and use magic and teleportation to do their damage. These 8-bit incarnations of the annoying enemy found all over Zelda games on every platform are probably their most annoying form, and in this game, they come in two varieties. The first variety, the red version, can be killed in one hit with the Magical Sword, but shoots powerful magical energy at Link, and can do several hearts worth of damage. When he shoots, he promptly disappears, and reappears to do this again. The blue ones take three hits with the Magical Sword, and teleport around the room more often, but they are visible during teleportation. Every once in a while, they'll shoot magical energy at Link in huge bursts, which enables them to basically wipe you out in no time if you aren't lucky. Use your Magic Shield to block their attacks, and attack them quickly, and with great accuracy. I promise you if you aren't careful with Wizzrobes, they will take you out before you know what hit you. And that's no joke.

-----

-Name: ZOL

-Description: "Jelly-like monsters that walk about bouncing around in the labyrinths. When Link cuts Zol, it splits into two Gels. Gel has little attacking power, but Zol has twice the power of Gel."

-Location: Underworld

-Battle Strategy: Zols are just as easy as their smaller counterparts, Gels. The difference is their size and speed. Zols move around a bit quicker, and are several times larger than Gels, making them almost as big as Link himself. That's not a big deal, however, for with the White Sword, one hit does the Zol in, and he doesn't even split into little Gels either. With the Wooden Sword, one hit makes Zol split into two Gels, which you then have to give the beatdown to as well, to make them ALL go away. That's why the White Sword is so damn useful! =D

-----

-Name: ZOLA

-Description: "Half-fish, half-woman who lives in the water. When she sticks her head out of the water she lets out a ball that Link's little shield can't hold back."

-Location: Overworld

-Battle Strategy: "Zola is exclusively a water enemy, which means that you can only damage and kill a Zola with a bow and arrow. When a Zola peeps her head out of the water, she shoots a fireball in the general direction of Link, then promptly sticks her head back under the water. There's honestly not much you can do about here, except block her fireballs with your shield and move on. If you're patient, whip out the bow and arrow and have a few shots at her, but

it's not worth it, so I wouldn't even bother.

# XIII SECTION THIRTEEN | B O S S E S XIII

This section of the guide is information on all of the bosses in the game. They are in order of dungeons, so the first dungeon boss is first, sequentially.

-Name: AQUAMENTUS  
-Description: A Dragon-like enemy with three heads.  
-Location: Dungeon One (The Eagle), Dungeon Seven (The Demon)  
-Battle Strategy: Aquamentus is the first boss battle in the game, and is relatively easy. He moves around very little, staying at the righthand side of the room guarding the doorway there, and shoots three fireballs out of its three heads at the enemy, which are easy to avoid. Move in close with your White Sword and hack him three times to take him down. If you have full hearts, you have the option to fight him from afar by using Sword Beams, but it takes six hits or so to defeat him that way. You might as well just move in close and go for the kill. You'll get hit, but it's easier, and he only does half a heart's worth of damage each time he hits you with the Blue Ring equipped, which you should have by the time you visit the first dungeon.

-----  
-Name: DODONGO  
-Description: He looks like a Rhino... what else can be said?  
-Location: Dungeon Two (The Moon)  
-Battle Strategy: The Dodongo is a common enemy in dungeons later in the game, but in dungeon two, he is the boss character. He can't be harmed at all by any weapon in the game, except one - the Bombs. While you can explode the bomb behind him and damage him with the sword whilst he's paralyzed, it's easier to put the bomb in front of him as he walks. When he walks to the bomb, he'll eat it and it'll explode inside of him. Two bombs like this, and he'll take a fall for good. He could be considered easier than Aquamentus, but I think they are both equally as easy. Not to say any of the bosses in this game are particularly hard... none of 'em are.

-----  
-Name: MANHANDLA  
-Description: Big blue creature... has hands that look like oysters... four of 'em.  
-Location: Dungeon Three (The Manji)  
-Battle Strategy: Manhandla isn't a difficult boss to defeat at all. While he has plenty of speed in battle, he doesn't have any active attacks, other than the random fireball. He just tries to run into you while you are battling him, which is how he damages and kills his enemies. The trick is to use bombs on him. Place a bomb in his path so that it'll explode when his body is over it. If you do it JUST right, one bomb shot will kill him right away. If you don't do it right, it'll still blow off a few of his limbs. Then you can finish him off with your sword, or use another bomb, if you're into the whole pyrotechnic scene. =)

-----  
-Name: GLEEOK



-Description: Kind of looks like Aquamentus, just more menacing looking... plus, he's blue, not green like Aquamentus.  
-Location: Dungeon Four (The Snake), Dungeon Eight (The Lion)  
-Battle Strategy: Gleeok is the hardest boss that you've come across yet, after a streak of three painfully easy bosses. Gleeok fights a lot like Aquamentus, the boss of the first dungeon, in that he stays still and shoots fireballs at you, and you simply have to avoid them and get some attacks of your own in on him. If you have full energy when you enter this battle, then stand directly in front of him, as far away as you can from him, and shoot sword beams at him. That way, you can damage him from a distance, and be far enough from him that you can avoid his attacks. If you aren't full on energy, then get in close and hack away at him. When you do enough damage, his head flies off and turns red, shooting fireballs at you while you try to do damage to the body of the beast. Just trade blows with him and you'll come out victorious... just make sure you go into battle with Gleeok with a full energy meter if at all possible. It can make all the difference.

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-Name: DIGDOGGER  
-Description: Looks like a big red, orange and yellow eyeball... but the instruction booklet says it's some sort of Sea Urchin. Go figure with these 8-bit graphics. =)  
-Location: Dungeon Five (The Lizard)  
-Battle Strategy: Digdogger is a very easy boss to defeat. When you encounter him in the fifth dungeon in the game, make sure you have the Whistle on you and equipped that you should find earlier in that same dungeon. When you enter the battle with him, blow that Whistle right away, and watch as the big, mighty Digdogger becomes a little, small, weak and insignificant Digdogger, who can't do much to battle you except sit there, and move around, letting the statues that accompany him in his lair attack you from all angles, while he tries to avoid the wrath of your mighty blade. In this state, simply run up to him and slash him twice with the mighty Magical Sword, and he'll fall quickly. This boss battle shouldn't take you more than ten seconds TOPS, and not even if you're half-way decent at videogames... y'know, not to put any pressure on you or anything. =)

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-Name: GOHMA  
-Description: He's basically a crab-looking enemy... easy enough to describe, surprisingly enough.  
-Location: Dungeon Six (The Dragon)  
-Battle Strategy: Gohma is really easy to defeat, for a boss found as late in the game as he is. Gohma runs around horizontally, and shoots fireballs at his foe(s) from the crab-like pinchers he has as hands. He can battle with his eye shut (he only has one eye, yes), but when he opens his eye, that's when he's vulnerable to your attacks. Make sure to have the bow and arrow equipped while you are fighting him, so that you are ready to shoot one at his open eye, which kills the "mighty" Gohma in one hit... making him the biggest chump boss in the game, if you ask me. Well... you didn't ask me, did you. But I'm telling you anyway!

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-Name: GANON  
-Description: This pig-looking enemy, the nemesis of Hyrule.  
-Location: Dungeon Nine (Death Mountain)  
-Battle Strategy: Ganon is the final boss in the game, and comes in two forms

for you to fight, both of which are fairly easy indeed. When the battle begins, Ganon has the power to teleport around the room, and make himself invisible, shooting fireballs all around the room at Link. The only way to stop this is to stab your sword around the room until you happen to hit him, which will make him reappear. But then, he'll disappear again, and you'll have to do it all over. It takes four hits like this with the Magical Sword to stop this battle strategy, which then turns him a shade of brown. When he turns this color, equip the Bow and Silver Arrow on Link right away, and give him one good shot with the Silver Arrow, which will end Ganon's reign of terror, and turn him into nothing more than a big pile of dust. Now that he's defeated (for now, he reappears in like ten more Zelda games ^\_^), go rescue Princess Zelda in the next room! Go ahead! What are you waiting for!

# XIV SECTION FOURTEEN | DUNGEONS XIV

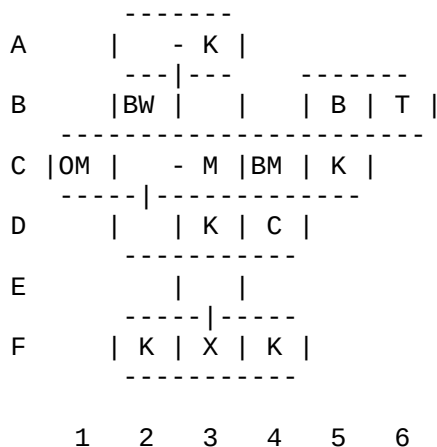
The Dungeon Archive section that you are now reading is a simple archive of the maps of each dungeon, just in case you don't want the full walkthrough and rundown of the dungeons found in the walkthrough, but rather just some guidance via a short description and map of each dungeon. Hope it helps.

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## DUNGEON ONE - "The Eagle"

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The first dungeon is naturally the easiest dungeon in the game, with few secrets, and no twists at all. Be weary to get the Bow, however. It's a vital weapon, and you can defeat the boss of the dungeon, Aquamentus, without it... but you need it, so make sure to get it.



### KEY/LEGEND:

X = Entrance

K = Key (whether or not you have to do something to get it in the room is based on whatever situation you're in, see the walkthrough for specifics).

M = Map

C = Compass

BM = Boomerang

BW = Bow

| = Locked Door

|| = Bombable Wall  
 OM = Old Man  
 B = BOSS ROOM  
 T = Triforce Piece

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## DUNGEON TWO - "The Moon"

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The second dungeon is a slight progression in difficulty and size from the first dungeon, but it's still easy and straight-forward. Enjoy the easyness and straight-forwardness now, though... it quickly fades in the later, larger, more complex dungeons.

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A | T | B |
 -----|-----
B | | OM |

C | - |

D | K | B |

E | K | MB |

F | - M |

G | K | | - C |

H | X | K |

 1 2 3 4

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## DUNGEON THREE - "The Manji"

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The Manji dungeon is when the dungeons start to get a bit more complicated, a bit larger in size, and where the enemies start to get more difficult as well. However, what's really startling about this dungeon is its shape. Yes it's a manji, but what ELSE is it. Where's the discretion on the part of Nintendo when they were making this game? Making it in this shape is just plain wrong, no matter what else it means. It can be a manji, but it's also synonomous with hatred, something we don't need in this world. Regardless... whatever.

### KEY/LEGEND:

X = Entrance  
 K = Key (whether or not you have to do something to get it in the room is based on whatever situation you're in, see the walkthrough for specifics).  
 M = Map  
 C = Compass  
 MB = Magic Boomerang  
 B = Bombs

| = Locked Door  
 || = Bombable Wall  
 OM = Old Man  
 B = BOSS ROOM  
 T = Triforce Piece

```

A | K | OM |

B | | | T |

C | | - K - M || B |

D | - C | | |

E | R | | K |

F | | K | X |

 1 2 3 4 5

```

#### KEY/LEGEND:

X = Entrance  
 K = Key (whether or not you have to do something to get it in the room is based on whatever situation you're in, see the walkthrough for specifics).  
 M = Map  
 C = Compass  
 R = Raft  
 BM = Bombs  
 | = Locked Door  
 || = Bombable Wall  
 OM = Old Man  
 B = BOSS ROOM  
 T = Triforce Piece

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#### DUNGEON FOUR - "The Snake"

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The fourth dungeon is where the game starts to get noticeably harder. The enemies within the dungeon are pretty difficult, and you'll even run into past dungeon bosses that are now just regular old enemies! Heh heh. Anyway, this

dungeon is just harder, it's not any bigger or more complicated than the last dungeon. Just wait until the dungeons are both hard and maze-like. That's when the games starts to become a pain in the ass. =)

```

A | OM - | | T |

B | = R = | B |

C | | M |

D | | | S |

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```

E | K |

F | | K |

G | - C |

H | K | X |

 1 2 3 4

```

#### KEY/LEGEND:

X = Entrance

K = Key (whether or not you have to do something to get it in the room is based on whatever situation you're in, see the walkthrough for specifics).

M = Map

C = Compass

S = Stepladder

R = Rupees

| = Locked Door

|| = Bombable Wall

OM = Old Man

B = BOSS ROOM

T = Triforce Piece

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#### DUNGEON FIVE - "The Lizard"

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The fifth dungeon can get a bit confusing indeed, which is why the map you see below that I've made for you guys is that much more useful. While the dungeon doesn't boast any new powerful underworld enemies (although it does mark the first time you see any Gibdos and Poles Voices), the growing size of the dungeons as you get to each one make the game more difficult... just make sure to find the Whistle... it's vital in defeating the dungeon boss, Digdogger!

```

A | W | |

B | T | | K | BU|

C | B - | | K |

D | | | | C |

E | | | M | K |

F | | K | | |

G | = = K - OM|

H | | X | K |

 1 2 3 4

```

# KEY/LEGEND:

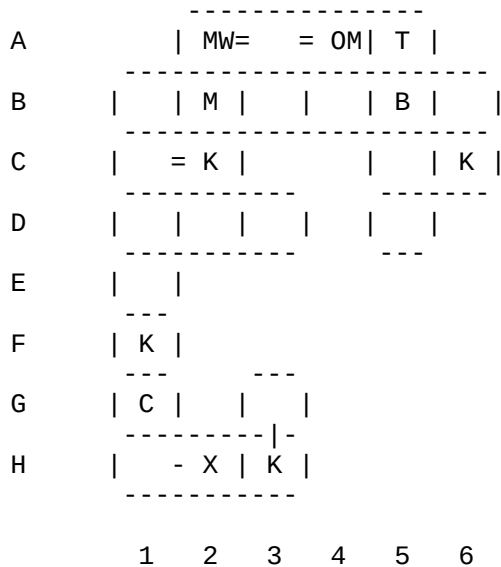
X = Entrance  
 K = Key (whether or not you have to do something to get it in the room is based on whatever situation you're in, see the walkthrough for specifics).  
 M = Map  
 C = Compass  
 W = Whistle  
 R = Rupees  
 | = Locked Door  
 || = Bombable Wall  
 OM = Old Man  
 BU = Bomb Upgrade [Old Man]  
 B = BOSS ROOM  
 T = Triforce Piece

-----

## DUNGEON SIX - "The Dragon"

-----

The sixth dungeon is the biggest pain in the ass dungeon in the game, and not because it's necessarily the hardest dungeon in the game, but rather because it's such a big jump in difficulty, from the fifth dungeon to this one. In this dungeon, you fight the most annoying enemies in the game - Wizzrobes. There is such a huge volume of enemies in this dungeon, and they are pretty difficult, that it makes this dungeon incredibly annoying, but not entirely impossible. Not impossible at all... at least Gohma, the boss of this dungeon, is easy as anything to defeat.



# KEY/LEGEND:

X = Entrance  
 K = Key (whether or not you have to do something to get it in the room is based on whatever situation you're in, see the walkthrough for specifics).  
 M = Map  
 C = Compass

MW = Magic Wand  
 R = Rupees  
 | = Locked Door  
 || = Bombable Wall  
 OM = Old Man  
 BU = Bomb Upgrade [Old Man]  
 B = BOSS ROOM  
 T = Triforce Piece

-----

## DUNGEON SEVEN - "The Demon"

-----

The seventh dungeon is surprisingly easy, for one found this far in the game, and especially the fact that it's after dungeon six, which was like a thorn in my side compared to dungeon seven, a relatively straightforward and easy dungeon. You just have to keep your eyes open and try lots of things in the seventh dungeon, because there are lots of bombable walls and such for you to fool with. Also, make sure to give the monster the Monster Bait so he'll move, or you won't be getting very far! Other than that, the dungeon is easy, and the dungeon's boss, Aquamentus, is identical to the Aquamentus we fought in the first dungeon. Can you say "easy" ? =)

```

A | = | K | | = |
 -||-----
B | | = RC| | |

C | | = B | T |
 -||-----
D | | = K |

E | BU| |
 -|-----
F | | | C | OM|

G | | | | | | K |

H | K | X | |

 1 2 3 4 5 6

```

### KEY/LEGEND:

X = Entrance  
 K = Key (whether or not you have to do something to get it in the room is based on whatever situation you're in, see the walkthrough for specifics).  
 M = Map  
 C = Compass  
 RC = Red Candle  
 R = Rupees  
 | = Locked Door  
 || = Bombable Wall  
 OM = Old Man  
 BU = Bomb Upgrade [Old Man]  
 B = BOSS ROOM

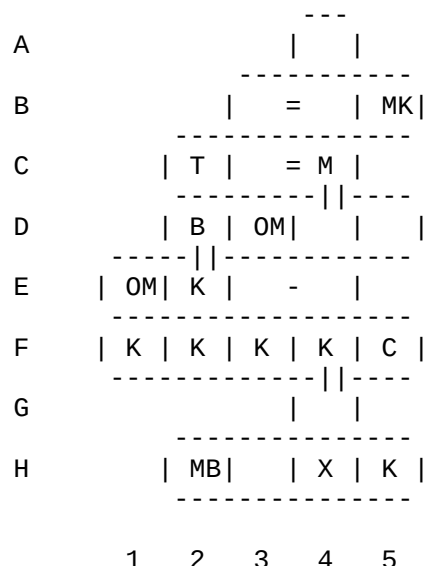
T = Triforce Piece

-----

## DUNGEON EIGHT - "The Lion"

-----

This dungeon is the final dungeon before going to Death Mountain. It's small and pretty straightforward, and you can actually avoid going to a lot of rooms in the dungeon, because there are so many side rooms and such. There are two vital items in this dungeon - the Magic Book and the Magic Key, both of which you should absolutely find before leaving here en route to Death Mountain. Other than that, enjoy the simplicity of this dungeon now... you'll be yearning for it when you get to Death Mountain. =)



### KEY/LEGEND:

X = Entrance

K = Key (whether or not you have to do something to get it in the room is based on whatever situation you're in, see the walkthrough for specifics).

M = Map

C = Compass

MB = Magic Book

MC = Magic Key

R = Rupees

| = Locked Door

|| = Bombable Wall

OM = Old Man

B = BOSS ROOM

T = Triforce Piece

-----

## DUNGEON NINE - "Death Mountain"

-----

Ah yes, the infamous Death Mountain... this dungeon is huge, and is actually shaped like Ganon's head... as for an explanation of the map below... here's a



copy of my "note" about the Death Mountain walkthrough, which explains the segmented style I went for with this massive dungeon:

NOTE: The map of the final dungeon is laid out a bit differently than the previous eight dungeon maps I've provided you with in the walkthrough. Being that Death Mountain is so massive, and you can avoid going to most of it en route to slaying Ganon, I've mapped out the parts you need to go to, and nothing more. The "T1", "T2", et cetera, are teleports, so to speak, like we've seen in other dungeons. Since there are so many, and they lead straight across this massive dungeon, I've now put them on the map. Therefore, T1 in one place corresponds with T1 in another place. As the map segments go down, you are farther into the dungeon, so they are also in sequential order, for ease. Hope they help.

```

A | T1= |

B | |

C | E |

```

To...

```

D | T2| OM| RR|
 -----|---||
E | T1| | |
 -----||-----||
F | = | M |

G | C |

```

To...

```

H | T4|
 -|-
I | |
 -|-----
J | | |

K | T3| | T2|

```

To...

```

L | SA|

M | T3|

```

To...

```

N | T5| T4|

```

-----

To...

```

O | Z |

P | B |

Q | T5|

```

1    2    3    4

#### KEY/LEGEND:

X = Entrance  
K = Key (whether or not you have to do something to get it in the room is based on whatever situation you're in, see the walkthrough for specifics).  
M = Map  
C = Compass  
SA = Silver Arrow  
RR = Red Ring  
T# = Teleport [\_] {Corresponding}  
R = Rupees  
| = Locked Door  
|| = Bombable Wall  
OM = Old Man  
B = BOSS ROOM  
T = Triforce Piece

```

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 /\ XV SECTION FIFTEEN | SHOPS XV /\
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This section of the guide holds the shop information. Basically, each shop in the world holds three items. Not all items are the same price, you can shop around and find certain items for better prices than at other places. Each shop below is in order of the way you find them in the game, from first to last. Each shop is given a name of simple "Shop \_\_\_\_\_", with the underline being the number. Next to each shop is a set of coordinates, which can be matched up to the shop's location via the map at the top of the walkthrough section, for your ease and convenience. With the items themselves, the item is listed, and in parenthesis are the price, in rupees.

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#### SHOP ONE (Coordinate G7)

- Magic Shield (160)
- Key (100)
- Blue Candle (60)

-----

#### SHOP TWO (Coordinate G16)

- Magic Shield (130)
- Bombs (20)
- Arrows (80)

-----

#### SHOP THREE (Coordinate E7)

- Magic Shield (90)
- Monster Bait (100)
- Heart (10)

-----

#### SHOP FOUR (Coordinate E5)

- Magic Shield (130)
- Bombs (20)
- Arrows (80)

-----

#### SHOP FIVE (Coordinate D5)

- Key (80)
- Blue Ring (250)
- Monster Bait (60)

-----

### XVI SECTION SIXTEEN | "O M" QUOTES XVI

This part of the walkthrough is a short list of "Old Man" quotes, quotes that the mysterious old man in the game gives you in dungeons. They are in order of the dungeon they are in.

Dungeon One - "Eastmost penninsula is the secret." (note the spelling mistake, the word peninsula is misspelled).

Dungeon Two - "Dodongo dislikes smoke."

Dungeon Three - "Did you get the sword from the Old Man on top of the waterfall?"

Dungeon Four - "Walk into the waterfall."

Dungeon Five - "Digdogger hates certain kind of sound."

Dungeon Six - "Aim at the eyes of Gohma."  
"There are secrets where fairies don't live."

Dungeon Seven - "There's a secret in the tip of the nose."

Dungeon Eight - "Spectacle Rock is an entrance to death."

"10th enemy has the bomb."

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/\_\ /\_\ XVII      S E C T I O N    S E V E N T E E N    |    F A Q      XVII /\_\ /\_\

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1.) Q - Why all of the commotion before getting to the first dungeon?

A - Many Zelda players that are playing for the first time shoot right to the first dungeon. But why do that, when you can upgrade your sword, shield, get three hearts, and other useful items, before you even get to the first dungeon? This way, it's easier for you to defeat, and you're better prepared and equipped. If you're looking for a challenge, then you don't have to do it that way, but it's plenty worth it, trust me.

2.) Q - How come after I shoot my Blue Candle once, it doesn't work again?

A - With the Blue Candle, once you shoot it on a screen, you have to leave that screen and come back if you want to use it again on that screen. It's strictly one shot per screen. The Red Candle, on the other hand, takes care of that problem, with its unlimited shot capability.

3.) Q - I bought the arrows, but how come I can't shoot any?

A - The thing with arrows is that each time you shoot one, it takes away one rupee. So eventually, if you keep shooting your Bow and Arrow, you're going to run out of rupees. Hence, if you have no rupees, you technically have no arrows. That's just how it works. =)

4.) Q - Is it possible to hold more Bombs than just 8 in your inventory?

A - Indeed it is. There are two bomb upgrades in the game, both found in dungeons later in the game (the first is in the fifth dungeon). The Old Man that offers these upgrades in the dungeons charges you 100 rupees, and brings your bomb holding capacity first from 8 to 12, and then later, from 12 to 16. It's quite useful, indeed!

MORE QUESTIONS TO COME

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/\_\ /\_\ XVIII    S E C T I O N    E I G H T E E N    |    C L O S I N G    XVIII /\_\ /\_\

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Well my friends, it's time to close this guide out! =) I hope you found it very helpful... I very much enjoyed writing it. It was fun, as is the game, and I'm sure that it was/is/will be enjoyable for you as well. And hey, if you have game related questions, comments, suggestions - whatever, e-mail them my way, cmoriarty311@cs.com. And make sure to put Zelda (or whatever game you're writing in on, I have nineteen other guides), in the header as the topic, so I know what the hell you're talking about. =) Take it easy.

I'd like to take this chance to thank a friend of mine, Devin Morgan, a fellow FAQ writer on GameFAQs, for just being a good guy, a good friend, and someone I can talk to about everything. Thanks Dev. Also, thanks goes out to Adrenaline, 'cause she's so damn cute.

One final thank you goes out, once again, to Astro Blue and Shdwrlm3, for

offering me use of some of their formatting from their Zelda OoS/OoA FAQs, which I gladly accepted. Thanks guys!

Also, thanks to Nintendo for making such a great game. The Instruction Manual and map that came with the game was a big help too. Thanks Nintendo!

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 /\ /\ XIX SECTION NINETEEN | ABOUT... XIX /\ /\
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[accurate as of August 08, 2002]

I'm a 17 year old, and just graduated from high school. I live on Long Island, in New York, about half an hour from New York City. I play ice hockey, I worked at a deli, until recently, when I quit (^\_^) and I love videogames, especially RPGs. My favorite series for videogames include the Final Fantasy series (excluding VIII), the Dragon Warrior/Quest series, the Mega Man series, and the Tales series. I aspire to go to Northeastern University in the fall of 2002 to study History and Law.

THANKS FOR READING!

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<http://www.gamefaqs.com/features/recognition/4280.html>